



# 1. LIST OF COMPONENTS

20 x Belator cards

6 x Inertia cards

36 x Boost cards

16 x Arena cards

1 x Detonator device

5 x Field Position tokens

2 x Maul cubes

# 2. WELCOME TO MAUL

MAUL is the most significant event of the calendar for any Rogue, Elven, Orca, or whatever you are!

The fiery contest between the eternally embattled clans serves to both allow control of the mines of Draeg for the following season, and cull the ever expanding population of the great Realms!

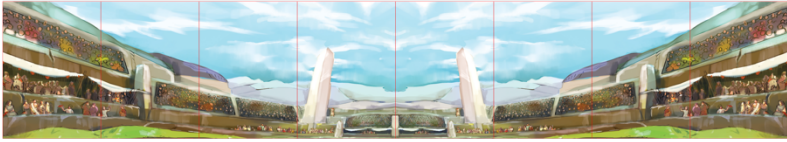
The almighty Draego allowed a tournament between each Realm's most glorious champions in the game of Maul. The outcome decides who can take from the mines of Draeg in the next season. The competition is spectacular - the blood-shed is just a bonus.

For as long as can be remembered, every year thousands of their supporters would arrive at the Feudal Mord Plains to witness the carnage as two horde of Belator warriors battle in a no-holds-barred competition.

The tournament of Maul is split into fast-paced rounds, where opposing horde have compete to keep possession of a Detonator for long enough to explode a bomb. If successful the opposition horde will have a few less cheers, as a swathe of supporters in their crowd are vapourised!

You might ask why on Draego's Underworld would any being go to support this, however in Underworld the only privilege greater than being left standing at the end, is to be vapourised before then. There is no shortage of supporters to wear the brand, or spread the ashes of their fellow villagers for that matter.

Join us to hear the roars, the chants, and the screams... MAUL!!!



# TABLE LAYOUT

Player 1  
Horde



Boost  
Cards



Inertia  
Cards



(flipped)



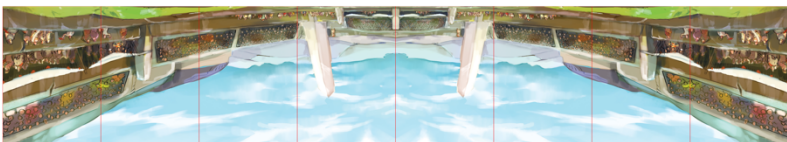
(face-down)



Boost  
Discard  
Pile



Player 2  
Horde



### 3. OBJECTIVE

The game is a tournament where opposing horde have ten Belator (players) who attempt to keep or gain possession of a Detonator that creates an Incineration after 6 phases of play, timed with the Inertia deck.

Each round ends with an Incineration of opposition supporters, with the intensity depending on how many phases the horde held a Maul, and which Belator was in possession at the Detonation.

The winner of the tournament is the horde that is first to incinerate all of their opposition's sacrificial supporters, taking the cup for the season, and the mines!

### 4. INCINERATION!!!

An Incineration is how you gain points in MAUL, and also how you get to *sacrifice* some opposition supporters!

When the last card from the Inertia Deck is turned over, an Incineration occurs. The supporters of the Detonator Holder's opposition are toast!

The strength of the Incineration is equal to the Maul ranking of the Attacker, multiplied by the Detonator Holder's *Detonation Multiplier*. Flip over that number of the opponents Arena cards and enjoy the carnage!

### 5. GAME ELEMENTS

#### ARENA

The Arena is an open area of play, set into a large natural arena. The detonator and Belator are confined within the area during gameplay.

The Belator locations are visualised with the 5 Belator card locations on your side of the field. The Field Position tokens are placed between opposing horde to help align Belator cards.

Cards upright in the Belator locations are Belator close to the Detonator and ready for action, while cards in these slots turned sideways are considered 'Downed' and are effectively out of play! The remaining Belator Cards are face-down, being horde members that are too far away from the action to have any effect on proceedings.

Only one face-up Belator may occupy a position at a time (except in a Break).

## BELATOR CARDS

Belator cards are split into two specialist groups, being the Vanguard and Reargard. The Vanguard are the power-house players, and the Reargard are the fast agile players, with each character having their own attributes indicated on the cards by a series of symbols.

