

# Heroes vs. Villains Rules: Intro

Thank you, and congratulations on your purchase of Heroes vs. Villains!

This is a unique card game inspired by the heroes and villains typically found in the glorious pages of comic books. Everyone playing this game will take on the role of an honorable hero or a dastardly villain and play against each of your opponents to try to defeat the other side. The way to do this is by using the hero and villain core decks and some archetype decks. Since all decks are sold separately, you may or may not have everything you need with this purchase (see Setup).

One thing that sets this game apart from many others is that **you** are the hero or the villain, not some character named 'Captain Savaho' or 'The Grim Freaker' (unless you want that to be your name in the game). When your opponent plays a punch card, they most likely won't be trying to punch some dude down the street, no, they will be gunning for **you**. Heroes vs. Villains invites you into a world where **you** can wield tremendous power or unparalleled skill or vast intellectual abilities or control over fundamental forces! Your archetype deck will determine what skills or powers you have and there are many to choose from, so choose wisely.

Whatever your choice, try to put yourself in the mindset of being that hero or that villain. It will help the other players get into the spirit of the game if **you** are shaming your opponents for their unfortunate life choices right before you send them to jail or shout how life has done nothing but kick you between the legs and now, you're lashing out as you shoot at everyone in the bank. You are not required to make up a full character back-story (though, nothing is stopping you) but you **should** act your character out a bit. When you get hit or attacked, how do you respond? What would you say after you just dodged a big attack? What about when you do something really cool? Don't be afraid to make sounds as you attack or taunt your opponent when they miss. It all adds to the fun and experience of the game. The more your opponent gets into the game, the more they respond in character, the more they act out what they are doing, the more you will feel immersed in the game, and the same is true for them about how you play. Even though some players may be your enemies, they are still your partners in creating the atmosphere of the game. It's pretty easy to do, just dive into your character and have fun! Get a little silly if you want to, it's fine! This is a game, after all.

Ok, I think you guys get the gist of it. The only way you're really gonna learn is by playing so, let's get to that. In the next section you will learn what you will need to play the game and how to set it up.

Remember, you are now in a world where **you** have wondrous and terrifying abilities, but don't forget...so do your foes.

## Heroes vs. Villains Rules: Set-up

Now that you know what the game is about, let's discuss what you will need to play this game. You will need:

1. some scratch paper (to keep track of health),
2. a d3 and/or a d6 die (which is included with the profession decks)
3. a pen or pencil
4. An initiative card (which is included with the profession decks)

5. at least **four** (4) decks (two profession decks and two archetype decks). There will be two sides, they will oppose each other, and all players must be on one side or the other. Those sides being the hero side or the villain side. So that the sides will not be uneven, this game requires that there be an even number of players (1v1, 2v2, 3v3 etc...).
6. Some counter cards (which are included with the profession decks)

**Dice:** a d6 is included with the game. Some cards use effect roll target numbers and you will need to roll this die for the outcome. Sometimes, you will need to roll a die to select a number between 1 and 3. In this case you would need to oscillate on the d6 (1 is 1, 2 is 2, 3 is 3, 4 is 1, 5 is 2, 6 is 3). You may alternatively purchase and use a d3.

**Initiative card:** Used to keep track of which side goes first in any given round. If Heroes go first that round, put the side that says 'Heroes go first' face-up. If Villains go first put that side face-up. The Initiative card can also be used to keep track of how many cards each side is supposed to draw in a given round. Make sure to flip the card at the end of the round. It is very important to keep track of how many cards you're supposed to draw and who goes when, so it is recommended that one person be responsible for this.

**Health:** All players start the game with 5 health. When you take damage, subtract the damage you took from your health. When your health reaches 0 (or below), you are out of the game. Use the scratch paper and pen to keep track of health. When all players on one side have had their health reduced to zero or below, the other side is declared victorious. It is very important to keep track of how much health each player has, so it is recommended that one person be responsible for this.

All players from a side will share that side's profession deck and will also have an archetype deck that is solely for them. So, each player will have two decks that they draw from: an archetype deck and a profession deck. All profession decks are compatible with all archetype decks, so you could have a powerhouse villain on one side and a powerhouse hero on the other.

When all players have their archetype decks selected and have chosen which side they will be on (remember, each side must have the same number of players as the other side) then you are almost ready to play.

**Outlier** cards are cards that are of the archetype deck but not a part of it...yet. Outlier cards have special conditions or specific cards that allow them to come into play. If your deck has any outlier cards (like your archetype description card), make sure to separate them and put them off to the side where you can easily get to them should you be able to meet the conditions to put them in play.

