MASTERS OF THE UNIVERSE™
THE BOARD GAME

CLASH FOR ETERNIA

🇬🇧🇺🇸 **RULEBOOK**

CMON

MATTEL games

CHAPTERS

CREDITS

Game Design: Michael Shinall and Leo Almeida
Production: Guilherme Goulart (lead), Kenneth Tan (lead), Thiago Aranha, Marcela Fabreti, Vincent Fontaine, Rebecca Ho, Isadora Leite, Thiago Meyer, Shafiq Rizwan, Gregory Varghese
Art Director: Mathieu Harlaut and Max Duarte
Art: Axel Giménez, Francisco Etchart, Saeed Jalabi, Daniel Mallzhen, Felipe Massafera, RipeConcepts, Aluísio Cervelle Santos, Simon Tessuto, Dijjo Lima, Tarek Moutran, Claudio Nunes
Sculpting: Edgar Ramos, Irek Zieliński, Arnaud Boudoiron, Aragorn Marks
Painting Credits: BigChild Creatives, AG Team (Angel Giraldez, Pedro Gonzalez, Jose Gonzalez)
Graphic Design: Max Duarte
Rendering: Edgar Ramos
Proofreading: Robert Fulkerson and Jason Koepp
Licensing: Geoff Skinner (CMON), Monika Ebly, Ann McNeill, Ryan Brown, Ruben Martinez, Jeffrey Michaels, Yana Krivulin (Mattel)
Publisher: David Preti

WORK IN PROGRESS

Pending licensor approval.

GAME COMPONENTS

1 BATTLEFIELD BOARD

13 DOUBLE-SIDED OVERLAYS

1 TRACKER BOARD

4 PLAYER DASHBOARDS

1 CONTROLLER DASHBOARD

6 Heroic Warriors

He-Man   Man-at-Arms   Ram Man

Orko   Stratos   Teela

6 Evil Warriors

Skeletor   Mer-Man   Beast Man

Tri-Klops   Evil-Lyn   Trap Jaw

38 Activation Cards

14 Double-Sided Player/Controller Character Cards

36 Double-Sided Skill Cards

12 AI Character Cards

4 Minion Cards

2 Heroic Elite Minions

He-Man on Battle Cat   Eternian Soldier

2 Evil Elite Minions

Shadow Beast   Skeletor on Panthor

12 Strategy Cards

5 Player Aid Cards

11 Terrain/ NPC Cards

8 Heroic Minions

Eternian Guard

8 Evil Minions

Hover Robots

4 Controller Skill Cards

1 Scenario Book

16 AI Action Cards

2 VP Tokens

1 AI Token

6 Water Tokens

6 Boulder Tokens

6 Objective Tokens

4 NPC Tokens

12 Dice

12 HP Tokens

1 Escalation Token

6 Deadly Plant Tokens

8 Spawn Tokens

4 Scenario Tokens

50 Power Cubes

Pending licensor approval.

INTRODUCTION

I am Adam, Prince of Eternia, Defender of the secrets of Castle Grayskull, and this is the Masters of the Universe: Clash for Eternia board game. Here, you and your friends will take control of mighty Heroes and nefarious Villains, utilizing their unique powers and skills in epic conflicts that will determine the very fate of the universe!

I'll be accompanying you throughout this book to assist you in understanding the rules of the game.

OVERVIEW

In *Clash for Eternia*, a group of players teams up against a solo player or the AI, each side controlling a number of Heroes and Villains. As the game progresses, these Heroes and Villains grow in power, unlocking exciting skills and abilities they will utilize to achieve victory!

WINNING THE GAME

Each game of *Clash for Eternia* is played as a single-game Scenario. Each Scenario has unique objectives each side must complete. The first side to accomplish their victory conditions listed in the Scenario wins!

BASIC CONCEPTS

Before showing you the steps to setting up and playing the game, let's go over some basics. We'll get into the specific rules as we go, but knowing the basics will make understanding things easier!

SKILLS

Skills are the attacks, powers, and various abilities usable by each Character. While they are all unique, they follow the same set of rules which we'll discuss later (see pg. xx).

Here is an example of my own Indomitable Skill! They don't call me the "The Most Powerful Man in the Universe" for nothing!

> ⚡⚡ **INDOMITABLE**
> **Bonus Action:** He-Man Heals up to 2 Wounds.
> © 2021 Mattel.

POWER

Power can be many things to each Character: *Stamina, energy, strength, willpower,* but regardless of what it represents, Power is a universal resource used in the game. Most Skills require a Character to spend Power to use, or in some cases, is used to boost and enhance Skills! Managing this resource is crucial to success.

When a Character gains Power, they take a number of Power cubes and place them in Power Slots on any Unlocked Skills they have.

As we said, we'll go into the details later. But for now, just remember that during the game, players acquire Power which fuels Attacks and Skills!

CHARACTER COMPONENTS

CONTROLLER SIDE

PLAYER SIDE

This is a Character Card. Each character has one, and they're double-sided. One side is the Player Character side and the other is the Controller Character side.
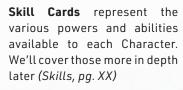
Character cards contain the following information:

1- Name: The name of the Character

2 -Hit Points: How many Wounds a Character can take before being KO'ed.

3 - Basic Skills: Each Character can have several Basic Skills on their card *(See Skills, pg. XX)*

Each Character also has a set of 3 Double-Sided Skill Cards, 1 HP Token, 3 Order Cards, and 1 Model, all unique to them.

Order Cards are used to track the order that Characters activate during the round.

Skill Cards represent the various powers and abilities available to each Character. We'll cover those more in depth later *(Skills, pg. XX)*

The **HP Token** is used to track the Character's current Hit Points on their HP Track.

GAME BOARD

Also known as the Battlefield, this is where the action happens! Before each game, players choose a Scenario to play, which instructs them how to populate the Battlefield using various pieces of Terrain and Tokens. Here are some examples of Terrain and Tokens:

ROCK TERRAIN

SCENARIO TOKEN

FOREST TERRAIN

DEADLY PLANT TOKEN

TRACKER BOARD

The Tracker Board is used to, well, keep track of things! Important things! Like Hit Points, the Activation Order, and Escalation/Victory Conditions. We'll talk about this more when we discuss the Order Phase (pg. XX) and Activations (pg. XX)!

WORK IN PROGRESS

SET-UP

Now that we've covered the basics, let's show how to set up the game!

