

MASTERS

OF THE UNIVERSE™

THE BOARD GAME



CLASH FOR ETERNIA



RULEBOOK



Games



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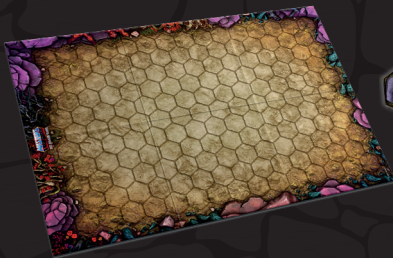
**FREE
CMON
CONTENT**



GET IT HERE!

GAME COMPONENTS

1 GAME BOARD



6 Heroic Warriors



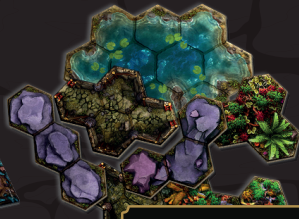
He-Man Man-at-Arms Ram Man

6 Evil Warriors



Skeletor Mer-Man Beast Man

13 DOUBLE-SIDED OVERLAYS



1 TRACKER BOARD



4 PLAYER DASHBOARDS



1 CONTROLLER DASHBOARD



6 Heroic Warriors



Orko Stratos Teela

6 Evil Warriors



Tri-Klops Evil-Lyn Trap Jaw

2 Heroic Elite Minions



He-Man on Battle Cat Royal Guards

2 Evil Elite Minions



Shadow Beasts Skeletor on Panthor

8 Heroic Minions



Eternian Soldiers

8 Evil Minions



Hover Robots

12 AI Character Cards



12 AI Character Cards

38 Activation Cards



38 Activation Cards

36 Double-Sided Skill Cards



36 Double-Sided Skill Cards

4 Minion Cards



4 Minion Cards

12 Strategy Cards



12 Strategy Cards

5 Player Aid Cards



5 Player Aid Cards

11 Terrain/NPC Cards



11 Terrain/NPC Cards

4 Controller Skill Cards



4 Controller Skill Cards

16 AI Cards



16 AI Cards

1 Scenario Book



1 Scenario Book

2 VP Tokens



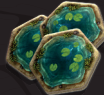
2 VP Tokens

1 AI Token



1 AI Token

6 Water Tokens



6 Water Tokens

6 Boulder Tokens



6 Boulder Tokens

6 Objective Tokens



6 Objective Tokens

4 NPC Tokens



4 NPC Tokens

14 Dazed Tokens



14 Dazed Tokens

12 HP Tokens



12 HP Tokens

1 Escalation Token



1 Escalation Token

3 Plastic Bases



3 Plastic Bases

8 Spawn Tokens



8 Spawn Tokens

4 Scenario Tokens



4 Scenario Tokens

6 Deadly Plant Tokens



6 Deadly Plant Tokens

50 Power Cubes



50 Power Cubes

12 Dice



12 Dice

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 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 strength, 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



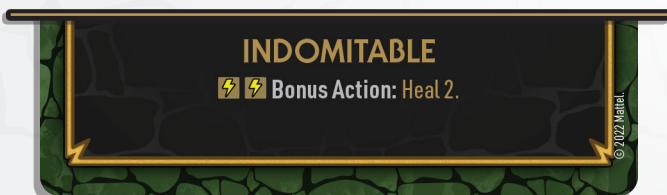
Before showing you the steps to setting up and playing the game, let's go over some basics. We'll get into the specific rules as we go, but knowing the basics will make understanding things easier!

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 (pg. 12).



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



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



CHARACTER COMPONENTS



This is a Character Card. Each character has one. 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.

2 - Armor: If a Character has Armor, their Armor Value is listed here (see Subtract Armor, pg. 15).

3 - Hit Points: How many Wounds a Character can take before being KO'ed (pg. 16).

4 - Basic Skills: Each Character has 1 or more Basic Skills on their card (see Skills, pg. 12).

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



Activation Cards are used to track the order in which Characters activate during the round.



Skill Cards represent the various powers and abilities available to each Character. We'll cover these more in-depth later.