Vanguard Belator have their Strength and Position coloured **green**, while Reargard have theirs coloured **red**. The Belator cards have a number of attributes, which are detailed below.

### Belator Identification

The *Vanguard* Belator positions are:

**Tank** - The Power-houses of the Vanguard.

**Grinder** - Strong and versatile.

**Anchor** - Solid in a Maul.

**Flanker** - Powerful on attack and defence.

The *Reargard* Belator positions are:

**Scavenger** - Everywhere, all the time!  
(never leaves the play area)

**Carver** - Able to cut through opponents and create opportunities.

**Wingman** - Fast and agile.

### Card elements

The top of the card shows the Belator's Strength, and their HIT values (colour coded against each card, for either Vanguard or Reargard). When attempting to take down an opponent, the HIT value must be equal or greater than the opponent's STRENGTH.

The bottom-left corner of the card shows the Belator's Detonation Multiplier and RAID (Vanguard) or BREAK (Reargard) value.

### Detonation Multiplier

The bottom-right corner of the card show the Detonation Multiplier. This is applied when the Belator is holding the Detonator as an Incineration occurs.

The total Maul ranking currently held is multiplied by the value of the Belator's Detonation Multiplier to tally the number of spectator sections vapourised for the Incineration.

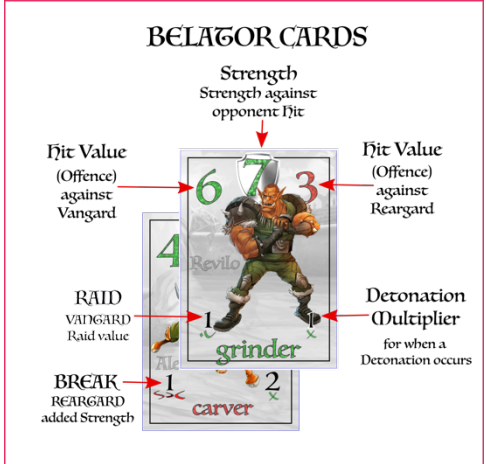
## INERTIA CARDS

*As the round progresses, the Detonator increases in energy which ultimately leads to an Incineration in the arena!*

The Inertia Cards are placed beside the play area, and indicate the number of phases that have occurred in the round. The cards are in numerical order from 1 to 5, with the Detonation card on the bottom.

At the start of your turn if you are holding the detonator, advance the Inertia deck by turning over a new card, unless a MAUL is continued (*see MAUL*).

If the Detonation card is turned over, the horde with the Detonator gets to Incinerate some opposition supporters!



## **BOOST CARDS**

Boost cards have a number of ways to manipulate play during game turns, to assist with determining the outcomes of Raids, and to resolve 'ties' in other stages of gameplay.

Each horde will draw a card from the Boost deck to your hand when an Inertia card is revealed.

Boost cards can be played any time before the Detonator Inertia Card is revealed.

Before a player takes an Action as part of their turn, the opponent must be given the opportunity to play a Boost card first.

When a player chooses to play a Boost card, their opponent has a chance to also play a card.

If both players play a card, the player in possession of the Detonator chooses which card is resolved first.

If the opponent declines and only one Boost card is played, resolve the card effect. Either player may then choose to play another Boost.

When the Boost deck is exhausted during gameplay, shuffle the discard pile to create a new deck.

## **DETONATOR DEVICE**

This is the key to destruction of the opposition supporters. The device is placed on a Belator to show they are in possession of the Detonator.

The device is placed with the detonator face-up, and flipped to the side that reads "D" when a Maul is in play.

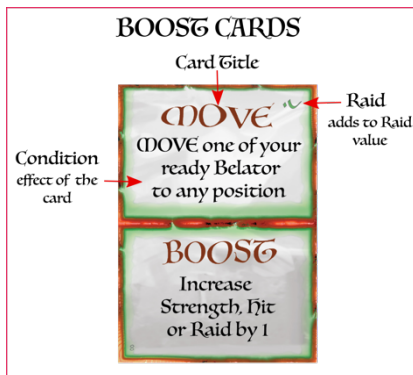
## **FIELD POSITION TOKENS**

These tokens are used to help align the Belator in the two opposing horde. One of the tokens has an "S", which is the location the Scavenger is placed at the start of the game, or re-start after Incinerations.