To set up a game of *Clash for Eternia*, the following steps should be taken, in order:

1- CHOOSE CONTROLLER AND FACTIONS

Each game of *Clash for Eternia* features 2 sides of the conflict: The **Player Team** and the **Controller**. The first thing players need to do is choose who will be the Controller, with all other players forming the Player Team. To play solo or with all players teaming up against the AI, see Players vs. AI Game Mode (page XX).

2 - SELECT SCENARIO

The players select 1 Scenario to play.

3- SELECT CHARACTERS

When selecting Characters, there are a few methods and restrictions that can be used:

• **Heroes vs. Villains:** Each Character is classified as either a Hero or a Villain (Hero cards have a green stone texture while Villains have a purple stone texture). When choosing Characters, each side of the conflict (Controller/Players) cannot mix Hero and Villain Characters.

• **Factions:** Each Character also belongs to a specific Faction, such as the Heroic Warriors or the Evil Warriors (as indicated by the background illustration). Should players wish, they can further limit their selections to being based on Factions instead of simply Heroes vs. Villains (if players wanted to, for example, play a group of Heroes vs. other Heroes).

• **Free-For-All:** Of course, if players wish, they can simply just pick whichever mix of Characters they want to play against each other!

Each member of the Player Team selects 1 Character available for their Faction, taking a blank **Player Dashboard** and their specific **Character Model**, **Character Card** (x1), **Activation Cards** (x2, the ones with 'Player' on the back), **Skill Cards** (x3), and then places their Character Card in the slot on their Player Dashboard. **(A)**

Note: make sure to place the Character Card with the Player side faceup (Vertical side), not the Controller side!

Usually, each member of the Player Team controls only 1 Character, but if someone wants to control multiple Characters, that's fine too! The Player Team can be made up of anywhere between 1-4 Characters. So, if playing by oneself, the player can tackle it solo or control a whole team!

The Controller then selects 3 Characters available for their Faction, taking their specific **Character Models**, **Character Cards** (1 for each), and **Activation Cards** (1 for each with 'Controller' in the back and the Strategy Activation), and places them within reach. The Controller always selects 3 Characters, regardless of the number of Characters chosen by the Player Team. Skill Cards aren't used by Controller Characters. Leave them in the game box.

Note: make sure to place the Character Cards with the Controller side faceup (Horizontal side), not the Player side!

WORK IN PROGRESS

4- CONTROLLER SETUP

The Controller takes the **Controller Board** and its 4 **Controller Skill Cards**, placing 1 in each slot of the Controller Board with its Unboosted-side faceup (gray background) and the 3 selected Characters above the Controller Board, separated by the notches along the top edge.

They then select 1 Minion from their chosen Faction, taking their **Minion Models** and **Minion Card**. Place the Minion card in the slot to the left of the Controller Board. **(B)**

Note: *Some Minions are marked as special Elite Minions. These cannot be chosen as a normal Minion. They are spawned by Special Abilities and rules.*

Finally, the Controller takes the Strategy Deck, shuffles it, and places it facedown to the right of the Controller Board.

5- PLACE HP AND ESCALATION TOKENS

• Take each Character's HP Token and place it in the slot of the HP Track matching their maximum HP Value.

• Take the Escalation Token and place it on the 0 box of the Escalation Track of the Tracker Board. **(C)**

6- SET UP GAME BOARD AND BATTLEFIELD

• Set up the Battlefield according to the image shown in each Scenario, populating it with not only any Terrain and Tokens, but also any Minion models shown.**(D)** Minion models are determined by the Minion-type chosen by the Controller!

• Place the Power Tokens and Dice within reach of all players.**(E)**

• Finally, distribute 1 Player Aid card to each player. **(F)**

Once these steps are completed, the game is ready to begin!

🔶 ROUND OVERVIEW

Clash for Eternia is played over a series of **Game Rounds.** Each Round is separated into 2 Phases: The **Order Phase** and the **Activation Phase**. During the Order Phase, each side secretly determines the order in which their Characters will Activate. During the Activation Phase, each side alternates Activating their various Characters until each one has gone.

Once this is completed, the Round ends and a new one begins.

ORDER PHASE

The Order Phase is the starting point of each Round. During this Phase, both the Controller and the Player Team determine the order in which their various Characters will Activate that Round. This is done with **Activation Cards** and the **Tracker Board**. The Player Team and Controller place their Order Cards facedown, meaning the order in which each Character will Activate is kept hidden until it's their time to go.

The Controller always has 4 Activation Cards: 1 for each of their 3 chosen Characters and 1 special Strategy Activation card.

The Player Team has a variable number of Actvation Cards, based on the number of Characters being played (1-4):

• **1 Character:** Take any 4 Activation Cards. Unfortunately, since there is only 1 Character, there won't be much surprise in who is Activating during the Player Turn. Place 1 card facedown in each Player Team slot of the Tracker Board. They won't need to be flipped or moved during the game.

• **2 Characters:** Take both Activation Cards for each Character

• **3 Characters:** Take 1 Activation Card for each Character. Place the Player Strategy Activation Card faceup in the ⚡⚡⚡ Player Character slot of the Tracker Board

• **4 Characters:** Take 1 Activation Card for each Character.

Once the Activation Cards have been gathered, both the Controller and the Player Team place their Activation Cards facedown on the Activation Track.

WORK IN PROGRESS

The order in which these cards are placed not only determines the order that each Character will Activate in the Round, but also how much Power they will gain at the start of their Activation. During the Order Phase, take the following steps:

1 - Controller places Activation Cards: The Controller places each of their 4 Activation Cards (1 for each of their Characters and 1 for the Strategy Activation) facedown, 1 in each Controller Slot on the Activation Track.

2 - Player Team places Activation Cards: Just like the Controller, the Player Team places their Activation Cards in the Player Slots on the Activation Track, placing their cards facedown and in secret. But before they do so, it's time to strategize as a team! While the final order should be kept hidden from the Controller, the Player Team should take a moment to talk and strategize among themselves about their choices!

The ears and eyes of the Controller are everywhere! While the Player Characters are free to discuss whatever plans they want, they cannot do this in secret from the Controller! But, if players are especially nefarious, they could use misdirection to their advantage, saying some plans out loud but then doing something completely different! Myahahahaha!

While teamwork is the key to overcoming most problems, sometimes it can be hard to agree on solutions. In these cases, sometimes it's best to elect a Team Leader to handle the Order Phase, letting them make the final decisions each Round!

1 CHARACTER: As mentioned previously, with only a single Player Character, it won't be a secret who is Activating. This does mean though that a single Character will Activate a total of four times each Round (and gain a ton of Power as well!)

