

MALEDICTION

RULEBOOK
JANUARY, 2026

MILLENNIA AGO, THE WORLD DIED.

The undeniable proof is the Malediction, an ever-bleeding wound in the heart of Agnar, seething with chaotic bursts of reality-distorting magic. For a thousand years since The Fall—the cataclysm that birthed the Malediction and destroyed all the great empires of yore—kinship in Selejia has been divided among four great powers. Each with its own ideologies and ambitions, enforces its will with magic as much as with might, each spell but a mirror of its caster's belief. In this discordant world of today, hateful rivals are forced to tolerate one another's existence, as the only victory possible is a pyrrhic one. The balance, however, is about to be broken.

A strange phenomenon is causing the boundaries of the Malediction to recede, unveiling Relics of immense power. These ancient artifacts, embedded within the Husks of their former masters, were powerful gifts bestowed by the divine Everlasting unto mortals—the very power used to sunder the world in The Fall. Now, the Seekers, champions of their factions and bearers of Relics of their own, march forward into this storm of chaos, leading their people to claim this lost power. The Seekers hold the key to the future of Agnar, but know not what lies behind the gates: an era of peace and prosperity, or the doom promised by The Fall.

TABLE OF CONTENTS

GAME OVERVIEW	3
Card Types	3
• Unit Cards	3
• Legacy Cards	4
• Spell Cards	4
• Attachment Cards	5
• Terrain Cards	5
PLAYING THE GAME	6
Battlefield Setup	6
Setup Diagram	7
Game Round	8
• Refresh Phase	8
• Deploy Phase	8
• Action Phase	10
Activation	10
Move	11
Attack	11
Charge	12
Shift	13
Retaliation	13
Abilities	14
Spells	14
Resolving Spells	15
Defeating Units	16
End Phase	16
Husks and Relics	16
Claiming Relics	16
Winning the Game	17
ADDITIONAL RULES	17
Terrain	17
• Premeasuring	18
Rolling Back Decisions	18
• Stat Alteration	18
• Contradictory Effects	18
• Concurrent Triggers	19
• Positioning and Forced Movement	19
• Resolution Sequence Charts	20
GAME MODES	23
Standard Game	23
Demo Game	23
Allegiance	23
Nemesis	24
Alternative Battlefield Sizes	24
BUILDING YOUR WARBAND	25
Deck	25
Side Deck	25
COMMON GAME TERMS	26
CREDITS	27
QUICK REFERENCE	28

GAME OVERVIEW

Malediction is a unique blend of miniature games, using highly detailed models to represent your units, and card games, offering many options for customizing your deck to fit your playstyle.

In this dark fantasy setting, you'll take the role of a Seeker, a wielder of powerful relics and commander of their faction, leading a warband into the accursed grounds of the Malediction. There, you will face your opponents in battle to claim dormant relics from the husks of their former wielders. Games are played on a tabletop battlefield using models, cards, dice, and rulers. Players take turns ordering their units to combat their enemies and gain mastery over that region of the Malediction. With different combinations of cards in each deck, several relics to be claimed, and various terrain configurations, no two games will ever be the same!

CARD TYPES

Cards come in different types and subtypes, which identify their special characteristics and dictate basic rules and interactions, such as when they can be played.

UNIT CARDS

Units are represented by a model and a corresponding unit card. They are a fundamental aspect of your warband used to move around the battlefield, attack, and claim relics!

UNIT CARD ANATOMY

Card Name: Identifies a specific card.

Cost and Rank: Cards have a cost in echo to be played, represented by the number on the diamond. The color of the diamond indicates a card's rank, referenced by some game effects.



Stats: Specific to unit cards. This represents how capable a unit is at interactions on the battlefield.



Factions: The sigils indicate which factions this card is aligned with. This will be used when building your deck.

Card Type & Subtype: All unit cards have subtypes. These subtypes might be referenced in abilities and effects.

Abilities and Effects: A detailed description of a card's abilities and effects.

Flavor Text: Some cards have flavor text that enhances the lore of Malediction.

SEEKERS



Each warband must always have one Seeker. These are powerful units that are not shuffled into your deck, and their card is instead placed on the Seeker zone, close to your deck. Each Seeker also has a Legacy card associated with them, also placed in the Seeker zone.



LEGACY CARDS

Players always have one Legacy card each, and their Legacy card is associated with a specific Seeker. They bring powerful abilities that will help dictate your warband's playstyle. A Legacy card's abilities are always available to its owner, regardless of the Seeker being on the battlefield or not.

LEGACY CARD ANATOMY

Card Name: Identifies a specific card.

Card Type & Seeker: All Legacy cards are associated with a specific Seeker.

Starting Echo: How much echo you start the game with.



Abilities and Effects: A detailed description of a card's abilities and effects. Legacies don't have to be deployed or played; their abilities and effects are always available for you and your entire warband, regardless of whether your Seeker is on the battlefield or not.

SPELL CARDS

Spells create unique effects that can vastly alter the course of a battle, often overriding the core rules of the game.

SPELL CARD ANATOMY

Card Name: Identifies a specific card.

Cost and Rank: Cards have a cost in echo to be played, represented by the number on the diamond. The color of the diamond indicates a card's rank, referenced by some game effects.



Card Type & Subtype: There are 2 spell subtypes, Channel and Swift. Each subtype of spell card has its own specific timing to be used.



Factions: The sigils indicate which factions this card is aligned with. This will be used when building your deck.

Effects: A detailed description of a spell's effects.

Flavor Text: Some cards have flavor text that enhances the lore of Malediction.

ATTACHMENT CARDS

Attachment cards can be equipped by units to modify or enhance their capabilities. A unit with attachments equipped gains all abilities and effects from those attachments.

ATTACHMENT CARD ANATOMY

Cost and Rank: Most cards have a cost in echo to be played, represented by the number on the diamond. The color of the diamond indicates a card's rank, referenced by some game effects. **Relic cards have neither cost nor rank.**



Abilities and Effects: A detailed description of a card's abilities and effects that will be granted to the unit equipping this attachment.



Card Name: Identifies a specific card.

Card Type & Subtype: There are 2 attachment subtypes, Items and Relics. Units may have one of each attachment subtype equipped to them.

Flavor Text: Some cards have flavor text that enhances the lore of Malediction.

RELICS



Relics are a special type of attachment that also act as game objectives. They are not included in player decks, but have their own deck instead, made of 15 Relic cards.

TERRAIN CARDS

Each player brings a terrain set to the game, and each set has a matching terrain card.

TERRAIN CARD ANATOMY

Card Name: Identifies a specific card.

Card Type: Identifies this card as a terrain card.



Effects: Terrain effects apply to all corresponding terrain pieces.



PLAYING THE GAME

After setting up the battlefield, players will play through a series of rounds, each consisting of 4 phases.

- 1. Refresh Phase:** Players gain echo, refresh their units for the upcoming round, draw cards, and resolve an initiative bid.
- 2. Deploy Phase:** Players deploy units and items onto the battlefield.
- 3. Action Phase:** Players alternate taking turns activating their units.
- 4. End Phase:** Players try to claim relics from nearby husks and check for victory.

After finishing the end phase, if no player has won the game, a new game round begins, starting with the refresh phase.

BATTLEFIELD SETUP

A battlefield in *Malediction* is set up by both players, giving everyone an opportunity to tailor the lay of the land to their strategy. To prepare the battlefield, follow the steps below, in order:

- 1. Define the Battlefield:** Malediction is usually played on a 30" by 30" flat surface.
- 2. Place Terrain:** Players roll a die to decide who starts placing terrain. Terrain pieces can be placed anywhere fully within the battlefield, outside of the four deployment zones, and at least 3" apart from other terrain pieces. Starting with the player who won the die roll, players alternate placing terrain pieces. Players must place terrain from their sets from large to small until each player has placed 4 terrain pieces. If both players agree that a terrain piece will not fit into the battlefield, the terrain placement step ends without adding any further terrain pieces.

