

FIGHTING
OVERDRIVE!
HEARTS

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The character illustrations used in this document come from **Jewel Saver FREE** [ジュエルセイバーFREE].

Some of the artworks were adapted or altered.

You can find more information here: <https://jewel-s.jp/>

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CHANGELOG

LAST UPDATED (0.3)

General Rules Changes:

- ✎ The **Recovery Phase** no longer exists.

Style Changes:

- ✎ **Bait & Punish:** **Block** and **Dash** have new **Combo** options.
- ✎ **Heavy:** **All-Out Attack** has a slightly different effect. **Block** and **Dash** have new **Combo** options.
- ✎ **Hit & Run:** **Block** and **Dash** have new **Combo** options.
- ✎ **Mixup:** **Block** and **Dash** have new **Combo** options.
- ✎ **Rushdown:** **Block** has new **Combo** options.
- ✎ **Zoner:** **Block** has new **Combo** options.

Overdrive Changes:

- ✎ **Crushing Dive** now requires **higher** Speed, not **equal or higher**.

LAST UPDATED (0.2)

General Rules Changes:

- ✎ During the **Recovery Phase**, recovered **Pressure** is equal to the **round number**, instead of 2 + round number.
- ✎ When resolving **Attack + Attack**, if **Speed** is the same, **Command 4** beats **Command 1**.
- ✎ **Block Command** now fully beats **Attack Command**, instead of letting it resolve and suffering **Pressure**.
- ✎ **Block Command** of all Styles now cost **Pressure**. The cost is 3 for **Heavy** and 4 for all other Styles.

Style Changes:

- ✎ **Bait & Punish:** **Grab** gains its combo field only if the opponent selected **Attack**.
- ✎ **Heavy:** **Stomp** beats **Block** under the new rules.
- ✎ **Mixup:** **Bull Rush** beats **Block** under the new rules, but only if your **Speed** is higher than the opponent's.
- ✎ **Zoner:** **Light Arrow** inflicts **+1 Pressure**.

Overdrive Changes:

- ✎ **Overdrive Triggers** are now called **Reveal Triggers**.
- ✎ **Bomb Trap** deals 4 Pressure to Blockers now.
- ✎ **Grudge** triggers when you take **Damage** but is now limited to 1 accumulated **Grudge**.
- ✎ **Puppeteer** specifies that **Synergy** may be spent on the same Command that granted it.

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GAME MODES

Fighting Hearts: Overdrive! is a hybrid roleplaying board game that can be played in two different modes: **Scenario** and **Tournament**.

X.1. SCENARIO MODE

This mode combines one-versus-one fighting rules with shared storytelling, and focuses on **story** rather than competitive play. It is entirely possible to lose all fights and still create and experience an engaging narrative (in fact, winning all fights can lead to a bad ending!).

This mode is designed for a group of **4 to 6 players**, and takes approximately **3 to 4 hours** of play. Multiple Scenarios may also be connected together to play a longer story: this is known as a **Campaign**.

For more information, see page **XX**.

X.2. TOURNAMENT MODE

This mode is purely technical and competitive, and removes all storytelling elements. Here, the only thing that matters is **victory** against your opponents.

This mode is designed for Tournaments involving **8 players**, and may take a variable amount of time depending on the organizer's decisions.

For more information, see page **XX**.

