The cover art depicts a dramatic battle scene. In the background, a massive, golden Sentinel statue looms over a cityscape. Numerous smaller Sentinels, which are red and black mechanical beings with glowing yellow eyes, are flying through the air. In the foreground, several heroes are engaged in combat. On the left, a hero in a blue and yellow suit is unleashing a bright blue lightning bolt. In the center, a hero with long black hair and a red top is running towards the viewer, holding a glowing yellow disc. On the right, a large, red and black mechanical Sentinel with a glowing yellow skull on its chest is attacking. A hero in a black and blue suit is also visible, using a whip-like weapon. The overall scene is filled with action and energy, with bright colors and dynamic poses.

SENTINELS

OF

EARTH-PRIME

SUPERHEROIC CARD GAME

OFFICIAL RULEBOOK

SENTINELS OF EARTH-PRIME SUPERHEROIC CARD GAME

OFFICIAL RULEBOOK

INTRODUCTION

Welcome to *Sentinels of Earth-Prime*, a game which brings together the *Sentinels of the Multiverse* card game from Greater Than Games and the world of the *Mutants & Masterminds* RPG from Green Ronin. In the great tradition of comic books, this is a world class team-up!

Sentinels of Earth-Prime is a cooperative game in which the mighty heroes of the Freedom League face off against their most sinister foes! Each player takes on the role of a hero with powers and abilities in the form of cards. The players react to the threats from the villains, as well as the dynamic environments in which these battles take place. Ultimately, either the heroes will successfully work together to defeat the villains and foil their plans, or the villains will triumph, and the heroes will be forced to regroup to fight another day.

GAME OVERVIEW

The rules of the *Sentinels of Earth-Prime* card game are straight-forward. The complexity and strategy of the game arise from the specific cards. Cards bend the rules of the game, empowering players to do more things than the basic rules allow. Cards can allow you to draw extra cards, play more than one card a round, and use multiple powers! Whenever a card says that you can do something that isn't provided for in the basic rules, the card is correct. Always follow the wording of the cards fully, and you'll be just fine!

UNPACKING THE GAME

When you first open the game, separate out all of the decks. This will go fairly quickly, as each deck has its own unique back. All of the decks are fixed, in that the cards in them do not change from game to game.

Sentinels of Earth-Prime includes ten playable heroes, four challenging villains, and four unique environments. There are also four expansion decks that introduce two more heroes, one more environment, and one more villain.

Sentinels of Earth-Prime and *Sentinels of the Multiverse* are fully compatible, so you can mix and match decks from each game as you please.



COMPONENT LIST

The *Sentinels of Earth-Prime* box is full of exciting things! Besides the 585 cards that make up the game, there are also divider cards, various types of tokens, and even this fantastic rulebook you are reading right now! Here is a breakdown of the components.



Hero Character Cards (20): The main card for a hero. Hero character cards list the maximum HP (short for Hit Points) and innate power on the front, and their incapacitated abilities on the back. The game includes two versions of each hero: the core version and a variant.



Villain Character Cards (5): The main cards for a villain. Each oversized card has all the info you need for the villain, including the maximum HP, setup, gameplay, and advanced rules.

The card for Malador the Mystic is included because this box was the best way to deliver it but note that Malador is an expansion deck you'll need to get separately if you want to use it.



Hero Cards (400): The cards that make up the hero decks. Each hero has a unique deck of 40 cards that represents their various powers and abilities.



Villain Cards (100): The cards that make up the villain decks. Each villain has a unique deck of 25 cards representing their powers, abilities, and minions.



Environment Cards (60): The cards that make up the environment decks. Each environment has a unique deck of 15 cards representing its perils and (occasionally) its boons.



Divider Cards (18): These cards help you keep the game organized! There is one divider for each hero, villain, and environment.



Rectangular Tokens (42): These rectangular tokens help keep track of the various modifiers which occur in a game, such as increased and reduced damage, and other status effects.



Round Tokens (150): These tokens help you keep track of the HP of hero, villain, and environment targets throughout the game, as well as track specific characters' abilities.