2 CHARACTERS: Each Character has 2 Activation Cards and thus Activates 2 times each Round.

3 CHARACTERS: Each Character has a single Activation Card, but there is a unique difference here! The Strategy Activation Card is placed in the ⚡⚡⚡ Player Character slot of the Tracker Board. When this Activation occurs, the Players get to select 1 of the 3 Player Characters to gain an additional Activation (and Power).

4 CHARACTERS: Each Character will Activate once each Round.

Once all Activation Cards have been placed, the Order Phase ends and the Activation Phase begins!

Let's run through some examples of the Order Phase!

EXAMPLE 1:
In secret, the Controller decides their Activation Order. They have chosen the following order: Skeletor, Beast Man, Strategy, Mer-Man.

The order is known to the Controller, but they're placed facedown in the Controller Slots, hidden from the Player Team!

The Player Team has 4 Characters, so each Character has a single Order Card. They discuss among themselves and decide on the following order: He-Man, Man-at-Arms, Orko, Stratos.

Of course, remember that all cards are placed facedown, so once all cards are on the track, it looks like this:

Let's show 1 more example with 3 Player Characters: Remember in this case, the Strategy Activation card will always be in the last Player Character slot! The rest of the order is determined by the Player Team as usual. In this example, Orko is sitting this one out, so it's just He-Man, Stratos, and Man-At-Arms. They've also chosen that order in which to place their cards. Since there are 3 Player Characters, during the final Player Team Activation (represented by the player Strategy Activation Card) any 1 of these 3 Characters can be selected to Activate again! Also remember who Activates is only chosen at the start of that Activation. You don't have to decide beforehand!

⚡ ACTIVATION PHASE

Once the Order Phase has been completed, the Activation Phase begins. During this phase, players flip over the Activation Cards in the order they appear on the Activation Track. When an Activation Card for a Character is flipped, it initiates that Character's Activation. Character Activations, regardless of if that Character is a Player Character or a Controller Character, are resolved the same way.

When the Strategy Activation Card is flipped by the Controller, it becomes the Strategy Activation.

Note: *this is not the same as when the Strategy card is used during a 3-Player Character game.*

CHARACTER ACTIVATION

• **GAIN POWER:** At the start of a Character's Activation, they first gain the amount of Power listed on that Activation Slot on the Tracker Board, just above the Order Card. When gained, Power is immediately assigned to any Unlocked Skill (and only to Unlocked Skills). Power cannot be assigned to empty Skill Slots.

• **PERFORM ACTIONS:** Once they have gained Power, it's time for them to perform Actions. A Character may perform up to 2 Actions during their Activation. The same Action may be performed multiple times and there is no specific order in which Actions must be taken. An Action must be completed before another one can be taken, however, meaning a Character can't stop in the middle of one Action to perform another, then resume the other Action.

The Actions a Character can perform are:

• **ATTACK:** The Character makes 1 Attack against an enemy in range and Line of Sight. We'll go more into details for performing Attacks on pg. XX.

• **INTERACT:** The Scenario might give special instructions that require a Character to spend an Interact Action to do.

• **MOVE:** When a Character makes a Move Action, they are moved up to 3 spaces on the Battlefield. When a Character moves, they go from 1 space to an adjacent space. Characters cannot enter spaces containing other Characters or certain pieces of Terrain *(See Terrain, pg. XX)*. In addition, if a Character moves out of a space adjacent to Enemies, they suffer Escape Damage *(see Escape Damage, pg. XX)*! Some examples of moving can be seen on pg. XX.

• **USE SKILL**: Sometimes, a Character will have a Skill that requires an Action to be used. Each Skill that requires an Action says so in its text.

• **BONUS ACTIONS**: Sometimes, a Skill or effect will give a Character a Bonus Action. Bonus Actions do not count against the 2 Actions a Character performs during their Activation. However, each Bonus Action can only be performed once per Activation!

• **BONUS ATTACKS**: Sometimes, a Skill or effect will give a model a Bonus Attack. When this occurs, the model may select any of their Attacks to use but must pay any and all Power costs as usual!

Once a Character has completed their 2 Actions (or chosen to pass their remaining Actions), their Activation ends and the next card on the Activation Track is flipped, beginning another Character's Activation. This continues until all Activations have been completed.

> • **SINGLE PLAYER CHARACTER: +1 Additional Action**
> When playing with only a single Player Character, the Activation order for them isn't hidden, as they are the only Player Character. This means that they will also gain a lot of Power throughout the Round, since they Activate a total of 4 times (gaining more Power each time, as shown on the Tracker Board). In addition to this benefit, however, they also gain +1 Additional Action during each Activation, giving them a total of 3 Actions during each Activation!
>
> • **3 PLAYER CHARACTERS**
> As mentioned before, when playing with 3 Player Characters, the Strategy card for the team is always placed in the last Player Character Slot of the Tracker Board. When this Activation happens, the Player Team may choose any of their 3 Characters to Activate again (and remember, they gain 3 Power as well!)

STRATEGY ACTIVATION

The Strategy Activation functions a bit differently than a Character Activation. When the Strategy Activation happens, the following steps are taken, in order:

• **Gain Power:** Unlike during a Character Activation, Power gained during the Strategy Activation is allocated to the 4 Skills on the Controller Board. This Power may be split as the Controller wishes between Skills. It does not all have to be allocated to the same Skill.

• **Activate Minions:** Each Minion on the Battlefield is Activated, one at a time. When a Minion Activates, it performs 1 Move Action followed by 1 Attack Action. It can only perform these Actions and must perform them in that order, though they may forfeit either of these Actions if it wants (example: A Minion doesn't have to move if it doesn't want to. It can just Attack).

• **Activate Controller Skills:** Once all Minions have Activated, the Controller may now Activate any of their 4 Controller Skills, assuming they have enough Power to do so (see Skills, pg. XX). More details about the 4 Controller Skills can be found on pg XX. Once these steps have been completed, the Strategy Activation ends and the Round continues.

MINIONS

Not only does the Controller have access to their unique Characters, but they also command a horde of Minions on the Battlefield as well! Minions follow most the same rules that Characters do, but with some important distinctions:

• Minions are not Characters. Some Skills and abilities only affect Characters, while others affect only Minions!

• Minions only have 1 HP. When they suffer any Wounds, they are immediately KO'ed!

• Minions can never gain Power.

• All Minions have a Skill that replaces the 🏚 result on their Attacks with a new effect.

