## What’s Changing?

For convenience, the newest versions of the documents are linked in the headings below, but they may also be found in the document repository, <https://drive.google.com/drive/folders/1pQdZjfWR782z4LQZxDwP5eJIFLWtscmK?ths=true>

Reformation companion to Supplement Pack 4’s art package:

<https://mega.nz/folder/QwhTTL5D#65qFUzNMazvZWsarMykOKw/folder/w9QCABAD>

[**Official Card Reference v14.2**](https://drive.google.com/file/d/1L7ZaiUX35M97URKJRnmnabtZHPTq47pW/view?usp=share_link)

* Added Breaking the Barrier which supersedes Sonic Rainboom
* Added Feather Bangs, Fallen For You which supersedes Feather Bangs, Looking Suave
* Added High Speed Infilitration which supersedes Infilitration Orders

[**~~Official Card Reference v14.1~~**](https://drive.google.com/file/d/1gKNuUUfymgXswoA-MnoP9627ohyEn1XL/view?usp=share_link)

* Added Fluttershy, Hidden Strength which supersedes Fluttershy, Stunning Wonder
* Added Rocket Cavalry which supersedes Rocket Scooter
* Added Rules Technicality which supersedes Final Question
* Added Harsh Accusations which supersedes Tarnished Reputation
* Added Back to Work which supersedes Under the Weather
* Normalized “exhaust to contribute” language on Fluttershy, Nurturing Nature; Canterlot Citizens and Yona, Make a Path to make the power contribution stop at the end of the turn and use identical wording on all cards

[**Comprehensive Rules v3.16.1**](https://drive.google.com/file/d/1hlfOqKq-4nZ3sdBmq3J9EP7P5RGEZApm/view?usp=share_link)

* Restructured bullets under (102) to group all the pre-game actions together
* Corrected a mistake in the order of pre-game actions (sideboarding must happen before determining which player chooses to go first - the tournament floor rules actually had this correct)

[**~~Comprehensive Rules v3.16~~**](https://drive.google.com/file/d/1qLPXpwN9GoVaXBFHh7rbA0Yd2imQH6-Y/view?usp=share_link)

* Clarified that the card has to be played in (706.1d)
* Changed (102.7) to allow the player who wins the die roll to choose to go second instead of having to go first.
* Added (604.2) and changed (605.1a) to give the second player an additional action token on their first turn in lieu of drawing a card.

The game already gives the second player a card that the first player doesn’t get to try to balance this out, but going first has been known to carry a small but significant advantage.

With these changes, the second player instead gets an actual action token, which has at least as much value than the card they would have drawn.

This removes - or for some decks even reverses - the advantage the first player would have, and yes, with A Second Chance you can end up with *four* action tokens on your first turn.

As a reminder, figuring out which player goes first has always been done after Manes and Starting Problems are revealed and opening hands have been drawn.

[**Tournament Floor Rules v3.19.1**](https://drive.google.com/file/d/1RWqWH4RdrFrv0L6Thm36QVO1pLw3nvpB/view?usp=share_link)

* Replaced pre-game actions section with a reference to the Comprehensive Rules and some specific guidance around tournament procedures related to it. This removes the duplicate copy of the pre-game actions.

[**~~Tournament Floor Rules v3.19~~**](https://drive.google.com/file/d/1ooeKnA8o5zXIcXaMibLcb_7HBaKVJN_p/view?usp=share_link)

* Pre-game actions point 6: changed to allow the player who wins the die roll to choose to go second instead of having to go first.
* Ban list changes as follows:

*Two rows of tough love!*

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| **Core**  **Harmony**  **Adventure**  **Leaders** | **Core**  **Harmony**  **Adventure**  **Leaders** | **Harmony**  **Adventure** | **Harmony**  **Adventure** |

|  |  |  |
| --- | --- | --- |
| **Core**  **Harmony**  **Adventure**  **Leaders** | **Core**  **Harmony**  **Adventure**  **Leaders** | **Core**  **Harmony**  **Adventure**  **Leaders** |

Reformation art is not final.

### Reform Fluttershy, Stunning Wonder

*“Strike two, cutie.”*

When Growing Confidence was originally Reformed to Stunning Wonder, the hope was that restricting the value generated by her ability to once per turn would be enough to bring down the consistently high performance of one of Core’s best aggro lists. In reality, with some of the novel changes and strategies debuted at Continentals this year, this Mane has proven to be just as powerful as ever. With much of the meta having shifted away from Troublemaker control strategies, Stunning Wonder can often benefit from her ability just as frequently on the opponent’s turn as well, leaving any non-Yellow/Blue player often buried in value.

We’ve got one last design tweak to try here, and that’s forcing the Mane to recognize what she was originally designed to do: synergize with Dilemmas. Now that standard Problem Faceoffs won’t result in AT gain or card draw, opponents should be less worried about pushing their own aggressive gameplans, and Fluttershy won’t continue to remain on a tier of Manes like Ambassador of Friendship and Party Starter, who provide such consistent value turn after turn that they essentially force players out of any other Mane within their colors.