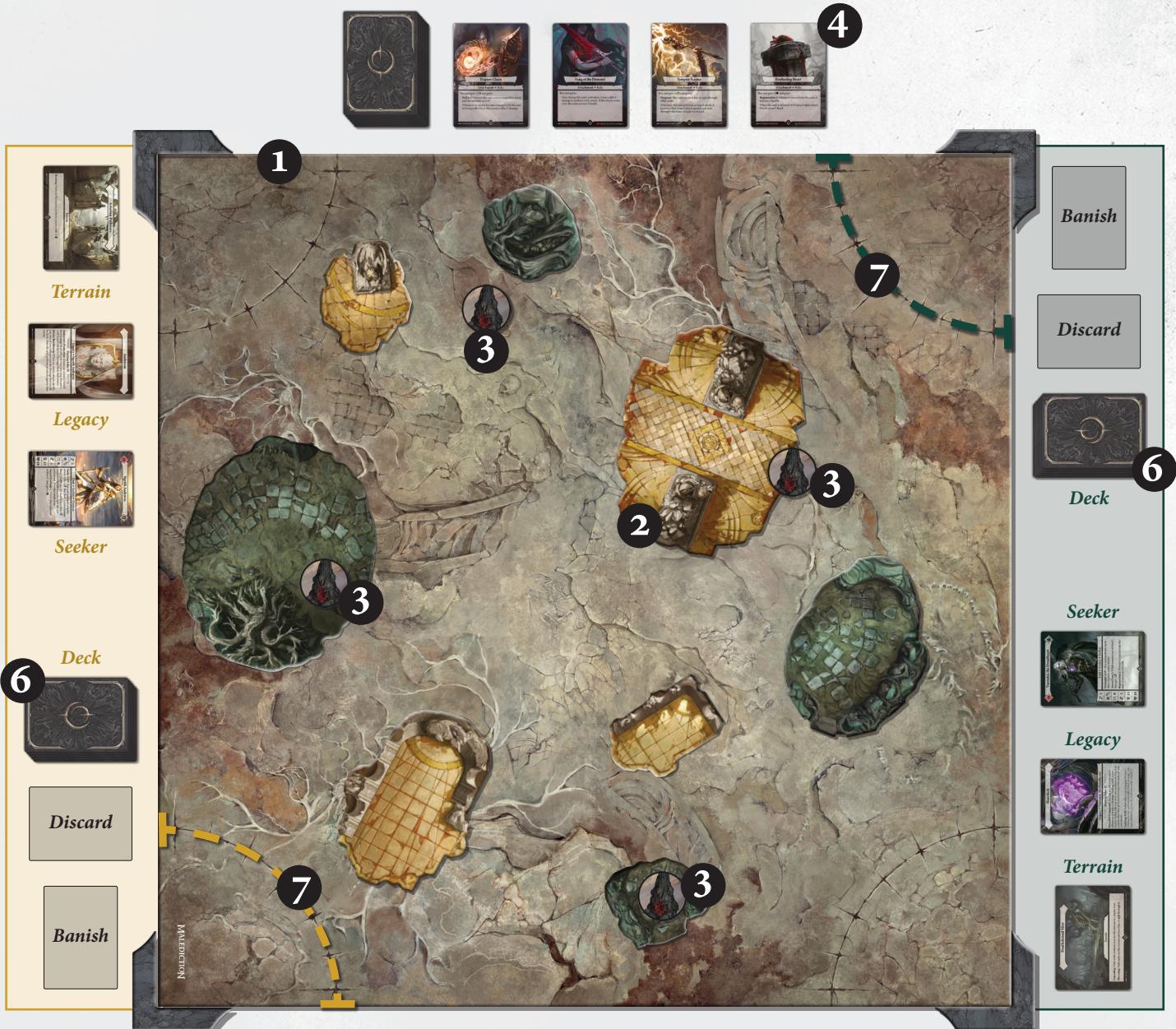
- 3. Place Husks:** Starting with the player who went second in placing terrain, players alternate placing husks until all 4 husks have been placed. You can place a husk anywhere outside of the four deployment zones and outside any obstacles. Husks must have a minimum distance of 10" between each other.
- 4. Create Relic Display:** Shuffle the 15-card relic deck and place it facedown near the battlefield. Draw the top four cards, and place them faceup in a line next to the deck.
- 5. Set Echo, Mastery, and Round:** Set your echo to the number indicated on your Legacy card and set the mastery to 0. Set the round tracker to 1.
- 6. Draw Starting Hand:** Shuffle your deck and draw 7 cards. If you dislike your starting hand, you may reshuffle your deck and draw a new hand with one fewer card for each time you repeat this process. You may repeat this process up to 5 times and must start the game with at least 1 card in your hand.
- 7. Setup Bid:** Players must now bid to choose either their deployment zone or if they want the initiative token for the 1st round. The winner of the bid chooses first. When a player chooses their deployment zone, their opponent's deployment zone must be the diagonal opposite. During the setup bid, if there is a tie, players must roll a die to decide the winner.

Bidding

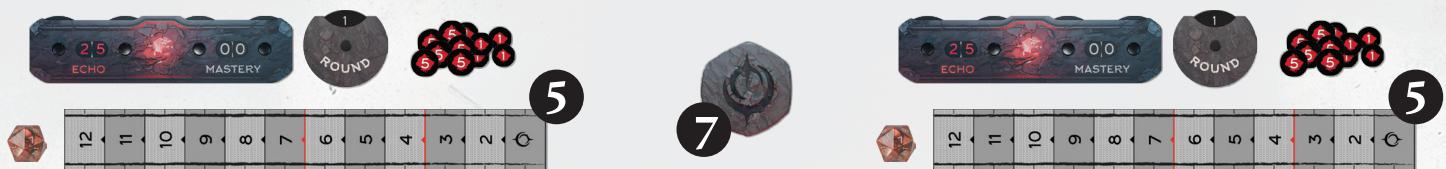
Whenever the game allows (or requires) players to bid, they may (or must) place one card from their hand, facedown, onto the battlefield. Once all players who want to (or must) bid have done so, players will reveal their chosen cards. The player who bids the card with the highest cost is the winner of the bid. Any cards used to bid are banished.

SETUP DIAGRAM

Relic Display



Battlefield Setup (Play Areas Mirror Each Other)



GAME ROUND

Once the battlefield setup has been completed and both players know their deployment zones and who has initiative, the first round of the game begins.

Each game round is comprised of 4 phases, explained below:

REFRESH PHASE

Refresh Phase in Round 1

In the first round of the game, the refresh phase is skipped.

The refresh phase marks the start of a new round. Players gain resources, refresh their units, and bid for initiative. Following the steps below in order:

- 1. Refreshing Units:** Each player refreshes their exhausted units by rotating their card upright.
- 2. Advance the Round Tracker:** Advance the round tracker by one to indicate that you are entering a new round of the game.
- 3. Gather Resources:** Each player gathers resources by following these steps.
 - 3.1:** Draw 2 cards from your deck. If a player has to draw cards, but there are no cards to be drawn from their deck, that player loses the game.
 - 3.2:** Gain echo equal to 2x the round (the number shown on the round tracker).

Gained echo is cumulative, so add it to any unspent echo from previous rounds. This means that a game escalates to allow for powerful plays as a match builds up to its conclusion. Manage your resources wisely to maintain the upper hand or turn the tables in your favor in the late game!

The round tracker counts up to only 5, so there is a maximum limit to how much echo can be gained during the refresh phase. From round 5 onward, players gain 10 echo.

- 4. Initiative Bid:** The player without initiative can make a bid. If they choose not to, then initiative remains with its current player, and the game proceeds to the deploy phase. But if they choose to make a bid, they declare that they are bidding for initiative and place a card from their hand facedown in front of them. The current initiative player can contest this by bidding their own facedown card, or simply forfeit initiative without spending a card. The highest bidder wins the initiative and takes the initiative token (if only one player bids, then they are the highest bidder). If there is a tie, the player **without initiative** wins the bid. Once the initiative bid has been concluded, the deploy phase begins.

GAINING ECHO EXAMPLE

Round 3 has started, and it is the refresh phase. Player A gains 6 echo (twice the number of the current round: 2×3). Since they had 15 unspent echo from previous rounds, their new echo amount is 21.

DEPLOY PHASE

In the deploy phase, the initiative player chooses to either deploy first or defer to their opponent, who deploys first. Then, the first player deploys all units and items they want to bring to the battlefield for that round. Then, the other player does the same. Each unit can equip only one item, placed under that unit's card.

To play a unit card, the active player places the card from their hand or Seeker zone faceup in front of them and pays for it by reducing their echo dial equal to its cost. Then, they stage the unit's deployment by placing the physical model on the battlefield.

To play an item card, the active player places the card faceup under the card of the corresponding unit that is equipping it and pays the echo cost. Items being deployed must be equipped to a unit that is either being deployed or unengaged and already on the battlefield. Equipped units, even those being deployed, immediately gain the item's abilities and effects.

As long as the player has sufficient echo, there is no limit to the number of units and items they can deploy in a single round.

When the first player finishes deploying for this round, they inform the other player that it's their turn to deploy their units. After both players have finished deploying, they proceed to the action phase.

Seekers and the Seeker Zone

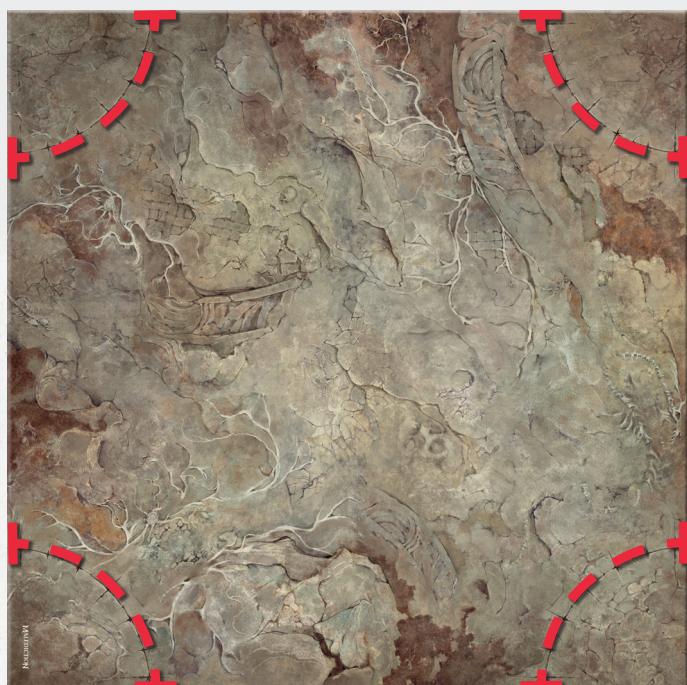
Unlike other units, Seekers are not shuffled into the player's deck, nor are they added to the player's hands.