CARD ANATOMY



PARTS OF A HERO CHARACTER CARD

1. HP
2. Name
3. Complexity
4. Nemesis Icon
5. Innate Power



PARTS OF A VILLAIN CHARACTER CARD

1. Description and Keywords
2. Complexity
3. HP
4. Nemesis Icon
5. Name
6. Advanced Section
7. Game Play Section
8. Setup Section



PARTS OF A HERO OR VILLAIN GAME CARD

1. Title
2. HP (if any)
3. Keywords (if any)
4. Game Text
5. Flavor Text



PARTS OF AN ENVIRONMENT GAME CARD

1. Title
2. HP (if any)
3. Keywords (if any)
4. Game Text
5. Flavor Text

GAME SETUP

The players must select one villain and one environment for the game, and you can do that in any agreeable fashion. New players are advised to choose a low Complexity villain, so your opponent won't be too challenging as you learn the ropes. Once this has been decided, set up the table with the villain and environment decks in their play areas. Then, each player selects a hero, putting that hero's character card and deck into their play area. You may select any combination of heroes, villains, and environments, as the combinations are nearly limitless. Also, see pages 9–13 for more information on each of the characters and world of *Sentinels of Earth-Prime*!

After you have chosen the heroes, villain, and environment, and shuffled their decks, each player draws the top four cards of their hero deck. The game begins with the villain turn, then proceeds clockwise around the table through each of the hero turns, ending the round with the environment turn. The same order is followed during the game: villain turn, hero turns, environment turn, repeat.

To keep track of HP and damage modifiers, use the included tokens. Alternately, you may use dice, pen and paper, or any other tracking method you might prefer.

CARD TYPES

Here are the primary card types in *Sentinels of Earth-Prime*, as described in the keywords section on each card:

One-Shot: One-Shot cards have an immediate effect when played and then go to the appropriate trash.

Ongoing: Ongoing cards come into play and stay in play, changing the way that deck plays in some way.

Equipment: Equipment cards come into play and stay in play, just like ongoing cards.

Limited: Limited means you can have only one copy of that card in play at a time. There can be many different limited cards in play at once, but only one of each.

There are other keywords which can be found in hero, villain, and environment decks, but those either denote special, deck-specific mechanics, or targets, which are any cards with HP. One common type is the Minion.

Minion: Minion cards are a type of card which could be found in a villain deck. They have HP, so they are villain targets. When reduced to zero or fewer HP, they are destroyed and go to the villain trash.

SETUP DIAGRAM



TURN SEQUENCE

VILLAIN TURN

Start: Follow any instructions on any cards in play which occur at the start of the villain turn.

Play: Reveal the top card of the villain deck and play it, following any instructions printed on that card.

End: Follow any instructions on any cards in play which occur at the end of the villain turn.

HERO TURN

Start: Follow any instructions on any cards in play which occur at the start of this hero's turn.

Play: This hero's player may choose to play one card from their hand, following any instructions printed on that card.

Power: This hero's player may choose to use one power from one of their cards in play which has a power. Note: Even if a hero may use multiple powers in a turn, each instance of a power may only be used once per turn.

Draw: This hero's player may draw the top card of their hero deck.

End: Follow any instructions on any cards in play which occur at the end of this hero's turn.

Additional Card Draw: If, for any reason, a player neither plays a card nor uses a power on their turn, then they may draw an additional card during their draw phase. If, by contrast, a player skips their turn of any reason, they have skipped every phase of their turn and cannot draw any cards.

ENVIRONMENT TURN

Start: Follow any instructions on any cards in play which occur at the start of the environment turn.

Play: Reveal the top card of the environment deck and play it, following any instructions printed on that card.

End: Follow any instructions on any cards in play which occur at the end of the environment turn.

TO BATTLE!

Heroes and villains meet in the most awesome of battles, and *Sentinels of Earth-Prime* simulates those spectacular conflicts through the dealing of damage. Many cards have HP—short for Hit Points—which is a numerical representation of their health. When cards “deal damage” to other cards, the damaged card’s HP is decreased accordingly. Any card with HP is considered a target.



DAMAGE EXAMPLE

Jack-A-Knives deals *Star Knight* 3 melee damage. Before that attack, *Star Knight* had 9 HP, so now *Star Knight* has 6 HP.

Whenever a target is reduced to 0 or fewer HP, put it into the associated trash, except in the cases of hero character cards and villain character cards. Unless stated otherwise, when a villain character card is reduced to 0 or fewer HP, the villain is destroyed and the players have won the game!

When a hero is reduced to 0 or fewer HP, remove all of that hero's cards from the game, leaving only the hero character card. Flip this remaining card over so the incapacitated side is up.

Heroes who have been incapacitated cannot regain HP. Instead, listed on their incapacitated side of each hero's character card are three abilities, and on that hero's turn, the only thing that player may do is use one of those abilities. This allows players whose heroes have been taken out to still participate in the game, their downed heroes providing inspiration to bolster their still battling comrades.

