

THE NECESSARY EAGLE

v.1.0

You are the beacon of truth, justice and the American way. The dream personified. The face of a movie star, the strength of a locomotive and the values every politician should strive for.

You are the superhero this country deserves.

You have four superpowers:

- ♥ Invulnerability
- ♠ Super Strength
- ♦ Energy Blasts
- ♣ Super Movement

1) Take one **A**, one **K** and two **Q** cards from the deck to your hand. The suits must be different for each card and show you at the peak of your powers. The **A** is your most powerful power.

2) Choose and declare your name that reflects your importance.

3) You go first. Naturally.

ON YOUR TURN

1. Fill your hand to five cards.
2. Draw two cards face-up as this turn's conflicts.
3. Counter conflicts if you can, by playing cards from your hand. You must either counter both conflicts or play all your cards from your hand.
4. Collect your popular support / bad press tokens.
5. Check if you caused harm to the opponent.
6. Pass the turn to your opponent.

CONFLICTS

Your every turn centers around you facing **two conflicts** the world throws at you and how you solve them with your superpowers.

You draw **two cards** from the deck as the conflicts and place them **face-up** on the table. Your opponent describes them to you and explains what's at stake.

Then proceed to **play cards** one by one from your hand to counter them. As you play cards, explain how you use that particular superpower to combat the conflict. A ☼ played counters any conflict by you relying on your own humanity instead of superpowers.

A conflict is considered countered when the cards you've played at it have a **higher total** than it does. Narrate with each card how your powers help you and if you counter the conflict, how you do it. Put the countered card and all cards you used to counter it aside.

If you countered both conflicts with **only the suit** each conflict had, you gain a **token of popular support**.

If you countered **either** conflict with only cards of the **opposite color** to the conflict's suit, you gain a **token of bad press**.

If you **couldn't counter** the conflicts with your hand, gain a **token of bad press**. Leave the uncountered card and all the cards you used to counter it at play for next turn.

CONFLICT TYPES

Card value shows the type of conflict:

- 2 Robbery
- 3 Hostage situation
- 4 Firefight
- 5 Kidnapping
- 6 Riot
- 7 Murder / Attempted murder
- 8 Catastrophe / Disaster
- 9 Larger scale armed conflict
- 10 Terrorism

- J Super science catastrophe
- Q Mystical threat
- K Alien threat
- A Super-powered villain
- ☼ (joker) Your internal conflict - Requires 2 cards to counter, no matter their value.

If you used a **J**, **Q**, **K** or **A** to counter a conflict, you **caused harm** to your opponent. Describe how your superpower causes grievous harm to a bystander and your opponent tells you who that person was to them.

TOKENS

There are two types of tokens you get during the game — tokens of popular support represent you being seen as the hero, and tokens of bad press that are a result of you being seen in an unflattering light by the public.

You can spend a token of popular support to switch a card in your hand. Discard a card and draw a new one to replace it. If you spend a token, you have a moment to face off with your opponent directly in a highly public setting where you don't want to cause a scene, or for some other reason neither of you can act on the other right at that moment. Have a civil discussion for a couple of minutes and continue with the showdown.

Tokens of bad press are an indicator how bad things are going. The opponent can spend them **against you**.

LOSE CONDITIONS

If at the end of your turn, there are **two uncountered conflicts** on the table, you (and everything around you) are destroyed. You lose.

If the opponent somehow manages to **score two wins** against you in showdowns, you lose.

If you don't lose the game and the deck runs out, you are considered to be **the winner**. Naturally.

ONE LAST THING

If it wasn't already clear, you are a superpowered sociopath and a terrible excuse for a human being who is nevertheless loved by the public. Don't worry about it too much.

And the suit shapes the field of the conflict:

- ♥ Political
- ♠ Business interests
- ♦ Criminal
- ♣ Ideological

vs. the good cad

v.1.0

You were nothing special. Then the superhero came and ruined your life. Now still might be nothing special, but now you have a goal — you're going to bring the bastard down, no matter what it takes.

