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EREDIN

- ▷ 30 action cards
- ▷ 1 Eredin hero miniature
- ▷ 1 Eredin character card
- ▷ 4 Red Rider sidekick tokens
- ▷ 1 health dial

YENNEFER AND TRISS

- ▷ 30 action cards
- ▷ 1 Yennefer hero miniature
- ▷ 1 Triss hero miniature
- ▷ 2 Yennefer/Triss character cards
- ▷ 1 Yennefer/Triss sidekick token
- ▷ 2 health dials

PHILIPPA

- ▷ 30 action cards
- ▷ 1 Philippa hero miniature
- ▷ 1 Philippa character card
- ▷ 1 Dijkstra sidekick token
- ▷ 2 health dials

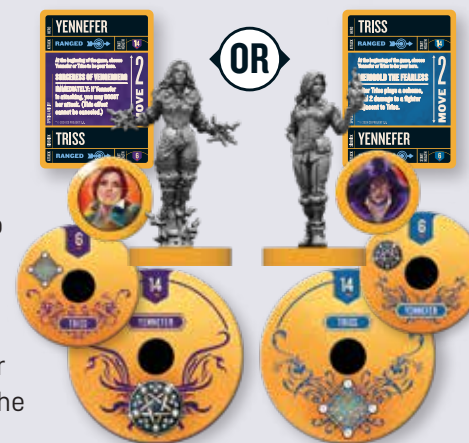
Before you play for the first time, assemble the health dials by punching out the circles for each character and connecting them with a rivet.

SPECIAL RULES FOR THIS SET



YENNEFER AND TRISS: RIVAL HEROES

The Witcher is all about making difficult choices. At the beginning of the game, choose whether you want Yennefer or Triss to be your hero. The other fighter is your sidekick. Use the appropriate hero figure and flip the sidekick token to its appropriate side. Return the other hero figure and character card to the box. Regardless of which fighter you choose to be your hero, they have 14 starting health; the other fighter has 6 starting health.



YENNEFER: SORCERESS OF VENGERBERG

If Yennefer is your hero, she can use her magic to call upon almost limitless energy. When she attacks, during the **IMMEDIATELY** step, you can **BOOST** the attack. Discard a card from your hand and add its boost value to the card's attack value. This effect cannot be canceled. If your attack card also has an **IMMEDIATELY** effect, you choose the order to resolve them. You may **not** use this ability when you attack with Triss.

TRISS: MERIGOLD THE FEARLESS

If Triss is your hero, she can wield deadly magic even when she seems at her most unassuming. After Triss plays a scheme, resolve the scheme's effect; then, choose an adjacent fighter and deal 2 damage to them. This is a mandatory effect and is not limited to opposing fighters. You may **not** use this ability when Yennefer plays a scheme.

EREDIN: KING OF THE WILD HUNT

Eredin commands the Red Riders. When all of his Red Riders are defeated, he becomes **ENRAGED**. While he is Enraged, add +1 to the value of all of his attack and defense cards you play, and his move value becomes 3. Many of his cards have additional or stronger effects if he is Enraged when you play them.

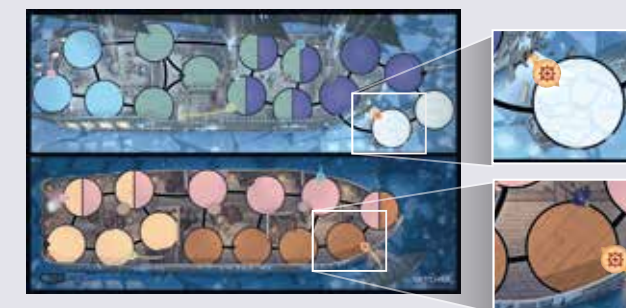


PHILIPPA: TWO STEPS AHEAD

Philippa is a powerful sorceress and even more dangerous as a planner of plots. She's never caught empty-handed. At the end of your turn, you may draw up to a hand of 4 cards. You are not required to use her ability. If you do, draw a number of cards so you end up with 4 cards. If you have 4 or more cards in your hand, you may not use her ability.

NAGLFAR BATTLEFIELD: ABOVE AND BELOW DECK

Crafted from the hair and nails of the dead, this dread vessel was commanded by Eredin. On the **XIV** map, fighters can move between the two decks of the ship. On the battlefield, colored paths lead to icons that correspond to a matching icon on the other half of the map. The two spaces connected by the matching icons are considered adjacent for all purposes. Fighters may move and attack across the colored paths as normal.



Spaces connected by matching icons are considered adjacent for all purposes.

ONGOING SCHEMES

Each hero in this set has “ongoing scheme” cards in their deck. When you play one, resolve the regular effect as normal. Then, leave the card face up in front of you instead of discarding it. Each ongoing scheme has an ongoing effect that remains active until it is discarded.

Ongoing schemes have a condition when they are discarded. You only check for the condition at the end of your turn. If the condition is met at another time, such as during your opponent’s turn, but then is no longer met at the end of your turn, you do not discard the scheme.

EXAMPLE: When you play Philippa’s **Polymorphy** card, place her in any space. At the start of each of your turns, while the scheme is in play, her move value is 5. At the end of your turn, check to see if there are any opposing fighters in her zone. If there is at least one opposing fighter in her zone, the scheme stays in play. If not, discard it.



Each hero can only have one ongoing scheme at a time. If you play a second ongoing scheme, discard the current active ongoing scheme. When an ongoing scheme is discarded, it goes into your discard pile as normal.



CREDITS

Unmatched is our secret plot to rule the realm 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 Pathfinding 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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WARNING! Not suitable for children under 3 years due to small parts.
Choking hazard.



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THE WITCHER REALMS FALL



SET RULES