

# Unmatched Reference

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## Introduction

This document is intended to supplement a single official rulebook by combining all Special Rules across all rulebooks into one convenient reference document. Only minor edits have been made to the text in order to fit this format. In addition, official Errata and other crucial rules clarifications have been added as needed.

This document also only includes rules for competitive play due to so many of the cooperative rules being unique to each release/villain. However, all heroes (and special competitive battlefield setup rules) from Adventures releases are included here.



All Errata and other Rulings come from the publisher in the Restoration Games Discord Server and have been compiled into the linked document, which is considered Official by Restoration Games: [Unmatched Rulings Archive](https://docs.google.com/document/d/13b-FbPq_vuqcc3lokeHvQ2ctJaDNZZuUaZmt4uft5h0/) ([https://docs.google.com/document/d/13b-FbPq\\_vuqcc3lokeHvQ2ctJaDNZZuUaZmt4uft5h0/](https://docs.google.com/document/d/13b-FbPq_vuqcc3lokeHvQ2ctJaDNZZuUaZmt4uft5h0/))

## Official Errata

### Winning the Game

*Updated Text:* At the start or end of any action, if **your opponent's hero is defeated**, you win! If both heroes are defeated, the player whose turn it is wins.

### Bonus Attacks

*Characters:* Achilles, Bloody Mary, Sun Wukong, Yennega

*New Text:* If the defender or attacker is defeated during the first attack, there is no bonus attack.

*Editor's Note:* This new text is also included in Card Effects: Bonus Attacks below.

### Disengage (Card Text)

*Characters:* Angel, Raptors

*Updated Text:* AFTER COMBAT: Choose an empty space in this fighter's zone. **Place** this fighter in that space.

### The Mists of Munnopor (Card Text)

*Character:* Doctor Strange

*Updated Text:* IMMEDIATELY: Your opponent reveals cards from their deck until they reveal an attack or versatile card they can play. If they reveal one, discard your opponent's original card, and your opponent plays the revealed card instead. They randomly put the rest of the revealed cards on the bottom of their deck.

*Editor's Note:* This new text is my best attempt to capture the official ruling. Official new text has not been offered.

### Multiple Heroes

*Characters:* Cloak & Dagger, Raptors

#### Special Rules

*Updated Text:* Your character is a set of multiple heroes. Each fighter is a separate hero, which has a unique miniature and its own health dial. When a hero is defeated, remove them from the board like any other fighter. However, you only lose the game if your last hero is defeated.

If something affects your "hero," **you choose** which fighter it affects.

See also *Official Errata: Raptors' Special Rules*.

*Editor's Note:* This generic text is my best synthesis attempt, based on the new verbiage for *The Wayward Sisters*. This text is not official, although the Special Rules for *The Wayward Sisters* are official.

### Raptors' Special Rules

*The newer rules for Multiple Heroes (Cloak & Dagger, The Wayward Sisters) apply retroactively to the Raptors. Besides clearer wording, this changes the last section of the Special Rules to the following:*

*Updated Text:* If something affects a player's "hero", **you choose** which Raptor it affect

# Major Rulings

## Cancelling Card Effects

*Character: King Arthur*

If a card is played in combat that “cancels effects” on the opposing card, but the opposing card has no printed effects, the card with no printed effects is not considered cancelled.

*Editor’s Note: This is my best generic wording attempt for the ruling that currently only impacts King Arthur’s Excalibur card and is not official, although the Ruling for King Arthur below is official.*

## Dormant Players

*Characters: Ancient Leshen, Elektra, Invisible Man*

When a player does not have any fighters on the board, they become **dormant**. Dormant players cannot take actions, cannot draw cards, cannot be chosen as an opponent for effects, cannot be forced to discard cards, and their fighters cannot take damage if they are undefeated but off the board. Whether a player is dormant is checked at the end of an action.

## End the Turn

*Characters: Loki, The Wayward Sisters, Shakespeare*

When a card effect says “End the turn,” this causes the game to stop processing any effects when it happens and jump directly to the Cleanup Step for that action, and then proceed onto the End of Turn Step of the turn. (Reference the Comprehensive Rules for Unmatched for details, when released.)

## Placement

For placement effects that do not specify “other” or “empty”, you may choose a space that already contains a fighter. If you do, the placement then fails, because a space cannot contain more than one fighter, and the fighter stays in their current space as a result.

## Setup Order

*Characters: Alice, Buffy, Geralt of Rivia, Yennefer & Triss*

1. Determine player order.
2. Choose a battlefield.\*
3. In player order, choose characters.\*
4. In player order, Buffy chooses sidekick, Geralt of Rivia chooses gear, and Yennefer & Triss chooses hero.\*
5. Shuffle decks and draw starting hands.\*
6. Place heroes on designated starting spaces.
7. In player order, place sidekicks.
8. Alice chooses starting size.

\* These steps may be modified by tournament rules

# Character Rules

## Achilles

### Special Ability

When Patroclus is defeated, discard 2 random cards. While Patroclus is defeated: (1) Add +2 to the value of all Achilles' attacks. (2) If Achilles wins combat, draw 1 card.

### Rules Clarification

While Patroclus is defeated, if Achilles wins combat he draws 1 card after any AFTER COMBAT effects have resolved.

See also *Card Effects: Bonus Attacks*.

## Muhammad Ali

### Special Ability

A BEAUTIFUL SWING: Begin the game with your stance on Float Like a Butterfly. After you attack, if you won the combat, change stances.

*Float Like a Butterfly*: You can attack from 2 spaces away.

*Sting Like a Bee*: Add +2 to your attacks.

### Special Rules

Ali has a **butterfly/bee token** to indicate his current stance. At the start of the game, place the **butterfly** side face up. After each time Ali attacks, if he **wins** the combat, flip the token to switch stances. Remember, Ali wins combat if he deals **any** amount of combat damage to the opposing fighter (effect damage does not count). He does not switch stances if he loses the combat or if he was the defender.

*Sting Like a Bee*: While in this stance, Ali adds +2 to the value of his attacks. The bonus gets added when you apply combat damage after all DURING COMBAT effects are resolved.

*Float Like a Butterfly*: While in this stance, Ali can attack from up to two spaces away, ignoring the space in between. He does not need to be in the same zone as the defender. In this stance, he can attack any adjacent fighter as normal or one space further.

Additionally, some of Ali's cards have effects that only resolve if he is in the *Float Like a Butterfly* stance. These effects have the BUTTERFLY icon and are in blue text. If Ali is in this stance, resolve all effects on the card. If he is not in this stance, only resolve the other effects, if any.

## Alice

### Special Ability

When you place Alice, choose whether she starts the game BIG or SMALL. When Alice is BIG, add 2 to the value of her attack cards. When Alice is SMALL, add 1 to the value of her defense cards.

See also *Major Rulings: Setup Order*.

## Angel

### Special Ability

After Angel or Faith attacks, if you lost the combat, draw 1 card.

See also *Official Errata: Disengage (Card Text)*.

## Annie Christmas

### Special Ability

NECKLACE OF PEARLS: Add +2 to the value of Annie's attacks if she has less health than the defender.

### Special Rules

Annie Christmas adds +2 to the value of her attacks if her health is less than the defender's health. Like all special abilities, this is not a "card" effect and cannot be canceled by cards such as Feint.

See also *Card Effects: Revealing Cards*.

## King Arthur

### Special Ability

When King Arthur attacks, you may BOOST that attack. Play the BOOST card, face down, along with your attack card. If your opponent cancels the effects on your attack card, the BOOST is discarded without effect.

### Rules Clarification

Since Excalibur has no effects printed on its card, its effects cannot be cancelled. If Arthur uses his ability to BOOST Excalibur, the card used to BOOST is not discarded if the opponent cancels the effects on Excalibur.

