

SENTINELS OF THE MULTIVERSE

Unofficial rewritten rulebook

Version 1

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Disclaimer

This is by no means official or endorsed by Greater Than Games. It could be wrong. It *is* wrong. This is supposed to have the more simple rule set to play Sentinels of the Multiverse as close as intended as possible without special cases. If I must choose between correctness and simplicity, I will go the simply way.

Setup

1. Select a *Villain*, an *Environment* and between three and five *Heroes*. Put their respective decks in the play area.
2. The *heroes characters* are put in the play area with the side with *hp* up (active side).
3. Each player draws four cards from their *hero decks*.
4. The *villain character* card has a setup section with instructions of what to do before the start of the game.
5. Start taking *rounds* until the game is win or lost.

Win the game

Some villains or environment could determine additional or alternative win conditions. If it is not the case, the players win the game when the villain character target gets to 0 or fewer *hp*.

Lose the game

Some villains or environment could determine additional or alternative lose conditions. If it is not the case, the players lose the game when all the heroes become *incapacitated*.

Playing the game

A round

A *round* consist, in this order, of a *villain turn*, a *hero turn* for every hero in play clockwise and an *environment turn*.

A turn

Every *turn* consists of a series of *phases*. The *phases* must be taken in order and could not be skipped unless an *effect* says so. If an *effect* forces a player to skip his or her *turn*, all the remaining *phases* of that *turn* are skipped. A *phase* ends when there are not more possible actions to take in that *phase*. When an *effect* forces you to end your *turn*, you skip your current *phase* and pass directly to your *end of turn phase*.

A villain turn

A *villain turn* has the following *phases*:

1. *Start of turn*: All the *effects* with the text 'At the start of the villain turn' occurs in this *phase*, even the cards put in play during the current *phase*. The *effects* are resolved in the order they come into play.
2. *Play*: Play the top card of the *villain deck*.
3. *End of turn*: All the *effects* with the text 'At the end of the villain turn' occurs in this *phase*, even the cards put in play during the current *phase*. The *effects* are resolved in the order they come into play.

A hero turn

A *hero turn* has the following *phases*:

1. *Start of turn*: All the *effects* of that player with the text 'At the start of your turn' occurs in this *phase*, even the cards put in play during the current *phase*. The *effects* are resolved in the order they come into play.
2. *Play*: The player plays a card from his or her hand.
3. *Power*: The hero could use a power. Every power could only be use once every turn. Every card with a *Power effect* is a different power even when they have the same name.
4. *Draw*: The player could draw a card. If the player did not play a card in the *Play phase* and did not use a power during the *Power phase*, he or she could draw one additional card.
5. *End of turn*: All the *effects* of that player with the text 'At the end of your turn' occurs in this *phase*, even the cards put in play during the current *phase*. The *effects* are resolved in the order they come into play.

An environment turn

An *environment turn* has the following *phases*:

1. *Start of turn*: All the *effects* with the text 'At the start of the environment turn' occurs in this *phase*, even the cards put in play during the current *phase*. The *effects* are resolved in the order they come into play.
2. *Play*: Play the top card of the environment deck.
3. *End of turn*: All the *effects* with the text 'At the end of the environment turn' occurs in this *phase*, even the cards put in play during the current *phase*. The *effects* are resolved in the order they come into play.

Targets

Every card with *hp* is a *target*. Only *target* cards could be dealt damage. If a *target* is from the *villain deck* is a *villain target*. If a *target* is from the *environment deck* is an *environment target*. If a *target* is from a *hero deck* is a *hero target*.

A *target* can not regain *hp* above its maximum *hp*.

Whenever a *target* has 0 or fewer *hp* and is not *indestructible* it gets destroyed. The exception is the *hero character cards* that instead of being destroyed are flipped to their *incapacitated* side and the *villain character cards* that you win the game instead or have instructions regarding this situation.

Whenever a card becomes a *target* it is considered that a *target* has *entered play*, nevertheless if the card itself was in play before. Likewise, if a card ceases to be a *target*, it is considered that a *target* *leaves play*.

For example: If Expatriette has Hairtrigger Reflexes in play and the Environment plays Imbued Vitality, then Expatriette can do 1 projectile damage to every Ongoing or Equipment of non-hero decks.

Ambiguities

When there are ambiguities the players decide. For example when two heroes are tied for *highest hp hero target*, one of them becomes the *highest hp hero target* and the other the *second highest hp hero target* for that effect.

