MALEDICTION

Basic Rules

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.

Using This Book

The first portion of this book explains the basic rules so that two players can quickly start playing *Malediction*. Pages 4–20 introduce core concepts along with a tutorial scenario. After playing and getting familiar with the basics, read the Advanced Concepts to dive into the full-game experience. For questions that may not be addressed in this book, like specific card interactions, please refer to our FAQ and rules section at malediction.gg/game

Overview

Welcome to *Malediction*, the world's first 3D-printable miniatures card game. This game is a unique blend of miniatures games, using highly detailed models to represent your units, and card games, offering lots of options for customizing your deck to fit your playstyle. To get you playing right away, cardboard standees and flat terrain pieces are included, each with a matching 3D model that you can download and print to bring your game to life with a level of detail only 3D printing can offer!

Gameplay Basics

In this dark fantasy setting, you'll take the role of a Seeker, a wielder of powerful relics and commander of its 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!

COMPONENTS

The components shown below are meant for visual identification only. The exact cards and units vary by faction box, as do the colors on some components.
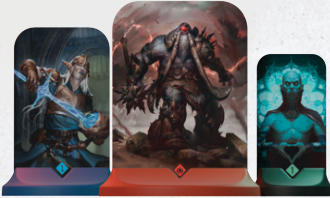
25 Unit Standees

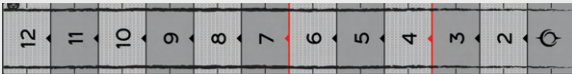*4 Relic Husk Standees*

5 Terrain Pieces

1 Resource Tracker

1 Round Tracker

1 Initiative Token

4 Corner Pieces

1 Ruler

1 d20

Damage Tokens (1s and 5s)

STARTER PACK

40 Cards + Cover Card

FACTION PACK

41 Cards + Redeem Card

Cardboard vs Resin

Included in the box are cardboard pieces (2D terrain and unit standees) that you can use to immediately start playing the game. However, a huge value of your purchase was the 3D files of highly detailed, beautifully sculpted terrain and miniatures. Using the card with the redeemable code, you can access your 3D files and receive instructions on how to 3D print them.
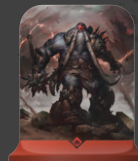
2D STANDEE   **3D MODEL**

Key Concepts

Winning

You win the game by having sufficient MASTERY, which is gained by defeating enemies or claiming relics from husks. You gain mastery equal to the cost of defeated enemies, and relics are each worth 10 mastery while equipped. If at the end of the round, you have the required mastery, you win the game.

The Battlefield

Malediction does not use a game board. It is played on a BATTLEFIELD, any flat surface with clearly defined boundaries, typically 2.5' x 2.5'.

Cards

Cards are the lifeblood of *Malediction*. They represent everything a player could manifest on the battlefield, from units and items to powerful spells. Each card is precisely worded so that all of its rules are present on the card itself. The game rules provide a clear framework, and then card text allows for all sorts of creative effects that modify, bend, and even break the core rules. Have fun exploring the possibilities!

Models

Models are how units are physically represented on the battlefield. When a unit enters play, its card remains faceup, and its model is deployed to the battlefield. Models can have different base sizes, which is relevant when moving through narrow spaces or trying to engage multiple enemies in combat. If you have multiple copies of a unit in a deck, the different copies are represented with models in different poses. When using cardboard components, the numbers on standees allow you to track these different copies.

Numbers on the standees represent different copies of the same unit.

The Deck

Each player has a deck of cards that can be customized according to the Seeker they've chosen to play.

Seekers and Legacy

In *Malediction*, players take the role of a Seeker, a powerful unit that leads your warband. Each Seeker is paired with a special type of card called legacy. A Seeker's legacy lists unique abilities that affect your cards.

The Factions

There are major political organizations, known as factions, that battle for influence and are in search of the relics. Most cards bear one or more faction sigils that indicate that they are associated with those factions. Cards can only be included in your deck if all of their faction sigils are also present on your Seeker's card.

Legion of the Fallen

Conclave of the Spheres

Order of the Shattered Throne

Primal Blood

Terrain

TERRAIN creates an immersive battlefield. In addition to customizing their deck, players also bring one terrain set to the battlefield. Each terrain piece in a set comes in one of three sizes: small, medium, or large.

Large, medium, and small terrain.

Beyond bringing your table to life, terrain pieces can block movement, block line of sight, and produce various game effects, which are explained on the corresponding terrain card.

Measuring

The included ruler is in inches, and it is used to measure distances in the game. Some game text references the term NEARBY. This means that some other model is **within a distance of 1"** from an effect's origin. For example if the active unit's ability boosts a stat for all "nearby allies," all allies within 1" of that unit receive the benefit.

Allies and Enemies

Some card text uses the terms ALLY or ENEMY. All of your units, including your Seeker, are allies; all of your opponent's units are enemies. Some card text references "allies you own," which is mostly relevant during teamplay.

Resources

There are two major resources in *Malediction*: echo and mastery. ECHO is the sensory power to harness the Malediction's raw energy, and it's the currency players use to pay for the cost of the cards they bring into play. MASTERY represents a Seeker's sway over the Malediction in the battlefield's local area, and achieving a scenario's mastery threshold is your primary goal. During the game, players gain and lose these resources in various ways. The dials included in the box help you keep track of each resource.

Combat Engagement

To perform melee attacks against your enemies, deny them the chance to claim relics, and even prevent them from calling reinforcements, you must ENGAGE them in combat. This means that your enemies are within striking distance of one of your units. When a unit is nearby an enemy (within a distance of 1") those two units are engaged in combat. Units can be engaged to multiple enemies at the same time.

Initiative

In *Malediction*, the player with INITIATIVE has priority on key strategic moments, like deciding who gets to act first during a game phase and the order in which some game effects occur. Players bid cards to win initiative, and cards bid this way are banished, meaning they are removed from the game and cannot be played.

Round

A match happens in rounds, and each round is divided into four phases: REFRESH, DEPLOY, ACTION, and END. A round refers to a cycle of all four game phases. Players gain an increasing amount of echo as they enter new rounds. Use the included round tracker to be sure what round you are in.

Husks and Relics

RELICS are powerful magical artifacts that vastly enhance the powers of a unit and provide mastery while equipped. They can be claimed by interacting with the husks of their former wielders. At the start of a game, players reveal a number of relic cards from the relic deck based on the number of husks for that scenario. Units not engaged in combat that finish a round nearby an uncontested husk are able to claim a relic.

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.

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.

Basic   Elite   Unique   Legendary

Card Name: Identifies a specific card.

Factions: The card's faction affiliation is shown here with one or more faction sigils.

10   Thundersteps

Card Type & Subtype: Example types include unit, spell, and attachment. Cards can also be divided into subtypes, which highlight their particular characteristics and are used for some game effects.

Unit • Seeker • Tyran

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

5
7/3
0
6
12
20

Text Box: A detailed description of a card's effects. On a unit card, this box lists all of its abilities.

Berserk 2: While this unit's health is lower than or equal to half its ♥, it gets +2✦.

Cleave: Whenever this unit defeats a nearby enemy with a melee attack, it may perform a free melee attack.

Devastate 3: This unit deals 3 extra damage on critical hits.

Units

Unit cards represent a matching model on the battlefield. When one of your units is defeated, your opponent gains mastery equal to that unit's cost.

