

Rule Book

1 - 6 Player Fantasy Card Game

TERRA CLASH Rule Book

Contents

1 Game Components

2-3 Card Layouts and Icons

4 Player Card Layout

5-6 Character Boards

7 Set Up

8-9 How to Play

10 Creature Combat

10-11 Combat Order

12 Game flow, PvP And Upkeep

12 Victory

13 Solo And Cooperative

14-15 Expanding The Game For Longer Campaigns

Overview

TerraClash is a deckbuilding role playing game for 1-6 players.

It can be played solo, cooperatively or competitively in micro campaigns.

There is also an option to turn it into a longer campaign.

The objective in the core competitive game, is to accumalate 8 terra coins by defeating creatures, and then defeating the Champion.

Are you ready to clash...?

Terra Clash Rule Book

Game Components

14 x terra cards



52 x creature cards



99 x item cards



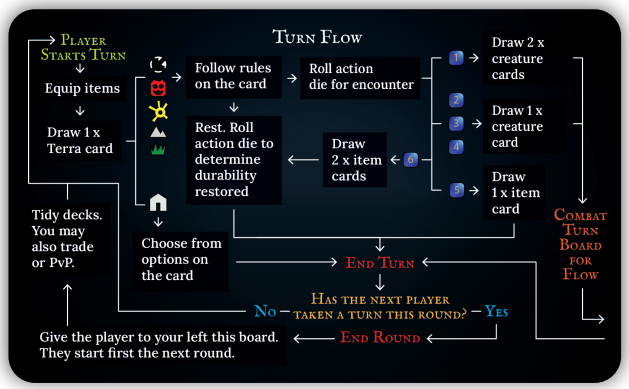
15 x skill cards



8 x character boards



1 x Turn Flow board



48 x terra coin tokens



7 x durability tokens



40 x ailment tokens



6 x ability tokens



5 x wound dice



5 x durability dice



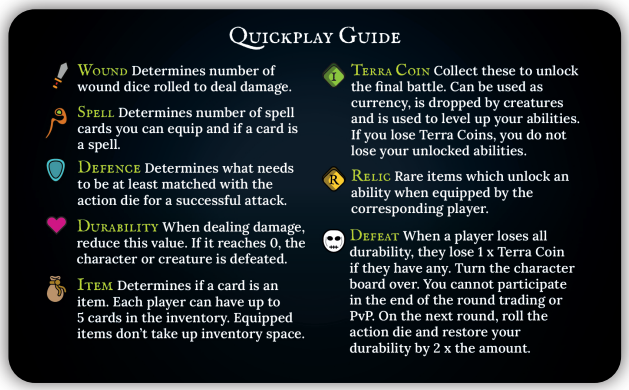
1 x action die



6 x skill dice



1 x Quickplay Guide board

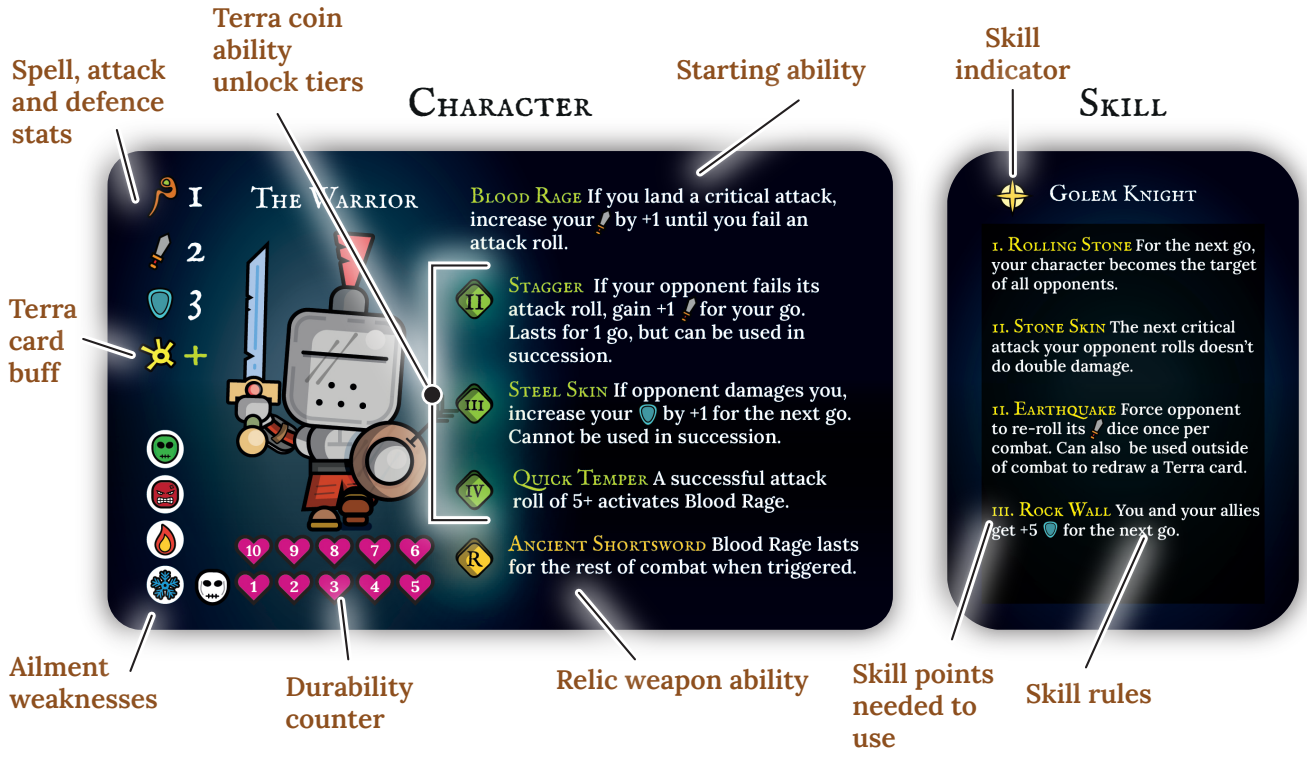


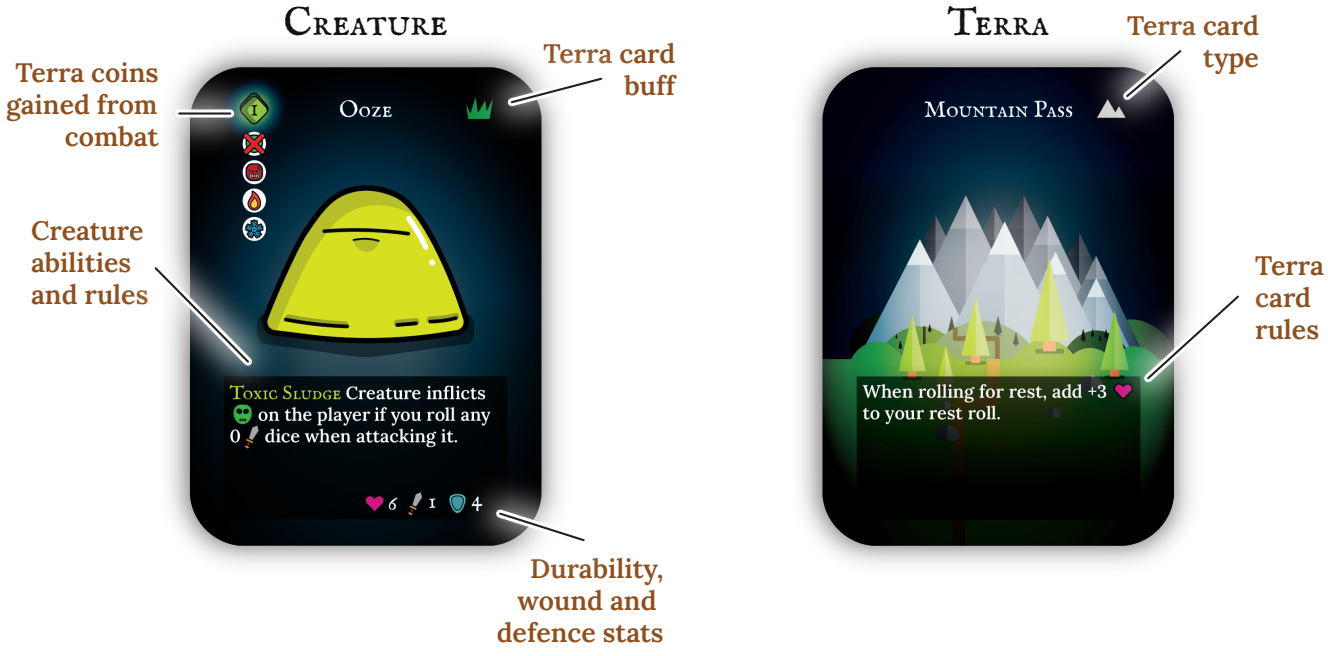
1 x Playing Field Board



Rule Book

Card Layouts and Icons





Rule Book

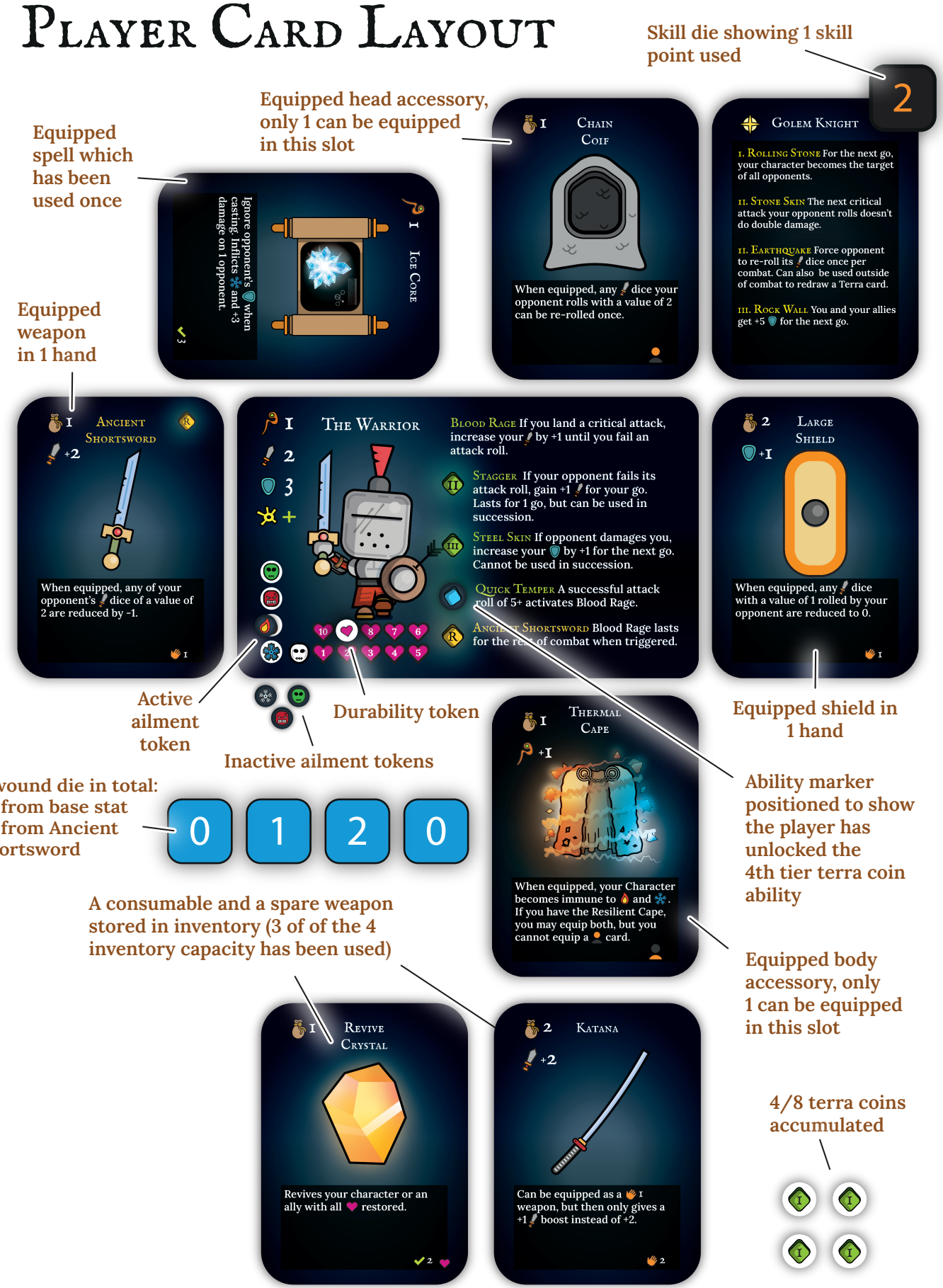
Card Layouts and Icons