## **ARENA SECTIONS**

The arena sections are double-sided. One side has the supporting crowds cheering for their realm represented by the colours on the stands, the other side shows supporter vaporising after the opposition completed a successful detonation!

Each horde has a Maul ranking on their left-most card. Use the Maul token to indicate the number of completed Mauls prior to a Detonation.



# 6. GENERAL GAMEPLAY

## ATTACKING VS DEFENDING BELATOR

In the rules whenever it refers to either the attacking or defending horde/Belator, the attacker is always the horde with the Detonator. So, it goes without saying (*but we'll say it anyway*), the defender is always the horde without Detonator.

## READY BELATOR

A Belator is "Ready" when they are in the Field of Play, with the card vertical on the play area.

## DOWNED BELATOR

When a Belator is "Downed" (*Hitting, Hit, committed to a Raid, etc*), turn the card horizontal to show the Belator is on the ground and out of the action. They are considered 'out of play', so may take no actions, and may not be passed the Detonator.



## SCAVENGER SPECIAL RULES

If the Attacking horde's Scavenger remains Ready at the start of a Raid, their horde adds +1 to their Raid value.

Both Scavengers Ready at the start of a Raid, unless they were Downed in that turn.

The Scavenger can be passed the Detonator from anywhere in the Arena as a Pass Action (i.e. does not have to be adjacent to the Det holder).

## SEARCHING THE DECK

Any time you search a deck for a card, the deck will be shuffled before being placed back down.

## CARDS "IN PLAY"

Any card that is face-up and in the playing area (Belator or Boost) is considered to be "in play".

## DISCARDING CARDS

When a Belator is discarded or removed from play, place it on the bottom of the Belator deck.

When a Boost card is used, place it on the Boost Discard pile.

# 7. GAME SETUP

## FIELD POSITION TOKENS

Place the 5 tokens evenly spaced, sit henuough room for cards to be rotated. The Scavenger token is placed one position from the end (either side).

## ARENA SECTIONS

Each player places their arena sections in front of them with the cards face-up (see diagram).

Place a counter near each Arena for tracking the current Maul value.

## BELATOR DECK

Each player takes one set of Belator cards (10 cards), and places their Scavenger adjacent to the Scavenger marker. The Scavengers will start each round opposite each other.

Shuffle the Belator deck, then draw the top two cards and place them in the middle positions on the play area (see diagram). If a Reargard is drawn, place it on the bottom of the deck and draw another card, until you have two Vanguard Ready.

Shuffle your Belator deck and place it down beside the playing area.

## INERTIA DECK

Place the Inertia deck to the side of the play area face-down in numerical order, with the "1" on the top and the Detonator on the bottom.

## BOOST DECK

Shuffle all Boost cards and place to the side of the playing area. This will be the shared Boost Card deck for the duration of the game.

## DETONATOR DEVICE

Place the Detonator to the side of the play area..

# 8. LET'S GO!

*When the Veil drops, the strongest horde will commence with possession for the tournament.*

Add the Raid value of the two Vanguard Belator for each horde. The horde with the highest Raid value of their two Vanguard cards in play will take first possession. If both are equal, the highest individual Belator Raid value will start. If still drawn, draw a face-up Boost card for each horde, until one horde has more Detonator icons.

Place the Detonator on the winner's Scavenger, rotate the Scavenger Field Position Token so the arrow faces the starting horde, and commence play.

In subsequent rounds, the starting horde will alternate between horde. The Scavenger Position token will rotate towards the starting player to track who began the current round.



# 9. SEQUENCE OF PLAY

## ATTACKING HORDE TURN

Step 1. Either Support a Belator, or Revive your Scavenger.

Step 2. If a Maul is underway, declare if the Maul is to continue or end.

- Continued - Move the Maul token up the Maul ranking (unless already at maximum). Skip step 2.
- Ended (or was not underway) - Flip an Inertia Card.

Step 3. Each horde draws a Boost card.

Step 4. Take one Action. The attacking horde may select an Action from the following list.

- Revive Scavenger
- Support
- Move
- Hit
- Pass
- Maul
- Break

## DEFENDING HORDE TURN

Step 1. Either Support a Belator, or Revive your Scavenger.