Seekers begin the game in the Seeker zone and can be played from that zone just as a unit card is usually played from the hand.

If a Seeker ever leaves the battlefield for any reason, they return to their owner's Seeker zone (and can even be played again).

Standard Deployment

To bring a unit into play via standard deployment, they are placed fully within a player's deployment zone, a 6" quarter circle measured from a corner of the battlefield. A player's deployment zone is in the opposite corner from their opponent's deployment zone.



Reinforcement Deployment

As the game progresses and more of your units are spread across the battlefield, you have the option to deploy units as reinforcements. To deploy a reinforcement, place your unit on the battlefield nearby (within 1") any unengaged unit you own. Since units enter the battlefield all at once during deployment, starting in Round 2, only units already on the battlefield from a previous round can call reinforcements. You aren't required to make all deployments, either standard or reinforcement; units can be deployed in a standard way or as reinforcements during the same deploy phase.

Swapping Attachments

Lastly, during the deploy phase, any two unengaged allies you own, nearby each other (within 1"), may freely swap any attachments among themselves. Each attachment may only be swapped once per deploy phase. Units must always respect their attachment limits (1 item and 1 relic).

Staging

The deploying player is able to stage their units where they want to place them. This allows for some flexibility in planning as the player can freely move the deploying units around to ensure they have optimal placement. When a player has finished staging, they declare that they are now deploying, and their incoming units and items all enter the battlefield at once.

This means, for example, that a unit being deployed cannot call reinforcements during that same deploy phase.

DEPLOY EXAMPLE

It is the deploy phase. Player A has 18 echo and wants to deploy a Tarok Beast (A).

They must play the card by spending the echo equal to the unit's cost, going down to 16 echo. Then, they must place the unit fully within their deployment zone.



The Tarok Beast (A) costs 2 echo as shown on its card.



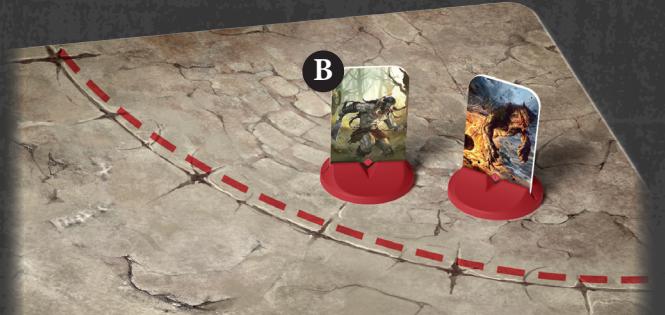
Player A places their Tarok Beast (A) fully within their deployment zone and places their card close to the battlefield.

Player A also wants to deploy a Bloodfrenzy Berserker (B). They now spend another 7 echo (the cost of the Berserker), going from 16 down to 9 echo. Once again, they must place the unit fully within their deployment zone.



The Bloozfrenzy Berserker (B) costs 7 echo as shown on its card.

Player A places their Bloodfrenzy Berserker (B) fully within their deployment zone and places their card close to the battlefield next to their other deployed unit cards.



Lastly, player A wants to equip their Bloodfrenzy Berserker (B) with the Winged Sandals. They must spend another 3 echo, going from 9 down to 6.



Winged Sandals



The Winged Sandals costs 3 echo as shown on its card.

They now must equip the item on a unit that is either being deployed or unengaged. Since the Berserker is a valid target, player A places the Sandals underneath the Berserker. Now, without any other units or attachments to play, player A finishes staging, meaning their incoming units and items all enter the battlefield at once.

REINFORCEMENT DEPLOY EXAMPLE

Next round, player A wants to deploy their Boneclaw Raider as a reinforcement deploy.



In this example, the Boneclaw Raider may not be deployed nearby (within 1") the Bloodfrenzy Berserker (A) since that unit is engaged. But they may deploy their Raider near the Tarok Beast (B).



The Boneclaw Raider costs 6 echo to be played.



Player A then spends echo equal to the cost of the unit (in this case, 6) and places the Boneclaw Raider (C) nearby (within 1") their Tarok Beast, since it was unengaged. The Raider is even able to be engaged with the Spellbound Bahig'udjin (D), denying their opponent the chance to reinforcement deploy nearby that unit.

ACTION PHASE

Unlike the deploy phase, the action phase is resolved in an alternating fashion, with each player, in turn, activating one of their units until there are no units left to activate. The initiative player chooses to either activate first or defer to their opponent, who must then activate first.

Activation

Units can be in one of two states, as shown by their card's orientation: **REFRESHED** (upright) or **EXHAUSTED** (sideways). Units enter play refreshed. Refreshed units can be activated, but exhausted units cannot.



Refreshed



Exhausted

Activation refers to playing a turn by using one of your refreshed units on the battlefield. To activate a unit, declare that you are starting its activation and exhaust its card. It gains two **ACTION POINTS (AP)**, which you can spend to perform various actions during its activation.

A unit may repeat actions as long as it can afford the action's AP cost. After a unit starts performing an action, it cannot spend AP to perform a new action until it has fully resolved its current one (meaning it cannot attack while moving and vice versa). Additionally, a unit cannot spend AP to perform an action while an ability or effect is being resolved.

You may also play one Channel spell during each of your unit's activations, which does not cost action points. When you are finished activating a unit, declare that you are passing the turn. That unit loses any unspent AP. Exhausted units become refreshed again during the next round's refresh phase.

Character Stats

Many actions in *Malediction* will take into account a unit's stats when being performed.

Accuracy: The ability to hit during combat. Add the \mathbb{X} value to the result of a die when making attacks to determine the total attack value. If the result equals or exceeds the target's defense, the attack **HITS**; otherwise, the attack **GRAZES**.

Power: The unit's damage output. If the attack hits, the defender suffers full damage (the bigger number to the left of the slash); if the attack grazes, the defender suffers partial damage (the smaller number to the right of the slash).

Range: The distance in inches that the unit can make a ranged attack. If the stat is 0, the unit may only perform attacks on nearby enemies (within 1"), but other game effects could increase this number.

Speed: The distance in inches the unit can move in a single move action.

Defense: The unit's defense threshold. The attack hits if the total attack value equals or exceeds its target's \mathbb{D} and grazes otherwise.

Max Health: How much damage a unit can resist before being defeated. Use the damage tokens to track damage dealt to a unit or its current health (referred to simply as health). When the unit's health reaches 0, that unit is defeated.

NULL STATS: Some units have a stat of null "-". If a dash is used instead of a number, then that unit cannot **declare or perform actions** that use that stat at all. For example, a unit whose move stat is "-" indicates a stationary unit that cannot move; a unit whose ranged stat is "-" indicates a unit incapable of **declaring or performing** any ranged attacks (regardless of any augmenting methods like unit abilities, items, or spells). If an effect is dependent on a null stat, treat it as 0 regardless of any abilities.

Standard Actions

A unit can spend AP to perform standard actions. There are four standard actions: Move, Attack, Charge, and Shift.

Move (1AP)

A move action costs 1AP. Move your unit up to the distance of its \mathbb{Z} stat. You can measure from any point on the edge of a unit's base, placing that same point at the end of the desired trajectory. You are not required to move the full distance and may stop short.

Units are not restricted to moving only in straight lines, so you can move the unit in increments to maneuver around obstacles (terrain or other units) and even curve your ruler.

Also, a unit cannot move through spaces narrower than its base. If there is not enough space for the width of its base to fit between objects on the battlefield, then the unit cannot move that way and must find another way to maneuver around. The direction a model is facing is not relevant to the game, so you can pivot it to face whichever direction you prefer.

Units cannot overlap or move through:

- Any model on the battlefield (ally or enemy).
- Husks.
- Any section of terrain higher than the base of a unit (meaning anything that's not the "flat part" of the terrain—the ground).

Attack (1AP)

An attack action costs 1AP. To make an attack, roll a die and add the unit's \mathbb{Z} to the result to get the total attack value. Compare this value against the target enemy's \mathbb{D} to see how much damage that attack will inflict.

If the attack value **equals or exceeds** the \mathbb{D} stat, then the defender suffers a hit and is dealt full damage, represented by the bigger number to the left of the slash on the attacker's \mathbb{S} . If the attack value does not equal or exceed the \mathbb{D} , then the defender suffers a graze and is dealt only partial damage, represented by the smaller number to the right of the slash on the attacker's \mathbb{S} .