Your **Seeker** is a subtype of unit and represents the leader of your warband. It stays in a separate game zone outside of your deck called the **Seeker zone** and can enter the battlefield whenever you would normally deploy units by paying its cost. If your Seeker is defeated or leaves the battlefield for any reason, its card returns to your Seeker zone, and it can be deployed again later in the game.

Legacy

Each Seeker has a specific **Legacy** card. This card shows **how much echo you start with** and lists unique abilities that are always in effect for your whole warband (regardless if your Seeker is on the battlefield). This card stays in a separate zone next to your Seeker zone called the **legacy zone**.

Legacy Card

IMPORTANT:

For your first game, it is recommended to set aside Legacy cards. They add an extra layer of strategy, which is ideal once a player has already learned the basics of the game.

Terrain

Each player brings a terrain set to the game, and each set has a matching terrain card. This card explains the terrain's effect and acts as a rules reference during the game.

Spells

Spells create unique effects that can vastly alter the course of a battle, often bending the core rules of the game. They come in two subtypes that follow slightly different rules.

Channels represent a macroburst of chaotic energy from the Malediction that Seekers can harness to manifest powerful effects. **You can play only one channel during each activation of one of your units**.

A **swift** represents a rapid surge of energy from the Malediction being leveraged by a Seeker to quickly manifest a spell. During the action phase, swifts can be played at any time and in response to any game step. You can play as many swifts as you wish, provided you can pay their cost.

Channel   *Swift*

Attachments

Attachments can be equipped to modify or improve a unit's capabilities. They come in two subtypes that follow slightly different rules. **A unit can have only one attachment of each subtype equipped at a time**.

Item   *Relic*

Items are a subtype of attachment that can be included in player decks. Items can be equipped to your units when you deploy them onto the battlefield. Equipped items can be destroyed by direct effects, but they are also destroyed when the equipped unit is defeated. The opponent gains mastery equal to that item's cost.

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. At the start of the game, a number of cards are revealed from the top of the relic deck equal to the number of husks on the battlefield. This is called the **display**.

You can claim relics by interacting with husks. **When you claim a relic**, you gain 10 mastery. If one of your units equipped with a relic is defeated, place the relic card at the bottom of the relic deck, place a husk where the defeated unit was, and **you lose the relic's associated mastery**. Units can interact with this husk to claim new relics.

First Game Setup

This tutorial scenario was created as a quick first experience to teach you the basic concepts of *Malediction*. It simulates a game between two players, namely Ashley and Logan. To set up the game, follow the steps below and use the setup diagram as a reference:

Prepare Components

Before you can start playing, you will need to assemble the components from the box. Punch out the cardboard pieces and use the plastic bases to assemble the standees. Use the plastic rivets to assemble the round and resource trackers, making sure to pay attention to the orientation of the numbers.

For your first game, you will be using only the cards from the starter decks. This pack is easily identified by the cover card labeled "Starter Deck." Set aside this cover card and separate the relics included in this pack to create a 7-card relic deck.

The remaining cards in your game box are part of your faction pack. Set this pack aside for now. After you become more familiar with the game, you can use the faction pack cards to customize your deck and use the full set of relic cards.

You may have noticed there are extra bases in the box. This was on purpose, to allow maximum flexibility when mixing and matching content from other products.

**Standee Assembly**   **Dial Assembly**
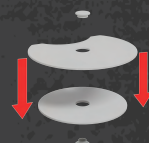
Duplicate Components

The box contains everything needed for one player to play the game. When two players sit down to play, there are a few pieces used **from only one player's set**:

- Relic Deck
- Husks
- Corner Markers
- Initiative Token

1. **Set Battlefield:** Use the corner markers to set the battlefield boundaries. For your first game, use a flat 2' x 2' area (61 x 61cm), which is the length of two rulers.

2. **Choose a Deployment Zone:** Pick a convenient corner (the one closest to you) of the battlefield. That is your deployment zone. Your opponent's deployment zone is in the opposite corner.

3. **Separate Cards:** Separate your Seeker, terrain, and legacy cards from the "Starter Deck." Set aside the legacy card, as it will not be used in this first game. Place the Seeker and terrain cards in their zones as shown.

4. **Create Decks:** Take the remaining cards from the "Starter Deck" and shuffle them to create your deck. Place it as shown.

5. **Create Supply:** Place your die, damage tokens, and ruler near the battlefield within easy reach.

6. **Populate Battlefield:** For this first game, each player places **1 medium and 1 small terrain piece** from their sets as shown. Don't worry about being overly precise. Just be sure to leave space between terrain for larger units to pass through. Place the 2 husks as shown.

7. **Gain Starting Resources:** Set your echo dial to "25" and the mastery dial to "0." Set the round tracker to "1."

8. **Create Relic Display:** Shuffle the 15-card relic deck and place it facedown near the battlefield, draw the top two cards, and place them faceup in a line next to the relic deck.

9. **Gather Initiative Token:** Place one player's initiative token within easy reach.

10. **Draw Starting Hand:** Draw 7 cards from your deck.

11. **Setup Bid:** This is the initial bid to determine who has initiative. See "Setup Bid" on page 10 to learn how to resolve this setup bid.

SETUP DIAGRAM
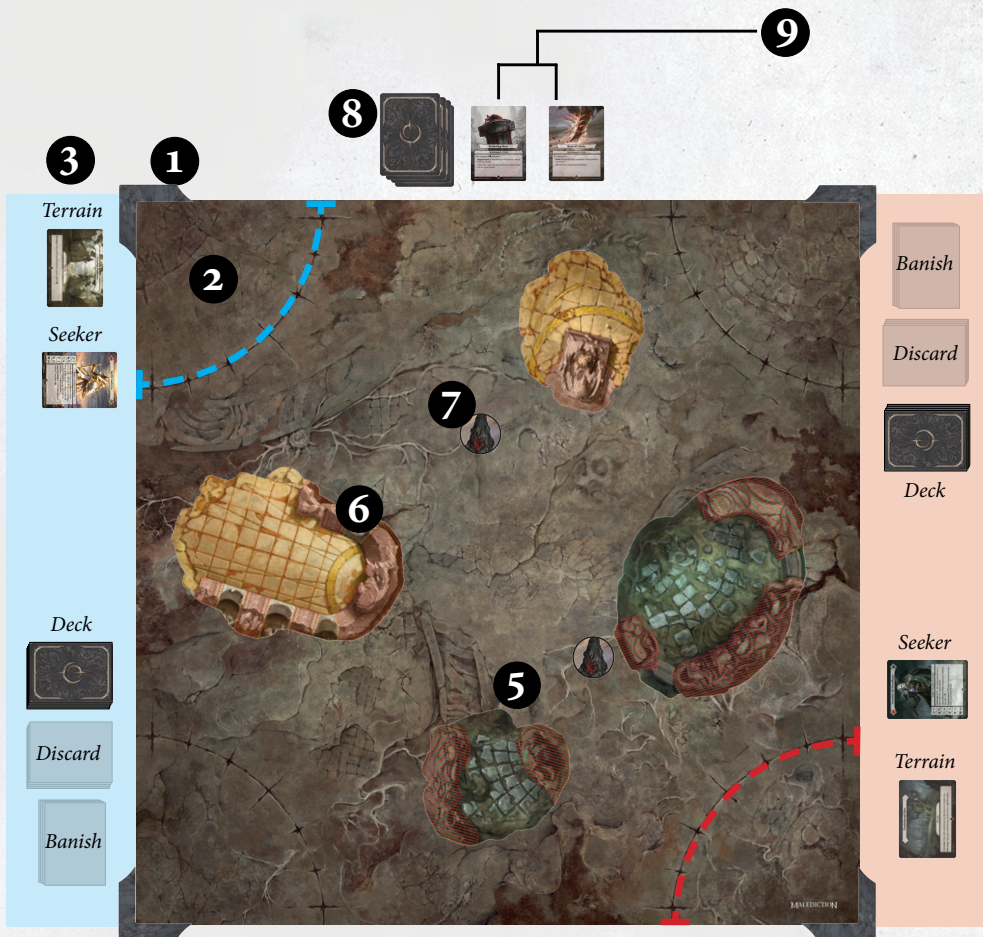
Battlefield Setup (Play Areas Mirror Each Other)