Step 2. Take one Action. The defending horde may select one Action from the following list.

- Revive Scavenger
- Support
- Move
- Hit

Step 3. If a successful Hit was made on the Detonator holder or an outside Belator of a Maul, a Raid will commence (see **Raid**).

If no Hit was made, play then goes back to the Attacker's turn.

## END OF ROUND

When the Detonation Inertia Card is turned over the Round immediately ends, and the horde in possession of the Detonator claim the victory for the round!

Turn over the number of opposition Arena sections corresponding to the value of the number of Maul tokens in the winning horde's possession, multiplied by the Detonator Holder's Detonation Multiplier.

After an Incineration the Belator cards are reset as per the game set-up, and the Inertia deck is reset. The horde that scored resets their Maul ranking, however the opponent will keep their Maul ranking for the next round.

# 10. ACTIONS

## SUPPORT

The scavenger cannot be removed from the field, or be displaced by a Belator entering as a Support.

To provide Support, take the top card from the Belator Deck and reveal it. If you do not want to use it, place the Belator card on the bottom of the deck.

If you choose to use it, place it in an available slot on the Field of Play. If the slot is occupied by another Belator (Ready or Downed), remove that Belator and place them on the bottom of the Belator deck.

## MOVE

You may move any Belator to any adjacent position in the Field of Play. If the position is occupied by another Belator, move that Belator to the position the moving Belator had occupied.

If the position is occupied by a Belator in a MAUL, move to the opposite side of the MAUL and move all Belator within the Maul one position each towards the location the moving Belator was positioned previously.

## PASS

To pass the Detonator, the attacking horde takes the Detonator off the current Detonator holder and places it on an adjacent Belator.

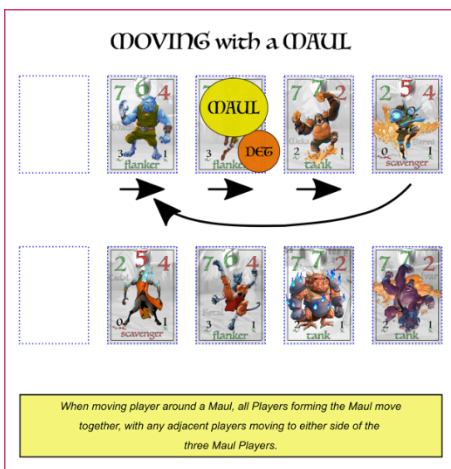
You may only pass to a Ready Belator on the field.

## MAUL

*See Maul section.*

## BREAK

*See Break Section*



## HIT

A Hit can only be made if the Belator's Hit value is equal or greater than the Strength of the opponent. A Vanguard Belator can only hit an opposite opponent. A Reargard Belator can Hit an Opposite, or Opposite-adjacent Belator.

To attempt a Hit, Down the Belator making the Hit. A Hit can be made on any opposition Belator that is Ready, other than the Detonator Holder in a Maul.

A successful HIT will Down both Belator. If it is the Detonator Holder or any Belator in a Maul, a Raid will begin (see Raid).

## Gang- Hit

A Gang-Hit is when two defending Belator Hit an attacking Belator.

When a gang-Hit is attempted, both defending Belator are Downed.

The two defending Belator must be beside each other, with one of them being opposite an opponent they wish to Hit.

The Belator attempting the gang-Hit must be either two Vanguard to Hit a Vanguard Belator, or two Reargard to Hit a Reargard Belator.

To successfully complete a Gang-hit, both of the Hitting hoardes' Belator Hit values are added together.

### VANGARD HIT (No Maul)



- 1 Vanguard cannot Hit Vanguard (Hit V is lower than Strength).
- 2 Vanguard can Hit Vanguard.
- 3 Vanguard can Hit Vanguard (starting a Raid).

### VANGARD HIT (with Maul)



- 1 Vanguard Cannot Hit Vanguard (Hit V lower than Strength).
- 2 Vanguard cannot Hit Vanguard (Det Holder in Maul).
- 3 Vanguard can Hit Vanguard (and end Maul).