Criticals

When a **natural 20** is rolled in an attack (meaning an unmodified roll of 20), a **critical hit** is scored, regardless of the target's \mathbb{D} ! Add up both numbers in the unit's power (\mathbb{S}) stat (for hit and graze) before adding any power (\mathbb{S}) from abilities, then deal the total amount of damage to the defender.

When a **natural 1** is rolled (meaning an unmodified roll of 1), you score a **critical graze**, regardless of the target's \mathbb{D} ! Simply deal 1 damage to the defender, without adding any power (\mathbb{S}) from abilities.

An attack may be either melee or ranged.

Melee Attack

All units can make melee attacks. Nearby enemy units (within 1") and line of effect (LoE) are considered engaged in melee combat. So, a unit can perform a melee attack against any engaged enemy unit.

Ranged Attack

Units with a \mathbb{Z} stat greater than zero can attack targets from that distance in inches. These attacks use the same basic formula to hit and deal damage as a melee attack, but a ranged attack can be performed only if the intended target is valid, meaning that it is within range and line of sight (LoS).

Line of Sight & Line of Effect

Line of Sight

To check for line of sight (LoS), trace a line from the center of the originating unit's base to any point on the target's base. If the line crosses another unit, a husk, or a tall obstacle (vertical terrain that is taller than 1"), then LoS is blocked.

Line of Effect

To check for line of effect (LoE), trace a line from an effect's point of origin or the center of the originating unit's base to any point of the target's base. If the line crosses a tall obstacle (terrain that is taller than 1"), then LoE is blocked.

ATTACK EXAMPLE



The Tarok Beast (A) has activated and wishes to attack the Spellbound Bahig'udjin (B). They are already engaged, so the Tarok Beast (A) simply spends 1 AP to perform a melee attack.



Roll a die and add the Tarok Beast's accuracy \mathbb{Z} to the result. In this scenario, a 13 was rolled, and the Tarok Beast's accuracy is 2. Meaning the total attack value was 15.



Next, compare the total attack value to the defender's defense value \mathbb{D} . Since the Tarok Beast's total attack value was 15, it was higher than the Bahig'udjin's defense of 10, and a hit was scored.



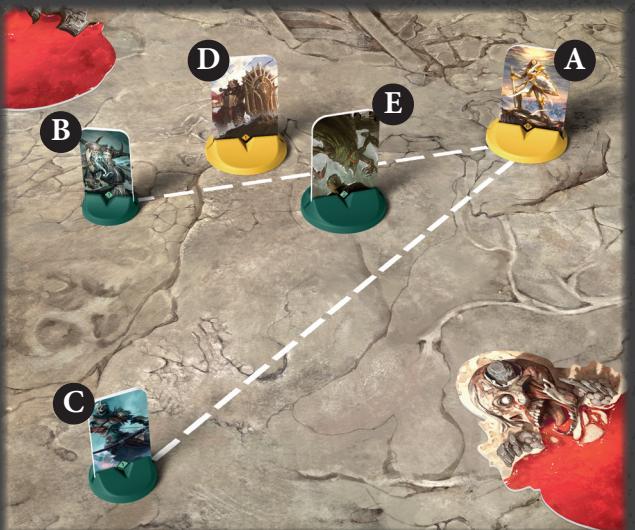
The Tarok Beast's power \mathbb{S} is 3/1. Meaning it deals 3 damage on a hit and 1 damage on a graze. Since a hit was scored, the Bahig'udjin suffers 3 damage.

Charge (2AP)

A charge action costs 2AP. It allows a unit to move twice its  towards an enemy, and then perform a melee attack against it. To perform a charge, a unit must first choose a target that is not engaged with it, and the charging unit must have LoS to any point of the target's base. The charging unit can slightly adjust its movement along the way to avoid obstacles as long as the unit's base does not leave the traced LoS trajectory. If the charging unit's base is unable to reach the target without leaving the traced LoS, then the unit cannot make a charge against that enemy. A charge provokes retaliation from engaged enemies.

CHARGE EXAMPLE 1

Sigrith (A) wants to charge either the Soulwhisperer (B) or the Deadeye Archer (C). She has LoS to both enemies, but her base cannot fit through the gap between the Truestone Defender (D) and the Duskwood Prowler (E), meaning she would need to make a turn and break LoS to reach the Soulwhisperer.



However, Sigrith can reach the Deadeye Archer by maneuvering around the Prowler without leaving the LoS trajectory she traced to it.



1. Trace LoS from Sigrith's center to any point on the Deadeye Archer's base.
2. Maneuver her unit around the Prowler, making sure that Sigrith's base is still inside the traced LoS trajectory.
3. Upon reaching her target, resolve the attack portion of the charge.

CHARGE EXAMPLE 2

The Cabra Mauler (A) has several possible charge trajectories to the Akhenzan Shieldmage (B) based on the LoS it can trace.



It wants to possibly push the Shieldmage into the Noxious Fleshgardens with its Knockback ability. To do so, the Mauler needs to get to its final position without having its base leave the LoS trajectory.



It's important to note that while the Mauler can make it to the side of the Shieldmage, it cannot be positioned out of the traced LoS trajectory for the charge, even if it still finishes in reach of the destination point.





Shift (2AP)

A shift action costs 2AP. It allows a unit to make a single move up to its , in a straight line, without provoking retaliation. The unit can move in a straight line to wherever it can trace LoS to, as long as the line doesn't go over an obstacle (tall or short). Unlike a regular move, while shifting, a unit can squeeze through spaces narrower than its base as long as it ends its movement in a space that the unit's base can fit.

Terrain effects will only apply to a shifting unit if the line traced for the shift crosses through the terrain.

SHIFT EXAMPLE

The Spellbound Bahig'udjin (A) wants to move to be nearby its warband's Seeker, Polinore (B).

Moving the Bahig'udjin would provoke a retaliation from the Cabra Mauler (C) that it is engaged with, but the Bahig'udjin has a clear LoS to where it wants to move, and that line does not cross any obstacles.

Since the Bahig'udjin has enough  to get to where it wants to go with a single move, instead of performing a move, it spends 2 AP and shifts to be nearby Polinore, without provoking retaliation.



Retaliation

Retaliation is a **melee attack** that is performed as a reaction to **certain actions performed by engaged enemies**. It does not cost AP, and it occurs in response to another action, taking place before the declared action that provoked the retaliation, and always against the unit that provoked it. Retaliation cannot trigger other retaliations. A unit may choose to perform a retaliation each time they are provoked, regardless of whether they are refreshed or exhausted, and even regardless of whether they have already performed a retaliation during this activation.

These instances provoke retaliation:

- An engaged unit performs a move.
- An engaged unit performs a charge.
- An engaged unit performs a ranged attack.
- **An engaged unit performs a specific action or ability that provokes retaliation.**

RETALIATION EXAMPLE

The Cabra Mauler (A) wants to move to be nearby a husk. Since it is engaged in combat with a Virtahn Battlecaster (B), the move from the Mauler will trigger a retaliation. A retaliation always takes place and resolves before the provoking action, meaning that the Mauler will suffer an attack even before it starts moving. If the Mauler is defeated, it does not even perform its move.



Extra Actions

Sometimes an effect will allow a unit to perform extra actions. These actions do not cost AP nor do they interfere with a unit's normal activation in any way, and they may be performed even if the unit is already exhausted.

Abilities

Abilities are a unit's special characteristics that often overrule core concepts of the game. They are written in reference to the unit itself, meaning that **if an ability requires any type of measurement, LoE should be traced from the center of the base** of the unit that is using the ability, unless specified otherwise. Some abilities are always in effect or require a certain condition to be used, while others can only be performed by spending a unit's AP.

Reading an Ability

All abilities have a name and an effect.

Some abilities might have a number after their name, but before the effect. This number is an indicator of any variable value on the effect, called a **modifier**.

they get -2x.
Regeneration 2: Whenever you activate this unit, it recovers 2 health.

In the example above, Regeneration is the ability name, and 2 is the modifier.

Some abilities are actions. They will have an indicated AP cost in parentheses after their name. A unit can only perform these action abilities when they would be able to perform actions and spend the indicated AP.

Onslaught (2AP): This unit performs up to three separate melee attacks.
Aura of Fear 2: While enemies are within 6"

In the example above, this unit must spend 2AP to perform the Onslaught action.

Non-Unit Abilities

Despite not being units, terrain and Legacy cards also have abilities. These abilities are always available and take place whenever their conditions are met.

Replacing Abilities

Sometimes a unit might have the same ability twice (such as by gaining it again through equipping an attachment). In this case, only the ability with the highest modifier takes effect. If a unit has the same ability twice and that ability has no modifiers, the unit only has one instance of that ability.

Ability Stacking

A unit's stats may be altered by one or more abilities that can either add to or subtract from its stats. Whenever a unit's stats would be altered by multiple abilities with the same name, only apply the ability of that name with the highest modifier.

SAME NAME ABILITY STACKING EXAMPLE



Regeneration 2: Whenever you activate this unit, it recovers 2 health.

This unit gains:

Regeneration 3: Whenever you activate this unit, it recovers 3 health.

