

Saturday Morning Showdown

What You Need to Play

- 2 decks, one for Heroes and one for Villains
- Counters of at least 3 different colors
- Some way to count 15 turns. A d20 will suffice

Deck Building

Players can build a Deck with up to 60 Cards, excluding Heroes, Villains and Leaders. You can put as many copies of a Card you want excluding Supers which you can put only one of. **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).**

Table Rule:

There can never be 2 Cards with the same Name on the Table under the control of a Player. If there are ever 2 Cards with the same Name, remove the older Card from the game. **Mook Cards are not affected by this Rule.**

Objective of the game:

Heroes:

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

Villains:

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

Type of Cards

Initial Cards

Heroes and **Villains** start the Game on the Table on their face with less Power (you choose if both are equal), and

ignore Keywords. **Leaders** start the game in Play, but may need to respect their Keywords (**see Keywords**).

Deck Cards

A **Main Card** is a Card that is put on the Table. They are composed of **Attachments** and **Allies**. An **Attachment** is something that is put on the Table attached to a Character, like **Equipment and Vehicles**. **Combat Cards** are Cards that can only be played in Combat and enhance it. **Events** contain Leader Actions for you to perform and can be played anytime. **Mission**. Missions are Cards that allow for Effects and can be only played in the Mission Phase. **These Types are determined by the layout of the Card.**

Setup

At the start of the game, each Player places their Initial Cards on the Table. Both draw 8 Cards. **Players may Mulligan once.**

Turn Outline

Heroes Step:

Action Phase

Beginning the Action Phase do 3 things uninterrupted:

- Unemploy all your Main and Initial Cards in Play.
- Heal 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 on the Table.
- 2- Upgrade (Add 1 Power to) a Hero or Super.
- 3- Heal a Wound on a Character
- 4- Fill your Hand to Handsize (**8 minus Wounds**).

Villains Step:

Action Phase

Beginning the Action Phase do 4 things uninterrupted:

- Unemploy all your Main and Initial Cards in Play.
- Upgrade the Villain and gain 1 Drama **for each Wound your Leader has.**
- Heal 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 on the Table.
 - 2- Upgrade (Add 1 Power to) a Villain or Super.
 - 3- Heal a Wound on a Character (doesn't have to be yours).
 - 4- Fill your Hand to Handsize (8).
- and**
- 5- Enter Combat (see below).

Heroes Mission Phase

After every action was performed by the Villain's Leader, the Heroes enter the Mission Phase. In that Phase, Non-Wounded Characters can Employ to obtain various Effects. Missions can only be played in this Phase and you can only Employ your Characters at the Mission Phase.

Villains Mission 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.**

At the **Start 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 Combat proceeds immediately to the End of Combat with no Tics.**

If the Heroes' Leader 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 8 extra Valor halved for Each Wound his Leader has each Combat (**So 8 Valor for 0 Wounds, 4 for 1 Wound, 2 for 2, and 1 Valor for 3 Wounds**).

Tics and Initiative

Combat progresses by "**Tics**". Tics are ordinal (so First Tic, Ninth Tic) and in them 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 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 Combat Cards as you want in any order you want, even if you can't use other pay 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. Follow those 2 steps for Resolving Cards:

- **Paying for Cards and Assigning Targets:** The Villain's Leader uses their Valor to pay for Cards, declares the targets for the Cards he paid for, then the Heroes' do the same. Players may Whiff (failing to pay for) Cards on purpose. A Combat 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 to the next step.
- **Produce Effects.** Here you apply at the same time all Effects of each type as shown below:

Follow this order of Effects:

- 1- (M): **MOVES** (Moves into Combat can only target out of Combat Characters)
- 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, unless specified.** After a Tic is resolved,

proceed to the next Tic. **Tics are infinite and may progress indefinitely.**

At the **End of Combat**, after both Players agree 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.

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 **its controller can use its Abilities as normal before it leaves Play if not in Combat.** Abilities are divided in 3 kinds:

- **Activated Abilities** are those that need an activation from the Leader. Those last until the end of Turn. And can only be used once per Turn.
- **Triggered Abilities** are those that only activate when a trigger happens, Generally under the "If or

when y, do X” or “Every y do X” formats. They activate as many times as the Trigger happens.

- **Permanent Abilities** are those that are always taking place. Generally under the format “You have/are X”

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. but if you want to attach an Attachment of the same Type a Character already has, Destroy the old Attachment. If you lose the Requisites for an Attachment, Destroy that Attachment. Attachments may only be Targeted if a Card specifically permits it. **Mooks cannot use Vehicles.**

Changed

If a Hero has the Class Changed, he also has the Class Hero.

