

Saturday Morning Showdown

Deck Building

Players can build a Deck with up to 50 Cards, excluding Heroes, Villains and Leaders. You can put as many copies of a Card as you want in your Deck, excluding Cards like Supers, which you can have only one in Deck and Attachments which you can have only 10 per Deck. **All Cards that have a Set (the little letter in the inferior right corner) must belong to the same Set (and have the same letter).**

Play Rule:

There can never be 2 Main Cards with the same Name on the Table under the control of a Player. If you put a Main Card in play that would have the same name as another one that is in play on your side, remove the old Card from the game. **Mooks and Combat Cards are not affected by this Rule.**

Objective of the game:

Heroes:

- 1- Last until the end of Turn 15.
- 2- Destroy the Villains 4 actions by Wounding them.

Villains:

- 1-Destroy 4 of the Heroes 8 Cards in Hand (reducing their Handsize to 4) by Wounding them.

Types of Card

Start in play

Heroes and **Villains** start the game in play on their basic side, and ignore Keywords. **Leaders** start the game in play, but may need to respect their Keywords (see Terminology).

Deck Cards

A **Main Card** is a Card that is put on the Table. They are composed of **Attachments** and **Allies**. An **Attachment** is a subdivision of Main Cards. something that is put into play

attached to a Character, like **Equipment and Vehicles**. **Combat Cards** are Cards that only have a use during Combat, generally losing their effects after it has ended. The last type of Card is the **Leader Actions**. These contain Leader Actions for you to perform.

Setup

At the start of the game, each Player places their Heroes and Villains face up on the Table. Each player chooses a Leader. Both draw 8 Cards. **Players may Mulligan once.**

Turn Outline

Heroes Step:

Action Phase

Beginning the Action Phase do 3 things uninterrupted:

- Unemploy all their Main Cards.
- Cure a Wound from every Hero or Super.
- Gain 1 Leader Action, **if you have none.**

After that they gain **3 Actions that must be spent.**

Using these actions the Heroes may:

- 1- Put a Main card into play.
- 2- Upgrade (Add 1 Power to a Hero or Super).
- 3- Cure a Wound on a Character (doesn't have to be yours).
- 4- Fill your Hand up to Handsize (**8 minus Wounds**).

Villains Step:

Action Phase

Beginning the Action Phase do 4 things uninterrupted:

- Unemploy all their Main Cards.
- Upgrade the Villain and gain 1 Drama **for each Wound your Leader has.**
- Cure a Wound from all Villains or Supers.
- Gain 1 Leader Action, **if you have none.**

After that they gain **4 Actions (minus Wounds) that must be spent.**

Using actions the Villains may:

- 1- Put a Main card into play.
 - 2- Upgrade (Add 1 Power to a Villain or Super).
 - 3- Cure a Wound on a Character (doesn't have to be yours).
 - 4- Fill your Hand up to Handsize (8).
- and**
- 5- Enter Combat (see below).

Heroes Employ Phase

After every action was performed by the Villain's Leader, the Heroes' enters the Employ Phase. In that Phase, Non-Wounded Characters can Employ to obtain various Effects. You can only Employ your Characters at the Employ Phase. **Employed Characters cannot participate in Combat and use Abilities in any way, but can still receive Wounds.**

Villains Employ Phase

Same as above but for the Villains' Leader.

Combat Phase

The Villain can spend an Action to "buy" a Combat Phase that Turn. **If a Turn has no Combat Phase, start a Discard Phase.**

Beginning of Combat, The Villain's Leader initiates by assigning any Character to participate in it and, in return, the Heroes' can choose to assign any Character. **If the Heroes' Leader chooses not to assign any Character the Combat ends immediately with no Tics (The Villain's Leader Wins).**

If he chose to assign a Character, add the Power of all Characters in each side of Combat. This number is called **Valor** and it's going to be used to pay the cost of Combat Cards. **The Heroes' Leader Gains +2 Valor for each Wound she has.**

