

MACE

Fighter Tokens and Cards

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A supplement for MACE.

Fighter Tokens

Allocating Fighter Tokens

Before Combat begins, each player gets five Fighter Tokens to distribute between the following four Actions.

- Strike - Spades
- Block - Diamonds
- Dodge - Hearts
- Charge - Clubs

Use a printed copy of the Fighter Token Card at the end of this document to keep track of your Fighter Tokens.

Spending Fighter Tokens

During Combat, a player can spend a Fighter Token to play any card in their hand for that Action. Once spent, remove the Fighter Token from the players Fighter Token Card. For example, by spending a Strike Token, a player could play any card in their hand as a Strike.

Rage Tokens

Gaining Rage Tokens

A player does not begin the game with any Rage Tokens. Whenever the player discards card(s) due to Damage, that player gains one Rage Token.

Spending Rage Tokens

A player can spend one Rage Token to gain one of two effects.

- **Recycle a Fighter Card**
Spend a Rage Token to re-use a spent Fighter Card. The player must still pay all other costs (such as Fighter Tokens) to use the Fighter Card.
- **Increase a cards CV**
When a player plays or reveals a card, they can spend a Rage Token to increase the CV of the card played by one.

Once spent, remove the Rage Token from the players Fighter Token Card.

Fighter Cards

Allocating Fighter Cards

Before Combat begins, each player gets to choose three Fighter Cards. Alternatively, shuffle the Fighter Cards together and draw three at random.



Using Fighter Cards

Each Fighter Card is related to an associated Action, such as Strike, Block, Dodge or Blast. To use a Fighter Card, play it with a card from your hand when performing that Action. The card played gains the rules text of the Fighter Card played with it.

Each Fighter Card can only be used once each Combat (unless you spend a Rage Token). In addition, a player cannot use more than one Fighter Card for a single Action.

Fighter Card Costs

Some Fighter Cards have a cost, such as "Spend one Strike Token to use this Fighter Card". Remove the required Token from the Fighter Token Card before playing the Fighter Card. If you do not have the relevant Fighter Token to spend, you cannot use that Fighter Card.

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Combat Blast
Blast

Can be played when within an opposing Fighters Reach. Player can also target an adjacent Fighter.

Deflect Strike
Block

If the CV of Deflect Strike is higher than the CV of a Strike, opponent suffers Knock Back equal to the difference in CV's.

Energy Strike
Strike

Instead of playing a Spades card from your hand, reveal a face down Charge card for Energy Strike.

Evasive Dodge
Dodge

If Evasive Dodge is successful, player can Move their Fighter a number of hexes equal to the CV of the card played.

Explosive Blast
Blast

Spend one Charge Fighter Token to use Explosive Blast. Deal Damage to all opponents within the target Fighter's Reach.

Focused Dodge
Dodge

Instead of playing a Hearts card from your hand, reveal a face down Charge card for Focused Dodge.

Iron Defense
Block

If Iron Defense reduces all Damage from a Strike or Blast, gain one Block Fighter Token.

Kata Attack
Strike

If opponent suffers Damage from Kata Attack, gain one Strike Fighter Token.

Leap Attack
Strike

Before dealing Damage, player can Move their Fighter a number of hexes equal to half the CV of the card played.

Mind Barrier
Block

Instead of playing a Diamonds card from your hand, reveal a face down Charge card for Mind Barrier.

Momentum Dodge
Dodge

Spend one Dodge Fighter Token to use Momentum Dodge. If successful, player goes first next Round regardless of Momentum.

Multi Dodge
Dodge

If Multi Dodge is successful, gain one Dodge Fighter Token.

Perfect Defense
Block

Spend one Block Fighter Token to use Perfect Defense. Reduce all Damage dealt regardless of CV's.

Quick Blast
Blast

Spend one Charge Token to use Quick Blast. Player can play a Clubs card from their hand, instead of revealing a face down Charge card.

Repeat Blast
Blast

If opponent suffers Damage from Repeat Blast, gain one Blast Fighter Token.

Rising Dodge
Dodge

Rising Dodge can be used when the players Fighter is Knocked Down. If succesful, player is no longer Knocked Down.

Shoulder Toss
Strike

Knock back is equal to the Damage dealt by Shoulder Toss, not half Damage as normal.

Spinning Strike
Strike

Deal Damage to all Fighters within your Reach, not just one Fighter.

Stretch Strike
Strike

Spend one Strike Fighter Token to use Stretch Strike. Stretch Strike has a Range equal to half the CV of the card played.

Sweep Strike
Strike

Spend one Strike Fighter Token to use Sweep Strike. If opponent takes any Damage from Sweep Strike, they are Knocked Down.

Tractor Blast
Blast

If opponent takes Damage from Tractor Blast, Knock back is towards the players Fighter, not away.

Ultimate Blast
Blast

Spend one Rage Token to use Ultimate Blast. Opponent cannot Dodge Damage caused by Ultimate Blast.

Ultimate Strike
Strike

Spend one Rage Token to use Ultimate Strike. Opponent cannot Block Damage caused by Ultimate Strike.

Vicious Defense
Block

If the CV of Vicious Defense is higher than the CV of a Strike, deal Damage to the opponent equal to the difference in CV's.

MACE Fighter Token Card Name: _____ Player: _____ Notes: _____ _____ _____	Strike Tokens: _____
	Dodge Tokens: _____
Rage Tokens: _____	Block Tokens: _____
	Charge Tokens: _____

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Using the Fighter Cards

Print out the Fighter Cards and Fighter Token Cards, then paste them to sheets of thin card. Once dry, use a Stanley knife and a ruler to cut them out. For the Fighter Token Card, either write the number of Fighter Tokens, or place actual Tokens in each space.