Class

By the right side above the Cardtext, we have Classes. Classes are mere qualifications, another place to determine what a Card is. Cards can also have extra Classes, shown in Cardtext. These are normal Classes and

are the only way for Attachments to have a Class. **There are special Classes with particular Effects such as Changed, Mook, Kaiju, Mecha and Ship.** (See **Changed, Mook, Kaiju/Mecha and Ship**)

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 a 1 point per Wound per Turn rate. When you have the necessary Drama in your Drama Pool, you can **Flip your Villain.**

Employ

Employed Characters cannot participate in Combat and use Abilities unless that Ability Unemploys them, but can still receive Wounds. You can only Employ your Characters in the Mission Phase.

Flips

Flipped Cards keep their Upgrades and Attachments unless otherwise stated (See **Kaiju/Mecha**).

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.

Gain

When a Character **Gains** something, it only lasts until the end of the turn.

Heal

Healing removes a Wound from a Character returning it to the Table and returning its texts to normal.

In Play

Some Non-Main Cards may be put into Play. Non-Main Cards in Play are not on the Table, unless specified. **Wounded Cards are in Play, but not on the Table.**

Kaiju/Mecha

Characters with the Kaiju or the Mecha Classes can only have Ship Attachments. **If they have any Attachment that is not a Ship before flipping, Destroy those Attachments.** (See **Ship**)

Keywords

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. **Keywords search for the exact words in the Name, Keyword and the Classes of a Card.** If you want to play an Ally, Event, Mission or Combat Card that requires “Sentai” you can play it if you have in Table the Sentai (**or something like “Blue Sentai”**) word written in Keywords, Names or Classes of any Character that is in Combat for Combat Cards or on the Table for Allies, Events and Missions. Attachments search for their keyword in the Keyword, Name or Class of

the Character they are to be Attached to. Leaders may have Keywords. **In order to start the game with a Leader, you must have a Hero or Villain that fulfills their Keyword.**

Leader Actions

Every Player receives one Leader Action per Turn if they have none. **You may never have more than 1 Leader Action.** The possible Effects you may obtain using this Action are written on the Cards in the format “Leader: Do X.” Leader Actions may be found in any card and can be used at any time (except the uninterrupted beginning of an Action Phase), **interrupting the normal order of Resolution**, even in the opponent’s Step and even during Combat.

Missions

Missions are Cards played on the Mission Phase to obtain various Effects. **Missions can be played only once per Game**, but you can play many different Missions in a Mission Phase.

Mook

Mooks are a special kind of Ally. **Mooks cannot Attach Vehicles.** Only the Villain’s Leader can put Mooks in Play. **A Villain Leader can have as many Mooks of a given name on the Table as he wishes.**

Mulligan

Players may shuffle their initial Hand in their Decks and Draw another 8 cards if they want. They keep these Cards.

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).

Requires

Cards can have extra requirements shown in Cards by the template “**Requires X**”. These requirements mean that you must have a Character with the Keyword, Class or Name X in Play, **even on Attachments**, besides normal Keywords requirements.

Special Effects

Special Effects are Effects that 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 only target a Character that is out of Combat.**

Ship

“Ship” is a special Class for Attachments. **Ship Cards can be Attached to a Character that already has a Non-Ship Attachment of the same Type and vice-versa.** Vehicles with Ship can be active or inactive. You can alternate

between active and inactive once per Turn during your Action Phase. An inactive Ship Vehicle has all their texts blank and Ship Equipment on Characters with no active Ship have their texts blanked as well. **A Character Attached to an active Ship Card is immune to Shooting from Non-Ship Cards, and considers the texts of Non-Ship Equipment Attached to it as blank.**

Super Characters

Super Allies are limited to only one per deck and **can only be played by the Heroes if the Villain’s Super is in Play.** The Villains can only Flip to their Super if they have enough Drama.

Table

The Table is the area of Play where your Main and Initial cards go. All Cards on the Table are considered in Play. **Cards on the Table are subjected to the Table Rule.**

Upgrades

When a Card **Upgrades** a Character, that Character receives +1 Power until the Upgrade is removed.

Whiffs

A Card Whiffs if its cost in Valor is not paid, if the Card has no Targets, or the Card that originates the Ability is Wounded or out of Combat. **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 assigned to Combat, and all their texts and texts in their Attachments

are considered blank. **They can still be Targeted (and keep their Types)** but may never have more than 1 Wound. Wounded Characters cannot be Employed. Leaders may have more than 1 Wound. **A Wound on a Hero Leader reduces its Handsize by 1 and halves his free Valor each Combat.** 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 each Turn.

Equip.

Ally

Vehic.

Hero/
Villain

Comb.

Event

Mission

Leader

6

Valor Cost

2

Initiative

Employ

3D

Drama

Super