Vorendal has the ability Regeneration 2. He also has equipped the Ring of Vitality, which gives him Regeneration 3. Since the effect from the Ring has the highest modifier, it takes precedence.

Spells

During the action phase, players can play spells from their hands by paying the card's cost. Place spells in their owner's discard pile after resolving their effects.

It is important to note that whenever a spell requires measuring from a point of origin (be it a model or a single point on the battlefield), LoE must be traced from the origin to any possible subjects of the spell's effect for it to be affected. If LoE is interrupted between the point of origin to the subject, then the subject was not affected by the spell. If no measuring is required on a spell, that spell does not need to trace LoE.

There are two spell subtypes: Channels and Swifts.

Channels

During the activation of an ally they own, players may play a single Channel spell from their hand.

Channel spells:

- Cannot be played during the activation of a unit you don't own.
- Can be played at any point of a unit's activation, as long as no action or effect is being resolved.
- Are limited to a maximum of one per activation.

Extra Channels

Some abilities and effects might allow a player to play a Channel spell, disregarding the restrictions of when you could normally play a Channel spell. In this case, the spell does not count toward the limit of one Channel per activation.

Starting Echo, 2x
Chaotic Impulse: Whenever a defeated unit enters your discard pile, reveal the top card of your deck. If it is a spell, you may play it. Otherwise, discard it.

In the example above, if a Channel spell is played through the Chaotic Impulse ability, the player may still play a Channel spell from their hand.

If a unit card entered a discard pile during this activation, this card gains Quicken. (This spell can be played at any time you could play a swift.)

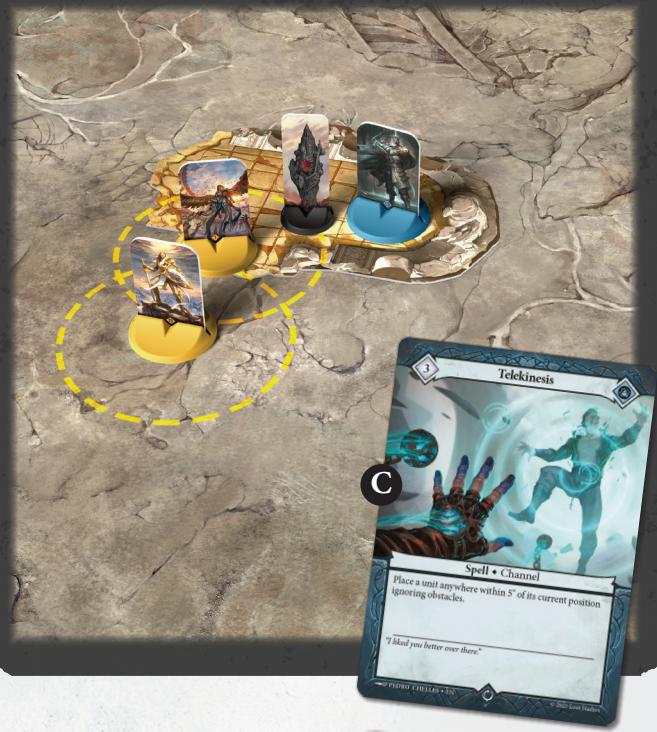
Reveal a unit card from your discard pile. If it is a unit, it gains Quicken.

In the example above, if this spell gains Quicken, it is played as a Swift spell, therefore, the player may still play a Channel spell from their hand during this activation.

CHANNEL SPELL EXAMPLE



The Herald of Salvation (A) is positioned to claim a relic farther than where Polinore (B) would be able to reach with his two moves. By playing Telekinesis (C), Polinore is able to move over the tall obstacle, denying the claim to the relic.



Swift

Swift spells can be played at any time during the action phase, even during an opponent's activation, though some Swifts have specific restrictions or timing when they can be played.

SWIFT SPELL EXAMPLE

Sigrith (A) is declared as the target of an attack made by a Duskwood Prowler (B). After seeing the result of the attack but before suffering damage, Sigrith's owner can play Shield of Andravos (C) to prevent the damage from that attack entirely.



Resolving Spells

When a spell's cost is paid and the spell is played, resolve it in the following sequence:

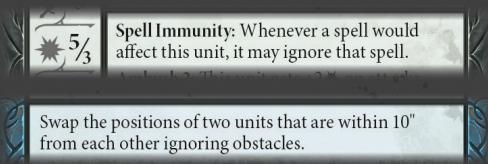
1. Read and resolve the first sentence of the spell (up to the first full stop). Resolve the spell's effect on all valid targets and ignore the spell's effect on all targets that are not valid.
2. Perform the first step for the next sentence. Repeat this step until all sentences from the card have been completed.
3. The spell is resolved and placed on the discard pile.

If the point of origin of a spell stops being a valid reference for a spell's LoE to be traced, that spell cannot draw valid targets.

INVALID TARGETS EXAMPLE



Player A has hidden their Sestinar, the Silent (A) inside the Deathshroud Mire, as to not suffer ranged attacks. Player B attempts to use Ambilis Transposition on their Spellbound Devourer (B) and Sestinar in an attempt to remove it from the terrain. However, since Sestinar has the Spell Immunity ability, it may ignore the effect of that spell.



Since Sestinar's owner decided to ignore that spell, it is now not a valid target for Ambilis Transposition. As such, it cannot be forced to exchange positions with the Devourer.

Defeating units

Throughout the game, units suffer damage from various sources, such as attacks, terrain, and spells. Damage is tracked by placing damage tokens on the matching unit's card.

When a unit has damage equal to (or exceeding) its \hearts , it becomes defeated: remove the model from the battlefield, and place its unit card and any equipped items in its owner's discard pile.

Defeated Seekers do not go to the discard pile, but instead return to their Seeker zone.

Defeated units with equipped relics become husks (see next column).

When a unit is defeated, the opponent gains **mastery equal to the defeated unit's cost** plus the cost of any equipped attachments. If by any chance an item is destroyed without the unit equipping it being defeated, place the item on its owner's discard pile, and their opponent gains mastery equal to the item's cost.

Removing Models From The Battlefield

When a model is removed from the battlefield, its unit ceases to be the target of any current abilities and effects and ceases to be the defender of any current attack (thus ending that attack).

END PHASE

The end phase is when players claim relics from husks and then check if victory conditions have been met.

When the end phase begins, the player with initiative chooses which player will have one of their units claim a relic first. Then, players will alternate having units claim relics until all relics that could be claimed have been claimed.

Husks and Relics

Husks represent the carcasses of former relic wielders. By tapping into a husk's core, one can manifest a relic in whichever form best fulfills their objective.



Relic Deck and Display

The relic display shows you which relics you can choose from at that moment, and as relics get chosen, new ones get added to the display.

Claiming Relics

A unit may claim a relic if all three of these conditions are true:

- The unit is nearby a husk (within 1").
- The unit is not engaged.
- There are no enemies nearby the husk (within 1").

To claim a relic, choose one relic card from among the faceup cards in the relic display or draw the top card of the relic deck. Then, if the card was chosen from the display, immediately draw another relic card and add it to the display.

After choosing a relic, attach the relic card to the unit by placing it under that unit's card, and remove that husk from the battlefield.

When a unit claims a relic, its owner **gains 10 mastery**.

CLAIMING RELICS EXAMPLE

At the end phase, both Sigrith (A) and Vorendal (B) are each unengaged and nearby a husk (within 1") that has no enemies nearby it (within 1"). Since both players are in a position for their units to claim relics, the player with initiative chooses which player will have one of their units claim a relic first.



Losing Relics

When a unit equipped with a relic is defeated, remove its model from the battlefield and place a husk onto the battlefield, centered on the defeated unit's previous position. Return that relic card to the bottom of the relic deck, and the **unit's owner loses 10 mastery**. The newly placed husk can now be claimed by units as usual, granting a relic and mastery.

LOSING RELICS EXAMPLE



As the Spellbound Devourer (A) attacks and defeats a Twindblades Skirmisher (B) that has a relic equipped, the owner of the Skirmisher loses 10 mastery, places the equipped relic card at the bottom of the relic deck and places a husk (C) centered where the Skirmisher was after removing its model from the battlefield. During the end phase, the Devourer may claim a relic from this husk if other conditions for claiming the relic are valid.



WINNING THE GAME

At the end of the end phase, players check how many relics and mastery each one has. If any player has **all the relics** from the battlefield equipped to allies, the game ends, and that player wins.

Otherwise, if any player has **40 or more** mastery, the game ends, and the player with the **most mastery** wins. If there is a tie or no player has won the game, a new round begins.

Alternatively, whenever a player must draw one or more cards from their deck, but has no cards in their deck to draw from, that player loses the game.

ADDITIONAL RULES

Terrain

Terrain creates an immersive battlefield. In addition to customizing their deck, players also bring one terrain set to the battlefield that abides by the rules in its corresponding card. Each terrain piece in a set comes in one of three sizes: large, medium, or small.



Large, medium, and small terrain.

