

Cards for Thermal Showdown

Free version – alpha 1.35

Instructions

Print four copies of the card pages for each player. Cut out the cards.

For your first game create a deck consisting of three copies of the 12 battle cards, and two copies of the 5 basic trick cards—a total of 46 cards.

When you are familiar with this deck, you can modify it by removing some cards, and adding more copies of others. You can also add advanced trick cards to the deck.

Players should always use approximately the same number of cards in their decks—usually between 30 and 50 cards.

Rules for the game is available at <https://entankeadgangen.wordpress.com/thermal-showdown/>

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Developed by Bo Päivinen Ullersted, 2017.

Free alpha-version (alpha 1.35).

Available for non-commercial use, including use in teaching.

You may modify the material for personal use, but not distribute the modified version.

A paid version is planned—the free version will stay free.

Update log

Alpha 1.0: First public release.

Alpha 1.10: Pretty cards, added Frozen Contraption, different hints for deck building.

Alpha 1.11: Swapped Distrupt for Power up, minor adjustments.

Alpha 1.20: Damage system change, new cards, balance adjustments (Kilowatt laser, Fire guard)

Alpha 1.30: Card visual updates: Background, layout, colour coding

Alpha 1.35: Changed words: “energy” to “control”, “battle card” to “robot”

Need more cards?

New versions and additional cards will be available for download at <https://entankeadgangen.wordpress.com/thermal-showdown/>

Toy soldier

1

Mass produced: No limit to number of copies.
"A tiny lighter is glued to his hand"

C 1 kJ/K

ΔT 1 K

P 1 kW

Infrared lamp

3

Radiance 1: This card may activate to deal 1 kJ heat to target robot or player.

C 1 kJ/K

ΔT 1 K

P 1 kW

Tiny bot

2

Mass produced: No limit to number of copies.

C 2 kJ/K

ΔT 1 K

P 2 kW

Steamer

5

Ice barrier

4

Melting 8: Begin with 8 mass counters. Every 1 kJ heat remove one mass counter, defeated when last counter removed.

Blocking: Attacking robots may only attack this card and others with blocking.

C *

ΔT *

P 0 kW

Ninja

4

Stealth: This card may not be attacked. It can be the target of activated abilities.

Precision: May attack other players directly (even with blocking).

C 1 kJ/K

ΔT 1 K

P 2 kW

Kilowatt LASER

6

Radiance 3: This card may activate to deal 3 kJ heat to target robot or player.

C 2 kJ/K

ΔT 2 K

P 3 kW

Steel behemoth

7

C 3 kJ/K

ΔT 2 K

P 8 kW

Fire guardian

6

Blocking: Attacking robots may only attack this card and others with blocking.

C 3 kJ/K

ΔT 3 K

P 4 kW

Fuel explosion X

You may choose the amount **X** of **control** paid to play this card. The card deals this amount of damage to target player.

Trick card *Basic*

Improve resistance +2 K
 ΔT 2

One robot get **+2 K Critical Temperature Difference (ΔT)**. Place this card visible behind the robot card.

Trick card *Basic*

Extra mass +2 kJ/K
C 3

One robot get **+2 kJ/K Capacity of Heat (C)**. If the robot has mass counters, double the amount of mass counters instead. Place this card visible behind the robot card.

Trick card *Basic*

Extreme upgrade +1 K
 ΔT 5 +6 kW
P

One battle card get **+6 kW power (P)** and **+1 K Critical Temperature Difference (ΔT)**. Place this card visible behind the battle card.

Trick card *Basic*

Power up +2 kW
P 1

One robot get **+2 kW power (P)**. Place this card visible behind the robot card.

Trick card *Basic*

Frozen contraption 3

Melting 6: Begin with 6 mass counters. Every 1 kJ heat remove one mass counter, defeated when last counter removed.

C * ΔT * P 1 kW

Over-charge +X kW
P X

Attach to one robot. Every round, you may spend **X control** and the battle card gain **+X power (P)** for this round. Place this card visible behind the robot card.

Trick card *Advanced*

Aracnobot 2

Fast charge: Begin ready, may attack or activate the round it is played.

C 1 kJ/K ΔT 2 K P 2 kW

Running grenade 1

One-shot: This card is defeated after dealing damage

C 1 kJ/K ΔT 1 K P 2 kW