

Heroes Unite

**A SUPER HERO TCG
RULEBOOK V 1.0**



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Contains

72 Card Deck.

36 Hero cards, 36 Villain cards.

Recommended: Damage counters. You can use anything, or cut out the sheet provided on the last page and attach to something sturdy.

Decks

Card List for Basic Deck:



Heroes:

1: 1 Gail and Markie
1: 1 Roller Girl
1: 1 Sir Joan
1: 2 Ghost Hunter
1: 2 Kion
1: 2 Colonel Niven
1: 3 Control
1: 3 Desert Fox
1: 3 Escudo
1: 4 Chrome
1: 4 Lady Liberty
1: 5 Hard Tail
1: 5 Shokkusan
2: 6 Night
1: 7 Scimage
1: 7 Cinaed
2: 8 Hardcase
2: 9 Paragon

Object:

3: +1 Heal
2: +1 Weapon
1: +1 Research
1: +1 Tip
2: +2 Weapon
1: +2 Armor
1: +2 Gadget
1: +3 Armor
1: +3 Trap
1: +3 Gadget
1: +4 Gadget



Heroes:

1: 1 Chameleon
2: 1 Clubs
2: 2 Mafiosa
2: 3 Cowboy
1: 4 Mob Boss
2: 4 Rage
1: 5 Clones
2: 5 Fixxer
2: 6 Concrete Man
1: 6 Doctor Psi
1: 8 David
1: 9 Zeus

Object:

3: +1 Weapon
2: +1 Armor
1: +2 Weapon
1: +2 Gadget
1: +3 Armor
1: +3 Trap
1: +4 Bomb

Plot Twists:

1: Immune Fighting
1: Immune Speed
1: Immune Power
1: Surprise
1: Gang Up
1: Ambush

Deck Building Rules:

36 Hero cards, 36 Villain cards.

Any combination of cards is valid, but no more than 4 of any one card.

Variant art like on Night does not count as a different card.

Promo cards and self printed cards can be used if decks are placed in card sleeves

Custom made cards can only be used if all players agree after seeing the card.

Card Types:



Hero Card: Heroes have a base number 1-9. This is their base number. Abilities, equipment, and any other modifications are added or removed from this number. This number is also the amount of damage they can take before being knocked out. Most card descriptions are just colorful trivia. A few have special rules, check the text carefully. Heroes have abilities on the top and bottom of the card. Make sure to look in both places for abilities. Example: Colonel Niven has a base of 2. He has the following abilities: 1 strength, 1 attack, 1 defense, and 3 wealth. He has a special rule that allows him to use any object, even if he doesn't have the required ability to use the object such as Research.








Villain Card: The same as a hero card, only they are bad guys.

Object: These cards generally modify a hero or villain's action. These are either used immediately or attached to a hero/villain. Follow the rules on each card. If the effect adds a bonus to an ability, the possible ability choices to modify are shown at the top. If the effect requires an ability to use, it is included in the text. The amount that is modified is the number on the card. Example: A +1 Weapon grants a 1 bonus to either an attack or defense. it requires having the attack ability to use. Only one object card can be attached at a time. Placing a new object card discards the old one.

Plot Twists: When these cards are drawn, they are placed face up next to the hero or villain's playing area. (In the basic deck, only villains have Plot Twists) Only one plot twist can ever be in play at a time. If another is drawn, the old one in play is discarded. Each plot twist is different, follow the rules on the card.

Abilities

A player can only use one ability per turn. You can only use the ability available on the active hero or villain card. The X value is the number of ability markers on the card. If you have   you have an ability of 2 strength.

-  **Defense:** Adds up to X points to a player's defense from an opponent's attack. Example: A hero has a defense of 2 and base of 2. They choose to defend. They defend at a 4 against a villain's attack.
-  **Fighting:** Once per turn the player can add up to X points to defense or attack, but not both. Example: a player chooses to use fighting to attack. During the villain's phase they get no bonus for defense from this ability.
-  **Intelligence:** Before any other action, a player may look at up to X top cards of their own draw pile, or another player's draw pile, and place them back in the same order. The draw pile can be hero or villain, but not both.
-  **Money:** Before any other action a Hero may draw up to X extra cards to their hand. Before any other action a Villain may force discard of up to X cards from a hero's hand.
-  **Power:** Forces discard of one active opponent's effect card worth up to X effect points (bonus cards without point values require 2 power icons to discard)
-  **Speed:** Player may execute a synchronized attack to up to X opponents, with -1 to each subsequent opponent. Or, the player can add half the X value (round up) to their defense.
-  **Strength:** Adds X points to a player's simultaneous attack. Player then defends at half that value (round up) for the rest of their turn.

Layout

Each player has a hero and a villain layout using only the cards in their decks.

Heroes Layout:

- ★ 1 Active Hero Player Card* and any Hero Object Cards modifying it.
- ★ Optionally up to 3 Hero Player Cards on reserve, facing up in front of the player, behind the active card.
- ★ A face down hero draw pile of only hero cards.
- ★ A face up hero discard pile.
- ★ A space for defeated villain cards.

Villain's Layout:

- ★ Active Villain Player Cards and any Villain Object Cards modifying them. These are located above the active hero card.
- ★ A face down villain draw pile of only villain cards.
- ★ A face up villain discard pile.
- ★ A space for a plot twist card.