If deckbuilding is to be done, the owner of that deck does their deckbuilding before gameplay gets underway. Deckbuilding is when you go through all of the cards you have for that archetype deck (or profession) and figure out which cards you will use for that game. If you have more than one core deck, and/or if you have purchased add-packs for that archetype then you may deckbuild to tailor your deck however you like. Cards you are not using for that deck, ideally, would not be on the playing surface but if they must be, put them face-down next to your discard pile.

All decks must have a minimum of 50 cards in them or that deck cannot be used as it gives an unfair advantage to that deck's user. However, there is no upper limit on how many cards a deck can have. The **archetype description** card, from your archetype deck that describes the **special ability** you will be using, must be displayed off to the side, face-up so other players can see what special ability you are using and how it works. Each player should have enough room in front of them, on a flat surface, to lay out four or five cards side by side. This is to ensure there will be enough space for that player to play their cards without them encroaching on the space of other players' cards. Your personal archetype deck should be close to you on one side or the other. When you make a **discard pile** with your used cards, it should be next to your archetype deck, on the side that is furthest away from you. All discarded cards should be face-up.

When sides and archetype decks have been selected and everyone is ready to play, each side will select a team leader. The team leader will shuffle that side's profession deck, and all players must shuffle their archetype decks to assure random draws. When all that is done, each player draws three (3) cards from the top of their profession deck **and** three (3) cards from the top of their archetype deck. The six (6) cards each person now holds is that person's **starting hand**.

Take a look at your starting hand, and make sure you understand your cards. You may consult with and show your cards to, anyone on your side. Everyone is afforded one mulligan and that mulligan is optional. If you use your mulligan, you put all the cards in your hand on the bottom of their respective decks and draw another starting hand the same way you drew the first one (3 cards from each deck). Each person is allotted only one (1) mulligan per game.

Lastly, when everyone has their starting hand, each team leader will roll a d6. Whichever side gets the highest roll wins initiative and goes first. If the same number is rolled then both sides reroll until one side rolls higher.

Once everyone has an archetype deck and a special ability displayed, has a profession deck, has shuffled their decks, has a starting hand, and it has been decided which side will go first, then gameplay may commence.

## **Heroes vs. Villains Rules: Gameplay**

Now we get to the meat of how the game works. Here, you will get familiar with some game terms you will be using, what they mean, and how they work. This is the proper order of gameplay so you can read and follow this as you play.

**Story/ Initial story** The side that wins initiative comes up with the initial story. The initial story is basically how you all met and where you are. The story could be the Villains are breaking out of jail and the heroes show up to stop them or the Villains are trying to rob an armored car and the Heroes intervene, or even that the Mayor is having an Honor Ceremony where the Heroes will be presented with the key to the city and the Villains show up just to hate on them! There are no wrong stories. Talk amongst your team and use your imaginations to come up with wild and crazy, fun stories! It will be up to all of the players to take the initial story and play it out throughout the course of the game, so make the initial story a good one!

**Area** Whatever story the side that wins initiative comes up with, it will have your play area in it. Lets say the story is the villains were robbing a bank and the heroes go there to stop them. The play area could be inside the bank or maybe the bank parking lot. There are going to be two areas within the play area. The heroes area and the villains area (think of a circle with a line through the middle of it. Those are the two areas). All heroes and villains start each round in their respective areas, no matter where they may have moved to in the previous round. The only exception to this is if someone moves to an area called Out Of Play. Cards or abilities will tell you when that person comes back into play. Once per round, a player (or ally) may move from one area to another. Melee attacks may not be used unless you are in the same area as your target. Projectile attacks may not be used if you are in the same area as your target.

**Turn:** The side that goes first that round must select a player to go first. That player takes their turn. A **turn** is a player's specific time to play/utilize cards. Each person playing will get one turn per **round**. On your turn, you may use the cards in your hand and/or your cards in-play in some way or another. Every player is afforded one **play** and one **utilization** and one **Move** on their turn. Whichever side goes first that round, all players on that side take turns taking turns. Player 1 would get their play, move and utilization before it would be player 2's turn. When all the players on a side have taken their turns, it is then the opposing side's turn to take turns. A player may opt to pass their whole turn or just a part of it. A player may play an item card or a card with duration but not utilize it that turn. or they may utilize a card that was already in play and not play a card that turn. **Note:** *whenever a player is attacked or targeted, that player*

*always gets a chance to defend themselves. This is known as a defensive action. If they are able to play or utilize a card that would defend them in some way, regardless as to who's turn it is, they may do so.*

**Play:** To **play** a card is to take it from your hand and lay it in front of you on the playing surface. That card is now played and is in the **field of play**. Once that is done, you have used your play for that round. Normally, you get one play per round, but there are cards and abilities that can allow you to get more. No card may be utilized unless it is in play.

