

SUPER TROOPER: FINAL CONFLICT

The year is 2500. Hundreds of years after the global apocalypse, humanity exists in the form of two completely separate civilizations without contact with each other. The inhabitants of the underground cities united by the ideology of Progress profess a belief in progress and endless growth through the constant development of new technologies. However, despite all the pitfalls, people have managed to survive outside in the wilderness thanks to adaptation to new conditions with the help of the strict doctrine of Balance - minimalism, renunciation and perfect adaptation to the new ecosystem.

When the energy problems of cities forced their expansion in the form of mining and burning biomass from radioactive jungles, the inevitable war began. The hope for reconciliation or dialogue has become unthinkable. The last clash in human history has begun, the final conflict.

RULES

Super Trooper: Final Conflict is a game for two players, everyone plays with one deck. At the beginning of the game, the decks are shuffled randomly and each player takes 5 cards and starts the game with 5 coins. Players take turns in their rounds and the game starts with a randomly determined player.

There are several types of cards in the game, determined by the icon in the top left.



Warrior



Gear



Construction



Factor



Event



Surprise

PLAYER'S TURN

At the start of the turn, the player draws up to 5 cards in his hand if they have less than 5. Then they have 3 actions available. The action can be used (even repeatedly) to:









- **Production** : For one production action, the player receives one coin.
- **Deploying**: Playing a card from hand to the battle costs one action (unless otherwise stated on the card). In addition, when deploying a warrior, you need to pay as many coins as its value . All cards remain in the battle except events and surprises which has one-time effect (see below).
- **Use card ability**: Some abilities are activated by paying an action – the @ symbol. Others can be used at any time.
- **Attack**: The third action, which is called offensive, can be used for an attack. It has a red @ symbol. Attack can be used since second round of the game.



At the end of the turn, a player can discard one card from his hand into a pile of discarded, used and destroyed cards called *the grave*. If you have no warrior neither in battle nor in your hand, you can discard all cards from your hand instead.

SURPRISE

Surprise cards are special cards not requiring any action to play. They are typically played in the opponent's round as a reaction to their cards or other actions. During your turn you can play surprises only as a reaction to your opponent's surprise. The surprise card always describes the situation when it can be played and what it does. After each action (such as playing a card or declaring an attack), the player must allow the opponents to react by surprise. As a surprise, you can optionally use activating a card ability that does not require an action.

COMBAT

The attacking player selects his attacking warrior and the attacked defender of the opposing player. Also determines the tactics which is either fight  or shoot . If the attacker has an attack value ( or ) equal to or greater than the defender's defense  , the defender is injured. Then the defender returns the attack and if its  or  value is greater or equal to the attacker's  , the attacker is also injured.

Turn the injured warrior's card by 90°. After second injure the warrior is killed. Discard his card into the grave and the player who killed him will receive as many reputation points  as his value  . The first player earning 20 reputation points is the winner of the game.

ADDITIONAL RULES

Attached cards: When playing a gear, it is always necessary to assign it to a warrior, which becomes its user. Likewise, some factor cards remain attached to the targeted card determined when deploying them. If a card leaves the battle, all cards attached to it are destroyed.

Maximum loadout: A warrior can use a maximum of one two-handed weapon and one armor at the same time.

First strike: A warrior who has the first strike ability always attacks first in a duel, and if he injures an opponent, it does not strike back (unless it also has the first strike).

Lethality: Warriors injured by a lethality are killed outright.

Attacking a player directly: If a player has no warriors in the game to cover them, the opponent can attack the player directly with their fighter. In this case, they gain reputation points 🏆 equal to the half of attacker's 💎 (rounded up).

Cover from attack: Some cards allow warriors to cover even other warriors from attack in addition to the player. However, once such a warrior is attacked, it no longer covers any fighters or the player for the rest of the turn. (This can only be used only if you somehow manage to make multiple attacks per turn like by getting more attack actions @).

Drawing out the deck: When there are no cards left in any of the decks, the game ends immediately and the player with the most 🏆 wins.