X.3. DRIVE RANKS

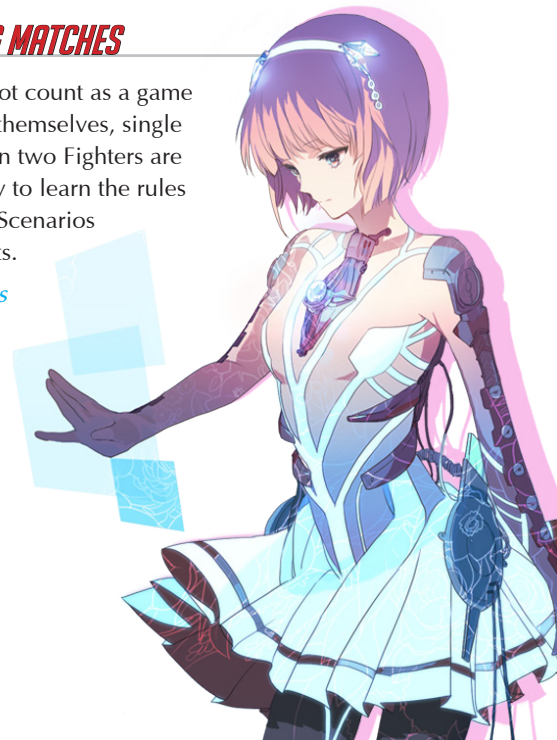
Both Scenarios and Tournaments **must** be associated with a **Drive Rank (I, II, or III)**. This determines the overall strength and complexity of the characters that can be created (see page **XX** for more information), and consequently makes the play experience increasingly more challenging.

Whoever proposes to play is also responsible for clearly communicating the Drive Rank, and for giving all participants sufficient time to properly create characters. On the other hand, all participants are expected to follow the rules and create characters that fulfill those requirements.

X.4. TRAINING MATCHES

While they do not count as a game mode in and of themselves, single matches between two Fighters are an excellent way to learn the rules and prepare for Scenarios and Tournaments.

Training matches can also help you determine whether your Fighter is fun to play, without committing to a full Scenario or Tournament.



THE MATCH

The standard fighting match involves **exactly two Fighters** and lasts a **maximum of 6 rounds**.

Each round of a match features an **Input Phase**, a **Pressure Phase**, a **Resolution Phase**, and an **End Phase**.

Fighters normally begin the first round of the match with no Pressure, but some rules and effects might change this.

X.2. INPUT PHASE

During this phase, **both Fighters** secretly choose their **Input** for the current round. The **Input** is always represented by two **six-sided dice (d6)**, one representing **Speed** and the other representing the **Command** you want to perform.

Make sure to use two dice of different colors or sizes to represent the Speed die and the Command die. This way, both you and your opponent will easily tell them apart.

X.3. PRESSURE PHASE

During this phase, **both Fighters** simultaneously reveal their **Input** and suffer **Pressure** equal to the **Cost** of their chosen **Command**. This **Pressure** is suffered even if you are later unable to resolve your **Command** (see next phase).

For instance, if a Fighter reveals a 5 for Speed and a 4 for Command, and that Command has a cost of "Input +1", that Fighter will suffer a total of 10 Pressure.

X.4 RESOLUTION PHASE

The combination of the two Fighters' chosen **Commands** determines what happens:

✦ **Attack + Attack:** Only the **Attack** with the **highest Speed** is resolved (can **Combo**).

If there is a tie, only the **Attack** with the **lowest Command** is resolved (can **Combo**); **however, Command 4 is treated as being lower than Command 1.**

If the tie persists, no Command is resolved.

✦ **Attack + Block:** Only the **Block** is resolved (can **Combo**).

✦ **Attack + Dash:** Only the **Attack** is resolved (can **Combo**).

✦ **Block + Block:** No Command is resolved.

✦ **Block + Dash:** Only the **Dash** is resolved (can **Combo**).

✦ **Dash + Dash:** No Command is resolved.

"Resolving" means that the entirety of the Command's effects take place, in the precise order instructed by the text.

X.5. END PHASE

The round ends; any effects that refer to "the end of the round" must be applied now.

When the **6th round ends**, the match concludes and **the Fighter with the least amount of Damage is the winner.**

The match also ends if a Fighter suffers enough Damage to reach their Damage Limit: that Fighter is Knocked Out.

KEY CONCEPTS

To play a match, you also need to learn and understand the following concepts.

X.1. COMBO

After you resolve a **Command** that lists any **Attack Commands** in its “**Combo**” section, you may immediately resolve **one** of those **Attack Commands** by suffering **Pressure** equal to its **Cost**.

You may keep the Combo going by resolving Commands, up to a maximum of **3 resolved Commands** in the same round (this includes your initial Command for that round).