• Some Minions are marked as Elite Minions. This means that they cannot be chosen as the Controller Minion at the start of the game. Elite Minions are only spawned by specific Character Skills.

• Since Minions cannot gain Power, that means they have no way to recover from being Dazed!

After all Activations have been completed, remove all Order Cards from the Tracker Board. Then, the Game Round ends. A new Game Round then begins with a new Order Phase (with both sides deciding Activation Order). The game continues, Round after Round, until 1 side achieves the Victory Conditions listed in the Scenario.

SKILLS, POWER, AND ESCALATION

Skills and Power go hand-in-hand, so we'll cover them together in this section! Power is the resource needed to use Skills. Skills are the unique abilities and attacks of each Character!

POWER

Power is the resource used to activate Skills and is represented by Power cubes. There are 2 primary ways Characters gain Power: when they Activate (based on their order on the Tracker Board) and through Attacks. There may be other effects that generate Power, but these are the 2 main ones.

• When a **Player Character** gains Power, it is immediately assigned to an empty **Power Slot** (see below) on any **Unlocked Skill**. Power cannot be assigned to empty Skill Slots!

• When the Controller gains Power, it is immediately assigned to an empty Power Slot on any of their **Controller Skills**.

• **Controller Character** do not have individual Skills. Instead, all their Skills share Power from a common pool, tracked in their own unique slot on the Controller Dashboard.

Each Character Dashboard has Power Slots for each Skill. When a Player Character gains Power, they assign that Power to these slots.

Like Player Characters, the Controller has their own Dashboard where they assign any Power they gain to their 4 Controller Skills, as well as slots for their Controller Characters to gain up to 5 Power!

MINIONS AND POWER

Minions are WEAK! They can NEVER gain Power! If an effect tries to give them Power, then its wasted, squandered, and immediately discarded!

Controller Characters are unique in that they do not assign Power to individual Skills but keep it in a pool below their Controller Character card on the Controller Dashboard.

WORK IN PROGRESS

SKILLS

Skills are the attacks, powers, and various abilities usable by each Character. Skills are found in 2 places: on Character Cards, which are printed directly on the card, and on Skill Cards, which are unlocked as the game progresses and are kept on the Player Dashboard.

All Skills have the following information:

1 - CHARACTER ICON [Skill Cards Only]: This shows the Character that the Skill belongs to.

2- NAME: The name of the Skill

3 - TYPE: This lists whether the Skill is an **Attack, Bonus Action, Boost**, etc.

4 - POWER COST: Most Skills cost an amount of **Power** in order to be used.

5 - EFFECT: Each Skill has its own unique effect.
Sometimes, a Skill might have an additional effect that lists a Power Cost next to it. These additional effects are only activated if the additional Power Cost is paid in addition to the cost of the Skill.

(EXAMPLE: He-Man's Mighty Leap Skill has an additional Boost effect that can be used by paying +1 Power).

When a Character uses a Skill, they must first pay any Power Cost associated with that Skill. **They cannot use a Skill if they cannot pay for it!**

The Power used to pay for Skills must come from that Skill's specific Power Slots, as shown on the Player Character Dashboard. Each Skill has its own Power Slots. The 3 unlockable Skills for each Player Character have 3 Power Slots each. The Skills from their Character Card (regardless of number) are paid from the 5 Power Slots below the card.

In this example, He-Man's Throw Skill has 2 Power available to it. His Sword of Power and Indomitable Skills have 3 Power available.

Controller Characters, like Skeletor here, do not assign Power to their Skills, instead sharing a common pool of Power for all their Skills, kept on the Controller Board below their card.

THE BALANCE OF POWER

This might be one of the most important things to remember, friends! So, pay careful attention!

The forces of good and evil are in constant conflict with each other. When one side of the conflict rises, so does the other!

When a **Player Character** loses Power from their Character Dashboard for any reason *(whether spending it to use Skills or losing it from some other means)* the Controller **gains that Power** to allocate to their Controller Skills. If the Power was spent and/or lost by the Player during an Action, the Controller gains this Power after the Action has been completed. In any other case, the Controller instantly gains this Power.

EXAMPLE: *He-Man spends 2 Power to use his* **Indomitable** *Skill, gaining its effect. As soon as this Skill is resolved, however, the Controller immediately gains the Power it used, allocating it to 1 of his Controller Skills:*

*Remember that this Power is assigned **only** to the Skills on the Controller Board! **It cannot be allocated to a Controller Character!***

CONTROLLER SKILLS

The Controller also has access to 4 special Skills that they can utilize during the game.

When the Controller gains Power, either from the Strategy Activation or from the Players spending/losing it, that Power is assigned to 1 of the 4 Controller Skills. These Skills function similarly to Character Skills with a few exceptions. Let's go over each in greater detail:

RESERVES: This Skill is only used during the Strategy Activation, after Minions have Activated. It is used to spawn additional Minions to the Battlefield. When a Minion is spawned, it can be placed in any unoccupied space adjacent to the edge of the Battlefield or adjacent to a Controller Character. Also remember that this Skill is used only after the usual Minion Activation step, so newly-spawned Minions typically won't get to activate immediately!

COMMAND: This Skill is only used during the Strategy Activation, after Minions have Activated, and allows the Controller to perform additional Actions with their Characters.

EMPOWER: This Skill is used as a universal Attack and Defense Boost for the Controller's Characters and Minions. It functions exactly like all other Attack/Defense Boosts (See Attack/Defense Boosts, Pg. XX)

BATTLE PLAN: This Skill makes use of powerful cards known as Strategy Cards. It's used during the Strategy Activation, after Minions have Activated, and can be used to draw cards from the Strategy Card Deck by spending Power.

Once drawn, these cards go into the Controller's Strategy Card hand (be sure to keep them hidden from the other Players!).

WORK IN PROGRESS

Each card lists when it can be played. To play a card, 1 Power must be spent from the Battle Plan Skill. It's also worth noting there is no limit to the number of Strategy Cards the Controller can have in their hand at any time. However, once they're all played from the deck and the deck is empty, they aren't reshuffled. So, don't play them too eagerly!

Got that? So, during the Controller's Strategy Activation, they pay 1 Power to draw a Strategy Card. Later, when the time is right, they pay another 1 Power from Battle Plan to play the card, springing their diabolical trap on those unsuspecting fools!

The Controller starts the game with 4 unique Controller Skills on their Controller Dashboard. Make sure to start them on their Unboosted Side.

