



**MATCHBOX COLLECTION  
ACHIEVEMENT BOOSTER RULES**

# **ADVERSITY**

**BY ANDREA SBRAGIA**

**During setup shuffle the 5 Adversity cards, reveal 1 random card, and place it next to the Weapon deck. Place the remaining Adversity cards back in the box.**

**These cards contain different adversities that will change the rules of the game exclusively for the type of enemy represented in the card:**



**At any time during the game, if the discard pile contains 9 cards of this Enemy type, you immediately lose the game.**



5 Adversity cards

**If at the end of the Enemy phase, a row contains one last card that happens to depict this Enemy, immediately reveal 3 new Enemy cards and overlap them to the already present Enemy card. The row will contain 4 Enemy cards in total.**





Every time an Enemy card of this type is revealed in a row, place it at the topmost position of the overlapping stack.

If multiple Enemy cards of this type are revealed in a single row, place them sequentially at the topmost position of the overlapping stack.

Every time an Enemy card of this type is revealed in a row, place it at the bottom of the overlapping stack.

If multiple Enemy cards of this type are revealed in a single row, place them sequentially at the bottom of the overlapping stack.



This type of enemy will be considered as a 3|3|3 instead of a 2|2|2.



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