See also *Major Rulings: Cancelling Card Effects*

## Beowulf

### Special Ability

Beowulf starts with 1 Rage. When Beowulf is dealt damage, he gains 1 Rage. Beowulf has a maximum of 3 rage.

### Special Rules

Beowulf has 3 tokens to track his current **Rage**. He starts the game with 1 Rage and can have a maximum of 3. When Beowulf (not Wiglaf) takes damage, regardless of when he takes it or where it comes from, he gains 1 Rage. He can gain more than 1 Rage if there are different effects that deal damage on one card. You can spend Rage for effects as indicated on Beowulf's cards. Spending Rage is always optional. Note: Use the flame side to show Rage, and flip them to the unlit side when they are spent

## Bigfoot

### Special Ability

At the end of your turn, if there are no opposing fighters in Bigfoot's zone, you may draw 1 card.

## Blackbeard

### Special Ability

PRIVATEER TURNED PIRATE: Start the game with 1 doubloon in the treasury, you have the other 2.

- At the start of your turn, you may pay 1 doubloon to gain 1 action.
- When Blackbeard takes combat damage, pay 1 doubloon.

Blackbeard's Doubloons:

- Doubloons that Blackbeard doesn't have are kept in the treasury.
- Blackbeard pays a doubloon to the Treasury when he takes combat damage. He may also pay a doubloon at the start of his turn to gain an extra action.
- The effects on many of Blackbeard's cards can be ignored by paying a ransom. Any opponent can pay the amount of doubloons shown at the end of an effect to ignore that effect. These doubloons are taken from the Treasury and given to Blackbeard.

### *Special Rules*

Blackbeard uses 3 **doubloons** during the game. At the start of the game, place the treasury token near your opponent and place one of your doubloons on it. You start with the other two doubloons; place them near your character card.

When you pay doubloons, place them on the **treasury**. When an opponent pays doubloons or you steal them, take them from the **treasury** and give them to yourself.

Many of Blackbeard's cards have effects in gold text followed by a Doubloon icon. This means the effect will only happen if the opponent **does not** pay that many doubloons. The opponent gets to choose whether to pay or not. (In a game with multiple opponents, any opponent may choose to pay.) If the ransom is paid, the effect is ignored. Otherwise, the effect resolves as normal.

At the start of your turn, you may pay 1 doubloon to gain 1 action. You may only do this once each turn.

Whenever you take combat damage, pay 1 doubloon to the treasury. If you do not have any doubloons, ignore this effect. This effect does not apply to your Sea Dogs.

See also *Card Effects: Summoning Sidekicks*.

## **Black Panther**

### *Special Ability*

VIBRANIUM SUIT: Whenever you BOOST, draw 1 card.

Cards stored in your VIBRANIUM SUIT can only be used to BOOST.

### *Special Rules*

Black Panther can store cards from his opponent's deck through certain card effects. When you store an opponent's card, place it face up on your Vibranium Suit card. Stored cards are not considered part of your hand or deck and cannot be used other than to boost.

When you boost, you can use a card in your hand like normal **or** one of your opponent's cards in your Vibranium Suit. If you boost with one of your opponent's cards, add the boost value and resolve any boost effect as normal, then place the card in your opponent's discard pile.

Whenever Black Panther boosts, he draws a card. Draw the card immediately after applying the boost value and before resolving the rest of the action. This effect happens whether you boost with one of your own cards or with one of your opponent's cards.

See also *Card Effects: Revealing Cards*.

## **Black Widow**

### *Special Ability*

MISSION READY: Before drawing your starting hand, add "The Moscow Protocol" card to your hand. Then shuffle your deck and draw 5 cards. (Your starting hand is 6 cards instead of 5.)

### *Special Rules*

Black Widow's scheme cards are called missions. At the start of the game, place "The Moscow Protocol" in your hand. Then, shuffle your deck and draw 5 more cards to create your starting hand. Unlike typical schemes, each mission has a requirement that must be met before you can play it. You cannot take the scheme action to play a mission card if you do not meet the requirement on it.

"The Madripoor Sanction" and "The Kinshasa Directive" missions reference "starting spaces." These refer to the numbered diamond space that the player's hero started the game on.

When you acquire a new mission, reveal cards from the top of your deck one at a time until you reveal a new mission card. Add that mission card to your hand. Then, shuffle the other cards you revealed back into your deck. If you do not have any missions left in your deck, you do not acquire a new mission.

See also *Card Effects: Revealing Cards*.

## **Bloody Mary**

### *Special Ability*

At the start of your turn, if you have exactly 3 cards in hand, gain 1 action.

See also *Card Effects: Bonus Attacks*.

### *Rules Clarification*

Free actions are still considered to be actions.

## **Bruce Lee**

### *Special Ability*

FLEET OF FOOT: At the end of your turn, you may move Bruce Lee 1 space.

### *Special Rules*

Bruce Lee's *Be Like Water* and *Hoo! Whaaaaaa!* cards let you return a Jeet Kune Do card from your discard pile to your hand. A Jeet Kune Do card is one of the six unique cards with Jeet Kune Do in the card name.

## **Buffy**

### *Special Ability*

Buffy may move through spaces containing opposing fighters (including when she is moved by effects).

### *Special Rules*

Before the game starts, after you know which hero your opponent is playing, choose either Giles or Xander to be Buffy's sidekick. Add the 5 cards for that sidekick to your deck and leave the others out of play. If an effect lets you return a defeated sidekick from out of play, you must return the sidekick you chose that game.

See also *Major Rulings: Setup Order*.

## Bullseye

### *Special Ability*

Bullseye can attack from up to 5 spaces away (ignoring zones).

### *Special Rules*

Bullseye is a ranged fighter and can attack another fighter in his zone as normal. He can **also** attack a fighter up to 5 spaces away from him, even if they are not in the same zone. When Bullseye attacks in this way against a fighter who is not adjacent to him, it is considered a ranged attack.

## Chupacabra

### *Special Ability*

THE HUNGER: After you attack, you may draw a card.

### *Special Rules*

After you attack, you may draw a card. This effect happens at the end of the combat after all AFTER COMBAT effects have been resolved.

### *Card Clarifications*

*The More They Struggle*: This refers to the printed value of your opponent's played card. If your opponent did not play a card, the value is 0.

## Ciri

### *Special Ability*

UNCONTAINABLE POWER: If you have 7 or more Source cards in your discard pile, effects on Ciri's cards cannot be canceled.

### *Special Rules*

Some of Ciri's cards are Source cards, as indicated by the SOURCE icon in the card's banner. Source cards have two effects on them with numbers inside the Source icons. When resolving these cards, count the number of Source cards in your discard pile. Resolve the effect that has the highest number that is equal to or less than the number of Source cards in your discard pile. You may not choose to resolve the effect with the lower number. If you have *fewer* Source cards in your discard pile than the lowest number, do not resolve either effect.

If you have 7 or more Source cards in your discard pile, effects on your cards cannot be cancelled.

See also *Card Effects: Revealing Cards*.

See also *Card Effects: Ongoing Schemes*.

## Cloak & Dagger

### *Special Ability*

UMBRA: After you attack, if Cloak dealt at least 2 combat damage, your opponent discards 1 card.

REFRACTION: After you attack, if Dagger dealt at least 2 combat damage, gain 1 action.

### *Special Rules*

Cloak & Dagger are **2 heroes**. Cloak and Dagger each have a unique miniature and their own health dial. When either Cloak or Dagger is defeated, remove them from the board like any other fighter. However, you only lose the game if both Cloak and Dagger are defeated.

If something affects a player's "hero", **you choose** whether Cloak or Dagger is affected.

*Editor's Note: This reworking of Cloak & Dagger's Special Rules is my own application of the official wording of The Wayward Sisters' Special Rules and is not the official text.*

See *Official Errata: Multiple Heroes*.

