



MAMMOTH

PEAK

THE THREAT FROM BELOW

Skulk Hollow might have been attacked by surprise, but now all the smallfolk know: Titanic monsters walk the land. Life must go on, with hunters hunting and farmers farming, but towns and villages prepare for a war that could arrive at any moment. Scouts range in front of guarded caravans, arriving at city gates flanked by watchtowers. Children stay close to home, and only explorers and scavengers still venture into the wilds.

High in the cold western mountains, Maul Peak has always been surrounded by wild peril. The Grizzar thought they were the best prepared, out of all the smallfolk, for anything the world could throw at them. They were hardy heroes, clever craftsmen, strong survivors. Long ago, after breaking away from their Pan-dalo cousins, the first Grizzar found a giant crystal fist on a stony cliff, and they built their lives and their town around it.

Ever since, the smallfolk of Maul Peak have lived on their own. Well-protected from potential invaders by the harsh terrain, they rarely see anyone else, aside from the occasional trader or pilgrim who braves the long ascent. Even if the stories told by the Hawken bards were true, why would the monsters bother the Grizzar up here in the mountains? What could Maul Peak have that they need?

But then the Crystal Fist of Maul Peak began to vibrate. From the slopes above and the valleys below, the smallfolk heard the roars and the rumbling. The guardians are coming, and it is time for the Grizzar to prepare for war.



OBJECTIVE

In **Maul Peak**, one player represents a guardian trying to eliminate the smallfolk who infest the creation of the lost masters, while the other player represents a clan of Grizzar heroes battling to protect their people and their home.



The guardian player wins the game either by eliminating all of the Grizzar heroes from play or by fulfilling the guardian's unique win condition.



The hero player wins the game by eliminating the guardian.



Callout boxes like this one throughout the rulebook contain notes and clarifications for players who are familiar with Skulk Hollow. If you haven't played Skulk Hollow yet, you can safely ignore these boxes.

COMPONENTS

WORLD COMPONENTS



12 Power Cubes



15 Rage Cubes



25 Wound Tokens



1 Maul Peak Map



6 Ancient Relic Tokens



1 Winter Beast Figure



6 Grizzar Hero Figures



1 Grizzar Player Mat



1 Grizzar Den Board



Guardian References
(4 Cards)



Hero References
(7 Cards)



Grizzar Heroes
(6 Cards)



Winter Beasts
(6 Cards)



Order Deck
(16 Cards)

SABOSO



1 Saboso Board
1 Saboso Player Mat
Saboso Deck (14 Cards)
5 Shiver Tokens
1 Saboso Figure

VEBLYN



1 Veblyn Board
1 Veblyn Player Mat
Veblyn Deck (14 Cards)
10 Web Tokens
1 Veblyn Figure

QUAGRA



1 Quagra Board
1 Quagra Player Mat
Quagra Deck (14 Cards)
8 Confusion Cards (Foxen)
8 Confusion Cards (Grizzar)
1 Quagra Figure

TROVAK & GNARL



1 Trovak & Gnarl Board
1 Trovak & Gnarl Player Mat
Trovak & Gnarl Deck (14 Cards)
1 Rules Card (x2 Copies)
1 Trovak Figure
1 Gnarl Figure



Did you know? Maul Peak can be combined with Skulk Hollow! Read the included Battle for Børe guide for details on how to mix and match the sets, plus rules for epic battles with up to four players.



GAME SETUP

- 1 • Decide who will be the **guardian player** and who will be the **hero player**.
 - The guardian player first selects a **guardian** and takes the matching tuckbox. Then the hero player takes the Grizzar tuckbox and selects a **winter beast**. *For beginners, the recommended choices are Saboso (guardian) and the Snow Hare (winter beast).*
 - Give the **guardian player mat** to the guardian player, then give the **hero player mat** to the hero player. The players exchange **reference cards** so that they can see their opponent's possible actions and abilities. **A**
 - Carry out any **unique setup instructions** for the chosen guardian (see pages 16–19). *Saboso, for example, gets a special supply of shiver tokens.* **B**
 - Leave the components for the other **guardians** and **winter beasts** in the game box.
- 2 • Place the **Maul Peak map** between the players in the center of the table, angled so that the LAIR space is in front of the guardian player and the KEEP space is in front of the hero player (see graphic). **C**
 - Place the **guardian board** in the center of the table next to the Maul Peak map. **D**
 - On the Maul Peak map, place the **guardian figure** in the LAIR space, and place the **hero figures** for the Druid and winter beast in the KEEP space. **E**
- 3 • Form a supply near the Maul Peak map with the **power cubes**, **rage cubes**, and **wound tokens** of both colors, along with all of the remaining hero figures. **F**
- 4 • The hero player places the **hero cards** for the Druid and winter beast in their play area next to their player mat. **G**
 - The hero player places the **den board** on their side of the table, then places all of the remaining hero cards in their designated slots on the den board. **H**
 - The hero player takes two **rage cubes** from the supply and adds them to the rage bank on their player mat. **I**
 - The hero player shuffles their **order deck** and places it face down in their play area, with space nearby for a discard pile. **J**
 - The hero player draws a **starting hand** of cards equal to the hand size indicated on their player mat (i.e., four cards). **K**
- 5 • The guardian player shuffles their **guardian deck** and places it face down in their play area, with space nearby for a discard pile. **L**
 - The guardian player draws a **starting hand** of cards equal to the hand size indicated on their player mat (i.e., three, four, or five cards). **M**

SETUP EXAMPLE



H



J



D

L



A



G



K

F



E

E

C



A

B



M

HOW TO PLAY

In *Maul Peak*, two players alternate taking turns until one player has reached a win condition, at which point that player instantly wins the game. The guardian player always goes first against the Grizzar.

