

BATTLE DECKS
TRIALS OF BLOOD AND STEEL
A TABLETOP CARD GAME

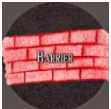
Tokens

Tokens are small pieces meant to help you keep track of modifiers placed on characters. Print off this file (single-sided) and cut out the tokens. Whenever a character has a modifier, place one of these tokens on their respective card.

Note: Modifiers stack. If a character has a +1 attack token and are under the effect of Ambush, the character in question would have +3 attack and +2 damage.



This character is under the effect of *Ambush*, and adds +2 to their attack and +x to their damage stats.



This character is under the effect of *Barrier*, and adds +2 to their defense.



This character is under the effect of *Spot*, and has -2 to their defense.



This character has a +1 or +2 bonus to their attack.



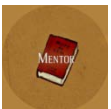
All characters should have health tokens equal to their current health. Remove the corresponding number of tokens per damage taken.



When a Hero character goes unconscious, place these negative health tokens on their card to indicate their current health. If a Hero character reaches -5 HP, they are removed from the game.



This character is under the effect of *Blind*, and has -2 to their attack.



This character is under the effect of *Mentor*, and adds +2 to their attack, +1 to their damage, and +2 to their defense stats.



This character is under the effect of *Shield* and cannot use their abilities during this round.



This character deals +3 extra damage.



This character has activated during the current round.



This character adds +1 to their save rolls.



This player went first at the beginning of the current round.



