

SUPERSYSTEM 4TH ED. FAST-PLAY RULES

SuperSystem 4th ed. Fast-Play (SS4F for short) provides a great way for you to get playing super miniature slugfests right away! You just need a few super figures from your collection, a handful of six-sided dice (D6's), a tabletop "battlefield" measuring roughly 3' x 3', a measuring tape, and a friend to act as your opponent.

THE BASICS

SS4F features a central mechanic called the goal roll. Most actions in the game require a goal roll, and during every goal roll a model has a certain number, or pool of dice which its player must roll. The player rolls the dice and looks for dice rolling 4 or greater (i.e., 4, 5, or 6); this will determine the number of goals collected in that throw. Dice rolling less than 4 are ignored.

Example: *Wildman wishes to strike a foe in Close Combat. He rolls 5D and gets a 2, 3, 4, 4, and 5, for a total of 3 Goals.*

THE POWER OF 6

Rolling a 6 in SS4F is special. Whenever a model rolls a 6 on a throw it counts as two goals.

Example: *Wildman's player rolls his 5D Dodge and gets 1, 3, 4, 4, and 6 for a total of 4 goals.*

RE-ROLLS + SUPER

Levels of *Super* grant models re-rolls--pick up dice and re-roll them. We note the number of re-rolls for a dice pool in brackets, i.e., 5D[2] grants two re-rolls.

Example: *Doc Shock has a 6D[1] pool. If he rolled a 2, 2, 3, 4, 4, and 6, he could choose to re-roll one of the three failed dice (the 2, 2, or 3) in his pool, possibly gaining additional goals.*



OPPOSED ROLLS

Combatants roll their respective dice pools in an opposed contest. The model that gains more goals (dice rolling 4+) wins the contest, and in the case of combat, might successfully strike, harm, dodge, or resist.

In all opposed goal rolls, ties go to the model with the higher level of Super, or if equal, to the defender.

Example: *Doc Shock (6D[1]) attacks Dark Avenger (5D[2]). On round 1, Doc scores 4 goals and Dark Avenger scores 3--Doc hits! On round 2, Doc scores 5 goals and Dark Avenger scores 5, and because Dark Avenger has higher Super, he wins the exchange and dodges!*

TARGET NUMBERS [TN]

Certain values in *SS4F* represent target numbers that opposing models must resist. This most often reflects unopposed actions against some static force. We express these as "TN=#", i.e. **TN=3** requires 3+ goals to succeed.



MODEL ATTRIBUTES

Models in *SS4F* possess 7 attributes that tell players how many dice they roll for attack, defense, and special situations. The attributes and their game roles are:

Strike (Stk) = make physical attacks

Strength (Str) = damage foes and objects with close attacks, hold/escape grabs

Dodge (Dge) = defend against physical attacks and make initiative checks

Toughness (Tou) = resist physical damage

Mind (Mnd) = attack and defend in mental combat

Resolve (Res) = resist damage from mental attacks and effects of injuries

Sense (Sen) = detect foes and objectives and make initiative checks

OTHER TRAITS

Two important secondary traits include AP and Vitality. AP sets the distance in inches a model may move each round. Vitality is the number of hits a model may suffer before being removed from play due to its injuries.

POWERS

Powers grant models super abilities like flight and energy blasts.

ACTION ON THE TABLETOP

Now that you have the basics of the game down, let's show you how to run a super-slugfest in *SS4F!*

THE COMBAT ROUND

Combat rounds provide a structure where players' models all get a chance to act once before a new round begins. Each model receives a turn, so each round consists of a number of turns equal to the number of models in the game. At the beginning of the game each player nominates a leader model, and at the beginning of the round each leader makes an initiative goal roll using his Sense attribute. The leader who wins the initiative (scores more goals) decides which side activates a model first. Once the first model activates, the opposing player activates a model, and this goes back and forth until all models have been activated.

MOVEMENT

A model's AP indicates how many inches it may move on its turn. A model with 9 AP could move 9". This movement may be taken before, after, or in between the model's attack, but players need to save enough AP to make an attack or take other actions--see below!

CLOSE COMBAT

Attacks cost 3 AP--attacker and defender make opposed goal rolls. All models may make one attack per turn. As noted

above, they may do this before, after, or in between spending their allotted movement.

Attacking models use their Strike and defending models use their Dodge. Unless otherwise stated by a power in the model's profile, this one-sheet treats all of a model's attacks as close combat attacks. Models must be in base contact to battle in close combat--their bases must be touching. A model may make only one attack on its turn.

