

UNMATCHED ADVENTURES

ADVANCED & SPECIAL RULES

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Purpose of this Document

UNMATCHED was primarily a competitive game, and as such, a lot of the fighters have are designed to interact solely in that manner. While UNMATCHED ADVENTURES has done a great job of adapting that system to a cooperative experience, there are rulings that, for simplicity's sake, prevent certain cards from having any significant function.

This text is not a critique of the official rulings. Cards that are unusable viable for BOOSTS, and both villains call for players to discard cards for this very reason. However, when most characters only have thirty and an ability to "express themselves" with, removing the abilities from cards in this way does remove some significant flavour from the game.

Are these effects balanced? Certainly not, but also yes? They're definitely not play tested. I've been coming up with these whilst in the chaos of moving, and have not had the time or resources to rigorously test these crazy ideas. Though they have been rigorously revised.

This text has three main sections: Change Summary, which functions as a sort of glossary and justification section; General Rule Changes, which are rules that effect all fighters; and Character Specific Changes, for particular instances that couldn't be smoothed over without specifics.

The character specific changes are as sparingly used as possible. For example, She-Hulk's 'Legalese' and 'Achilles' Heel' had specific changes that fell away once a general rule change was found.

Because a notable number of these additional rules refer to the BOOST values of enemy cards (as well as their names), an appendix listing these has been provided at the end of this document.

This document was authored by Jack Lightfoot. All properties discussed in this text belong to their appropriate authors and owners.

Constructive feedback on these suggestions, particularly is based on your attempts to implement them, is greatly appreciated. If anything is not clear, please let me know.

Types of Changes

This is divided into two sections: General Rule Changes, and Character Specific Changes.

GENERAL RULE CHANGES are changes to the normal rules of UNMATCHED ADVENTURES, or are rulings that are not clarified in the current edition of the rules. The following is a brief summary of what these changes are and why:

- 1. Choosing an opponent:** A lot of schemes have their ability to be played voided by the ruling that you cannot choose an opponent. Acknowledging their potential strength if left unchecked, this Rule Change requires the chosen opponent to be the single closest enemy to the acting fighter. This means that players need to position to pull off these effects.
- 2. Defining 'hero':** While various cards have effects that specify hero, none of these effects work in ADVENTURES, because it wasn't clear to give it a single allegorical effect. These Precision Rules give it two definitions, that are easy to delineate. It either refers to the 'chosen opponent' (see 1), or the villain.
- 3. Looking at the opponent's hand:** This rule ties the Threat level to the opponent's hand size. This allows for cards like 'Do My Bidding' to work, but also adds a layer of strategy to these effects. Schemes with this effect rely on the first rule change to still work.
- 4. Your opponent chooses an effect:** These effects are chosen randomly. These are generally effects that are positive, but not meant to be in your control.
- 5. Your opponent draw cards:** to reflect that these effects are meant to reflect the opponent gaining an advantage over you, this turns these effects into chances to propel the threat forward. This furthers the idea that the Threat level mirrors the enemies' hand size, and importantly will never complete an objective this way, as no villain (or minion) has a BOOST value higher than their highest threat value.
- 6. Boosting opponent cards:** not a common effect, and I debated including this rule at all, since the villain cards in particular don't particularly need such an advantage, and the random card play makes combats unpredictable enough as is. However, the gradual decline as the villain approaches victory has a nice mirror to the dwindling resources of the player. The predictability of that "BOOST" value gives something to plan around, and it keeps the tension going down to the wire, as it stops a lucky hit in the early game from swinging things too much in your favour. STILL, this is probably the most optional rule, and you may feel free to ignore it as it doesn't effect many characters anyway.
- 7. Enemy cards are versatile:** a response to the upcoming addition of Hamlet, this is mostly anticipating any future effects that refer specifically to the opponent's card type.

Meanwhile, the **CHARACTER SPECIFIC CHANGES** are additional tweaks that are either required or suggested to play certain characters in ADVENTURE setting.

The follow characters have Character Specific Changes:

- **Beowulf**
- **Black Panther**
- **Black Widow**
- **InGen**
- **Sherlock Holmes**
- **Spider-Man**
- **Winter Soldier**

For Black Panther, InGen, and Spider-Man, these are variations of how their ability works. Black Panther is no longer stealing cards (which would break enemy decks) and uses proxies for his suit. InGen is a clarification on how his trap tokens influence enemy activations. And Spider-Man has an alternate ability that is Solo play friendly and explores a design space that probably won't be explored in an official capacity.