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

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:



TRACKER BOARD

The Tracker Board is used to 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. 7) and Activations (pg. 9)!





SETUP



Now that we've covered the basics, I'll show you how to set up the game!

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

1- CHOOSE CONTROLLER AND FACTIONS

Each game 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 Mode (pg. 20).

2 - SELECT SCENARIO

The players select 1 Scenario from the Scenario Book 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 be based on Factions instead (Heroes vs other Heroes, for example).

- **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 side, taking a Player Dashboard and their specific:

- **Character Model** (x1)
- **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**) and the Skill Cards next to it.

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 alone, the player can tackle it solo or control a whole team!

The Controller then selects 3 Characters available for their side, taking their specific **Character Models**, **Character Cards** (1 for each), and **Activation Cards** (1 for each with Controller on the back, and the Strategy Activation), and places them within reach. **The Controller always selects 3 Characters**, regardless of the number of Characters on the Player Team. Make sure to attach the plastic bases under each Controller Character. 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!



You might think some fights aren't fair since the Controller will always bring a full team and the Player Team could just be a single Character! However, worry not! In the face of overwhelming odds, it just means that each Character gains more determination and power to overcome them!

4 - CONTROLLER SETUP (B)



The Controller takes the **Controller Board** and its 4 **Controller Skill Cards**, placing 1 in each slot of the Controller Board with its Unempowered-side faceup (gray background) and the 3 selected Characters above the Controller Board.

They then select 1 Minion type from their chosen side, taking their **Minion Models** and **Minion Card**. Place the Minion card faceup in the slot to the left of the Controller Board.

Some Minions are marked as special Elite Minions and cannot be chosen for the Controller Board. Instead, they are spawned by Special Abilities and rules.

Finally, the Controller takes the Strategy deck, shuffles it, and places it facedown next to the Controller Board (G).

5 - PLACE HP AND ESCALATION TOKENS (C)



- Take each Character's HP Token and place it in the HP Track (1) matching their maximum HP Value.
- Take the Escalation Token and place it on the 0 box of the Escalation Track (2) of the Tracker Board. Place VP Tokens (P and C sides up) in the 0 box as well if the chosen Scenario uses them.

6 - SETUP BATTLEFIELD (D)

- Set up the Battlefield according to the instructions in each Scenario, populating it with Character models, Terrain, tokens, as well as any Minion Models shown, before the first turn on their respective spawn zones. 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 the Player Aid cards among the players (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 every Character has completed their activation. 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 Activation Cards facedown in the respective slots, 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 Activation 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 Activation. 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. Take the special "Any Player Character" Activation Card and place it faceup in the ⚡⚡⚡ Player 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.

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. 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!

Depending on the number of Characters in the Player team, each Character may activate a different number of times:

1 CHARACTER: With only a single Player Character, it won't be a secret who is activating. This does mean that a single Character will activate a total of 4 times each Round (and gain a ton of Power as well). They also gain +1 Additional Action per Activation (see Activation, pg. 9).

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 special "Any Player Character" Card is placed faceup 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.



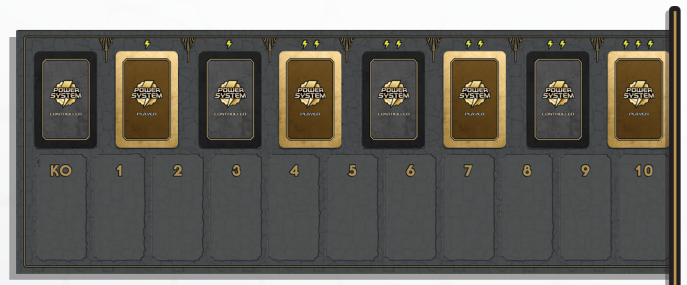
The order is known to the Controller, but they're placed facedown in the Controller Slots, hidden from the Player Team!