Terrain Effects

Units (both ally and enemy) on terrain are subject to the terrain's abilities, described on its corresponding terrain card. A unit is on a terrain if any part of its base is inside the flat areas of a terrain piece. Each individual terrain piece from a single set follows the same rules.

ENTERING TERRAIN EXAMPLE



A Twinblades Skirmisher moves into the Astarian Pathways terrain piece. Now, that unit is on the terrain, gaining the benefit from its boosting ability to increase its  by 2 on its next move.

Obstacles

Obstacles are any object that occupies space on the battlefield, causing it to block movement and possibly disrupt LoS and LoE. A unit's size is always in reference to its base. When measuring, any parts of the model that extend beyond the unit's base and a model's height do not influence its movement or how that unit interacts with obstacles.

An obstacle is any section of terrain higher than the base of a unit (meaning anything that's not the "flat part" of the terrain—the ground). All units and husks are also obstacles. Units cannot move through obstacles.

Short And Tall Obstacles

Any terrain segment below 1" in height is a **short** obstacle. Short obstacles do not block LoS or LoE.

Any terrain segment that is 1" in height or above is a **tall** obstacle. Tall obstacles block LoS and LoE.

Anywhere outside the battlefield is a **tall** obstacle.

TERRAIN AND OBSTACLE EXAMPLE



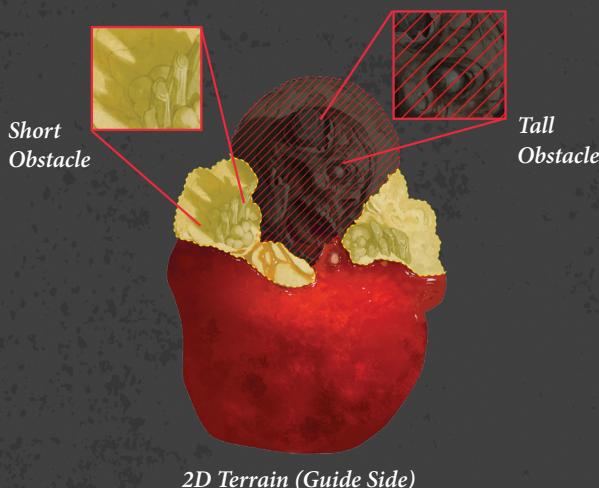
If you are playing using 3D terrain, overhanging sections (such as the archway in the image above) are not obstacles and are ignored for LoS, LoE, and movement. These sections respect the rules for the sections underneath them.

Using 2D Terrain

If you are playing using 2D terrain, the guide side will show what parts of the terrain are short obstacles and what parts are tall obstacles.

The sections shaded in translucent yellow represent short obstacles.

The sections shaded in red bars represent tall obstacles.



Premeasuring

Players can freely premeasure distances for effects or actions at any moment of the game for any reason.

Rolling Back Decisions

Malediction is a game with a lot of moving parts, and you might realize that you had wanted to resolve things in a slightly different order. To that regard, your choices and effects only take place after you decide what you want to do, meaning you can fumble around with your pieces or your cards as you figure out your plans, as long as your opponent has not reacted to your decisions, no dice were rolled, nor cards were drawn.

Stat Alteration

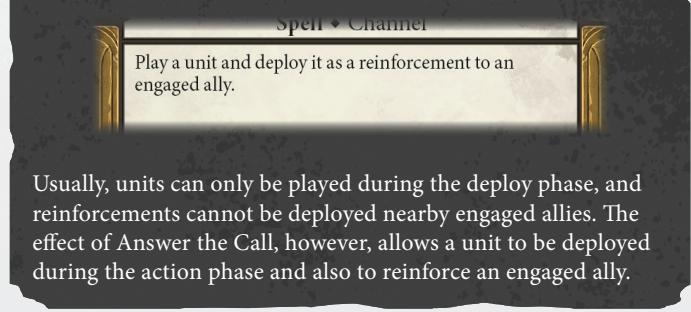
Units may have their stats altered by abilities and effects (such as spells). When altering a unit's stats:

- If a unit's stat is altered by 2 abilities with the same name, only the ability with the highest modifier is applied.
- Null stats can never be altered.
- If the same stat is altered by one or more positive effects and negative effects, first add the positive values, then subtract the negative values.

Contradictory Effects

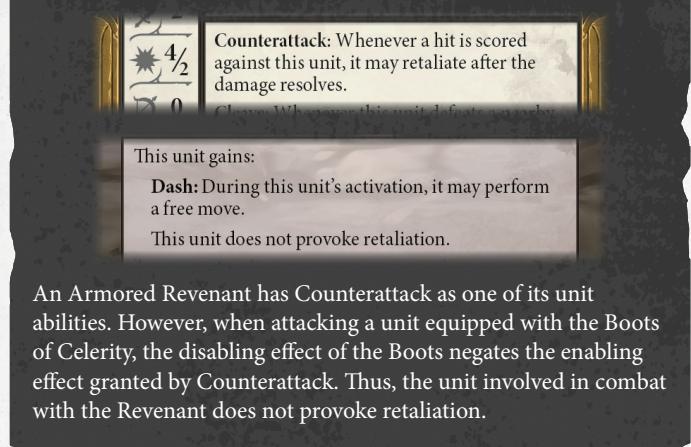
Occasionally, card effects might provide contradictory outcomes in regards to the rulebook. In these cases, the cards override the rulebook.

CARD OVERRIDING RULEBOOK EXAMPLE



Additionally, a few game effects might provide contradictory outcomes, with one ability enabling some sort of effect while another ability disables the exact same effect. When this occurs, disabling effects override enabling effects.

CONTRADICTORY EFFECTS EXAMPLE



Concurrent Triggers

If triggered abilities or effects occur at the same time, their owner can choose the order they are resolved. If they are controlled by different players, the player with initiative chooses which player resolves all their effects first instead. Effects that are not controlled by any player, such as one that comes from terrain, are always resolved last.

CONCURRENT TRIGGERS EXAMPLE

Player A, who has a Fleshripper (A) within 3" of both Player B's Valcarist Priest (B) and Herald of Salvation (C), plays Cataclysmic Blast, defeating both the Fleshripper and the Herald and triggering both Death Throes and Martyr's Blessing respectively.

Choose a single point on the battlefield. Deal 5 damage to all units within 3" of that point.



Unit that deals damage, it recovers 2 health.
Death Throes 4: When this unit is defeated, units within 3" suffer 4 damage.



Clumsy: This unit cannot equip attachments, it is an obstacle.
Martyr's Blessing 5: When this unit is defeated, allies within 3" recover 5 health.

Protection 3: Thrice per activation, this unit



Since each of these units is owned by different players, the player with initiative chooses the order to resolve the abilities, either resolving Death Throes before and defeating the Priest before it gets healed, or resolving Martyr's Blessing first, saving the Priest from being defeated.

Positioning and Forced Movement

Forced Movement

Some game effects can force a unit to move to a new position. Units being forced to move do not trigger retaliation as a result of this movement, even if they began their move engaged. Forced movement still takes obstacles into account.

Pushing and Pulling

Push and pull effects are traced by a straight line passing through the center of both units' bases: the point of origin and its subject. If during a push or pull, the subject's base makes contact with any obstacle, the move immediately stops.

Placing and Swapping

Whenever an ability or effect orders a model to be placed on the battlefield, use the model's centermost point as the reference for where to place it. Whenever an ability or effect orders models to be swapped, they are each placed in the position of the other. If a model must be placed on a specific point of the battlefield but cannot (because there is no room for the model's base), its owner places it in the nearest possible point of the battlefield.



Resolution Sequence Charts

Here are a series of charts to help better understand the resolution sequences within the game.

Each chart has a list of steps that must be followed in order.

During the action phase, players may play Swift spells and use effects and abilities they own to interrupt a step as it is declared, but before it is resolved.

If a spell, ability, or effect happens in response to or in between any of these steps, that effect must now be fully resolved before returning to the next step of the resolution sequence.

If any step of a sequence required for it to advance cannot be resolved, skip to the final step of the sequence (thus ending it).

If a unit is performing an action and is defeated during a step of that action, the action is ended.

ROUND ORDER

Refresh Phase

- 1.1. Both players **simultaneously** draw 2 cards, refresh their units, and gain echo.
- 1.2. The player **without initiative** chooses to bid (or not) for initiative and places (or not) a card facedown.
- 1.3. The player **with initiative** chooses to bid (or not) for initiative and places (or not) a card facedown. Then, both players compare the echo value of their cards.

Deploy Phase

- 2.1 The player **with initiative** chooses which player deploys their units and attachments first.
- 2.2 The player who will deploy first begins their staging: they play all unit and attachment cards they wish to deploy, then may swap attachments between units.
- 2.3 The other player now begins their staging: they play all unit and attachment cards they wish to deploy, then may swap attachments between units.