### Reform Rocket Scooter

*“Pony OSHA called, and they were* not *happy.”*

There were originally concerns at the time of the Core rotation with the release of Leaders & Legends that aggro would be in a rough spot, having lost more than a fair number of its tools from EO block. Rocket Scooter was designed to give Yellow/Blue a bit of an additional boost in both power efficiency and utility…and it went *way* beyond that. Splitting power across multiple bodies, baseline getting more power than the AT spent, offering utility in the form of Resource removal in addition to an Immediate-speed aggro trick if used to dismiss itself…AND being an undesirable target to remove? That’s some high-octane ~~nightmare~~ rocket fuel!  
  
Reforming this card basically means hitting every aspect of it at least somewhat, though tri-color aggro may be a bit happier to see its play requirements having been reduced to compensate. To summarize, the new version will:

-Enter play exhausted and require exhausting the Resource to use its ability, preventing the aggro “trick” from working the first turn you play the card.  
-Only put 2 Pegasi tokens into play when it generates tokens.  
-Only generate tokens when the Resource is dismissed instead of leaving play under any circumstances, making non-Yellow methods of removing the Resource more appealing.



### Reform Final Question

*stomp Stomp STOMP “DISQUALIFIED!!!”*

“Blue Dominance” is a fairly safe way to describe the current state of…well, *several* formats’ metagames at the moment. A Problem that is already desirably statted and effectively returns only its owner to the old first-to-confront rules is not needed to keep the color performing admirably. However, Final Question has become so iconic a card in all but the hardest Blue control decks (and sometimes even there) that it’s clear players are at least excited about the risk-reward aspect of it.

By pumping that risk up a bit higher in allowing the opponent to score the bonus instead of just denying it, we’re hoping to keep the original intent of the card intact.



### Reform Tarnished Reputation

*All Blue manes can hear a pin drop from a mile away. Slander them and they’ll be all up in your grill the moment they’re able.*

When a Problem comes along that turns Manes like Princess Luna, Dream Warrior off of Trading Traditions entirely, something has likely gone wrong. Tarnished Reputation was a neat, on-color idea for Blue’s mono-color Starting Problem, but provides about twice the AT value that other cards like Party Science do.

Fixing that is thankfully simple: turn a free move into a cheaper one for 1 AT. Same confront requirements, same bonus, just a bit more reasonable.



### Reform Under the Weather

*“Yer fakin’, get out of bed an’ get to work sugarcube!” - Applejack*

Speaking of mono-color Starting Problems providing too much AT value (or in this case, AT taxing) …

Manes like Grogar, Ruinous Ruse and Applejack, Work Hard Play Hard could often get insane starts with as few as one exhaust effect, setting the opponent back a turn or more in terms of AT needed to be spent to recover. It also felt a bit of a shame that with Fond Memories focusing so much on Resource interaction in Orange, this New Dawn Problem didn’t really offer much to support that gameplay.

Changing the tax to a flat 1 AT no matter how many opposing cards were exhausted, but also allowing it to affect Resource and Troublemakers, should once again bring this Problem more in line with others from the same set.



### Ban Zipporwhill, Puppy Addict

*“Oh thank Celestia. Wait...” - Nightmare Moon*

I’m just going to leave Aracat’s quote here verbatim: “Zippo has exactly two modes, which are Pacifism and Violence - and nothing in between.”  
  
The recently-discovered combination of Zipporwhill alongside Fluttershy, Harboring a Fugitive and Follow My Lead was immediately concerning. Adding Queen Novo, Swayed Seapony into the mix meant a deck was suddenly capable of playing permanent immediate-speed color denial without spending any resources at all, while advancing its own board state.

Zippo’s previous success with Eff Stop at the helm may not have had the infinite loop, but also showed her tendency to look for only the most broken, repeatable methods of using her ability, turning one of the historically weakest forms of control (that is, forced movement) into one of the strongest.

The fact that Puppy Addict has done absolutely nothing of note in the time period between these two decks suggests that decks which utilize her will either be meta-dominating or completely irrelevant. That’s not good or fun card design, and since Queen Novo herself is part of an on-color entry and keyword cycle, we’ve got no desire to go messing with her. Meanwhile, Zippo and all her puppies will have plenty of time to make friends with Nightmare Moon, since they’re both gonna be staying on the moon for a long time.

### Ban Party Hard

*“Does anyone actually have a reason to keep this around?” - GP*

*“NO!!” - The rest of CiM*

The above color-commentary was a direct conversation that took place when discussing this cycle of banlist adjustments. The number of feels-bad plays created by this 1-AT cost Event are too numerous to count, especially when following up a board wipe with a Bodyguard or two in play. Hand removal is a fine mechanic to have in the game, with some caveats; being able to trade free or low-impact token Friends for opponents’ cards in hand at a one-for-one rate WHILE granting the player card advantage is just plain not acceptable.

There’s nothing fair that comes out of this card, there’s no healthy interaction or heavy strategy that goes into choosing whether or not to play it; you either have enough fodder to rip your opponent’s hand apart while refilling your own, or you wait until you do! We can all sleep a little easier at night knowing this card isn’t lurking around Adventure or Harmony any longer.