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

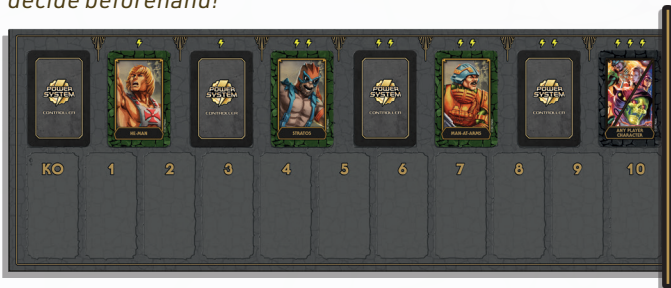


Of course, remember that all cards are placed facedown, so once all cards are on the track, it looks like this:



EXAMPLE 2:

Let's show 1 more example with 3 Player Characters. Remember in this case, the special "Any Player Character" Card is always 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. During the final Player Team Activation any 1 of these 3 Characters can be selected to activate again! The Character who activates is only chosen at the start of that Activation. The Player Team doesn'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 whether that Character is a Player or Controller Character, are resolved the same way.

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

After all Activations have been completed, remove all Activation 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 one side achieves the Victory Conditions listed in the Scenario.

CHARACTER ACTIVATION

1 - 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 Activation Card. When gained, Power is immediately assigned to any Unlocked Skill (and only to Unlocked Skills). Power cannot be assigned to empty Skill Slots.

2 - PERFORM ACTIONS: Once they have gained Power, it's time for the Character 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. This means a Character cannot stop in the middle of an action to perform another, only to resume the previous action.

The Actions a Character can perform are:

- **ATTACK:** The Character makes 1 Attack against an enemy in range and Line of Sight (see Attacks, pg. 15).
- **INTERACT:** The Scenario might give special instructions that require a Character to spend an Interact Action to do.
- **MOVE:** When a Character performs a Move Action, they are moved up to **3 spaces** on the Battlefield, going from their current space to an adjacent space. Characters may freely move through spaces containing Allies as part of overall movement, but they may never end in the same space. Models may never move through spaces containing Enemies or certain pieces of Terrain (see Terrain, pg. 19). In addition, if a Character moves out of a space adjacent to Enemies, they suffer Escape Damage (see Escape Damage, pg. 18)!
- **USE SKILL:** Sometimes, Character Skills require an Action to be used. Each Skill that requires an Action says so in its text.
- **BONUS ACTIONS:** Sometimes, a Skill or effect gives a Character a Bonus Action. Bonus Actions do not count against the 2 Actions a Character can perform during their Activation. However, each Bonus Action can only be performed once per Activation! Sometimes, a Skill or effect gives 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!

If you are not able to perform any other action you may spend 1 action to remove 1 adjacent terrain token.

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**
Instead of 2 Actions, when playing with only a single Player Character, they will also gain +1 additional Action per Activation. This means they get to Activate 4 times, with a total of 3 Actions per Activation!

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:

- 1-Controller Gains Power:** Unlike 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.
- 2-Activate Minions and Elite Minions:** Each Minion and Elite Minion owned by the Controller is activated, 1 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 they want (example: A Minion doesn't have to move if it doesn't want to and just Attack).
- 3-Activate Controller Skills:** Once all Minions have activated, the Controller may now activate their Controller Skills, assuming they have enough Power to do so (see Controller Skills, pg. 13). 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.
- Some Minions are marked as Elite Minions. Elite Minions are only spawned by specific Character Skills, which means they cannot be chosen as the Controller Minion at the start of the game.
- Since Minions cannot gain Power, that means they have no way to recover from being Dazed (pg. 16).



SKILLS AND POWER



Skills and Power go hand-in-hand, so I'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** below the Hero Card or on any **Unlocked Skill** (a slot with a Skill Card). 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 (1)**.
- **Controller Characters** do not have individual Skills Cards. Instead, all their Skills are on their Character Card and draw Power from the slots on the Controller Dashboard below their cards (2).



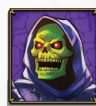
The Controller has their own Dashboard where they assign any Power they gain to their 4 Controller Skills, as well as slots for their Controller Characters to gain up to 5 Power each!



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



Each Controller Character has a group of 5 Power slots below their Card. This Power can be used to pay for any of their Skills.