1. Corner Markers	6. Medium Terrain
2. Deployment Zone	7. Husk
3. Play Area	8. Relic deck
4. Supply	9. Relics Display
5. Small Terrain	10. Initiative Token

Setup Bid

Near the end of setup, each player **BIDS FOR INITIATIVE** by taking one card from their hand and placing it facedown. Once both players have chosen a card, they reveal them.

The player who reveals the card with the highest cost wins the bid and takes initiative, placing the initiative token in front of them as a reminder.

Wins Bid   *Loses Bid*

During the setup bid, if the revealed cards are tied, determine the winner with both players rolling a d20 and the highest roller wins.

Any card used to bid (whether the player won or lost) is **BANISHED**—removed from the game and placed in the **BANISH ZONE.** Cards in the banish zone are out of the game and cannot be played.

How Does Terrain Work?

The ideal gameplay experience is playing with immersive 3D terrain. Included in the box are some cardboard 2D representations of the terrain so you can start playing immediately. These cardboard terrain pieces are double-sided, with one side showing just the art and the other showing extra lines and colors to reinforce how the terrain functions (where units can move and see through for ranged attacks). On 3D terrain, elevated sections like rock formations, roots, and walls act as **OBSTACLES** and can be short or tall.

Obstacles

Obstacles are any object that occupies space on the battlefield, causing it to block movement and possibly disrupt **LINE OF SIGHT** (LOS).

The following objects act as obstacles:

- Any section of terrain higher than the base of a unit (meaning anything that's not the "flat part" of the terrain—the ground)

- Units (allies and enemies)

- Husks

When using 3D terrain, units can move through only sections of terrain whose height is lower than their base. **Units cannot trace LOS through anything taller than 1" from where they are standing.** Units and husks block movement and LOS regardless of their height.

On 2D terrain, the sections shaded in translucent yellow represent short obstacles, which block movement but not LOS. The sections shaded in red bars block both movement and LOS, making for great hiding spots against ranged attacks. **Any unshaded sections of terrain are flat—traversable (clear for movement) and open (clear LOS).**

Short Obstacle   *Tall Obstacle*
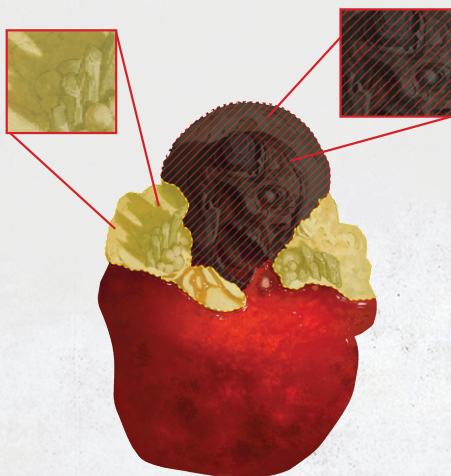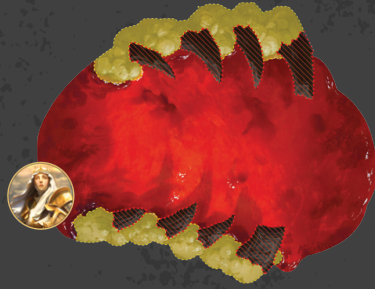
2D Terrain (Guide Side)

Terrain Effects

Units on terrain are subject to the terrain's effect, described on its corresponding card.
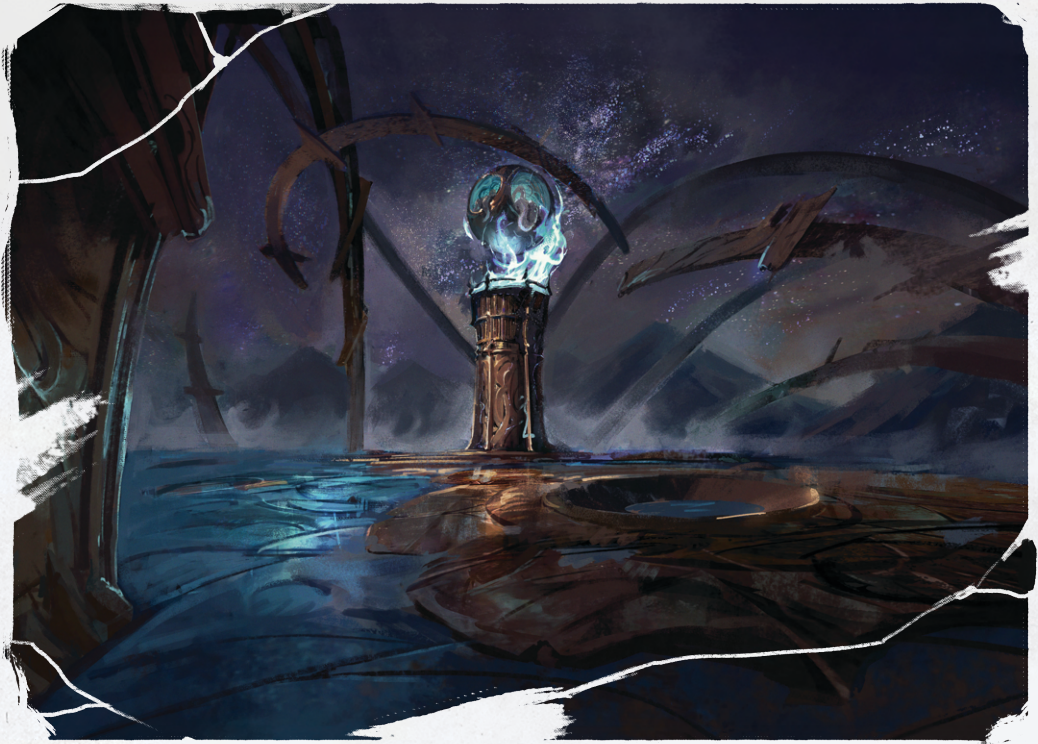
A unit is considered to be on the terrain if **any part of its base is inside the flat areas of a terrain piece**. Each individual terrain piece from a single set follows the same rules. Most terrain sets feature one or more small terrain pieces that are not traversable. These simply act as obstacles, and units cannot enter or end their turn on that terrain piece.

Terrain

Hazardous 3: Once each activation, non-flying units entering or starting their activation on this terrain suffer 3 damage.

Playing the Game

Malediction is played over a series of rounds. Each round consists 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. For instructional reasons, the refresh phase is explained last as this phase is **skipped for the first round** of the game. Each phase is described in detail as follows.

