

HEAT the SPACE AGE OF PRO WRESTLING

Goal: Win 2 out of 3 Falls.

There are two ways to score a Fall.

1. Pinfall - Use a Move with the Pinfall ability and successfully score a Pinfall (see the Pinfall keyword).
2. Submission - Use a Move with the Submission ability and successfully score a Submission (see the Submission keyword).

Game Sequence

1. Choose Wrestlers. Set the unused Wrestler cards aside.
2. Shuffle the non-Wrestler cards. These are the Draw Pile.
3. Each player draws a hand of 7 cards from the Draw Pile.
4. Determine which player will have the first turn. To do this, each player flips a card from the top of the Draw Pile. The player with the highest Fall Number on their flipped card goes first. The turn order proceeds to the left of the first player.
5. Gameplay proceeds in turns (see Turn Sequence below).
6. Somebody wins.

Turn Sequence

1. Draw cards until you have 7 cards in your hand.
2. Action Phase

In the Action Phase, you may play 1 Move card (Any player may play Trick cards as the opportunity to do so arises).
OR

Discard a card to make a Pinfall attempt.

3. Discard Phase

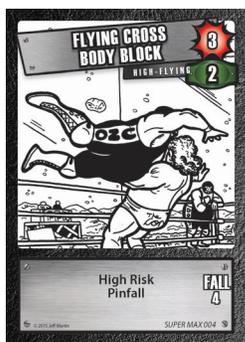
If you have more than 7 cards in your hand, discard cards until you only have 7 left. You may also discard any unwanted cards from your hand.

Card Types

Wrestler - Wrestler cards represent the various grapplers vying for domination of the squared circle. Each Wrestler has a rating in each of the Styles indicating the highest level of Move they can pull off in that Style. Each Wrestler also has a special ability that they can use to give them an advantage.

Wrestler cards are not part of the draw pile.

Moves - The majority of the cards represent the Moves that the Wrestlers will be using to mangle each other. Moves all have a Damage rating and a Style. The Damage rating reduces the Endurance of the target opponent. The Style indicates the minimum rating a Wrestler must have in that Style to perform the move.



----- Card Name and Damage icon

----- Style text and icon

----- Rules text box, Fall Number

Styles:

High-Flying (green) - High-Flying Moves utilize speed and acrobatics to catch opponents off guard and deliver high-impact attacks. Such an aerial assault is spectacular, but can backfire.

Power (red) - Power Moves require great physical strength, but deal tremendous punishment. These brutal slams are ideal for knocking out enemies or softening them up for the finish.

Striking (blue) - Striking Moves overwhelm foes with punches, kicks, and other attacks. Strikes are great for whittling down opponents or going for a massive knockout blow.

Technical (purple) - Technical Moves value skill and technique over speed or strength. with holds and throws while looking for a pinfall or submission opportunity.

Powering Up - Wrestlers are able to harness their inner fighting spirit to perform Moves that would otherwise be too advanced for them. To perform Moves with a higher Style rating than your Wrestler could normally use, you may discard cards to make up the difference in the ratings. For example, if Dick the Bastard (Technical 3) wanted to play the German Suplex (Technical 4) Move, he could discard one card from his hand.

Move cards are only played on your turn, unless a Trick card allows you to do otherwise.

Tricks - Tricks are the tactics used by the Wrestlers to swing the momentum of the match in their favour. They represent a variety of things, such as a Wrestler digging deep into his resolve to summon the energy for another big push, using a foreign object, or reversing the moves and holds of their opponents. Playing Trick cards is not restricted to your own turn. Trick cards state when they can be used in the "Play" section on the card, and have the effect written in the rules text box.

Fall Numbers

All non-Wrestler cards have Fall Number on the right side of the rules text box. Fall Numbers don't do anything on their own, but some rules text will utilize them for various effects, primarily related to scoring Falls.

Endurance

A Wrestler's ability to absorb damage and fight through pain is represented by Endurance. Wrestlers begin the game with 10 Endurance each. If a Fall is scored against a Wrestler, their Endurance returns to 10. A Wrestler's Endurance cannot drop below 1 or exceed 10.

Keywords - Common Special Rules

The following special rules are common enough that they appear on cards simply as keywords. Their explanations appear here so as to prevent cards from becoming cluttered.

Chain - Move cards with the Chain rule allow you to immediately play another Move card with the Chain rule. A Fall being scored ends the Chain. The Chain rule may only be used on your turn.

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Cut sheet on dotted lines to trim to 7.5 x 10.5 inches size, which folds down easily to 2.5 x 3.5 inch size to match card size and thus fits neatly in a box with your cards for storage.

fold

fold



Counter – When a card Counters another card, it prevents the effects of that card from happening. Any other effects of the card with the Counter rule then resolve. Note that the Counter rule only prevents the most recent card played, so if, for example, a Move is played and then a Trick is added to modify it, the Counter rule would prevent the Trick from modifying the Move but the Move would still resolve as normal.

