

Expansion One: Humans

Welcome to *Expansion One: Humans* for the Clash of Steel Fantasy Card Game! These cards focus on new Human creature cards, and a few new Resource cards. Note that for game rule purposes, any creature card is considered a human creature card if it has the word “human” in its title or has “(Humans)” written under the title on the card. Here is the complete list of current released Human creature cards:

Crossbowmen
Desert Raiding Party
Human Gladiator
Human Knights
Human Nobleman
Human Priest
Human Spearmen
Human Woodcutters
Necromancer
Peasant Militia
The Green Samurai
The Red Samurai



Clash of Steel the Card Game
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Please note that you should only have one Red Samurai and one Green Samurai card maximum in the deck. The same goes for the War Forge resource card. Multiple copies of these cards can unbalance gameplay. Multiple copies of the other cards in this set is fine.

Optional House Rule Number Four:
Remove all Creature cards that are not Human creature cards from the main deck. Players each start with the “Human Knights” creature card in play in front of them. Players cannot attack with this creature card on their first turn though. After their first turn, opponents are fair game with this card.

Human Woodcutters

(Creature Card)



Attack Rating: 1

Defense Rating: 1

+1 to Defense Rating for every Woodlands/Fletcher's Shop cards you have in play

Plague Infested Village

(Resource Card)



After you play this card, you must discard a Human creature card from your hand or play every turn to keep this Resource card in play.

The Arena

(Resource Card)



+1 to Attack Rating of all Human Gladiators in play

Crossbowmen

(Creature Card)

(Humans)



Attack Rating: 3

Defense Rating: 1

Human Nobleman

(Creature Card)



Attack Rating: 1

Defense Rating: 1

Cannot Attack, can only Defend

Open Plains/Stables

(Resource card)



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

Crossbowmen

(Creature Card)

(Humans)



Attack Rating: 3

Defense Rating: 1

Woodlands/ Fletcher's Shop

(Resource card)



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

The Green Samurai

(Creature Card)

(Human)



Attack Rating: 4

Defense Rating: 4

+2 to Defense Rating when defending against Trolls

Necromancer

(Creature Card)

(Human)



Attack Rating: 1

Defense Rating: 1

For each Skeleton card you have in play that you discard, +1 to Attack Rating of this card

The Lake

(Resource Card)



+1 to Defense Rating of ALL Human Knights in play

Wizard's Tower

(Resource Card)



Discard this card from play to make opponent discard a card randomly from their hand.

Human Gladiator

(Creature Card)



Attack Rating: 2

Defense Rating: 3

+1 to Defense when defending against Giant Tribes

Desert Raiding Party

(Creature Card)

(Humans)



Attack Rating: 1

Defense Rating: 2

+1 to Attack and Defense if you have a Desert or Desert Castle in play.

Arctic Tundra

(Resource Card)



-1 to the Attack Rating of all Red Dragons in play

0

(Special Number Card)

Use this card to bluff when attacking or defending, tempting your opponent to use a number card also.

The War Forge

(Resource Card)



When this card is put into play, EVERYONE must discard their ENTIRE hand! The War Forge counts as TWO Resource Cards for game winning purposes.

The Red Samurai

(Creature Card)

(Human)



Attack Rating: 4

Defense Rating: 4

+2 to Defense Rating when defending against Dragons

Tavern

(Resource Card)



Remove an opponent's Dwarven Clan card in play from play (one Dwarven Clan card only)

Ancient Temple

(Resource Card)



+1 to Attack Rating of all Human Priests in Play

Ancient Temple

(Resource Card)



+1 to Attack Rating of all Human Priests in Play

Tavern

(Resource Card)



Remove an opponent's Dwarven Clan card in play from play (one Dwarven Clan card only)

Centaur

(Creature Card)



Attack Rating: 3
Defense Rating: 2

Centaur

(Creature Card)



Attack Rating: 3
Defense Rating: 2

Human Priest

(Creature Card)



Attack Rating: 0
Defense Rating: 1

+4 to Attack Rating versus Skeletons and Zombies

Human Priest

(Creature Card)



Attack Rating: 0
Defense Rating: 1

+4 to Attack Rating versus Skeletons and Zombies

2

(Number Card)

The Wanderer

(Creature Card)
(Human)



Attack Rating: 1
Defense Rating: 1

(+8 to Defense Rating when
defending against Dragons
or Demons)

Human Knights

(Creature Card)
(Human)



Attack Rating: 5
Defense Rating: 5

+1 to Attack Rating
when fighting Orcs or
Giants

Death Knights

(Creature Card)
(counts as Skeletons)



Attack Rating: 4
Defense Rating: 4

Naga Warrior

(Creature Card)



Attack Rating: 3
Defense Rating: 3

The Magic Shop

(Resource Card)



+1 to Attack Rating of all
Necromancers and Wizards in
play (yours and others).

Rolling Hills

(Resource Card)



+1 to Attack Rating of all
Hill Giants in play
(yours and others).

(Number Card)

4

If you are attacking, add 4 to
your creature's Attack
Rating. If you are
defending, add 4 to your
creature's Defense Rating.

Mummy

(Creature Card)



Attack Rating: 3
Defense Rating: 5

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Clash of Steel the Card Game
Fantasy Edition 1.0

A card game for 2-4 players, ages 8 and up
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