Deploy Phase

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

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 incoming units around to ensure they have the optimal placement. When a player is finished staging, they declare that they are now deploying, and their incoming units and items all enter the battlefield at once.

To play a unit card the active player places the card 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. As you deploy units, you may also equip them with items and immediately benefit from their effects.

Standard Deployment

To bring a unit into play via standard deployment, they are placed inside 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 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.

Deployment Example

During deployment, Logan decides to deploy a Deadeye Archer (A) from his hand and Vorendal (B) from his Seeker zone. He also wants to play a Hunter's Bow and equip it to the Deadeye Archer to increase its range.

1. He adds up the total cost of these cards, which is 15. He pays the cost by reducing his echo dial from "25" to "10."

2. Logan places the cards upright in his play area, moving Vorendal's card from the Seeker zone into play and placing the item under the Archer's card. He then places the models inside his deployment zone.

Reinforcement Example

Logan wants to play a Fleshripper (A) nearby his Vorendal (B) to increase his odds against Sigrith (C). Since Vorendal is not engaged in combat (within 1" of an enemy unit), Logan can play the Fleshripper as a reinforcement nearby Vorendal.

1. He pays the cost of his Fleshripper and declares that he wants to play the unit as a reinforcement.

2. He then places the Fleshripper nearby Vorendal.

Deployment Phase Details

Here are a few more details to consider during the deployment phase:

- Players may freely rearrange attachments between unengaged nearby allies.

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

- You aren't required to make all deployments either standard or reinforcement; units can deploy in a standard way or as reinforcements during the same deployment phase.

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.

Action Phase

Unlike the deploy phase, the action phase resolves 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 activates first.

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

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 turn and exhaust its card. It gains two ACTION POINTS (AP), which you can spend to perform various actions during its activation. 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

Accuracy: The ability to hit during combat. Add the ⚔ value to the result of a d20 when making attacks to determine the total attack value. If the result equals or exceeds a 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 the unit can make a ranged attack. If the stat is "0," the unit may only perform attacks on nearby enemies, 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 🛡 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 simply as health). When the unit's health reaches 0, that unit is defeated.

The stats shown are:
- ⚔ 5
- ✹ 5/3
- 🏹 0
- 👢 5
- 🛡 15
- ❤ 18

Basic Actions

A unit can spend AP to perform basic actions. There are four basic actions, but for your first game we're going to focus on the two simplest: move and attack. (The other basic actions will be explained later in the "Advanced Concepts" section on page 23.)

Here are a few general guidelines about basic actions:

- **You can repeat actions** as long as you can afford their AP cost.

- After you start performing an action, you cannot perform a new action until you have fully resolved the current one (meaning you cannot attack while moving and vice-versa).

Move Action (1AP)

A move action costs 1AP. Using the ruler to measure, move your unit up to the distance of its 👢 stat. You can measure from any point on the **edge** of a unit's base, roughly 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 can't 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 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.

Attack Action (1AP)

An attack action costs 1AP. To make an attack, **roll a d20 and add the unit's ⚔ to the result** to get the total attack value. Compare this value against the target enemy's 🛡 to see how much damage that attack will inflict.

If the attack value **equals or exceeds** the 🛡 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 ✹; if the attack value does not exceed the 🛡, 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 ✹.

Move and Melee Example

Logan wants to attack the Valcarist Priest (A) with his Duskwood Prowler (B). He activates the Prowler, choosing first to move (1AP).

1. Using the ruler, he measures from the point on the Prowler's base closest to the Priest and moves 8". To make an attack, the Prowler must be engaged with the Priest (within 1" distance). He curves around the terrain, ending his move engaged with the Priest. Notice that the Prowler moved carefully so that it wasn't also engaged with the Truestone Exemplar (C).

2. Next, the Prowler performs a melee attack (1AP). Logan rolls the d20 and gets an "8" result. He then adds the Prowler's ⚔ stat of "4" for a total attack value of 12.

$$8 \quad + \quad 4 \quad = \quad 12$$

3. He compares the attack value against the Priest's ⛊ ("11"). The Priest also has a +1 ⛊ bonus from the Exemplar's Shield Wall ability, for a total defense value of 12.

$$11 \quad + \quad 1 \quad = \quad 12$$

4. Since this attack equaled or exceeded the ⛊, it's a hit! The Prowler deals its full damage (4) to the Valcarist Priest.

There are two attack actions: MELEE and RANGED.

Melee Attack

All units can make melee attacks. Nearby enemy units (within 1") are considered ENGAGED in melee combat, so a unit can perform a melee attack against any engaged enemy unit.

Ranged Attack

Units with a 🏹 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)**.

To check for LOS, trace a line **from the center of the attacker's base to any point on the target's base**.

If the line crosses a unit, a husk, or a tall obstacle (vertical terrain that is taller than 1") then LOS is blocked, and a ranged attack cannot be made against that target.

Crits

Criticals, or "crits," are exciting strokes of luck when you strike a foe in their weak spot or your blow glances off their armor, barely causing a scratch.

To obtain a crit, you must roll a NATURAL "1" or "20" die result (a natural result means you actually rolled that number on the die and are not using any game effects to modify the die result.)

When a natural "20" is rolled, you score a CRITICAL HIT—regardless of the target's 🛡! Add up **both numbers** in the unit's ✴ stat (for hit and graze), then deal that amount of damage to the defender.

When a natural "1" is rolled, you score a CRITICAL GRAZE—regardless of abilities or the target's 🛡! Simply deal 1 damage to the defender, regardless of any ✴ modifiers.

Unit 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, it will be **traced from the edge of the base** of the unit that is using the ability, unless specified otherwise.

There are two ability types: **PASSIVE ABILITIES**, which are always in effect or require a certain condition to be triggered, and **AP ABILITIES**, which can be performed only by spending a unit's AP.

Range and LOS Example

Logan wants to perform a ranged attack with his Deadeye Archer (A), which has a range of 8".

1. The Valcarist Priest (B) is within 🏹, but LOS is blocked by terrain, so the Deadeye Archer cannot perform a ranged attack against it.

2. The Archer can attack a Truestone Exemplar (C) because it has clear LOS to the target and the target is within 🏹.

3. The Archer has clear LOS to Sigrith (D), but she is beyond the Archer's 🏹 of 8".
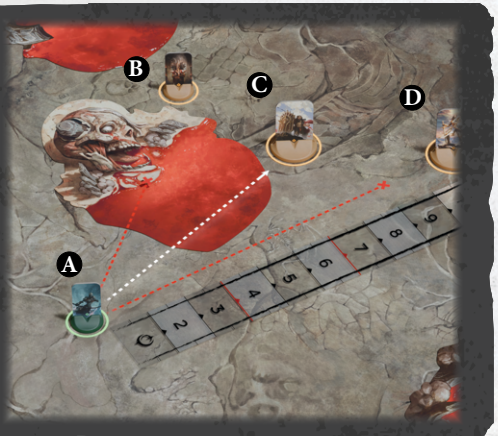
Spells

During the action phase, players can play spells from their hands by paying the card's cost. Place spells in their owner's discard piles after resolving their effects. There are two spell subtypes: CHANNELS and SWIFTS.

Channels

Besides gaining 2AP to perform actions, players are also able to play **one** channel during each unit's activation.

Channels are powerful and potentially game-changing effects that you can manifest onto the battlefield. Since they require a lot of focus, they cannot be played while resolving an action or effect. Aside from that, you can play a channel at any point during your unit's activation.

