

# Grimterra Rulebook

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## 1. Golden Rule

Some cards are designed to be exceptions to the rules. When in doubt, go with the card.

## 2. Parts of the Game

### *Deck*

- This is your custom arsenal of spells, equipment, attack and defense abilities. Construct it wisely.

### *Discard Pile*

- This is the area where cards that have been used are stacked and considered “out of play.”

### *Arena*

- This is the space on the table where combat is conducted. This is typically represented by the space between you and your opponent(s).

### *Backrow*

- This is the space behind the arena where your non-combat heroes reside. This is typically represented by the space between you and your arena hero.

### *Dice*

- Dice are indicated as “d6” or 1d6”. This refers to rolling a 6-sided die in an attempt to gain or avoid certain effects.

### *Wounds*

- When a hero successfully receives damage, the card that inflicted the damage is called a “wound”. Players should stack wounds on heroes to keep track of how much damage they have received.
- Wounds can only be removed through the use of other cards or at the time a hero ‘flips to empowered form’.

### *Dark Counters*

- Dark counters indicate how much the hero has given in to darkness. When a hero receives 6 or more dark counters, it dies immediately – regardless of how much health it has left or what action it was performing.
- There is no way to remove dark counters. However some cards allow you to shift them onto other heroes.

### 3. Phases of Each Turn

#### *Draw*

- At the beginning of each turn, all players draw until they have 5 cards in their hand.

#### *Pre Combat*

- Select your arena hero.
  - You can't switch arena heroes until your next *Pre Combat* phase.
- You may cast one **Spell**.
- You may cast one **Equipment**.
- You may use one hero **Power**.

#### *Combat*

- You must enter combat with another player's hero.
  - Combat lasts 3 rounds
- You may only play **Attack** or **Defense** cards during combat.
  - An "effect" only triggers if the attack or defense was successful.
    - i.e. If you successfully wound the hero or if you successfully defend an attack.
- Spells, Equipment and hero powers can't be cast during combat.
  - Combat ends after 3 rounds or if your target is no longer in the arena.
    - This can be due to a hero leaving the arena or dying.

#### *Post Combat*

- You may cast one **Spell** only if you haven't done so during *Pre Combat*.
- You may cast one **Equipment** only if you haven't done so during *Pre Combat*.
- You may use one hero **Power** only if you haven't done so during *Pre Combat*.

#### *Discard*

- You may discard as many cards as you wish at the end of your turn.

### 4. Winning Conditions

You win if:

- Your opponents don't have any heroes remaining.

OR

- Your opponent runs out of cards to draw.

In the event that there are no remaining heroes in the game, the player with the fewest dark counters wins.

### 5. Deck Construction

- You must have 3 heroes.

- Decks must have a minimum of 60 cards.
- You may not have more than 4 copies of any card in your deck.

## 6. Card Factions & Types

A card's "faction" refers to the Fate it belongs to.

There are 4 factions:

**Agilitas** (*agility*)

- o Indicated by a wing and the color **green**.

**Fortutidas** (*strength*)

- o Indicated by a fist and the color **red**.

**Intellectus** (*intellect*)

- o Indicated by a brain and the color **blue**.

**Tenebris** (*dark*)

- o Indicated by a skull and the color **purple**.

Heroes can only use cards from the faction(s) indicated by their Fate color.

A card's "type" refers to the flavor of card it is.

There are 5 card types:

**Heroes** (*double sided*)

- o Heroes are required to cast spells, use equipment, attack and defend.

**Spells**

- o Magic that your heroes can call forth.

**Equipment**

- o Items that your hero can wear and/or use.

**Attack**

- o These allow heroes to wound another hero, ultimately killing it.

**Defense**

- o These allow heroes to avoid attack and thereby avoid wounds.

In order for a hero to use a card, he or she must match its Fate color\*.

- *Ex. A card with 5(fist) requires a hero to have at least 5 strength to use.*

*\*Dark cards do not have a Fate requirement. Instead, the number indicated is the amount of dark counters added to the hero who is using the card.*

## 7. Heroes

Heroes have the following attributes:

**Health**

- o This indicates the amount of life a hero has before becoming empowered or dying.

- Heroes flip when the total damage received is equal to or greater than their normal health, and die if equal to or greater than their empowered health.

### *Power*

- This indicates a hero's unique power.
- Powers can only be used once per turn and only on your turn.
  - They can't be used during combat.
  - If a hero has a passive power, it does not count towards your 1 Power per turn limit.
    - Passive powers do not require any cost to perform. They just happen.

### *Star*

- This indicated the heroes collectable status
  - White = Common
  - Silver = Uncommon
  - Gold = Rare

## **States**

A hero has two states:

### *Normal*

- Heroes begin the game on the side with the lowest health.
- If a hero is wounded for a total that is equal to or greater than the indicated health, it is flipped over to its "empowered" state and all wounds are removed.
- Flipping occurs at the end of the combat round.
- Dark counters are not removed.

### *Empowered*

- Heroes gain more skill levels, health, and access to a unique power.

## **Death**

A hero dies if:

- It receives damage equal to or greater than its empowered health.
- It receives 6 or more dark counters.
- Minions follow the same rules as heroes with the following exception:
  - Minions die at the end of your turn or if they are removed from the arena.

## **8. Conducting Combat**

Combat is played "war" style. This means that both players select a card from their hand and place it face down on the table. When both players are ready, the cards are revealed and resolved at the same time.

## Combat Rounds

A combat round begins when both players have placed their cards faced down and are prepared to reveal them. The round ends when the revealed cards have been resolved and are discarded to each player's Discard Pile.

## Effects

Some cards have effects. Effects don't trigger unless the initial action was successfully completed.

- *Example 1: Mei plays "Pounce," a card that wounds for 2 damage and has an effect that allows her to draw 1 card. Her opponent Ken, plays the same card. Given that neither player avoided the attack, both of their heroes are wounded for 2 damage and can draw 1 card.*
- *Example 2: Mei plays "Swiftness Within," a card that avoids an attack and has an effect that allows her to flip her hero to its empowered state. However Ken plays the same card. Given that neither player successfully dodged an attack, they do not get to flip their heroes.*

## Bluffing

You may bluff at any time during combat. There are many reasons for bluffing:

- You don't have anything to play and want to get rid of cards so you can draw new ones on the next turn.
- You want to trick your opponent into wasting a defense card.
- You want to trick your opponent into using powerful cards because they think you don't have anything to play.

## How to bluff

At the time cards are revealed, instead of revealing your card, simply say "bluff."

- Your card remains face down, even after it is placed in your Discard Pile. This is so your opponent doesn't know what card you bluffed with.
- You may bluff with any card.
- **PLAY FAIR!** If you fail to announce your bluff by the time your opponent reveals his or her card then it is not considered a bluff. You must reveal your card and resolve combat as normal.
- If an illegal card is revealed, (*ex. Spells, Equipment, Fate color not met*), then it is discarded and the other player may change or retract his or her card. In addition, his or her card effects will automatically trigger for that round.

## 9. Sacrificing

Sacrificing is the act of destroying a card in order to obtain some benefit.

- You can only sacrifice a card when it is indicated on that card.
- Sacrifice abilities can only be done on your turn, unless it is associated with an attack or defense card.