DAMAGE

All damage has a type that indicates the nature of that damage. Usually, the damage type does not matter when it comes to dealing damage to targets, but a few cards and abilities do interact with damage type in a variety of ways.

The *Sentinels of Earth-Prime* damage types are as follows: cold, energy, fire, infernal, lightning, melee, projectile, psychic, radiant, sonic, and toxic.

Damage can also be irreducible, regardless of its type. Irreducible damage cannot be reduced by any effect, but it can still be increased or redirected. However, if a target is immune to damage, or if an effect prevents damage to a target entirely, irreducible damage cannot be dealt to that target.

REGAINING HIT POINTS

Some cards allow targets to regain HP. When this happens, the current HP of that target is increased the appropriate amount. However, a target's HP can never be increased past their maximum HP.



REGAINING HIT POINTS EXAMPLE

Star Knight has the *Emergency Catalyzer* in play. In light of the damage *Jack-A-Knives* inflicted, *Star Knight's* player opts to destroy the *Emergency Catalyzer* at the start of her turn. This allows *Star Knight* to regain 3 HP, taking her from 6 back to 9 HP.

CONFLICT RESOLUTION

Over the course of a game, there are situations in which multiple effects would occur simultaneously or have competing effects. In all situations, card effects that happen simultaneously occur in the order in which the cards entered play.

Additionally, there are times when players may encounter ambiguous situations, such as tied HP or multiple targets being damaged simultaneously. In any ambiguous situation, the players choose the outcome or order of operations (see example on page 8).

If a deck is ever empty and a card would need to be drawn or discarded from that deck, simply shuffle that deck's trash into a new deck. Note that attempting to reveal cards will not cause the trash to shuffle.



TIMING EXAMPLE

Captain Thunder (14 HP), *Bowman* (13 HP), *Star Knight* (13 HP), and *Raven* (13 HP) are in a battle against *Hades*. On previous turns, *Hades* put into play a *Skeletal Remnant* and then *Cerberus*. At the end of the villain turn, the *Skeletal Remnant* and *Cerberus* both inflict damage. Since it entered play first, the *Skeletal Remnant* inflicts 2 melee damage on the hero with the highest HP. *Captain Thunder* drops from 14 to 12 HP, now making him the hero with the lowest HP. Then *Cerberus* inflicts 3 melee damage to the 3 heroes with the highest HP. *Bowman*, *Star Knight*, and *Raven* each take 3 damage.



TIED HP EXAMPLE

Let us suppose that in the previous example, *Cerberus* had been put into play before the *Skeletal Remnant*, thus inflicting damage first. *Captain Thunder* takes damage because he has the highest HP at 14. *Bowman*, *Star Knight*, and *Raven* are all tied at 13 HP though, so which 2 of them also take damage from *Cerberus*? The players confer and decide that *Bowman* and *Star Knight* will take the hit. The result is that *Cerberus* inflicts 3 melee damage each on *Captain Thunder*, *Bowman*, and *Star Knight*. Thanks to her friends, *Raven* escapes damage.

NEMESIS

Each hero and villain has a nemesis, against whom they have a personal vendetta for reasons mentioned in their backstories. This is represented in the game by the presence of a hero's icon on another target's card. That hero is the nemesis of that target, and vice-versa. When both of them are in play, all damage they deal to each other is increased by 1, but not damage they deal to targets other than specifically the targets with the nemesis icon. Most commonly, hero character cards and villain character cards have nemesis icons, though exceptions are possible.




NEMESIS EXAMPLES




Daedalus and *Hades* are nemeses. *Daedalus'* player has a *Forcewave Doru* in play, whose power can inflict 2 energy damage each to 3 targets. If used against *Hades*, *Cerberus*, and a *Skeletal Remnant*, the *Forcewave Doru's* power would inflict 2 energy damage to *Cerberus* and the *Skeletal Remnant* as normal, but 3 energy damage to *Hades* because he is *Daedalus'* nemesis.



Hades plays *Corrupt Powerseeker*, and the result is to deal 4 infernal damage to the hero with the most cards in their play area. If this were *Daedalus*, he would take 5 damage instead of 4 because he is *Hades'* nemesis. However, if *Jack-A-Knives* dealt damage to *Daedalus*, it would not be increased because the source of that damage is *Jack-A-Knives*, not *Hades*.

THE ICON

The  icon helps the game balance itself based on the number of players. It always equals the number of heroes in the current game you are playing, regardless of whether those heroes are active or incapacitated.

Thus, in a game with three heroes fighting the villain,  equals 3. In a four hero game,  = 4, and in a five hero game,  = 5.