Rule Book

Player Card Layout



Terra Clash Rule Book

Character Boards

Each player controls a unique character. Your character board tracks your starting stats and shows what abilities you can unlock.

Durability

This is your character's health which starts at 10, use the durability token to track.

Incapacitation: If your durability reaches 0, you are incapacitated. You must turn your character board face down for the rest of the round.

Revival: To revive, forfeit 1 terra coin (or 1 item or spell if you have no coins) before the next round. Then, roll the action die to determine how much durability you restore, if you roll a 6, restore your durability to full. You may still revive if you have no items to forfeit.

Restoration: Durability can be restored by resting, using items, or through spells.

Wound

This determines how many wound dice you roll after a successful attack. The total rolled on the dice (faces have 0s, 1s, and 2s) is the amount of damage dealt to a target's durability. Certain items, like weapons, can increase your wound stat.

Maximum wound dice is 5 for players and creatures.

Spell

Your spell stat determines how many spells you can equip. Some spells take up 1 slot and others take up 2. This is also how much room they take up in your inventory.

Defence

This is the number an opponent's attack roll must meet or exceed to hit you

Success: If their roll is equal to or higher than your defence, their attack succeeds, and they roll their wound dice.

Failure: If their roll is lower, their attack fails and their turn ends.

Your defence stat can be increased by items, skills, special abilities, or spells.

Minimum defence is 2 and maximum defence is 5 for players and creatures.

Rule Book

Character Boards

Terra Coin Abilities

Your character has special abilities marked in green text that are unlocked as you collect terra coins.

One ability is available at the start of the game. You unlock more when you hold 2, 3, and then 4 terra coins.

Once an ability is unlocked, you keep it for the rest of the game, even if you spend the coins later. Mark what tier you have unlocked with the ability token.

Relic Weapons

Each character has a matching relic weapon card in the item deck, marked in yellow text. Finding and equipping this specific weapon unlocks a permanent bonus ability for your character. If you lose the weapon, you lose the bonus.

Terra Card Buffs

Wild terra cards can temporarily buff your character if the icon matches.

If you draw a matching terra card, you are buffed temporarily and add +1 wounding die and +1 to your defence stat for this turn. This also applies to creatures.

Ailments

Some creature attacks, spells, or terra cards can inflict harmful ailments. If any ailments have a cross , your character is immune. When your character is affected, place the corresponding ailment token on your character board. These apply to creatures too.

Ailments can be cured by specific items or spells, some terra cards, or by resting in the wilds or at an inn. Ailments include:

Poison: Lose 1 durability per failed attack roll with the action die.

Berserk: Can only use base stats only and cannot use abilities or skills.

Burn: Lose 1 durabilty per 0 wound die rolled.

Freeze: Roll a 3+ with the action die to continue your combat go. Any less, you miss your go. If you succeed with your roll, remove Freeze.

Rule Book

Set Up

1. Set the relic weapon cards aside. Shuffle the item, creature, and terra card decks.
2. Each player chooses a character board.
3. Each player takes 1 skill card and 1 skill die, setting the die to show '3'.
4. Deal 3 item cards to each player. Players may trade these cards with each other.
5. After trading, shuffle the relic weapon cards back into the item deck.
6. Decide which player goes first.

Skills

The number on your skill die represents your available skill points.

Using a skill: To use a skill, the number on your die must meet or exceed the skill's cost (shown on your skill card). After using it, update the number on your die.

Recharging skills: You restore 1 skill point at the start of your turn. Resting in at a settlement terra card fully restores all skill points.

