Cards for Thermal Showdown

Free version – alpha 1.20

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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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)

Keep updated

New versions will be available for download at
https://entankeadgangen.wordpress.com/thermal-showdown/

Toy soldier

Energy **1 kJ**

Mass produced: No limit to number of copies.

"A tiny lighter is glued to his hand"

C **1** kJ/K, ΔT **1** K, Power **1** kW

Infrared lamp

Energy **3 kJ**

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

C **1** kJ/K, ΔT **1** K, Power **1** kW

Tiny bot

Energy **2 kJ**

Mass produced: No limit to number of copies.

C **2** kJ/K, ΔT **1** K, Power **2** kW

Steamer

Energy **5 kJ**

C **2** kJ/K, ΔT **2** K, Power **6** kW

Ice barrier

Energy **4 kJ**

Melting 8: Begin with 8 mass counters. Every 1 kJ heat remove one mass counter, defeated when last counter removed.
Blocking: Attacking Battle Cards may only attack this card and others with blocking.

C * kJ/K, ΔT * K, Power **0** kW

Ninja

Energy **4 kJ**

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, Power **2** kW

Kilowatt LASER

Energy **6 kJ**

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

C **2** kJ/K, ΔT **2** K, Power **3** kW

Steel behemoth

Energy **7 kJ**

C **3** kJ/K, ΔT **2** K, Power **8** kW

Fire guard

Energy **6 kJ**

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

C **3** kJ/K, ΔT **3** K, Power **4** kW

Fuel explosion

Energy **X kJ**

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

Trick card
Basic

Improve resistance

Energy **2 kJ**

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

Trick card
Basic

Extra mass

Energy **3 kJ**

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

Trick card
Basic

Extreme upgrade

Energy **5kJ**

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

Energy **1 kJ**

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

Trick card
Basic

Frozen contraption

Energy **3 kJ**

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

C * kJ/K, ΔT * K, Power **1** kW

Overcharge

Energy **1 kJ**

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

Trick card
Advanced

Aracnobot

Energy **2 kJ**

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

C **1** kJ/K, ΔT **2** K, Power **2** kW

Running grenade

Energy **1 kJ**

One-shot: This card is defeated after dealing damage

C **1** kJ/K, ΔT **1** K, Power **2** kW