
**IN BATTLE,
THERE ARE
NO EQUALS**

UNMATCHED

**BATTLE OF
LEGENDS**
VOLUME THREE

SET RULES



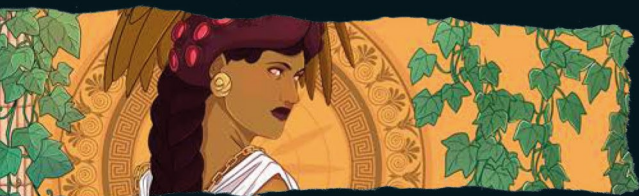
BLACKBEARD

Edward Teach captained the *Queen Anne's Revenge* under this more colorful moniker as one of the most infamous pirates of the West Indies and American colonies. Certainly a skilled captain and ruthless combatant, his greatest weapon was his fearsome demeanor and charisma, cowing his enemies and earning the loyalty of his crew.



LOKI

The exploits of the Norse god recounted in the *Prose and Poetic Eddas* are considerably darker than their recent manifestation on the silver screen, while every bit as mischievous. In one notable story, the trickster shapeshifts into a mare to lure a builder's stallion away so he can't finish the fortification of Valhalla and win the hand of Freyja as payment. Sometime later, Loki gives birth to an eight-legged foal, Sleipnir, who would become Odin's steed.



PANDORA

At Zeus's command, Hephaestus, the smith of the Greek gods, created the first woman, upon whom the gods bestowed many gifts. Zeus sent her to earth with a box in which he placed countless miseries. Pandora opened the box, releasing the ills upon the world. Only hope remained within. Her myth explains the presence of evil in the world but offers that we might persevere with hope.



CHUPACABRA

In the 1970's in Puerto Rico, the mysterious death of some goats, bearing circular bite marks, gave rise to the legend of the "goat-sucker" with a spiked spine, cadaverous odor, and a mouth of vicious ringed fangs. In the decades that followed, strange sightings and widespread reports of similar occurrences have only caused the legend to grow in stature.

CONTENTS

4 MINATURES



120 ACTION CARDS



7 MISERY CARDS



4 HEALTH DIALS



4 CHARACTER CARDS



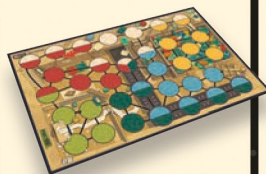
4 SIDEKICK TOKENS



4 HERO ABILITY TOKENS



1 DOUBLE-SIDED BOARD
WITH **2** BATTLEFIELDS



BLACKBEARD

- ▷ 30 action cards
- ▷ 1 Blackbeard hero miniature
- ▷ 1 Blackbeard character card
- ▷ 2 Sea Dog sidekick tokens
- ▷ 3 doubloon tokens
- ▷ 1 treasury token
- ▷ 1 health dial
- ▷ 1 reference card

PANDORA

- ▷ 30 action cards
- ▷ 1 Pandora hero miniature
- ▷ 1 Pandora character card
- ▷ 2 Kakodæmon sidekick tokens
- ▷ 7 misery cards
- ▷ 1 health dial
- ▷ 1 reference card

LOKI

- ▷ 30 action cards
- ▷ 1 Loki hero miniature
- ▷ 1 Loki character card
- ▷ 1 health dial

CHUPACABRA

- ▷ 30 action cards
- ▷ 1 Chupacabra hero miniature
- ▷ 1 Chupacabra character card
- ▷ 1 health dial

Before you play for the first time, assemble the health dials by punching out the circles for each character and connecting them with a rivet.

SPECIAL RULES FOR THIS SET

BLACKBEARD: PRIVATEER TURNED PIRATE




Blackbeard wants his treasure! He uses 3 **doubloons** during the game. At the start of the game, place the treasury token near your opponent and place one of the doubloons on it. You start with the other two doubloons; place them near your character card.



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When you pay doubloons, place them on the **treasury**. When an opponent pays doubloons or you steal them, take them from the **treasury** and give them to yourself.

Many of Blackbeard's cards have effects in gold text followed by a  icon. This means the effect will only happen if the opponent **does not** pay that many doubloons. The opponent gets to choose whether to pay or not. (In a game with multiple opponents, any opponent may choose to pay.) If the ransom is paid, the effect is ignored. Otherwise, the effect resolves as normal.



At the start of your turn, you may pay 1 doubloon to gain 1 action. You may only do this once each turn.

Whenever you take combat damage, pay 1 doubloon to the treasury. If you do not have any doubloons, ignore this effect. This effect does not apply to your Sea Dogs.

GOLD TEXT EFFECT

PANDORA: PANDORA'S BOX



Pandora is the keeper of a box that she cannot resist opening. The box contains great power but risks unleashing misery upon the world, overwhelming her with regret.