## Daredevil

### *Special Ability*

DURING COMBAT: If you have 2 or fewer cards in your hand, you may BLIND BOOST your attack or defense. (If you have other DURING COMBAT effects, choose the order.)

### *Rules Clarification*

Daredevil's ability is not considered a card effect and cannot be canceled.

See also *Card Effects: Blind BOOST*.

## Deadpool

### *Special Ability*

After you attack, Deadpool recovers 1 health.

Also, if your opponent's real name is Logan, all your attacks are +5.

## Donatello

### *Special Ability*

INVENTIVE: When you maneuver, you may draw 2 cards instead of 1. If you do, put a card in your hand on the bottom of your deck.

After you play an invention, tuck it under this card.

### *Special Rules*

Donnie has three action cards in his deck with purple **invention bonuses** on the bottom. Whenever you play one of these **invention** cards, resolve its main effect normally, but **not** its purple bonus. Then, instead of discarding the invention, tuck it underneath your character card so only the invention bonus is visible. Each invention bonus you tuck this way is active for the rest of the game, and applies to both Donnie and Metalhead.

- If you play an invention and it is **canceled**, do not resolve its main effect, but still tuck the card and activate its bonus. Active bonuses cannot be canceled.
- If you **discard** an invention without playing it, place it in your discard pile normally.
- Tucked inventions are **not** in your discard pile, and cannot be returned to your hand or deck.

*Removing Cards*: Each invention's **main effect** lets you remove certain cards from your discard pile to augment your action (as stated on the card). All cards you remove this way are out of play for the rest of the game. Removing cards does **not** improve an invention's ongoing bonus, only its main effect.

## Dracula

### *Special Ability*

At the start of your turn, you may deal 1 damage to a fighter adjacent to Dracula. If you do, draw a card.

## Elektra

### *Special Ability*

The first time Elektra would be defeated, remove her and all Hand from the board. She is not defeated. At the start of your next turn, Resurrect her. (Ignore effects with the RESURRECTED symbol.)

When Elektra Resurrects: Flip your health dial. Shuffle your discard pile into your deck. Place Elektra and all Hand back onto the board with each fighter in a different zone. (You must resolve effects with the RESURRECTED symbol.)

### *Special Rules*

Elektra's health dial has two sides: a regular side and a resurrection side. Start the game using the regular side. Before she resurrects, ignore effects on her cards with the resurrection icon.

The first time Elektra would be defeated, she **resurrects** instead. Immediately remove her and all of The Hand tokens from the board. (If she is defeated as a result of combat damage, they are removed before the after combat step.) At the start of your next turn, flip the health dial to its resurrection side (set to 9 health), switch Elektra's character card to Elektra Resurrected, place Elektra and each of The Hand in an empty space in different zones, and shuffle your discard pile and your deck to create a new deck. After Elektra resurrects, you must resolve effects on her cards with the resurrection icon. These effects can be canceled like other card effects.

See also *Card Effects: Revealing Cards*.

See also *Major Rulings: Dormant Players*.

## Eredin

### *Special Ability*

KING OF THE WILD HUNT: While all of your Red Riders are defeated, Eredin is ENRAGED.

If Eredin is ENRAGED, add +1 to the value of your combat cards, and your move value is 3.

### *Special Rules*

Eredin commands the Red Riders. When all of his Red Riders are defeated, he becomes **ENRAGED**. While he is ENRAGED, add +1 to the value of all his attack and defense cards you play, and his move value becomes 3. Many of his cards have additional or stronger effects if he is ENRAGED when you play them.

See also *Card Effects: Ongoing Schemes*.

## The Genie

### *Special Ability*

INFINITE POWER: At the start of your turn, you may discard 1 card to gain 1 action.

## Geralt of Rivia

### *Special Ability*

ALWAYS PREPARED: At the start of the game, choose your gear. Select a POTION, ARMOR, and SWORD, and shuffle 2 copies of each into your deck.

### *Special Rules*

Some of Geralt's action cards are **gear cards**. There are three types of gear, two cards of each type, and two copies of each card.

At the beginning of the game, customize your deck by choosing **one of each type** of gear to include. Add **both copies** of each of the chosen gear cards to your deck. Return the other gear to the box, you will not use them during the game. Then, shuffle all of your cards together and start the game. You should have 30 cards in your deck.

### *Rules Clarification*

If you use Witcher Senses to select a Gear from the deck, you must reveal the Gear before adding it to your hand.

See also *Card Effects: Ongoing Schemes*.

See also *Card Effects: Revealing Cards*.

See also *Major Rulings: Setup Order*.

## Ghost Rider

### *Special Ability*

Ghost Rider starts the game with 5 Hellfire. When you maneuver you may spend 1 Hellfire. If you do, increase Ghost Rider's move value to 4, and he may move through opposing fighters. Then deal 1 damage to each opposing fighter he moved through.

### *Special Rules*

Ghost Rider can use **Hellfire** to fuel his most powerful effects, including firing up his Hell Cycle. Use Ghost Rider's Hellfire tokens to track his current Hellfire level; it can never be reduced below 0 or increased above 5. To use the Hell Cycle, spend 1 Hellfire when you take the maneuver action. Whenever you do this, your move value becomes 4, you may move through opposing fighters, and you deal exactly 1 damage to each opposing fighter you move through (regardless of how many times you move through them). At the end of the action, your move value reverts back to 2.

### *Rules Clarification*

If you spend a Hellfire to use Ghost Rider's ability, your movement value is set to 4, and cannot be increased by BOOSTING your maneuver.

## Golden Bat

### *Special Ability*

THE FIRST SUPERHERO: If you haven't taken a Maneuver action this turn, add +2 to the value of Golden Bat's attacks.

### *Special Rules*

Golden Bat gains +2 to his attacks if you did **not** take the maneuver action that turn. He still gets this bonus if he was moved by another effect (such as his "Arrive Just in Time" card). However, he does not get this bonus if you took the maneuver action but did not move him. Like all special abilities, this is not a "card" effect and cannot be canceled by cards such as Feint.

See also *Card Effects: Revealing Cards*.

## Hamlet

### *Special Ability*

THE QUESTION: At the start of your turn, choose TO BE or NOT TO BE. If you choose NOT TO BE, deal 2 damage to one of your fighters.

- TO BE: When you maneuver, draw 1 additional card.
- NOT TO BE: Add +2 to the value of Hamlet's attacks.

### *Special Rules*

At the start of your turn, choose whether the TO BE or NOT TO BE side of your question token is face up. You may choose the same side as last turn. If you choose NOT TO BE, immediately deal 2 damage to one of your fighters.

- While TO BE is face up, draw 1 additional card each time you take a maneuver action.
- While NOT TO BE is face up, add +2 to the value of all Hamlet's attacks. (Your sidekick does not get this bonus.)

Rosencrantz & Guildenstern are a single fighter despite having two names.

## Houdini

### *Special Ability*

ESCAPE ARTIST: When you take the maneuver action and BOOST, you may place Houdini in any space instead of moving. (Bess moves as normal.)

### *Special Rules*

When Houdini takes the maneuver action and BOOSTS, instead of moving him as normal, you may place him in any valid space on the game board (one without another fighter). You cannot move Bess, his sidekick, in this way, but you may move her normally as part of that maneuver action, and she can still move the additional amount from the BOOST.

Whenever you use a card with a **BOOST bonus**, whether as part of a maneuver action or as allowed by another card effect, you trigger the BOOST bonus effect. Resolve the effect immediately and place the card in your discard pile, then resolve the rest of the action as normal. These effects do not trigger when an opponent's effect uses your BOOST value.

See also *Card Effects: Revealing Cards*.

## InGen

See *Character Rules: Robert Muldoon*.