Cards and effects

Playing a card

A card has one or more *keywords* and lists one or more *effects*. What to do with a card is determined by his *keywords*.

If the card has a *One-shot* keyword, the *effects* listed are activated in the order in which they are in the card, and then, the card is discarded.

If the card has an *Ongoing* or *Equipment* keyword, the card resolves all the *effects* that has no *triggers* or with *triggers* that are true and remains in play until some effect explicitly destroys it.

If the card has a *Limited* keyword then it means that there can only be one card with that name in it. You can not play a *Limited* card if one with the same name is in play. If an effect tries to put a card in play with the same name as one *Limited* card already in play, the new card is immediately discarded.

If the card is a *target*, it remains in play until his *hp* are 0 or fewer or is destroyed by an *effect*.

For example: Absolute Zero plays Onboard Module Installation. The card is a One-shot, so Absolute Zero resolves all the effects in order. He can draw a card as a first effect. He searches his deck for Null-Pointer Calibration Unit and puts it in his hand. After that, he shuffles his deck. The next effect permits AZ to play another card, he plays Null-Pointer Calibration Unit. This new card is an Equipment and Limited. He can play it because there is no other Null-Pointer Calibration Unit in play. None of the triggers of the card are true, so the card does not do anything at the moment. However, as it is an Equipment, it remains in play until some effect destroys it. Now, when all the effects of Onboard Module Installation are resolved, the card is discarded.

Activating an effect

Once a card is in play, every time the *trigger* of that *effect* becomes true, the *effect* is resolved. If more than one *effect* fulfills its *trigger* simultaneously, the players choose the order in which they resolve. If midway the resolution of an *effect* another *effect* fulfills its *trigger*, proceed to resolve the new *effect* and when that is resolved, continue resolving the first one.

Every *effect* that does not come from a *One-shot* has a *start condition* or *trigger*, an *end condition* and an *action*.

Whenever the *start condition* of an *effect* becomes true, the *effect* is *active*. If no *trigger* is provided, the *effect* is *active* while the card is in play if it is an *Equipment* or *Ongoing* card. If the card is a *One-shot* and no *trigger* is provided, the *effects* are activated one after another in the order they appear in the card.

An *effect* is *active* from the moment the *start condition* becomes true until the moment the *end condition* becomes true. If the *end condition* is not explicit, it defaults to when the card leaves play for *Equipment* and *Ongoing* and to when the *effect* is fully resolved in *One-shots*.

If a card is destroyed midway during resolving their *effects*, the *effects* yet unresolved are forfeited.

The *action* of the *effect* describes how the effect interact with the rest of the game. It could be an instance of damage, draw a card, regain *hp* or many others.

If an *effect* starts with the word *Power* it means that that effect is triggered with a power activation in the *Power phase*.

For example: Visionary has Wrest the Mind attached to Powered Remote Turret who has 4 hp left. At the end of the villain turn Powered Remote Turret has an effect that deals 2 damage to a hero target for every hero target in play. All the effects have triggered simultaneously, so the order of resolution is the player's choice. The players choose to resolve first the damage to Legacy. The triggers for Wrest the Mind are satisfied, so Visionary can redirect the damage to another target, in this case Baron Blade, who takes it. Since Visionary choose to redirect the damage the next effect in Wrest the Mind triggers and Visionary deals 3 damage to the Powered Remote Turret, it is now at 1 hp. Then the next effect triggers and Visionary deals herself 3 damage. From the rest of effects triggered of Powered remote Turret, the players choose to resolve the damage to Absolute Zero. The damage is redirected to Baron Blade as well. Which he new redirection the trigger of Wrest the Mind comes to effect again. So, Wrest the Mind do 3 damage to the Powered Remote Turret. This damage put the Turret in negative hp and is, therefore, destroyed. The card to which Wrest the Mind is attached becomes destroyed, so the last effect in Wrest the Mind is activated and Wrest the Mind is destroyed. Visionary does not deal herself 3 damage for the second redirect because the card leaves play before the effect is resolved.

Resolving an effect

If a card text contradicts this rules, the card takes precedence. If an *effect* says you can do something and another *effect* says you can not, the can not *effect* takes precedence.

When an *effect* is *active* apply the *action* described in the *effect*.

When an *effect* is an instance of damage, it explicitly says who is the one dealing the damage, who is the destination of damage, the amount of damage dealt and the type. For example “Baron Blade deals the hero target with more hp 1 melee damage” says that Baron Blade is dealing the damage, the destination of the damage is the *hero target* that in the moment of *activating* this effect has the more *hp*, the amount is 1 and the type is melee. An instance of damage and a source of damage are equivalent terms.