BATTLE PLAN
⚡: Draw 1 Strategy card.
⚡: Play 1 Strategy card.
Activate its Empowered Effect.

BATTLE PLAN
⚡: Draw 1 Strategy card.
⚡: Play 1 Strategy card.

BOOSTED SIDE

UNBOOSTED SIDE

ESCALATION AND UNLOCKING SKILLS

Skills sure are great, but how exactly do I go about gaining them? Glad you asked!

There are 3 categories of Skills: Those found on Character Cards, those on the Controller Board, and those gained through Escalation.

STARTING SKILLS

Skills found on Character Cards are available from the start of the game. As long as a player has the Power to pay for them, they can use them!

ESCALATION SKILLS

Additional Skills are unlocked as the game progresses through a mechanic known as Escalation.
Each Player Character has a set of 3 Skill Cards available to them. Each Skill card is double-sided, with a unique Skill on each side. Each Skill card is also color-coded to a specific Escalation Level (Green, Yellow, and Red).

Escalation has its own special track on the Tracker Board. The Scenario being played lists how to advance the Escalation Track. When it reaches certain advancement spaces, all Player Characters unlock 1 new Skill of that level. Every Character has 2 Skills at each level to choose from. Once a Skill is chosen, it cannot be switched later in the game (unless specifically stated otherwise). So, be sure to choose wisely based on what is needed that game!

HE-MAN 8

SWORD OF POWER · 3
⚡⚡ Attack Boost: Roll +3 dice.

I HAVE THE POWER!
Bonus Action: He-Man Heals 1 Wound.
Boost: All adjacent Enemies suffer 1 Wound and become Dazed.

HE-MAN

SWORD OF POWER · 3
⚡⚡ Attack Boost: Roll +3 dice.

INDOMITABLE
Bonus Action: He-Man Heals up to 2 Wounds.

LIFE SIPHON · 5
For each Wound dealt, Heal Skeletor or 1 Ally within 4 spaces 1 Wound.
⚡ Attack Boost: If this KO's an Enemy, Skeletor or 1 Ally within 4 spaces may perform 1 Bonus Move Action.

TELEPORT
Action
Move 1 Ally within 2 spaces up to 2 spaces, ignoring Escape Damage and Terrain penalties.
⚡ Boost: Move +2 spaces.
⚡ Boost: This becomes a Bonus Action.

Both Character Cards and Controller Cards have Skills on them. In He-Man's case, Sword of Power and Indomitable. Both are available from the very start of the game.

EXAMPLE: *When the Escalation Track reaches the Yellow advancement space, all Player Characters unlock a new Skill, placing it on their Character Dashboard. Skeletor, shown above, can select between his Life Siphon Skill or his Teleport Skill.*

He chooses his Life Siphon Skill, unlocking it and placing it on his Character Dashboard.

The Controller doesn't gain new Skills as the game progresses. Instead, they gain Boosted versions of their 4 starting Controller Skills.

Each time one of the advancement spaces on the Escalation Track is reached, at the same time the Player Characters gain new Skills, the Controller chooses 1 of the Skills on the Controller Dashboard and flips it to its Boosted Side, granting it additional effects.

The Escalation Track reached its second advancement space. That means that 2 of the 4 Controller Skills have been upgraded so far this game.

ATTACKS

Now for the best part! This is how to make Attacks to crush those foolish enough to stand against you! Nyeh Nyeh Nyeh!

Attacks come in 2 types: Melee and Ranged. They are both resolved the same way, but there are some key differences between them when it comes to how far they can reach:
• **Melee Attacks** can only target enemies in adjacent spaces and in Line of Sight (See Line of Sight, pg XX).
• **Ranged Attacks** can target any enemy within 4 spaces and in Line of Sight.
When a Character makes an Attack, the following steps are taken, in order:

1 –Select Attack and Pay Power Cost: All Attacks are Skills, which means many of them require Power to be used. In order to use an Attack, the player must first pay its Power Cost.

2– Select Target: Choose 1 valid Enemy within range of the Attack. Allies cannot be Attacked.

3 – Apply Attack Boosts: If the Attack has any Attack Boosts, they are used before rolling the Attack Dice.

4– Apply Defense Boosts: If a player has any Defense Boosts, they are used after Attack Boosts are used but before dice are rolled. This means the defender can see any Attack Boosts the attacker is using before deciding what they want to use!

5 – Roll Attack Dice: Each Attack lists a number of dice it rolls. Additional dice may be granted by Boosts as well! There is a limit of 6 dice for any Attack! If an Attack would ever roll more than 6 dice, any additional dice are discarded.

• ✦ **:** During a Melee Attack, each of these symbols rolled creates 1 Success.

• ✦ : During a Ranged Attack, each of these symbols rolled creates 1 Success.

• ☗**:** Each of these symbols rolled creates 1 Success, regardless of the type of Attack. Additionally, the Attacker also gains 1 Power for each ☗ rolled after completing their Attack.
Sometimes, an effect will replace or convert the effect of rolling a ☗ into something different (This usually happens with Minions)! **Pay attention to these effects whenthey happen!**
Example: "May convert all ☗ results into '+2 Successes'" would mean that, for each ☗ rolled, instead of gaining +1 Success and +1 Power, the result would create +2 Successes instead (no Power gained!)

6– Tally Successes: Once the Attack dice have been rolled, tally together the total number of Successes generated by the Attack, based on the die results. Every Success becomes 1 Wound for the Defender.

7–Subtract Armor: Some Characters have an Armor Value ⊕ listed on their Character Card next to their Hit Points (some Skills can also grant ⊕ as well). For every point of Armor, subtract 1 from the total number of Wounds that Character would suffer (It's also good to remember that Armor only prevents Wounds from Attacks, not other effects!)

8– Apply Wounds: For every remaining Success, the Defender suffers 1 Wound. Move their HP Token down the HP Track based on how many Wounds they suffered. Characters reduced to 0 HP are KO'ed (see KO'ed, below).

Once these steps are completed, the Attack is finished.

WORK IN PROGRESS

ATTACK EXAMPLE

Your old pal Skeletor is attacking that fool Teela with my Life Siphon Ranged Attack!

⚡⚡ **LIFE SIPHON · 5** ⊕

For each Wound dealt, Heal Skeletor or 1 Ally within 4 spaces 1 Wound.

⚡ **Attack Boost:** If this KO's an Enemy, Skeletor or 1 Ally within 4 spaces may perform 1 Bonus Move Action.
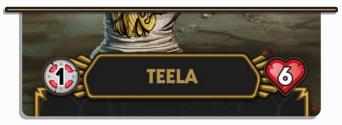
© 2021 Mattel.