Pinfall – Move cards with the Pinfall rule allow you to make an attempt to pin your opponent and score a Fall. The Pinfall ability resolves after the opponent's Endurance has been reduced by the Move's Damage. To successfully pin an opponent, flip the top card of the Draw Pile OR discard a card from your hand. If the Fall Number on the flipped or discarded card is greater than the targeted opponent's Endurance, they are pinned.

Submission – Move cards with the Submission rule allow you to make an attempt to force your opponent to give up and score a Fall. The Submission rule resolves after the opponent's Endurance has been reduced by the Move's Damage. The target of the Submission rule must resist the pain of the hold by discarding a card from their hand with a Fall Number equal to or lower than their current Endurance.

Splat! - Move cards with the Splat! rule have a chance of causing damage to their user. When a Move with the Splat! rule is played, flip a card from the Draw Pile. If that card has a Fall Number of 1 or 2, the Move fails and deals damage to the Wrestler who used the Move as if they were the target. Other rules on the Move card are not applied if this happens.

Falls

When a Fall occurs, either by Pinfall or Submission, the active Wrestler's turn immediately proceeds to the Discard Phase. Any "once per fall" abilities possessed by the Wrestlers are restored. The Endurance of Wrestler on whom the Fall was scored is restored to 10, then their turn begins as normal.

Alternate Play Modes

The main rules for HEAT allow you to pit two Wrestlers against each other in a one-on-one battle, but what if you have more bloodthirsty psychopaths who want to get in on the action? Well you've come to the right place, as, out of the box, HEAT can support up to 8 players.

Triple Threat Match (3 Players)

To win a Triple Threat Match, you'll need to survive two opponents! Like a standard one-on-one match, the first player to score 2 Falls is the winner. Unlike a one-on-one match, you can score those Falls against ANY of your opponents!

When a Fall is scored, all of the normal rules from the Falls section apply, with one exception: the next turn will be taken by the player to the left of the player who just scored the Fall, in accordance with the normal turn sequence.

Four-Way Free For All Match (4 Players)

A Wrestler in every corner! Four-Way Free For All Matches are won by the first player to score 3 Falls. They otherwise function exactly the same as a Triple Threat match.

Tag Team Match (4 Players)

You don't always need to step into the squared-circle alone. In a Tag Team Match, teams of two Wrestlers go head-to-head.

In a Tag Team match, Wrestlers take turns as a team

instead of as individuals. At the beginning of the match, after everyone has drawn their opening hand, each team decides who will be the Active Wrestler for their team. The Active Wrestler acts normally. The Inactive Wrestler may still participate, however, by Interfering. See "Interference" below. A team may swap the Active and Inactive Wrestlers by making a Tag (see the Tag action below).

The Inactive Wrestler cannot score a Fall.

The first team to score a Fall is the winner.

Turn Sequence

Turns are taken as Team Turns. At the beginning of the Team Turn, the Active Wrestler draws 1 card. The Inactive Wrestler then draws until they have 7 cards in their hand, as normal.

The following action is added to your options in the Action Phase.

Tag – The Active Wrestler discards a Trick card to Tag their partner. Their partner is now the Active Wrestler, and the Tagging Wrestler becomes Inactive. Your team's turn ends after making the Tag.

Interference – Most Wrestlers aren't keen to stand around and watch their partner get beat up (or steal the glory, as the case may be). As a result, they frequently interject in the proceedings.

The Inactive Wrestler may play 1 Move card with a Style rating of 1 or 1 Trick card per team turn to help their partner. These cards are treated as if the Active Wrestler had played them. Cards played by the Inactive Wrestler may NOT use the Chain rule.

Breaking Up A Fall – The primary use of a tag team partner is having somebody to break up your opponent's attempts to score Falls. When a team's Active Wrestler has a Fall scored against them, their Inactive Wrestler partner may discard 1 Move card with a Style rating of 1 to cancel the Fall. This Move card does no Damage, it just cancels the Fall. Gameplay then continues as if no Fall had been scored.

Catching A Breather – The Inactive Wrestler gains 1 Endurance per team turn that they are not the Active Wrestler. Their Endurance cannot be greater than 10.

Six-Man Tag Team Match (6 Players)

A Tag Team Match with three Wrestlers per team.

8-Man Tag Team Match (8 Players)

A Tag Team Match with four Wrestlers per team.

Credits

Created and Designed by Jeff Martin

HEAT created by Jeff Martin

Graphic Design – Jenna O'Flaherty, Sylvia Moon, Jeff Martin

HEAT Logo Design – Trevor Sieben

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heat.rentathugcomics.com



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