

RULE BOOK

STEAM BATTALIONS RULES

Customize, Upgrade & Attack in a Steampunk Battling Card Brawler

(NOTE: Two Starter Decks Required to Play)

- GAMEPLAY -

Steam Battalions is a fast-paced, **1-vs-1** Customized-Deck Dueling Steampunk Card Battle Game for **ages** ~~12 & up~~ that takes approximately **30-45 minutes to play.** It features streamlined basic card combat mechanics with a unique twist on "deck-diving" cards that deepens the strategy in ways unique from other card battle games.

- THE STORY -

In an alternate past, the great wars of the early 20th century are waging high above the clouds and across the mud-filled trenches of Europe. The armies of the World's Superpowers battle for supremacy with elite units forged in brass, iron and steel in a technological arms race powered by diesel and steam. You and your opponent create, customize and command your own elite Steam Battalions of Deck-Dueling Steampunk and Dieselpunk Dirigibles, Airships and Superheroes and send them into battle equipped with powerful Upgrades & Tech in the quest for Victory!

- THE GAME -

Steam Battalions is a non-collectible, customized deck XCG, or Expandable Card Battle Game featuring original Steampunk and Dieselpunk artwork in which 2 players face-off against each other, each using a customized deck they create from their own Starter Deck at the beginning of the game. Each Starter Deck contains the same specific **68 cards,** from which each player **customizes their own deck** down to **40 cards plus 3 "deck-diving" Armory Cards,** as outlined in the Steam Battalions rulebook.

(For even further customization, experienced players may add cards from as many additional starter decks as they wish, subject to the deck customization rules outlined later in this Steam Battalions Rule Book. Visit **www.SteamBattalions.com** for updates, expansions & news).

1) Objective of the game

You win the game if you are the first player to get **7 victory points** (defeating 7 of your opponent's unit cards in battle), or if your opponent has no units to move out from their trench, whichever comes first.

2) Contents

These are the cards in ONE starter deck **(65 cards plus 3 armory cards)** for a single player (NOTE: The game comes with TWO starter decks).

Unit Cards: (30)
2 Golem
2 Apocalypse Cow
1 Spyborg
1 Wasp
2 Mosquito
2 Captain Steam
1 Iron Avenger
1 Steel Sentinel
2 Air Gunner
1 Led Zeppelin
1 Dreadnaut
2 Pirana
1 Barracuda
1 Leviathan
2 Black Baron
1 P-37 Hellbat
1 Sam 9 Dragonfly
2 Mantis
1 Grim Moth
2 Colonel Goggles
1 General Goggles

Tech cards (9):
1 Searchlight card
1 Armor plating
1 Minefield
1 Mine Sweeper
1 Salvage
1 Defense Balloon
1 Friendly Fire
1 AK-AK Cannon
1 Hiddenberg

Armory cards (3):
3 Armory Cards

Medic balloon cards (4):
4 Medic Balloon Cards

Power Cards (22):
17 Single Power Cards
5 Double Power Cards

3) The Five Card Types in the Game



Unit Cards



Tech Cards



Medic Balloons



Power Cards



Armory Cards

Key Parts of a Unit Card



Armor (HP)

Power Required

Upgrade Level
(1-3)

Attack(s)
(One or two choices)

4) Setup

Find & Separate your Armory Cards from your deck.

Find all three armory cards in your deck
and make a separate pile of them, face up
To your left on the table in front of you.



Customize Your Deck Now Customize your deck into a 40-card deck, picking the 40 cards you want to use from the 65 cards in your starter deck. Set aside the cards you don't use in your deck somewhere to the side of the table.

You may take and combine any combination of cards you want as long as you stay within the customizations rules and limits* listed below, and compile a deck of *exactly 40 cards* in total (no more, no less). For example, when customizing which unit cards you want to use in your deck, you can create a deck of all of the Dreadnaut family, all of the Leviathan family, and all of the Steel Sentinel family. You then choose which tech cards you want, (however you can't have two of the same tech cards in your deck) , you can't have more than 1 Spyborg card, and you may not have more than 5 double power cards in your deck. However You can have any amount of single power cards in a deck.

NOTE: For even further customization, experienced players may add cards from as many additional starter decks as they wish (including adding multiple copies of the same unit card, etc). subject to the deck customization rules listed on page 7*, Visit www.SteamBattalions.com for updates, expansions & news.