For instance, if a Rushdown-style Fighter (page XX) inputs a Cartwheel Command while their opponent inputs a Block Command, only the Cartwheel is resolved (because Dash has priority over Block).

The Rushdown Fighter can now Combo into their Launch Command, but to do so they must pay its cost in Pressure.

If they want, they might even end the Combo with a Take-down Command, once again paying the cost in Pressure; a pricey tactic, but one that could win them the match.

X.2. COMMAND

Commands are the actions a Fighter can perform during a match. Each Command is tied to a number (**1 to 6**), used in combination with the **Command Die**.

X.3. COMMAND DIE

This is a **six-sided die** used during the **Input Phase** to secretly plan which **Command** your Fighter will attempt to perform.

X.4. COST

Commands always have a cost, listed as a number, “Input”, or “Input +/- a certain value”. **Input** is the total of a Fighter’s **Speed Die** and **Command Die** during a given round.

The cost of Commands causes Fighters to gain **Pressure** during the **Pressure Phase** (page XX).

X.5. DAMAGE

Damage is the main way a Fighter wins matches. Whenever a source deals Damage to a Fighter, the corresponding Player must take note of how much Damage was suffered.

Normally, a Fighter starts the match with **0 Damage**.

X.6 DAMAGE LIMIT

This number represents each Fighter’s tolerance for **Damage**. If a Fighter’s accumulated **Damage is equal to or higher than their Damage Limit**, that Fighter is **Knocked Out** and their opponent immediately wins the match.

For instance, if a Fighter with Damage Limit 18 has accumulated 17 Damage during the current match, even a single point of Damage will be enough for a K.O.!

X.7. “EXTRA”

Some effects in the game cause Fighters to deal “**extra Damage**”, suffer or recover “**extra Pressure**”, and so on. “Extra” means that the original amount (**if present!**) is increased; however, the total is **still considered a single source**.

For instance, if a Fighter deals 3 Damage and an effect lets them deal 1 extra Damage, they will deal 4 Damage and this will be treated as a single source of Damage (you do not treat it as dealing 3 Damage and then separately dealing 1 Damage, which would be different).

X.8. INPUT

This value is **the total of a Fighter’s Speed Die and Command Die** during a given round. Because of this, it will always be a number between **2** and **12**.

For instance, if a Fighter selects a Speed of 4 and a Command of 2, their Input for that round will be 6.

X.9. OVERDRIVE

An **Overdrive** is a secret technique that can turn the tide of a match. Fighters will have a variable number of Overdrives depending on the Scenario or Tournament, and each Overdrive remains hidden until **first used**.



X.10. PRESSURE

Pressure represent a Fighter’s stress and exertion. Fighters normally suffer Pressure when performing **Attack Commands** and reduce it when **Dashing**; however, it may also be suffered or recovered due to a variety of effects.

Normally, a Fighter starts the match with **0 Pressure**.

X.11. PRESSURE LIMIT

This number represents each Fighter’s tolerance for **Pressure**. When a Fighter suffers Pressure, if their accumulated **Pressure is equal to or higher than their Pressure Limit**, they instead suffer an equal amount of **Damage**.

For instance, if a Fighter with a Pressure Limit of 20 is at 19 Pressure and suffers 10 Pressure, they will simply reach 29 Pressure; but if they suffer any more Pressure afterwards, it will be converted into Damage. On the other hand, if that Fighter manages to reduce their Pressure to 19 or lower, they can once again suffer Pressure without converting it into Damage. It’s all about risk management!

X.12. RESOLVING

When a **Command** is resolved, all of its effects take place in the order indicated by the Command itself.

X.13. SPEED DIE

This is a **six-sided die** used during the **Input Phase** to secretly plan the speed of the **Command** your Fighter will perform.

Speed mostly comes into play when both Fighters choose to **Attack** during a round, but it also affects **Block** and **Dash** Commands’ ability to **Combo**.