The Grizzar always go second, unlike the Foxen of Skulk Hollow, who always go first, even against the guardians from Maul Peak.

TURN STRUCTURE

Both players have the same turn structure: a Main Phase followed by a Cleanup Phase.



MAIN PHASE

During this phase, the active player may take a number of actions as shown by the action limit on their player mat. With each action, they may **play a card** (both players), **prepare** (guardian player only), or **intensify** (hero player only). Actions can be taken in any order.

The Grizzar have the unique **INTENSIFY** action, unlike the Foxen of Skulk Hollow, who have the **PREPARE** action just like guardians do.

- **PLAY A CARD:** The guardian player or hero player plays one card from their hand and takes the action shown on the top or bottom of that card.
- **PREPARE:** The guardian player discards one card from their hand (if possible), then draws two cards from their deck. They may take this action even if their hand is empty.
- **INTENSIFY:** The hero player discards one card from their hand (if possible), then adds one rage cube to their rage pool -OR- draws one card from their deck. They may take this action even if their hand is empty.

During this phase, the active player may also **spend power** (guardian player) or **spend rage** (hero player) to take additional actions.



SPEND POWER: The guardian player removes one power cube from a power space (not from their power pool!) and returns it to the supply. They may then move the guardian one space in any direction or take any other available action.

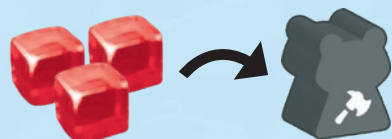


SPEND RAGE: The hero player removes rage cubes from their rage bank (not from their rage pool!) equal to the rage cost of the action and returns them to the supply. They may then summon a hero unit, climb with a hero unit, or use the winter beast's ability.

! These additional actions do not count against the action limit and do not require playing cards.



Example: The hero player spends three rage cubes to summon the Barbarian hero unit into play. They also spend two rage cubes to use the **IMBUE** ability of the Snow Hare, which lets them draw two cards. They still have three actions left to use.



The Grizzar spend rage to use rage powers, unlike the Foxen of Skulk Hollow, who spend power to take additional actions just like guardians do.



CLEANUP PHASE

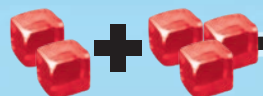
During this phase, the active player will **allocate power** (guardian player) or **allocate rage** (hero player) from their pool. Once they have been allocated, resource cubes can be spent to take additional actions on future turns.

- **ALLOCATE POWER:** The guardian player moves all **power cubes** from the power pool to empty power spaces on their player mat. Each power space can hold only one power cube. Excess power cubes are returned to the supply.
- **ALLOCATE RAGE:** The hero player moves all **rage cubes** from the rage pool to the rage bank on their player mat. The rage bank can hold unlimited rage cubes.

Example: During the Main Phase, the hero player gained two rage cubes from a GAIN RAGE action and used the Herbalist's BREW ability to gain three more rage cubes with a MAGIC action. During the Cleanup Phase, the hero player moves those five rage cubes from the rage pool to the rage bank on their player mat.



The Grizzar have a rage bank that can hold unlimited rage cubes, unlike the Foxen of Skulk Hollow, who have power spaces that can only hold one power cube at a time, just like guardians do.



During this phase, the active player will also **refill their hand**. Each player's hand size is indicated on their player mat. The active player draws from the top of their deck until the number of cards in their hand equals their hand size.



If the number of cards in the active player's hand is already equal to or more than their hand size, they draw one card instead. If the active player's deck is empty when they need to draw a card, they shuffle the cards from their discard pile to form a new deck.

IF HAND IS NOT FULL...



IF HAND IS FULL...



Example: Saboso has a hand size of four cards. The guardian player starts the Main Phase with four cards, then plays one card to FROST and another to QUAKE. With their last action, they decide to PREPARE (discard one, draw two). During the Cleanup Phase, they have three cards in hand, so they draw one more card from the top of their deck.

THE HERO TURN

The heroes of the Grizzar are attuned to the same ancient magic that flows through the guardians. While the smallfolk might not possess it in equal measure, as they hear tales of the devastation wrought by the guardians, they feel that magic inside them. It fuels the primal rage of the Grizzar and prepares them for battle.

There are two types of cards for the hero player: **hero cards** and **order cards**. Hero cards represent the various hero units who can be summoned into battle. Order cards represent the various actions that those hero units can take.

PLAYING CARDS

HERO CARDS

Summoning a hero unit is a free action. It does not count against the hero player's action limit, and it can be done multiple times per turn.

The Druid and winter beast start the game already in play, and the other hero units are available on the den board. Each hero unit has a rage cost. The hero player can summon an available hero unit by spending rage cubes equal to their rage cost.

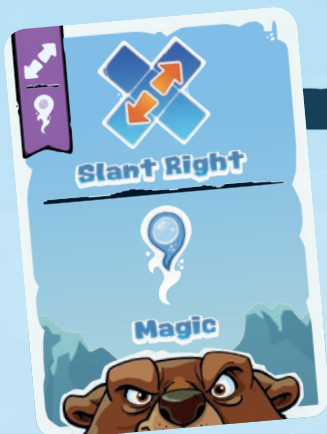
When a hero unit is summoned, the hero player takes the matching hero card from the den board and places it in their play area, then takes the matching hero figure from the supply and adds it to the Maul Peak map.