Draw Your Hand. Shuffle your deck. Then draw 8 cards from your deck. This is your *hand.*

Layout Your Trench. Stack the remainder of the deck face down. Look through the cards in your hand. **Unit cards will have an *"Upgrade Level"* number 1, 2 or 3** on the bottom left corner. Pick out all units with a number 1 and place them face up in a horizontal row in front of you. This row is called your 'Trench" where you are readying your units for attack. (NOTE: "Spyborg" is a unique level 1 Unit card in the game that is permitted to remain hidden in your hand prior to attacking and does not require being placed in your Trench first).

If on this first draw you don't get any Unit Level 1 cards, reshuffle your deck and draw 8 cards again (This reshuffling **'Mulligan' i**s only permitted on the first draw of the game and only if you do not draw any Unit level 1 cards on your first draw. If you fail to draw any Unit Level 1 cards a second time, you *forfeit* the game).

Keep the remaining cards of your hand hidden from your opponent. Flip a coin to decide who goes first. Each player chooses **one of their upgrade level 1 unit cards** from their Trench to be their first attacking unit & **moves it in front of the other ones** in their Trench up to the *Skirmish Line* dividing the table between the two players. These two unit cards facing each other are the two ***active unit*** cards that are battling each other *(see photos of **game set-up** below & **game play** on page 9).*



Deck-Customization Rules & Limits: The only limits when customizing your deck are: Must be exactly 40 cards, no more than 5 double power cards, no more than 1 Spyborg, and you can't have two of the same tech card). You may inlcude as many unit cards, Medic balloons or single Power cards as you want.

5) How to play the game

Turns

a) ***The first part of your turn*** is to draw one card from your deck (except for a player's first turn of the game). You may play that card during the same turn if you wish.

b) ***The second part of your turn*** is when you can take any or all of the following actions and/or apply/play other non-unit cards in your hand, under the following rules:

- you may play any ***armory cards*** you earned from previous turns,
- you may equip **one** ***power card*** (either single power or double power) on one of your units (either your active unit at the skirmish line or one of the units in your Trench,
- you may also heal your active unit and/or extinguish burning effects by playing as many ***medic balloon cards*** you want in a single turn,
- you may also play as many ***tech cards*** you want to in a single turn,
- you may also ***upgrade*** as many units as you have the requisite upgraded unit card for (moving them from level 1 to 2, 2-3, etc).

c) ***The third part of your turn*** is when you attack using your active unit card at the skirmish line.

Note that playing Armory Cards, Medic balloon cards, tech cards or equipping your units with power cards can occur in any sequence you wish during the middle of your turn but they must all occur prior to your attack in your turn. (Your attack must be the last action you take in your turn).

However *you cannot attack* if you don't have enough Power equipped for that Unit (as indicated in the yellow gauge in the lower left corner of that unit card).

If your active unit does not have enough power to attack at the end of your turn, you draw an extra card at the end of your turn.

Note that this second card is in addition to the card all players draw at the beginning of each turn. However because this second card is drawn at the end of your turn (again, only if you are unable to attack), you may not play it until your next turn (also note that even if you have drawn a second card at the end of your last turn, at the beginning of your next turn you still draw the normal card each player draws at the beginning of every turn).

Attacking In order to attack, you must equip your active unit card with the corresponding number of power cards required for each unit card, found in the yellow power gauge in the bottom left corner of every unit card (you can only put one power card each turn, double or single power).

If the attack for your unit card has an asterix (*) that says “coin flip”, you must flip a coin (or roll dice if preferred) in order for your attack to hit. Follow directions on card for use.

Your Unit Card’s attack(s) damage is shown in the red gauge(s) on the right side of the bottom half of the card, and the name of the specific attack is on a label connected to the red gauge. Every unit card has at least one attack, and some higher upgrade level unit cards have two attacks to choose from (you can pick only one attack to use per turn). Therefore its important to announce during your turn which attack you are using to against your opponent’s active unit. Note also that some attacks for some unit cards allow you to flip a coin to deal **XTRA damage** (which must also be announced if used). Follow directions on card for use.

Deduct the attack damage amount from your opponent’s active unit card’s armor amount and write it down on a piece of paper. **This ends your turn.**

Now it is your opponent’s turn . They start their turn by drawing a card (after their first turn. Cards are not drawn on the first turn of the game for each player). It is their turn to attack.

Once you have diminished the opposing unit card’s armor points down to zero, that unit card is defeated & your opponent moves the card, its corresponding power and/or Tech cards goes into their *scrapyard* (discard pile). You get 1 victory point. Each player should track all damage and Victory points on a piece of paper.

The defeated player immediately puts an **armory card** in their hand, if one remains. Your opponent must then move his or her next active unit card out of their Trench to replace the defeated unit’s place in the active unit slot at the skirmish line. This must occur even before they draw their card at the beginning of their next turn.