**Move:** This means you will **move** your body from one area to another. If you want to gut-punch someone in another area, you will have to **move** to that area first. If someone kicks you on their turn and then on your turn you want to shoot them, you would not be able to (you cannot use projectile weapons in close range), you would have to **move** to another area to create some distance and then shoot them. **Note:** *When you dodge, you stay in the same area unless that dodge was an 'area dodge'.*

**Utilization:** To **utilize** a card is to use the effects and/or abilities on a card once it has been put in play. Some cards have multiple abilities to choose from. The player utilizing that card must specify which ability they are using and, who or what the card is targeting. Normally, you get one utilization per round but there are cards and abilities that can allow you to get more. **Note:** *whenever cards are used that would affect another player, that player may react to defend themselves. This is known as a **defensive action**.* A defensive action takes place in the same turn that player was attacked and does not count as that player's turn. On a defensive action, a player may play a card or utilize an ability that would defend them from harm. That card or ability must have 'defense' in the description box or the ability being used must be underlined to be used in a defensive action.

**Rounds:** Rounds are how you keep track of and allow for sequences in a specific order. A round has three phases: the beginning of the round, player turns, and the end of the round. When first starting the game, after players draw their starting hand, you skip the beginning of the round and go straight into player turns, but the beginning of every round after that starts with that **round's draw**. After all players take their turns, you get to the end of the round, where you handle any 'end of the round' business, flip your Initiative card and reduce the duration on all applicable cards by 1. If multiple players have actions or effects that would happen at the end of the round, they roll as they did for initiative, with the highest roll having their action or effect going first.

**Round's draw:** At the beginning of the second round, players draw cards. All players draw only one (1) card from their archetype deck. This is referred to as a **single draw**. At the beginning of the next round, players will draw one (1) card from both their archetype and profession decks. This is referred to as a **dual draw**. Use the Initiative card to tell you who goes first that round and if it is a single or dual draw round. single and dual draw rounds alternate throughout the game so, if one round is a dual draw round, the next round will always be a single draw round and vice versa. Initiative alternates as well, so if your side goes first on a single draw round, they will always go last on a dual draw round and vice versa.

This is enough knowledge to play the game. The cards themselves tell you most of what you need to know, so let's talk a bit about the cards.

Each card will have a header telling you the card's name at the top of the card. Below that will be a brief explanation of the card, and below that will be the card's abilities or what the card can do. At the very bottom will be a description box with keywords that tell you about the card.

Read each card carefully so that you understand how the card works and what you will be able to do with it. You won't be able to win otherwise.

There are a few more rules and definitions you need to know.

**Duration:** When a card has **duration**, it means the card may last for one to three rounds. When you play that card, usually it will be utilized that turn. To find out a card's duration, or how long it will stay in play,

you roll a d3 (or oscillate on a d6). Whatever number it lands on, that is how many rounds that card is active. When the duration ends, that card is discarded. All cards that do not have duration and do not have health and are not item cards, lasts only for that turn (though, effects may linger).

**Abilities:** Abilities are the ways in which a card can be used. Some cards have words off to the left side of the card in bold print. These are the card's abilities. Some cards allow you to choose any ability on the card whenever you are able. Other cards require you to choose just one ability that you can use for the duration of that card. Each card that has abilities will specify, also, abilities in bold print *and* underlined may be used defensively. Abilities that are not specified in this way may not be used defensively.

**Card use:** The card as a whole or an aspect of a card may only be used once per round. If you have the "Sword" card in play and you use the 'parry' ability to deflect a punch, you may not use it again if you are attacked later that round with a baseball bat. If a card has multiple abilities that you are able to use, you may choose which abilities you wish to use. Just keep in mind, you will not be able to use a specific ability more than one time per round.

**Items:** Items are objects that do not have a fixed time that they can be in play (unlike cards with duration). Instead, item cards have **usage**. A player may have three (3) item cards in play without penalty. When that player wishes to play another item card, they must first discard 1 card per item card they control that would be in play above 3. So, if you had 4 item cards in play and you wanted to play another one, you would have to discard 2 cards *specifically for the penalty* before you could do so. Also, since items are objects, they may be attacked or even taken. If you have an item that is worn or held you may defend it normally. If the item is freestanding—like, say, a gun turret—you would not be able to defend it unless you had a special card that would allow you to do so. Also, on your opponents turn, if you are knocked out or otherwise incapacitated, that foe may spend their action to **capture** a held or worn item from you. It stays in play and now it is held or worn by them. Another note about items: they may not be played defensively. If someone were shooting at you and you had the 'Shield' card in your hand, you would not be able to play that card (because to do so would be to play that card defensively). Now, if your shield card were already in-play, you would be able to utilize it to defend yourself on your defensive action. So if you have an item you want to use defensively, you'd best put it in play ASAP.