Pandora's box is a special set of 7 cards called **miseries**. They are separate from your deck of regular action cards and never go into your hand. At the start of the game, shuffle your misery cards and create a face-down stack.

Each misery card has a number of **feather** symbols on it (from 0 to 2 symbols). At the start of your turn, reveal the top card of the stack and resolve its effect. Then, decide if you want to stop or reveal another card. You may keep revealing cards in this way until you either decide to stop or 3 or more feather symbols have been revealed. If 3 or more feathers are revealed, you must immediately stop drawing and Pandora takes damage equal to the number of misery cards you revealed (not the number of symbols). For example, if you have revealed 4 misery cards and there are 3 feathers, Pandora takes 4 damage.

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After resolving Pandora's box, take your turn as normal. Misery cards stay revealed until the end of your turn. At the end of your turn, shuffle all of your revealed and unrevealed misery cards together to create a new stack.

Blackbeard and **Pandora** have effects that summon their sidekicks. Summoning a sidekick token uses the following rules:

- If you have an available sidekick token off of the board, place one of those tokens as described by the effect.
- If all of your sidekick tokens are already on the board, take any one of them and place it instead.



► KAH-kuh-DEE-muhn

LOKI: GOD OF MISCHIEF

Loki uses tricks to confound their opponents. Each of Loki's action cards with **TRICK** in the card name has a different effect based on whether you played the card or your opponent played it. (All of Loki's TRICK cards can be played by any fighter.)

When you play one of your TRICKS, that card goes to your opponent's hand during the cleanup step instead of your discard pile (see the Unmatched Core Rules). Your opponent may play TRICK cards from their hand as if it were one of their own cards. When your opponent plays one of your TRICKS, that card goes to your discard pile during the cleanup step.

If an opponent ever discards a TRICK card from their hand (such as from an effect or due to their hand size), you may choose to put the TRICK card into your hand or on top of your deck instead of your discard pile.

Loki adds +1 to their move value for each TRICK card in all of your opponents' hands.

TRICK cards do not have BOOST values and cannot be used to boost. If an effect uses the BOOST value of a TRICK card, use 0.



*Loki's **Sindri's Bet** card subtracts 3 from the value of your opponent's card. If that card's value would be below 0, it becomes 0.*

*Loki's **Svaðifari's Lure** and **Lævateinn** cards let you reveal a card in your opponent's hand. You will be able to see the card backs and know which cards in their hand are TRICK cards, and you may choose accordingly based on that information.*

CHUPACABRA: THE HUNGER



After you attack, you may draw a card. This effect happens at the end of combat after all **AFTER COMBAT** effects have been resolved.


*Chupacabra's **The More They Struggle** attack card refers to the printed value of your opponent's played card. If your opponent did not play a card, the value is 0.*



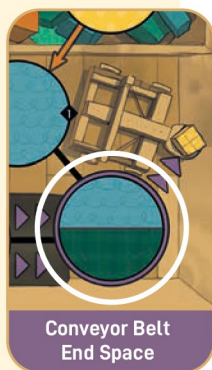
BATTLEFIELD: SANTA'S WORKSHOP

Santa's Workshop has two board effects, conveyor belts and one-way paths.

CONVEYOR BELT: The conveyor belt is represented by the **purple arrows**  between some spaces. At the end of each player's turn, any fighters on the conveyor belt simultaneously move to the next space on the conveyor belt, as indicated by the arrows. Each fighter moves regardless of whose turn it was. If a fighter is on the **end space** of the conveyor belt, place them in any empty space in the **gift bin** (the yellow zone , including the dual-colored spaces in that zone). The player who controls that fighter decides which space to place them in. If an effect prevents a fighter from leaving their space, do not move that fighter. If the conveyor belt would cause a fighter to move into a space with another fighter, do not move that fighter; other fighters that can move still do. Large fighters are not moved by the conveyor belt. (There are no large fighters in this set.)

ONE-WAY PATHS: Some paths on the map are orange and have a **one-way arrow** . Fighters may move between spaces connected by a one-way path only in the direction indicated by the arrow. This includes movement from card effects. However, spaces connected by a one-way path are still considered adjacent, and they do not affect whether fighters are in the same zone or not. Additionally, they do not affect effects that let you place a fighter in a space.

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CREDITS

Unmatched is our Magic Number, and was restored from *Star Wars: Epic Duels*, designed by Craig Van Ness and Rob Daviau and published by Milton Bradley. Zone rules inspired by the Pathfinder System from *Tannhäuser*, designed by William Grosselin and Didier Poli and published by Fantasy Flight Games.

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Thank you to everyone who helped playtest the game! You're all wonderful people. We mean it.

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