Combat progresses by “Tics”. Tics are ordinals (so First Tic, Ninth Tic) and in them the Cards with the Initiative correspondent to the Tic are played and resolved (so initiative 1 on the First Tic, and Initiative Nine in the Ninth). **A Card with Initiative “X” can be played at any Tic.**

For each Tic, Heroes and Villains compose their **Stack**, playing all and any Combat Card of Initiative corresponding to that Tic face down and using any Ability they wish with that Initiative (Abilities from Cards on the table are placed face up on the Stack. This counts as “using” that Ability). **Only Cards in Combat can use their Abilities, unless specified.** Any Combat Card of that Initiative may be played and you may play as many Cards as you want in any order you want, even if you can't pay Valor for them.

After both Stacks have been composed, both Players show them face up on the table and put them in the order of Effects, ending the Stack. **Effects that influence a card on the Stack may only be used before the end of the Stack, after the Cards are revealed.** At every Tic, follow those 3 steps for Resolving Cards:

Paying for Cards: The Villain's Leader uses their Valor to pay for Cards, then the Heroes' does The same. Players may Whiff (failing to pay for) Cards on purpose. When Valor has been paid, proceed.

Assign Targets. The Villain's Leader declares the targets for the Cards he paid for, then the Heroes' do the same. A Card that is not a Move may only target Characters in Combat even if they are in the Stack. A Card Whiffs If it has no possible target. When both Players agree on all Targets, proceed.

Produce Effects. Here you apply at the same time all Effects of each type to their Targets.

Follow this order of Effects:

- 1- (M): Moves (Moves into Combat can be used from out of Combat)
- 2- (S): Shoots
- 3- (+/-X): Bonuses
- 4- (O): Other (Non-Combat, Non-Leader Abilities also included)

If a Card is not in Combat or is Wounded by the time it would Resolve its Ability, **the Ability Whiffs**. If two Cards attempt to Resolve their effects at the same Target and they conflict, always **Resolve first the Effects from the Player who controls the Target.**

At the end of a Tic **Destroy all Combat Cards that Whiffed or Produced Effects and return to the Table all Main Cards.** After a Tic is resolved, proceed to the next Tic. **Tics are infinite and may progress indefinitely.**

After both Players agree that all Tics have been played and that they do not want to continue playing or using Cards, add the values of the Powers of both sides and if there's some side with more Power than the other, it Wins. **Apply a Wound to all non-Wounded Characters still in Combat.** After all Characters had their Wounds applied, **Wound the opposing Leader (reducing the hand size of the Heroes by 1 or destroying 1 Action from the Villains, etc.).** If there's a tie, no one gets a Wound, not even Characters. **End Combat.**

Discard Phase

If there was no Combat Phase in a Turn, a Discard Phase begins. **In it Players may Discard any and all Combat cards from hand.**

Terminology Abilities

You can use an Ability printed on a Card **once per Turn at any moment, even in Combat, unless specified.** Putting an Ability in the Stack counts as using that Ability. If a Card attempts to Wound, Destroy or otherwise remove from Play another Card **it's controller can use it's Abilities as normal before it leaves Play if not in Combat.**

Allies

Allies are Characters that support the Heroes or Villains. **They can Move and be assigned to Combat.** If an ally reaches the end of Combat, he suffers a Wound and can be Healed. When they receive a Wound they stay down for good and only remove their Wound if their Leader takes an Action.

Attachments

Attachments are Equipments and Vehicles that provide a lasting benefit to a Character. **The Attachment is considered to be a part of the Character.** There's a limit of 1 Vehicle and 1 Equipment per Character. **Attachments may only be Targeted if a Card specifically permits it.**

Destroy

Destroyed Cards are removed from Play to the Discard Pile.

Discard

Discarded cards are removed from Hand to the Discard Pile.

Drama

Drama is generated when the Villain Leader has Wounds at 1 point per Wound per Turn rate. When you have the necessary Drama in your Drama Pool, you can **Flip your Villain.**

Flips

Cards can only Flip once in each **Action Phase** if:

Heroes

The Heroes' Leader has at least 1 Wound.

