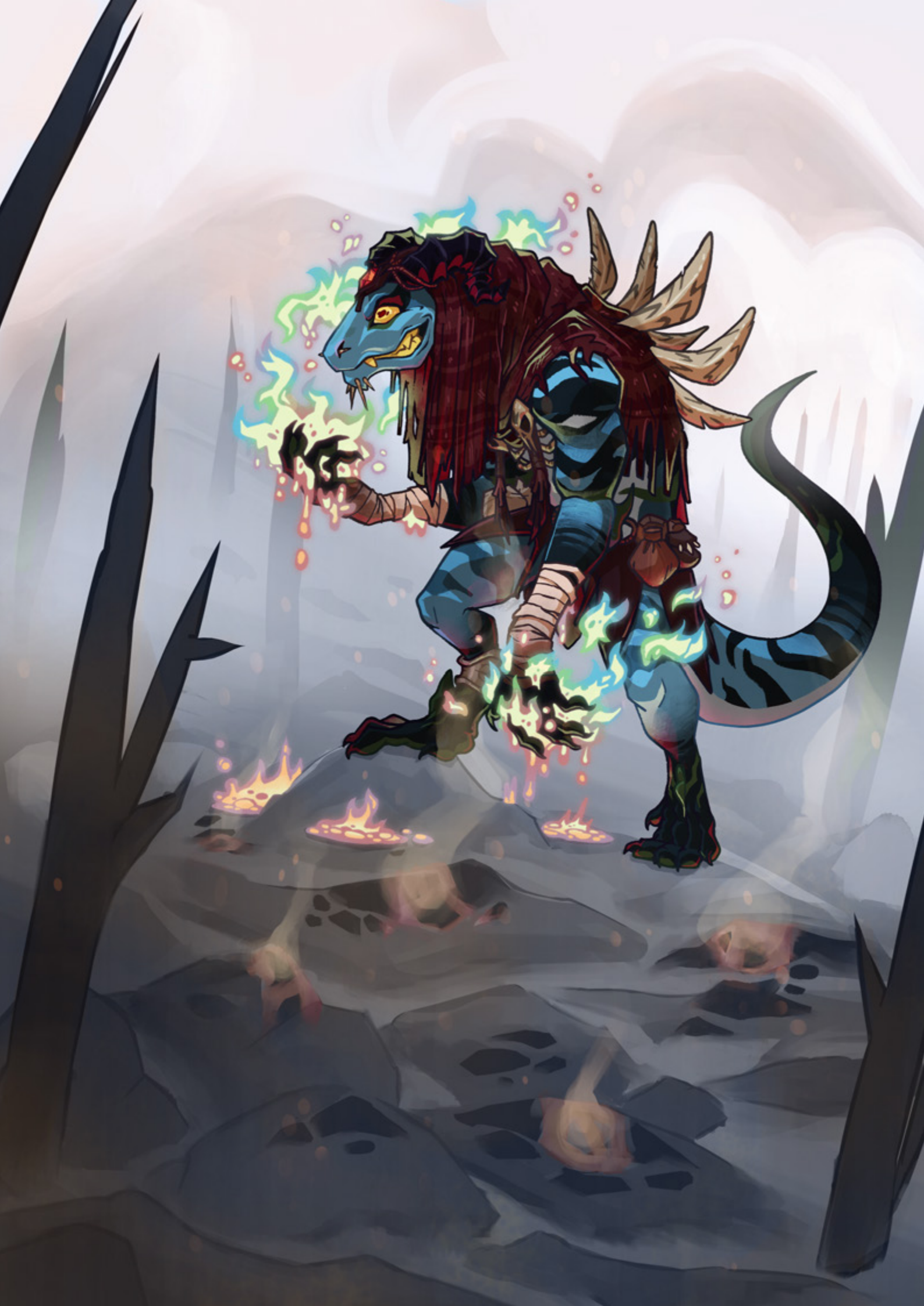




Magnum

CLASH OF THE COMMANDERS



COMPREHENSIVE RULES

Magusha: Clash of Commanders is a fast-paced, turn-based, strategy game where two opposing players take control of unique **Commanders**, create personalized armies and then clash on the field of battle.



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COMMAND. MOVE. STRIKE!