## Invisible Man

### *Special Ability*

At the start of the game, after you place Invisible Man, place 3 fog tokens in separate spaces in his zone. When Invisible Man is on a space with a fog token, add 1 to the value of his defense cards. Invisible Man may move between two spaces with fog tokens as if they were adjacent.

### *Special Rules*

Invisible Man has 3 **fog tokens**. At the start of the game, he places all 3 fog tokens on separate spaces in his zone as if they were sidekicks. When Invisible Man plays a defense card while he is on a space with a fog token, he

adds 1 to the value of that card. This is not a card effect and can not be canceled by Feint or similar cards.

Invisible Man can move from a space with a fog token to another space with a fog token as if they were adjacent. This movement otherwise follows the regular rules for movement. For example, Invisible Man could move from one space with a fog token to another space with a fog token that contained an ally as long as he didn't end his turn there. However, he could not move through a space with a fog token that contained an enemy fighter. Other fighters move through spaces with fog tokens as if they weren't there.

When moving fog tokens, count spaces like you would for moving a fighter. However, you may move a fog token through any fighter or other token, and may place a fog token on occupied spaces (including spaces occupied by enemy fighters or other types of tokens). There may only be one fog token on any space.

Spaces with fog tokens are still considered to be in the zones indicated on those spaces for purposes of ranged attacks or other effects.

See also *Major Rulings: Dormant Players*.

## Jekyll & Hyde

### *Special Ability*

Start the game as Dr. Jekyll. At the start of your turn, you may transform into Dr. Jekyll or Mr. Hyde. Use the transformation token to indicate what he currently is.

While Mr. Hyde: After you Maneuver, take 1 damage.

See also *Card Effects: Revealing Cards*.

## Krang

### *Special Ability*

DOOOOOM: Krang has 3 doomsday machines. Start with one machine active. After you roll the Die of Ultimate Destruction, you can deactivate an active machine to reroll the die. Add +1 to your move value for each active machine.

### *Special Rules*

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 DESTRUCTION DIE symbol, roll the Die of Ultimate Destruction and use the number rolled. Rolling an X counts as a zero and means no effect is resolved. If you don't like the 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 DESTRUCTION DIE symbol, make a **separate roll** for each.

## Leonardo

### *Special Ability*

TEAM TACTICS: At the start of your turn, move any fighter up to 1 space.

### *Special Rules*

At the start of his turn, Leo may move **any** fighter up to 1 space. You may choose any friendly or opposing fighter (even Leo himself).

## Ancient Leshen

### *Special Ability*

HEART OF THE FOREST: Add +3 to the value of the Leshen's attacks if it already attacked this turn.

Your Wolves have a move value of 3.

### *Special Rules*

Unlike most heroes, the Ancient Leshen has a different move value than its sidekicks. If you BOOST your move, add the boost value to your fighters' respective move values as normal. For example, if you BOOST your move by 2, you could move the Ancient Leshen up to 3 spaces and each of your Wolves up to 5 spaces.

Some of the Ancient Leshen's effects let you summon a Wolf on an empty space as indicated by the effect.

The bonus to the Ancient Leshen's special ability only applies if the Ancient Leshen attacked this turn. It does not trigger if a Wolf attacked.

See also *Card Effects: Summoning Sidekicks*

See also *Card Effects: Ongoing Schemes*.

See also *Major Rulings: Dormant Players*.

## Little Red

### *Special Ability*

Resolve an effect on a card you play if the symbol next to the effect matches the item in your basket. At the start of the game, place "Little Red's Basket" in your discard pile.

Little Red's Basket: This starts in your discard pile. It does not count as a card.

### *Special Rules*

The top card of Little Red's discard pile is called her **basket** and contains whichever symbol is in the banner of the top card (a knife, a pelt, or wolfsbane). When you play any card with an effect that uses a basket item, the effect only resolves if that item is in her basket. (Other effects on the card resolve as normal.)

Little Red's Basket and What's That In My Basket? cards have a wild symbol, showing all three items. If one of these cards are in your basket, you have any one of the three items in her basket, but not all three.

## Loki

### *Special Ability*

MISCHIEF-MONGER: After you play a TRICK, put that card into your opponent's hand instead of your discard pile.

If an opponent discards a TRICK from their hand, return that card to your hand or the top of your deck.

Add +1 to your move value for each TRICK in your opponents' hands.

### *Special Rules*

Each of Loki's action cards with **TRICK** in the card name has a different effect based on whether you played the card or your opponent played it. (All of Loki's TRICK cards can be played by any fighter.)

When you play one of your TRICKS, that card goes to your opponent's hand during the cleanup step instead of your discard pile. Your opponent may play TRICK cards from their hand as if it were one of their own cards. When your opponent plays one of your TRICKS, that card goes to your discard pile during the cleanup step.

If an opponent ever discards a TRICK card from their hand (such as from an effect or due to their hand size), you may choose to put the TRICK card into your hand or on top of your deck instead of your discard pile.

Loki adds +1 to their move value for each TRICK card in all of your opponents' hands.

TRICK cards do not have BOOST values and cannot be used to boost. If an effect uses the BOOST value of a Trick card, use 0.

### *Card Clarifications*

*Sindri's Bet*: Subtract 3 from the value of your opponent's card. If that card's value would be below 0, it becomes 0.

*Svaðifari's Lure / Lævateinn*: Reveal a card in your opponent's hand. You will be able to see the card backs and know which cards in their hand are trick cards, and you may choose accordingly based on that information.

### *Rules Clarification*

Loki's TRICK cards **always** go to the opponent's hand instead of his discard, even when a card is played that "ends the turn". The effect is activated when he played the card, and the resolution is part of the Cleanup Step from combat.

See also *Major Rulings: End the Turn*.

See also *Card Effects: Revealing Cards*.

## Luke Cage

### *Special Ability*

Luke Cage takes 2 less combat damage from attacks. (When defending, Luke Cage wins combat if he takes no damage, even if he didn't play a card.)

### *Special Rules*

Luke Cage takes 2 less damage from attacks by an opposing fighter. Only the combat damage is reduced — he still takes damage from card effects, including effects on attack cards. If an attack's damage would be reduced below zero, it is treated as zero. Luke Cage wins the combat if he takes no damage, even if he did not play a card on defense.

## Ms. Marvel

### *Special Ability*

STRETCHY: At the start of your turn, you may move Ms. Marvel 1 space. Ms. Marvel can attack from up to 2 spaces away (ignoring zones).

### *Special Rules*

Ms. Marvel is a melee fighter. Her special ability lets her attack a fighter 2 spaces away, even if they are not in the same zone or if another fighter is in the space between them. When Ms. Marvel attacks a fighter who is not adjacent to her, it is still considered a melee attack.

Many of Ms. Marvel's cards check for how many zones fighters are in:

- She is in “more zones” than an opposing fighter if she is in a multicolored space with more colors than the opposing fighter's space.
- She “shares no zones” with an opposing fighter if her space has none of the same colors as the opposing fighter's space.

## **Medusa**

### *Special Ability*

At the start of your turn, you may deal 1 damage to an opposing fighter in Medusa's zone.

## **Michelangelo**

### *Special Ability*

PIZZA PARTY: After you attack or scheme, draw 1 card. Your starting and maximum hand size is 3.

### *Special Rules*

As Mikey, you only draw **3** cards at the start of the game (instead of 5), and must discard down to **3** cards (instead of 7) at the end of your turn.

During your turn, each time you attack or play a scheme (with either Mikey or April), you **must** draw 1 card. This includes when you use a versatile card to attack.

## **Moon Knight**

### *Special Ability*

Start the game as Moon Knight. At the end of your turn, change to your next identity (Moon Knight → Khonshu → Mr. Knight → Moon Knight).

