

Powerstorm v. 1.0 Legacy Notes

Our version 2.0 PDFs are streamlined and have a slightly easier to read nomenclature, but they are compatible with the version 1.0 print edition cards (including both starter decks and draft packs). Since the nomenclature of the version 2.0 PDF cards and rules are simplified, you will need the quick reference guide on the following page for certain cards in the first set.

Four cards in the starter decks were reprinted with different information in the PDF release. First, the Cyberdata™ roster card added Killjoy® and removed the Supergroup-only restriction on the play of the evil version of Ballistic™. Killjoy's omission was in error in the original starter decks that was corrected a few months later with the printing of the draft packs. Evil "Brain Boxed" Ballistic was introduced in the first edition draft packs. The Supergroup-only restriction on Ballistic was dropped for the sake of simplicity in v. 2.0 of the rules.

Second, Impact got a "Growth" Trait. This was added in the draft packs for the first edition but accidentally omitted from the starter deck version. The PDF version also has a "Growth" Trait.

Third, we modified the Heatwave™ card "To the Rescue" to make it more usable by adding a Fast Effect lightning bolt icon. The original version of the card was listed without one (implying that it was a Standard Action). The revised version of this card is available only as a PDF.

Lastly, the Cyberdata Strategy Card "Abusing the Henchmen" needed to be modified for the revised v. 2.0 rules. Version 2.0 of the rules changed almost no cards, but it did require changing this card, so the version of the card in the v. 2.0 PDFs is required if you want to play with the v. 2.0 rules. "Abusing the Henchmen" allowed for Intercepting as a Standard Action (no defense allowed), the v. 2.0 rules made Intercepting always a Fast Effect, which required us to update this card.

The printed rulebook included with the starter decks has different rules for Option Points and Intercepting than the v. 2.0 rules. It is recommended that you upgrade to the v. 2.0 Training Wheels rules to start the game with. Of course the cards in the starters are compatible with earlier rules editions, but fans have preferred the rules modifications included in v. 2.0 as enhancing and simplifying play. In the v. 2.0 comprehensive rulebook, Intercepting, Option Points, Multi-Attacks, Team Attacks, and Guest Star stacking saw some significant changes.

If you have promotional cards, many of the strategy cards were tweaked slightly to work better with v. 2.0 of the rules, particularly "Leadership". So, if you have the virtual Powerstorm expansions for the Top Cow edition of the game, it's worth reprinting those Strategy cards.

Visit our website for the newest edition of the rules.

<http://www.veritasgames.net/ps/rules.html>

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Legacy Quick Reference

Charged Cards

Charge/Recharge Designation: C: X/Y  R: +Z if you do something specific

“C” = Means the card is Charged

“R” = Means the card is Rechargeable

 = Means the card is Disposed of from play at the end of any turn if it has 0 Charges

X = The Maximum # of charges the card holds (excess charges are lost)

Y = The # of charges the card enters play with

Z = The # of charges you add when you perform the specified action

Charged cards always have effects listed as “W: Do something”, where you spend W total Charges to activate the listed Effect. Durations listed for a Charged card apply to the Duration of the Effect, not the Duration of the card (as Charged cards remain in play until they are Disposed of by some other means).

Multi-Attacks and Team Attacks

Multi-Attack (A/B, +C, Same|Rainbow, Type of Follow-Up, Area of Effect)

Team-Attack (A/B, +C, Same|Rainbow, Type of Follow-Up, Area of Effect)

A = Maximum # of Follow-Ups

B = Minimum # of Required Follow-Ups to play the card at all

C = Bonus “to hit” on each Follow-Up (not to Main Attack)

Same = All Follow-Ups must have the same Damage Type as the Original Attack

Rainbow = All Follow-Ups have to have a different Damage Type from each other and from the original Attack

Area of Effect = Each Attack must be made against a different Target than all the other Attacks in the Area of Effect sequence. Remember, however, that intercepted Attacks are only deemed to Target the last character they were aimed at.

Stacking Restrictions

[G] or [S] on a Roster Card: In v. 1.0 of the game, these designations meant that the character could only be used as a [G]uest Star or a member of a [S]upergroup, but not both. These designations were dropped altogether in v. 2.0 of the rules, and for any Roster with one of these designations you can freely use the character either as a Guest Star or member of a Supergroup.