Action Phase

- 3.1. Swift spells may now be played by any player.
- 3.2. The player **with initiative** chooses which player will activate their first unit.
- 3.3. The player who will activate first chooses a refreshed unit to activate and exhausts that unit.
 - 3.3.1. That player may now play a Channel spell.
 - 3.3.2. The activated unit may perform its actions. A Channel spell may be played by the unit's owner between the first and second action if no other Channel spell was played during this activation.
 - 3.3.3. That player may now play a Channel spell if no other Channel spell was played during this activation.
 - 3.3.4. The activation is ended.
- 3.4 The other player chooses a refreshed unit to activate and exhausts that unit. That player now resolves steps 3.3.1 to 3.3.4.
- 3.5 When there are no more units available to activate, the action phase is ended, and **spells may no longer be played** this round.

End Phase

- 4.1 The player **with initiative** chooses which player has their unit claim the first relic.
- 4.2 That player chooses a unit, and it claims a relic from the display and equips it.
- 4.3 That player gains mastery. The husk is removed from the battlefield, and a new relic is drawn and placed on the display (unless the relic was drawn from the relic deck, then no new relic is placed on the display).
- 4.4 The other player now performs steps 4.2 and 4.3.
- 4.5 Once there are no more possible relics to be claimed. Both players check if the game has been won or if a new round begins.

NOTE 1: Some abilities might be used or triggered before or after any of the steps above.



ACTIVATION

1. The player chooses a refreshed unit to activate and exhausts it.
2. The chosen unit is activated and gains 2AP.
3. The player may play a channel spell.
4. The player may declare and perform actions with the chosen unit, if possible.
5. The player may play a channel spell, if possible.
6. Repeat steps 4 and 5, as long as there are possible actions and spells that the player wishes to perform/play.
7. Declare the end of the activation.

NOTE 1: Swift spells can be played before or after any of the steps above.

NOTE 2: Some abilities might be used or triggered before or after any of the steps above.

MOVE

1. The player declares a move with the chosen unit.
2. The chosen unit provokes retaliation.
 - 2.1. Enemies may retaliate.
3. The chosen unit may move up to its .
4. Declare the end of its move.

NOTE 1: Swift spells can be played before or after any of the steps above.

NOTE 2: Some abilities might be used or triggered before or after any of the steps above.

SHIFT

1. The player declares a shift with the chosen unit.
2. Trace LoS to a chosen point on the battlefield within .
3. The chosen unit may move to that point.
4. Declare the end of its shift.

NOTE 1: Swift spells can be played before or after any of the steps above.

NOTE 2: Some abilities might be used or triggered before or after any of the steps above.

MELEE ATTACK

1. The player declares a melee attack with the chosen unit.
2. The player checks if there are enemies in reach of a melee attack and LoE of the attacker.
 - A. If there are no enemies in reach of a melee attack and LoE, the melee attack is ended without being performed.
 - B. If there are enemies in reach of a melee attack and LoE, the player chooses one as the defender.
3. Roll the attack die.
4. Add accuracy and determine the total attack value.
5. Compare the total attack value with the defense and check if it is a hit or graze (or critical hit/graze).
6. Deal damage and check if the defender was defeated.
7. Declare the end of its attack.

NOTE 1: Swift spells can be played before or after any of the steps above.

NOTE 2: Some abilities might be used or triggered before or after any of the steps above.

RANGED ATTACK

1. The player declares a ranged attack with the chosen unit.
2. The player checks if there are enemies within  and LoS of the attacker.
 - A. If there are no enemies within  and LoS, the ranged attack is ended without being performed.
 - B. If there are enemies within  and LoS, the player chooses one as the defender.
3. The chosen unit provokes retaliation.
 - 3.1. Enemies may retaliate.
4. Roll the attack die.
5. Add accuracy and determine the total attack value.
6. Compare the total attack value with the defense and check if it is a hit or graze (or critical hit/graze).
7. Deal damage and check if the defender was defeated.
8. Declare the end of its attack.

NOTE 1: Swift spells can be played before or after any of the steps above.

NOTE 2: Some abilities might be used or triggered before or after any of the steps above.

CHARGE

1. The player declares a charge with the chosen unit.
2. The player checks if the chosen unit has any unimpeded paths to enemies not engaged to it, in LoS of it, and within 2x .
 - A. If the unit has no unimpeded paths to enemies not engaged to it, in LoS of it, and within 2x , the charge is ended without being performed.
 - B. If the unit has an unimpeded path to any enemy not engaged to it, in LoS of it, and within 2x , the player chooses one of those enemies as the target of the charge.
3. The chosen unit provokes retaliation.
- 4.1. Enemies may retaliate.
4. The chosen unit must move up to 2x  along an unimpeded path to become in reach of performing a melee attack against the target of the charge.
5. The player declares a melee attack with the chosen unit against the target of the charge.
6. Declare the end of its charge.

NOTE 1: Swift spells can be played before or after any of the steps above, including the steps from the attack chart.

NOTE 2: Some abilities might be used or triggered before or after any of the steps above, including the steps from the attack chart.

RETALIATE

1. An engaged enemy's action provokes retaliation.
2. The player declares a retaliation with the chosen unit.
3. The player declares a melee attack with the chosen unit against the provoking enemy.
4. Declare the end of its retaliation.

NOTE 1: Swift spells can be played before or after any of the steps above.

NOTE 2: Some abilities might be used or triggered before or after any of the steps above.

PLAYING AND RESOLVING SPELLS

1. Declare the spell and spend echo.
2. Declare targets for the first sentence of the spell.
3. Resolve the first sentence of the spell.
4. Declare targets for the next sentence of the spell.
5. Resolve the next sentence of the spell.
6. Repeat steps 4 and 5 until all sentences of the spell have been read.
7. Declare the end of the spell.
8. Place the spell on its owner's discard pile.

NOTE 1: Swift spells can be played before or after any of the steps above.

NOTE 2: Some abilities might be used or triggered before or after any of the steps above.





GAME MODES

The rules explained so far are the standard used to play *Malediction*, but there are other game modes that might change the way the standard game is played. Here is a reminder of some important rules for playing the standard game, as well as a few other game modes.

Standard Game

This is the standard game of *Malediction*.

Number of players: 2

Battlefield Size: 2,5' x 2,5' (30" x 30")

Minimum distance between husks: 10"

Terrains per player: 1 large, 1 medium, 2 small.

Mastery points to win: 40

Special Rules: None

Demo Game

This is a great option to teach your friends.

Number of players: 2

Battlefield Size: 2' x 2' (24" x 24")

Minimum distance between husks: 10"

Terrains per player: 1 medium, 1 small.

Mastery points to win: 25

Special Rules:

- Starting Echo for both players is 10.
- Both players start with their Seeker deployed.
- **Neither player** uses their Legacy card.
- Only 2 husks are placed on the battlefield.
- Only 2 relics are shown on the display.

Allegiance (Team Battle)

This is a 2v2 game.

Number of players: 4

Battlefield Size: 2,5' x 2,5' (30" x 30")

Minimum distance between husks: 10"

Terrains per team: 1 large, 1 medium, 2 small.

Mastery points to win: 50

Special Rules:

- A teammate's units are also treated as allies. All units on the opposing team are treated as enemies. Abilities that reference an "ally you own" will apply only to allies from your warband.
- Players can communicate openly and even bluff about strategies as long as communication is open to everyone at the table, but are not allowed to show the cards in their hands to their teammates.
- The team combines their terrain pieces into a single pool. Follow usual terrain placement rules.
- **Each player has their own echo pool, but mastery is shared between teammates.**
- During any initiative bid, both players of the same team must agree to bid, and each player places a card facedown. Add the team's card costs when checking for who won the bid. Initiative is assigned to the team, not a particular player.
- When a team wins the setup bid, they choose between gaining initiative or picking their side of the battlefield.
- When picking a side of the battlefield, each teammate must choose one deployment zone, but both corners must be on the same side of the battlefield. A player cannot perform a standard deploy inside their teammate's deployment zone.
- If players in a team cannot agree on something, players roll a die to determine who decides.
- **The team with initiative chooses to either activate first or defer to the opposing, who must then activate first. The team who activates first chooses which teammate activates first.**
- Teams alternate activating units (*one team activates one unit, then the other team activates, etc.*)
- Once a player has activated a unit, they cannot activate another one until their teammate has activated. If a player has no units on the battlefield left to activate, their teammate activates a unit instead.

Nemesis (Team Battle)

This is a 2v1 game.

Number of players: 3

Battlefield Size: 2,5' x 2,5' (30" x 30")

Minimum distance between husks: 10"

Terrains per team: 1 large, 1 medium, 2 small.

Mastery points to win: 50

Special Rules:

- There are 2 teams: **Union** and **Nemesis**. The Union has 2 players, and the Nemesis is 1 player.
- During each deploy phase, the Nemesis may play 1 basic or elite unit without spending echo.
- During each refresh phase, the Nemesis draws 3 cards (instead of the usual 2).
- During each action phase, the first time the Nemesis would activate a unit while all of their units are exhausted, the Nemesis refreshes units they own equal to the round number (*1 refresh on round 1, 2 refreshes on round 2, and so on*). The Nemesis then activates a unit as usual.
- A teammate's units are also treated as allies. All units on the opposing team are treated as enemies. Abilities that reference an "ally you own" will apply only to allies from your warband.
- Players can communicate openly and even bluff about strategies as long as communication is open to everyone at the table, but are not allowed to show the cards in their hands to their teammates.
- The union team combines their terrain pieces into a single pool. Follow usual terrain placement rules.
- **Each player has their own echo pool, but mastery is shared between teammates.**
- During any initiative bid, both Union players must agree to bid, and each player places a card facedown. Add the Union team's card costs when checking for who won the bid. Double the Nemesis' card cost when checking for who won the bid. Initiative is assigned to the team, not a particular player.