### REARGARD HIT



- . Player can Hit Reargard or Scavenger (Hit R is higher than the opponent's Strength).
- . Player cannot Hit the Det Holder (Hit V is lower than the opponent's strength)

# 11. MAUL

The Maul is when the Attacking horde locks-in three of their Vanguard together and protects the Detonator in the middle. It's a guaranteed way to build up the power of your Incineration, and the core part of any winning strategy!

A Maul is used by the Attacking horde as an Action.

A Maul can only be engaged when there are three adjacent Vanguard Belator. These Belator remain adjacent to each other for the duration of the Maul.

The Detonator must be in possession of one of the Belator, and can be passed to them by any Ready Belator holding the Detonator to initiate the Maul. A Maul can be called at any point in the Attackers turn as an Action (before or after Support and Boost cards are played).

When a Maul engages, the Detonator is flipped to read 'D' and placed on the centre Belator of the Maul (regardless of where the Detonator was prior to commencement). The horde increases their Maul ranking.

The attacking horde will advance the Maul Meter each turn that the Maul continues.

To stop a Maul, the opposing horde must Hit or otherwise remove one of the active Belator from the Maul.

When a Belator from a Maul is successfully Hit, a Raid commences.

A horde can only increase their Maul ranking to three. Continuing a Maul after this will not alter the Maul ranking.

The Attacking horde may also declare they are ending a Maul at the start of their turn. If so, they place the Detonator on their Scavenger and continue their turn (*see Sequence of Play*).


### MAUL SEQUENCE



3 adjacent Vanguard. Any player can have the Det at commencement.



Call MAUL, place Det on inside Vanguard. A Maul is underway.



Increase Maul Meter on Maul engagement, and each time you continue on a new turn.

# 12. RAID

A Raid is an all-out dog-pile to try and over-power your opponent! The goal of the Raid is to get the most Raid points, and take or retain possession of the Detonator.

A Raid commences when the Detonator Holder or any Belator in a Maul is Hit.

At the commencement of a Raid, both horde Ready their Scavenger (unless the Scavenger was Downed this turn).

Starting with the Attacking horde, both horde may commit (by Downing) up to two Ready Belator being the Det holder or adjacent players, and the Defender's opposite or opposite-adjacent Belator to the Detonator.

Both horde now draw 1 Boost card for each Belator committed to the Raid (excluding Hit or Hitter), and lay them face-up on the table. These are not to be mixed with your hand of Boost cards!

The winner of the Raid is determined by the combined Raid strength of all of your committed Belator, plus the Raid value of the drawn Boost card/s.

The Attacking horde also adds an additional +1 to their Raid strength if their Scavenger is Ready.

If the Raid is drawn, take turns (starting with the Attacking horde) drawing and laying face-up a Boost Deck card until a Raid symbol is drawn, with the horde winning the Raid.

At the end of a Raid, all Boost cards drawn in this sequence are discarded.

The winning hordes' Scavenger is made Ready, the Detonator placed on them and starting a new turn.

## BOOST CARDS IN RAIDS

Boost cards are used to assist with determining outcomes of Raids.

Some Boost cards have one or two  Raid symbols on the upper-right corner.


In a Raid, each  adds 1 to your Raid strength.

During a Raid this is the only relevant information on the card drawn from the Boost Deck.


## UNCONTESTED RAID

If either horde chooses not to commit Belator to the Raid, then the opposing horde will automatically win if they commit at least one Belator to the Raid.


### RAID SCENARIO




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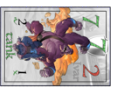
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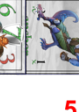








- 1 Defender Hit Det Holder. Both Players Grounded
- 2 Both adjacent Players may enter Raid.
- 3 Attacker may enter Raid. Defender may Support to empty adjacent location.




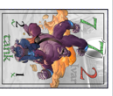








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- 4 Attacker commits first with two Players adding Raid Strength of 3 Adding +1 for Attacker's Scavenger = Total Raid Strength of 4.
- 5 Defender Can't match Raid Strength so does not commit.
- 6 Attacker retains Det, places on Scavenger and starts new turn.

# 13. BREAK

The Break manoeuvre is a core feature of Reargard play in Maul. You will quickly find that successfully executing the Break is a powerful option that can open up a game for Attackers, and force defenders into damage control!

