

## Clash of Steel the Card Game (Fantasy Edition)

This game is designed for 2-4 players, ideally four. Each game lasts ten turns. Each player starts out with eight cards, drawn from the main deck. Each player also starts out with the "Peasant Militia" creature unit card in play in front of them. They may use this card to defend with, but this unit cannot be used to attack. This is noted on the card. The main deck has no maximum size, but must have a minimum of 84 cards in it to start.

### Resource Cards

Resource cards increase creature unit abilities or give bonuses to the player. They are also used to determine who wins the game. A player can have a maximum of ten resource cards in play at one time, and up to six creature unit cards in play at one time. Whoever has the most resource cards in play at the end of turn ten wins the game.

### Creature Unit Cards

Creature unit cards are used for offense and defense. They are also used to destroy opponents' resource cards. Each creature unit card has an attack rating, a defense rating, and any special game rules on it. If there is a discrepancy between what a card says on it and the rules printed here, the card overrules.

There is maximum of six creature unit cards a player may have in play at one time. Each card, resource or creature unit, has all the specific game information related to it on the card. Note that having multiple copies of the same card in play does not result in stacked modifiers. For instance, having two Woodlands/Fletcher's Shops in play doesn't result in +2 to your Elven Archers' attack rating. They get +1 as long as you have at least one Woodlands/Fletcher's Shops in play.

### Game Turn Sequence

Play starts with the oldest player, and rotates clockwise. Each turn, a player picks one card from the main deck. After picking, a player may place one resource card and/or

one creature unit card down in front of them (one resource card, one creature unit card, both a resource and creature unit card, or no cards at all).

After picking and placing down, a player now can choose to attack one or two opponents in their turn. Each opponent can be attacked with only one creature unit card, and it must be a creature unit card you have in play. Note you can attack or defend with a creature unit you just put into play.

Declare your attacks, and point your creature unit card at the opponent or opponents you are attacking. Also place, face down and underneath, one number card under each creature unit card you are attacking with. This number is added to the creature unit's attack rating. You do not have to put a number card under your attacking creature unit card if you wish. Some creature unit cards have a high enough attack rating by themselves, or you may not have any number cards in your hand currently. The number cards range from one to six.

Now each player you are attacking chooses one creature unit they have in play to defend with, if they so desire. They may also put one number card (face down) from their hand under their defending creature unit card. This number is added to the unit's defense rating. When everyone is ready, reveal the number cards under each attacking and defending creature unit cards.

If the attacking creature unit's modified attack rating (the attack rating on the card plus the number on the number card) is higher than the defending creature unit's modified defense rating (the defense rating plus the number on the number card placed with the defending unit), the defending unit is destroyed and discarded. If the modified numbers are equal, both the attacking unit and defending unit are destroyed.

Discard both.

If the modified defense rating of the defending unit is higher than the modified attack rating of the attacker, then the attacking unit is destroyed. Discard the attacking unit. Note that certain creatures get additional modifiers versus certain other creatures. These are noted on each card. Also, remember to take into account all modifiers that resource cards in play give to creatures.

Note that if a player attacks another player who has no creature unit cards to defend with (or chooses not to defend with a creature unit they have in play), the defending player loses a resource they have in play. The attacking player chooses which resource card the defending player discards. If for some reason the defender has no resource cards in play, the defender loses a card from their hand. This card is chosen by the defender. Nothing happens if a player is attacked, and they have no cards in play and no cards in their hand.

After all combats/attacking have been resolved, discard all number cards that were used by the defenders and attackers. Note that the number cards are very valuable in this game, as you can take out larger creatures with smaller ones with the right number card.

After a player has picked a card, placed cards, and attacked, the next player goes. Once all players have gone, the current game turn ends. Note that you cannot defend with creature unit cards you used this turn to attack with. Turn over creature unit cards you used to attack with this turn. When play comes back to you, turn your unit cards over and they can be used to attack or defend with again. Obviously, a main strategic point in this game is what to use to attack, and what to keep around for defense. You can defend with the same creature unit multiple times during a game turn, as long as it survives.

After ten game turns, whoever has the most resource cards in play wins. If two or more people have the same amount of resource cards in play, then whichever one of them has the most creature unit cards in play wins. If still this results in a tie, then whoever has the creature unit card with the highest Attack rating wins.

**Optional House Rule Number One:** If all players agree, this simple additional rule speeds up the game. If a player ends up with no creature unit cards, resource cards, or cards in their hand at the end of the current game turn, that player is eliminated from game play. If this rule is not used, obviously the player will at least get to draw a card on the next turn and try to build up their hand/defense.

**Optional House Rule Number Two:** Remove all number cards from the deck and obtain a six-sided die. Roll it to determine the attack/defense modifier instead of using number cards. Four-sided dice could also work, but do not use dice that could give a modifier higher than six.

**Optional House Rule Number Three:** All players can have a maximum of ten cards in their hand at one time. Discard down to ten cards at the end of your turn if you have more than ten.

### **Creature Unit Card Descriptions**

#### **Banshee**

Attack: 4 Defense: 1

#### **Blue Dragon**

Attack: 6 Defense: 8

When you put the Blue Dragon into play, discard a creature unit card you have in play.

#### **Dwarven Clan**

Attack: 6 Defense: 6

+1 to attack when fighting orcs

**Elven Archers**

Attack: 4 Defense: 4  
+1 to Defense when defending against giants

**Giant Tribe**

Attack: 6 Defense: 5  
When you put the Giant Tribe into play, discard one of your cards in your hand.