SECTION X: CREATION

To create your Fighter, follow these steps:

X.1. CHARACTER DESIGN

First of all, imagine your Fighter: their appearance, their name, the way they dress, talk, and fight. If you want, you can even choose a song that represents them.

This is a core part of any fighting game: each character is made unforgettable by their look and style.

X.2. CHOOSE A STYLE

Choose one of the available **Styles** for your Fighter (they start on page **XX**). The style determines your Fighter's Command options and also influences your choice of **Overdrives** (see next page).

Note that your Fighter's **Style** and **Commands** are always **public information** during the game (contrary to **Overdrives**).

The name of each Command is just a placeholder: make sure to rename them so they better fit your character (but do not alter any of the rules text or effects).



X.3. CHOOSE OVERDRIVES

Choose a number of **Overdrives** based on the Scenario or Tournament you will be taking part in.

- **Drive I:** Choose **1 Overdrive** from the list granted by your Fighter's **Style**.
- **Drive II:** Choose **1 Overdrive** from the list granted by your Fighter's **Style**, plus **1 Overdrive** from the list of **Universal Overdrives**.
- **Drive III:** Choose **2 Overdrives** from the list granted by your Fighter's **Style**, plus **1 Overdrive** from the list of **Universal Overdrives**.

As a special rule, **Mixup-style** Fighters treat **all Overdrives**, including **Universal Overdrives**, as part of their list.

Note that **Overdrives** are kept hidden and revealed only when you **first** make use of them during a given Scenario or Tournament; after that, they remain visible until the end of that Scenario or Tournament.

Just like Commands, Overdrives can be renamed in order to better fit the character.

X.4. RECORD LIMITS

Record your Fighter's **Damage Limit** and **Pressure Limit**.

- **Damage Limit:** This value is provided by your **Style**, but may be modified by **Overdrives**.
- **Pressure Limit:** This value is normally **20**, unless modified by **Overdrives**.

FIGHTER STYLE: BAIT & PUNISH


This dangerous style revolves around blocking enemy attacks and countering in full force.

ATTACK COMMANDS

 **TAUNTING STRIKE**
Cost: **Input** Combo: 

Effect: Deal **2 Damage** to your opponent; **then**, that opponent suffers **1 Pressure**.

 **GRAB**
Cost: **Input** Combo: **none**

Effect: Deal **3 Damage** to your opponent; **then**, if your opponent revealed an **Attack Command** during this round, this Command gains "**Combo: **" until the end of this round.

 **STRONG STRIKE**
Cost: **Input** Combo: 

Effect: Deal **5 Damage** to your opponent.

 **BARRAGE**
Cost: **Input +1** Combo: **none**

Effect: Deal **3 Damage** to your opponent; **then**, deal **4 Damage** to that opponent; **then**, if you resolved this as the **third Command** in a Combo, deal **5 Damage** to that opponent.

ONCE THE TOURNAMENT IS OVER, I'LL GLADLY OFFER SOME ADVICE ON THAT TERRIBLY INEFFICIENT FORM OF YOURS!

DAMAGE
LIMIT

18




BLOCK COMMAND

 **INTERCEPT**
Cost: **4** Combo: 

Effect: If your **Speed die** is **higher** than your opponent's, this Command gains "**Combo: **" until the end of this round.

DASH COMMAND

 **SIDESTEP**
Cost: **0** Combo: **none**

Effect: Reduce your **Pressure** by **10**. If your **Speed die** is **higher** than your opponent's, this Command gains "**Combo: **" until the end of this round.

FIGHTER STYLE: HEAVY

This style relies on simple combos and high-damage attacks that create Pressure or punish Blocks.

ATTACK COMMANDS

	SHORT-RANGE BASH
Cost: Input	Combo: 

Effect: Deal 3 Damage to your opponent.


	UPPERCUT
Cost: Input +1	Combo:  

Effect: Deal 4 Damage to your opponent; **then**, that opponent suffers 2 Pressure.