Winning the Game

If your opponent's **Commander** is ever alone on the board, you win!



If your opponent's **Commander** ever takes damage while their **Reserves** are empty, you win!



Trust the Card

As a general rule, card text always supersedes rules text whenever the two would contradict.

Your Army

A player's deck (all of the cards they have brought to play with) is called their **Army**.

Each **Army** is led by a **Commander** and must contain **sixteen (16) Troops** that are all from the same **Faction** as that Commander. **Armies** must have at least **one (1) Troop** from each **Class** (Warrior, Mage, Rogue, Priest).

NOTE: If this is your first time playing Magusha, use the starting Army; four (4) of each class.

Standard Build



Example Build



THE BATTLEFIELD

The **Battlefield** consists of **7 Columns** and **5 Rows**, with out-of-play zones for tracking defeated troops and available actions, as well as space to keep your **Reserve** troops that are not on the field.



The Battlefield denotes where the opposing players' armies may move and do battle. A paper version is included in the Duel Deck boxes and a "Print and Play" version is available online at magushagame.com

The Battlefield consists of different parts:
2x **Deploy Zones**, the 2 rows closest to each player
3x **Command Stone spots**
1x **Rally Stone spots**
2x **Spirit Pools**

The **Deploy Zone** is where your army starts the game and where Troops and Squads can be deployed during the **Deploy Phase** on each turn.

THE CARDS

Units

In Magusha: Clash of Commanders, cards are referred to as **Units**, and are split into two categories, **Troops** and **Commanders**.



Troops are the rank and file of your **Army** and are split into four **Classes** (denoted by their class symbol):

Warrior



Rogue



Mage



Priest



Class Symbol determines the troop's class.

Squad Size determines the maximum troops a class can have stacked in one space.

Troop Name has no gameplay effect.


Ability Name has no gameplay effect.

Ability Text defines the ability's effect on gameplay.

Compass indicates which spaces around the unit can be targeted with their action(s).


Talent Symbol grants each class (and many Commanders) certain benefits, described in detail below, in the **Class Types and Talents** section.



Commanders define the core of the gameplay of Magusha, and are marked with a  in the top left. Commanders have powerful abilities and play styles unique to them and differ from Troops in several ways.

Commanders have neither squad size nor a class symbol.



Commanders are double-sided, and begin play with the  side face up. Each has a **Magusha Trigger** that describes a condition which, when fulfilled, allows them to flip to their Magusha side.



Class Type and Talents

Talents are minor abilities unique to each class. Commanders will also have Talents that encourage them to fill different roles. Talent symbols are found in the center of a unit's compass, and provide that unit with the ability described below.

Warriors are your front line fighters, able to take multiple hits before being removed. Their range is limited, but they threaten several spaces at once with their **Talent**:



Double Strike

Allows a **Unit** to target two (2) different compass spaces when commanded to Strike, damaging both. This can't be used to strike the same unit twice.

Mages are your powerful but fragile back line casters. They have the ability to strike from range with their **Talent**:



Magu Strike

Allows a **Unit** to target up to two (2) compass spaces away when commanded to **Strike**, following the direction noted on their compass in a straight line.

Rogues are mobile flankers adept at infiltrating through the enemy front lines. Rogues avoid retaliation by attacking from behind or from unexpected angles. They move farther than other units with their **Talent**:



Swift Step

Allows a **Unit** to move up to two (2) spaces when commanded.



Priests are spiritual protectors and support units, priests channel the spirits of the fallen to empower the living, but can't attack directly due to their **Talent**:



Spirit Guard

Gives a **Unit** access to the **Spirit Guard** action instead of **Strike**, allowing them to grant spirit to allies in their compass spaces (described further in **The Compass and Action Types** section.)