**Goblins**

Attack: 2 Defense: 2

**Human Knights**

Attack: 5 Defense: 5  
+1 to attack when fighting orcs or giants

**Orc Horde**

Attack: 4 Defense: 3

**Peasant Militia (humans)**

Attack: 3 Defense: 3  
Peasant Militia may only be used for defense, cannot attack.

**Red Dragon**

Attack: 7 Defense: 7  
When you put the Red Dragon into play, discard one of your Resource cards in play.

**Skeletons**

Attack: 1 Defense: 1

**Trolls**

Attack: 5 Defense: 6  
+1 to attack when fighting humans

**Zombies**

Attack: 3 Defense: 1

**Resource Card Descriptions**

**Desert Castle**

If you have Human Knights in play, -1 to their Defense rating  
If you have Giant Tribes in play, +1 to their Defense rating

**Goblin Caves**

+1 to the Defense rating of all Goblins you have in play.

**Graveyard/Swamp**

+1 to Attack rating of all Skeletons you have in play

**Lava Pits/Volcano**

To put into play this resource card, you must have a Mountain Range resource card already in play.  
+1 to Attack rating of all Red Dragons in play (your dragons and your opponent's dragons)

**Mountain Range**

+1 to the Defense of all Dwarven Clan cards you have in play  
+1 to the Attack rating of Goblins that attack you

**Oceans/Island Paradise**

+1 to Defense of all Blue Dragons in play

**Open Plains/Stables**

If you have Human Knights in play, +1 to their Attack rating

**Woodlands/Fletcher's Shop**

If you have Elven Archers in play, +1 to their Attack rating

On the following pages are the cards for you to print out on cardstock. Print at least two of each page for play, especially the number card page. Two different card back designs are also given. Feel free to create new resource and creature unit cards. Just make sure to get your opponent's permission before the game to add them to the deck. Remember that everyone draws from the same deck! Enjoy this game, a sci fi version is soon to follow.

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### Desert Castle



If you have Human Knights in play, -1 to their Defense rating.

If you have Giant Tribes in play, +1 to their Defense rating.

### Graveyard/Swamp



+1 to Attack rating of all Skeletons you have in play

### Oceans/Island Paradise



+1 to Defense of all Blue Dragons in play

### Open Plains/Stables



If you have Human Knights in play, +1 to their Attack rating.

### Lava Pits/Volcano



To put this card into play, you must have a Mountain Range card already in play.

+1 to Attack rating of all Red Dragons in play.

### Mountain Range



+1 to Defense of all Dwarven Clan cards you have in play.  
+1 to Attack rating of Goblins that attack you.

### Woodlands/ Fletcher's Shop



If you have Elven Archers in play, +1 to their Attack rating.

### Open Plains/Stables



If you have Human Knights in play, +1 to their Attack rating.

### Goblin Caves



+1 to the Defense rating of all Goblins you have in play.

### Graveyard/Swamp



+1 to Attack rating of all Skeletons you have in play

### Woodlands/ Fletcher's Shop



If you have Elven Archers in play, +1 to their Attack rating.

### Desert Castle



If you have Human Knights in play, -1 to their Defense rating.

If you have Giant Tribes in play, +1 to their Defense rating.



## Peasant Militia

(Humans)



Attack Rating: 3  
Defense Rating: 3

Peasant Militia may only be used for defense, they cannot attack.

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Attack Rating: 3  
Defense Rating: 3

Peasant Militia may only be used for defense, they cannot attack.

## Elven Archers



Attack Rating: 4  
Defense Rating: 4

+1 to Defense when defending against Giants

## Elven Archers



Attack Rating: 4  
Defense Rating: 4

+1 to Defense when defending against Giants

## Zombies



Attack Rating: 3  
Defense Rating: 1

## Goblins



Attack Rating: 2  
Defense Rating: 2

## Trolls



Attack Rating: 5  
Defense Rating: 6

+1 to Attack when fighting Humans

## Human Knights



Attack Rating: 5  
Defense Rating: 5

+1 to Attack when fighting orcs or giants

## Orc Horde



Attack Rating: 4  
Defense Rating: 3

## Banshee



Attack Rating: 4  
Defense Rating: 1

## Skeletons



Attack Rating: 1  
Defense Rating: 1

## Red Dragon



Attack Rating: 7  
Defense Rating: 7

When you put the Red Dragon into play, discard one of your Resource cards in play.

## Blue Dragon



Attack Rating: 6  
Defense Rating: 8

When you put the Blue Dragon into play, discard a creature unit card you have in play.

## Dwarven Clan



Attack Rating: 6  
Defense Rating: 6

+1 to attack when fighting orcs

## Peasant Militia

(Humans)



Attack Rating: 3  
Defense Rating: 3

Peasant Militia may only be used for defense, they cannot attack.

## Elven Archers



Attack Rating: 4  
Defense Rating: 4

+1 to Defense when defending against Giants

## Giant Tribe



Attack Rating: 6  
Defense Rating: 5

When you put the Giant Tribe into play, discard one of your cards in your hand.

## Goblins



Attack Rating: 2  
Defense Rating: 2

## Trolls



Attack Rating: 5  
Defense Rating: 6

+1 to Attack when fighting Humans

## Human Knights



Attack Rating: 5  
Defense Rating: 5

+1 to Attack when fighting orcs or giants

## Orc Horde



Attack Rating: 4  
Defense Rating: 3

## Skeletons



Attack Rating: 1  
Defense Rating: 1

## Skeletons



Attack Rating: 1  
Defense Rating: 1

1

2

3

4

5

6

6

4

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3



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