Inventory & Equipment

You can carry a maximum of 4 items and spells in your inventory combined. If you exceed this, you must discard cards to ensure the total remains at 5 or below.

Some items and spells take up more than 1 slot.

Equipped gear does not count towards this limit.

You have the following equipment slots:

2 Hand slots: For a weapon or shield. You cannot equip two weapons or two shields.

1 Head slot: For an accessory.

1 Body slot: For an accessory.

Turn Order

Play proceeds clockwise from the starting player. At the beginning of each new round, the role of starting player passes to the next person on the left.

Rule Book

How To Play

A turn has 2 phases: Terra Card Phase and Combat Phase (which consists of goes).

Terra Card Phase

1. Draw a card
The current player draws one terra card and places it face up. Most terra cards have special rules that are now in effect. You can equip spells, weapons, shields and accessories at this point.

2. If not a settlement card, roll for an encounter or rest (see below)
Roll the action die to determine what happens next:

Roll a 1: Draw 2 creature cards. **Roll a 2-4:** Draw 1 creature card.

Roll a 5: Draw 1 item card. **Roll a 6:** Draw 2 item cards and rest.

Resting
If you choose to rest, you cannot roll for an encounter. Instead, roll the action die to determine how much durability you restore.

This amount is modified by +1 if you are buffed by the terra card. You also restore 1 skill point and remove 1 ailment.

If you roll a 6, you restore all of your durability points and remove all ailments.

Settlement Cards
When you draw a settlement card, you do not roll for an encounter. Instead, you can use the options on the card once each. Visiting the Inn or resting ends your turn.

Shop Draw 5 item cards. You can buy them for 1 terra coin each or trade your own items for them. Return any unpurchased cards to the deck and shuffle.

Bar Brawl Initiate combat (PvP) with another player, each wagering terra coins and/or items. The other player may decline.

Smuggle Pay 1 terra coin to swap one of your items with another player's. The target player can pay 1 terra coin to cancel the swap; if they do, both coins are lost.

Manapool Pay 1 terra coin or an item to restore all uses for your spells.

Inn Pay 1 terra coin or an item to restore all durability and skill points, cure all ailments, and gain a Well Rested card (+5 temporary durability).

Rest Instead of visiting the Inn, you can perform a basic rest. See resting above.

Rule Book

How To Play

Item Types

Items are divided into four main types:

Weapons & shields: These are equipped in your 2 hand slots.

A two-handed weapon, or shield, uses both slots. You can equip a one-handed weapon and shield, you cannot equip 2 weapons or 2 shields. Weapons boost your wound stat and shields boost your defence stat.

Equipped weapons and shields do not have uses and do not take up inventory space.

Spells: Spells have a specific number of uses which can be restored at a Manapool, or with abilities. Spells with 1 maximum use cannot be restored.

Once all uses are depleted, the card is returned to the item deck, which is then reshuffled.

Spells must be equipped in order to be used, the icon determines how many spell or inventory slots (if unequipped) each spell takes up.

Consumables These are single-use or multi-use items.

Like spells, they are returned to the item deck to be reshuffled after all uses are depleted.

Consumables do not need to be equipped to be used, so are kept in your inventory.

Accessories These have no use limits and are equipped in either your head or body slot. You can only equip one accessory in each slot.

Using Items

Keep your item cards face down and concealed until you use them for the first time. To track uses on spells and consumables, rotate the card clockwise for each use:



Creature Combat

If you roll a 1-4 outside of a settlement, combat begins. Draw one creature card (or two if you rolled a 1 on the encounter roll), and your turn moves to the combat phase.

You may call for help from allies during any of your goes in combat.

Creature Cards

Creature cards list the creature's durability, wound, and defence.

They also have buff icons; if a terra card type matches this icon, add +1 wounding die and +1 to their defence stat for this turn.

A cross icon over an ailment means the creature is immune to that ailment. Any ailments that do not have a cross can be inflicted to the creature. See ailments on p. 6.

When you defeat a creature, you gain terra coins and items. The quantity is determined by the creature's terra coin level in the top right corner of the card. So if it is a level creature, you would gain 2 x terra coins and 2 x items.