Victory You win the game if you are the first player to get 7 victory points (defeating 7 of your opponent’s unit cards in battle), or if your opponent has no units to move out from their trench, whichever comes first.

Set Up & Gameplay Diagram



More about Armory cards:

To review - before taking your eight cards at the beginning of the game, you must find all the armory cards and take them out of your deck and make a separate pile. Armory cards are special “deck-diving” cards that allow you to look into your deck and find one card. However unlike other card battle games, one of the unique twists in Steam Battalions is that you only receive and play an armory card when you lose a unit. For example, if my opponent’s unit were to destroy my unit, I could then draw one of my 3 armory cards. You can then play that armory card during any future turn. You can only draw the armory cards when your unit is defeated, immediately after. So after the first three units you lose, you will have no more armory cards left.

More about Upgrading a unit:

To upgrade a unit you must first place the upgrade level 1 card for that upgrade line in either your trench or in your active unit spot. You must have the next upgrade level card in the sequence requisite to that specific card's upgrade line without skipping. For example, you can't upgrade a level 1 card to a level 3 card without also applying the upgrade level 2 card. To upgrade that unit, simply place the upgraded unit on top of the card. *(SEE THE UNIT UPGRADE CHART AT THE END OF THESE RULES).* You may upgrade as many units as you want in a single turn, including upgrading a level 1 card to a level 3 card in a single turn as long as you also apply the level 2 card.

Note that if you are upgrading one of your active units, any Damage taken from lower upgrade level cards carries over to the upgraded unit, so you must subtract that damage from the armor total of the new, upgraded unit card. While all upgraded units require more power than lower level cards, any power currently equipped to lower upgrade level cards carries over to the new, higher upgrade level card. so you only need to equip the upgraded card with the difference

More about Tech Cards:

Tech cards are cards that give your unit special powers & only apply to one active unit and *do not carry over after that unit is defeated* unless otherwise specified. You may play as many Tech cards as you want in a single turn. After you have used a tech card you must put it in your scrap yard. Some tech cards do not go to the scrapyard and can only get wiped out by a special tech card.

Searchlight card: removes all the coin tosses from each of your units' attacks including XTRA damage.
Armor plating: Subtract two damage from the total damage received during each of your opponent's attack TURNS (**not** per coin toss or XTRA damage)
Minefield: Deals one-time 1HP of damage each time your opponent *moves out a new* Unit card into the active unit slot, but does not continue to affect them once in place. Therefore Minefield does not affect the active Unit Card currently in place when Minefield is first played, and it only affects future Unit cards once per card. Remains active for the rest of the game unless the opponent plays Minesweeper.
Mine Sweeper: Makes your opponent discard Minefield.
Salvage: Allows you to take one power card (single or double power) from one of your discarded, defeated units in your scrapyard. Play once and discard.
Defense Balloon: Your opponent's attacking unit must add an extra coin flip per EACH of its attacks (including XTRA damage) in order to hit during their turn (Heads=Hit). If their unit card already requires a coin flip to hit, they must add an *additional* coin flip for EACH ATTACK, or, if the Unit's attack does not require a coin flip to hit, it now requires one. If an attack requires 2, 3 or 4 coin flips to hit, now they will require DOUBLE - so now 4, 6, or 8, respectively.
Friendly Fire: When you are attacking, one time only, this card gives your attack +2 damage per unit in your trench. Play it once and then discard it.

AK-AK Cannon: Add +2 damage to the total damage dealt during each of your attack TURNS (**not** per coin toss or XTRA damage)
Hiddenberg: Prevents both you and your opponent from attacking for one turn each. Must be played at the beginning of your turn. Discard after use.

Special conditions & additional notes :

Some attacks go with special conditions.[Read the cards carefully] Burning attacks, like *napalm in the morning* or *french fried potaters* automatically apply an extra 1HP of damage at the beginning of each of your opponent's *future* turns & continue to subtract 1HP at the beginning of each turn until Medic Balloon is applied or the Unit is defeated. However you can't use a successful napalm attack twice against the same unit card (they don't "stack") unless your opponent applies a Medic Balloon card. Suicide or Kamikaze attacks like *Overinflate* & *Udder annihilation* do massive damage but sacrifice your unit & grant your opponent a victory point.