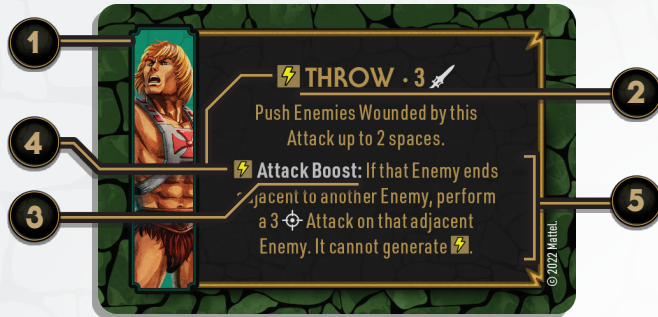


Minions are WEAK! They can NEVER gain Power! If an effect tries to give them Power, then it is wasted, squandered, and immediately discarded!

Minions don't have Power Slots and can never gain Power.

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.



Skills have the following information:

1 - CHARACTER ICON (Skill Cards Only): This shows the Character that the Skill belongs to. The color shown (Green, Yellow, Red) is tied to specific Escalation Levels (see pg. 14).

2 - NAME: The name of the Skill, along with any Power costs, and Attack information.

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

BOOSTS: These are effects that will enhance your actions and are always tied to a specific action. Boosts can only be used for that action and only once per action.

REACTIONS: These are special Skills that can be triggered by certain game events. Each Reaction Skill lists what its specific trigger is (example: "When an Enemy Attacks", "Start of the Round" etc). Each time this trigger is met, the Skill may be used (assuming you have Power to pay for it!), and each Reaction may only be used once per trigger.

SURGES: These are additional effects available to some Skills and Boosts. When a Skill or Boost is used and it has a Surge effect, you may pay the additional Power listed to gain the additional effect. Each Surge may only be used once per Skill/Boost.

4 - POWER COST: The amount of **Power** required to be paid in order to use a Skill and any additional Boosts or Surges.

5 - EFFECT: 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 Throw 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. The 3 unlockable Player Character Skills 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, they have a pool of Power for all their Skills, which is kept on the Controller Board below their cards.

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 (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/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 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 Minion Activation step, so newly-spawned Minions typically won't get to activate immediately. Once all 8 minions are on the field, no further minions can be spawned.



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. 15).



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!). Strategy Cards can be played on their specific trigger. If the trigger occurs outside the Strategy Activation, the Controller may play it by paying power as they normally would.

CONTROLLER STRATEGY CARDS

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 Unempowered Side.



ESCALATION, EMPOWERING, & 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.

ESCALATION SKILLS

Additional Skills are unlocked as the game progresses through Escalation.

Each Player Character has a set of 3 Skill Cards available to them. Skill Cards are double-sided, with a unique Skill on each side. They are 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.

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!



Both Character Cards and Controller Cards have Skills on them. As a Player, He-Man has Sword of Power and Indomitable. Both are available from the very start of the game.

Each time a Character unlocks a new Skill, 1 Power is immediately allocated to that Skill from the reserve.



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. Regardless of which Skill he chooses, he then allocates 1 Power to it.

The Controller doesn't gain new Skills as the game progresses. Instead, their 4 Controller Skills improve and their Controller Characters gain new effects. This is known as **Empowering**.

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 Empowered Side. They then select 1 of their Controller Characters and place 1 Power cube on the Empowered slot. The Character now gains the benefit of this effect until the end of the game!



The Escalation Track reached its second advancement space. That means that 2 of the 4 Controller Skills have been Empowered so far this game (and 2 Characters have been Empowered as well).

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. 18).
- **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, the player may choose to pay and use them 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 generates 1 Success.
- : During a Ranged Attack, each of these symbols rolled generates 1 Success.
- : Regardless of the type of Attack, each of these symbols rolled generates 1 Success. Additionally, after completing the attack, the Attacking Character gains 1 Power for each rolled. Sometimes, a Skill will also add an extra effect to rolling a .