Swift

Swifts represent a rapid burst of energy from the Malediction that Seekers can leverage to quickly manifest a spell. Some swifts have specific restrictions or timing when they can be played. If no specifics are given, the swift **can be played at any time during the action phase**, even during an opponent's turn.
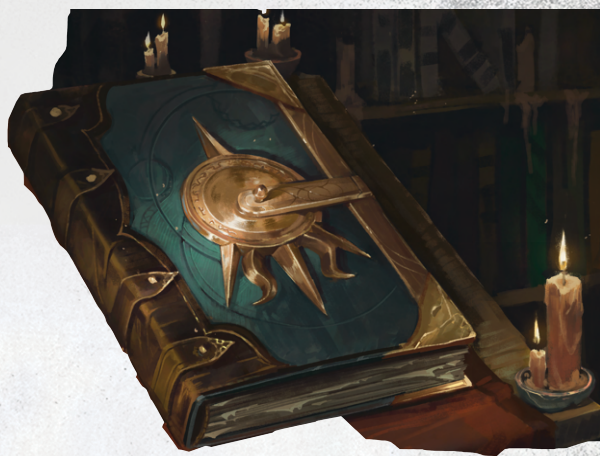
Channel Spell Example

Outnumbered, Ashley wants to use her already exhausted Sigrith to deal with Logan's Vorendal. While she normally couldn't do that, spells overrule core game mechanics!

Spell ◆ Channel

If there are more enemies than allies on the battlefield, refresh an ally. (*It can be activated again later during this action phase.*)

During her Valcarist Priest's activation, she plays a "Second Wind" channel by paying its cost. This spell allows her to refresh a unit when there are more enemies than allies on the battlefield. As she declares that she'll use this spell, both players check its effects, and Logan is given the opportunity to react, possibly by playing a swift. Having no cards to help him in this situation, Logan defers back to Ashley, who resolves the channel by refreshing Sigrith.

Swift Spell Example

In an attempt to defeat Sigrith before she can activate again, Logan uses his Duskwood Prowler's turn to engage and attack her, scoring a hit on this action. But Ashley was prepared to protect her Seeker.

Spell ◆ Swift

Prevent up to 10 damage that would be dealt to an ally from a single source.

After seeing the result of the attack, Ashley plays "Shield of Andravos" by paying the spell's cost. This is a spell that allows her to prevent up to 10 damage that would be dealt to a unit, meaning Sigrith is able to resist the attack without a scratch.

Defeating Units

Over the course of 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 ♥, it becomes defeated: remove the model from the battlefield, and place its unit card and any equipped items in its owner's discard pile. (Remember, defeated Seekers do not go to the discard pile, but instead return to their zone.)

When a unit is defeated, the opponent gains mastery equal to the defeated unit's cost plus the cost of any equipped attachments.

Action Phase Details

Here are a few more details to consider during the action phase:

- Each round, all units must be activated in order for the game to continue.

- If it is your turn to activate a unit and you have one or more refreshed units available, then you must activate one of them.

- You are not required to perform any actions or play spells during an activation.

- If your opponent's units are all exhausted and you still have multiple refreshed units remaining, you will activate those units one at a time in a back-to-back sequence.

End Phase

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

Scenario Victory Conditions

Your main objective is to claim relics and defeat enemies in order to reach a scenario's mastery threshold. You can claim relics by interacting with the husks of their former wielders on the battlefield, and you gain 10 mastery **while one of your units has the relic equipped.** You also gain mastery by defeating enemy units.

The tutorial scenario's mastery threshold is **25 mastery**. If both players reach the mastery threshold in the same round, follow these rules to break the tie:

1. The player with more mastery wins.

2. If there is still a tie, the player with more relics wins.

3. If there is still a tie, then another round of the game is played.

Husks and Relics

Husks are powerful sites filled with magical matter called krysalite. These husks are mysterious monoliths found inside the Malediction, and they 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.
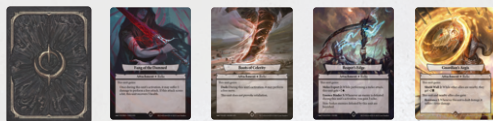
The Relic Deck and Display

In the game, relics are worth mastery, and to claim one, you must have one of your units finish a round nearby an UNCONTESTED husk, meaning there are no enemy units also nearby this same husk. The relic display shows you which relics you can choose from at that moment, and as relics get chosen, new relics get added to the display.

Gaining a Relic

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

- The unit is nearby a husk

- The unit is not engaged

- That husk is uncontested, meaning there are no enemies nearby that same husk

To claim a relic, choose one relic card from among the faceup cards in the relic display. Alternatively, if none of the faceup relics appeal to you, you can instead draw the top card of the relic deck in hopes of obtaining a relic that better fits your strategy.

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. Then, replenish the relic display by revealing the top card of the relic deck and adding it faceup to the display.

When your unit claims a relic, you gain 10 mastery, and you keep that mastery for as long as your unit has the relic equipped.

Attach relics by placing them under the unit's card so the text is visible.

Losing Relics

When a unit equipped with a relic is defeated, remove that model from the battlefield and place a husk from the supply 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 spawned husk can be engaged by either player's units and provides a new relic.

End Phase Details

Here are a few more details to consider during the end phase:

- When two or more of your units are nearby an uncontested husk, you choose which unit claims the relic.

- If multiple relics are ready to be claimed at different husks by opposing players, the initiative player chooses to either claim a relic first or defer to their opponent, who claims a relic first. After this first relic is claimed, players alternate choosing the remaining relics ready to be claimed.

If a player has reached the mastery threshold of 25, the tutorial game **immediately ends**, and that player wins. Otherwise, players proceed to the next round, starting with the refresh phase.

Claiming Relics Example

1. At the end phase, Sigrith (A) is nearby an uncontested husk. This means that Ashley may claim and equip a relic from the display.

2. Logan's Vorendal (B) is also nearby an uncontested husk, and since units from both players are in a position to claim relics, as the initiative player, it is up to Logan to decide who gets to choose first.

3. Logan decides he would like to claim a relic for Vorendal before Ashley has a chance to grab the relic that he wants. He takes the relic card from the display and equips it to Vorendal. He then replenishes the relic display, and now Ashley chooses which relic she wants Sigrith to equip.

Refresh Phase

If no player wins the game during the end phase, players proceed to the next round. The refresh phase marks the start of a new round and is when players gain resources and refresh their units.

Refresh Units

At the start of the refresh phase, each player refreshes their exhausted units by rotating their card upright. With their units refreshed, they are ready to be activated during the next action phase!

Gather Resources

Each player gathers resources by following these steps:

1. Advance the round tracker by one to indicate that you are entering a new round of the game

2. Draw 2 cards from your deck

3. Gain echo equal to 2x the round (the number showing 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.

Gaining Echo Example

Logan has 4 echo from the previous round that he didn't spend.

1. Upon starting round 3, players set their round dials to 3.

2. Logan multiplies the number on the tracker by 2, which is 6. Then he adds that amount to his current echo, leaving him with a total of 10 echo.

 x 2 = Echo Gained

Initiative Bid

Players determine who has initiative by bidding cards from their hands. This is similar to the bid that occurs during setup but with slight differences.

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 losing a card.

The highest bidder wins the initiative and takes the initiative token. (If only one player bids, then they are the highest bidder.) Regardless of who won the bid, any card used to bid is banished (removed from the game).

