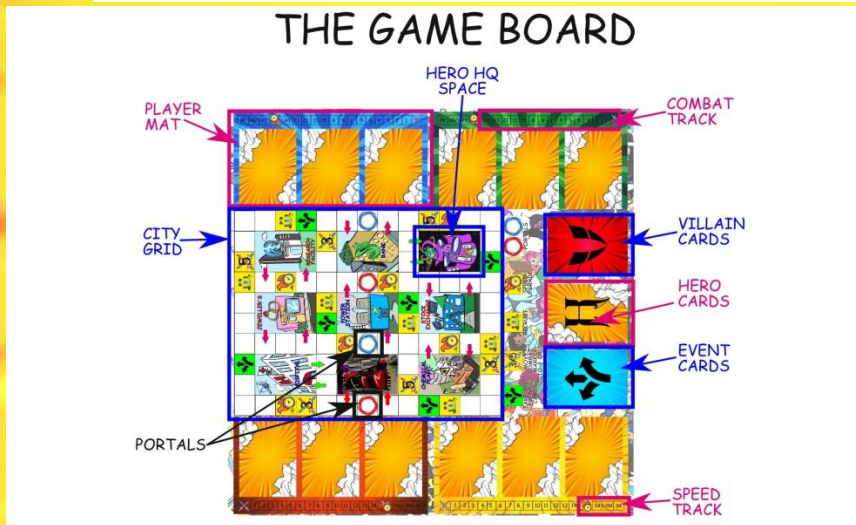


LEGENDARY SUPER SQUAD

RULES AND GAMEPLAY

The Story: Meka City is a dangerous place, crawling with villainous scum bent on overtaking the thriving metropolis. Luckily, there are a number of SuperSquads on patrol, taking the baddies into custody, and thus removing them from the otherwise peaceful society whenever they can. But, alas, even the SuperSquads are at odds with one another, each seeking to cement its place as the most LEGENDARY team in Meka City.



Setup

1. Open the game board and place it on a suitable surface.
2. Give each player a SuperSquad pawn and 5 marker tokens matching the color of their squad's mat on the game board. Place each player's pawn in the HERO HQ area in the CITY GRID.
3. Put one marker token in the 1st space of the SPEED track, marked 1d. Place another on the "0" on the COMBAT track.
4. Each player rolls one HERO movement die. High roller goes first. Ties are resolved by rerolling.
5. Separate the EVENT, HERO and VILLAIN decks, indicated by the symbols on the card backs, into three decks, placing each face down on the provided spaces on the game board. Deal out two HERO cards to each player.
6. Each player places their Heroes on their team mat. Check your Heroes' powers to determine who you think it would be advantageous to go first on your turn and place that Hero into the 1st space on the left and the other next to it. Place marker tokens on the highest HIT POINTS number on the right edge of the card, and the final marker in the empty Hero spot.
7. The legendary battle for Meka City is ready to begin!

GAMEPLAY

On your turn:

1. Roll for movement, using as many movement dice as you are allowed based on your SuperSquad's place on the SPEED track at the bottom of your color's player mat. (See SPEED below.)
2. Move your squad's pawn. You can move in any direction. You must move the total number you rolled. **You may not reverse directions as you move.** If you land exactly on a square occupied by another player, you may challenge that player for possession of Villains they have captured, risking any you have in your possession. (See: Challenges) Take an EVENT card after landing on a green space. Landing on a yellow space means you will have to activate it. (See: Special Spaces)
3. If an EVENT card says to do battle immediately, draw the top Villain card and go into combat. (See: COMBAT below)
4. If an EVENT card says to go directly to a city feature, move directly to the destination. You've been called into action, and you don't have time to muck about!! Draw a VILLAIN card and begin combat. (See: COMBAT below)

USING CITY FEATURES and WEAKEST HERO

Some city features (Hospital, HERO HQ, Bank, Chemical Plant, etc.) include special instructions for doing combat in that place, and some give rewards or penalties for winning or losing there. Be sure to adjust accordingly when you're summoned to do battle! The Villain's Lair feature asks a player to discard their weakest Hero. **Determine the weakest Hero as follows:**

1. Least health remaining. If tied, go to:
2. Least total health points. If still tied, go to:
3. Least Combat Dice. If still tied, go to:
4. Least Health Dice.
5. If still tied, choose a Hero to discard from those in the tie.