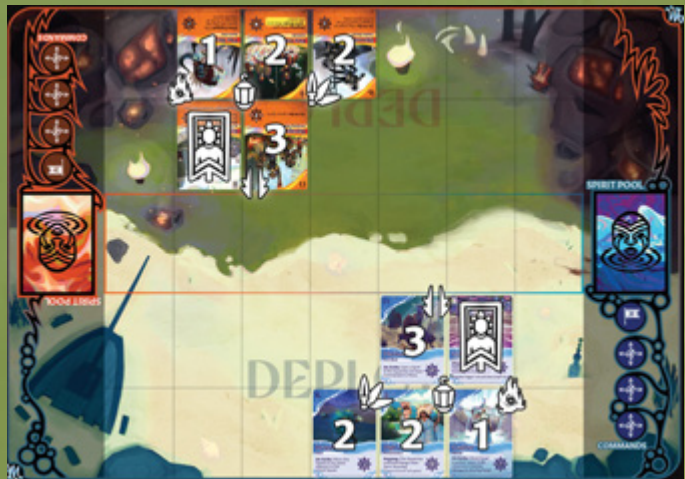
Gameplay

Set Up

Players start by placing their **Units** in their **Standard Formation** (shown below). Alternatively, experienced players may use the optional **Free Formations** rules, described below in the **Free Formation Rules** section.

Standard Formation:

- Place a two (2) stack **Rogue** in the back center position of your **Deploy Zone**.
- Place a two (2) stack **Priest** to the right of your **Rogue**.
- Place a one (1) stack **Mage** to the right of your **Priest**.
- Place your **Commander** in front of your **Mage**.
- Place a three (3) stack **Warrior** to the left of your **Commander**.



Free Formation Rules

When Playing this advanced format Players may deploy **Commanders** and stack **Troop** squads where they like within their Deploy zone. Randomly choose the first player as normal. The first player deploys all their troops and their commander, then player two gets to deploy in response, then player one takes the first turn.

Deploy Formations

Deploying is a key part of the game and should be experimented with to suit your playstyle. Your starting formation can be in any configuration you choose. If this is your first time playing MCC use the starting formation reference guide.

There are almost endless amounts of formations. Which ones have you come up with? What did you name them?

Randomly determine who will go first.

Players place their Reserves (all other troops not currently in play) face up within reach and where they can be seen by the opponent, and their command stones in the spaces provided. Both players also place their rally stone, and the player going second can activate their rally stone now by flipping it to its colored face.

After players have set up their armies, play progresses in turns, starting with the first player and continuing until a player completes one of the two win conditions.

Reminder: A player wins when they attack the opponent's commander when they have no reserves, or if the opposing commander is ever alone on the field.

DURING YOUR TURN:

Start of Turn

All Start of turn effects are resolved, starting with the active player (if applicable).

Check for Magusha Trigger

If your Commander's Magusha Trigger is currently fulfilled, this is when you may flip them.

Refresh

Return your **Command Stones** and any used **Rally Stones** to their starting zone. Used Rally Stones are returned on their deactivated side.



Deploy Phase

You may **Deploy** or **Reinforce** once within your **Deploy Zone**.

Command Phase

You may use up to three (3) **Command Stones** and your **Rally Stone** (if available) to command your **Units**.

Your turn ends when no more actions can be taken, or if you do not wish to take any further actions.

End of Turn effects are resolved, starting with the active player (if applicable).

Turn passes to the opponent.

COMMAND STONES

On each of their turns, Players have access to three (3) **Command Stones**, which they can use to control their **Units** by placing 1 stone on top of that **Unit**. **Commanding** a **Unit** allows a player to **Move** that unit and/or take an **Action** (such as *Strike* or *Spirit Guard*).

Command Stones are double sided; one side indicates this Unit has Moved but has not Acted yet.



And the other side indicates the Unit has Acted and is considered Engaged.



Units cannot be **Commanded** more than once a turn. Any unit can take **Rally Actions**, whether they've been **Commanded** or not, and **Units** who have been **Commanded** may use unique actions printed in their Ability Text, even when already **Engaged** (such as **Spirit Break** actions) as long as they meet any conditions listed in said action.



Remember: When a unit is **Engaged** they remain so until the beginning of their player's next turn, cannot be **Commanded**, but may still take **Rally Actions** (see **Rally Stone** below).