- Moon Knight: At the start of your turn, move up to 2 spaces.
- Khonshu: Khonshu adds +2 to the value of his attack cards. He does not take damage from effects other than combat damage.
- Mr. Knight: Mr. Knight adds +1 to all his defense values.

### *Special Rules*

Moon Knight has three **identities** he cycles between: Moon Knight, Khonshu, and Mr. Knight. Each of these identities has its own character card with its own unique special ability. Start the game as Moon Knight and place the other character cards underneath the Moon Knight card in the indicated order. At the end of your turn, change to your next identity. I'm Not Real also allows you to change identities during your turn. You can play any of Moon Knight's cards regardless of which identity is active.

As Khonshu, you do not take damage from effects other than combat damage. This includes the opposing hero's special ability or effects on your cards or your opponent's. You only take combat damage. Effects that modify your opponent's attack values work as normal. You have one

health dial and one pool of health. Damage reduces your health regardless of which identity is active.

## **Robert Muldoon (InGen)**

### *Special Ability*

At the start of your turn, you may place a trap. Whenever one of your traps is returned to the box, draw a card. Muldoon starts with 8 traps.

### *Special Rules*

Muldoon can use his **traps** to weaken and slow enemy fighters. He starts with a total of 8 trap tokens, and that is all he has for the entire game. When a trap is removed from the board for any reason, it goes back in the box.

At the start of your turn, you may place a trap token in any **unoccupied** space in Muldoon's zone. As with other effects, if his space is in more than one zone, you may pick a space in any of them. The target space cannot contain any fighters or other tokens, including other traps.

When an opposing fighter enters a space with a trap, the trap goes off. This includes when a fighter is placed in or moved into a space by another player. The fighter must immediately stop moving and takes 1 damage. After the trap goes off, **remove** it from the board.

Muldoon and his allies may land on or move through traps freely without setting them off. This includes friendly fighters in team play.

## **Oda Nobunaga**

### *Special Ability*

MASTER STRATEGIST: Other friendly fighters in Oda Nobunaga's zone add +1 to the value of their played combat cards. (Oda Nobunaga does not benefit from this ability.)

### *Special Rules*

*Flanking:* Some of Oda Nobunaga's cards have effects that happen when an opposing fighter is **flanked**. An opposing fighter is flanked when they are adjacent to two or more fighters under your control (Oda Nobunaga or his Honor Guard). Other friendly fighters (in team or cooperative play) do not count toward this effect.

## **Pandora**

### *Special Ability*

PANDORA'S BOX: Do not start with any Kakodæmons on the board.

At the start of your turn, open Pandora's Box.

Pandora's Box is a deck of seven cards called MISERIES. When you open Pandora's Box, reveal the top card and resolve its effect (if any). You may keep revealing and resolving additional cards, one at a time, until you choose to stop.

If there are three or more total feathers on revealed cards, you must stop revealing, then Pandora takes 1 damage for each revealed MISERY.

At the end of your turn, shuffle all revealed MISERIES back into Pandora's Box.

### *Special Rules*

Pandora's box is a special set of 7 cards called **miseries**. They are separate from your deck of regular action cards and never go into your hand. At the start of the game, shuffle your misery cards and create a face-down stack.

Each misery card has a number of **feather** symbols on it (from 0 to 2 symbols). At the start of your turn, reveal the top card of the stack and resolve its effect. Then, decide if you want to stop or reveal another card. You may keep revealing cards in this way until you either decide to stop or 3 or more feather symbols have been revealed. If 3 or more feathers are revealed, you must immediately stop drawing and Pandora takes damage equal to the number of misery cards you revealed (not the number of symbols). For example, if you have revealed 4 misery cards and there are 3 feathers, Pandora takes 4 damage.

After resolving Pandora's box, take your turn as normal. Misery cards stay revealed until the end of your turn. At the end of your turn, shuffle all of your revealed and unrevealed misery cards together to create a new stack.

See also *Card Effects: Summoning Sidekicks*.

## **Philippa**

### *Special Ability*

**TWO STEPS AHEAD:** At the end of your turn, you may draw until you have a hand of 4 cards.

### *Special Rules*

At the end of your turn, you may draw up to a hand of 4 cards. You are not required to use her ability. If you do, draw a number of cards so you end up with 4 cards. If you have 4 or more cards in your hand, you may not use her ability.

See also *Card Effects: Ongoing Schemes*.

See also *Card Effects: Revealing Cards*.

## **Raphael**

### *Special Ability*

**ANGER ISSUES:** On each of your turns, the first time you lose combat, gain 1 action.

### *Special Rules*

Once per turn, when you attack and **lose** combat with either Raph or Casey, you gain one extra action. This ability is only active on your turn, and you must use it during the **first** combat you lose each turn.

## **Raptors**

### *Special Ability*

Raptors add 1 to the value of their attack cards for each of your other Raptors adjacent to the defender.

### *Special Rules*

The Raptors are **3 heroes**. Each Raptor has a unique miniature and its own health dial. When a Raptor is defeated, remove it from the board like any other fighter. However, you only lose the game if your last Raptor is defeated.

All of your action cards can be played by any Raptor. If something affects a player's "hero", **you choose** which Raptor it affects.

See *Official Errata: Multiple Heroes*.

See also *Official Errata: Raptors' Special Rules*.

See also *Official Errata: Disengage (Card Text)*.

*Editor's Note: The errata to apply the new rules for Multiple Heroes to the Raptors is official. This rewording of the Raptors' Special Rules is my own application of the wording of The Wayward Sisters' Special Rules and is not official.*

## **Robin Hood**

### *Special Ability*

After you attack, you may move your attacking fighter up to 2 spaces.

## **Dr. Ellie Sattler**

### *Special Ability*

After Dr. Sattler or Dr. Malcolm move, place an insight token in their new space. You have 5 insight tokens.

### *Special Rules*

You have 5 **insight** tokens. At the start of the game, place them off the board near your character card. You place insight tokens on the board by moving your fighters (and from certain effects on their cards). Whenever either of your fighters moves to a new space, place an insight token in their new space. You may place a token when they move for any reason — whether as part of a maneuver action or as part of an effect, whether yours or an opponent's. If only one fighter moves, place one token; if they both move, place one in each space. You do not place a token if you take the maneuver action but do not move them. You do not place a token if they are "placed" in a new space as a result of an effect instead of moving there.

Insight tokens may be placed in spaces with other tokens, including other insight tokens. You may not move an insight token once it is placed on the board. If you would place an insight token but don't have any in your supply, nothing happens.

Insight tokens have no effect themselves but many of your cards interact with them. When you remove insight tokens from the board, return them to your supply. You can place them on the board again in the future.

### *Rules Clarification*

Placing an insight token when moving is mandatory.

## **William Shakespeare**

### *Special Ability*

**IAMBIC PENTAMETER:** After you attack or defend, add your card to your line. When your line has 10 or more syllables, discard your line. If there are exactly 10 syllables, resolve the completion effect on the last card.

### *Special Rules*

Whenever Shakespeare or his Actors use an action card to attack or defend, instead of discarding it, place it face up in front of you to add it to the **line** you are composing. Cards in your line must be placed left to right, *in the order you played them*. (Cards used to boost or discarded by effects are placed in your discard pile normally, **not** added to your line.)

Each card lists the number of syllables in its name and has a special **completion effect** at the bottom. Each time you add a card to your line, count the total number of syllables in your line.

- If your line has **fewer than 10** syllables, nothing happens.
- If your line has **exactly 10** syllables:
  - Read out your line (the name of each card, in order) as a proper actor would. This is your moment in the spotlight, so really ham it up!
  - Resolve the **completion effect** on the **last card** in your line.
  - Place all cards in your line into your discard pile.
- If your line has **more than 10** syllables, place all cards in your line into your discard pile without resolving any completion effects.

After you discard your line, the next combat card you play begins a new line.