- When a team wins the setup bid, they choose between gaining initiative or picking their side of the battlefield.
- When picking a side of the battlefield, each Union teammate must choose 1 deployment zone, but both corners must be on the same side of the battlefield. A player cannot perform a standard deploy inside their teammate's deployment zone.
- When picking a side of the battlefield, the Nemesis may use both deployment zones of that side of the battlefield.
- If players in a team cannot agree on something, players roll a die to determine who decides.
- **The team with initiative chooses to either activate first or defer to the opposing, who must then activate first. The team who activates first chooses which teammate activates first.**
- Teams alternate activating units (*one team activates one unit, then the other team activates, etc*).
- Once a player has activated a unit, they cannot activate another one until their teammate has activated. If a player has no units on the battlefield left to activate, their teammate activates a unit instead.

Alternative Battlefield Sizes

Players may want to play the game modes above in a smaller or larger battlefield. To do so, apply these alterations:

Strife (Small Battlefield)

Battlefield Size: 2' x 2' (24" x 24")

Minimum distance between husks: 8"

Terrains per player/teams: 1 medium, 1 small.

Maelstrom (Large Battlefield)

Battlefield Size: 3' x 3' (36" x 36")

Minimum distance between husks: 12"

Terrains per player/teams: 1 large, 1 medium, 3 small.



BUILDING YOUR WARBAND

Deck

A warband consists of your choice of Seeker, its matching Legacy, a terrain card, and a deck of 30–50 cards composed of units, spells, and non-relic attachments.

The first step to creating a custom warband is to choose a Seeker. Each Seeker is paired with a specific Legacy card.

After that, choose a terrain card and its matching terrain set. Players may choose any one terrain card to add to their warband.

Most cards in the game are associated with one or more factions, and your choice of Seeker is what grants you access to faction-specific cards. Cards bearing faction sigils can only be included in your deck if your Seeker of choice also bears all those sigils. This is indicated by the icons on the top right side of the card.



A card displaying the Conclave of the Spheres sigil can be included in a deck only if the Seeker of choice also bears the Conclave of the Spheres sigil.



If a card bears no faction sigil, it means that it is not associated with any faction and can be included in any deck.

A card's rank, represented by the color of the diamond shape in the top left corner, indicates how special that card is. Some card texts will reference a card's rank. A card's rank also limits how many copies of it you can include in your deck.



Deck Creation Tips

It is a good idea to keep your deck at around 30 cards, with at least 14 units. Adding more cards to a deck means that it is less likely that you will see a useful card you might have included with a strategy in mind.

Side Deck

The side deck is an optional set of cards meant to increase a deck's versatility by allowing you to swap cards from your main deck with your side deck between matches. A side deck consists of 7 cards (units, spells, and non-relic attachments) that are set apart from your main deck.

After seeing your opponent's Seeker, but before the game setup, players may freely swap cards from their deck and side deck. A player's deck may never go under 30 cards or exceed 50 cards, and their side deck may never exceed 7 cards.

COMMON GAME TERMS

Absorb: When a unit absorbs damage, it is redirecting damage to itself. **Absorbed damage cannot be absorbed a second time.**

Action points (AP): The resource used by a unit to perform actions.

Activation: A unit's turn.

Ally: Any unit from your warband or the warband of any teammate is an ally.

Ally you own: An ally that belongs to your warband.

Attack: An action that deals damage.

Banish pile: A player's banish pile is a collection of faceup cards. Banished cards are placed in their owner's banish pile. Cards in a banish pile have no specific order and may be looked at by any player at any time of the game.

Banished: Cards that are banished are placed on their owner's banish pile.

Battlefield: A surface with clearly defined boundaries where the game takes place. Deployed units and items are placed on the battlefield. Anywhere outside of the battlefield is a tall obstacle.

Bidding: During a bid, one or more players choose a card to bid and place it facedown. Once all players who must/wish to bid have done so, all players reveal their cards, and the player with the highest cost card wins. Then, all bid cards are banished.

Cancel: An effect that stops another spell or ability without applying its effects.

Charge: An action that allows a unit to move and attack.

Deck: A player's deck is their collection of shuffled, face down cards that they draw from.

Deploy: The act of placing a unit on the battlefield.

Deployment Zone: The region where units may be deployed onto the battlefield.

Discard a card: Whenever an effect orders a player to discard a card, they must place that card on their discard pile without resolving its effects.

Discard pile: A player's discard pile is a collection of faceup cards consisting of: Spells played, units defeated, items destroyed, and cards discarded that are placed in their owner's discard pile. Cards in a discard pile have no specific order and may be looked at by any player at any time of the game.

Draw a card: A player draws the top card from the designated deck.

Echo: The resource spent to play cards.

Enemies: Any unit that is not an ally.

Engaged: Units that are within 1" of an enemy are considered engaged.

Equip: The act of placing an attachment on a unit.

Faction: A card's faction represents its allegiance and determines which decks it may be included in.

Hand: A player's hand is the collection of cards available for them to play. A player's hand is hidden from all other players.

Health: A unit's health is their  minus the damage they have suffered.

Ignores: When an effect is ignored, it does not apply to the target that is ignoring it. If the target ignores an effect, it must ignore the effect as a whole (*including being used as a reference point for that effect*).

Initiative: A player with initiative may choose which player deploys first, which player begins the action phase, and which player claims relics first. They also choose which player resolves all their concurrent triggers first.

Legacy: Legacies bring powerful abilities to your warband. These abilities are always available during the game.

Mastery: The resource players must collect to win the game.

Move: An action that physically moves the model on the battlefield.

Natural roll: An unmodified die roll.

Nearby: Within 1".

Passive abilities: Abilities that do not require spending AP.

Perform: An action is being performed from after it is declared until its final step.

Play: Refers to actively using a card, usually by spending echo and revealing the card from your hand. Played units and attachments are placed on the battlefield while played spells are placed on the discard pile.

Prevents: Refers to effects that prevent damage. Prevented damage is not suffered.

Rank: A card's rank limits how many of them you may include in your deck. Cards are always one of four possible ranks: Basic, Elite, Unique, and Legendary.

Recover Health: When a unit recovers health, it will recover up to as much as possible, as described on the effect. To recover health, remove damage tokens equal to the amount recovered.

Redirect: An effect that redirects, changes the target of another ability or effect.

Reinforcement: A deployment nearby an ally already on the battlefield.

Relic Deck: A shared collection of shuffled, facedown relic cards.

Relic Display: A shared collection of faceup relic cards.

Retaliation: A reactive melee attack.

Round: A round consists of four phases: Refresh, Deploy, Action, and End.

Seeker: The leader of your warband. Seekers are not shuffled into your deck, but instead are placed on the Seeker zone.

Shift: An action that allows a unit to move without provoking retaliation.

Side Deck: Cards in your side deck may be added or swapped with cards from your deck before games.

Source: Refers to where an effect originates from. An attack, an enemy, an ally, a spell. Any game component referred to by an ability or spell could be a source of an effect.

Target: The chosen recipient of an action, ability, or effect.

Terrain Piece: A specific terrain object, part of an encompassing set. All terrain pieces from the same set are subject to the same terrain card effects.

Unit: A unit is a model on the battlefield. It always has a corresponding unit card.

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QUICK REFERENCE

Round Structure

Refresh Phase

1.1. Draw cards, gain echo, refresh units

1.2. Bid for initiative

Deploy Phase

2.1. Player A deploys

2.2. Player B deploys

Action Phase

3.1. Alternate activations

End Phase

4.1. Claim relics

4.2. Check for victory



Basic Actions

- **Move (1AP):** Move up to  . Provokes retaliation.
- **Attack (1AP):** Melee or ranged. Die +  compared against .
- **Charge (2AP):** Must have LoS. Move up to 2x  , then melee attack. Provokes retaliation.
- **Shift (2AP):** Must have LoS. Move up to  . Does not provoke retaliation.

Icon Reference

 : Accuracy is added to the die to determine total attack value.

 : Power is the damage dealt on a hit or a graze.

 : Range is how far a unit can attack.

 : Speed is how far a unit can move.

 : Defense is the value that an attack must meet to score a hit.

 : Max Health is how much damage a unit can suffer before being defeated.

Attack Results

- **Natural 20:** Critical hit. Damage is equal to the sum of both  stats.
- **Attack \geq Defense:** Hit. Damage is equal to the hit result in the  stat.
- **Attack $<$ Defense:** Graze. Damage is equal to the graze result in the  stat.
- **Natural 1:** Critical graze. Damage is always 1. Without adding any power () from abilities.

ROUND	ECHO
2	+4
3	+6
4	+8
5+	+10