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

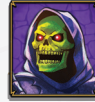
7 - Subtract Armor: Some Characters have an Armor Value listed on their Character Card next to their Hit Points (some Skills can also grant as well). For every point of Armor, subtract 1 from the total number of Wounds that Character would suffer (it's also good to remember that Armor only prevents Wounds 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, pg. 16).

Once these steps are completed, the Attack is finished.



ATTACK EXAMPLE:



Your old pal Skeletor is attacking Teela with the Life Siphon Ranged Attack!



First, I'll need to spend 1 Power to use the Attack. Once I've done that, I'll roll 4 Attack Dice. If I had any other Attack Boosts, now would be the time I use them, but I don't need any!

I roll 4 Attack Dice and get the following Results: . I scored a total of 3 Successes from the and results and 1 Miss due to the . I also gained 2 Power from the rolls because I am amazing and rolled 2 .

Those 3 Successes would 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 moves her HP Token on the HP Track down 2 spaces. All the closer to being KO'ed!

MULTI-TARGET ATTACKS

Some Attacks state they Hit and/or target multiple Enemies (such as "Targets all Enemies within 2 spaces"). When an Attack states this, only 1 Attack Roll is performed (including any Attack and/or Defense Boosts) and the results of that roll are compared against **all** targets. **Do not roll separately for each Enemy!**

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:

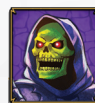
- **Minions:** KO'ed Minions can later return to the Battlefield via Controller Skills and Cards.
- **Characters:** When a Character is KO'ed, they are only temporarily out of the fight! If a Character is KO'ed, remove all condition tokens it may have. During their next Activation, they are placed on any friendly Spawn Token and are healed to full HP. They then perform their Activation as usual (including gaining Power, etc). If all Spawn Tokens are occupied, players choose the nearest available space to spawn the Model.

DAZED



Some Attacks or effects Daze the defender. When a Model becomes Dazed, place a Dazed token next to it. The Dazed token is moved along with the Model until they recover from it. While Dazed, that Model does not gain the benefits of Armor and moves 1 less Space any time it moves (except when Pushed, see pg. 17). During their Activation, a Model may spend 1 Power to recover from being Dazed. Models can only have 1 Dazed token.

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



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

THE BATTLEFIELD



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



Some useful terms to remember when talking about the Battlefield are:

Space, Element, Adjacent, In/Within, Move, Push.

Space: Each individual hexagonal space on the Battlefield.

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

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

In/Within: An element is in/within range of an effect if the element is in a space up to what is listed on the effect. Such effects do not require line of sight unless noted otherwise.

Move: Any time an element goes from 1 space to another space, it is moving. Many game effects are triggered by moving. These happen any time an element moves and is not limited to just moves performed during Move Actions.

Push: When an element is Pushed, it is moved up to the distance listed by the Skill. This movement is controlled by the owner of the Skill. Escape Damage is ignored when a Model is Pushed.

Additionally, sometimes an effect will specify the Push must be towards or away from an element. Towards means the element being Pushed cannot end **further** from the source than it started. Away means the element being Pushed cannot end **closer** from the source than it started. In either case, this also means it can end the same distance that it began.

CHECKING DISTANCES

All Skills require Line of Sight, unless specifically stated otherwise.

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.*

MOVING MOUNTED MODELS

When moving a Mounted Model, the player chooses a hex it occupies. Count spaces of movement from that chosen hex, then place the Mounted Model in any orientation from the final hex.

Mounted Models can never be half-on or half-off Terrain. A Mounted Model will not be able to move into a Terrain if the Terrain has less unoccupied hexes than required for the Mounted Model.



ESCAPE DAMAGE



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

Any time a Model **moves out of a space** with Enemies adjacent to that space, that Model suffers 1 Wound **for each adjacent Enemy**. This happens every time they move from 1 space to another, meaning it can happen multiple times during the same move. If a Model is moved by an effect from an Enemy like "Mind Control", it does not suffer Escape Damage.

Mounted Models suffer Wounds from Escape Damage when either space it occupies leaves the space while adjacent to an enemy.

