
**IN BATTLE,
THERE ARE
NO EQUALS[®]**

UNMATCHED[®]

**FOR KING AND
COUNTRY**

RULES

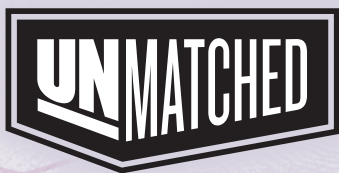
MARVEL



THE UNMATCHED SYSTEM

Unmatched is a miniatures dueling game featuring fighters of all kinds — from the page to the screen to the stuff of legends. Each hero has a unique deck of cards that fits their fighting style.

You can mix and match fighters from any Unmatched set. But remember, in the end, there can only be one winner.



CONTENTS

3 CHARACTERS



2 SIDICKICK TOKENS



91 ACTION CARDS



5 HEALTH DIALS



3 CHARACTER CARDS



3 SCHEME TOKENS



3 COMBAT TOKENS



1 GAME BOARD



4 BLACK PANTHER

- ▷ 30 action cards
- ▷ 1 Black Panther hero character
- ▷ 1 Black Panther character card
- ▷ 1 Black Panther Vibranium Suit card
- ▷ 1 Shuri sidekick token
- ▷ 2 health dials

BLACK WIDOW

- ▷ 31 action cards
- ▷ 1 Black Widow hero character
- ▷ 1 Black Widow character card
- ▷ 1 reference card
- ▷ 1 Maria Hill sidekick token
- ▷ 2 health dials

WINTER SOLDIER

- ▷ 30 action cards
- ▷ 1 Winter Soldier hero character
- ▷ 1 Winter Soldier character card
- ▷ 1 health dial

BATTLEFIELD ITEMS

- ▷ 1 EMP Array
- ▷ 1 Industrial Wrench
- ▷ 1 Laser Turret
- ▷ 1 Reinforced Gloves
- ▷ 1 Rocket Pack
- ▷ 1 Shield Blaster

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.

HEROES & SIDEKICKS

All of your characters in the battle are called your **fighters**, but your primary fighter is called your **hero**. Heroes are represented by miniatures that move around on the battlefield.

Your other fighters are called **sidekicks**. Heroes may have multiple sidekicks, a single sidekick, or no sidekicks at all. Sidekicks are represented by tokens that move around on the battlefield.

Each hero has a **special ability** noted on their character card. This card also lists your fighters' **stats**, including the **starting health** of your hero and their sidekick. Fighters' health is tracked on separate health dials. Fighters cannot gain health higher than the highest number on their health dial.



HOW TO PLAY

Players take turns maneuvering their fighters on the battlefield, playing schemes, and attacking their opponent's fighters. To win, you must be the first to defeat your opponent's hero, which happens when they are reduced to zero health.

NOTE These setup instructions and the following rules are for games with **2 players**. For rules for playing with 3 or 4 players, see pages **18–19**.

SETUP

1. Choose a battlefield and place it on the table.
2. Each player chooses a hero and takes the corresponding action cards, character card, hero character, sidekick token (if any), health dials, and any other components for their hero.
3. Each player sets their hero's starting health and their sidekick's starting health on the matching health dials. Starting health is found on the character cards.
4. Each player shuffles their action cards to form a single deck and places it face down, then draws **5** cards as their starting hand. (Black Widow starts the game with **The Moscow Protocol** as a sixth starting card in her hand.)
5. The younger player places their hero in the **1** space on the battlefield. If they have a sidekick, place them in a separate space within the same zone as their hero. If their hero is in a space that is part of multiple zones, their sidekick may be in any of those zones.
6. The older player places their hero in the **2** space on the battlefield, then places their sidekick, if they have one, based on the same rules as in **step 5**.
7. The younger player takes the first turn.

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SPACES AND ZONES

The battlefield is made up of circular **spaces** that the fighters will move between. Each space can only contain one fighter at a time.

Two spaces connected by a line are **adjacent**. Adjacency is used to determine targets of attacks and various card effects.

The spaces of the battlefield are divided into **zones**, which are indicated by different colors. All spaces with the same color are part of the same zone (even if they are in different parts of the battlefield).