You have four resources you use to take them down:

- ♥ other people who share your cause
- ♠ weapons and tools
- ♦ intel and other information
- ♣ determination and skills

1) Start the game by picking one resource from above and taking the 2 card of that suit from the deck as your starting hand. Talk with the superhero what you have and how you have it.

2) Come up your real name and a nickname or a codename you go by. Stick to realistic with your real name, and be evocative with your chosen one. Tell the superhero who you are and what you're called.

3) Choose one as what you lost because of them: Your spouse, your parents, your pet, your job, your future, your home, your dignity. Write what you lost on a paper and put it in front of you so the superhero can see what this is all about.

4) Wait until the superhero has taken their turn, then it is time to go to work and take yours.

on your turn

1. Take one card the superhero set aside on their turn.
2. Draw a card in front of you as a future **scheme**.
3. (optional) Play cards to complete a scheme.
4. (optional) Have a showdown with the superhero.
5. Pass the turn to the superhero

scavenging the battlefield

After the superhero's turn, look through the cards they set aside — the conflicts they countered and the cards they used to counter them with. **Pick one** of these cards.

If its value is **at most** one higher than a card already in your hand, take that card in your **hand**. If it has a higher value than that, put the card in your **support pile** instead. You cannot pick a ⚡ if one is available.

Discuss with the superhero what you get from going through the remains of their conflict and how it is of use to you. Use the suit and value of the card (1 in support pile) a guidance to the importance of your findings.

planning for the future

Draw a card and put it face-up in front of you. This is a **scheme** to take down the superhero. Explain the scheme and ask the superhero what crucial flaw it might have.

completing a scheme

You can play cards to **complete a scheme**. Cards with the **same suit** as the scheme count as **one higher** in value. If you play cards with value equal or higher than the scheme's value, you take it to your hand. A ⚡ scheme's value is 1. You can complete as many schemes as you can.

the showdown

And then you challenge the hero to a showdown...

1. The superhero fills their hand to up to three cards.
2. You play as many cards as you want. You must leave at least one card in your hand.
3. The hero plays as many cards as they need to, to get a higher value total than your card total. A ⚡ you played requires 2 cards to counter, regardless their values.
4. You win the showdown if the hero can't top your value. Discuss what the showdown, as per the cards you each played, looks like. Cards of big values mean flashy things. A ⚡ is you having a moment to hit them where it really hurts.

when you play cards

When the game calls for you to play cards, you can either play cards from your **hand**, or from your **support pile**. Cards played from your hand have the value printed on them (A is 14, ⚡ is any value between 1 and 15). Cards from the support pile have a value of 1. You can never play the last card in your hand. The card's suit determines what resources you tap into. Always narrate.

You can use one of the superhero's **bad press tokens** to return a card you played from your hand back to your hand at the end of your turn instead of discarding it. Ask the superhero why the public's dislike of their actions allows you to slip through unnoticed or unscathed. A ⚡ cannot be returned to hand with a bad press token.

on the superhero's turn

If you choose, you can choose to **help or hinder** the superhero during their conflict. If you do, play cards to increase the value of a conflict card or the hero's counter of said conflict. Narrate how you intervene with the conflict based on the card(s) you play. The superhero tells you how this all looks like from their point of view. Your played cards are available when you scavenge on your turn. You must leave at least one card in your hand.

When the superhero **causes harm** to you, **take the card** they used and put it in your **support pile**. What doesn't kill you, makes you stronger.

your win condition

If you **win two showdowns**, you bring down the superhero and win the game. Discuss what this looks like.

your lose conditions

If at the end of the superhero's turn, there are **two uncountered conflicts** on the table, you (and everything around you) are destroyed. You lose.

If the deck runs out, you lose as **the superhero wins by default**. The bastard.

one more thing

If it wasn't already clear, you are one emotionally distant wreck. A terrible excuse for a human, consumed by vengeance. You should probably reflect on that at some point once the superhero is gone.