ADVANCED PLAY

The characters and environments in the game create a wide variety of replay opportunities. However, advanced players may seek even greater challenges. The villain character cards have an Advanced section on each side which gives the Villains notable advantages, forcing the heroes to fight harder than ever. Note that the Advanced rules are not considered “balanced” play.

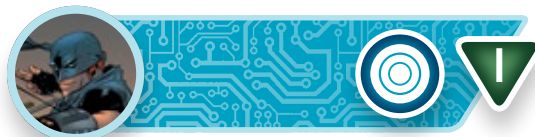
Additionally, two experienced players can play *Sentinels of Earth-Prime* if one or both of them play as two heroes.



HERO AND VILLAIN BIOS

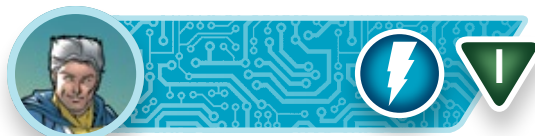
On the next few pages, you will find biographical information on the heroes and villains of *Sentinels of Earth-Prime*, including bios for the two heroes and one villain available as expansion decks. For more information on this exciting world, visit mutantsandmasterminds.com

HERO: BOWMAN



For generations, Freedom City has always had a battling Bowman. The first Bowman, and his young ward Arrow, fought criminals and Nazis in the 1940s. The second Bowman was a charter member of the Freedom League, protecting Freedom City and the world in the 1960s. The third had a short-lived and troubled career in the 1980s. His son, Fletcher Beaumont III, was born heir to the family media fortune and a heroic legacy. He trained from childhood, eventually attending the Claremont Academy founded by Duncan Summers (the first Raven) to teach “extraordinary students.” Bowman honed his skills as a member—and then leader—of the school’s Next-Gen team, before accepting an invitation to join the Freedom League following his graduation.

HERO: CAPTAIN THUNDER



Test pilot Ray Gardener flew experimental jets even in the face of danger and unexpected conditions, but no one could have expected the freak storm conjured up by rogue scientist Dr. Stratos. After lightning struck the cockpit and his plane went down in the desert southwest, Ray was believed lost. Instead, he was transformed into the mighty Captain Thunder! Using his newfound powers of super-strength, invulnerability, flight, and electrical control, Captain Thunder brought Dr. Stratos to justice and became one of the world’s greatest heroes, the leader of an all-new Freedom League.

HERO: DAEDALUS



Scholar. Genius. Philanthropist. Inventor. The man known to the world as Daedalus is a legend hidden in plain sight, for he is, in fact, the mythological Daedalus, who designed the labyrinth to contain the Minotaur for King Minos, who imprisoned the inventor for his trouble so that none would know its secrets. Daedalus constructed wings for himself and his son Icarus to escape, but Icarus, flying too high, melted his wings and plunged to his death in the sea. The gods of Olympus granted Daedalus immortality in recompense and he has since devoted his eternal life to the good of humanity. Daedalus wears a gravity-powered suit of armor of his own invention, and defies the schemes of Hades, the Olympian god who longs to finally claim the inventor's soul.

HERO: DR. METROPOLIS



In the aftermath of the Terminus attack on Freedom City, rescue workers searching through the rubble saw a figure of concrete, steel, and glass rise up like a ghost, discarded cloth wrapping him like a hooded cloak. "I am Metropolis," he intoned, "I wish to help." With the power to sense things happening in the city and to bend the urban landscape to his will, the newcomer known as Dr. Metropolis did just that, assisting those in need, and helping to rebuild Freedom City in record time, stronger and more beautiful than before. Ever since, the mysterious master of metropolitan structures has been the self-appointed guardian of the city and its people and a stalwart, if stoic, member of the Freedom League.

HERO: ELDRITCH (EXPANSION DECK)



In the 1930s, archeologist Adrian Eldritch discovered the location of the lost Temple of Sirrion, believed to be connected to myths of ancient Atlantis. However, the temple was also the tomb and prison of the undead sorcerer Malador the Mystic, freed by Eldritch's interference. Malador cursed his "rescuer" and left him to die, but the spirits of three ancient Atlantean wizards appeared and reawakened the archaeologist's past-life memories as a magical adept. The initial resurgence of power was enough for him to overcome and trap Malador again temporarily. Adopting the name "Eldritch," Adrian then traveled the world relearning mastery of the arcane arts. Eventually, he became the Master Mage of Earth's dimension, settling in an unassuming house in the Riverside district of Freedom City. Only a few trusted allies know that the home's 19th Century facade conceals Earth's first line of magical defense.