Completion effects are **only** resolved when completing lines. When you complete a line, resolve the completion effect on the last card even if its other effects were canceled. Do **not** resolve any other effects on that card or any other cards in your line.

#### *Rules Clarification*

Even if a card is played to “end the turn,” Shakespeare’s cards **always** go to the line **and** the resolution of adding his card to the line will cause the line to be processed and resolve its effect if it has 10 syllables. All of this is part of the Cleanup Step from combat. In this way, Shakespeare’s played cards will never go to the discard pile, and before moving to the End of Turn step, he will resolve his line effect if he completed it.

Note that if an “end the turn” card is being resolved and My Kingdom for a Horse caused Shakespeare to gain actions, you will not get to use those actions because the turn will still proceed directly to the End of Turn step.

See also *Major Rulings: End the Turn*.

## **She-Hulk**

### *Special Ability*

**JUST THROW SOMETHING:** At the start of your turn, you may discard a card to deal damage equal to its BOOST value to a fighter in your zone.

### *Special Rules*

At the start of your turn, you may discard a card from your hand. If you do, deal damage equal to its BOOST value to one fighter in your zone. You must use this ability before taking your first action.

## **Sherlock Holmes**

### *Special Ability*

Effects on HOLMES and DR. WATSON cards cannot be canceled by an opponent. (Effects on ANY cards can be canceled.)

See also *Card Effects: Revealing Cards*.

## **Shredder**

### *Special Ability*

**MASTER OF THE CLAN:** At the start of your turn, deploy a Foot soldier to a path adjacent to a friendly fighter. You may attack opposing fighters adjacent to Foot soldiers. If an opponent boosts their maneuver, they may remove any Foot soldiers their hero moves through.

*NOTE:* Playing Shredder as a hero also requires the Bebop & Rocksteady minion token and health dial from TMNT Adventures.

### *Special Rules*

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.

## **Sinbad**

### *Special Ability*

When you maneuver, you may move your fighters +1 space for each Voyage card in your discard pile.

## **Spider-Man**

### *Special Ability*

**SPIDEY-SENSE:** When an opponent attacks Spider-Man, before you play a defense card, they must tell you the printed value of their card.

### *Special Rules*

When an opponent plays an attack card targeting Spider-Man, they **must** tell you the printed value of that attack card. The printed value is the number appearing in the banner of the card and does not include any modifiers from abilities, combat items, or other effects. After they announce the attack value, you can choose your defense card to play, if any.

## **Spike**

### *Special Ability*

At the start of your turn, you may place a Shadow token in any space adjacent to Spike or Drusilla.

### *Special Rules*

Spike has 3 **shadow tokens**, which do not start on the board. At the start of your turn, you may place a shadow token in any space adjacent to either Spike or Drusilla. You may place a shadow token in a space occupied by a fighter or containing another token. If all 3 of your shadow tokens are on the board, you may move a shadow token instead.

Spaces with shadow tokens are still considered to be in the zones indicated on those spaces. Shadow tokens have no effect other than as indicated on cards.

See also *Card Effects: Blind BOOST*.

## Squirrel Girl

### *Special Ability*

**GO NUTS!:** At the start of your turn, summon a squirrel in a space adjacent to Squirrel Girl. Squirrels are small fighters. Do not start with any squirrels on the board.

### *Special Rules*

Squirrel Girl's sidekicks are squirrels. Do not place any squirrels at the start of the game. At the start of each of your turns, you may summon a squirrel on a space adjacent to Squirrel Girl.

Squirrels are **small fighters**. Only fighters identified as "small fighters" on their character card are considered small. (For example, Alice from the *Battle of Legends, Vol. 1* set is not a small fighter.) Being small has a number of effects:

- Opposing fighters may move through them, and they may move through opposing fighters.
- A small fighter may share a space with another fighter, including opposing fighters. Small fighters are considered adjacent to spaces they are in and to fighters they share a space with, so a small fighter may attack an opposing fighter in their space and vice-versa.
- Up to 4 small fighters may share the same space (in addition to any other fighter).
- If a small fighter takes damage, all small fighters of the same type in that space take an equal amount of damage. (So, if a squirrel takes any damage, it and all other squirrels in its space are defeated.)

See also *Card Effects: Summoning Sidekicks*.

## Doctor Strange

### *Special Ability*

**DARK PACT:** After each combat, if Doctor Strange played a card, you may deal 1 damage to him. If you do, put that card on the bottom of your deck and draw 1 card.

### *Special Rules*

After the combat is fully resolved (after resolving the **AFTER COMBAT** step), if you played a card, you may deal 1 damage to Doctor Strange. If you do, return the card to the bottom of your deck instead of discarding it, then draw a card. If there are multiple effects that happen after the combat (e.g. Robin Hood's special ability), the defender's effect resolves first.

See also *Card Effects: Blind BOOST*.

See also *Card Effects: Revealing Cards*.

See also *Official Errata: The Mists of Munnopor (Card Text)*

## Sun Wukong

### *Special Ability*

At the start of your turn, you may take 1 damage to summon a Clone in an empty space adjacent to Sun Wukong. Do not start with any Clones on the board.

### *Special Rules*

Sun Wukong's sidekicks are his Clones. Do not place any Clones at the start of the game. At the start of your turn, Sun Wukong may take 1 damage to summon a Clone in an empty space adjacent to him.

All of Sun Wukong's cards may be played by him or his Clones.

### *Card Clarification*

*Sly Monkey* (official clarified wording): "Place Sun Wukong in an empty space in his zone. If you do, summon a Clone in the space he left."

See also *Card Effects: Summoning Sidekicks*

See also *Card Effects: Bonus Attacks*.

## T. Rex

### *Special Ability*

T. Rex is a large fighter. (She can attack up to 2 spaces away.) At the end of your turn, draw a card.

### *Special Rules*

T. Rex is a large fighter. Only fighters that are identified as "large" on their character card are considered large. (Other heroes that might normally be described as large, such as Bigfoot, are not large fighters.)

Being large has a number of effects. T. Rex has a larger base on her figure and often occupies two spaces. When moving into a space, position her so the front of her base is centered on the space. The back of her base should point toward the last adjacent space she moved from. If her base overlaps any part of that space, she occupies both spaces. (If there is any doubt as to whether part of the base is in the second space, treat it as being in the space.) If T. Rex is in two spaces, she is in all zones on both spaces and is adjacent to all spaces that are adjacent to either space.

When you start moving T. Rex, you may start from either space she occupies. You do not need to spend any movement to "turn around" and may rotate her direction at any point during her move. T. Rex may make a melee attack against an opposing fighter in any space adjacent to her or up to 2 spaces away. When she occupies two spaces, she may attack from either space. When placing T. Rex as part of setup or an effect, the player doing the placing decides which adjacent space she will occupy. T. Rex may not share either space she occupies with another fighter. When an effect targets multiple spaces, T. Rex may only be targeted once. Some effects state that they do not affect large fighters like T. Rex -- such as the one-way paths on the Raptor Paddock battlefield.

## Nikola Tesla

### *Special Ability*

**ELECTRICAL OVERFLOW:** Start the game with 1 coil charged. At the end of your turn, charge 1 coil.

At the start of your turn, if both coils are charged, deal 1 damage to each opposing fighter adjacent to Tesla and move them up to 1 space.

### *Special Rules*

Nikola Tesla has two **coils** represented by two separate tokens. Each token can either be charged or discharged. At the start of the game, Tesla starts with one coil charged. At

the end of each of your turns, you may charge one coil, flipping it from its discharged side to its charged side.

At the start of your turn, if **both** coils are charged, deal 1 damage to each opposing fighter adjacent to Tesla. Then, you may move each of those fighters 1 space. Using this ability does not discharge the coils.

