IN BATTLE, THERE ARE NO EQUALS®

UNMATCHED®

REDEMPTION ROW

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.

UNMATCHED

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1 SIDEKICK TOKEN

90 ACTION CARDS

4 HEALTH DIALS

5 CHARACTER CARDS

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1 GAME BOARD

GHOST RIDER
▷ 30 action cards
▷ 1 Ghost Rider hero character
▷ 1 Ghost Rider character card
▷ 1 health dial
▷ 5 Hellfire tokens

LUKE CAGE
▷ 30 action cards
▷ 1 Luke Cage hero character
▷ 1 Luke Cage character card
▷ 1 Misty Knight sidekick token
▷ 2 health dials

MOON KNIGHT
▷ 30 action cards
▷ 1 Moon Knight hero character
▷ 3 Moon Knight character cards
▷ 1 health dial

BATTLEFIELD ITEMS
▷ 1 security camera token
▷ 1 secret documents token
▷ 1 electrified floor token
▷ 1 food tray token
▷ 1 folding chair token
▷ 1 electro-baton token

Before you play for the first time, assemble the health dials by punching out the two 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 game pieces that move around on the battlefield.

Your other fighters are called **sidekicks**. In this set, only Luke Cage has a sidekick, Misty Knight. (Heroes in other sets 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.

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.

5. The younger player places their hero in the ❶ 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 ❷ space on the battlefield, then places their sidekick based on the same rules as in **step 5**.

7. The younger player takes the first turn.

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 colors 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:
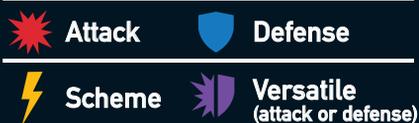
▷ **MANEUVER**
▷ **SCHEME**
▷ **ATTACK**

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

REGROUP

AFTER COMBAT: Draw 1 card. If you won the combat, draw 2 cards instead.

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LUKE CAGE | x3

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 — 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.

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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 Luke Cage's Hero For Hire card) 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.

LUKE CAGE

WHERE'S MY MONEY?
Place Luke Cage adjacent to the nearest opposing fighter.
Gain 1 action.

1

LUKE CAGE | x2

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.

3

GHOST RIDER

PENANCE STARE ②

DURING COMBAT: Add the BOOST value of the opposing fighter's card to this card's value. You may spend 2 Hellfire to do it a second time.

GHOST RIDER │ x2

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.

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.

In this set, zero health is represented on Moon Knight's dial by hieroglyphics.

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

Riley is playing Moon Knight.

Justice is playing Luke Cage.

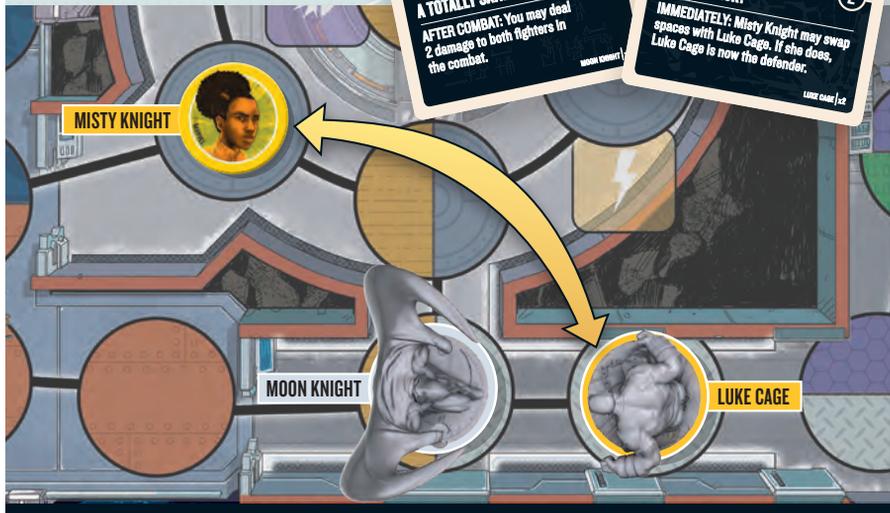It's Riley's turn, and they want to attack Misty Knight.

LUKE CAGE

MISTY KNIGHT

MOON KNIGHT

Moon Knight is in his Khonshu identity. Riley doesn't want to play **I'm Not Real** because they're planning on attacking again next action (and they don't want to change identities yet). Riley can't play the defense card, **We're All in This Together**. Riley plays **A Totally Sane Thing To Do** as their attack card, face down.

Justice has **Daughter of the Dragon**, which would work, but they want to save it to attack next turn. Instead, they choose to play **Got My Back?** as their defense card, face down.

A TOTALLY SANE THING TO DO ①
AFTER COMBAT: You may deal 2 damage to both fighters in the combat.

MOON KNIGHT x3

GOT MY BACK? ②
IMMEDIATELY: Misty Knight may swap spaces with Luke Cage. If she does, Luke Cage is now the defender.

LUKE CAGE x2

Got My Back? has an **IMMEDIATELY** effect. Justice swaps Misty Knight and Luke Cage, who is now the defender.

A TOTALLY SANE THING TO DO
AFTER COMBAT: You may deal 2 damage to both fighters in the combat.

MOON KNIGHT

GOT MY BACK?
IMMEDIATELY: Misty Knight may swap spaces with Luke Cage. If she does, Luke Cage is now the defender.