Every instance of damage is his own *effect*. Take for example the text “this card deals 2 sonic damage to the two targets with more cards in play”. In this instance the text have two *effects*, both have their *triggers* fulfilled. The first one, in this example, could be “deal 2 sonic damage to Legacy” and the other one “deal 2 sonic damage to La Capitan” because this two *targets* are the ones with more cards in play. As they are two *effects* triggered, the players can choose the order in which they resolve.

If the text is of the form “deal the target with more hp 1 projectile damage and the target with less hp 1 psychic damage” the resolution is different. The only *effect* which is triggered is the first one because the *effects* resolve in the order in which they are listed in the card. When the first one is fully resolved the second one is triggered but not before that.

Dealing damage

Damage can only be dealt to *targets*. An effect that deals damage to a *target* is

resolved using this steps:

1. *Check redirection and alteration*: If one or more *effects* that redirect damage is *active*, switch the target of the damage accordingly. If one or more *effects* that change the type of damage, switch the type of damage accordingly.
2. *Check immunity*: If the *target* is *immune* to that type of damage, no damage is taken, skip the rest of *steps*.
3. *Check bonus*: If there are *effects* active that give *bonus* to the damage dealt, increase the damage dealt accordingly.
4. *Check damage reduction*: If the damage is not *irreducible*, check if some *effect* that gives *damage reduction* to the *target* is *active*. If so, reduce the damage dealt in that amount.
5. *Deal damage*: The damage dealt resulting is the damage taken by the target
6. *Check damage prevention*: If the *target* has some *damage prevention*, reduce the damage taken in that amount.
7. *Take damage*: The resulting damage taken is subtracted from the *target's hp*.
8. *Check destruction*: If the *target* has 0 or fewer *hp* and it is not *indestructible*, the *target* is destroyed, or *incapacitated* if it is a *hero character target*.

For example: Wraith is the hero with more hp and Unity is the hero with less hp. Phosphorescent Chamber and Smoke Bombs is in play and Wraith used his power Stealth the previous round. Gene-Bound Bionaut deal 2 toxic damage to the hero target with lowest hp. Smoke Bombs redirect the damage to Wraith and put a reduction of 1 point of damage. Wraith is no immune to toxic damage, so the bonus for Phosphorescent Chamber applies making it 3 of toxic damage. The Smoke Bombs reduce the damage taken to 2 toxic damage because the damage has been redirected. Wraith would take 2 toxic damage but has 2 damage prevention from her Stealth power for a total loss of 0 hp. Wraith is still on positive hp and is not incapacitated.

More about damage

If an *effect* will do 0 damage before *bonus* it still could do damage. However, if an *effect* triggers when damage is dealt, it only triggers if the *hp* of the *target* get reduced at least in one *hp*. If an *effect* triggers when damage would be dealt then it triggers when the damage before damage prevention is greater than 0.

In the above example if the Atlantean Throne Room was in play instead of the Phosphorescent Chamber, the damage dealt to Wraith would be 0, so the Stealth power would not trigger and will not get spent.

Destroying cards

When a card is destroyed put it in their corresponding trash unless an *effect* says otherwise.

Incapacitated heroes

A hero becomes *incapacitated* when his *hero character target* has 0 or fewer *hp* and it is not *indestructible*. When a hero becomes *incapacitated* all the cards of his deck are retired from the game and the *character card* gets flipped to the *incapacitated* side.

During the turn of an *incapacitated* hero, the *Play, Power* and *Draw phases* are replaced by an *Incapacitated phase* in which, he or she only could *trigger* one of the *effects* listed in the *incapacitated* side of his or her card.

Other rules

Nemesis

Some cards have a nemesis icon. The icon represents an *effect* that *triggers* whenever a card deals damage to a *target* with the same nemesis icon. The *action* of that *effect* is to give a +1 bonus to the damage.

H

Some cards make a reference to a H symbol, that symbol is equal to the total number of heroes in play, either active or incapacitated.

Tracking cards

Some cards require to reach a total quantity of something to trigger (i.e, damage dealt, damage received). That card starts tracking from the moment they enter play. For example, some Omnitron's components gets destroyed when Omnitron receives determined amount of damage.

Reshuffle decks

When you have to draw, discard or play from a deck and there is no cards remaining, reshuffle the deck prior to do that action. If you have to reveal cards from a deck with no cards, the trash is not reshuffled and no card is revealed.