

Changes in LGR v0.13

There are a lot.

- C.3 has been remade entirely. Current state no longer refreshes upon attack resolution, and the concept of layers has been removed.
 - References to "valued" cards now call them "live" cards
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- J.3.3.1.1 was replaced by J.3.3.4, and definition effects as a classification have been removed. What used to be definition effects are now just a subset of modifier effects, that always get applied first.
 - Rule effects are now section J.3.4
- Definition effect citations removed from or adjusted in notes on K.3.6, I.3.8.2, and I.3.4.1
- References to C.3.x fixed in the J.3.3.2 note, and in E.4.2.1
- E.4.1.4 and E.4.2.2 have been added to replace the old C.3.3.3.3 (Ominous Prophecy vs. Reversal rule)

A lot of things have been rewired under the hood to make the advanced rules easier to understand. But, the impact on the table should be comparatively small. Mainly, attacks no longer will reset their current state upon resolution.

Nearly all relevant effects reference printed values of cards in the card pool though, save for some older cards (i.e. Kaden's Blindfold with Forbidden Moonset). The most common way the change will materialize is that removing Safe will work as expected, and allow a reversal to be played even if the effect that got rid of Safe didn't specify for the rest of the turn.

Under the hood, layers and definition effects, which primarily existed to support the idea of attacks resetting on resolution, have been removed. What were formerly definition effects are now just a subset of modifier effects, with multiple modifier effects applying in the same order that layers used to enforce.

- Breaker now affects the difficulty of the next check to play a card, and not the difficulty value of the card.

This fixes the unintuitive behavior when a Breaker was followed up with a Reversal. The counterplay of "burning a block" to clear the breaker will still exist, but breaker will actually affect the difficulty to pass the block, as opposed to uselessly changing the difficulty statistic of the card.

Note that a few effects that used to counter Breaker, no longer will as a result of this change.

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- B.1.2.4.1 was folded into B.1.2.4, and J.4.4 was changed so that a vital statistic must be present on the card for an effect like Nut Kracker's to work.
Vital statistics have been phased out, and this is another step along those lines. Having no gender, or question marks, will cause all gender requirements to fail. Additionally, things like height comparisons will always fall in the opponent's favor if one or both statistics are not available.

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- D.1.4 has been updated to bar cards from moving at all if they would be sent to another player's zone.
The original version of this rule was aimed at obscure Eugenia interactions where removing the card made sense, but it has since become a problem by causing Seong Mi-Na to behave in an unintuitive way.
 - J.5.5 has been added, which stops effects that double a card value from executing if that value is negative.
This possibility led to some unintuitive cancellation scenarios, and has been closed off.
 - "Character name" as a formal term has been replaced by "identity".

This is just to make the rules less confusing to read, and will be better if we ever want to use the formal term in card text.
 - "Immediate effect" as a formal term has been replaced by "direct effect".

This is also just to make the rules a little more intuitive.
 - Notes have been added at the end of section A, and to D.2.2 to begin transitions to new card wordings

"Stage" will start being used as a shorter version of "Staging Area", and "Rival" will replace "Opponent" for brevity and flavor. These will be replaced throughout the LGR text in a later update.
 - B.6.6 is expanded to allow "symbol" to be used as a shorthand for "resource symbol", and said shorthand is implemented throughout the LGR. Rules about infinity now refer to it as the infinity "sign" for clarity. E.3 was also tweaked to match phrasing.

- H.3.2.2.9 has been added to formally support [Once per game].
- .3.13 and K.3.14 have been updated to improve clarity around multiple-trait requirements

These are the "trait and trait" vs. "trait or trait" rules. The old K.3.13 has not been relevant (on purpose) to a new card in a long time.

On future cards, it will just say "trait trait" when an effect wants to specify requiring both traits on a card. (i.e. "Your high weapon attack", "Your ranged weapon attack", "Your <fire> <water> attack", etc.)

- :: Non-attack resolution as a concept has been removed from E.4.11.

This was confusing, and only minimally useful. Toguro Brothers has been given a functional errata in turn (no change in how it works).

- D.2.2.1.1 has been added to specify that face down foundations should be kept distinct for the remainder of the turn in which they're created.
- F.2.2.3 has been extended to clarify what happens if a player is unable to play a card.

It's now much less improbable for the situation to come up (via Sheeva and Single Barrel), so the affected player now reveals their hand instead of calling a judge.

- J.3.3.1 expanded to clarify the interaction between Deku and Raptor Rush

Midoriya's defensive ability is a fired effect, and it wasn't clear that its condition should be checked after modifiers are applied.

- D.1.3 has been replaced by the broader D.2.1.4 and D.2.2.3, with the old D.2.2.3 becoming D.2.2.5. (old D.1.4 is now D.1.3)

We wanted to broaden this rule to the point where it didn't make sense to list it as a special exception, so it was moved into the zone rules themselves. Now, for instance, "build the top card of your deck" will build it face down with no further specification needed.

- H.5.4.1 added to cover Seong Mi-Na2 playing weapon actions

If you play an action card with the effect of a form ability, you need to play a form ability on the action. People have always played similar effects this way, but now it's codified.

- F.3.2.2 has been expanded to clarify that an attack only goes to momentum if it dealt damage during the current turn and has not been flipped or re-played since then.

- K.3.4.4 has been added, and K.3.4.2 has had a clause removed.

"Other attacks" is just being defined for completeness. K.3.4.2 had a clause that is no longer necessary with the E.4.11 change.

- H.3.3.4.1 has been removed, with numbering and H.3.3.4.4 updated accordingly.

This phrasing (opponent may x to cancel and destroy) hasn't been relevant in a very long time.