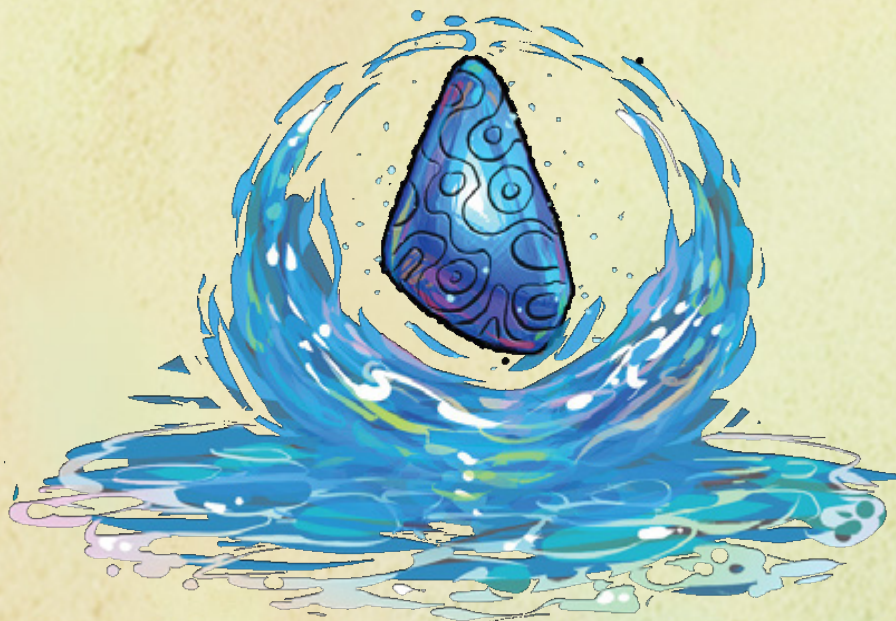


Rally Stone

You activate whenever your opponent **Defeats** one of your **Squads** (*sends the last **Troop** to the **Spirit Pool***), or the first time per game your **Commander** is reduced to 1 or fewer **Reserves** your **Rally Stone**. Flip the stone to the colored side to show it is now available. **Rally Stones** do not reset at the start of your turn unless used and can be saved for a later turn. To use a **Rally Stone**, place it on top of the desired Unit.

Rally allows any **Unit** (*including Units **Deployed** this turn and **Engaged** Units*) to **Move** or take an **Action** (*Strike/Spirit Guard*), and can also be used to **Deploy** as if it were your **Deploy** phase. These **Rally Movements** or **Actions** are not affected by **Talents** (excluding **Spirit Guard**) and cannot trigger **Abilities**.

Keep in mind that while your Rally Stone is available, you cannot gain another if more of your Troops are defeated.





Movement occurs immediately after a **Unit** is **Commanded** (if you wish to move the unit this turn). You may move one (1) space in an orthogonal direction (*no diagonals*). Movement is optional, but may not be done after a Unit takes an **Action**.

Actions are commands that cause a unit to become engaged, usually a **Strike**, but notably in the case of Priests, **Spirit Guard**. Spaces that can be targeted by actions are noted on the unit's compass.



Spirit Pool

Any time a **Unit** is removed from play (whether from the **Field** or **Reserves**), it is sent to the top of the owner's **Spirit Pool**. Units in the **Spirit Pool** are called **Spirits**. **Spirits** act as a resource for the **Protect** action, and interact with certain card text.



Spirits cannot be rearranged within the Spirit Pool unless specified but are public knowledge and can be checked by either player.

The Compass and Action Types

The Compass can be found on every unit; a set of arrows pointing to the spaces a Unit is able to target with their actions.



Strike

Striking is the primary way **Units** deal damage. When you take the **Strike** action, choose a marked space in your **Compass** and damage a **Unit** in that space. **Units** may not strike empty spaces unless stated otherwise. You may target allies with **Strikes**.

Damage Rules

When **damaged**, a player takes the top **Troop** in the damaged **Squad** and places it into the **Spirit Pool**. When a **Commander** receives damage, the controlling player must discard a card of their choice from their **Reserves** to their **Spirit Pool**.

Sometimes a card effect may simply say “Damage a unit”, this damage is not considered strike damage and does not trigger talents or abilities.



Spirit Guard

Take the top **Spirit** from the **Spirit Pool** and place it face down horizontally under the targeted **Allied Squad**. Spirits are discarded first when taking damage. Spirit Guarded Units that would gain Spirit can choose to keep their current amount or replace it with the new value if it is higher. A Unit with the **Spirit Guard Talent** cannot **Strike** unless another card explicitly allows them.