**Usage:** Usage is what items use instead of duration. Unless an item card states how much usage that card has, you roll for it the same way you do duration. An item with usage may stay in play each round, as long as it has at least 1 point of usage on it. Whenever you would utilize an ability on a card with usage, reduce that card's usage (usually by 1). If an item with usage takes damage, use its usage as its health, which is to say, subtract that damage from that item's usage. When an item's usage is reduced to zero, that item is used up and is discarded.

**Damage:** Some attacks or effects cause damage, that is, they reduce the targets health by the amount of damage done. So if an attack does 2 points of damage to you, you would subtract 2 from your current health. When a player's health reaches 0, they are out of the game (they get no turns and may take no actions). When all players on a side have 0 health (or below), the opposing side wins the game.

**Effects:** There are a ton of effects in this game: stun, daze, puke, remove, knockout, and prone, just to name a few. Effects do a wide variety of things. Look to the cards themselves or the **Keyword table** for complete descriptions. Effects are either automatic on hit **or** a target number must be reached to get that effect. This is known as an **effect roll**. If your target number is 4+ (like the card kick) the person being affected by the effect would roll to try to avoid it. In this case, the effect becomes automatic if they roll a 4 or higher (4+). *Note: if an attack causes damage and has an effect, that attack must cause at least 1 point of damage in order to get that effect.* For instance, if you played the kick card (1 melee damage + knockout on a 4+) and I played the block card (stop 2 points of melee damage), then I would take no damage and I would not have to roll for knockout because your kick did not damage me. **Note:** *If the roll would be to manifest the ability, the attacker would roll, however, if the roll is to defend the ability, the person the roll would affect makes the roll.*

**Discard pile:** when a card leaves the field of play or when you use cards to activate abilities, they go into your discard pile. These cards are placed face up and in the order they were discarded, that is, the most recent discard will be on top of the pile. Normally, these cards stay here for the rest of the game. However, there are cards that let you take cards from your discard pile and put them in your hand. **Note:** *taking cards from your discard pile that allow you to take cards from your discard pile is not allowed.*

**Counter cards:** Lastly, I will explain counter cards. They are the cards with the numbers on the front and back. They are used to keep track of anything that is in play and has numbers. So if you had an item card with two usage on it, you would put a counter card behind it with the number 2 sticking out from behind that card. Use them for duration, an allies health, the remaining damage a wall can take etc... **Note:** *when that number changes, you must change the number displayed by the counter card that turn.*

That's it. Now you know how to play the game and should have a good sense of how to read and use each card.

Remember to read and understand each card (even the ones played against you), strategize with your team, and most importantly...have fun!

## Heroes vs. Villains Rules: Keyword Table

Here is where you will find all the keywords in the game and their explanations.

### A

**Ability (abilities)** = The words in bold writing on the left side of the card are Abilities. These represent actions you can perform with that card. On cards that don't have abilities, the card itself is the ability. Only abilities that are underlined may be used defensively. **Note:** *a single ability may only ever be used once per round.*

**Action Fail** = Whenever you next take an action while under this effect, that action will fail and thus, cannot be performed. This means they cannot play that card or use that ability or that item.

**Activate** = Abilities that have Activate mean, you must discard 1 or more cards to use that ability. An italicized A with an equal sign and a number is how it is usually shown. The number shown is how many cards must be discarded to 'activate' that ability. For example, A= 2 would mean, you must discard 2 cards from your **Hand** in order to use the ability. A question mark instead of a number means you may choose how many cards you would like to discard to activate that ability.

**Afterburn** = A damaging effect from fire or extreme heat that works the exact same way as **Wound** (Foe takes 1 damage on their turn next round) but foe has rising pain on their turn next round at 4+, as well as panic on their turn next round on a 4+.

**Ally** = A helpful person that, once put in play, will use their abilities to assist you in some way. Allies get a turn to act when their controller gets their turn (either before or after). Allies stay in play for a duration or until their health = 0. **Note:** *Allies are helpful to the player controlling the Archetype deck they come from. Most times they will be helpful to all those on the same side as them and they always oppose anyone on the other side.*

**Archetype** = This is the type of **Hero** or **Villain** you are. Your **Archetype** gives you your powers or your skillset. You will be able to use **Abilities** throughout the game based off your **Archetype**. Some **Archetype** examples are, **Speedster**, **Powerhouse**, **Gunslinger** etc....

**Archetype Description** = This is the card that tells you all about your chosen archetype and also has your **Special Ability** on it. You may not play without one. This is also an outlier card.