HERO: LADY LIBERTY



At times in American history, the Spirit of Liberty has chosen a woman as its champion, starting with Elizabeth Forester during the Revolutionary War, up through Donna Mason during World War II. More recently, the Spirit chose Beth Walton, a young attorney. When her boyfriend, police officer Trevor Wright, proposed on a date to the Statue of Liberty, Beth thought it was the greatest day of her life, but she had no idea how right she was. Terrorists seized the statue and held the tourists hostage, and the Spirit of Liberty called to Beth, transforming her into—Lady Liberty! Wielding the protective strength and the all-freeing light of liberty, she defeated the terrorists and embarked on a new crime-fighting career that drew the attention of the Freedom League and an invitation to join their ranks.

HERO: LANTERN JACK (EXPANSION DECK)



During the Revolutionary War in colonial Freedom City, a rebel by the name of John Halloran betrayed American patriots to the British. He regretted his actions and tried to warn the rebels, but too late, and was killed alongside those he had betrayed. The fate of his soul in question, John Halloran was given an opportunity to redeem himself. He accepted the charge of meting out vengeance, justice, and truth against the evils of the world, becoming a lone keeper of those flames. Many times over the centuries since, people in Freedom City have seen a spectral figure in colonial garb bearing a glowing lantern, his face hidden in shadows. The light of his lantern burns blue with the light of truth, green with the light of justice, and purple with the light of vengeance, as "Lantern Jack" watches over the world of the living.

HERO: JOHNNY ROCKET



John Wade learned that his grandfather and namesake was the superhero Johnny Rocket during World War II on the day when an old foe sought revenge on the elder Wade and his family. A surge of adrenaline triggered Johnny's own latent powers, giving him superhuman speed. He used it to save his grandfather's life and to bring his attacker to justice, becoming an overnight celebrity. Not long thereafter, he adopted the name and costume of "Johnny Rocket" and was invited to join the Freedom League. When Johnny publicly came out as gay, he received the unconditional support of his family, his teammates, and the LGBTQ community, and he has since tried to serve as an amplifying voice and a role model. Johnny's speed has given him a reputation for leaping into action and he never hesitates when it comes to saving lives or doing what he thinks is right.

HERO: PSEUDO



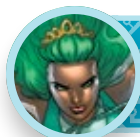
Although R'ik Faax had a name, they did not possess an individual identity as we understand it, being only a part of the Unity, the group-mind of the alien Grue. Sent with other metamorphs to infiltrate the society of the planet Earth, they adopted human form and telepathically leached off human thoughts, but those thoughts and feelings took root, and one of the invaders began to think of themselves as "one," separate and apart, with a newfound sense of empathy for humanity. The rogue Grue defied the will of the Unity to warn humanity of the impending invasion and aided the heroes of Earth in repelling it, using their innate shape-changing and telepathic abilities. Exiled without a world or a people, the Grue adopted the public name "Pseudo" and accepted the Freedom League's offer to make the Earth their new home and continue learning about and protecting its people.

HERO: RAVEN



Callie Summers grew up the daughter of wealthy Manhattan socialites Duncan and Jasmine Summers. It wasn't until her sixteenth birthday that Callie learned her father was once the superhero known as the Raven, and that her mother was the daughter of his arch-foe Dr. Sin! When her grandfather kidnapped Callie from her own birthday party, her father took up the cowl one last time to save her. In the end, it was Callie's mother who paid the ultimate price to prevent her father from brainwashing Callie to become his heir. Callie swore then to take up her father's mantle and to honor her mother's sacrifice. She trained with his guidance to become the new Raven. Now criminals feel a stab of fear once again when a winged shadow falls across them and they hear the voice in the darkness call "Nevermore!"

HERO: SIREN



Psychology student Cassandra Vale traveled from her native New Orleans to Haiti to study the traditions of Voodoo as part of her doctoral thesis. During that visit, she ran afoul of modern-day pirates of the Caribbean. Looking to eliminate a potential witness, they threw Cassandra overboard to the mercy of the sharks. As she sank into the waters, she heard a voice telling her not to fear. "I will help you, if you let me," the voice said, and she welcomed it. The Voodoo loa Siren, mistress of the seas, entered Cassandra's form and became as one with her. She rose from the waters, riding on the back of a shark, and made short work of the pirates. Since then, in times of need, Cassandra can transform into Siren to wield her mystic, elemental powers for the good of all.