First, I'll need to spend 2 Power to use the Attack. Once I've done that, I'll roll 5 Attack Dice. If I had any other Attack Boosts, now would be the time I use them, but I don't need any!

I'll roll 5 Attack Dice and get the following Results:
🗡 🗡 ⊕ 🏰 🏰 . I scored a total of 3 Successes from the ⊕ and 🏰 results and 2 Misses due to the 🗡 roll. I also gained 2 Power from the rolls because I am amazing and rolled 2 🏰 .

Those 3 Successes will deal 3 Wounds to Teela. But wait! That meddling do-gooder has Armor!

Her Armor Value of 1 blocks 1 of the 3 Wounds I dealt her! So, in the end, she'll end up suffering 2 Wounds total! That's fine. I was going easy on her anyway... She'll move her HP Token on the HP Track down 2 space... All the closer to being KO'ed!

1 · **TEELA** · ❤ **6**

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

Also remember my Life Siphon Skill Heals for each Wound it causes! Behold my might!!!

KO'ED!

When a model is reduced to 0 HP, it is KO'ed and removed from the Battlefield! What happens to these models afterwards depends on if they are a Character or Minion:
• **Minions:** KO'ed Minions can later return to the Battlefield via Controller Skills and Cards.
• **Characters:** When a Character is KO'ed, they are only temporarily out of the fight! If a Character is KO'ed, on their next Activation, they are placed on any friendly Deployment Point. They then perform their Activation as usual (including gaining Power, etc).

DAZED

Some Attacks or effects say to Daze the defender. When a model becomes Dazed, place it on its side. While Dazed, that model does not gain the benefits of Armor ⊕ and moves 1 less Space any time it Voluntarily moves (see Movement, pg. XX). During their Activation, a model may spend 1 Power to recover from being Dazed

Note that this means that Minions, since they can never gain Power, can also never recover from being Dazed!)

THE BATTLEFIELD

The Game Board is known as the Battlefield. Here, we're going to go over how you move around and interact with it!

Here are some useful terms to remember when talking about the Battlefield:

Adjacent: An element is adjacent when it is within 1 Space and Line of Sight.

Element: This refers to anything on the Battlefield: Characters, Minions, Terrain, Tokens, etc.

In/Within: An element is within range of an effect if it is in a space listed on the effect. Elements are always within range of their own effects (eg. "A friendly Character within 2 spaces" includes the Character the effect is originating from).

Move: Any time an element goes from 1 space to another space, it is moving. Many effects trigger off of moving. These happen any time the element moves and is not limited to just moves performed during Move Actions.

Push: When an element is Pushed, it must be moved at least 1 space, determined by the owner of the effect causing the Push. It cannot end this move closer to the element causing the Push than it began (but may end the same distance away).

Space: The Battlefield is comprised of a number of hexagonal spaces.

CHECKING DISTANCES

All distances are measured in Spaces. Whenever the distance of an effect needs to be checked (such as something being "within 4 spaces"), count the number of spaces from the source to the target's Space. That is the number of spaces away the target is.

MOVING

When an element moves, it crosses from its Space into an adjacent Space. Moving is always done 1 Space at a time.

(**EXAMPLE:** *If a model is Moving 3 Spaces, it would move from its Space to 1 adjacent Space, then into another adjacent Space, then into another adjacent Space: 3 instances of entering/exiting Spaces*).

Models may freely move through Spaces containing Allies as part of overall movement, but may never end in the same Space. Models may never move through spaces containing Enemies.

EXAMPLE: *He-Man performs a Move Action, allowing him to move up to 3 Spaces. During this Action, he could freely pass through Spaces containing Allies as part of these 3 Spaces, as long as his final Space does not end on a Space containing an Ally.*

ORK IN PROGRESS

ESCAPE DAMAGE

EXAMPLE 2

You can't just let an adversary move around you all willy-nilly! Take the opportunity to get a hit in! Myahahahahaha!

Any time a model **voluntarily moves out of a space** and there were Enemies adjacent to that space, that model suffers 1 Wound **for each Enemy that was adjacent**. This happens each time they move from 1 space to another, meaning it can happen multiple times during the same move.

2 important things to remember: Escape Damage only happens during a voluntarily move. If an Enemy forces a Character to move, such as being Pushed or Pulled, it doesn't cause Escape Damage. The second is that Armor ⊕ *only prevents Wounds from Attacks, nothing else! Escape Damage cannot be prevented with Armor* ⊕ *!*

Man-at-Arms leaves his space. Because 2 Hover Robots are in adjacent spaces, Man-at-Arms suffers 2 Wounds.

EXAMPLE 3

EXAMPLE 1:

Man-at-Arms leaves his space. Because 1 Hover Robot is in an adjacent space, Man-at-Arms suffers 1 Wound.

Man-at-Arms leaves his space, suffering 1 Wound from the adjacent Hover Robot. He then wishes to continue moving. He will suffer 2 additional Wounds for leaving the second space because 2 Enemies were in adjacent spaces.

LINE OF SIGHT

All Skills and effects, unless stated otherwise, require elements to be in Line of Sight. Line of Sight determines what an element on the Battlefield can see. To determine if two elements are in Line of Sight of each other, trace a line from the closest corners of each of their spaces. Unless that line crosses an element (usually Terrain) with the Blocks Line of Sight rule, they have Line of Sight.

Models and Terrain do not block Line of Sight unless they specifically have a rule saying they do!

If multiple edges are the same distance, then the source may choose the edge that is used to determine Line of Sight.

LINE OF SIGHT EXAMPLES

- Man-at-Arms and [Purple] Hover Robot are Adjacent to each other.
- Man-at-Arms and [Blue] Hover Robot are within 2 spaces of each other and have Line of Sight to each other.
Note that since 2 edges are closest, either one could be used to determine Line of Sight.
- Man-at-Arms and [Yellow] Hover Robot are within 4 spaces of each other, but do not have Line of Sight to each other due to the Rocks Terrain.
- Man-at-Arms and [Red] Hover Robot are within 3 spaces of each other, but do not have Line of Sight to each other due to the Ruins Terrain.

TERRAIN

FOREST

- 1 space of Movement to enter or leave.
- While inside Forests, gain +1 ✛ vs. Attacks from outside the terrain.

© 2021 Mattel

Terrain can have numerous effects on the Battlefield, from hindering movement to causing Wounds on models. Each Terrain element has its own unique rules, so check them carefully!