**Area** = An **Area** is a section of the imagined **Field of Play**. There are three such sections. Your area and the opposing sides area. These two areas are within the **Field of Play** and most everything you do in the game will take place within them. The third section is an area called **Out of Play**. This area encompasses everything *not* in the **Field of Play**.

**Area Attack** = An attack that will indiscriminately hit everything within a specific area (usually your opponents area).

**Area Dodge** = A way to avoid an attack by moving to another area.

**Attack** = An action (by card or an ability) that is designed to harm or otherwise impact a target negatively.

## **B**

**Beatdown** = An effect that causes one to take no other actions other than defensive ones (cannot attack or retrieve or fetch cards etc...). This effect also gives that person the **Sluggish** effect (this person takes their turn last next round).

**Blind** = An effect that causes a person to have great difficulty seeing. This effect basically gives you **Action Fail** on things that require sight. You roll for blind whenever you perform an action that requires you to see. If you fail that roll, your blindness causes you to fail that action.

**Blood loss** = An effect that causes a person to lose blood from their body. This effect gives that person **Weakness** (subtract 1 from all the physical damage this person would do) and **Card Loss** (discard 1 card from that person's hand).

**Boost** = A **Boost** card is a card that can be used to do something on it's own **or** it can be used to empower a **Boostable** card. You can always auto-play boost cards whenever you play a **Boostable** card.

**Boostable** = A **Boostable** card is a card that can be used to do something on it's own **or** it can be **Empowered** by a boost card. If a boost card is played with a **Boostable** card, you can then use the ability appropriate to the number of boost cards used (i.e. if two boost cards were used, you could use the boost 2 ability on the **Boostable** card). **Boostable** cards can only be **Empowered** by boost cards.

**Breakout** = This ability allows you to get out of a contain, and not be contained anymore if you succeed in the roll. All **Breakout** attempts count as a free action and take place at the beginning of the person breaking out's turn. One may only make a **Breakout** attempt once per round.

**Buff** = An aspect of an ability that adds to your effects, effect rolls or damage in some way.

**Butthurt** = A person has taken damage to their buttohole. This effect gives that person **Wound** (1 damage next round) and **Sluggish** (this person takes their turn last next round).

## **C**

**Capture** = This refers to the ability to take a person's in-play card or a card from someone's hand. They no longer possess that card and it is now yours to use as you please (assuming you *can* use it).

**Card Loss** = This effect forces the affected to immediately discard a card from their hand.

**Charge** = This ability allows you to spend your **Turn** doing something for a **Full Turn**. At the end of that **Full Turn**, you gain 1 **Charge** (add 1 to the counter card). Some abilities can be charged for multiple rounds.

**Combo** = This ability allows you to get another play (put a card from your hand into the field of play) and/or another utilization (use a card/ability from a card that you control that is in-play.).

**Conduct** = Conduct is an effect that is added to an attack. When that attack does damage to an object, that object takes the attack damage and anything touching that object takes the attack damage as well.

**Construct** = A solid object created by using some sort of ability. Usually made of energy of some form, **Constructs** can be weapons, items or even vehicles.

**Contain I** = This effect makes it so that the person contained may not directly attack anything other than the containment itself. Persons with **Contain I** also have **Partial Contain** (cannot move from the spot they are in).

**Contain II** = With this effect, a person is somehow restrained and cannot make physical movements. That person may still use non-physical powers or abilities. Persons with **Contain II** also have **Partial Contain** (cannot move from the spot they are in).

**Counterattack** = This ability allows you to attack the foe who attacked you, on the turn they attacked you, after they attack you. *Note: Your attack must be the same as their attack so if they shot you with a projectile, your counterattack must be a projectile. The same for a melee attack.*

## **D**

**Daze** = This effect gives the affected two effects. **Stun** (may not attack an opponent) and **Card Loss** (discard a card from your hand).

**Defense** = This is a notation in the description box, letting you know this card is able to be played when someone attacks you. *Note: Abilities that are underlined are also Defensive and may be used on a **Defensive Action**.*

**Defensive Ability** = This will be words in bold print and underlined on the left side of the card. This indicates that this ability may be used on a **Defensive Action**.

**Defensive Action** = If a person is attacked, that person gets an automatic play/utilization to defend themselves on the same turn they are attacked. This is referred to as a **Defensive Action**.

**Destroy** = This effect renders an item useless, thus, the item is discarded.

**Direct** = An ability that has **Direct** does not go from sender to target, instead, it manifests directly at the target making shields and barriers useless. **Direct** abilities cannot be blocked, only resisted or avoided.