Spirit Break

Some abilities are labeled with a **Spirit Break** trigger. These abilities can be activated by “spending” a spirit currently guarding that unit, removing it to the **Spirit Pool**. (Remember that printed abilities can only be activated by Units that have been commanded that turn.)



Deploy Phase and the Deploy Action

At the start of your turn (or optionally when spending a **Rally Stone**), you may place a single **squad** of units from your **Reserves** on the battlefield anywhere in your **Deploy Zone** as long as **Deploying** does cause you to exceed four (4) **Squads** on the field.



Commanders are not considered squads and do not contribute to this number.

This **Deployed Squad** may include a number of **Troops** up to the unit's **Squad Size**. You may choose to **Reinforce** instead of **Deploying** by adding the **Troop** or **Troops** to an incomplete **Squad** of the same type that is already on the field within your **Deploy Zone**. Reinforced squads may still be commanded that turn.

A **Troop** may not be **Commanded** the same turn it is **Deployed** but may **Rally**.



Magusha Mode and Triggers

Some gameplay effects occur based on other actions or events during the game. These are known as **Triggers**, and can interrupt the normal flow of gameplay. As soon as an effect or ability is triggered, it must be resolved before play continues or the active player takes any other actions.

Examples of Triggers include abilities prefaced with text such as **On Strike** or **When Engaged**. This also applies to Commander's Magusha Mode conditions, which are also **Triggers**.



Magusha Mode

All Commanders are able to flip to an alternate (*and often more powerful*) form when certain conditions are met during a match. These conditions function as a Trigger, and as soon as they are met, the player controlling that Commander can flip them to their Magusha side, resolving any **On Magusha** effects immediately. There is an additional opportunity for your Commander to enter Magusha Mode (*if the trigger is currently met*) just after the start of each turn. Flipping into Magusha mode is always optional.



FAQs

Can a Unit target an empty tile?

No, unless specified.

Can you Move diagonally?

No, all Movement in the game is orthogonal (up, down, left, right) unless specified.

Can I Move where the little arrows are pointing?

Those are Compass directions used for Striking/Spirit Guarding. The Compass shows a Unit's targetable spaces and blind spots for convenient board placement.

Can I Strike the same Unit with Double Strike?

No, Double Strike is a talent that allows Striking two separate Compass directions.

Does Wrexar get Double Strike on top of his Ability?

His ability is a more powerful version of Double Strike that overrides his Talent.

If Quianna has both Magu Strike and Double Strike, can you Strike a Unit in front of you and the unit behind it?

No, you still have to target different Compass directions and cannot use Double Strike to attack in a straight line using Magu Strike.

Does the second Player start with a Rally Stone?

Yes, the Player going second starts with a Rally Stone.

If Kyaan redirects a Strike, do the Strike's effects also get redirected?

Yes. For example, if a Crasher targets Kyaan and the Strike gets redirected, that also means the push effect gets redirected to the new unit in the same direction.





Key Word Glossary

Ally: A friendly Unit in your army.

Adjacent: Any space connected to an indicated space, including diagonally.

Compass: A set of arrows pointing to the spaces a Unit can Target with their actions.

Defeat: A unit is defeated when the final Troop in its space is sent to the Spirit Pool.

Free Action: Any action marked as “Free” doesn’t need a Command or Rally stone to use.

Push: When a card directs you to Push a Unit, move that unit the number of spaces indicated in a straight line directly away from the origin of the push. The pushed unit will always be further from the origin after the push, unless something blocks its movement.

Spirit Break: Effects with this keyword activate the unit loses Spirit. Commanded Units can choose to remove their own Spirit and gain this effect.

Spirit: Any Unit going to, coming from or in the Spirit Pool.

Rally: Allow any Unit (including Deployed and Engaged Units) to Move, Strike, or Protect, however, these Movements and Strikes are not affected by Talents or Abilites (Except Protect).

Reinforce: Deploying a Unit onto an existing Squad, up to their Squad Size.

Redirect: An effect that is “redirected” has a new valid target chosen.

Range (X): Units with Range can target units up to (X) spaces away, still following the directional limitations of their compass.

**COMMAND.
MOVE.
STRIKE!**