- Each Terrain piece has a matching card showing its rules.

- Most Terrain requires models to pay additional movement to enter or leave it. In the example of Forests, models must pay 1 space of movement to enter or leave.

When a model moves, it usually moves up to 3 spaces. So, a model wishing to enter the Forest from outside could only move a maximum of 2 spaces, as they had to pay 1 to enter!

- Terrain pieces take up multiple spaces on the Battlefield. Sometimes, Scenarios will place multiple terrain piece overlays of the same Terrain next to each other (thus creating a larger overlay). These pieces should be treated as a single, large Terrain piece for all gameplay purposes.

TERRAIN EXAMPLE 1: *The Hover Robot wishes to enter the Forest Terrain. When a model moves, it usually moves up to 3 spaces. Because it must pay 1 movement to enter the Terrain, this means the Hover Robot could further move only 1 additional space within it, as it had to pay 2 to initially enter.*

TERRAIN EXAMPLE 2: *In this example, we see multiple pieces of Forest overlays placed next to each other. For all gameplay purposes, all of these spaces are considered the same Forest. In this example, that means a model would only need to pay movement to enter/leave any exterior part of it. They do not need to pay additional movement just crossing different overlays!*

WORK IN PROGRESS

SCENARIOS

Scenarios dictate the special setup and rules for each game and are all unique. Regardless of Scenario, however, they each have some common terms:

Scenario Type: There are 3 types of Scenarios in *Clash for Eternia*:

    • Open Sides: This means that either side (Controller or Players) can be the Heroic Warriors or the Evil Warriors.

    • Set Sides: These Scenarios, which are usually more narrative and story-based, will list a specific Faction that must be played by the Controller.

    • AI Scenario: These Scenarios are specifically made to be utilized by the Players vs. AI Game Mode (though they can be played as a Set Sides Scenario as well with a human Controller!).

Escalation Trigger: Each Scenario lists the ways that the Escalation meter increases (See Escalation, Pg. XX)

Victory Conditions: Each Scenario lists the ways the Controller and Players each win the game. Sometimes, it is the same for each side. Sometimes, each side has its own unique conditions that must be met. As soon as one side meets these conditions, the game ends and they are declared the winner!

Special Rules: Each Scenario may have additional rules that modify gameplay. They will be explained and listed in this section.

NON-PLAYER CHARACTERS

Some Scenarios make use of special Non-Player Characters (NPCs).

Each Scenario will explain how to incorporate these NPCs. In addition to this, however, each NPC has their own unique card which further gives them some additional rules!

SCENARIO TOKENS

Some Scenarios also make use of 4 special Scenario tokens. Just like NPCs, the specific Scenario will list any rules as to how these tokens are utilized!

PLAYERS VS. AI GAME MODE

Clash for Eternia features a special Game Mode where, instead of a person playing as the Controller, the game itself can take on this role.

When playing this Game Mode, the following special components and rules are used:

CONTROLLER AI SET-UP:

• The Controller Skill Cards and Strategy Deck are not used.

• Once the Players have selected their Characters, they then select 3 Characters for the Controller AI (choosing them just like they would during a standard game: Hero/Villain, by Faction, or Free-For-All). Each Character has a special AI Character Card version. Take these cards and place them above the Controller Board as usual.

• Take the matching Controller Activation Cards for those Characters and the Controller Strategy Card and place them within reach.

• Take the Character AI Card Deck, shuffle it, and place it within reach.

• Take the Controller AI Card Deck, shuffle it, and place it within reach.

• Take the AI Power Token and place it on the 0 space of the HP Track.

CONTROLLER AI CARDS:

Each Character has a unique **AI Character Card**:

Each AI Character Card lists the following information:
1 - Name: The name of the Character
2 - Hit Points: How many Wounds a Character can take before being KO'ed.
3 - Attack: Each AI Character has 1 Attack.
4 - Skill: Each AI Character has 1 Skill.

UTILIZING THE CONTROLLER AI

Before we explain the specifics of how the AI works, there are a couple new general AI Gameplay Rules and Terms players will need to know:

Term: Attack Range: When an AI rule refers to Attack Range, it is usually checking to see if there is a legal target for that Attack, meaning an adjacent Enemy for Melee Attacks or an Enemy within 4 spaces and Line of Sight for Ranged Attacks.

Term: Skill Range: Just like Attack Range, Skill Range is used when the AI is checking to see if there are any legal targets in range of its Skill. Each Skill is unique, so players need to check its specific text. But usually, if there are no Enemies in range of the Skill, the AI won't use it!

New Rule: Balance of Power: Just like when playing against a human, when the Players spend Power, it goes to the Controller to fuel their Skills. Unlike playing against a human, however, this Power is not assigned to any specific Skill. Instead, the AI Power token is used to track the amount of Power the AI has. Each time Power goes to the Controller (whether from the Controller Strategy Activation or from the Players spending/losing it), advance the token on the track by that amount. The AI will spend this Power during their Controller Activation.

THE ORDER PHASE

• At the start of each Order Phase, take the Order Cards for the 3 AI Characters and the single Controller Strategy Card, shuffle them, and randomly place 1 in each of the Controller spaces of the Order Track.

• At the end of each Order Phase, take the AI Character and Controller Decks and shuffle them (including any revealed cards from that round!)

Shuffle those decks separately, mind you. Don't ever shuffle the Controller AI and Character AI Decks together or cataclysmic backlash of unparalleled destruction could occur, and that would just be bad for everyone. Most importantly, me!

AI CHARACTER ACTIVATIONS

• Each time an **AI Character** Activates, they first gain Power as usual (based on their space on the Order Track). Then, flip 1 card from the Character AI Deck. This will list various Actions that Character will attempt to perform that Activation.

• Each **AI Card** lists various Actions the Character will attempt to perform. Check the first Action listed on the card. If the criteria for that Action can be met, that Action is performed. If it cannot be done, proceed to the next Action listed on the card, continuing down until 1 of the listed Actions can be performed.

• Each **AI Character** has 2 Actions, just like a normal Character! Once they have completed their first Action, **repeat** checking the Actions listed on the AI Card a second time (checking on the same card. Do not draw a new one!).

