

The Five Clans Of Tresibra: Bloodshed

Number of Players: 2 to 6

Ages: 10+

-To Play The Game-

The game can be played with as few as 2 players and up to 6 players. First decide who will play each of the warriors from the five clans and who will be the evil King of the Crowns, Gummosis. It's suggested to play with all five of the clan's warriors, but to increase difficulty you can reduce the number of clan members who join your adventure. If you have fewer than 6 players, a single player can represent multiple clan warriors.

Once you've selected your players, begin the journey by shuffling all the field cards. Whoever is playing Gummosis will draw the first 7 field cards and place them face down in their desired order in a row 7 wide. Gummosis will do the same for the next 5 rows, only pulling 7 cards at a time then placing them face down to make a row. Make sure that the other players do not see the face on the cards as they are being laid on the field. Leave enough room on your table for a total of 15 rows that are each 7 cards wide. There's a lot of strategy in where you place the cards on the board, so take your time deciding where to place them on the field in each row. Once a row is laid Gummosis cannot move them from where they were laid. Place the five clan member cards before each player. Each player will draw the appropriate number of health cards for each of the clan's members shown on their card and place them face up next to the clan members' card.

Have each clan warrior roll three dice, whoever rolls the highest number goes first. The first clan member will flip over one of the first nine cards laid before them in the first row. Follow the directions on the card that was flipped. If a battle card is drawn, the one who drew the card will be the first to attack the opposing force. Gummosis will control the Crown Gal on the field and the wild beasts of Tresibra.

The next clan member will choose a card to flip that is next to or above the card that was first flipped. Cards can only be flipped if they are next to, above or below another card that has already been flipped.

Once all the clan members have drawn a card, Gummosis will be allowed to draw 3 more field cards and place them in the next row behind the first 6 rows that were laid on the field. Once all the field cards have been laid Gummosis will not make any more moves on the field except to battle when a card is drawn. Gummosis is to lay his card face down in the last row when the final row of field cards is laid. It is extremely important that whoever is playing Gummosis places their card in the last row, face down among the field cards when the last row of cards is laid down.

The goal is to cross the field to Gummosis' layer on the opposite side and defeat him in battle.

-Battle Rules-

This is a turn-based game, the clansmen who flipped the card will be first to attack, the next move will be taken by the opposing force, then the next clansmen whose turn it is and then the opposing force again. Once each of the clansmen and Gummosis or his forces have attacked the order will return to who first drew the card until either side is victorious. When attacking in battle use the attack dice to determine the damage dealt, if the opposing force has defense coins they should flip or spin their coins in the table at the same time. If the coin/s land showing an intact shield/s you subtract one damage point for every intact shield.

Each of the clan members starts with the health included on their stats card. Health can only be regained by cards on the field. No clansman can have more health than what is shown on their card.

If a clan member loses all their health, they have passed away and must discard any items they hold.

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Learn In 10 Minutes or less!

Cards

Time Per Adventure: 30 to 90 Minutes

-Tunnel Cards-

If a Tunnel card is drawn, the remaining clan members will immediately face off in a battle against a Crown Gall squad. Lay down the Crown Gall squad card from the deck and follow the battle instructions. If the clans emerge victorious, Gummosis is forced to lay down all the remaining field cards face down in order as they are drawn from the deck. Gummosis will not be allowed to strategize where they are laid on the field. Gummosis must also flip over the second tunnel card on the field, if it is not yet drawn then when it is, it should be laid face up on the field. There are two tunnel cards, one serves as the entrance and one as the exit. After defeating the Crown Gall squad, the team is immediately transported to the second tunnel card's location on the field.

-Field Cards-

| Field Cards | Description | # of Cards |
|---------------------|---|------------|
| Grass | No effect on the field, move to the next player | 15 |
| Forest | No effect on the field, move to the next player. | 15 |
| River | The Clans can attempt to cross the water or go around it. To cross the water a clan member must use their turn and roll a single dice. To cross the water, you must land on 1 or 6. | 6 |
| Pit | The entire clan falls into a pit. They are unable to draw another card until one of the clan rolls an even number. | 4 |
| Mountains | You cannot climb over or pass through a mountain card; you must go around any mountain card that is flipped. | 6 |
| Peach Tree | Restores the health of all clan members who are still alive by 5. | 3 |
| Vial of Healing Oil | Restores the health of any clansman, by 5. Can be held by any clansman for later use. | 7 |
| Abandoned Camp | When a player flips a card containing the Abandon Camp, all clan members will rest for a turn and regain 1 health each. | 2 |
| Trap | If you flip a Trap card, you lose 1 health and lose a turn. | 5 |
| Tunnel Card | You enter a Crown Gall tunnel and battle a hoard of 10 armored Crown Gall. | 2 |
| Tann Healer | You meet a healer from the Tann clan who can restore 5 health units for one clan member. | 1 |

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-Player Cards-

| Player Cards | Health | Attack Dice | Defense Coins | # of Cards | Damage Points |
|-----------------------------|--------|-------------|---------------|------------|---|
| Soren of the Nova Clan | 17 | 2 | 1 | 1 | Deals 3 damage when roll is greater than 3. |
| Keth of the Hann Clan | 25 | 2 | 1 | 1 | Deals 5 damage when roll is greater than 5. |
| Beckett of the Nodnarb | 17 | 2 | 2 | 1 | Deals 2 damage when roll is greater than 4 |
| Druett of the Tann Clan | 12 | 1 | 2 | 1 | Deals 1 damage when roll is greater than 2. |
| Zain of the Bauman Clan | 17 | 2 | 1 | 1 | Deals 2 damage when roll is greater than 3. |
| Gummosis | 40 | 3 | 1 | 1 | Deals 6 damage when roll is greater than 7. |
| Armored Crown Gall Squad | 6 each | 1 | 1 | 1 | Deals 2 damage when roll is greater than 2. The card is not placed on the field and only comes into play if a clan member lands on the Tunnel Entrance. |
| Crown Gall Scout | 10 | 1 | 0 | 5 | Deals 1 damage when roll is greater than 2. |
| Three Crown Gall Harvesters | 5 each | 1 | 0 | 5 | Deals 1 damage when roll is greater than 3. |
| Three Armored Crown Gall | 6 each | 1 | 1 | 25 | Deals 2 damage when roll is greater than 2. |
| Wild Beast | 10 | 1 | 0 | 4 | Deals 2 damage when roll is greater than 3. |

-Special Player Attributes-

- Druett can skip a turn in battle and roll a single dice, if he rolls a 1, 2 or 3 the Tann can increase their own health or any member of the party by 2.
- During battle if Soren rolls double sixes, he will roll both dice again and the value of those dice roll will be damage dealt.
- Keth can skip his turn in battle and pray by rolling a single die. If they roll a 1 or 6, Gummosis forces are not allowed to attack for one turn.
- If a Beckett rolls a snake eye (both dice land on 1) during a battle they can re-roll.
- If a Zain skips a turn during a battle to aim, on their next turn their attack will deal triple damage.