



## Rules

**Scathe** is a two player competitive war game. Players pit two teams of heroes against each other, rolling dice to enable hero abilities that will damage enemies or empower your own heroes.

## Contents

27 hero cards, 27 hero tokens, 1 health tracker board, 25 inspire tokens, 25 armor tokens, 25 physical buff tokens, 25 magic buff tokens, 25 taunt tokens, 40 cripple tokens, 4 Red custom 12-sided dice, 4 Blue custom 12-sided dice, 1 Rulebook, 2 Rule Reference Sheets

## Objective

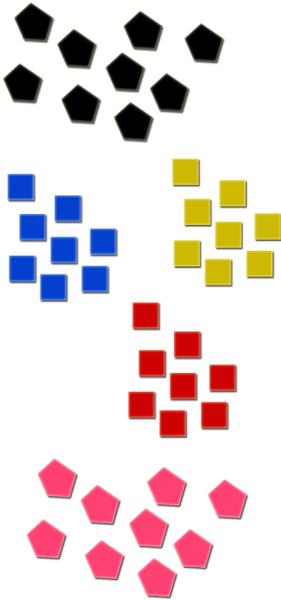
The object of *Scathe* is to eliminate every hero of the opposing team. A hero is eliminated from the game once the amount of damage applied on the hero has exceeded its health total. Once all heroes on a team have been eliminated, the opposing player claims victory.

## Setup

- Each player takes four 12-sided dice of a matching color. These are special dice referred to as *action dice*, and are median weighted between 1 and 6. If using normal 12 sided dice, the following conversion table can be used to translate to the 1-6 values intended by *Scathe*.
  - 1 = Roll 1
  - 2 = Roll 2 or 3
  - 3 = Roll 4, 5, or 6
  - 4 = Roll 7, 8, or 9
  - 5 = Roll 10 or 11
  - 6 = Roll 12
- Each player takes 12 points worth of **heroes** and places them on the table in front of the player. Hero cards may be arranged in two rows, with no more than three heroes on either row. Thus a maximum of six heroes may be placed in front of a player. Multiple

methods of determining which heroes you will use in a game are outlined in the next section.

- Place the **health tracker board** in between the two teams of heroes. Each player then takes the **hero tokens** corresponding to the all of the heroes making up their party, and places them on the side of the health tracker board closest to them. The initial numerical position along the health tracker of each hero token should correspond to the starting health indicated on the hero.
- A common supply of armor, physical, magic, taunt, inspire, and cripple tokens should be placed to the side of the hero lineups, for use in the game.
- Players both roll one action die to determine who takes the first turn. The player rolling highest will take take the first turn, and the other player is given **one inspire token**.



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D E A D																				



## Party Composition

The goal of party composition is to end up with a party composed of 12 cost worth of heroes. The cost of a hero can be seen on the right side of the card art, on the yellow background. Heroes may contribute between 2 and 4 cost to your team; with higher cost values representing an increase of the relative power level for that hero. *Scathe* supports multiple ways to establish your team of heroes.

## Recommended Team Compositions

For newer players, it is suggested that they take one of the recommended team compositions listed below. Find the hero cards associated with one of the recommended compositions, and place them on the table in front of you.

### ***Starter Composition 1***

Front Row: Defender, Fighter

Back Row: Priest, Ranger, Spellsword

### ***Starter Composition 2***

Front Row: Warrior, Knight

Back Row: Sage, Apprentice

## Draft

More advanced players may choose to draft their heroes sequentially. All of the hero cards (except the flame dragon) are shuffled together into a deck. Then five heroes at a time are drawn from that deck and displayed on the table. Players take turns selecting one of five displayed heroes to draft onto their party.

The first player to choose will have five heroes to choose from, while the second player can choose only from the remaining four. After both players have chosen a hero, the remaining three heroes on the table are discarded, and five more are drawn and displayed. Now the player who chose second in the previous drafting round proceeds to pick the first hero during this round.

This sequence continues until both players have chosen a party with 12 cost worth of heroes. Once one player has reached 12 cost in heroes, he or she is removed from the drafting process and the other player continues selecting one hero out of a display of 5 until 12 cost is reached.