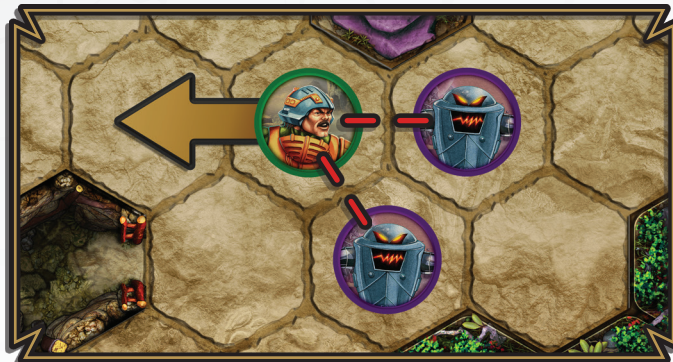
2 important things to remember: A Model never suffers Escape Damage from being Pushed. The second is that Escape Damage cannot be prevented by Armor . This is because Armor only prevents Wounds from Attacks and nothing else!



EXAMPLE 1:

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

EXAMPLE 2:



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

EXAMPLE 3:



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

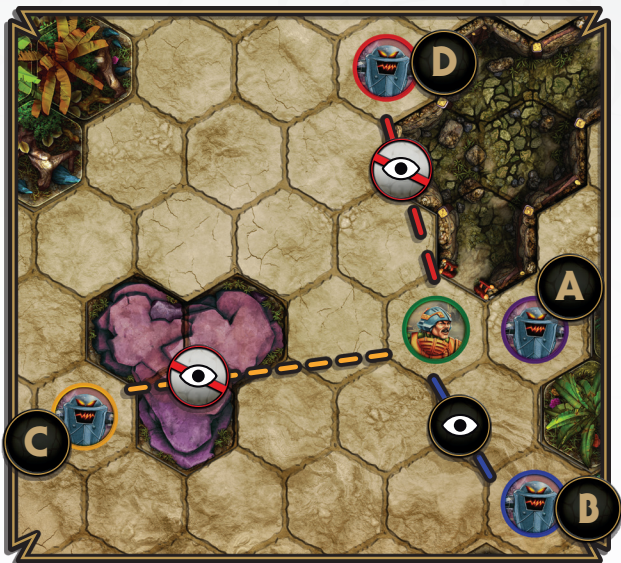
All Skills and effects, unless stated otherwise, require elements to be in Line of Sight.

Line of Sight determines what an element on the Battlefield can see. To determine if 2 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 (A)** are adjacent to each other.
- Man-at-Arms and **Blue Hover Robot (B)** 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 (C)** are within 4 spaces of each other, but do not have Line of Sight to each other due to the Rocks Terrain, which blocks Line of Sight.
- Man-at-Arms and **Red Hover Robot (D)** are within 3 spaces of each other, but do not have Line of Sight to each other due to the Ruins Terrain, which blocks Line of Sight.

TERRAIN

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 listing its rules.
- Many Terrain requires Models to pay additional movement to enter or leave it.
- 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.
- Sometimes a Skill or effect will place a terrain token, such as Mer-Man's Water tokens. These tokens may be placed on top of terrain pieces, but each space may only ever contain a

single token placed in such a way. Each of these tokens has their own unique special rules, so see their associated rules card for details.

- Some Skills and rules might interact with **Terrain Penalties**. These are each clearly labeled on the Terrain card. If an effect does not specify it is a Terrain Penalty, then it isn't!



EXAMPLE 1: The Hover Robot wishes to enter the Forest Terrain and performs a Move Action, which grants it 3 movement points. To enter the Forest it must pay 2 movement points (1 to move a space, 1 for the Terrain Penalty). After entering the Forest, the Hover Robot can move 1 more space.



EXAMPLE 2: In this example, multiple pieces of Forest overlays are 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 extra movement to enter/leave any exterior part of it. They do not need to pay additional movement just crossing different overlays!

Note: If a game effect requires placing a Terrain and there are no pieces of that type available, an existing one may be moved instead.