	STOMP
Cost: Input +1	Combo: none

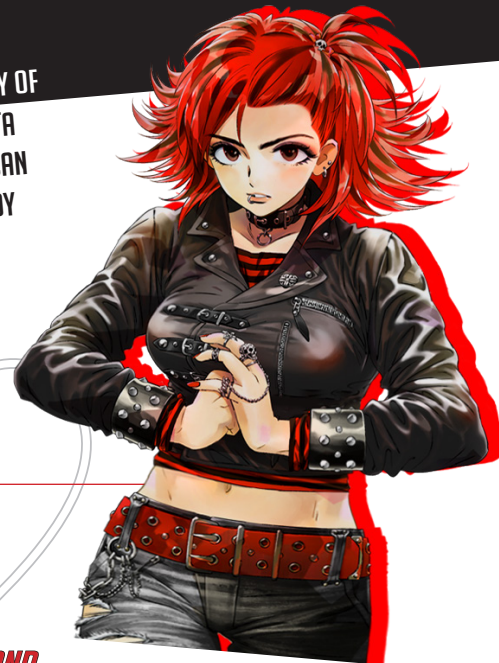
Effect: Deal 6 Damage to your opponent.

Special: If you reveal this **Attack Command** and the opponent reveals a **Block Command**, only this command is resolved.

	ALL-OUT ATTACK
Cost: Input	Combo: none

Effect: Deal 10 Damage to your opponent. Until **the end of the next round**, whenever you or that opponent recover **Pressure**, the recovered amount is **halved** (rounded up).

SOOOO... HOW MANY OF
YOU PIGS DO I GOTTA
BEAT UP BEFORE I CAN
GO HOME AND ENJOY
A GOOD BOOK?




DAMAGE
LIMIT

22

BLOCK COMMAND

	UNBREAKABLE DEFENSE
Cost: 3	Combo: none

Effect: If your **Speed die** is **equal** to your opponent's, this Command gains "**Combo: **" until the end of this round.

DASH COMMAND

	LEAP
Cost: 0	Combo: none

Effect: Reduce your **Pressure** by 10. If your **Speed die** is **higher** than your opponent's, this Command gains "**Combo: **" until the end of this round.

FIGHTER STYLE:

HIT & RUN

This style features good combo potential and can recover from large amounts of Pressure.

ATTACK COMMANDS



QUICK JAB

Cost: **Input**

Combo:

Effect: Deal 2 **Damage** to your opponent.



STRIKE & SHOVE

Cost: **Input**

Combo: **none**

Effect: Deal 3 **Damage** to your opponent; **then**, if you resolved this as the **second Command** in a **Combo**, reduce your **Pressure** by 2.



TRIP

Cost: **Input +1**

Combo:

Effect: Deal 4 **Damage** to your opponent. During the next round, if you select a **Dash Command** and that opponent selects an **Attack Command**, only your **Dash** will be resolved.



SUPERSONIC

Cost: **Input**

Combo: **none**

Effect: Deal 7 **Damage** to your opponent; deal 9 **Damage** to that opponent instead if their **Pressure** is higher than yours.

ALRIGHT, IT'S BEEN
FUN BUT I REALLY NEED
TO GO NOW. CATCH
Y'ALL LATER <3



BLOCK COMMAND



DEFLECT

Cost: **4**

Combo: **none**

Effect: If your **Speed die** is **equal** to your opponent's, this Command gains "**Combo: "** until the end of this round.

DASH COMMAND



ACROBATICS

Cost: **0**

Combo: **none**

Effect: Reduce your **Pressure** by 12. If your **Speed die** is **higher** than your opponent's by **2 or more points**, this Command gains "**Combo: "** until the end of this round.

FIGHTER STYLE: MIXUP

This style is simple and straightforward, with no specific strengths or weaknesses; however, it is the most customizable style thanks to its access to all **Overdrives** (page XX).

ATTACK COMMANDS



PUNCH

Cost: **Input**

Combo:

Effect: Deal **3 Damage** to your opponent.



KICK

Cost: **Input**

Combo:

Effect: Deal **4 Damage** to your opponent.