HERO: STAR KNIGHT



Maria Montoya, the child of immigrants, became a police officer in California, hoping to help protect her community. One threat she never anticipated was an invasion. When a routine investigation turned up evidence of corruption, it led to shape-shifting aliens infiltrating Earth! Hunted by the Grue and aided by the rogue Pseudo, Maria came to the attention of Mentor, the guiding intelligence of the interstellar Star Knights. Mentor invested her as the Star Knight of Earth, wearing a suit of alien power armor and wielding the energies of the Star Stone in the form of a powerful sword and shield. After fending off the invasion, Star Knight joined the Freedom League to continue her duties to protect the Earth and its people.

VILLAIN: ARGO



In their ongoing struggle with the Freedom League, the villainous high-tech Foundry constructed "Argo, the Ultimate Android," an artificial being powered by a micro-singularity and able to reconfigure his protomatter form to mimic the powers of others. When first deployed against the Freedom League, Argo successfully imprinted on them, copying all of their superhuman abilities, but damage caused him to become "fixed" in that form, unable to change or adapt new powers. Still, it gave Argo more than enough power to be a formidable foe. If not for the League's teamwork, Raven's skills, and Daedalus's inventive genius (which Argo could not duplicate), the team might have met with defeat. Argo has continued to return to menace the Freedom League, obsessed with eliminating them and replacing biological life on Earth with machines like himself.

VILLAIN: HADES



In the dark netherworld of Tartarus, Hades, the Olympian Lord of the Dead, broods. His elder brothers denied him dominion over anything save the underworld, and his siblings denied him his beloved wife, Persephone, for half of each year. Hades seeks to extend his dominion by bringing all of the world into the realm of the dead, making him the only god who truly matters, and robbing all others of their remaining worshippers. After Hades initially invaded the Earth with an undead army, only to be pushed back by Daedalus and the Freedom League, Zeus forbade any further such direct intervention, so Hades must operate through proxies and schemes to circumvent Zeus's dictums. He saves his particular hatred for Daedalus, the immortal who forever denies Hades's dominion, and who has thwarted him more than anyone else.

VILLAIN: MALADOR THE MYSTIC (EXPANSION DECK)



Malador was born millennia ago in the ancient realm of Atlantis. A master of the arcane arts, he earned the title of Master Mage, but betrayed his oath and his duty to humanity. Malador bargained with unspeakable evil entities from other dimensions beyond the ken of mortal minds. He sought power, knowledge, and eternal life above all else, and would have gladly betrayed the whole world to his monstrous masters. The sorcerers of Atlantis united against him, binding him in a tomb within the Temple of Sirrion. There he remained, his life force bound to a golden death mask, until the intervention of the archeologist Adrian Eldritch freed him. Although Eldritch claimed his own mystic mantle and trapped Malador once again, the undead sorcerer has returned on other occasions, seeking to attain the infinite power he was once promised, and dominion over all.

VILLAIN: THE META-MIND



In the depths of space, on a shadowed world around an ancient star, was born the alien species known as the Grue. Metamorphic shape-shifters, the Grue share a telepathic group mind, and the being known as the Meta-Mind is living manifestation of it. The Meta-Mind absorbs the bodies, minds, and memories of the eldest of the Grue, incorporating them into its mass and its vast experience. From a deep well in an ancient temple on Gruen-Prime, the Meta-Mind rises, a tremendous bulk of protoplasmic mass, possessed of an inhuman intellect and matchless telepathic powers. In many ways, the Meta-Mind is the Grue, or at least their guiding intelligence, and all other Grue are just extensions of it, save for the few rogues who awaken to individuality, which the Grue hunt down to destroy and consume.

VILLAIN: OMEGA



Once, he was the most beautiful and good of the primordial Phos, until the first ones of Edanth attempted to contain the forces of entropy itself. He looked upon the Doom-Coil, essence of the End of All Things and became obsessed, a worshipper of Entropy, spreading corruption through Edanth. His own kind rose against him and, in the struggle, they fell into the Doom-Coil. From it emerged only Omega, the End. He destroyed Edanth and from its ruins forged the Terminus, a dead universe that invades and feeds upon others, until they are consumed and drawn, spiraling down, into the Doom-Coil. So began Omega's war against infinity, and the destruction of endless universes to feed his obsession. Earth-Prime has been the sole universe to defy the Omega, having stopped his invasion once at great cost. Now the Lord of the Terminus will not rest until that entire reality is crushed beneath his heel and fed to the Doom-Coil.



GLOSSARY

Active: An active hero has more than 0 HP. At 0 HP a hero becomes incapacitated instead of active.