If the attacker scores more goals than the defender he hits and the participants make opposed damage and Toughness rolls. The attacker's damage roll gains +1D per 2 net goals scored on the attack. Any odd goals are lost. If the attacker wins the opposed damage roll, the defender loses a number of Vitality points equal to the difference.

Example: *Wildman attacks Zoya and wins the roll 7 goals to 2! They then move to an opposed damage roll, and Wildman gets to add +2D because he beat Zoya by 5 goals. If Wildman scores 5 goals on damage, and Zoya gets 2 on her soak, she would lose 3 Vitality.*

If the attacker has a higher level of Super, he still inflicts 1 Vitality loss on a tie!

When a model loses its last Vitality point remove it from the board--he's out of the battle!

RANGED COMBAT

Some models possess powers that allow them to attack at range. We note this in the Powers section of the model's profile, along with the number damage dice. Ranged attacks cost 3 AP. *SS4F* features 2 range bands:

0" - 15" (+0D to target)

15+'' - 30'' (+2D to target)

Measure ranges from the edge of the attacking model's base to the edge of the target model's base. If the target model lies beyond the attack's range, it automatically misses--no pre-measuring! If in range make opposed Strike vs. Dodge goal rolls. If the attack hits, resolve damage just as in close combat above.

Example 2: *Doc Shock spends 3 AP and blasts Wildman with his electro burst ranged attack from 16'' away. Even with +2D added to his Dodge for the range, Wildman scores fewer goals and suffers a hit. On the damage Doc rolls his ranged attack's 6D[1] against Wildman's Toughness 4D and wins 5 goals to 2--Wildman loses 3 Vitality!*

Models may use their ranged attacks in close combat, but targets gain +1D to Dodge.

SPECIAL SITUATIONS

Leaving Close Combat—a model may leave a close combat with an active foe but it suffers a free attack! Resolve this as a normal close combat attack.

Ganging Up—every 2 additional models in a close combat grants a model +1D to Strike, up to a maximum of +3D.

Aid vs. Multiple Foes—when allies rush in to aid a model fighting multiple foes, the attacking player breaks the combat up into smaller 1-on-1 battles, moving the figures 1'' apart to create these match-ups.

SUPER ADVENTURES AWAIT!

The *SS4F* rules on this sheet represent a small taste of what the full *SuperSystem 4th ed.* rules can offer players. The world's most versatile super miniature battle game lets you design and build almost any character you can imagine, and allows you to use whatever miniatures you want!

Learn more at Four-Color Studios web site here:

<http://www.four-colorstudios.com/>

Questions or comments? Contact us here:

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SAMPLE CHARACTERS

We've provided some simple character write-ups for you to get playing *SS4F* right away! These profiles feature easy rules and represent the very basics of what you can do with the game, but you can have great fun matching them to your collection of super figures, and once you're comfortable with the basics, you can dive into the full rules and start playing out your favorite comic book battles!

Note, along with listing the attributes short-hand in the profiles, we added a tag for Damage (Dmg)--roll this dice pool whenever your model hits someone with his primary attack!

WILDMAN — SAVAGE BRAWLER

AP: 10

ATTRIBUTES

STK 8[1] **STR** 4 **DGE** 7[1] **TOU** 4
MND 2 **RES** 3 **SEN** 2 **DMG** 8[1]

POWERS

Super-Strike × 1
Super-Dodge × 1
Weapon +4D, Super × 1

Vitality: 7

DOC SHOCK — ELECTRIC BLASTER

AP: 10

ATTRIBUTES

STK 8[1] **STR** 2 **DGE** 4 **TOU** 4
MND 2 **RES** 4 **SEN** 3 **DMG** 6[1]

POWERS

Ranged Attack (6D)
Super × 1 (Ranged Attack)
Super-Strike × 1

Vitality: 6

ZOYA — MIGHTY MUTATE

AP: 7

ATTRIBUTES

STK 5 **STR** 7[1] **DGE** 4 **TOU** 7[2]
MND 2 **RES** 4 **SEN** 2 **DMG** 7[1]

POWERS

Regeneration [Roll 2D at end of turn:
goals scored restore Vitality 1 for 1]

Super-Strength × 1
Super-Toughness × 9

Vitality: 12

WARBOT -- CYBORG SHOOTIST

AP: 8

ATTRIBUTES

STK 6[1] **STR** 4 **DGE** 3 **TOU** 5
MND 2 **RES** 4 **SEN** 3 **DMG** 6[1]

POWERS

Ranged Attack (6D)
Super × 1 (Ranged Attack)

Super-Strike × 1

Vitality: 8

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