**Disrupt** = An effect that stops a foe from completing their current action.

**Double Combo** = This ability gives that person two plays and two utilizations that turn. This is in addition to any plays or utilizations that person may have already done that turn.

**Drawless I** = Players that have **Drawless I** draw 1 less card, whenever they would draw a card, for the remainder of this round and at the next **Rounds Draw** (when you draw cards at the beginning of the round). ***Note:** It is possible to have stacks of **Drawless I**, so if Player A hit you with **Drawless I** and then Player B hit you with **Drawless I**, you would effectively have **Drawless II**.*



**Drawless II** = Players that have **Drawless II** draw 2 less cards, whenever they would draw cards, for the remainder of this round and at the next **Rounds Draw** (when you draw cards at the beginning of the round).

**Duration** = This governs how many rounds a card or an effect will last. **Duration** is always rolled on a d3, unless the duration is given (i.e. Duration = 3).

## **E**

**Effect** = An aspect of a card or an ability that does something to a target other than damage.

**Effect Duration** = This is the number of rounds a particular effect lasts. *Note: This number can be different than the duration of the original ability the effect comes from.*

**Effect roll** = A roll of the die to determine if an effect happens or not. All **Effect Rolls** have **Target Numbers**, which means, you must roll that number or higher to get that effect.

**Empower** = This is a notation in the description box letting you know that this card in some way, shape or form can add to or somehow make another card better.

**Environmental** = This means it is an object from the imagined field of play. So, if the players are in a bank and you have an environmental object to throw at them, it might be a keyboard or a marble paperweight. Something from that environment.

## **F**

**Fail** = This effect makes whatever card/ability you are trying to use not work. Unlike **Action Fail**, you actually utilize the card to perform the action (though, to no avail). Cards are still discarded and usage is still spent.

**Failing** = **Effect Rolls** with **Failing** have the target number of that roll reduced by 1 every round, per round after the first round, until the effect roll is failed. So if the effect roll was for failing incapacitate on a 4+. If that person passed their roll this round, next round, they would have incapacitate on a 3+. **Failing** ends once the Effect Roll is successful.

**Fetch** = This effect allows one to look through their deck and choose a card to add to their hand and then do so. Normally, you would shuffle that deck after using a **Fetch** ability.

**Field of Play** = The flat surface you are putting played cards on (coffee table, the floor etc...) **AND** the imagined area the battle is taking place in (an abandoned warehouse, the bank, the parking lot of "Willie's Fun Arcade" etc...), this includes your sides area and the opposing sides area.

**Flee** = This effect makes it so the target runs out of play to get away from something. That person is now out of play. Normally, that person would return to play at the end of that round.

**Foil** = To **Foil** something is to stop the effects of a utilization. If someone were trying to steal an item card of mine and I **Foil** it, I stop them from stealing that card.

**Frozen** = This effect makes a foes body become as frozen and unmoving as ice. Foes affected by this ability may not move (partial contain), take actions or draw cards. Frozen foes are incapacitated.

**Full Contain** = This effect means somebody is screwed! Persons who are Fully Contained do not draw cards, cannot move and get no turns while contained. That person may still play **Ally** cards, **Trigger** cards that do not involve them and **Omni-play** cards.

**Full Round** = This is a special requirement and also, a specific measurement of time. A **Full Round** goes from one of your turns to the next. Some abilities must be **Charged** for one or more **Full Rounds** before they are able to be used. You add or reduce charges at the beginning of your turn every round after the initial ability that allows you to charge is used.

## G

**Gain** = To **Gain** means, to get a card from any of your available sources. So, if you played a card that said "Gain the *Screw You!* Card", you could **Fetch** it or **Retrieve** (select from your discard pile) it.

**Grapple** = A specific **Melee Attack** where you grab your opponent. **Grapple** attacks may not be blocked by ones body.

**Grievous Wound** = This effect gives the affected **Wound** (take 1 damage at the end of your turn next round). It also gives them **Persistent** (it keeps happening every round), **Rising** (the target number of the Effect Roll goes up by 1 each round) **Pain** (chance you cant act 'cause it hurts too much) at 4+.

**Growth** = This is a notation in the description box letting you know that this card, somehow, someway, can get better with the use of other cards.

## H

**Hand** = Cards that you have drawn, stolen, or captured that are not currently in your deck, not in play and not in your discard pile. You may only **Play** or **Utilize** cards from your **Hand**.

**Hidden** = This effect makes you hard to spot. Anyone trying to target a person with the **Hidden** effect must roll vs. **Hidden**. A successful roll means they see you and may target you. A failure means they don't see you and cannot target you that turn. As a secondary effect, any attacks done by a person who is **Hidden** gain **Surprise** on a 4+

## I

**Incapacitate** = This is a very serious effect. Whoever has this effect cannot take any actions. This includes **Defensive Actions**.