If a space has multiple colors, it is considered to be part of multiple zones. Zones are used to determine targets of ranged attacks and various card effects.

This set contains the same battlefield on both sides of the board. On one side, the colored spaces are filled in with different patterns, which can be especially helpful for players with vision deficiencies. The other side has empty circles, where zones are only indicated by the circle's color. Both sides play exactly the same.



YOUR TURN

On your turn, you **must take 2 actions**; you cannot skip an action. You may choose two different actions or the same action twice.

The possible actions are:

- ▷ **MANEUVER**
- ▷ **SCHEME**
- ▷ **ATTACK**



You have a **hand limit** of **7** cards. At the end of your turn, if you have more than **7** cards in your hand, you must discard down to **7** cards, placing any discarded cards in your discard pile.

Then it is your opponent's turn.



ANATOMY OF A CARD

A overall card type:

 **Attack**  **Defense**

 **Scheme**  **Versatile**
(attack or defense)

B attack or defense value (if any)

C fighter allowed to use the card

D name of the card

E effect when played (if any)

F BOOST value

G deck that the card appears in

H number of copies in the deck



Each hero's deck is different, though they may share some cards with other heroes' decks.

ACTION: MANEUVER

When you take the **maneuver** action, you first draw the top card of your deck, then you may move your fighters.

STEP 1: DRAW A CARD (MANDATORY)

Draw the top card of your deck and add it to your hand.

You can have more than **7** cards in your hand during your turn, but you must discard down to **7** cards at the end of your turn.

DRAWING CARDS

Drawing cards—whether via the maneuver action or due to a card effect—is mandatory, unless otherwise specified.

When your deck is empty, your fighters are exhausted. If you need to draw a card while your fighters are exhausted, do not reshuffle your discard pile. Instead, each of your fighters immediately takes 2 damage.



STEP 2: MOVE YOUR FIGHTERS (OPTIONAL)

Your character card lists your **move** value. During this step, you may move each of your fighters, one at a time, a number of spaces equal to or less than your move value. You may also choose to **BOOST** your movement (see next page).

When you move a fighter, each space they move into must be adjacent to their previous space. You **may** move a fighter through spaces occupied by other friendly fighters (i.e., your own fighters), but they cannot end their movement in an occupied space. You may **not** move a fighter through spaces occupied by opposing fighters.

You may move your fighters in the order of your choice, but must finish each fighter's move before starting the next. You are not required to move all of your fighters the same distance as each other; you get to choose for each fighter. You are allowed to move a fighter zero spaces.

NOTE If an effect ever lets you move your opponent's fighters, you must respect all of the same movement rules, but from your opponent's perspective.

BOOST

When you take the **maneuver** action, you may **BOOST** your movement. To do this, discard **1** card from your hand and add that card's **BOOST** value to your move value. Ignore any effect on the discarded card.

Certain effects (like Black Panther's Anti-Metal Claws) allow you to boost other things, such as the value of an attack.

Cards that can no longer legally be played—because the corresponding fighter or fighters have been defeated—may still be discarded from your hand to boost.

10 ACTION: SCHEME

When you take the **scheme** action, you choose a scheme card (indicated by the ⚡ icon) from your hand and play it onto the table, face up.

You must declare which of your fighters is playing the scheme card; they are the **active** fighter. Each card in your deck indicates which fighters are allowed to play it. You may not play a scheme card if the listed fighters are defeated.

Resolve the card's effect, then place the card into your discard pile.

DISCARD PILES

Maintain your own discard pile. All cards, once played and resolved, should be placed in the discard pile. Keep your discard pile face up to differentiate it from your deck. Both you and your opponent are allowed to look through your discard pile at any time.





ACTION: ATTACK

When you take the **attack** action, you must declare which of your fighters is performing the attack; they are the **active** fighter. You may not take the attack action if you do not have an attack card in hand or if none of your fighters have valid targets to attack.

STEP 1: DECLARE TARGET

Any fighter may target a fighter in an adjacent space, regardless of what zone they are in.


Fighters with **melee** attacks (indicated by the  icon) may only target a fighter in an adjacent space.