Your turn ends if you are victorious, you flee, or are defeated. If you are victorious, place the creature(s) in a graveyard deck. If not, return them to the creature deck. If creatures are all vanquished (good luck!), reshuffle the graveyard into the deck.

Combat Order

The creature attacks first, unless a player uses an item, skill or ability.

Creature's turn: Apply any active rules from the creature's card.

If there is more than one player in combat, use the action die to determine who the creature attacks (for example, the first player would be 1-3, second player 4-6).

To attack, a player rolls the action die. A hit only occurs if the result matches or exceeds the defending player's defence. On a hit, roll wound dice equal to the creature's wound stat to determine damage.

If the action die roll was a 6, it's a critical hit and wounds are doubled. The character loses the corresponding amount of durability. Move the token down on your board. If your durability reaches 0, you are incapacitated. If you are allied, combat continues until your allies flee, are victorious or they are incapacitated too.

The creature's go ends after its attack, or if it fails with the action die. If there is more than 1 creature in combat, the next creature gets its go. If not, play now moves to the defending player.

Rule Book

Combat Order

Player's turn: After applying any active rules, including from equipped items, and ailments, choose 1 action:

Attack

Roll the action die. The attack only succeeds if the result matches, or exceeds, the creature's defence; otherwise, your go ends.

On a successful hit, roll wound dice equal to your wound stat plus weapon and accessory bonuses, and any ability bonuses to determine damage. If your action die roll was a 6, it's a critical hit that deals double damage. Use a durability D20 die to keep count of the creature's durability.

You may aso cast any spells, use skills, or items - some of these can be done in addition to attacking, which are stated on the rules of the cards.

Call for Help

Instead of attacking, you may ask other players to assist you at the start of your go, negotiating with rewards such as items or terra coins to gain their favour.

Up to 3 players can agree to help. If they agree, they join combat and can be attacked by the creatures.

They take their goes after the creatures in the standard round order. If no one comes to your aid, you may continue to attack instead.

Flee

To flee, roll the action die:

Roll a 1: Failed fleeing, creature(s)' go.

Roll a 2 or 3: You may discard item cards to add to your roll to reach 4. The item capacity of the card determines how much you add. You may discard more than 1.

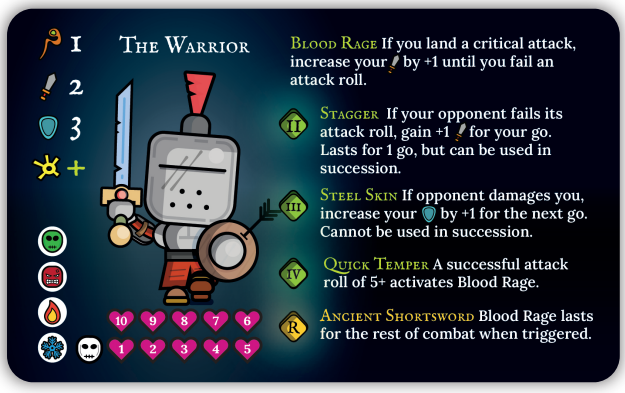
Roll a 4-6: You successfully escape from the creature(s). Your turn ends.

Creature



VS

Player



Rule Book

Game Flow, PvP & Upkeep

At the end of your go, play passes to the player on your left.

Played cards remain out until the admin phase between rounds.

During this phase, all cards that were played but not discarded (like defeated creatures or played terra cards) are reshuffled into their respective decks.

Players can also trade items or challenge each other to Player versus Player (PvP) combat for items or terra coins.

PvP combat follows the same rules as fighting creatures, with durability and spell and consumable being restored to its pre-battle state afterwards. Roll the action die to determine who starts combat.

When a full round finishes (all players have been), the player to the left that started the previous round starts the next round.

How to Win

The ultimate goal is to collect 8 terra coins and then defeat the Champion. Once a player has 8 coins, they can declare their intent to fight the Champion.

The battle will take place after one full round of play has passed, giving other players a turn. Before the fight, the challenger's durability is fully restored, and they choose an unused character board to serve as the new Champion.

Other players may each lend the Champion 1 item, after the Champion draws 4 items. No trading can happen during this process. If the challenger wins, they win the game. If they lose, they must give up 2 terra coins, and play continues.