If there is ever not enough heroes remaining to display five on the table, the discarded heroes are reshuffled and added back into the draw deck for selection. If a player is ever in a situation where picking any of the remaining heroes would put him or her at 11 cost worth of heroes, the player may then and only then pass on selecting a hero and redraw 5 heroes until such time that a hero of the appropriate cost to put the party at 12 cost can be selected.

# Play

*Scathe* is played in alternating **turns** between two players. A turn is played when a player rolls an action die and applies it to a hero in order to use one of that hero's abilities. After the ability resolves, the opposing player now takes a turn. After both players have used all four of their action dice, a **round** is completed. Players remove all dice from their heroes and the first player starts the new round by taking a turn.

## A player's turn

At the beginning of each turn, the player will roll one of his action dice. After determining the number rolled on the die, the player will choose from the following actions:

- **Place a die on an unused hero to use one of that hero's abilities.** Abilities are labeled on each hero card in order from 1 to 6. The value rolled on the action die represents the highest level of ability that can be activated by placing that die on a hero. A player placing a die roll of 3 onto a hero can use that hero's 1, 2, or 3 cost abilities that turn. Once a die has been placed on a hero to use one of its abilities, the die remains on that hero card and the hero is considered **used** for that round.
- **Place a die on an already used hero to use one of that hero's abilities while fatiguing the hero.** Placing an action die on a hero that already has a die on it will allow for a second use of that hero's ability pool at the cost of fatiguing that hero. After the ability is resolved, the player must add a number of **cripple tokens** to the fatigued hero equal to the value of ability that was just used. **A hero can only be fatigued once per round**, so once a hero has been used twice; once normally and once as a fatigue action, it can no longer be used until the round ends and all dice are returned to the player hands.
- **Place a die on a dead character to gain 1 inspiration token.** Dead heroes are turned face down, and thus no abilities are activated with this action.
- **Discard a die and pass the turn.**

Once the player has resolved the action resulting from the use of the die, the turn is over and the next turn is taken by the opposing player. If the other player has no action dice left to roll, the round is ended, and all dice placed on the table are returned to the corresponding player. The opposing player now takes his action as usual.

## Hero Abilities

Every hero has six abilities listed on the hero card, incrementally increasing in both power and die cost requirements. Some abilities perform a single action, such as doing damage to an enemy hero. Other abilities form compound actions, such as healing a friendly hero, and then giving that hero armor. The different actions covered by hero abilities are described below:

**Attack** : Attack actions deal direct damage to an enemy hero of the player's choosing. The attack types listed constrain the number of targetable heroes and whether or not the damage is mitigated by the presence of armor. When damage is applied to a hero, the hero token representing that hero should be moved down the health tracker board to represent the new health total. If a hero reaches 0 or less health, the hero is now dead. The hero card should be turned over on the board and all tokens on the card removed.

### Attack Types

- Physical Melee - Physical Melee attacks can only target heroes currently placed in the opposing player's front row (the row closest to the center of the play area between the two players). If there are no remaining characters in the opponent's front row, then their back row is treated as the front row. Physical Melee attack damage is reduced by the number of armor tokens present on the targeted hero. **After** dealing physical damage, one armor token is removed from the target hero.
- Physical Ranged - Physical Ranged attacks can target heroes in both the front and back rows. Physical Ranged attack damage is reduced by the number of armor tokens present on the targeted hero. **After** dealing physical damage, one armor token is removed from the target hero.
- Magic - Magic attacks can only target heroes currently placed in the opposing player's front row (the row closest to the center of the play area between the two players). If there are no remaining characters in the opponent's front row, then their back row is treated as the front row. Magic damage is **not** affected by armor, but also does not reduce the armor total on the targeted character.

**Heal X** : Heal actions restores the indicated number of health to the target hero(es). Move the appropriate hero token(s) up on the health tracking board to represent the new health totals. A hero's health can never exceed the starting health value listed on the hero card.