Initiative Bid Ties

If both players reveal cards showing the same cost, then **the player initiating the bid wins initiative!**

Finishing the Refresh Phase

After determining initiative for the round, players proceed to the deploy phase.

STOP!

You now know everything you need to play your first game. The next sections of this book will dive into more advanced rules, best enjoyed after you are more familiar with the game's basic concepts and have played at least once.

Advanced Concepts

Now that you know the basics of the game, there are some extra layers that allow for a balanced competitive experience. The following sections introduce rules that offer added depth to the game. **Adding these concepts to the basic game is the full game experience, and it is how Malediction was designed and intended to be played.**

> Like in the previous section, examples simulate games between players, namely Ashley, Brad, Logan, and Monica.

Using Your Legacy Card

Your legacy card stays in your play area next to your SEEKER ZONE, and its abilities can be used **whether your Seeker is on the battlefield or not**. In a regular match, your legacy card shows the amount of starting echo you begin the game with. Abilities on a legacy card are mostly triggered by things happening on the battlefield, so it is in your best interest to keep an eye on when these effects trigger so you can benefit from your legacy. When customizing your own deck, you might want to add cards that get the most out of your legacy's effects.

Sigrith's legacy. Note that the Seeker's name comes right after the card type. This binds the legacy to the Seeker.

Your legacy card adds a new layer of strategy to the game. According to the game's lore, this card represents a special relic inherited by your Seeker that sets them apart from everyone else in the world of Agnar. For gameplay purposes, a legacy is not worth mastery, and it functions differently from relics extracted from husks, which are unstable relics found in the Malediction. A legacy's main purpose is to provide a distinct playstyle between Seekers and give you something to explore when crafting a deck.

Retaliation

A **RETALIATION** is a melee attack that represents an enemy in a vulnerable position, susceptible to a punishing blow. It does not cost AP, and it occurs in response to an action, taking place before the declared action that triggered the retaliation.

Retaliations are a fast response to a risky maneuver from an enemy, so **retaliations cannot trigger other retaliations**. There is no limit to how many retaliations a unit can perform, and units can retaliate regardless if they are refreshed or exhausted.

These instances provoke retaliation from each engaged enemy:

- An engaged unit performs a move action
- An engaged unit performs a charge action
- An engaged unit performs a ranged attack
- Some game effects and abilities

Retaliation Example

Brad wants to move his Cabra Mauler (A) to be nearby a husk. Since his unit is engaged in combat with Nathan's Virtahn Battlecaster (B), the move from the Mauler will trigger a retaliation. A retaliation always takes place and resolves **before the triggering action**, meaning that the Mauler will suffer an attack even before he starts moving. This makes Brad's move a risky maneuver since his Mauler is at low health and could be defeated by this retaliation, but he's willing to take the risk to claim a husk at the end of the round!

2	**Unit ◆ Construct ◆ Spirit**
4/2	**Counterattack:** Whenever a hit is scored against this unit, it may retaliate after the damage resolves.
0	**Cleave:** Whenever this unit defeats a nearby enemy with a melee attack, it may perform a free melee attack.

Even though the Counterattack ability triggers by a hit, because a retaliation cannot trigger a new retaliation, Counterattack cannot trigger in response to a retaliation.

Other Basic Actions

Shift (2AP)

A shift action costs 2AP. It allows an engaged unit to make a single move a distance up to its ⚡ **without triggering retaliation**. You can move to wherever the unit could trace line of sight to (LOS) as long as the line doesn't go over an obstacle, no matter the size.

Unlike a regular move, while shifting you can squeeze through spaces narrower than the shifting unit's base as long as you end your movement in a valid position (meaning there is space for the unit's base in its final position).

Shifting Example

Monica wants to move her Spellbound Bahig'udjin (A) to be nearby her Seeker, Polinore (B). Moving Bahig'udjin would trigger a retaliation from the Cabra Mauler (C) that it is engaged with, but Monica has a clear LOS to where she wants to move, and that line does not cross any obstacles.

Since the Bahig'udjin has enough ⚡ to get to where Monica wants him to go with a single move, instead of performing a move action, she can spend the 2AP from her Bahig'udjin and shift her unit to be nearby Polinore.

Charge (2AP)

A charge action costs 2AP. It allows a unit to move twice its ♟ to engage with an enemy, and then perform a melee attack against it. Before charging, a unit cannot be engaged to the intended target and must **have LOS to any point of the target's base for the duration of the charging move**. The charging unit can slightly adjust its movement along the way to avoid obstacles as long as the target 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 trajectory, then the unit cannot make a charge against that enemy. A charge provokes retaliation from engaged enemies.

Charge Example

Ashley wants Sigrith (A) to charge either a Soulwhisperer (B) or a Deadeye Archer (C). She has LOS to both targets, but Sigrith's base cannot pass between the Truestone Defender (D) 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 simply maneuvering around the Prowler without leaving the LOS trajectory she traced to it.

1. Ashley traces LOS from Sigrith's center to a point on the Deadeye Archer's base.

2. She maneuvers her unit around the Prowler, making sure that Sigrith's base is still inside the traced LOS trajectory.

3. Upon reaching her target, Ashley resolves the attack portion of the charge action.
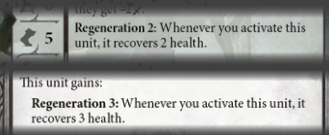
Modifying Abilities and Effects

Several abilities indicate how powerful their effect is in terms of damage, range, etc. Also, some items, relics, and spells modify unit stats. If a unit is affected by multiple effects with the same name, **only the effect with the strongest modifier applies.**

Static stat boosts from attachments (such as +3 ♟) work pretty much like abilities and are treated as having the same name if they boost the same stat. This means you cannot stack stat boosts from items and relics; you apply only the strongest effect.

Modifier Example

> **Regeneration 2:** Whenever you activate this unit, it recovers 2 health.
>
> This unit gains:
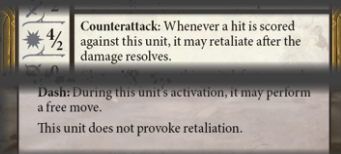> **Regeneration 3:** Whenever you activate this unit, it recovers 3 health.

Vorendal has the unit ability Regeneration 2. He also has equipped the Ring of Vitality, which has Regeneration 3. The abilities do not "stack," but instead, the stronger ability takes precedence. So Vorendal recovers 3 health at the start of his activation.

Contradictory Effects

Occasionally, a few game effects might appear to 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

> **Counterattack:** Whenever a hit is scored against this unit, it may retaliate after the damage resolves.
>
> **Dash:** During this unit's activation, it may perform a free move.
> This unit does not provoke retaliation.

An Armored Revenant has Counterattack as one of its unit abilities. However, when attacking a unit equipped with the Boots of Celerity, the disabling effect of the Boots negates the enabling effect granted by Counterattack. Thus, the unit involved in combat with Revenant does not provoke retaliation.

Forced Movement

Some game effects can force a unit to a new position. With these effects, always consider the center of each unit's base as a reference point. For instance, push and pull effects that can happen as a result of some abilities are traced as a straight line passing through the center of both unit's bases: the one causing the effect to occur and the one suffering the effect.

Units being forced to move do not trigger retaliation as a result of this movement, even if they end up no longer being engaged. Forced movement still takes obstacles into account, meaning that if a unit being pushed or pulled comes into contact with an obstacle along the way, it cannot be forced to move further beyond that obstacle.