HEAVY PUNCH

Cost: **Input**

Combo: **none**

Effect: Deal **6 Damage** to your opponent.



BULL RUSH

Cost: **Input +1**

Combo: **none**

Effect: Deal **8 Damage** to your opponent.

Special: If you reveal this **Attack Command** and the opponent reveals a **Block Command**, if your **Speed die** is **higher** than your opponent's, only this command is resolved.

UHM, CAN WE TALK
ABOUT THIS INSTEAD?
I'D RATHER NOT HURT
ANYONE, IF POSSIBLE.



DAMAGE
LIMIT

20

BLOCK COMMAND



GUARD

Cost: **4**

Combo: **none**

Effect: If your **Speed die** is **equal** to your opponent's, this Command gains "**Combo:** " until the end of this round.

DASH COMMAND



HOP

Cost: **0**

Combo: **none**

Effect: Reduce your **Pressure** by **10**. If your **Speed die** is **higher** than your opponent's by **2 or more points**, this Command gains "**Combo:** " until the end of this round.

FIGHTER STYLE:

RUSHDOWN



This risky style revolves around combos and dealing damage as often and as quickly as possible.

ATTACK COMMANDS



CLOSE THE DISTANCE

Cost: **Input**

Combo:  

Effect: Deal 3 **Damage** to your opponent.



LAUNCH

Cost: **Input +1**

Combo: 

Effect: Deal 2 **Damage** to your opponent. Until the end of the next round, whenever a source deals **Damage** to that opponent, that source deals 1 **extra Damage** to them.



TAKEDOWN

Cost: **Input**

Combo: **none**

Effect: Deal 5 **Damage** to your opponent. That opponent cannot select **Dash Commands** during the next **Input Phase**.



CHASER

Cost: **Input**

Combo: **none**

Effect: Deal 8 **Damage** to your opponent; deal 10 **Damage** to that opponent instead if they revealed a **Dash Command** during this round.

ALWAYS A PLEASURE
TO MEET A NEW FIGHTER.
JUST... DON'T EXPECT
ME TO GO EASY ON
YOU, DEAR!



DAMAGE
LIMIT

20


BLOCK COMMAND



PARRY

Cost: 4

Combo: **none**

Effect: If your **Speed die** is **equal** to your opponent's, this Command gains "**Combo: **" until the end of this round.

DASH COMMAND



CARTWHEEL

Cost: 0

Combo: 

Effect: Reduce your **Pressure** by 10.

FIGHTER STYLE: ZONER

This style relies on manipulating the opponent's strategy while slowly damaging them.

ATTACK COMMANDS



LIGHT ARROW

Cost: **Input**

Combo:  

Effect: Deal **2 Damage** to your opponent; **then**, that opponent suffers **2 Pressure**.



SNARE

Cost: **Input**

Combo: **none**

Effect: Deal **3 Damage** to your opponent, **and** you choose **Block** or **Dash**: during the next **Pressure Phase**, if that opponent reveals the chosen Command, they suffer **4 Pressure**.



HEAVY ARROW

Cost: **Input +1**

Combo: **none**

Effect: Deal **6 Damage** to your opponent.



DANGER ZONE

Cost: **Input**

Combo: **none**

Effect: Deal **6 Damage** to your opponent; deal **8 Damage** to that opponent instead if they revealed an **Attack Command** during this round.

FASCINATING.
RORO SEEMS TO
BELIEVE YOU WILL
PROVE A WORTHY
OPPONENT.

DAMAGE
LIMIT

18




BLOCK COMMAND



MISDIRECTION

Cost: **4**

Combo: **none**

Effect: If your **Speed die** is **equal** to your opponent's, this Command gains "**Combo: **" until the end of this round.

DASH COMMAND



BACKSTEP

Cost: **0**

Combo: 

Effect: Reduce your **Pressure** by **10**.

OVERDRIVES

This section lists all available **Overdrives** in the game, and explains how to use them.

X.1. CHOOSING OVERDRIVES

When you choose Overdrives for a Fighter, you must do so in accordance with the rules of the Scenario or Tournament you will be taking part in (as explained on page **XX**).