**Taunt +X** : Taunt actions add the number of taunt tokens indicated to the target hero. A hero with a taunt token present on the hero card provides protection to allied heroes without taunt tokens. Attacks targeting heroes other than the hero(es) with the taunt tokens on them will suffer a penalty of **-1 damage per taunt token** on the hero with the most taunt tokens.

- Taunt tokens can be stacked on a character, forcing multiple attacks in a row to target that hero. After an attack is made against the hero with taunt, one taunt token is removed from that hero. If any taunt tokens remain, the next attack from the opposing player not targeted toward that hero (or another hero with taunts) will have its damage reduced by the number of taunt tokens remaining.
- If multiple heroes on a team have taunts, the opposing player can choose which character with taunt they wish to target. If a hero with taunt tokens is attacked, no damage reduction occurs with the attack, **even if a different allied hero has more taunt tokens**.
- If a character on the back row of a team has taunt tokens, the opposing player can target that character with physical melee attacks, ignoring the normal row restrictions.

- Abilities that affect multiple heroes can still be used against heroes with taunt. Assuming the target of the ability centers on the hero with taunt, the other heroes are still affected as described in the ability, without the normal damage reduction penalty.

**Armor +X** : Armor actions adds the indicated number of armor tokens to the target hero(es).

- Armor reduces incoming physical melee or physical ranged damage by the number of armor tokens present on the character.
- One armor token is removed after any physical melee or physical ranged attack against this hero resolves.

**Physical +X** : Physical actions add the indicated number of physical buff tokens to the target hero(es). Each physical buff token increases the amount of damage dealt by the hero's physical melee and physical ranged attacks by 1.

**Magic +X** : Magic actions add the indicated number of magic buff tokens to the target hero(es). Each magic buff token increases the amount of damage dealt by the hero's magic attacks by 1.

**Inspire +X** : Inspire actions add the indicated number of inspire tokens to the player's inspire token pool.

- Inspire tokens can be added to any die roll to increase the value of that die by 1. Multiple inspire tokens can be stacked to increase a die roll by more than 1.
- Inspire tokens are discarded after being used to increase a die roll.

**Cripple +X** : Cripple actions add the indicated number of cripple tokens to the target hero(es).

- Each cripple token on a hero reduces the next die roll applied to this hero by 1. This reduces the available actions the opposing player can take on the hero for that turn.
- Multiple cripple tokens can be stacked on a hero, reducing the the die by more than one.
- After the player uses a die on a character with cripple tokens and resolves the ability, the player removes **all** cripple tokens present on that character.
- Cripple tokens can reduce a die roll to less than 1, meaning that the no ability will be activated.

Sample Hero:

**Defender**

Health: 16

Cost: 2

Abilities:

- 1 Collect
- 2 Heal Self 4 &
- 3 Attack 3 & Heal Self 2
- 4 & Heal Self 5
- 5 Attack 3 & Heal Self 3 &
- 6 & & Heal Self 8

## Sample Turns - how your first game might go

**First Player**

12

**Second Player**

12

DEAD

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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DEAD

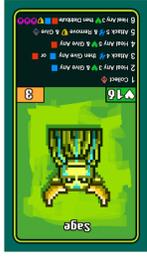
**Before the game:** Position your heroes on the table in front of you, placing your heroes into a front row and a back row. No more than 3 heroes can be placed in either the front row or back row. Place the health tracker to the side of the play area, between the two players. Now place each of your hero tokens onto the health tracker at the number indicated on the token. In this example, you are **not** the player going first, so you take an inspiration token and set it next to your play area.

**Turn 1 (Opponent):** Your opponent begins her turn by rolling the action die, and gets a 5. She chooses to use the die on her Hunter's 5 ability. Since the Hunter's ability is a ranged physical attack, your opponent chooses to hit your High Mage for 6 physical damage. Because your High Mage has no armor tokens, all 6 damage goes through, and you move your High Mage token down six spaces on the health tracker, to the 12 slot.