Hero units can be summoned to the KEEP space or any CAMP space. The chosen space can be occupied by other hero units, but cannot be occupied by the guardian (or guardians).

When a hero unit is eliminated, the hero player moves the matching hero card and hero figure to the graveyard on the den board. Eliminated hero units cannot be summoned again.



! Winter beasts are considered hero units (see page 10).



ORDER CARDS

Playing an order card is an action. It counts against the hero player's action limit. Most order cards provide the hero player with multiple actions to choose from.

When an order card is played, a hero unit of the hero player's choice takes one — and **only one!** — of the actions shown on the order card. Then the order card is placed in the hero player's discard pile, face up.

Some actions provided by order cards are only available to certain hero units. If the hero unit has the matching action icon on their hero card, that action is available to them.

HERO ACTIONS

The hero player has a variety of actions available to them on their order cards: MOVE, LEAP, MELEE, MAGIC, and GAIN RAGE.

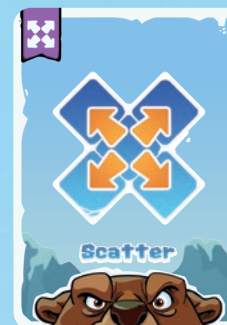
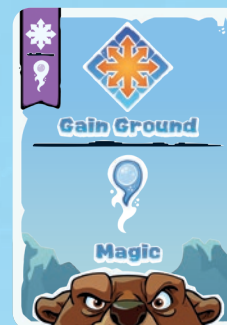


MOVE allows one hero unit to move from its current ground space to a **neighboring** ground space. The possible directions of this movement are indicated by the arrows on the card played to take this action. The arrows should be viewed from the hero player's viewpoint, relative to the Maul Peak map. The hero unit only moves one space.

DESIRED MOVEMENT



WAYS TO ACCOMPLISH THAT MOVEMENT



LEAP allows one hero unit to traverse the guardian itself, in one of three different ways:

- If the hero unit is in the guardian's ground space, it may attach to the lowest location on the guardian (indicated by a large arrow). Some guardians have multiple lowest locations. When this happens, the hero figure is removed from the Maul Peak map and placed in that location on the guardian board.
- If the hero unit is already attached to a location on the guardian, it may instead leap to another location that is **connected** to its current location via a dotted white line.
- If the hero unit is already attached to a location on the guardian, it may instead leap off the guardian. When this happens, the hero figure is removed from the guardian board and placed in the guardian's ground space on the Maul Peak map.

Each location on the guardian board has a limited number of figure slots. If all of the figure slots at a guardian location are already occupied, a hero unit cannot leap to that location.



CLIMB: This ability allows the hero player to spend one rage cube, after taking a LEAP action, to take a free second LEAP action with the same hero unit.

This free action does not count against the hero player's action limit, but the CLIMB ability can only be used once per LEAP action.

No action can be taken between the initial LEAP action and the free LEAP action — not even other free actions granted by hero unit abilities.



Example: The Barbarian is attached to the WHACK location on Saboso. The hero player plays a LEAP card to leap the Barbarian from the WHACK location to the FROST location. They then spend one rage cube to use the CLIMB ability, leaping the Barbarian again to the TRAP location.



MELEE allows a hero unit that is attached to a location on the guardian to deal one wound to the guardian at that location. Place a blue wound token on an empty wound space there. If there are no empty wound spaces there, the MELEE action has no effect.



When the DOUBLE MELEE card is played, a single hero unit may take two MELEE actions -OR- two different hero units may each take one MELEE action.

- If these two MELEE actions are taken by the same hero unit, no action can be taken between them — not even free actions granted by abilities.
- If these two MELEE actions are taken by different hero units, each action can trigger other free actions granted by abilities.



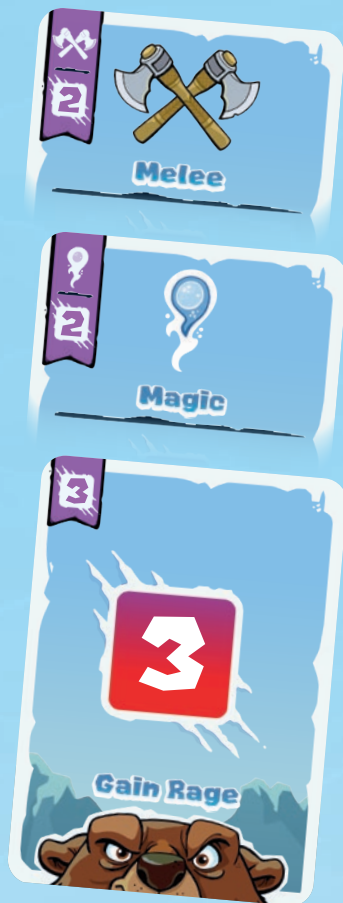
MAGIC allows a hero unit with the MAGIC icon on their hero card to use their hero ability. The Druid, Herbalist, and Mage all have abilities that require MAGIC actions (see page 14). This action is not available to the Sage, Barbarian, and Assassin, or any winter beast, who do not have the MAGIC icon on their hero cards.