LUKE CAGE | x2

MISTY KNIGHT

MOON KNIGHT

LUKE CAGE

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Neither card has a **DURING COMBAT** effect. Khonshu gets +2 to his attacks, so the attack value is now 4. The defense value on Justice's card is 1, so the attack deals 3 damage. Luke Cage's special ability reduces that to 1 damage.

A Totally Sane Thing To Do has an **AFTER COMBAT** effect. Riley decides to deal 2 damage to both fighters. Khonshu's ability prevents the 2 damage he would take. Luke Cage's ability only applies to combat damage, so he takes the 2 damage from the effect.

KHONSHU

HERO

ATTACK MELEE START HEALTH 16

Khonshu adds +2 to the value of his attack cards. He does not take damage from effects other than combat damage.

At the end of your turn, change to your next identity (Mr. Knight).

SPECIAL ABILITY

MOVE 3

2+

"
You are my son.
"
–Khonshu

A TOTALLY SANE THING TO DO

GOT MY BACK?

MISTY KNIGHT

SPECIAL RULES
FOR THIS SET

MOON KNIGHT: IDENTITIES

Moon Knight has three identities he cycles between: Moon Knight, Khonshu, and Mr. Knight. Each of these identities has its own character card with its own unique special ability. Start the game as Moon Knight and place the other character cards underneath the Moon Knight card in the indicated order. At the end of your turn, change to your next identity. **I'm Not Real** also allows you to change identities during your turn. You can play any of Moon Knight's cards regardless of which identity is active.

As Khonshu, you do not take damage from effects other than combat damage. This includes the opposing hero's special ability or effects on your cards or your opponent's. You only take combat damage. Effects that modify your opponent's attack values work as normal.

You have one health dial and one pool of heath. Damage reduces your health regardless of which identity is active.

GHOST RIDER: HELLFIRE

Ghost Rider can use Hellfire to fuel his most powerful effects, including firing up his Hell Cycle. Use Ghost Rider's Hellfire tokens to track his current Hellfire level; it can never be reduced below 0 or increased above 5.

To use the Hell Cycle, spend 1 Hellfire when you take the maneuver action. Whenever you do this, your move value becomes 4, you may move through opposing fighters, and you deal exactly 1 damage to each opposing fighter you move through (regardless of how many times you move through them). At the end of the action, your move value reverts back to 2.

NOTE: *Use the flame side to show Hellfire. Flip the token to the unlit side when they are spent.*

LUKE CAGE: **INVULNERABILITY**

Luke Cage takes **2 less damage** from attacks by an opposing fighter. Only the combat damage is reduced — he still takes damage from card effects, including effects on attack cards. If an attack's damage would be reduced below zero, it is treated as zero. Luke Cage wins the combat if he takes no damage, even if he did not play a card on defense.

BATTLEFIELD ITEMS

Redemption Row 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.

You can use a **scheme item** while one of your fighters is 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.

You may use a **combat item** when one of your fighters plays a combat card (attack, defense, or versatile) while on a space with a combat item token. When you play your combat 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.

FREE-FOR-ALL

Redemption Row 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.
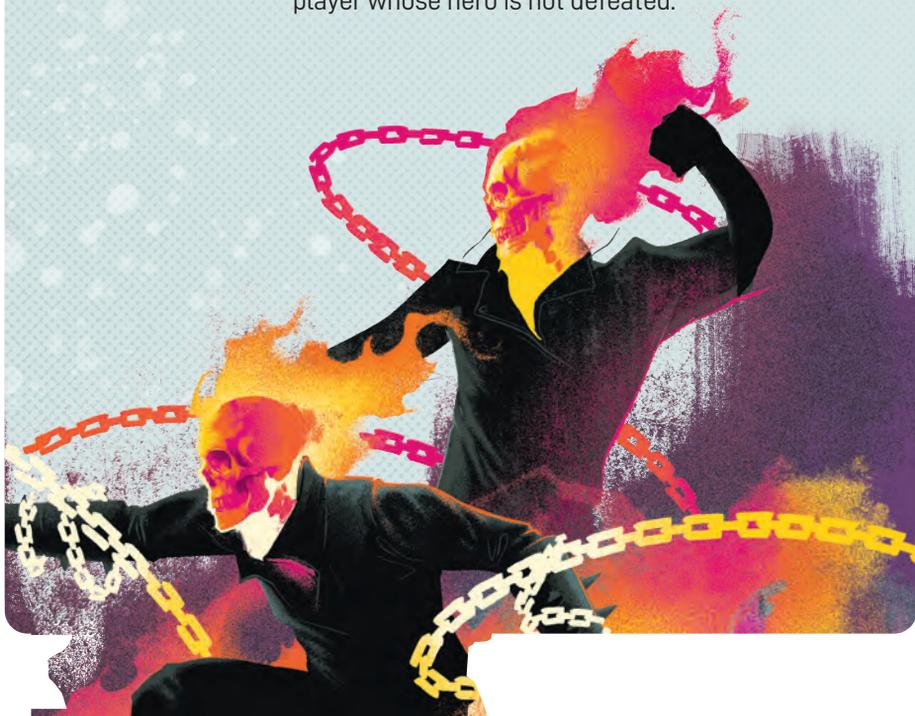
You can also play Unmatched in **teams of 2** by adding a hero from any other set. Teammates sit next to each other on the same side of the battlefield, and they may communicate about their cards and tactics, but each player controls their own hero and sidekick. Your teammate's fighters are considered 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 ❶ space.
▷ First player on Team **B** places their hero in the ❷ space.
▷ Second player on Team **A** places their hero in the ❸ space.
▷ Second player on Team **B** places their hero in the ❹ 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 character 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