A Break is used by the Attacking horde as an Action. Reargard Belator come into play in a Break in sequence for each new turn. They are increasingly hard to HIT, as their Strength increases by the "Break" value on the Belator card.

## Step 1

To commence a Break, the Attacking horde announces they are initiating a Break. If the Det was already on the Scavenger go to Step 2.

If the Detonator was not on the Scavenger, place it on the Scavenger. The turn is now over.

## Step 2

A Break may continue after the first Break play. On the Attackers next turn they can announce they are continuing the Break as their Action.

Search for the Carver (in the deck, or from the play area) and place it over the Scavenger, then place the Detonator on the Carver.

*This sequence demonstrates the Scavenger Passing to the Carver who is nearby.*

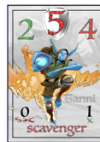
## Step 3

On the next turn, the Attacker then chooses to either keep the Carver with the Detonator, or Break to the Wingman. If the Wingman is brought in, search for the Wingman and place the card on top of the Carver.

*The Wingman is not only the strongest Reargard, they also have +2 for their Break strength, making them far more difficult to Hit.*

If a Belator is Hit in the Break, all of the Reargard on the pile are effectively Downed. At the beginning of the next turn for the horde that started the Break, the Carver and Wingman cards are placed on the bottom of the Belator deck.

## BREAK SCENARIO



Attacker calls a BREAK as their action



Search for Carver and place over Scavenger  
Place Det on Carver.  
Carver Strength is now 6, including Break Strength.



On next turn if Det is still on Carver, continue Break.  
Search for Wingman and place over Carver.  
Wingman Strength is now 8.

# QUICK REFERENCE

## GENERAL SEQUENCE OF PLAY

- Attacker declares if staying in a Maul.
- Flip Inertia card unless in a Maul.
- Both horde draw Boost card if Inertia flipped.
- Attacker draws a Belator card, or revives Scavenger.
- Attacker takes an Action.
- Attacker's turn over.
- Defender draws a Belator card, or revives Scavenger.
- Defender takes an Action.
- Defender's turn over.

## INERTIA CARDS

- Each time a horde gains or retains possession of the Det, a new card is flipped, unless a Maul is continued.
- When the Detonator appears, an Incineration occurs.

## BOOST CARDS

- Each horde takes one each time an Inertia card is flipped.

## ACTIONS

- Support
- Revive Scavenger
- Move
- Pass
- Hit
- Maul
- Break

## SCAVENGER SPECIAL RULES

- The Scavenger must always be on the field of play.
- The Scavenger may Revive on the start of the player's next turn, in-lieu of turning over a card from the top of the Belator deck.
- Both Scavengers are made Ready at the start of a Raid.

### **MAUL**

- 3 Adjacent Vanguard to start.
- Increase Maul ranking, and place the Detonator on the middle Maul Belator.
- Attackers turn ends.
- Defender may try to break Maul, by Hitting a Belator either side of the Det holder.
  - If successful, a Raid commences.
  - If unsuccessful, play returns to Attacker for a new turn.
- If a Maul is in play at start of Attacker's turn, Attacker may:
  - Continue Maul (no Inertia card turned), increase Maul meter by 1.
  - End the Maul (turn Inertia card and take turn).

### **BREAK**

- Start Break as an Action. Place Detonator on Ready Scavenger.
- Attackers turn ends.
- Defender may attempt to Hit the Detonator Holder.
- Attackers second consecutive turn in a Break - place Carver on Scavenger, and increase Strength by +1.
- Attacker's third consecutive turn in a break - place Wingman on Carver. Wingman Strength now increased by 2.

### **RAID**

- If the Detonator Holder or Belator in Maul is Hit, form a Raid.
- Both horde Revive Scavengers (unless they were Downed in the turn).
- Both Horde commit up to 2 Belator to Raid, Down them.
- Each horde draws a Boost card for each of their Belator committed to the Raid (other than Hit or Hitter), played face-up (starting with Attacker).
- Add values of Belator's Raid, Boost icons, and add +1 for Attacking horde if Scavenger is Ready.
- If a draw, players alternate turning cards from Boost deck and adding to your Raid value, starting with the Attacker.  
First to get one or more Boost Detonators on a card wins.
- Winner gets the Detonator, place on their Scavenger (Revived if currently Downed).
- Attacker starts new turn.