Fighters with **ranged** attacks (indicated by the  icon) may target an adjacent fighter **or** they may target a fighter anywhere in the same zone, regardless of adjacency.

STEP 2: CHOOSE AND REVEAL

As the attacker, you must choose an attack card from your hand and play it face down in front of you; it must be a card that your attacking fighter is allowed to use. Then the defender **may** (but is not required to) choose a defense card from their hand and place it face down in front of them; it must be a card that their defending fighter is allowed to use. Once both players have chosen their cards, reveal them at the same time.

VERSATILE CARDS

Cards with the  icon are **versatile** cards. They can be used as attack cards or defense cards. Versatile cards also count as both attack cards and defense cards for the purposes of other game effects.



ACTION: **ATTACK** (CONTINUED)

STEP 3: RESOLVE COMBAT

Most cards have effects, with labels indicating when they occur: **IMMEDIATELY**, **DURING COMBAT**, or **AFTER COMBAT**. Unless otherwise specified, card effects are mandatory (which can result in dealing damage to your own fighters or other negative effects).

If two effects would ever appear to resolve at the same time, the defender's effect resolves first.

After cards have been revealed, resolve any effects that occur **IMMEDIATELY**. Then resolve any effects that occur **DURING COMBAT**.

Then determine the result of the combat. The attacker deals **combat damage** to the defender equal to the value of their played attack card. If the defender played a defense card, subtract the value of their played defense card first. For each damage that the defender takes, reduce that fighter's health by one, adjusting their health dial accordingly.

After the result of the combat has been determined, resolve any card effects that occur **AFTER COMBAT**. Even if a player's fighter is defeated during the combat, as long as that does not trigger the end of the game, any after combat effects of their played card still resolve.

After card effects are resolved, resolve any other game effects that occur after combat, such as a hero's special ability.

Finally, all played cards are placed in their respective discard piles.

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WINNING THE COMBAT

Some **AFTER COMBAT** effects check to see who **won the combat**.

The attacker won the combat if they dealt at least one combat damage (i.e., damage to the defender from the attack itself, not from any effects).

The defender won the combat if they took no combat damage from the attack itself (even if they took damage from effects).

DEFEATING A FIGHTER

When one of your fighters is reduced to zero health, for any reason, they are **defeated**.

If your hero's sidekick is defeated, immediately remove that sidekick token from the battlefield.

If your hero is defeated, you immediately lose the game.



WINNING THE GAME

When your opponent's hero is defeated, which happens when they are reduced to zero health, the game ends immediately and you win!

(In a team game, both opposing heroes must be defeated.)

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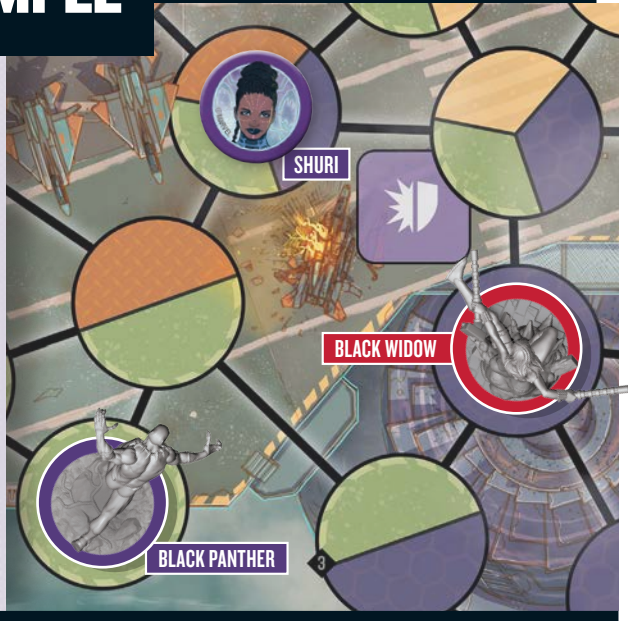


COMBAT EXAMPLE

Natasha is playing Black Widow.

T'Challa is playing Black Panther.

It's Natasha's turn, and she wants to attack Shuri. Because Shuri is in Black Widow's zone, Black Widow can make a ranged attack against her.



