

Saturday Morning Showdown

Deck Building

Players can build a Deck with up to 50 Cards, excluding Heroes and Leaders. You can put as many copies of a Card as you want in your Deck, excluding Unique Cards like Supers, which you can have only one in Deck and Attachments which you can have only 10 per deck Deck.

Play Rule:

There can never be 2 Main Cards with the same Name 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 the Episode at 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 below).

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, place the equivalent of 5 Power each in Heroes and Villains face up on the Table. Each player chooses a Leader. Both draw 8 Cards. **You 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 need 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 or Discard Phases (see below).

Heroes Employ Phase

After every action was performed the Heroes' Leader 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

The Villain can spend an Action to "buy" a Combat Phase that Turn. **If a Turn has no Combat Phase, players may discard Combat Cards.**

Beginning of Combat, The Villains initiate by assigning any Character to participate in it and, in return, the Heroes do the same. At this moment add the Power of all Characters in each side of Combat (write it down or use a dice, or if you're feeling sassy, remember them). This number is called **Valor** and it's going to be used to pay the cost of Combat Cards.

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). If there's any doubt on what order the Cards produce effects in a Tic, **follow this order:**

- 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)

Then, for each Tic, Heroes and Villains start to 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). **Only Cards in Combat can use their Combat Abilities, unless specified.** Any Combat Card can be played (see "Bluff" below) and you may play (and use Abilities of) as many Cards as you want in any order you want, even if you can't pay Valor for them. You can put any number of Combat or Main Cards of any Initiative in the Stack of any Tic.

A Card with Initiative "X" can be played at any Tic.

Cards can be Removed from the Stack. If they are, they Whiff.

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

Paying for Cards: Use your Valor to pay for Cards. If you cannot pay for a card, it Whiffs and has no Effect. Players may not pay for Cards on purpose. (see Bluff, below).

Assign Targets. By Assigning Targets we mean choosing what Move will affect whom, or what Shoot will shoot whom and so on. A Card that is not a Move may only target Characters in Combat or a Combat Card in the Stack. A Card Whiffs If it has no possible target. You cannot target Cards that are in the Stack but are not in Combat, unless specified.

Produce Effects. Here you apply the Effects that are written on the Cards to their Targets.

After all Cards have been accounted for, add the values of the Powers of every side and if there's some side with more Power than the other, **apply a Wound to their Leader (destroying 1 Action from the Villains or Reducing the hand size of the Heroes by 1).** If there's a tie, no one gets a Wound, not even Characters.

After the Leaders had their Wounds applied, Discard the used Combat Cards from the Stack, return the Cards that were in game to the Table, and send back all Bluffs and Whiffed Cards to each Player's Hands. **Wound all non-Wounded Characters still in 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.**

End the Turn.

Terminology

Abilities

You can use an Ability printed on a Card **once per Turn at any moment, even in combat, unless specified.** 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.**

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 the game 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 in the **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, 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 side can put Mooks in play. **A Villain 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 can be used from out of Combat.**

Super Cards

Super Cards are Unique (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.**

Whiffs and Bluffs

Cards can be Removed from the Stack. If they are Removed or you have not enough Valor to pay for them, or a Card has no Targets; the Card Whiffs. **Whiffed Cards do not Produce Effects.** You can Bluff by purposefully not paying for Cards on the Stack, to confuse your adversary. Bluffed Cards Whiff. **At the end of Combat, you Return all Whiffed and Bluffed Combat to your Hand or to the game, whatever is appropriate.**

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 Handsized by 1, and 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.**