Exit City Features at the arrow that points out of that feature. **If a "STIR THE POT" card is given to a player whose pawn is in a City Feature, apply the rules of that Feature to the combat. If a Hero is lost in the Villain Lair and the battle is lost, you still have to discard a Hero.**

COMBAT

If you become involved in COMBAT, follow these instructions:

1. If your COMBAT MARKER was on 3 or 5 (See: SPECIAL SPACES) then you start the battle with that many points toward your victory!
2. You may use Heroes in any order. Check your Hero's power as written on their card. You may be able to do a regular attack, rolling the number of COMBAT DICE indicated at the bottom of the card, or you may be able to perform an ALTERNATE ATTACK. Plan carefully! Some Heroes give extra dice to teammates, but **a Hero can never roll more than C5.**
3. Roll the dice! **Count your points first**, and move your COMBAT MARKER ahead the number of points rolled. **Then apply any hits rolled** to the current Hero's card by moving the marker down by the number of hits acquired.
4. If a character takes more hits than they can withstand, that character is removed from the player mat. If a player loses their last character, the battle is immediately lost. Apply any conditions for losing combat and then draw **one** card from the HERO DECK, adding the character to your team. Play continues to the left.
5. Play each of your Heroes, one at a time, according to #2-4. **You may not leave combat until all Heroes have had a turn, unless you beat the Villain you are fighting.** There is no forfeiting in Meka City!
6. If the number of combat points **exceeds** the Villain's STRENGTH (STR), combat ends immediately. Any Heroes who haven't played yet will not have a turn. Take the defeated Villain's card and place it next to your player mat. Tell the other players your total LEGEND POINTS.
7. If, after all your Heroes have rolled, you gained *equal or fewer* combat points than the Villain's STR number, the Villain is not overcome and the battle has been lost. Discard the Villain card and, if your SPEED level is higher than 1d, reduce it by one. Reset your COMBAT MARKER to "0", unless directed to do otherwise by the conditions of your current city feature.
8. Continue playing from where the game left off before combat was initiated.

CHALLENGES

As players move their Squad's pawns around the board, they skip over any other Squad pawns they encounter. However, if a player lands DIRECTLY on a square occupied by another Squad, the players are engaged in a CHALLENGE. NOTE that players who have not captured any Villains may NOT challenge another player. Follow these guidelines:

1. Both players choose a Champion from their squad to represent the team. The player who challenged goes first.
2. Chosen Heroes use their powers, including ending combat immediately. Take any hits you roll. Ties result in a reroll.
3. The winning player chooses a random card from the other player's captured Villains. Play continues to the left.

SPECIAL SPACES

Landing on a yellow or green space means that you can use the powers of that space.

GREEN SPACES: Draw an event card and follow its instructions.

YELLOW SPACES: Landing on a yellow space means that you will have to ACTIVATE the space's power before you can use it. To activate, roll C2. If the dice show any hits, the space's power is NOT used. If any combination of points and blanks are rolled, the space is activated and you may use its power! Players do not take hits when attempting to activate a space.

1. **RECRUIT!** Draw the top card from the HERO DECK and add it to your team! If you already have 3 Heroes on your team, you may discard and replace any 1 of them, or reject the new Hero and leave your team as it was. New Heroes on your team go to full health. Rearrange your Heroes for their turn order.
2. **SPEED UPGRADE:** Move your team's SPEED MARKER up to "2d." (See SPEED below.)
3. **MOVE COMBAT MARKER TO 3:** Place your combat token on 3. In your next battle, you will start with 3 points.
4. **MOVE COMBAT MARKER TO 5:** Place your combat token on 5. In your next battle, you will start with 5 points.
5. **HEALTH:** You may remove 1 hit from each of 2 Heroes, or you may roll the full HEALTH DICE for 1 Hero.

SPEED

A squad's speed is determined by their position on the SPEED TRACK. If your speed is "1d", roll one movement die and move the number of spaces you get. If your speed is "2d", roll both movement dice. You may then move the value of one OR the other dice, OR you may move a number of spaces equal to the *combined* value of the two dice. That's one agile Squad!

WINNING THE GAME

The first to accumulate 15 total LEGEND POINTS through Villains in their custody wins! The other teams have fought valiantly, of course, but must recognize the superior legendary might of the winning squad.

Nobody said life in Meka City was gonna be easy...!



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Legendary SuperSquad was designed by Sysphemia Games. All character and city art was done by Lucas Strunk.

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