**Initial Combo** = This ability that pairs with another ability, if that paired ability is successful, you gain a **Combo** effect. The **Combo** effect will only trigger if the first ability is successful.

**Interrupt** = This ability allows you to take an action on someone else's turn, but only if they are currently taking an action. Their action is paused, your action happens first.

**Invest** = This is an ability that is triggered when you play an item card. Instead of rolling for that items usage, you may choose to **Invest** in it. When you **Invest**, you discard cards. Each card you discard for **Invest** gives that item 1 usage, *HOWEVER* every other card (2<sup>nd</sup> card, 4<sup>th</sup> card, 6<sup>th</sup> card etc...) gives that item 2 usage instead. *NOTE: Invest* is optional. You may always defer to simply rolling a d3 for usage instead.

## J

**Jail** = An imagined **Structure** outside of the field of play. Anyone in **Jail** is out of play and is in a **Full Contain**.

## K

**Knockback** = This is an effect that can push a target backward. If the object is not in it's own area when it comes under the knockback effect, that object gets moved (knocked back) to it's own area. If the target was in its own area, then it has **Remove** on a 4+.

**Knockout (K.O.)** = This effect renders a person unconscious and thus, they are unable to take any actions (including **Defensive** ones). Persons may try to regain consciousness at rounds draw, after the draw, on a 4+. If they don't, they may 'come to' after their next turn.

## L

**Late Combo** = This ability allows you to play and utilize the **Late Combo** card after you play and/or utilize another card.

## M

**Melee** = A close-range combat attack. There are three types of melee attacks. A strike with your body, a strike with some sort of weapon and grappling your opponent.

**Mind Attack** = Immense amounts of psychic energy focused to attack a foes mind to cause damage and/or various effects. These attacks are invisible and intangible and cannot be detected or defended in the normal manner (dodge, block etc...). A person who is **Mind Attacked** gets an automatic chance to **Resist** that attack at 4+.

**Multi** = This is a notation in the description box letting you know that you will have to roll the die to utilize this card.

**Multi-Use** =

## O

**Object** = this is a catch-all term for anything in the **Field of play** that is tangible. This includes all manner of things like **Structures, Items, Allies** and even **Players**. Solid power effects like walls or shields are **Objects** too.

**Oops** = The person who has this effect has pooped their pants. They now smell so bad, they have the **Stank** effect (allies won't interact with them on a 4+). **Stank** persists as long as that person has **Oops**. Persons with **Oops** may go out of play on their turn to clean up and change pants. They return to play at the end of that round and the **Oops** effect is nulled. **Oops** persists until pants are changed.

**Omni-play** = This is a notation in the description box letting you know that this card can be played and utilized at any time, regardless as to who's turn it is or what part of the round you are on.

**Out of Play** = This is the imagined area outside of the **Field of Play**.

## P

**Pain** = A part of the body hurts. Whenever a person with this effect takes an action, they have to make a **Pain** effect roll. If the roll is successful it hurts too much to perform that action and they have **Action Fail** for that turn.

**Panic** = This effect basically makes a person run around in circles with their hands over their heads screaming and yelling and doing nothing constructive. A person with this effect loses their turn.

**Partial Contain** = This is a contain that affects your legs that makes it so you can't move from the spot you are in. You cannot move to another area or even dodge.

**Perma** = This is a notation in the description box letting you know that this card will stay in-play indefinitely.

**Persistent** = This is an effect that affects other effects. Effects with **Persistent** keep going round after round until the **Persistent** effect ends.

**Projectile** = This is a description for a thrown, shot or launched object. Normally, you would need to be in a different area than the target before you could throw, shoot or launch a **Projectile**.

**Prone** = This effect means you are laying on the ground. Whenever you take an action while you are prone, you automatically have **Action Fail** on a 7+. The **Target Number** for that roll goes down by 1 per negative effect you have on you (including **Prone**). On your turn, as a free action, you may stand up.

*Note: If a person has **Persistent Prone**, that person remains prone until they pass the effect roll. This includes between rounds.*

**Passive** = This is a term for an ability which is always in effect.

**Puke** = Persons with this effect spend their action emptying the contents of their stomach. This person is **Incapacitated** and has **Card Loss**.

## R

**Recycle** = This is a notation in the description box letting you know that when this card would be discarded, it is to instead be put on the bottom of the deck it came from.

**Remove** = This effect puts the target out of play. Persons with remove normally return to play at the end of the round or the end of their next turn, whichever would come first.