For Beowulf and Sherlock Holmes, they each have a particular card that was particularly unfriendly to play in ADVENTURES. Beowulf has his Sidekick shattering move refined to shut down minion interference, while Sherlock's guessing scheme takes advantage of the enemies' small card count to make the player feel incredibly clever when they get it right.

Black Widow and Winter Soldier are similar but have more widespread changes. Since the downsides of Winter Soldier's cards are so fundamental to his deck's identity, it seemed important that all his cards kept having those downsides. Meanwhile Black Widow has the most fundamental change, as her missions and their payoffs have been refitted to suit the cooperative setting. While I admit the changes didn't need to be so drastic, I really wanted to touch on mechanical ideas that are unlikely to show up in a heroes kit, like what I did with Spider-Man. Also, it was ironically easier to digest that ALL the missions were a little different, rather than having to remember which missions got changed and which were the same!

General Rule Changes

1. *If a player ability or card effect would Choose an Opponent, they pick the closest enemy to them. This means the fewest number of spaces between the acting character and the enemy, ignoring either character's ability to move through said spaces.*
 - 1.1. *If it is not specified which fighter is playing the card/using the effect, the player must choose a fighter to use this effect with.*
 - 1.2. *If multiple enemies are equally the closest to your character, you cannot 'choose an opponent' or perform its associated effect.*
2. *When the effect refers affects 'that opponent's hero' or 'their hero', it refers to the opponent that you have 'chosen' for the listed effect (see 1). When an effect is specified as affecting an 'opposing hero', or asks 'if the opponent is a hero', it is referring to the villain.*
 - 2.1. *Effects that refer to sidekicks never refer to enemies.*
3. *If a card effect would let you look at the opponent's hand, you reveal cards from the top of their deck equal to the current threat (or as many as you can if there are not enough cards left in their deck. After you finish the effect, shuffle the remaining cards and return them to the top of their deck.*
 - 3.1. *The opponent is the opposing fighter if the effect is from a combat card. Otherwise, you must first be able to 'choose an opponent', as stated in 1.*
 - 3.2. *Any action taken with a card 'from hand' is done before returning the revealed cards to the top of the deck. For example, if Deception was chosen to be discarded from the 'hand', its effect would cause that enemy's deck to be reshuffled BEFORE you return the remaining cards to the top of the deck (shuffled).*
4. *If a player's card would have an opponent 'choose' one of its multiple printed effects, it is chosen randomly (such as with a coin or dice).*
 - 4.1. *If this would select an option that would give the opponent an additional choice, (e.g. choosing another card), then nothing happens.*
5. *If a player's combat card would have the opponent draw any number of cards, or give them the option to do so, discard that many cards from the opponent's deck instead. If the highest BOOST value discarded this way is equal or greater than the current Threat, increase the Threat by 1.*
6. *When an effect would have an enemy BOOST or BLIND BOOST their combat, or give them the option to do so, do the following: increase the combat value by 3, then reduce it by the number of times the villain's objective has been completed.*
7. *For the purposes of a player card's effects, all enemy cards are considered 'versatile' cards (and by extension, are considered to be 'attack' and 'defence' cards also).*

Character Specific Rules

Beowulf

Replace the effect on the listed card to the following:

No CONTEST EXPECTETH

IMMEDIATELY: *If you are attacking a minion, you may spend all your Rage. For each Rage spent, you may (in order):*

- *Cancel all effects on their card*
- *Also, ignore its value*
- *then, **AFTER COMBAT:** find their initiative card and place it beneath yours*

CLARIFICATION: You cannot choose how much rage to spend, only if you spend it all or not. You add one effect to the card for each Rage spent, in the order they are listed on the card.

Placing the minion's initiative card beneath yours means that no END OF ROUND abilities on it will trigger this round, because that text will not be visible. If you need to search the deck for it, shuffle the initiative deck afterwards. The initiative card is shuffled back into the initiate deck at the beginning of the next round, as normal.

Black Panther

You will need additional components for this rule set. You will need a maximum of 10 dice (although 6 will most likely be more than enough for most games).

When a card would be stored in the Vibranium Suit, set a die to the card's BOOST value and store the dice instead. The card itself is then discarded. You may use dice stored in your Vibranium Suit as though they were cards with BOOST values equal to the number(s) you have set them to.