GAIN RAGE allows the hero player to gain a specific number of rage cubes, as indicated on the played card. These rage cubes are taken from the supply and added to the rage pool on their player mat.

During the Cleanup Phase of the hero player's turn, they will then **allocate** these rage cubes by moving them from the rage pool to the rage bank on their player mat.

Rage cubes, once allocated, can be spent by the hero player on future turns to summon a hero unit, climb with a hero unit, or use the winter beast's ability (see page 6).



WINTER BEASTS

The Grizzar are not alone in their war against the ancient guardians. Druids learned how to harness the power of the snow to call forth the winter beasts from the frozen depths. These fearless creatures, of all shapes and sizes, will forever stand with the Grizzar as they battle these terrifying behemoths.

Winter beasts are a special type of hero unit. Winter beasts count as hero units for all purposes. Note these important rules and exceptions:

ELIMINATING A WINTER BEAST

- If the winter beast gets eliminated, it can be conjured into play again with the Druid's CONJURE ability (unlike other hero units). If the Druid gets eliminated, however, this is no longer possible.
- The winter beast counts toward guardian win conditions when eliminated (just like other hero units). This includes the general win condition and specific win conditions like Saboso's.

CONJURING A WINTER BEAST

- When the winter beast is conjured into play, for the purposes of other effects, this does not count as movement of any kind (i.e., entering or leaving).
- The winter beast can still be conjured even if already in play. When this occurs, all tokens and status effects are removed.



THE GUARDIAN TURN

All across the land, the smallfolk strive to learn what drives the guardians so relentlessly. Foxen scouts discovered that the guardians have an attraction to the crystal bones of the lost ancients known as the “bigfolk.” Ba’hare mages proved that these bigfolk were wizards of incredible power. The Pan-dalo unearthed metal tablets inscribed with what appear to be plans for the making of the world. And now Grizzar scholars have found clues that the bigfolk created the guardians. But why the guardians have awoken from their ancient slumber, and what they might want — other than destruction — remains unknown.

COMPLEXITY RATINGS

Each guardian is played differently, as they each have their own unique set of actions and win condition. Some are easier to play than others. Check the **complexity rating** — indicated by the number of stars next to the guardian’s name on their player mat — to determine how difficult a guardian is to play. For your first game as the guardian player, it is recommended to choose Saboso, who has a more straightforward play style than the other guardians.

ACTION LIMITS

Each guardian player mat indicates the **action limit** for that guardian, which is how many actions the guardian player may take on their turn. This number varies from one guardian to the next. Guardians can also spend power to take additional actions.

DUAL ACTION CARDS

When you play a **dual action card**, you may perform one -OR- both actions. If you perform both actions, you choose the order in which they are resolved. Each action is resolved separately, and no action, free action, or ability can occur between them. Trovak & Gnarl have additional rules (see page 19).

GENERAL GUARDIAN ACTIONS



MOVE allows the guardian to move from its current ground space to a **neighboring** ground space. The possible directions of this movement are indicated by the arrows on the card played to take this action. The arrows should be viewed from the guardian player’s viewpoint, relative to the Maul Peak map.



GAIN POWER allows the guardian player to gain a specific number of power cubes, as indicated on the played card. These power cubes are taken from the supply and placed in the power pool on their player mat.

During the Cleanup Phase of the guardian player’s turn, they will then **allocate** these power cubes by moving them from the pool to empty power spaces on the guardian player mat.

Power cubes, once allocated, can be spent by the guardian player on future turns to move the guardian or take other available actions. The guardian player cannot spend power cubes to take the GAIN POWER action, however.



DEALING WOUNDS

WOUNDING HERO UNITS

The guardian player can target any hero unit when dealing a wound, as long as the hero unit is within range of the action that deals the wound.



The Druid of the Grizzar has no special protection, unlike the leader of the Foxen, who cannot be wounded or affected by guardian actions while they are banded with at least one other hero unit.



When the guardian deals a wound to a hero unit, place a red wound token on an empty wound space of their hero card. If all wound spaces on their hero card are now full, the hero unit is **eliminated**. Move their hero card and hero figure to the graveyard on the den board. Eliminated hero units cannot be summoned again (though the winter beast can be conjured again).

If all hero units currently in play — including the winter beast — are eliminated, the guardian player wins instantly, even if there are hero units in the den who have not yet been summoned.



Hero units of the Grizzar go to the graveyard when eliminated, unlike hero units of the Foxen, who go to the hero player's discard pile when eliminated and can eventually be summoned again.

Example: The Barbarian hero unit has three health, but has received two wounds already. Saboso moves closer to the Barbarian, then uses a QUAKE action to deal one last wound to the Barbarian, which eliminates them. The Barbarian hero card and hero figure are removed from the map and moved to the graveyard.