Character Card: A unique card which represents the primary or a major character of a deck. Character cards do not have the same back as the rest of their deck. Rather, they have a unique back that provides their extra rules, such as a villain's flip side or a hero's incapacitated abilities.

Current HP: The Hit Points of a target, relative to how much damage that target has taken, if any. For instance, a target with a maximum HP of 7 that has been dealt 2 damage has a current HP of 5.

Destroy: When a card is destroyed, it is removed from play and placed in the appropriate trash. When a target is reduced to 0 or fewer HP, it is destroyed (except for hero character cards and villain character cards, which work differently).

Deck: The set of cards associated with a specific hero, villain, or environment. All cards in a deck have a uniform back.

Discard: When a card is discarded, it is placed in the appropriate trash. Cards can be discarded from a player's hand, from the deck, or from being revealed, but not from play.


Draw: When a hero card is drawn, that hero card goes into the hero player's hand, unless stated otherwise.

Environment: An environment is a deck not played by a player which simulates the environment in which the game takes place. Environments have a deck of 15 environment cards. Like targets, environments can be sources of damage, but, unlike targets, the environments themselves do not have HP and cannot be dealt damage, though some cards in an environment deck do have HP.

Environment Card: Any card from an environment deck.

Environment Target: Any target that is also an environment card. If a card affects non-environment targets, it can affect targets that are not environment cards.

Equipment: A keyword appearing on hero cards. Equipment remains in play after being played and can only be destroyed by cards which specifically target equipment cards.

Flip: Villain character cards are flipped when certain criteria are met. For example, Hades' character card flips from its front to its back if there are at least  soul pacts in play. Character cards are flipped when that hero is reduced to 0 or fewer HP.

Hero: A hero is a character played by a player. Heroes have character cards, which list the maximum HP of the hero and their innate power on the front, and their incapacitated abilities on the back. Each hero has a deck of 40 hero cards.

Hero Card: Any card from a hero deck.

Hero Character Card: The main card for a hero. Heroes have character cards, which list the maximum HP of the hero and their innate power on the front, and their incapacitated abilities on the back.

Hero Target: Any target that is also a hero card or a hero character card. If a card affects non-hero targets, it can affect any targets that are not hero cards or hero character cards.

HP: HP stands for Hit Points and represents the amount of damage that a target can take before it is destroyed. Only certain cards have HP. All cards with HP are targets.

Immune: If a target is immune to damage, its current HP cannot be reduced by damage. However, it may still be targeted by damage. Also, it can still be destroyed by cards that destroy targets without dealing damage.

Incapacitated: A hero is incapacitated when reduced to 0 or fewer HP. When this occurs, immediately remove all of that hero's cards from the game and flip the hero character card. On the back, the hero has incapacitated abilities, one of which can be used on each of that hero's subsequent turns. Incapacitated heroes cannot regain HP as they no longer have HP.

Indestructible: If a card is indestructible, it cannot be destroyed or removed from play. If a target is indestructible, it stays in play even if it is reduced to 0 or fewer HP.

Innate Power: Powers printed on the front of the hero character card.

Irreducible: If damage is irreducible, it cannot be reduced by any effect. Irreducible damage can still be increased or redirected. Irreducible damage can also be prevented entirely by effects that prevent damage, or by targets that are immune to damage.

Keyword: The words in the rectangular box at the top of any game text section. Any keywords not defined in this glossary will make sense circumstantially.

Limited: A keyword appearing on hero cards. Limited cards are unique in that only one card of that name can be in play at one time. If a limited card with the same name as a limited card already in play would come into play, the second card is put into the appropriate trash.

Maximum HP: A target's HP as printed. A target cannot regain HP past its maximum HP amount.

Nemesis: Each hero and villain has a nemesis, notated with an icon on their character card. Heroes and villains who are nemeses have their damage increased by 1 dealing damage to each other.

One-Shot: A keyword appearing on hero and villain cards. The effects of a one-shot card happen immediately upon being played, after which the one-shot card is moved to the appropriate trash.

Ongoing: A keyword appearing on hero and villain cards. Ongoing cards remain in play after being played and can only be destroyed by cards which specifically target ongoing cards or destroy all cards in play.

Play: When a card is played, the text on it takes effect, and then the card either stays in play or goes to the appropriate trash, depending on the type of card. Hero cards are played from player's hands, while villain and environment cards are played from the top of the villain or environment deck, respectively.

Power: An ability possessed by heroes that can be used during a hero's power phase. A given power may only be used once per turn, even if a hero is allowed to use more than one power during their turn.