Many of Tesla's cards let you discharge one or two coils to trigger effects, as indicated by the CHARGE icons. When you discharge a coil, flip the token over from its charged side to its discharged side. Discharging coils is always option. Tesla's cards have separate effects based on whether you discharge one or two coils. Sometimes, these effects will be in addition to other effects on the card (**also**); sometimes, they will replace other effects (**instead**). If you discharge two coils, read the effect for one coil and then read the effect for two coils and resolve accordingly. If you discharge two coils, you may not resolve the effect for one coil twice.

See also *Card Effects: Revealing Cards*.

## Titania

### *Special Ability*

FAIRY MAGIC: If you do not have a face-up glamour at the start of your turn, flip the top card of your glamour deck face-up. Its effect is ongoing while it remains face-up.

### *Special Rules*

At the start of the game, shuffle your **6 glamour cards** and place them beside your action deck. At the start of each of your turns (including your first turn), if you do not have a face-up glamour, flip the top glamour on your deck face up. Its effects are ongoing while it remains face up.

Your glamour cards can only be discarded by effects on *your* action cards. When you discard a glamour, place it into a discard pile. Glammers in your discard pile have no effect. Do not flip a new glamour until the start of your next turn.

If your glamour deck is empty, do **not** shuffle your discarded glamour cards. Glamour cards can only be returned to your deck by effects on your action cards.

## Tomoe Gozen

### *Special Ability*

ATTACK OF OPPORTUNITY: When an opposing hero leaves Tomoe Gozen's zone, deal 1 damage to that hero.

### *Special Rules*

Tomoe Gozen's special ability deals damage to a hero who is in her zone and goes somewhere that is not in her zone. This effect happens any time an opposing hero leaves her zone, regardless of how it happens or where the hero ends up. It can happen from a Maneuver action or another game effect, such as a scheme or an AFTER COMBAT effect. It can happen if the hero is placed in another space or removed from the board altogether. It can happen multiple times during a single effect if the hero moves out of her zone multiple times. The effect does **not** happen if the hero is no longer in Tomoe Gozen's zone because Tomoe Gozen moves. This effect only applies to heroes, not sidekicks.

## Dr. Jill Trent

### *Special Ability*

GADGETOLOGY: At the start of your turn, activate one of your gadgets. Whenever Jill Trent attacks, resolve the active gadget's effect.

### *Special Rules*

Dr. Jill Trent has two wondrous **gadgets** represented on the two sides of her gadget token. She may only have one gadget active at any time. At the start of your turn, decide which gadget you want to be active and place that side of the token face up. You may choose the same gadget as on your previous turn.

Both of Jill's gadgets have an effect that resolves when she **attacks**. Her sidekick, Daisy, does not use the active gadget (unless you play "Sister in Arms"). Both gadgets compare the printed value of your attack card against the printed value of your opponent's defense card. If your opponent did not play a card, treat their printed value as 0.

See also *Card Effects: Revealing Cards*.

## The Wayward Sisters

### *Special Ability*

BUBBLING BREW: Your cards go into your cauldron instead of your discard pile. After you attack, you may cast one spell that you have the ingredients for. If you do, discard all the cards in your cauldron.

### *Special Rules*

At the start of the game, place your cauldron near your action deck.

Each of your action cards has an **ingredient** on it (snake, bat, or lizard's leg). Whenever you would place an action card in your discard pile (whether it was played, used to boost, or discarded by an effect), place it in your cauldron instead.

After you attack, you may cast a **spell**. Choose one spell that you have the matching ingredients for in your cauldron. You can only cast **one** spell after each attack, even if you have enough ingredients in your cauldron to cast more.

Resolve the spell's effect, then place **all** cards in your cauldron into your discard pile (even ones you did not use). You may use a card you just attacked with as an ingredient in your spell.

*Multiple Heroes*: The Wayward Sisters are **3 heroes**. Each Sister has a unique miniature and her own health dial. When a Sister is defeated, remove her from the board like any other fighter. However, you only lose the game if your last Sister is defeated.

All of your action cards can be played by any Sister. If something affects your "hero," you choose which Sister it affects.

### *Rules Clarification*

Even if a card has been played to "end the turn", Wayward Sisters' cards **always** go to their Cauldron instead of their discard, as this is part of the Cleanup Step.

Note that the Additional Effects Step is still skipped from the combat, so they cannot cast a spell after attacking if the turn was ended.

See also *Official Errata: Multiple Heroes*.

See also *Major Rulings: End the Turn*.

See also *Card Effects: Revealing Cards*.

## Willow

### *Special Ability*

When Willow or Tara is dealt damage, Willow becomes Dark Willow. At the end of your turn, if Dark Willow is adjacent to Tara, she becomes Willow.

### *Special Rules*

When Willow or Tara is dealt damage, Willow becomes Dark Willow. At the end of your turn, if Dark Willow is adjacent to Tara, she becomes Willow. While she is Dark Willow, you must resolve effects on her cards with the DARK WILLOW icon. If she is Willow, ignore those effects. Dark Willow effects can be canceled by card effects.

See also *Card Effects: Blind BOOST*.

## Winter Soldier

### *Special Ability*

BRAINWASHED: Effects on Winter Soldier's cards cannot be canceled.

### *Special Rules*

Some of Winter Soldier's cards have STAR effects on them. These are negative effects that will often benefit your opponent. Since his effects cannot be canceled, you may only ignore them if you play "A Boy Named Bucky."

## Yennefer & Triss

### *Special Ability*

At the beginning of the game, choose Yennefer or Triss to be your hero.

*Yennefer: SORCERESS OF VENGERBERG:*  
IMMEDIATELY: If Yennefer is attacking, you may BOOST her attack. (This effect cannot be canceled.)

*Triss: MERIGOLD THE FEARLESS:* After Triss plays a scheme, deal 2 damage to a fighter adjacent to Triss.

### *Special Rules*

At the beginning of the game, choose whether you want Yennefer or Triss to be your hero. The other fighter is your

sidekick. Use the appropriate hero figure and flip the sidekick to its appropriate side. Return the other hero figure and character card to the box. Regardless of which fighter you choose to be your hero, they have 14 starting health; the other fighter has 6 starting health.

*YENNEFER:* If Yennefer is your hero, she can use her magic to call upon almost limitless energy. When she attacks, during the IMMEDIATELY step, you can BOOST the attack. Discard a card from your hand and add its boost value to the card's attack value. This effect cannot be canceled. If your attack card also has an IMMEDIATELY effect, you choose the order to resolve them. You may **not** use this ability when you attack with Triss.

*TRISS:* If Triss is your hero, she can wield deadly magic even when she seems at her most unassuming. After Triss plays a scheme, resolve the scheme's effect; then, choose an adjacent fighter and deal 2 damage to them. This is a mandatory effect and is not limited to opposing fighters. You may **not** use this ability when Yennefer plays a scheme.

See also *Card Effects: Ongoing Schemes*.

See also *Card Effects: Revealing Cards*.

See also *Major Rulings: Setup Order*.

## Yennenga

### *Special Ability*

If Yennenga would take damage, you may assign any amount of that damage to one or more Archers in her zone instead. (You may not assign more damage to an Archer than their remaining health.)

### *Special Rules*

Yennenga's Archers have 2 health. Their tokens have one side showing them at full health and one side at 1 health. They start the game at full health.

Whenever Yennenga takes damage, you may apply none, some, or all of that damage to one or more of her Archers in her zone. You may not apply more damage to an Archer than their current health.

See also *Card Effects: Bonus Attack*

# Card Effects

## Blind BOOST

*Characters: Daredevil, Spike, Doctor Strange, Willow*

When an effect tells you to **BLIND BOOST**, reveal the top card of your deck and add its BOOST value, then discard it. A BLIND BOOST does not count as drawing a card for other effects such as taking damage when you are exhausted. If your draw pile is empty, the BLIND BOOST value is treated as 0.