WOUNDING THE GUARDIAN

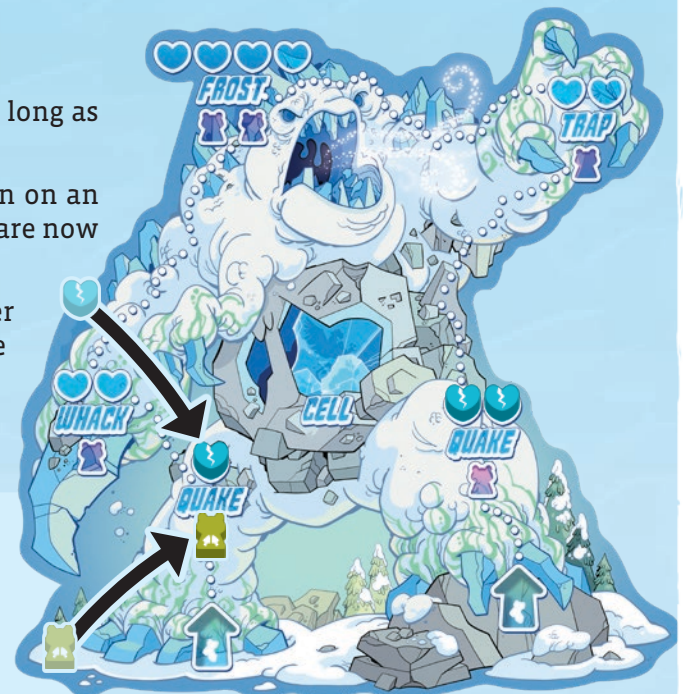
The hero player can target any location on the guardian when dealing a wound, as long as the location is within range of the action that deals the wound.

When a hero unit deals a wound to a guardian location, place a blue wound token on an empty wound space there. If all wound spaces on all locations with the same name are now full, the corresponding action is **disabled** and becomes unavailable.

Guardian actions that have been disabled cannot be taken by the guardian player until they remove a wound from a corresponding location. When they do, the disabled action becomes available again.

If all wound spaces on the entire guardian board (i.e., on all guardian locations) are now full, the guardian is eliminated and the hero player wins instantly.

Example: Saboso has two QUAKE locations, with three wound spaces total between them. The first location has two wounds, but the other location has no wounds, so Saboso can still use the QUAKE action. The hero player's Assassin leaps to that location and deals one wound there, which disables the QUAKE action for the guardian player.



GAME END

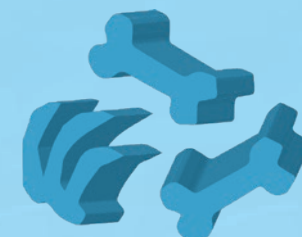
The game ends immediately when one player fulfills one of their win conditions!

- The hero player wins by **eliminating the guardian**. The guardian is eliminated as soon as all wound spaces on the guardian board are filled with wound tokens.
- The guardian player wins by **eliminating all hero units currently in play** (including the winter beast) -OR- **fulfilling the unique win condition** of their selected guardian (see pages 16–19).



PLAYER HANDICAPS

Beginner players may find they are at a bit of a disadvantage against experienced players. To counteract this, you may give the less experienced player up to six **ancient relic tokens** during setup. At any time on their turn, a player can spend an ancient relic token to take one additional action (no card required). Once spent, ancient relic tokens are removed from the game.



KEY TERMS

These are gameplay concepts in *Maul Peak* and their definitions:

AVAILABLE: The icons on a hero card or guardian player mat indicate which actions are available to that hero unit or guardian. The MOVE action is always available.

BANDED: Two or more hero units that are in the same ground space or attached to the same guardian location are banded with each other.

CONNECTED: Any two locations on the guardian board that have a dotted white line running between them are connected to each other.

DISABLED: When all wound spaces on all guardian locations with the same name are full, that action is disabled and becomes temporarily unavailable.

ELIMINATED: When all wound spaces on a hero card or guardian board are full, that hero unit or guardian is eliminated.

GROUND SPACES: All nine spaces on the Maul Peak map, separated by dotted white lines, are ground spaces. Each ground space has a different name.

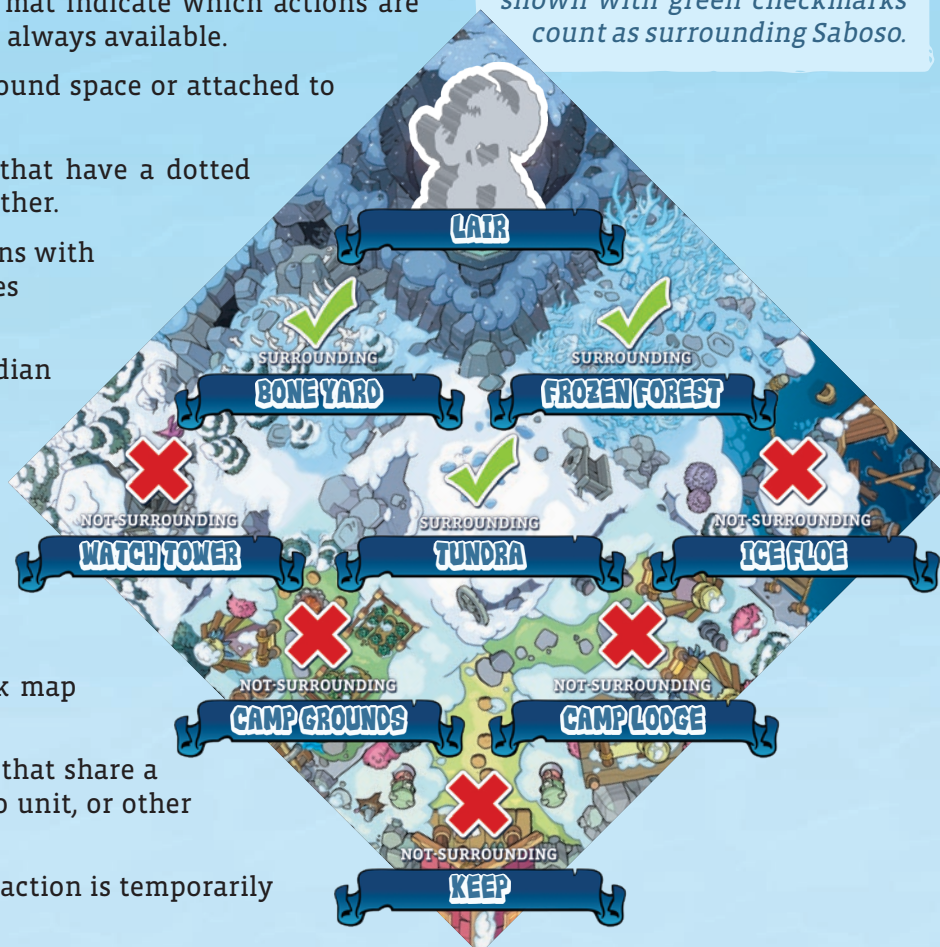
LOCATIONS: All spaces on the guardian board are locations. Each location has a limited number of figure slots, which can hold one hero figure each.