Spyborg: Spyborg is a special unit. He is the only unit card in Steam Battalions that can retreat after attacking, the only upgrade level 1 unit card you can play directly from your hand without placing in your Trench first & the only unit card who's attack doesn't do damage. Instead, his attack grants him the ability to take one power card (either single or double power) from his opponent. Then you place the stolen power card in your hand (NOTE: remember to return that power card to your opponent when the game is over). After your opponent's turn, you can retreat spyborg and place him in the scrapyard. Your opponent DOES NOT get a victory point if he is unable to attack spyborg before he retreats. You cannot use spyborg twice in a game. You must immediately replace Spyborg with another unit card at the Skirmish line after he retreats.
Reshuffling: If either player goes thru their entire deck before the game is over, they reshuffle their discard pile ("*scrap yard*") play from that until game concludes.
No retreating: Aside from Spyborg, you cannot retreat any active unit cards in Steam Battalions.

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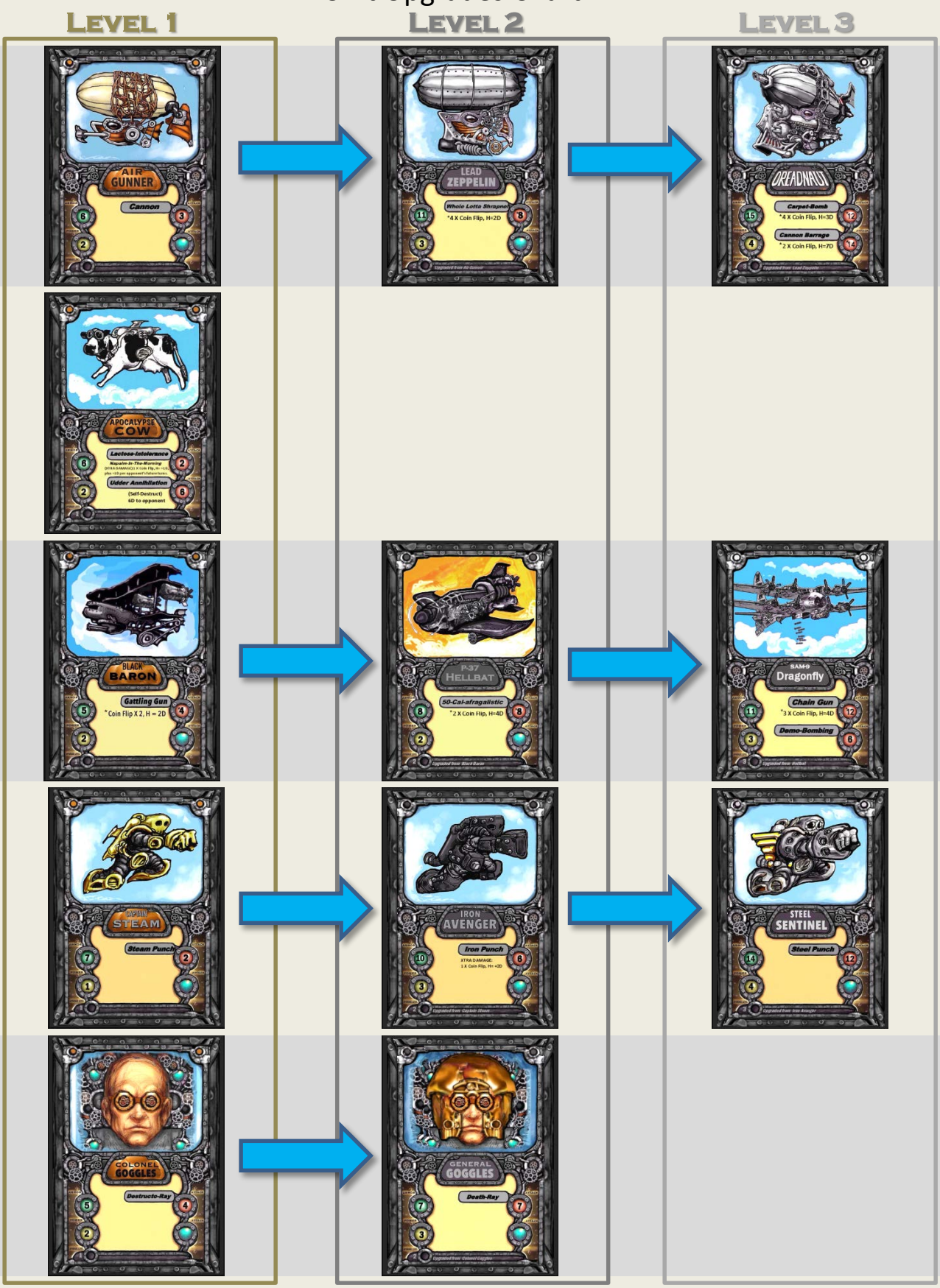
Sincerely, Sam & Jon

Unit Upgrades Chart



Level 1

Level 2

Level 3

