**Resist** = This is an automatic **Defensive Action** to stop any and all damage and effects from a **Mind Attack**. The base target number to **Resist** a **Mind Attack** is always 4+. The person doing the **Mind Attack** may discard cards for that **Mind Attack**. The target number for the foe to **Resist** the **Mind Attack** goes up by 1 per card discarded for the **Mind Attack**. The target of the **Mind Attack** may then also discard cards. The current target number to **Resist** that **Mind Attack** goes down by 1 per card discarded to **Resist**. Then the recipient of the **Mind Attack** rolls to **Resist**. A success nulls that **Mind Attack**.

**Retrieve** = This ability allows you to go into your **Discard Pile** to select a card and then put that card in your **Hand**.

**Rising** = This effect makes the **Target Number** of a specific effect go up by 1 every round. This effect ends when the affected effect succeeds or when the **Target Number** reaches 7+.

## S

**Scrapped** (Scrap) = This is an effect that completely destroys an item. When an item is **Scrapped**, remove it from the **Field of Play** and place it in a separate discard pile which is solely for **Scrapped** items. Items in that discard pile may not be used for the remainder of the game.

**Short Circuit** = This effect makes it so electronic items temporarily stop working. Electronic Items with this effect may not be used for the duration of this effect.

**Sluggish** = This effect forces the recipient to be the last person to take their turn next round. *Note: this effect always takes effect the round after the person receives it.*

**Special Ability** = All **Archetypes** have a **Special Ability**, which is, an **Ability** that only that **Archetype** can do. **Special Abilities** are displayed on the **Archetype Description** card. *Note: utilizing a **Special Ability** does not normally consume your action that round, but there are exceptions (like the Elemental Master).*

**Stank** = This effect makes the affected smell soooo bad, that allies *may* not help them. Any ally wishing to aid a person with **Stank** must roll vs **Stank**. On a 4+, that ally is unwilling to bear the stench of the affected to get close enough to aid them.

**Starting Hand** = This is the **Hand** you start with, which is comprised of, 3 cards from your **Archetype** deck and 3 cards from your **Profession** deck. *Note: you may use a mulligan to redraw your starting hand.*

**Status** = this means you have an effect on you that gives you an **Ability** i.e. '*Flight Status*' or '*Double Combo Status*'.

**Strong** = This is a **Buff** effect that lets the recipient add 1 to any and all strength-based damage while they have this effect.

**Structure** = This is a building and most times an item which cannot take damage or be affected by other effects (i.e. **Destroy**).

**Stun** = persons with **Stun** may not attack or counterattack anyone and may not use defenses that lead to attacking anyone.

**Surprise** = A person who is **Surprised** may not react (take a defensive action) to the thing that surprises them. If Ninja Nick jumps out of the shadows to jump kick Clueless Carrie, she must roll to see if she is **Surprised**. If she is, she may not react to defend or otherwise respond to that attack, even though she has a 'Dodge' card in her hand.

**Surrender** = Foe has given up resisting you and submits. Foe has **stun** and you have capture. That foe also has the target number they need to resist mind attacks go up by 1 for as long as they have this effect.

## **T**

**Target** = When utilizing an ability, you must state whom or what said ability will be used on. This is known as **Targeting**. To attempt to use an ability on something is to **Target** that something. *Note: some effects may shield one from being **Targeted** and others may **Target** everything in an area.*

**Transfer** = A notation in the description box that lets you know, something of that card can be transferred over to, and used by, another card.

**Trigger** = **Trigger** cards may be automatically played and utilized when certain conditions are met. If being attacked is that cards **Trigger**, then you may play and utilize that card when a person targets you with an attack.

**Turn** = A **Turn** is a player's specific time to play/utilize cards. Each person playing will get one turn per **Round**. *Note: Some non-player allies may get a turn each round as well. They take their turn on their controllers turn.*

**Type** = This is the kind of ability an ability is. **Type** allows an ability to do certain things like, interrupt or attack or defend or have aspects like omni-play or trigger.

## **V**

**Variable** = This is a notation in the description box letting you know that this card has multiple abilities to choose from on it.

**Vehicle** = Usually an item, **vehicles** are somewhat large objects that require a person to be in or on them to operate. The person who controls that **vehicle** is that **vehicle's** pilot. **Vehicles** have abilities that the person piloting that vehicle may use. Some vehicles may take on additional passengers (some even against their will) and some have armor to protect those inside. All **vehicles** allow the pilot to move as per normal by moving the **vehicle**. All in the **vehicle** move to the same place the **vehicle** does.

## **W**

**Weakness** = This is an effect that causes the affected to do one less physical damage, when doing strength-based physical damage (i.e. throwing something, punching, striking with a weapon etc...).

**Wound** = This effect causes the affected to take 1 damage at the end of their turn, next round.