SCENARIOS

Scenarios dictate the setup and rules for each game. While they are all unique, 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 choose any Faction.
- **Set Sides:** These Scenarios, which are usually more narrative and story-based, 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 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. 14).

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 1 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 are explained and listed in this section.

NON-PLAYER CHARACTERS

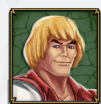


Some Scenarios make use of special Non-Player Characters (NPCs).

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

Regardless of individual rules or the scenario, there are a few rules all NPCs follow:

- NPCs may **never** gain Power.
- NPCs may **never** be affected or targeted by Skills, unless it is an Attack. Even then, they may only suffer Wounds from the Attack, no other effects!



Basically, an NPC is usually going to be immune to most effects, and just do whatever the scenario says at their own pace!

SCENARIO TOKENS



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

PLAYERS VS. AI MODE

Clash for Eternia features a special Mode where, instead of a person, the game itself takes on the role of the Controller against the Player Team.

When playing this Mode, follow these rules and use these special components:

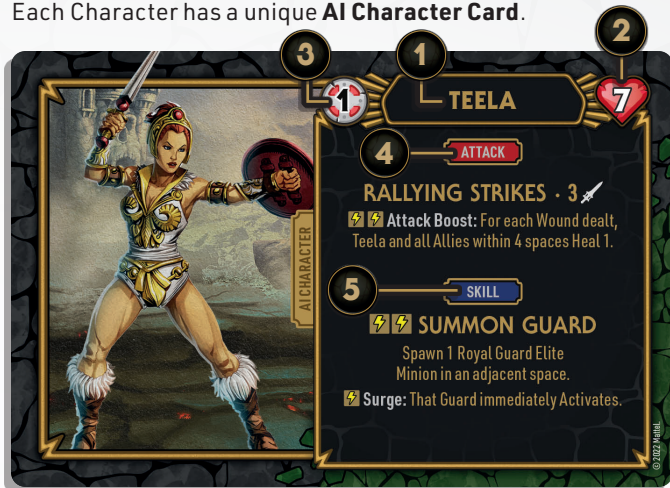
CONTROLLER AI SETUP

- The Controller Skill Cards and Strategy deck are not used.
- After 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 version of their Character card. Take these cards and place them on the Controller Board as usual.
- Take both the AI Character Activation and AI Strategy Activation card decks, shuffle them separately, and place them facedown within reach.
- Take the AI Power Token and place it on the 0 space of the HP Track.



CHARACTER AI CARDS

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



Each AI Character Card lists the following information:

- 1 - Name.**
- 2 - Hit Points:** How many Wounds a Character can take before being KO'ed.
- 3 - Armor:** Prevents a number of Wounds from Attacks.
- 4 - Attack:** Each AI Character has 1 Attack.
- 5 - Skill:** Each AI Character has 1 Skill.

UTILIZING THE CONTROLLER AI



Before I explain the specifics of how the AI works, there are a couple of new general AI Gameplay Rules and Terms players 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, standard range and Line of Sight rules apply (see pg. 18).

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

When the Players spend Power, it goes to the Controller to fuel their Skills, similar to when playing against a human. 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. Flip the token to its 10+ side if the track would move beyond 10. The AI will spend this Power during their Activation.

THE ORDER PHASE

- At the start of each Order Phase, take the Activation 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 Activation and Strategy Activation decks and shuffle them separately (including any revealed cards from that round).



Shuffle those decks separately, mind you. Don't ever shuffle the Strategy and Character Activation 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 Activation AI deck.



- 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 until 1 of the listed Actions can be performed.

- Each **AI Character** has 2 Actions, just like a usual 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!

AI STRATEGY ACTIVATION



- When a Strategy Card is flipped for the Controller, flip 1 Strategy Activation AI Card. Just like AI Characters, this card will list various Actions the Controller will attempt to perform, based on the amount of Power they have available!
- The Controller only resolves 1 Action during their Activation. This is done exactly like a Character Activation AI (attempting the first listed Action, then proceeding down the list until 1 can be performed).