Redirect: Damage that is redirected does not affect the original target. Instead, it affects the target to whom it is redirected.

Round: The period of time beginning with the start of the villain turn, proceeding through each of the hero turns, and ending with the end of the environment turn.

Sentinels of Earth-Prime: The greatest game company team-up in history!

Sentinels of the Multiverse: The original game by Greater Than Games. *Sentinels of Earth-Prime* and *Sentinels of the Multiverse* share a common ruleset and decks from both games can be used together for a true comic universe crossover!

Target: Any card with HP is a target.

Trash: Each deck in the game has a trash into which cards from that deck are placed when they are destroyed, discarded, or otherwise moved there. If a card needs to be drawn or discarded from a deck which is out of cards, shuffle that deck's trash to recreate the deck.

Turn: The portion of the game during which all of the actions associated with a given deck take place. The three types of turns in *Sentinels of Earth-Prime* are hero turns, villain turns, and environment turns.

Villain: A villain is a character not played by a player. Villains have character cards, which list the maximum HP of the villain as well as the setup, gameplay, and advanced rules for that specific villain. Villain character cards have two sides and may flip in the course of play. Each villain has a deck of 25 villain cards.

Villain Card: Any card from a villain deck.

Villain Character Cards: The main card for a villain. Villains have character cards, which list the maximum HP of the villain as well as the setup, gameplay, and advanced rules for that specific villain.

Villain Target: Any target that is also a villain card or a villain character card. If a card affects non-villain targets, it can affect any targets that are not villain cards or villain character cards.

QUICK REFERENCE

1. The players select a villain and an environment, placing the villain deck and character cards in the villain play area, and the environment deck in the environment play area. The number in the top right corner of the villain character card represents that villain's starting HP.
2. Follow the instructions in the Setup section of the villain character card.
3. Each player selects a hero, placing that hero's deck and character card in their play area. The number in the upper left corner of the hero character card represents that hero's starting HP.
4. Each player draws the top 4 cards of their hero deck. The object of the game is for the heroes to work together to reduce the villain to 0 HP.
5. Begin the game with the villain turn: Follow all "start of turn" instructions on the villain character card and other villain cards, play the top card of the villain deck, then follow all "end of turn" instructions on the villain character card and other villain cards.
6. Continue with hero turns clockwise from the villain.

Hero Turns have three phases: play a card, use a power, draw a card.

All phases are optional. If you neither play a card nor use a power, you may draw two cards instead of one.

7. End each round with the environment turn: follow all "start of turn" instructions on environment cards, play the top card of the environment deck, then follow all "end of turn" instructions on environment cards.
8. Gameplay continues in the same order until either the heroes have all been incapacitated, or the villain is destroyed!

There is no limit to the number of cards a player may have in hand or in play. If a card needs to be drawn or discarded from an empty deck, shuffle that deck's trash to recreate that deck and continue play as normal. Use the included tokens to track HP and damage modifiers during the game.

TURN ORDER

VILLAIN TURN

START! Start of the villain turn

PLAY! Play a villain card

END! End of the villain turn

HERO TURNS

START! Start of the hero turn

PLAY! Play a hero card

POWER! Use a power

DRAW! Draw a hero card


END! End of the hero turn

ENVIRONMENT TURN

START! Start of the environment turn

PLAY! Play an environment card

END! End of the environment turn

 = the number of heroes

CREDITS

Game Design, Rules Writing: Christopher Badell

Game Development and Design: Christopher Burton

Project Lead, Rulebook Development: Chris Pramas

Card Flavor Text, Hero and Villain Bios: Steve Kenson

Editing: Paul Bender, Evan Sass

Proofreading: Crystal Frasier, Steve Kenson, Evan Sass, Dylan Templar

Art Direction: James Dawsey

Graphic Design and Layout: Matt Sturm

Box Design: Hal Mangold

Cover Art: Conceptopolis

Card and Rulebook Art: Octographics

Team Ronin: Joseph Carriker, Crystal Frasier, Kara Hamilton, Troy Hewitt, Steve Kenson, Ian Lemke, Nicole Lindroos, Hal Mangold, Chris Pramas, Evan Sass, Malcolm Sheppard, Owen K.C. Stephens, and Dylan Templar

Publisher: Chris Pramas

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Green Ronin Publishing

3815 S. Othello St., Suite 100 #311
Seattle, WA 98118

Email: custserv@greenronin.com

Web Sites: greenronin.com and sentinelsofearthprime.com