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Natasha has **Widow's Bite**, a strong attack card, but she would like to move Shuri away from Black Widow, so she chooses to attack with **Widow's Line**, playing it face down.

T'Challa could play **Cat-Like Reflexes**. However, Shuri is in Black Panther's zone, and he is getting low on health, so he plays **Nanotriage Processor** as his defense card, face down.

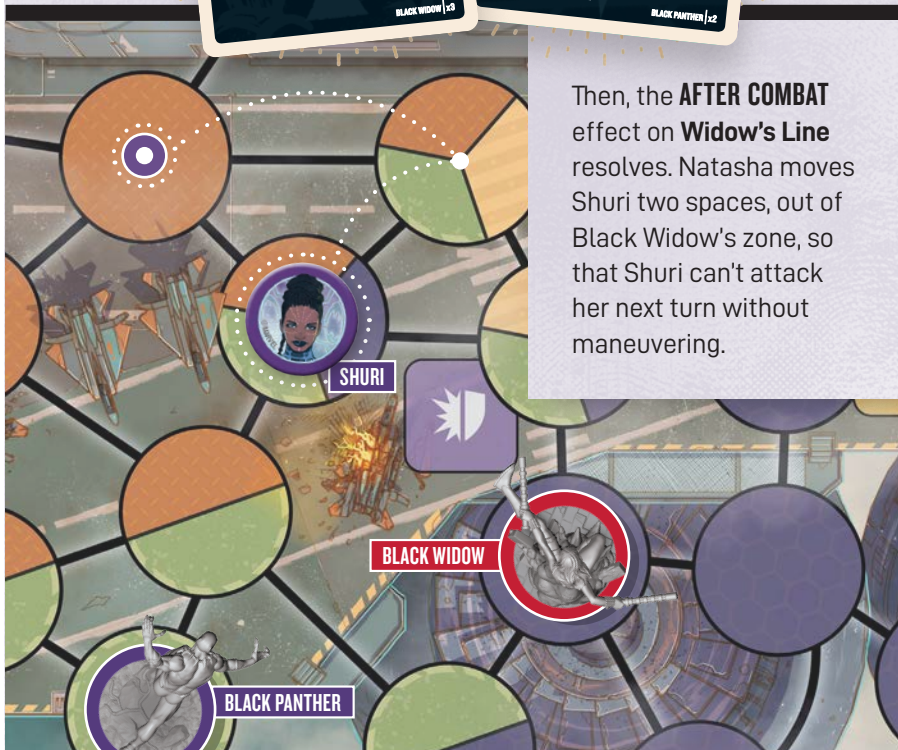


Neither card has an **IMMEDIATELY** or **DURING COMBAT** effect. **Widow's Line** has an attack value of 3. The defense value on T'Challa's card is 2, so the attack deals 1 damage to Shuri.

Both cards have an **AFTER COMBAT** effect. Fortunately for T'Challa, the defender's card resolves first. **Nanotriage Processor** allows Shuri to recover 1 health. Because Black Panther is in her zone, he also recovers 1 health.



Then, the **AFTER COMBAT** effect on **Widow's Line** resolves. Natasha moves Shuri two spaces, out of Black Widow's zone, so that Shuri can't attack her next turn without maneuvering.



SPECIAL RULES FOR THIS SET



BATTLEFIELD ITEMS

For King and Country has six Battlefield Item tokens: three scheme items and three combat items. At the beginning of the game, randomly place one item token in each designated space on the board. The effects aren't secret — feel free to place face up or face down as you prefer.



NOTE If you have battlefield items from other sets, you can randomly choose from all of the tokens you have.

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Your fighter may use a **scheme item** when they are on the space with that token. Resolve the effect on the token and return it to the box. Using a scheme item counts as one of your actions, but it does not count as playing a scheme card for other effects.



Your fighter may use a **combat item** when they play a combat card (attack, defense, or versatile) while on a space with that token. When you play the card, take the token and place it next to your card. If you are attacking, choose whether to use the token before your opponent decides whether they are playing a defense card. The card you play gains the following effect: "**DURING COMBAT**: The value of this card is increased by the value on the token." If your card has a **DURING COMBAT** effect, choose the order to resolve the card and token effects. The token effect may be canceled like a card effect. After combat, return the token to the box.