Forced Movement Example

Despite the Momentum Weaver (A) being able to push and pull opponents a distance of up to 5" from his center, he cannot push the target Cabra Mauler (B) beyond the obstacle, so the max distance the Mauler could be pushed is up to 3" away.

Null Stats

Some units have a stat of null "–". If a dash is used instead of a number, then that unit cannot 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 doing 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 modifiers.

Concurrent Triggered Abilities

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

Concurrent Triggers Example

Logan plays "Corpse Explosion" on his Deadeye Archer, defeating it and causing 3 damage to all units within 3". This spell impacts both his Fleshripper and Ashley's Herald of Salvation, causing them to be defeated. Each of these units is owned by different players and suffers lethal damage at the same time, but both have abilities that are triggered upon defeat.

0	**Death Throes 4:** When this unit is defeated, units within 3" suffer 4 damage.
0	**Martyr's Blessing 5:** When this unit is defeated, allies within 3" recover 5 health.
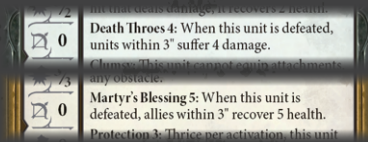
Since Logan has initiative, he decides that he wants the Fleshripper's Death Throes to happen before the Herald's Martyr's Blessing, which would heal all of Ashley's units within 3" of the Herald by 5, and save them from being defeated by the Fleshripper's Death Throes. He declares in what order he wants the abilities to occur, ensuring that Ashley's units are defeated before they can be healed.

Line of Effect (LOE)

Game effects on the battlefield **cannot be traced through tall sections of terrain.** Examples include trying to engage a unit that is nearby (but on the other side of a wall) or a powerful explosion emanating from a point on the battlefield (that cannot extend beyond blocking terrain).

Virtually, everything that would take into account the physical aspects of the game to produce an effect will trace **Line of Effect (LOE)** and cannot go through tall sections of terrain. LOE is blocked by only tall terrain, so LOE applies for any other type of obstacle (units, husks, and short terrain).

Line of Effect (LOE) Example

Brad wants to use the Pray 3 ability of his Primal Totem (A) to gain some extra echo. This is an AP ability that grants him up to 3 echo per activation, 1 for each ally Brad owns within 6" of his Totem.

1. Measuring from the center of his Totem, he counts up the number of units he owns within 6".

2. While there are 3 allies within range, his Cabra Mauler (B) is behind a tall obstacle when tracing **LOE (Line of Effect)** from the Totem, meaning that Totem's Pray 3 ability would provide only 2 echo (not 3). Even though the Boneclaw Raider (C) is behind the Tarok Beast (D), because the Boneclaw Raider is not behind a tall obstacle, **LOE** still applies.
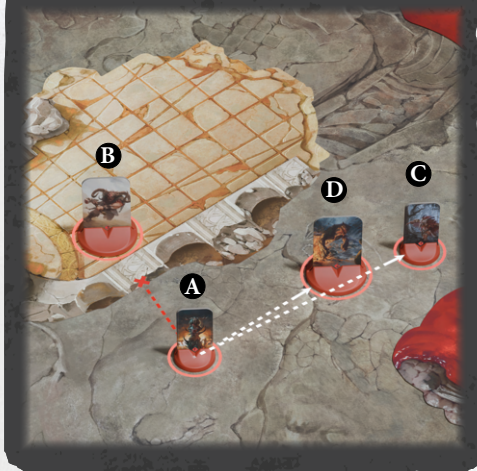
Rolling Back Actions

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. While a lot of games don't allow you to roll back your actions, we believe that you should be allowed to do that as long as it is only you giving out information to an opponent!

This means that your **actions only take place after you decide what you want to do**, and you can fumble around with your pieces or your cards as you figure out your plans.

On the other hand, if you commit to an action and gain any new information, like seeing the result of a roll or an opponent playing a swift in response to what you do, now that you have information, you cannot roll back that action.

Premeasuring

You can freely premeasure distances for effects or actions. This is not considered gaining new information since it only confirms something that is already visible on the battlefield.
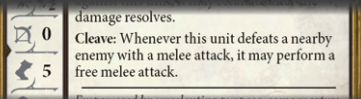
Resolution Sequences

When a spell is played, it enters the resolution sequence—a fancy term to describe the **steps taken to resolve any effects or actions in the game.** While this rule might be more relevant for competitive tournament players, it is fundamental to any game of *Malediction*.

Essentially, effects like actions, abilities, and spells do not resolve instantly, meaning an opponent can respond to steps in the sequence by playing their own swifts or using effects triggered by unit abilities or from their legacy card. As soon as players stop adding more steps to the sequence (like deciding they don't want to play any more swifts at this time), the most recent effect to have entered the resolution sequence (whether a spell or ability) is the first effect to be resolved.

Resolution Sequence Example

Ashley's Armored Revenant is engaged with a pair of Brad's Pack Hunters. All units are weak with little health remaining, and Ashley wants the Revenant to defeat one of the Pack Hunters so the Revenant can trigger its Cleave ability to attack the second Pack Hunter for free, ideally defeating both with only 1 AP.

	damage resolves.
0	**Cleave:** Whenever this unit defeats a nearby enemy with a melee attack, it may perform a
5	free melee attack.

Empowered by unrelenting purpose, some martyrs

Ashley scores a hit on the Revenant's attack against the first Pack Hunter, but during the damage step of the attack sequence, Brad plays "Retribution," a swift that deals damage back to an attacker equal to the damage it is dealing. Since the swift entered the resolution sequence last, it resolves before the Cleave ability could take place, instantly dealing 4 damage back to the Revenant and defeating it. With this, Brad's second Pack Hunter lives to fight another day.

After a unit suffers damage from an attack, deal damage back to the attacker equal to the amount of damage dealt by that attack.

Customizing Your Experience

Malediction thrives when players are free to customize the game with their own decks and create a battlefield from scratch by following some simple rules designed to create a balanced experience. In addition to the advanced concepts, this section describes the final aspects to understanding the complete game.

Building a Custom Warband

Building your own custom warband and testing your strategy against your opponents is one of the major drives of the game. This is why your box comes with a separate set of cards called the "Faction Pack," which includes an additional Seeker and several cards that you can use to create your own custom warband. A warband consists of your choice of Seeker, its matching legacy, a terrain card, and a deck 30–50 cards.

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.

The first step to creating a custom warband is to choose a Seeker. Each Seeker is paired with a legacy card, which lists powerful abilities that affect your whole deck and are often a crucial part of your overall strategy.

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 of the card.

A card displaying the Primal Blood sigil can be included in a deck only if the Seeker of choice also bears the Primal Blood 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 text will reference a card's rank as a limitation or filter for effects. Often, high-ranked cards cost more echo. A versatile deck should have both high- and low-value cards. A card's rank also limits how many copies of it you can include in your deck.

Basic (3 Copies)

Elite (2 Copies)

Unique (1 Copy)

Legendary (Your Seeker)

Dual-Faction Seekers

Some Seekers have more than one faction sigil, displaying two sigils divided inside the diamond shape. Dual-faction Seekers allow you to include cards from **all** of its associated factions.