NEIGHBORING: Any two ground spaces on the Maul Peak map that share a side or a corner are neighboring each other.

SURROUNDING: All ground spaces on the Maul Peak map that share a side or a corner with the ground space of a guardian, hero unit, or other token are surrounding it.

UNAVAILABLE: When a guardian location is disabled, that action is temporarily unavailable until a wound is removed from that location.

Example: The ground spaces shown with green checkmarks count as surrounding Saboso.



HERO ABILITIES

Each hero unit has an ability that allows them to make special maneuvers as they battle the guardians of Maul Peak. Leverage these abilities to pull off incredible moves!

HERO UNITS



BLAST

Spend a MAGIC action to deal one wound to any guardian location. Some guardians have locations that cannot be targeted by MAGIC actions.



CONJURE

Spend a MAGIC action to conjure the winter beast to this hero unit's ground space (even if it is occupied by the guardian). If this hero unit is on the guardian, the winter beast is conjured to the guardian's ground space instead.



CLEAVE

After taking a LEAP action, this hero unit may take a free MELEE action. This does not count against your action limit for the turn.



WHISPER

While this hero unit is in play, the winter beast's ability costs one less rage cube.



CLAMBER

After taking a MELEE action, this hero unit may take a free LEAP action. This does not count against your action limit for the turn.



BREW

Spend a MAGIC action to gain three rage cubes.

WINTER BEASTS



COERCE

Spend two rage cubes to move the guardian one ground space in any direction.



IMBUE

Spend two rage cubes to draw two cards.



STALK

Spend two rage cubes to move this winter beast, and a hero unit banded with it, to any ground space. They can be moved from a guardian location or another ground space.



DECEIVE

Spend two rage cubes to force the guardian player to discard one random card.



INSPIRE

Spend two rage cubes to allow another hero unit to take a free LEAP action. This does not count against your action limit for the turn.



SWOOP

Spend two rage cubes to move this winter beast to any guardian location. It can be moved from a ground space or another guardian location.

GUARDIAN CHARACTERISTICS

Each guardian has a unique set of actions and abilities that they will use to defeat the smallfolk of Maul Peak. Explore different strategies to fit each guardian's strengths!



SPECIAL

- Saboso can add shiver tokens to hero units. Any hero unit with one or more shiver tokens is frozen. Frozen hero units are no longer banded and cannot move, take actions, or use abilities.
- At the end of the hero player's turn, remove one shiver token from each hero unit. They may spend one rage cube at any time on their turn to remove one shiver token from a single hero unit. When removed, shiver tokens are returned to the supply on the Saboso player mat.
- Saboso can trap hero units. Trapped hero units are eliminated. If the winter beast is eliminated, the Druid can still conjure it back into play.
- Saboso can hold one power cube.



WIN CONDITION

The guardian player wins if there are four hero units trapped. Keep trapped hero units in the CELL location to track this during play.

ACTIONS



QUAKE: Deal one wound to a hero unit in Saboso's ground space -OR- deal one wound to all frozen hero units. Do not remove any shiver tokens from these hero units.



FROST: Add one shiver token to a hero unit in a surrounding ground space that shares a side with Saboso's ground space.



TRAP: Move a frozen hero unit from Saboso's ground space to the CELL location. Remove all shiver tokens from that hero unit.



WHACK: Remove a hero unit from Saboso and place it in a surrounding ground space. If there is at least one other hero unit in that space, deal one wound to a hero unit in that space (which can be the hero unit just placed there).



MEND: Remove one wound from any location on Saboso. This can make a disabled action available again.



PREPARE: Discard one card (if possible), then draw two. This action is always available and does not require playing a card.