Villains

The Villain's Leader has in his Pool at least the Drama value printed on his Villain Card.

Flipped Villains have all Attachments Destroyed.

Gain Power and Upgrades

When a Character **Gains** Power, it lasts only until the end of the turn. When a Card **Upgrades** a Character, that Character receives +1 Power until the Upgrade is removed.

Keywords and Classes

At the left side (inverted in Vehicles) of your Cards just above the Cardtext may be printed a **Keyword**. Keywords are as much a requirement as are a classification. If a card has the Keyword "Sentai" and is not a Hero nor a Villain that Card both requires a Character that is a "Sentai" **and is at the same time a "Sentai Card" itself**. By the right side (Attachments do not have Classes) above the Cardtext we have Classes. Classes are mere qualifications, another place to determine what a Card is. Keywords in Equipment and Vehicles search for the **Name of a Card, the Keyword of a Card and the Class of a Card in order to Attach to it**. If you want to play an Ally, Leader Action or Combat Card that requires "Sentai" you can play it if you have in play the Sentai (or something like "Blue Sentai") **Keyword, Name or Class in any Character that is in play for Allies and in Combat for Combat Cards**. Leaders may have Keywords. **In order to start the game with a Leader, you must have a Hero or Villain that fulfills the requirement.**

The **Changed** Class is special. It means that not only the Character is "Changed", but that she also has the Class "Hero". The **Mook** Class is also different. **A Villain may have as many Mooks of a given name in play as she wants**. A Hero can't be a Villain and vice versa.

Leader Action

Every Player receives on Leader action per Turn if they have none. **You may never have more than 1 Leader Action at any time**. The possible actions are written on the Cards in the format "Leader: Do X." Leader Actions may be used at any time (except the uninterrupted beginning of an Action Phase), even in the opponent's Step and even during Combat, **interrupting the normal order of Resolution**. This may lead to conflicts as described in "Abilities", above.

Mooks

Mooks are a special kind of Ally. Only the Villain's Leader can put Mooks in play. **A Villain Leader can have as many Mooks of a given name in play as he wishes.**

Power

Power is represented in Cards by a big white number printed in it. **An Attachment always adds to the Character Total Power** (If a Character of 1 Power has an Attachment of 1 Power, she is considered to be a Character of Power 2).

Special Effects

Special Effects are Effects that are defined by the rules not by the cards themselves. They are shown in Cards with their own special font.

WOUND X: Immediately inflict 1 Wound in a Target with power equal to or less than X. **May be used out of Combat.**

SHOOT X: Inflict 1 Wound on a Character with Power equal to or less than X, removing all his Upgrades; or remove as many Upgrades as possible up to X if Power is bigger than X; **exclusively in Combat.**

MOVE: Move a Character you control in or out of Combat unless specified. Moves into Combat may only target a Character that is **not in Combat**. Moves

out of Combat may only target Characters **in Combat**.

Super Cards

Super Cards are limited to only one per deck and **can only be played by the Heroes if the Villain's Super is in Game**. The Villains can only Flip to their Super if he has enough Drama. **Transfer all your Upgrades to the Super when it enters Play.**

Whiffs

If you have not enough Valor to pay for Cards, the Card has no Targets or the Card that originates the Ability is Wounded or out of Combat, the Card Whiffs. **Whiffed Cards do not Produce Effects**. You can choose not to pay the costs of cards. **At the end of a Tic Destroy all Combat Cards that Whiffed and return to the Table all Whiffed Main Cards.**

Wounds

Wounds prevent a Character from being used in any way and all their texts and texts in his Attachments are considered blank. They can still be Targeted but may never have more than 1 Wound. **A Wound on a Hero Leader reduces its Handsize by 1 and gives him +2 Valor per Wound each Combat, and a Wound on a Villain Leader denies it 1 Action each Turn, but gives it 1 upgrade on their Villain and Adds 1 Drama to the Pool.**