EXAMPLE: *The Strategy Activation card is flipped for the Controller on the 2 Power Slot. Previously, they had no Power, so now they have a total of 2. They flip the Summon Minions card (see above). The first listed Action can't be resolved since the Controller doesn't have 4 Power to pay. So, they proceed down the list to the next possible 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.
- 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 and Surges if possible and they are applicable. This means, for example, an AI Character won't use a Boost that reduces Armor 🛡️ against an Enemy with no 🛡️.

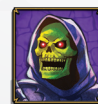
- They use Boosts and Surges in the order that they appear on their card, meaning that if an Attack has multiple Boosts, the first one listed will always be the one they try to utilize before checking if they have Power for the next one.
- If there are ever multiple options for who an AI Character Attacks, they will always target the Enemy with the lowest remaining HP.



AI CHARACTER SKILLS

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

- Characters only use Skills if there is a legal target in range (see Skill Range, pg. 21). They never waste Power on a Skill that doesn't have any effect!
- If there are ever multiple options for who a Skill could affect (for example, if it targets the lowest HP Enemy and there are 2 that are tied), then they 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

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

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

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

Ally: Any other friendly Model (Character or Minion).

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

Battlefield: All spaces on the game board.

Bonus Action: Special Actions that do not count against the usual Action limit per turn. Each Bonus Action can only be performed once per Activation.

Character: Any non-Minion Model or NPC on the Battlefield.



Controller: The player and any Models they are utilizing in the role of Controller.

Element: Anything on the Battlefield: Characters, Minions, Terrain, Tokens, etc.

Enemy: Any Model 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: Damage suffered when a Model exits a space adjacent to an enemy.

Dazed: A Dazed Model does not get  and moves -1 space anytime it moves. It may pay 1  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: Any Models controlled by the active player or friendly players.

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: 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 and Controller Skills can gain Power.

Push: When a Model is Pushed, it is moved up to the distance listed by the Skill. This movement is controlled by the owner of the Skill. Escape Damage is ignored when a Model is Pushed.

- **Away:** The element being Pushed cannot end **closer** from the source than it started.

- **Towards:** The element being Pushed cannot end **further** from the source than it started.

Reroll: When a die is rerolled, the first result is discarded for all gameplay purposes and replaced entirely by the new result. Each die can only be rerolled once by friendly effects and only once by enemy effects. In the event both a friendly and enemy effect would reroll a die, first the friendly effect is applied, then the enemy's.

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: Each individual hexagonal space on the Battlefield.

Spawn: When an element is Spawned, it is placed on the Battlefield (each effect that Spawns instructs 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.


Surge: May be used when the associated Boost/Action is performed to gain the additional listed effect.


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


Terrain Penalty: Any negative effect caused by Terrain.

Wounds: When a Model suffers Wounds, it loses HP equal to the number of Wounds it suffered.

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 Success for any type of Attack and +1 Power.



SUMMARY

Each Round is separated into 2 Phases: The **Order Phase** and the **Activation Phase**.

ORDER PHASE

The Player Team and the Controller place Activation Cards facedown on the Tracker Board.

1. **Controller places Activation Cards**
2. **Player Team places Activation Cards**

ACTIVATION PHASE

1. GAIN POWER:

Gain the amount of Power listed on the Activation Slot on the Tracker Board.
Power is assigned to any Unlocked Skill.

2. PERFORM ACTIONS:

Perform up to 2 Actions.

- **Move:** Move up to 3 spaces on the Battlefield.
- **Attack:** The Character performs 1 Attack against an enemy in range and Line of Sight.
- **Interact:** As per the Scenario's instructions.
- **Use Skill:** Some Skills require an Action to be used.

Bonus Actions:

Each can only be performed once per Activation and do not count against the 2 Actions.

CONTROLLER STRATEGY ACTIVATION

1. **Controller Gains Power**
2. **Activate Minions and Elite Minions**
3. **Activate Controller Skills**

THE BALANCE OF POWER

When a Player Character loses Power from their Character Dashboard for any reason, the Controller gains that Power to allocate to their Skills.