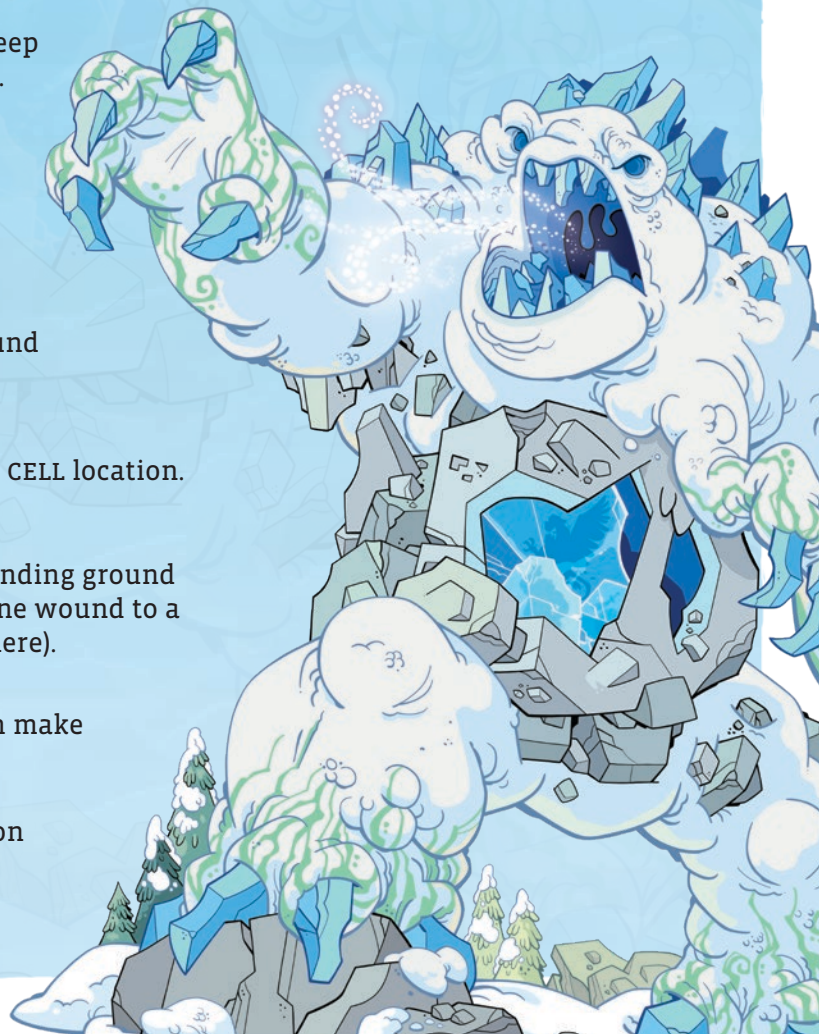


UNIQUE SETUP

- Place the Saboso figure in the LAIR space.
- Place the five shiver tokens in the supply on the Saboso player mat.



Saboso is limited by the number of shiver tokens in the supply (5).



VEBLYN

SPECIAL

- Veblyn can place web tokens in ground spaces. Any hero unit in the same ground space as one or more web tokens is webbed.
- During the hero player's turn, when a webbed hero unit leaves a ground space, the hero player must discard one random card per web token in that space (if possible). This does not apply when leaping from a ground space to the guardian.
- The hero player may destroy any web token with a MELEE or MAGIC action. When destroyed, web tokens are returned to the supply on the Veblyn player mat.
- Veblyn starts with a hand size of five. For each SKITTER location disabled, Veblyn's hand size is reduced by one. If a disabled SKITTER location becomes available again, Veblyn's hand size is increased by one accordingly.
- Veblyn can hold one power cube.



WIN CONDITION

The guardian player wins if there are three hero units in the LAIR space. This does not require the LAIR space to contain any web tokens.

ACTIONS



BITE: Deal one wound to a hero unit in Veblyn's ground space. If that hero unit is webbed, deal two wounds instead.



SPIN: Place one web token in a surrounding ground space. If all web tokens are already in play, remove a web token from a different ground space first.



WEAVE: Move a webbed hero unit from a surrounding ground space that does not share a side with Veblyn's ground space to the LAIR space.



SKITTER: Remove a hero unit from Veblyn and place it in Veblyn's ground space. Then move Veblyn to a different ground space with a web token (if possible). This action is unavailable if there are no hero units on Veblyn.



MYSTIFY: Remove one rage cube from the hero player. Gain one power cube. The guardian player cannot spend power to take this action. This location cannot be targeted by MAGIC actions.



MEND: Remove one wound from any location on Veblyn. This can make a disabled action available again.



PREPARE: Discard one card (if possible), then draw two. This action is always available and does not require playing a card.

