**Kristian Trodick**

**SUPERMAN VS WONDERWOMAN**

**Components Required:**

**-20 tokens**

**-16 action cards**

**-2 life counters(d20)**

**-1D6**

**-2 Character Figures**

At the beginning of the game the players role a d6 and whoever roles higher acts first.

ACTIONS – each player may choose 2 actions on their turn and they can be the same action.

ATTACK – Choose an attack and spend energy tokens on it.

MOVE – Move up to 4 spaces in any direction.

These actions are focus actions and are hidden from the opposing player.

CHARGE – Restore 2 energy tokens.

READY – If attacked not on your turn you get to counter attack first.

DODGE - dodge one attack on the roll of 4, 5, or 6 and ignore any effects.

BLOCK – reduce one attack’s damage by half and ignore any effects.

Keywords like “Projectile, Lunge, or Melee” tell what kind of attack the player is performing.

EACH PLAYER REGENERATES 1 ENERGY PER TURN

EACH PLAYER STARTS WITH 20 HEALTH.

SUPERMAN

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Attack Name | Energy Cost | Damage | Range | Roll Effect (If Hit) |
| Frost Breath | 5 | 4 | 3 | (PROJECTILE)  1-2 No effect damage reduced by half  3-4 Enemy is blown back three spaces  5-6 Enemy is frozen and cannot move or attack next turn |
| Heat Vision | 5 | 4 | 4 | (PROJECTILE)  1-2 No effect damage reduced by half  3-4 Enemy is blown back 1 space  5-6 Enemy is blown back 3 spaces and cannot dodge this hit |
| Flying Punch | 4 | 3 | 4 | (LUNGE ATTACK, YOUR PLAYER MOVES TO ENEMY)  1-2 MISS, your character moves past enemy by 3 spaces(if possible)  3-4 Enemy is blown back 3 spaces  5-6 Enemy is blown back 3 spaces and cannot block this hit |
| Kryptonian Smash | 6 | 5 | 1 | (MELEE)  1-2 Miss your character moves past enemy by 3 spaces(if possible)  3-4 Enemy is blown back 5 spaces  5-6 Enemy is stunned and can only charge and block on their next turn. |
| Rising Grab | 3 | 3 | 2 | (LUNGE ATTACK, YOUR PLAYER MOVES TO ENEMY)  1-2 Miss your character moves behind the enemy 1 space(if possible)  3-4 Enemy is thrown behind your character 1 space  5-6 Enemy is thrown behind your character 1 space and cannot dodge this hit |
| Punch | 0 | 2 | 1 | (MELEE)  1-2 damage reduced by half  3-4 Hit full damage  5-6 Hit 2x damage |
| Intractable | 2 | 4 | 3 | (PROJECTILE)  1-2 Miss  3-4 Hit full damage  5-6 Hit 2x damage |

WONDERWOMAN

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Attack Name | Energy Cost | Damage | Range | Roll Effect |
| Straight Tiara | 5 | 4 | 4 | (PROJECTILE)  1-2 No effect damage reduced by half  3-4 Enemy is blown back 1 space  5-6 Enemy is blown back 3 spaces and cannot dodge this hit |
| Amazonian Smash | 4 | 3 | 4 | (LUNGE ATTACK, YOUR PLAYER MOVES TO ENEMY)  1-2 MISS, your character moves past enemy by 3 spaces(if possible)  3-4 Enemy is blown back 3 spaces  5-6 Enemy is blown back 3 spaces and cannot block this hit |
| Lasso Grab | 5 | 4 | 3 | (PROJECTILE)  1-2 No effect damage reduced by half  3-4 Enemy is blown back three spaces  5-6 Enemy is frozen and cannot move or attack next turn |
| Lasso Spin | 3 | 3 | 2 | (LUNGE ATTACK, YOUR PLAYER MOVES TO ENEMY)  1-2 Miss your character moves behind the enemy 1 space(if possible)  3-4 Enemy is thrown behind your character 1 space  5-6 Enemy is thrown behind your character 1 space and cannot dodge this hit |
| Demigodess’ Might | 6 | 5 | 1 | (MELEE)  1-2 Miss your character moves past enemy by 3 spaces(if possible)  3-4 Enemy is blown back 5 spaces  5-6 Enemy is stunned and can only charge and block on their next turn. |
| Punch | 0 | 2 | 1 | (MELEE)  1-2 damage reduced by half  3-4 Hit full damage  5-6 Hit 2x damage |
| Intractable | 2 | 4 | 3 | (PROJECTILE)  1-2 Miss  3-4 Hit full damage  5-6 Hit 2x damage |