### First Player



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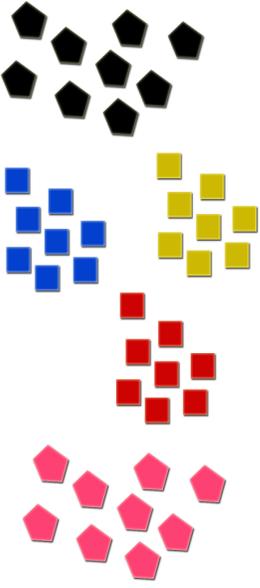



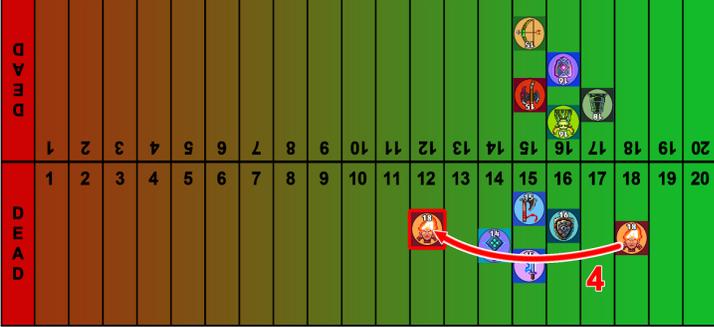






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3





### Second Player

**Turn 1 (You):** You now roll an action die, and get a 3. You choose to use your Priest's 3 ability. This ability has two actions, an attack and a heal. You first choose a target for the attack. Since it is a magic attack, you are forced to choose a hero in your opponent's front row. You target the Battlemage, and your opponent moves the Battlemage token down 2 slots on the health tracker, to 14. Now you act on the second part of the action, and heal your High Mage for 2 health, moving the High Mage token up the health tracker to 14. You leave the action die on your Priest to indicate it has used an action during this round. Your turn is now over, and your opponent begins her second turn.

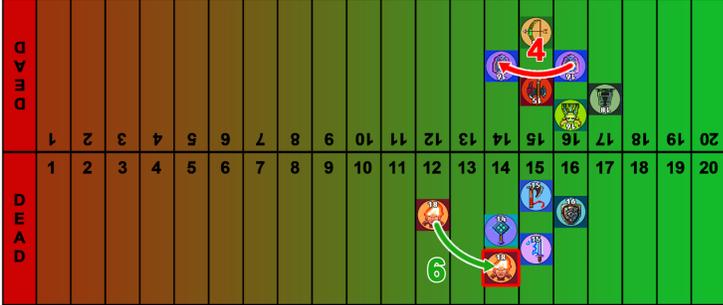
### First Player



















### Second Player



High Mage's 6 ability. Since it is a magic attack, you are forced to target a hero on your opponent's front row. However, since the attack is a row attack, the ability will apply damage to all heroes on the opponent's front row. Your opponent takes 6 damage on their Battlemage and Earth Golem, moving both tokens down 6 slots on the health tracker, to 8 and 12 respectively.

### First Player



1



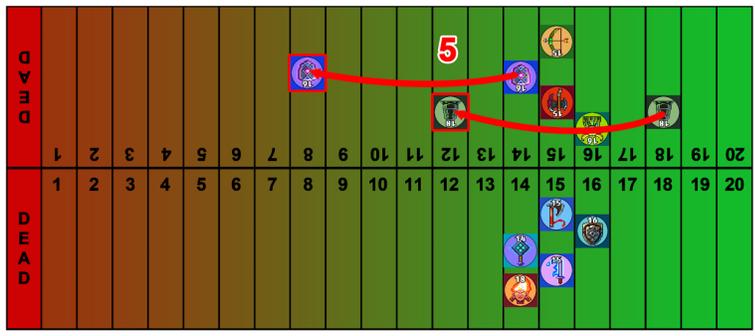
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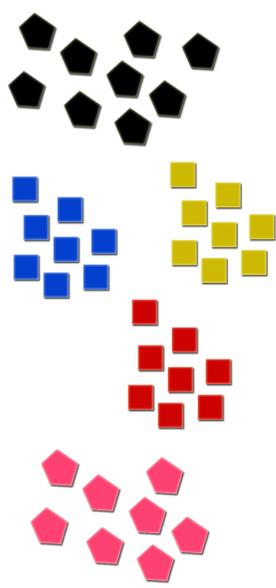


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### Second Player



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