The Champion's durability is restored, borrowed items returned to other players' hands and drawn items returned to the deck.

Any player who acquires 8 terra coins can make their own challenge and the process begins again.

Solo or Teams (2 Players Per Team) Play

Mechanics are similar to the competitive game, with these key changes:

- If solo, or just 1 team, smuggling at Ports and PvP are disabled.
- In teams, players can trade and gift items to each other.

Team Round Actions

All players face the same terra card each round. The action roll determines the draw:

Roll a 1: Draw 3 creatures **Roll a 2-3:** Draw 2 creatures **Roll a 4:** Draw 1 creature

Roll a 5: Each player draws 1 item **Roll a 6:** Each player draws 2 items and rests

Team Creature Scaling

Level 1: Durability increased by +1, +1 wound and defence increased by +1.

Level 2: Durability increased by +2, +1 wound and defence increased by +1.

Level 3: Durability increased by +2.

Victory Conditions

Solo:

- Collect 8 terra coins.
- Draw a random level creature, draw the 1st terra card that matches it, and defeat it.
- For hard mode: win within 20 turns.

Team:

- Collect 16 coins as a team.
- Defeat 3 level creatures combined (draw them when you are ready and have reached the terra coin total. Remove ailments and restore all your and points ready for combat).
- Win within 15 turns (if you're playing as 1 team).

Expanding the Game for Longer Campaigns

These optional rules adapt TerraClash for long campaign play. Creature scaling is the same as the teams mode, if just 1 team PvP and Smuggle are also disabled.

Split the item deck into 3 seperate decks:

1 x consumable and spell decks

1 x weapons, shields and accessories

1 x relics

Split the creatures into decks with matching terra icons. Ignore buffs for them.

Level 3 creatures are returned to the deck upon defeat.

Campaign Round Actions

All players face the same terra card each round, feel free to indulge in a narrative.

Creatures are drawn from the deck that matches the terra card icon.

The action roll determines the draw:

Roll a 1: Draw 3 creatures **Roll a 2-3:** Draw 2 creatures **Roll a 4:** Draw 1 creature

Roll a 5: Each player draws 1 item from the consumable and spell deck

Roll a 6: Each player draws 2 items in total from any item deck, excluding relics

Levelling Up

Terra coins are now required to unlock skills aswell as character abilities. When you unlock them, take note as you need to remove those terra coins from your ability.

Level 2 terra abilities: Spend 10 terra coins

Level 3 terra abilities: Spend 15 terra coins

Level 4 terra abilities: Spend 20 terra coins

Level 1 skills: Spend 5 terra coins

Level 2 skills: Spend 10 terra coins

Level 3 skills: Spend 15 terra coins

You may unlock skills from multiple skill cards.

Expanding the Game for Longer Campaigns

Combat Rewards

Creatures drop different items and terra coins after their defeat.

Level 1: Each drop 2 terra coins and 1 item from the consumable and spells deck.

Level 2: Each drop 4 terra coins and 2 items from the accessories and weapons deck.

Level 3: Each drop 6 terra coins and 1 item from the relic weapon deck.

Item Rules

The Shops at settlements sell all items apart from relics, and you can only use terra coins to purchase them.

The item and spell capacity on the top left of the card determines the cost. If there is an item capacity of 0, this costs 1 terra coin.

You may also sell items for terra coins, but only for 1 terra coin each.

Resting

Your team may rest as normal if the wild terra card allows. The round finishes after rest, and you must draw a new terra card.

You cannot rest 2 turns in succession.

Victory

You may set custom victory conditions for your campaign, however here are a few ideas:

- Clear the land of all creatures and then face the level 3 creatures together.
- Collect relics for all players and deliver them to the Shrine terra card.
- Collect non-relic items and deliver them to the Town, until all non-relic items are delivered.

We have created a Character Sheet on the next page which you can download and print off to keep track of your campaign.

Keep checking our website for long campaign scenarios.

Character

Character Name

Character Class

Durability /10

Terra Coins

Ability Level

Ailments

Skills Unlocked

Equipped

Inventory

Notes