Each faction box includes a dual-faction Seeker for you to experiment with. If you own other faction boxes, you can get really creative with customizing dual-faction Seekers!
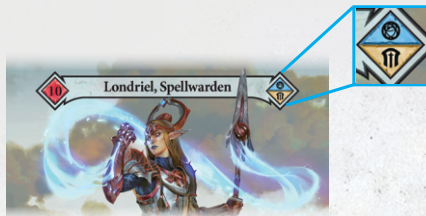
Decks using Londriel as a Seeker can include cards from the Conclave of the Spheres, Order of the Shattered Throne, and cards that belong to both Conclave and Order.

Side Deck

The side deck is an optional deck meant to increase a deck's versatility by allowing you to **swap** cards from your main deck with your side deck between matches. *Malediction* strives to support a competitive scene, and with the side deck, players can adapt their strategies to face different opponents in a tournament. A side deck consists of **7 cards max** that are set apart from your main deck.

Battlefield Sizes

Unlike the tutorial scenario, a standard game of *Malediction* is played on a 2.5' x 2.5' battlefield, with 4 husks, 8 terrain pieces, and 4 relics in the display. This is the main game experience, and it works well for both 1v1 matches and team play.

That said, wargames are all about versatility and letting players customize their experience. And, in that spirit, we've designed *Malediction* to support different battlefield sizes. The battlefield size determines how many terrain pieces you use and the minimum distance between husks. Set up your game using any of these configurations:

Strife

Battlefield size: 2' x 2'

Minimum distance between husks: 8"

Terrain (each player/team): 1 medium & 1 small

Estimated playtime: 25–50 min

Description: Strife is a "knife fight in a phone booth." It uses fewer terrain pieces and a smaller battlefield to provide a combat-centric gameplay, where units can quickly engage and contest objectives on the first turn. This was the battlefield size used in the tutorial scenario to quickly teach the basics of the game.

Havoc

Battlefield size: 2.5' x 2.5'

Minimum distance between husks: 10"

Terrain (each player/team): 1 large, 1 medium & 2 small

Estimated playtime: 40–70 min

Description: Havok is considered the standard battlefield size of the game, It provides a good distribution of terrain in all sizes meaning you should get a decent balance between combat and positioning decisions.

Maelstrom

Battlefield size: 3' x 3'

Minimum distance between husks: 12"

Terrain (each player/team): 1 large, 1 medium & 3 small

Estimated playtime: 60–120 min

Description: Maelstrom is the largest recommended battlefield size for the game. It uses all terrain in your set and is a great way to play team games.

Make the Game Your Own!

There is no reason why you shouldn't be able to come up with your own scenarios and custom battlefield sizes.

The modes listed here are recommendations that take competitive play into account, but we highly encourage you to play the game in any way you want. Perhaps you just want to create huge environments to host games with your friends and show off your craftsmanship, or you are an enthusiast wanting to experiment with the game's system. To this, we say—**go for it, and have a blast!**

Full Game Setup

Unlike the tutorial scenario, the full game is played with 4 husks, **has a mastery threshold of 40**, and uses all 15 relic cards. After choosing a battlefield size, follow these steps to set up your game:

1. **Set Battlefield:** Set the battlefield boundaries according to the size of your choice.

2. **Gather Cards:** Place your Seeker, legacy, and terrain cards in their respective zones. Shuffle your deck and place it in front of you.

3. **Create Supply:** Place the die, damage tokens, and ruler near the battlefield within easy reach.

4. **Decide Who Places the First Terrain:** Players roll a d20 to decide who starts placing terrain.

5. **Place Terrain:** Terrain can be placed anywhere on the battlefield outside of the possible deployment zones and at least 3" apart from other terrain. 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 all terrain pieces have been placed.

6. **Place Husks:** Starting with the player who placed the last terrain piece, players alternate placing husks until all four have been placed. You can place a husk anywhere **outside** possible deployment zones and obstacles. Husks must have a minimum distance between each other, depending on your choice of battlefield size.

7. **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.

8. **Gain Starting Resources:** Set your echo dial to the number indicated on your legacy card and set the mastery dial to "0." Set the round tracker to "1".

9. **Draw Starting Hand:** Draw 7 cards from your deck. If you dislike your starting hand, you may reshuffle your deck and draw a new hand with one fewer card each time you repeat this process to a limit of one card in hand.

10. **Resolve Setup Bid:** The winner of the bid decides **whether to gain initiative or choose their deployment zone**. The loser of the bid gets the remaining option.

Team Battles

Malediction can also be played in teams, and this is one of the most entertaining ways to experience the game. When playing a 2v2 battle, use these rules:

- Players on the same team cannot use the same Seeker. This adds dynamism to a match and incentivizes cooperation instead of optimization.

- A teammate's units are also treated as allies. All units on the opposing team are treated as enemies. Watch for abilities that reference an "ally you own," as these will apply only to allies from your warband.

- Players can communicate openly and even bluff about strategies but are not allowed to show the cards on their hands.

- The team combines their terrain pieces into a single pool. Follow regular terrain placement rules.

- During any initiative bid, both players of the same team must agree to bid, and each player places a card facedown. Add together the team's card costs when checking for who won the bid. For all gameplay effects, initiative is assigned to the team, not a particular player.

- When making decisions that could affect the whole team, like who claims a relic first, it is expected members of the team will discuss and cooperate. If players in a team cannot agree on something, players roll the d20 to determine who decides.

- When teammates win the setup bid, they choose between gaining initiative or picking their side of the battlefield. Pick any corner of your chosen side as your deployment zone, just keep in mind that you are not allowed to deploy units inside your teammate's deployment zone.

- If a player has no units on the battlefield left to activate, the teammate activates a unit instead. Then resume the existing turn order clockwise around the table.

- Increase the scenario mastery threshold by 10.

Credits

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Technical Writing & Instructional Design: Daniel Pettersen & Steven Kimball

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Márcia Georgina, Andréa Drazgul, Manoela Weise, Mariana Monteiro, Filipe Caern

Illustrators & sculptors are credited directly on the component.

QUICK REFERENCE

Turn Structure

1. Refresh Phase
   - Draw 2 cards
   - Gain echo
   - Refresh units
   - Bid for initiative
2. Deploy Phase
   - Player A first, then Player B
3. Action Phase
   - Move (1AP)
   - Attack (1AP)
   - Charge (2AP)
   - Shift (2AP)
4. End Phase
   - Claim relics from uncontested husks
   - Check for victory

Icon Reference

⚡ = Accuracy (Add this to a d20 on attacks to get the total attack value)

✴ = Power (Divided in hit/graze, this is the damage assigned when performing attacks)

⛶ = Range (How far can a unit shoot for ranged attacks in inches)

❯ = Speed (How far a unit can move in inches with a single move action)

⛊ = Defense (Compare the total attack value to this stat to check for hits and grazes)

♥ = Max Health (How much damage a unit can resist before being defeated)

Types of Hits

- "20" = Critical Hit
- ≥ ⛊ = Hit
- < ⛊ = Graze
- "1" = Critical Graze

Battlefield Sizes

Mode	Size	Terrain
Strife	2' x 2'	1 medium, 1 small
Havoc	2.5' x 2.5'	1 large, 1 medium, 2 small
Maelstrom	3' x 3'	1 large, 1 medium, 3 small

Echo Gained during Refresh Phase

Round	Echo
2	+4
3	+6
4	+8
5+	+10

Distances

Nearby - Within 1" of another object (unit, husk, terrain, etc.)

Engaged - Within 1" of an enemy unit