WINTER SOLDIER: **BRAINWASHED**

Some of Winter Soldier's cards have ★ effects on them. These are negative effects that will often benefit your opponent. Since his effects cannot be canceled, you may only ignore them if you play **A Boy Named Bucky**.

BLACK PANTHER: VIBRANIUM SUIT

Black Panther can store cards from his opponent's deck through certain card effects. When you store an opponent's card, place it face up on your Vibranium Suit card. Stored cards are not considered part of your hand or deck and cannot be used other than to boost.



When you boost, you can use a card in your hand like normal **or** one of your opponent's cards in your Vibranium Suit. If you boost with one of your opponent's cards, add the boost value and resolve any boost effect as normal, then place the card in your opponent's discard pile.

Whenever Black Panther boosts, he draws a card. Draw the card immediately after applying the boost value and before resolving the rest of the action. This effect happens whether you boost with one of your own cards or one of your opponent's cards.

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BLACK WIDOW: MISSION READY

Black Widow's scheme cards are called missions. At the start of the game, place **The Moscow Protocol** in your hand. Then, shuffle your deck and draw 5 more cards to create your starting hand. Unlike typical schemes, each mission has a requirement that must be met before you can play it. You cannot take the scheme action to play a mission card if you do not meet the requirement on it.

The Madripoor Sanction and **The Kinshasa Directive** missions reference "starting spaces." These refer to the **◆** space that player's hero started the game in.

When you acquire a new mission, reveal cards from the top of your deck one at a time until you reveal a new mission card. Add that mission card to your hand. Then, shuffle the other cards you revealed back into your deck. If you do not have any missions left in your deck, you do not acquire a new mission.

FREE-FOR-ALL

For King and Country includes three heroes, but the game board has four starting spaces. You can mix and match heroes from this set with any other Unmatched set to play with three or four players using the following rules:

- 1.** On a hero's first turn of the game, they may only attack the hero whose turn is immediately after them or a hero who has already taken their turn. In a game with three heroes, this means that the hero going first cannot attack the hero going third. (In a game with four heroes, the hero going first may not attack the hero going third or fourth, and the hero going second may not attack the hero going fourth.)
- 2.** When an effect on a combat card refers to 'your opponent,' that means the other player in the combat.
- 3.** A player is eliminated when their hero is defeated. Immediately remove their sidekick from the board, if any. The winner is the last player whose hero is not defeated.



TEAM PLAY

You can also play Unmatched in **teams of 2** by adding a hero from any other set. Teammates sit next to each other on the same side of the battlefield, and they may communicate about their cards and tactics, but each player controls their own hero and sidekick. Your teammate's fighters are considered friendly fighters. For team play with three players, one player will control both heroes and sidekicks for one team.

Choose a battlefield with four starting spaces.
(Some battlefields in other sets have only two starting spaces and therefore cannot be used for team play.)

During setup, players place their heroes in alternating order:

- ▷ First player on Team **A** places their hero in the **1** space.
- ▷ First player on Team **B** places their hero in the **2** space.
- ▷ Second player on Team **A** places their hero in the **3** space.
- ▷ Second player on Team **B** places their hero in the **4** space.

When placing their hero, each player also places their sidekick within the same zone, as normal.

During the game, players take turns in alternating order:

- ▷ First player on Team **A** takes their turn.
- ▷ First player on Team **B** takes their turn.
- ▷ Second player on Team **A** takes their turn.
- ▷ Second player on Team **B** takes their turn.

This order repeats for the rest of the game.

When a player's hero is defeated, immediately remove that hero miniature from the battlefield. That player still takes their turns as normal, as long as they have their sidekick left. If all of a player's fighters are defeated, they are eliminated and do not take any more turns.

When both heroes on one team have been defeated, the opposing team wins!

ICON REFERENCE



This card can only be used to attack.



This card can only be used to defend against an attack.



This card can be used to attack or defend.



As an action, this card can be played for its effect.



This fighter may make ranged and melee attacks.



This fighter may only make melee attacks.

CREDITS

Unmatched is [REDACTED] 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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