Alternatively, *you can set aside some cards from character and enemy decks that are not currently being played. Simply find a card with a matching BOOST value to the discarded card, and store THAT card in the suit instead. Remove these cards from play when used.*

Black Widow

Replace the effects on the listed Scheme cards to the following:

THE BUDAPEST GAMBIT

MISSION: *You have 2 or fewer other cards in hand.*

- ✓ *All players draw until they have 5 cards in hand. Acquire a new mission.*

THE FIRENZE AGENDA

MISSION: *You are adjacent to the villain.*

- ✓ *Reveal the top card of the villain's deck. Reduce the Threat by the BOOST value of that card. Acquire a new mission.*

THE KINSHASA DIRECTIVE

MISSION: *You are in the starting space of a player with a revealed initiative card (including yours).*

- ✓ *Place that player's initiative card on the bottom of the initiative deck. Acquire a new mission.*

THE MADRIPOOR SANCTION

MISSION: *Black Widow is in the villain's starting space.*

- ✓ *Deal 2 damage to all enemies. Acquire a new mission.*

THE MOSCOW PROTOCOL

MISSION: *A token was removed from the board this turn.*

- ✓ *Black Widow swaps places with another fighter. Draw 1 card and gain 1 action. Acquire a new Mission.*

InGen

Follow these guidelines for seeing whether an enemy would walk into a trap on their own accord:

- **Determining the Target:** *determine which character the enemy would target as if there were no Trap tokens in play.*
- **Approaching the Target:** *the enemy must take the shortest path they can take to the target, regardless of whether there is a trap token. If multiple shortest paths exist, the players may choose the path that has the enemy hit the (desired) Trap token. The enemy stops their movement in that space.*
- **Attacking the Target:** *The enemy will attack their target, even if a Trap token prevented them from being adjacent.*

Sherlock Holmes

Replace the effect on the listed card to the following:

CONFIRM SUSPICION

Choose an opponent and name a card in that enemy's deck, then reveal the top card of their deck. If it is the named card, deal damage equal to that enemy equal to the named card's BOOST value and discard it. Otherwise, return it to the top of their deck.

Use the appendixes provided at the end of this document to be familiar with the names of the enemy cards.

Spider-Man

Change the text on Spider-Man's Character Card to the following:

SPIDEY-SENSE

At the beginning of a round, set your initiative card aside. Before an initiative card is revealed, you may place your initiative card on top of the initiative deck.

When an enemy attacks you before you have had a turn this round, you may look at their attack card before defending. If you lose that combat, put your initiative card on top of the initiative deck.

CLARIFICATION: If there are no cards in the initiative deck, Spider-Man must take his turn if he hasn't already.

Winter Soldier

The following changes to his cards are to the negative (★) effects. All other effects written on the card remains the same:

BIONIC ARM

★ **AFTER COMBAT:** *If the opponent's initiative card has been revealed, place it at the bottom of the initiative deck.*

MANIPULATION

★ *Place all enemy discard piles on top of their decks, then shuffle each enemy deck.*

Appendix 1 – Enemy Card List: “Tales To Amaze”

These are listed as: **(BOOST VALUE) NAME OF THE CARD** | No. of copies

Villains

MARTIAN INVADER

- (1) THEY'RE COMING FOR YOU | x2
- (3) LIGHTS IN THE SKY | x2
- (2) UNSPEAKABLE EXPERIMENTATION | x1
- (2) HEAT BLAST | x1
- (3) FREEZE RAY | x1
- (3) NULLIFICATION BEAM | x1
- (3) DECEPTION | x1

MOTHMAN

- (4) UNIMAGINABLE TERROR | x3
- (2) OVERWHELMING DREAD | x2
- (2) FEINT | x2
- (3) A VISAGE OF IMPENDING DOOM | x2
- (3) DECEPTION | x1

Minions

ANT QUEEN

- (2) SAVAGE SWARM | x3
- (2) PHEROMONE FRENZY | x2
- (3) SHE CAN'T BE STOPPED | x2
- (3) DECEPTION | x1

LOVELAND FROG

- (1) TONGUE LASH | x3
- (2) IT EMERGED FROM THE SWAMP | x2
- (3) LEG THRASH | x2
- (3) DECEPTION | x1

THE BLOB

- (2) IT'S GETTING BIGGER | x3
- (2) CAUSTIC SPRAY | x2
- (3) ACIDIC EXPLOSION | x2
- (3) DECEPTION | x1

SKUNK APE

- (1) BESTIAL BITE | x2
- (3) BACK INTO THE BRUSH | x2
- (2) GRUESOME LURE | x1
- (3) DECEPTION | x1

JERSEY DEVIL

- (2) FORKED TAIL WHIP | x3
- (3) BLOOD-CURDLING SCREAM | x2
- (3) TRISKAIDEKAPHOBIA | x2
- (3) DECEPTION | x1

ANT QUEEN

- (2) 8 LEGS OF TERROR | x2
- (2) DISORIENTING VENOM | x2
- (3) SINISTER SNARE | x2
- (3) DECEPTION | x1