EXAMPLE: *AI He-Man Activates and flips the Attack and Advance card. Checking the first Action, there is no Enemy in his Attack Range. Resolving the second listed Action (With the Otherwise text) He-Man moves toward the nearest Enemy. Once this is done, he will repeat these steps for his second Action. If he is now in Attack Range, he will make an Attack. Otherwise, he will end up moving once again!*

WORK IN PROGRESS

AI CONTROLLER ACTIVATION

• When the Strategy Activation card is flipped for the Controller, flip 1 Controller AI Card. Just like AI Characters, this card will list various Actions the Controller will attempt to perform, though this is based on the amount of Power they have available!

• Unlike AI Characters, the Controller only resolves 1 Action during their Activation. This is done exactly like an AI Character, however (attempt the first listed Action, then proceed down the list until 1 can be performed).

Example: The Strategy Activation card is flipped for the Controller on the 3 Power Slot. Previous, they had no Power, so now they have a total of 3. They flip the above card. The first listed Action can't be resolved since the Controller doesn't have 4 Power to pay. So, they proceed to the next listed Action. They do have at least 2 Power, so they will pay it and perform the listed Action.

AI MINIONS

• During the Strategy Activation, Minions always attempt to move toward and Attack the nearest Enemy. In case of a tie, the Players should select the worst option for themselves as to who the Minions go after.

• Just like when AI Characters attack, if there are ever multiple options for their target, they will always target the Enemy with the lowest remaining HP.

AI CHARACTER ATTACKS

The following additional rules are used when resolving AI Character Attacks:

• AI Characters always use Attack Boosts if they can and they are applicable. This means, for example, an AI Character won't use a Boost that reduces Armor ⊕ against an Enemy with no ⊕.

• They use Boosts in the order that they appear on their card, meaning that if an Attack has multiple Boosts, the first one listed will always be the one they try to utilize before checking if they have Power for the next one.

• If there are ever multiple options for who an AI Character Attacks, they will always target the Enemy with the lowest remaining HP.

AI CHARACTER SKILLS

Each AI Character has a unique Skill. When specific Character AI Cards are revealed, they will attempt to pay Power and use these Skills. When that happens, the following rules apply:

• Characters will only use Skills if there is a legal target in range (See Skill Range, Pg. XX). They will never waste Power on a Skill that doesn't have any effect!

• If there are ever multiple options for who a Skill could affect (example, if it targets the lowest HP Enemy and there are 2 that are tied), then they will always select the Character that they have the best chance of affecting with that Skill (the players will need to use their best judgement to decide the worst outcome for themselves!)

You should never assume your underlings are mindless nitwits (even if they are)! If there are ever any situations where you find multiple options for what an AI does, you should always go with the choice that would be the worst for the Players. That's only fair, after all, myeh!

GLOSSARY TERMS

Action: Characters and Minions perform Actions during their Activations. Actions are Attack, Interact, Move, and using Skills.

Activation: This is a Character's turn during the Round when they will perform Actions.

Adjacent: An element is adjacent when it is within 1 space and line of sight.

Ally: This refers to any friendly model (Character or Minion).

Attack Boost: A bonus to an Attack Action, done before Attack Dice have been rolled.

Battlefield: This refers to all spaces on the game board.

Bonus Action: Bonus Actions are special Actions that do not count against the usual Action limit per turn.

Character: This refers to any non-Minion, non-Terrain model on the Battlefield.

Controller: This refers to the player and any models they are utilizing in the role of Controller.

Element: This refers to anything on the Battlefield: Characters, Minions, Terrain, Tokens, etc.

Enemy: Enemies refers to any element (Characters, Minions, etc.) not controlled by the active player or friendly players.

Enter/Exit: When a model moves into or out of a space, it is entering or exiting that space.

Escape Damage: When a model voluntarily exits a space adjacent to an enemy, they suffer Escape Damage.

Dazed: When a model is Dazed, it does not get [ARMOR] and moves -1 space anytime it moves. It may pay 1 [POWER] during its Activation to remove being Dazed.

Defense Boost: A bonus to Defense, done after Attack Boosts have been used but before the Attack Dice have been rolled.

Friendly: Enemies refers to any element (Characters, Minions, etc) controlled by the active player or friendly players.

Forced: When a model is forced, it must perform the Action listed. In the case of Forced Movement, the model does not suffer Escape Damage.

Heal: When a model Heals, it recovers the listed amount of HP, up to its maximum.

Hit: A model is Hit by an effect or Attack that generates at least 1 Success.

In/Within: An element is within range of an effect if it is in a space listed on the effect. Elements are always within range of their own effects (eg. "A friendly Character within 2 spaces" includes the Character the effect is originating from).

Ignore: When instructed to ignore an effect, it is ignored for all gameplay purposes.

KO: When a model is reduced to 0 HP, it is KO'ed.

Minion: A type of model on the Battlefield. Minions are not Characters.

Miss: Any roll that is not a Success.

Model: This refers to Characters and Minions on the Battlefield (both Friendly and Enemy).

Move: Any time an element goes from 1 space to another space, it is moving. Many effects trigger off of moving. These happen anytime the element moves and are not limited to just moves performed during Move Actions.

Power: Resource for utilizing Skills and other effects. Only Characters can gain Power.

Pull: When an element is Pulled, it must be moved at least 1 space, determined by the owner of the effect causing the Pull. It cannot end this move further from the element causing the Pull than it began (but may end the same distance away).

Push: When an element is Pushed, it must be moved at least 1 space, determined by the owner of the effect causing the Push. It cannot end this move closer to the element causing the Push than it began (but may end the same distance away).

Reroll: When a die is re-rolled, the first result is discarded for all gameplay purposes and replaced entirely by the new result.

Round: The game is played over a series of Rounds which are comprised of a number of Activations.

Skill: Characters and Minions have a number of Skills which they may utilize for various effects.

Space: The Battlefield is comprised of a number of hexagonal spaces.

Spawn: When an element is Spawned, it is placed on the Battlefield (each effect that Spawns will instruct where/how). This does not interfere with its Activation during the Round.

Success: Each result on a die that is not a Miss is a Success.

Target: The chosen recipient of an effect (such as a Skill or Attack).

Terrain Penalties: Any negative effect caused by Terrain.

Wounds: When a model suffers Wounds, it loses HP equal to the number of Wounds it suffered. During Attacks, Successes are converted into Wounds.

DIE SYMBOLS

🗡 : Each of these results is +1 Success for a Melee Attack

⌖ : Each of these results is +1 Success for a Ranged Attack

🏰 : Each of these results grants +1 Power and +1 Success for an Attack (both Melee and Ranged).

NOTE: Sometimes, Skills will change the result of certain rolls (usually 🏰) to different and unique results!