Hand:

Hero Players have a maximum 5 card hand at the end of their action phase. If they have extra cards, they choose which to discard to draw



Play

One Turn:

Hero Phase: Player 1 Hero, Player 2 Hero...

Villain Phase: Player 1 Villain, Player 2 Villain...

Hero Phase:

FIRST TURN:

1: Draw 5 cards.

- ★ Player may choose to discard the entire hand they've drawn, and redraw up to a maximum of 5, forfeiting the rest of their phase.

2: Play up to 3 hero cards to the reserve spots from your hand.

3: Move one of the reserve heroes to the active spot.

ALL OTHER TURNS:

1. Draw 1 card. If there are no cards to draw, you are knocked out.

2. Optionally play 1 hero card to the reserve.

3. Optionally perform a switch.

- ★ Switch the active hero with one from the reserve.

- ★ Any object cards attached to the active hero are discarded when they are moved to the reserve.

- ★ If there are no active heroes, you **MUST** bring one out of reserve to the active slot.

- ★ If there are no heroes in the active slot or in the reserve, the player has lost.

4. Optionally play an object card from your hand to the active hero card.

- ★ If the hero already had an object card, discard it first.

5. Perform 1 action - attack, defend, or use an ability

- ★ Attack using base number plus any attached object that can be used. Select any active villain from any deck and attack.

- ★ Defend using base number. Turn the card sideways. If attacked, hero may use any attached objects in defense that can be used.

- ★ Use an ability possessed by the active hero. Some abilities also allow the hero to attack or defend.

- ★ If attacking, select any active villain from any player. Attack with base number, any attached object that can be used, and the ability value.

- ★ If defending, turn the card sideways. If attacked, the hero defends at their base number, plus any attached object that can be used, and the ability value.

6. If you have more than five cards in your hand, discard down to 5.

Villain Phase:

1: Player Draws 1 Card from that player's villain deck. If there are no cards left in the deck, shuffle discard pile.

- ★ On the first turn, search deck for the first villain card. Place it face up as active. Go to action.

- ★ If a villain is drawn, it becomes active and is placed face up.

- ★ If a villain object is drawn, it can be played to any active villain from the same deck.

- ★ If the villain already had an object, it is first discarded.

- ★ It can only be played on a villain that can use the object.

- ★ If no villain can use the object it is placed face up, sideways in reserve. It is attached to the first villain that is drawn that can use the object. If there are multiple objects that can be attached, player chooses which one.

- ★ If a plot twist is drawn, it is played face up and becomes in effect for all villains of all players.

- ★ If an existing plot twist was out, for any player, it is discarded. Only one plot twist can ever be active, no matter how many players.

2. Perform 1 action - attack, defend, or use an ability.

- ★ EACH active villain gets an action. As per the rules for a hero.

- ★ If attacking, villain may attack any active hero from any player.

- ★ If a player does not have an active hero, the villain can attack a hero in reserve.

Winning

The first player with a hero that has claimed 30 or more villain points or 10 villain cards wins the game. Villain points are the base value for the card, 1-9.

Knocked Out

The hero team that does not have an active hero and no heroes in reserve is knocked out. A hero team that runs out of cards in their draw pile is knocked out. The player then skips their hero phase but continues playing their villain phases. If all heroes are knocked out, the villains win. Bwa Ha Ha!

Battle

When a Hero or Villain attacks, damage is taken by both parties.

To determine damage, total the attacker value and the defender value.

- ★ Base card value.
- ★ Any objects that can be used.
- ★ Any Abilities modifiers that were applied,
- ★ Any plot twists that apply,

The difference between the Hero total and the Villain total is the damage, which is split between the cards in battle.

- ★ The higher value card takes the lesser damage if points cannot be divided evenly
- ★ The minimum damage must be 1 to both cards, even if there is only 1 point difference between the cards.
- ★ The damage to the higher value card is capped at the lower value card's base value.

Damage:

- ★ For each point of damage place a damage counter on the hero or villain.
- ★ If the damage counters are more than the base value of the card, it is defeated.
 - ★ Defeated heroes go to the discard pile for that player.
 - ★ If a hero attacked and the villain was defeated (even if the hero is also defeated), the villain is placed by the winning player as a counter for winning the game.
 - ★ If the villain is knocked out while attacking, it is discarded.
 - ★ Damage taken does not affect the base value of the cards.
 - ★ Any cards attached to a defeated hero or villain is discarded.
- ★ Damage counters stay with the hero.
 - ★ If the hero is switched to the reserve, damage is not removed.
 - ★ If a hero or villain card was discarded, and is brought back into play, they have no damage.

Optional Rules

- ★ Hero Player Cards level 1-4 may tag team up to share an active slot. Their base card values are combined, but only one ability may be chosen each turn. Damage is dealt to the lower value card first, and it is discarded when taken to zero. Tag teams may not use object cards.
- ★ Any Villain Player Cards that did not do battle at the end of each round heals 1 point. Increase game winning total to 45 Villain points or 15 Villain cards for longer game play.
- ★ Maintain 2 active hero slots, and 2 reserve. Only one of the active heroes can attack or use an ability per turn, player's choice.

Solitaire options for 1 player game

The game plays the same, with the following minor changes:

- ★ Winning conditions are reduced: 15 points or 5 villains
- ★ If a villain has a choice, coin flips decides which choice to make.



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