

# BATTLE DECKS

## TRIALS OF BLOOD AND STEEL

A TABLETOP CARD GAME

### Glossary

#### Abilities:

**Activated Abilities:** These abilities take the place of a basic attack. These abilities are marked on cards with an asterisk ( \* ).

\***Artillery:** See *Barrage I*

\***Alchemist:** Convert any item or event card to a +3 DMG card or a +3 HP Card.

\***Ambush:** Give target character +2 attack and + $x$  damage for the remainder of the round ( $x =$  the attack value of the character with this ability.)

\***Barrage I:** Deal 3 damage to all opponent characters: Save 3 per character

\***Barrage II:** All opponent characters take 3 damage. Save 4 per character

\***Beast Ally:** Target non-activated Beast character is under control of this character's controller until the end of the round, and may be activated during this turn: Save 4

\***Blast:** Make an attack. This character does double DMG if this character's attack hits.

\***Bodyguard:** This character may be paired with another allied character.

\***Efficient:** This character's controller looks at the top 3 cards of their event deck and chooses 1 to play or hold, then places the other 2 cards at the bottom of their event deck in any order.

\***Fearsome:** All characters are activated: Save 3 per character

\***Fix:** This character may regenerate a Machine character's HP by 2.

\***Healing:** This character may regenerate his own or another Living character's HP by 3.

\***Historian:** Discard a card from this character's controller's hand, then remove one card from any discard pile and place in controller's hand. Once that card is played, remove that card from the game.

\***Mental Shield:** This character may activate at any time, instantly, to cancel an opponent's *Mind Control* action.

\***Mentor:** Target character has +2 ATK, +1 DMG, and +2 DEF for the remainder of the round.

\***Mind Control:** Target non-activated Living character is under control of this character's controller until the end of the round, and may be activated during this turn: Save 4

\***Modify:** Give target Machine character +2 ATK and +1 to all save rolls for the remainder of the round.

\***Rally:** Target living character's HP is brought up to 1 from 0 or a negative value.

## Battle Decks: Glossary of Terms

**\*Repair:** This character may regenerate a Machine character's HP by 3.

**\*Save:** This character may activate at any time, instantly, to prevent damage to target character or to self: Save 2

**\*Shield:** Target character loses its abilities until end of round.

**\*Triple Shot:** This character makes 3 attacks against the same character.

**\*Veterinarian:** *See Healing*

**Passive Abilities:** These abilities are always active and do not require the character to be activated to use their effects.

**Adv. Command:** All allied Reinforcement characters gain the *\*Bodyguard* ability, +2 ATK, and +1 to all save rolls.

**Adv. Strong Will:** This character has +2 to all save rolls made by this character.

**Armored:** Reduce damage dealt to this character by 1.

**Barrier:** Once per round, target character gains +2 DEF until the end of the round.

**Beastmaster:** All allied Beast characters gain +1 to their save rolls and gain the *\*Bodyguard* ability.

**Beast Reinforcement:** Reinforcement characters on this team have Beast.

**Command:** All allied Reinforcement characters gain the *\*Bodyguard* ability, +1 ATK, and +1 to all save rolls.

**Dodge:** Prevent damage to this character: Save 6

**Dual:** This character must activate twice per round.

**Feral Nature:** If this character rolls a natural 1, it is defeated: Save 3

**Flight:** This character may not be targeted by *Melee* characters unless they also have *Flight*. This character has +1 DEF against all characters, even those with *Flight*.

**Foresight:** This character may add +1 or -1 to their rolls, and may reroll natural 1s.

**Guardian:** Once per round, you may pair this character with another character as a free action.

**Knock-Out:** When this character deals damage, place an activation token on the damaged character, (damaged character can no longer activate this round): Save 3

**Melee:** This character's basic attack is not ranged. Certain abilities may prevent it from attacking with its basic attack.

**Perception:** Attacks made by this character ignore *Stealth* modifiers.

**Shatter:** Whenever this character deals damage, damaged character is defeated: Save 2

**Spot:** Once per round, you may select a target character. Target character has -2 DEF for the remainder of the round.

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**Stealth:** This character has +2 DEF.