## Bonus Attacks

*Characters: Achilles, Bloody Mary, Sun Wukong, Yennega*

When you play a card with a **bonus attack**, resolve the main attack as normal. The bonus attack is triggered by the After Combat effect of the first attack. If that effect is canceled — by Feint for example — the bonus attack does not occur. If the bonus attack triggers, resolve that attack like a normal attack between the same attacker and defender as if the attacker played the bonus attack as a new attack card. The bonus attack has a new name, value, and effect. The BOOST value is the same. The bonus attack targets the same defender even if they are no longer a valid target. If the defender or attacker is defeated during the first attack, there is no bonus attack.

See also *Official Errata: Bonus Attacks*.

## Ongoing Schemes

*Characters: Ancient Leshen, Ciri, Eredin, Geralt of Rivia, Philippa, Yennefer & Triss*

When you play an “ongoing scheme” card, resolve the regular effect as normal. Then, leave the card face up in front of you instead of discarding it. Each ongoing scheme has an ongoing effect that remains active until it is discarded.

Ongoing schemes have a condition when they are discarded. You only check for the condition at the end of your turn. If the condition is met at another time, such as during your opponent’s turn, but then is no longer met at the end of your turn, you do not discard the scheme.

Each hero can only have one ongoing scheme at a time. If you play a second ongoing scheme, discard the current active ongoing scheme. When an ongoing scheme is discarded, it goes into your discard pile as normal.

## Revealing Cards

*Characters: Annie Christmas, Black Panther, Black Widow, Ciri, Elektra, Geralt of Rivia, Golden Bat, Houdini, Jekyll & Hyde, Loki, Philippa, Sherlock Holmes, Doctor Strange, Nikola Tesla, Dr. Jill Trent, The Wayward Sisters, Yennefer & Triss*

When a card tells you to reveal cards from a player’s deck or hand, flip that card face up so all players can see it. Then, return the card to the place it came from unless an effect tells you otherwise.

## Summoning Sidekicks

*Characters: Ancient Leshen, Blackbeard, Pandora, Squirrel Girl, Sun Wukong*

Summoning a sidekick token uses the following rules:

- If you have an available sidekick token off of the board, place one of those tokens as described by the effect.
- If all of your sidekick tokens are already on the board, take any one of them and place it instead.

# Battlefield Effects

## Battlefield Items

*Battlefields: Helicarrier, Hell's Kitchen, Navy Pier, The Raft, Sanctum Sanctorum*

At the beginning of the game, randomly place one **battlefield item token** in each designated space on the board. The effects aren't secret — feel free to place face up or face down as you prefer. If you have battlefield items from other sets, you can randomly choose from all of the tokens you have.

Your fighter may use a **scheme item** when they are on the space with that token. Resolve the effect on the token and return it to the box. Using a scheme item counts as one of your actions, but it does not count as playing a scheme card for other effects.

Your fighter may use a **combat item** when they play a combat card (attack, defense, or versatile) while on a space with that token. When you play the card, take the token and place it next to your card. If you are attacking, choose whether to use the token before your opponent decides whether they are playing a defense card. The card you play gains the following effect: "**DURING COMBAT:** The value of this card is increased by the value on the token." If your card has a **DURING COMBAT** effect, choose the order to resolve the card and token effects. The token effect may be canceled like a card effect. After combat, return the token to the box.

## Baskerville Manor

*See Battlefield Effects: Secret Passages*

## Hanging Gardens

Some paths on the Hanging Gardens map have this symbol: . These represent **high ground** and give an advantage in combat. During an attack, when the attacker is on a space where the arrow starts and the defender is on a space where the arrow points, the attack gains +1 to its value. There is no effect if the defender is in the starting space or the attacker is in the space where the arrow points.

Because the attack bonus is not an effect on the card, it cannot be canceled by cards like Feint that cancel effects on the card. High-ground arrows have no effect on movement between the spaces. (Other maps in Unmatched feature orange, one-way arrows. High ground arrows are a separate effect and do not act like one-way arrows.)

## Helicarrier

*See Battlefield Effects: Battlefield Items*

## Hell's Kitchen

*See Battlefield Effects: Battlefield Items*

## Heorot

Heorot has three **door tokens**. At the beginning of the game, place the door tokens to the side (the doors start open).

A fighter may open or close a door only as part of a maneuver action, but **not** as part of other movement effects (such as the effect on Skirmish). At any point during a maneuver action, a fighter may **close** an adjacent door for free, or spend **1** space of movement to open an adjacent door.

You may open and close as many doors as many times as you like with any of your fighters. You may not close a door if a large fighter occupies the two spaces on either side of it.

When a door is closed, treat any lines crossing the door as if they did not exist. This blocks movement and attacks, eliminates adjacency, and breaks up zones. (Two spaces that would normally be in the same zone are treated as if they are in different zones if there is a closed door on the shortest path between them).

## Kaer Morhen

*See Battlefield Effects: One-Way Paths*

## King Solomon's Mines

*See Battlefield Effects: Secret Passages*

## Naglfar

Fighters can move between the two decks of the ship. On the battlefield, colored paths lead to icons that correspond to a matching icon on the other half of the map. The two spaces connected by the matching icons are considered adjacent for all purposes. Fighters may move and attack across the colored paths as normal.

## Navy Pier

*See Battlefield Effects: Battlefield Items*

## New York City

If playing competitively, do not place Foot Soldier tokens and ignore all Foot Soldier spaces.

## One-Way Paths

*Battlefields: Kaer Morhen, Raptor Paddock / Splash Paddock, Santa's Workshop*

One-way paths are represented by orange, one-way arrows. Fighters may move between spaces connected by a one-way path only in the direction indicated by the arrow. This includes movement from card effects. However, spaces connected by a one-way path are still considered adjacent, and they do not affect whether fighters are in the same zone or not. Additionally, they do not affect effects that let you place a fighter in a space.

NOTE: Large figures can move in both directions on one-way arrows.

## Point Pleasant

If playing competitively, do not place the bridge tokens on the board during setup.

## The Raft

*See Battlefield Effects: Battlefield Items*

## Raptor Paddock / Splash Paddock

See *Battlefield Effects: One-Way Paths*

## Sanctum Sanctorum

See *Battlefield Effects: Battlefield Items*

## Santa's Workshop

The conveyor belt is represented by the purple arrows between some spaces. At the end of each player's turn, any fighters on the conveyor belt simultaneously move to the next space on the conveyor belt, as indicated by the arrows. Each fighter moves regardless of whose turn it was. If a fighter is on the **end space** of the conveyor belt, place them in any empty space in the **gift bin** (the yellow zone, including the dual-colored spaces in that zone). The player who controls that fighter decides which space to place them in. If an effect prevents a fighter from leaving their space, do not move that fighter. If the conveyor belt would cause a fighter to move into a space with another fighter, do not move that fighter; other fighters that can move still do. Large fighters are not moved by the conveyor belt.

See also *Battlefield Effects: One-Way Paths*.

## Secret Passages

*Battlefields: Baskerville Manor, King Solomon's Mines*

**Secret passages** can be used by fighters to move quickly across the map. These passages are indicated by a KEYHOLE symbol on certain spaces with a white line leading away. A fighter can move from one space with a secret passage to any other space with a secret passage as if they were adjacent. Moving this way still costs 1 space of movement.

Spaces with secret passages are **not** considered adjacent for any other purpose, including melee attacks and other effects.

NOTE: Large figures **cannot** move through a secret passage.

## Technodrome

When playing competitively, do not place the Dimension X marker or Doomsday machine tokens.

## Yukon / Yukon 1900

Yukon 1900 patches the original Yukon map by adding [two new paths](#). These new paths can also be added to the original Yukon map if desired.

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\* Hero or Battlefield has special rules

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