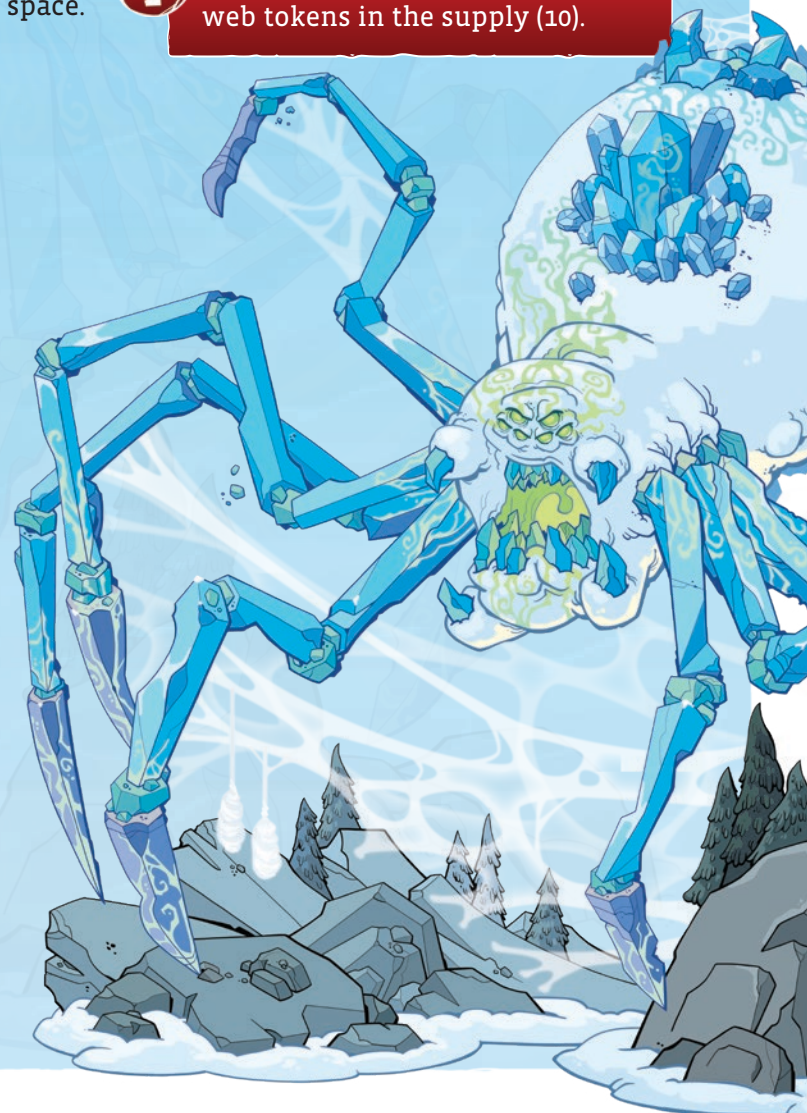


UNIQUE SETUP

- Place the Veblyn figure in the LAIR space.
- Place two web tokens in the LAIR space and the other web tokens in the supply on the Veblyn player mat.



Veblyn is limited by the number of web tokens in the supply (10).



QUAGRA :4 :2

SPECIAL

- Quagra can add cards from the confusion deck to the hero player's hand or discard pile. The hero player may spend an action to return all confusion cards from their hand to the confusion deck.
- Hero units cannot deal wounds to other locations on Quagra unless the CORE location is disabled.
- Quagra can hold one power cube.



WIN CONDITION

The guardian player wins if they deplete the entire confusion deck.

ACTIONS



COMPEL: Move a hero unit one ground space in any direction -OR- remove a hero unit from Quagra and place it in Quagra's ground space. When the DOUBLE COMPEL card is played, the two actions can target different hero units.



CONFUSE: Add one card from the confusion deck to the hero player's discard pile.



SABOTAGE: Deal one wound to a hero unit in Quagra's ground space -OR- deal one wound to all banded hero units.



EXTRACT: Force the hero player to discard one random card per hero unit in Quagra's ground space. Add the same number of cards from the confusion deck to the hero player's hand.



MEND: Remove one wound from any location on Quagra. This can make a disabled action available again.



PREPARE: Discard one card (if possible), then draw two. This action is always available and does not require playing a card.

UNIQUE SETUP

- Place the Quagra figure in the LAIR space.
- Place the confusion deck of eight cards next to the Quagra player mat. Use the deck that matches the opposing hero clan.



TROVAK & GNARL



SPECIAL

- When you play a card with two moves, you must use one on Trovak and one on Gnarl. If you cannot use both moves, because one of the guardians is exhausted or on the edge of the map, use one and ignore the other.
- When one guardian enters the other guardian's ground space, even if its figure is lying down, gain one power cube. Power can be allocated to both guardians in the Cleanup Phase. Trovak and Gnarl can each hold one power cube.
- You can only spend power from Trovak or Gnarl for that guardian's unique actions. You cannot spend power for MOVE actions or shared actions. When you spend power cubes, add them to the power track instead of returning them to the supply.
- When a guardian receives its last wound, it is exhausted and cannot take actions; lay its figure down flat and remove any power cube allocated to it. When a wound is removed from an exhausted guardian, it is revived; stand its figure back upright.
- When both guardians are in the same ground space, hero units can leap from any location on one guardian to the lowest location on the other.
- The hero player may spend two rage cubes at any time on their turn to remove one power cube from the power track.



WIN CONDITION

The guardian player wins if they fill the power track with eight spent power cubes.

TROVAK ACTIONS



COMMAND: Deal one wound to a hero unit in Gnarl's ground space. This action is unavailable if Gnarl is exhausted.



WIND BLAST: Remove a hero unit from Trovak or Gnarl and place it in Gnarl's ground space.



BECKON: Move Gnarl to Trovak's ground space. This action is unavailable if Gnarl is exhausted.

GNARL ACTIONS



RUSH: Move Gnarl to a surrounding ground space occupied by one or more hero units. Deal one wound to all hero units in that ground space. If a RUSH location is disabled, the matching RUSH action is unavailable.



SHAKE: Remove all hero units from Gnarl and place them in surrounding ground spaces. You may place them in the same space or different spaces.

SHARED ACTIONS



MEND: Remove one wound from any location on Trovak or Gnarl. This can make a disabled action available again.



PREPARE: Discard one card (if possible), then draw two. This action is always available and does not require playing a card.

UNIQUE SETUP

- Place the Trovak and Gnarl figures in the LAIR space.
- Keep one copy of the special rules card nearby.
- Give one copy of the special rules card to your opponent.





MAUL PEAK TEAM

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Design with Passion, Pencil First

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