**Still Alive:** Whenever this character is defeated, roll a save of 6. If save succeeds, bring this character up to a quarter of this character's HP.

**Strong Will:** This character has +1 to all save rolls made by them.

**Survival:** This character has +1 to save rolls against *Poison*.

**Activate:** A character activates when they make an action. This action could be using their basic attack or an activated ability. Most characters have one activation per round, unless otherwise specified.

**Attack (ATK):** When making a basic attack against another character, roll a D6 and add this value to the die roll. If the total meets or exceeds the target's DEF, that character takes damage.

**Basic Attack:** All character cards may make a basic attack. Roll a D6, and add their ATK score. A natural 6 deals double damage. A natural 1 is a fail. Once an attack is made, the character activates.

**Character Classification:** Certain abilities only affect certain characters. This classification allows players to know which abilities affect that character. Characters may have more than one classification.

**Beast:** A *living* character classification. Includes animals and sub-human beings.

**Human:** A *living* character classification. Includes humans.

**Legend:** A character classification designating a named hero, which a player cannot have more than one of on the same team.

**Machine:** A *non-living* character classification. Includes mechanical beings and constructs.

**Reinforcement:** These S&R cards act as character cards, stay out after the end of a round, and are defeated when they take damage.

**D6:** A standard six-sided die.

**Damage (DMG):** This is the amount of HP a target loses if that target is hit by this character's basic attack.

**Defense (DEF):** This is your character's defense score. An attack must meet or exceed this score in order to hit and cause damage to this character.

**Equalizer:** Upon drawing, the equalizer immediately attacks all character(s) with the highest HP. Different equalizers may have a different number of times they can attack before they leave play. They are immune to *Mind Control* and *Stealth*.

**Health Points (HP):** This is the amount of health a hero character has. Whenever a hero character takes damage, the hero's HP is reduced according to the amount of damage dealt. The HP printed on the card is the maximum HP that character can have.

**Heroes:** These cards represent your primary characters. If all of your hero cards are defeated, you lose the game.

**Initiative Token:** A token that denotes which player started the round.

**Out of Commission:** See *Unconscious*

## Battle Decks: Glossary of Terms

**Out of Order:** See *Unconscious*

**Pair:** To group two characters together for strategic purposes.

**Paired Characters:** These characters activate at the same time, but their stats do not combine. They may only complete one action, unless the activating character has multiple actions. The characters' controller chooses which character in a pairing makes the attack and which character takes damage. The DEF of the pair is equivalent to the DEF of the character that takes damage.

**S&R Deck:** Supply and Reinforcements Deck. Each faction has a deck from which they draw events, equipment, and reinforcement cards.

**S&R Cards:** These are events, equipment, and reinforcement cards from an S&R Deck.

**Equipment:** S&R cards that may be equipped to any character to affect their stats, even if that character is not on your team.

**Amulet of Command:** Target character gains *\*Mind Control (Target non-activated Living character is under control of this character's controller: Save 4)*

**Bomb:** Gives target character *\*Barrage I (All opponent characters take 3 damage. Save 3)*

**Collar of Dexterity:** Target has +2 ATK and +1 DEF

**Liquid Fire:** Gives target character *\*Barrage II (All opponent characters take 3 damage. Save 4)*

**Ring of Strength:** Target has +2 DMG

**Event:** S&R cards that may be played instantly, at any time, during a round.

**Calculate Strength:** *Shield* target character. That character loses its abilities until the end of round.

**Calculate Weakness:** Target character has -2 DEF

**Medical Kit:** Replenish target's HP by 2

**Med Pack:** Replenish target's HP by 3

**Recalculate:** Target player rerolls die at +1 or -1 to roll and must take new roll.

**Reissue:** Target player rerolls die and must take new roll.

**Sabotage:** Cancel recent attack or recently played S&R card.

**Timing:** Target player either activates two characters during this turn or activates no characters during this turn.

**Reinforcement:** These S&R cards act as character cards, stay out after the end of a round, and are defeated when they take damage.

**Turn Guide:** A card that serves as a reminder of the order of events in a turn.

**Unconscious:** This character has between 0 and -5 HP

**Un-pair:** To un-pair paired characters, activate the character with the pairing abilities and declare them un-paired.