Note that you are free to partially or entirely rebuild your Fighter between Scenarios and Tournaments: make the most out of this and experiment with different Style and Overdrive setups, to find your preferred combination!

X.2. REVEALING OVERDRIVES

Overdrives have no effect until revealed: prior to that, it is as if the Fighter didn't have them at all.

To use an Overdrive, simply **reveal it when indicated by the text of the Overdrive itself** (see the “**Reveal Trigger**” section of each specific Overdrive). Revealing an Overdrive is **always optional**, unless otherwise stated by its text.

Once an Overdrive has been revealed, its **Effect** will continue to apply for the rest of the Scenario or Tournament, and you **must** inform your opponents of it.

Sometimes it will be wiser to choose the hard path and attempt to win a match without using an Overdrive, so as to keep it hidden until you truly need it.

X.3. UNIVERSAL OVERDRIVES

EXPLOSIVE FINISHER

Reveal Trigger: You resolve the **third** Command in a **Combo** that included **2 or more different Attack Commands**.

Effect: Whenever you resolve the **third** Command in a **Combo that included 2 or more different Attack Commands**, you may deal **4 Damage** to your opponent after the Combo is fully resolved.

CHANGE STANCE

Reveal Trigger: You resolve your **Dash Command**.

Effect: Whenever you resolve your **Dash Command**, you may have your **Attack Command** lose “**Combo: []**” and gain “**Combo: []**”; if you do, your **Attack Command** loses **all its Combo options (if any)**.

You may revert both Commands to their normal version whenever you resolve your **Dash Command** again.

Simply put, this Overdrive allows you to switch between two different “stances” whenever you resolve a Dash Command.

DEFIANCE

Reveal Trigger: Your opponent reveals an **Overdrive**.

Effect: Whenever an opponent reveals an **Overdrive**, you may immediately reduce your **Pressure** by **5**.

LIMIT BREAKER

Reveal Trigger: You resolve your **Dash Command** while you are suffering from **15 or more Damage**.

Effect: While you are suffering from **15 or more Damage**, you gain the following benefits:

- ↘ Your **Dash Command** reduces your **Pressure** by **20** instead of the normal amount.
- ↘ Your **Red** and **Blue** **Attack Commands** deal **1 extra Damage**.



NEUTRAL BOOST

Reveal Trigger: You resolve your **Red** **Attack Command**.

Effect: Your **Red** **Attack Command** deals **1 extra Damage**.

TIEBREAKER

Reveal Trigger: At the end of the **Pressure Phase**, if you and your opponent both revealed the **same Speed** and **same Attack Command**, and your **Pressure** is **lower** than your opponent's.

Effect: If you and your opponent both reveal the **same Speed** and **same Attack Command** during the **Pressure Phase**, and if your **Pressure** is **lower** than your opponent's, your **Attack Command** will be resolved during the **Resolution Phase**.

X.4. BAIT & PUNISH OVERDRIVES

CRUSHING DIVE

Reveal Trigger: You resolve your **Dash Command** while your **Speed Die** is **higher** than your opponent's.

Effect: While your **Speed Die** is **higher** than your opponent's, your **Dash Command** gains "**Combo: Red**".

GRUDGE

Reveal Trigger: You suffer **Damage**.

Effect: Whenever you suffer **Damage**, you gain **1 Grudge**; you may never have more than **1 Grudge**. Whenever you suffer **Pressure** to resolve the **second or third Command** in a **Combo**, you may pay **1 Grudge** to suffer **no Pressure** instead.

This Overdrive provides you with a beneficial effect when you can't manage to pull off your Intercept + Grab Combo. Think carefully before you reveal it.

PERFECT CANCEL



Reveal Trigger: You resolve an **Attack Command**.

Effect: Whenever you resolve an **Attack Command**, you may suffer **5 Pressure** to have this single instance of that Command gain "**Combo: Red**".

X.5. HEAVY OVERDRIVES

CHARGED ATTACK


Reveal Trigger: You resolve your **Block Command**.

