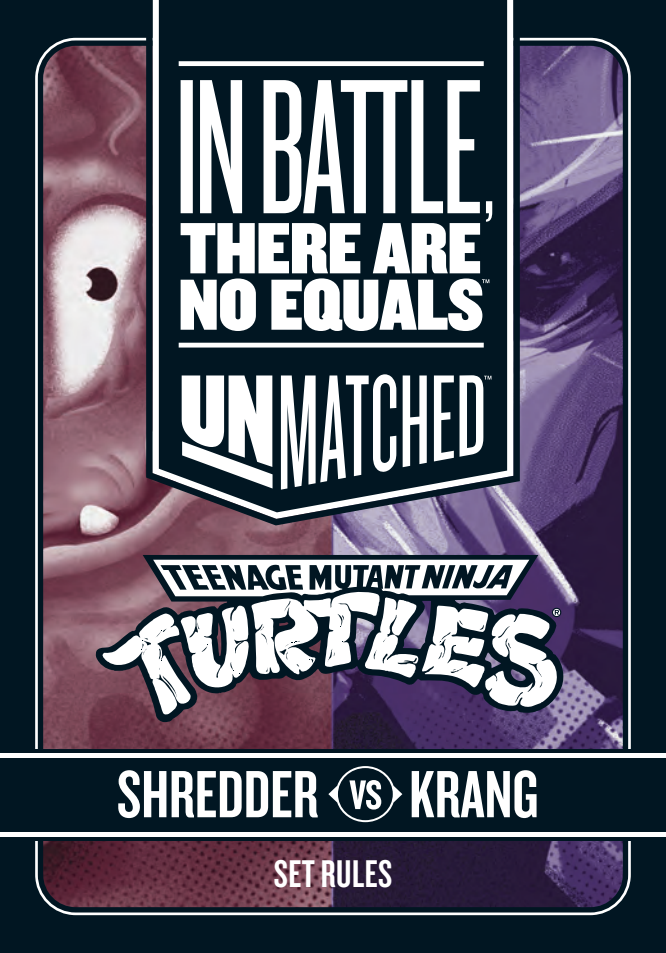




**IN BATTLE,
THERE ARE
NO EQUALS™**

UNMATCHED™

**TEENAGE MUTANT NINJA
TURTLES®**

SHREDDER VS KRANG

SET RULES

CONTENTS

60 ACTION CARDS



2 CHARACTER CARDS



2 HERO HEALTH DIALS



KRANG

- ▶ 30 action cards
- ▶ 1 character card
- ▶ 1 health dial

Required from base game:

- ▶ 1 Krang miniature
- ▶ 1 Die of Ultimate Destruction
- ▶ 3 Doomsday Machine tokens

SHREDDER

- ▶ 30 action cards
- ▶ 1 character card
- ▶ 1 health dial

Required from base game:

- ▶ 1 Shredder miniature
- ▶ 24 Foot soldier tokens
- ▶ 1 Bebop & Rocksteady token
- ▶ 1 Bebop & Rocksteady health dial

This add-on to *Unmatched Adventures: Teenage Mutant Ninja Turtles* lets you play the two villains as heroes in competitive games.

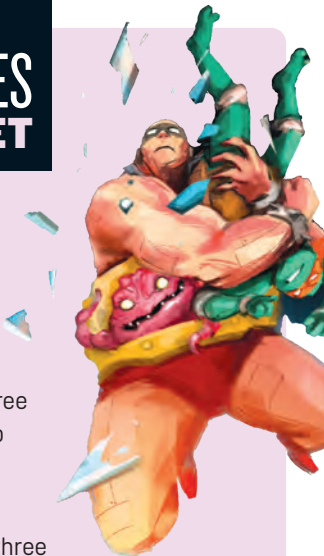
SPECIAL RULES FOR THIS SET

KRANG: DOOOOOM

Krang is an inscrutable mastermind who uses three **Doomsday Machines** to power the implements of destruction.

During setup, place your three Doomsday Machine tokens near your character card. Set one to active and the other two to inactive. Whenever you use an action card that **activates** a machine, flip one of your inactive machines to active. (If all three are already active, ignore this effect.)

Your **move value** each turn is 1 plus the number of active Doomsday Machines you have.



ULTIMATE DESTRUCTION

When you resolve any effect with a  icon, roll the Die of Ultimate Destruction and use the number rolled. Rolling an  counts as a zero and means no effect is resolved.

If you don't like a result you rolled, you may **deactivate** one of your active Doomsday Machines (flip it to inactive) to reroll. You may reroll the die multiple times before resolving an effect, provided you have enough active machines.

If an action card has more than one , make a **separate roll** for each.



SHREDDER: MASTER OF THE CLAN

Shredder uses his legion of **Foot soldiers** to do his bidding. You start the game with 24 Foot soldier tokens in your supply, and can deploy them with your special ability or by playing Bebop & Rocksteady's **Gruff Escort** action card.

When you deploy a Foot soldier, place it on a **path between two spaces**, with the purple icon face up. Each path can only have one Foot soldier.

Both Shredder and Bebop & Rocksteady can **attack** any opposing fighter who is directly adjacent to a Foot soldier. Foot soldiers can also empower some of your action card effects. Opposing fighters may freely move through Foot soldiers and do not take damage when doing so.





REMOVING FOOT SOLDIERS

When an opposing hero maneuvers and BOOSTs, they may remove any number of Foot soldiers they move through.

Movement effects can't be used to remove Foot soldiers, and only heroes can remove them, not sidekicks. All removed Foot soldiers return to your supply.

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