Effect: After you resolve your **Block Command**, you gain the following benefit: until the end of the next round, your  and  **Attack Commands** deal **2 extra Damage**.


The cumulative Pressure costs of performing Blocks and high-value Attack Commands can quickly get out of hand. Do not overdo it.




CRUSHING DIVE

Reveal Trigger: You resolve your **Dash Command** while your **Speed Die** is **higher** than your opponent's.

Effect: While your **Speed Die** is **higher** than your opponent's, your **Dash Command** gains "**Combo: **".

WEAPON THROW

Reveal Trigger: You resolve your  **Attack Command**.

Effect: Whenever you resolve your  **Attack Command**, you may have this single instance of that Command gain "**Combo: **". If you do, you lose the ability to resolve your  **Attack Command** until you resolve a **Dash Command**.

X.6. HIT & RUN OVERDRIVES

BLINDSIDER

Reveal Trigger: You resolve your **Dash Command**.

Effect: Your **Dash Command** gains "**Combo: **".



BOMB TRAP

Reveal Trigger: You resolve your **Dash Command**.

Effect: Whenever you resolve your **Dash Command**, you may create a **Bomb**. The Bomb will detonate at the **end of the next Round**, dealing **2 Damage** to your opponent. If your opponent resolves a **Block Command** during the next round, the Bomb's detonation will deal no Damage but your opponent will suffer **4 Pressure** from it.

JUGGLE

Reveal Trigger: You resolve your  **Attack Command**.

Effect: Your  **Attack Command** gains "**Combo: **".



X.7. RUSHDOWN OVERDRIVES

ADRENALINE


Reveal Trigger: You resolve the **third** Command in a **Combo**.

Effect: Whenever you resolve the **third** Command in a **Combo**, you gain **1 Adrenaline**; you may never have more than **2 Adrenaline**. Whenever you suffer **Pressure** to resolve the **second** Command in a **Combo**, you may pay **1 Adrenaline** to suffer **no Pressure** instead.

Overdrives like Adrenaline, Grudge (page XX) or Puppeteer (see next page) let you gain various sorts of “currencies” that you can then spend to generate special effects. Use coins, markers or tokens to keep track of them, and always make sure everyone at the table can see them.

PERFECT CANCEL

Reveal Trigger: You resolve an **Attack Command**.

Effect: Whenever you resolve an **Attack Command**, you may suffer **5 Pressure** to have this single instance of that Command gain “**Combo:  ”.**

JUGGLE

Reveal Trigger: You resolve your  **Attack Command**.

Effect: Your  **Attack Command** gains “**Combo:  ”.**

X.8. ZONER OVERDRIVES

BOMB TRAP

Reveal Trigger: You resolve your **Dash Command**.

Effect: Whenever you resolve your **Dash Command**, you may create a **Bomb**. The Bomb will detonate at the **end of the next Round**, dealing **2 Damage** to your opponent. If your opponent resolves a **Block Command** during the next round, the Bomb’s detonation will deal no Damage but your opponent will suffer **4 Pressure** from it.


PUPPETEER




Reveal Trigger: You resolve your **first Command** in a round and **do not initiate a Combo**.

Effect: Whenever you resolve your **first Command** in a round, if you **do not initiate a Combo**, you gain **1 Synergy**. Whenever you deal **Damage**, you may spend **1 Synergy** to deal **1 extra Damage**; whenever you suffer **Damage**, you may spend **1 Synergy** to suffer **1 less Damage** (to a minimum of **0**).

Note that this Overdrive also applies to Commands that do not feature any Combo option, such as your Misdirection. You may also immediately spend Synergy to improve the Damage dealt by the same Command that let you gain it.

WEAPON THROW

Reveal Trigger: You resolve your  **Attack Command**.

Effect: Whenever you resolve your  **Attack Command**, you may have this single instance of that Command gain “**Combo:  ”.** If you do, you lose the ability to resolve your  **Attack Command** until you resolve a **Dash Command**.