

# TRIALS OF THE ELDAR

## The Fight Begins: Ranger Class Kit

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**1**  **Crushed Ribs**



**Slow Action - Affliction (Injury)**

**Injury** 

Whenever the afflicted hero uses an action, they lose 1 HP. Then, remove a blood counter from Crushed Ribs.

Whenever the afflicted hero is dealt damage, put a blood counter on Crushed Ribs.

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**X**  **Disorient**



**Fast Action - Command**

Negate target enemy action unless the acting enemy exhausts or pays X .

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**X**  **Disorient**



**Fast Action - Command**

Negate target enemy action unless the acting enemy exhausts or pays X .

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**2** **Hunter's Mark**



**Slow Action - Affliction (Curse)**

The afflicted hero is **Marked**.

When the afflicted hero is defeated, **Recall** Hunter's Mark.

**Slow Action Desperate Diversion**

 Discard a card: Destroy Hunter's Mark. Each opponent draws a card.

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**Mask of the Raven**

**Equipment - Apparel**

At start of round, each player **Scraps 2**.  
(Each player puts the top two cards of their deck into their graveyard.)

**Fast Action Second Look**

1  Discard a card: Put target card from your graveyard on top of your deck.



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**Mask of the Raven**

**Equipment - Apparel**

At start of round, each player **Scraps 2**.  
(Each player puts the top two cards of their deck into their graveyard.)

**Fast Action Second Look**

1  Discard a card: Put target card from your graveyard on top of your deck.



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1

Miscalculate

Fast Action – Command

Negate target enemy action unless the acting enemy pays 1.

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1

Miscalculate

Fast Action – Command

Negate target enemy action unless the acting enemy pays 1.

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Neidar Icebow

Equipment – Weapon

Slow Action Frost Volley

2: Choose up to two target heroes.  
**Scrap**, then deal X damage divided evenly among the targets, where X is the number of cards that were put into your graveyard from anywhere this round. (Round down.)

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1

Pack Tactics

Slow Action – Support

Once per round, when the supported hero targets an enemy with an action, you may refresh another target ally.

At end of round, if allies targeted enemies at least three times this round, draw a card.

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1

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Quickshot Crossbow

Equipment – Weapon

The first action taken by the equipped hero each round costs 1 less to use if that action targets an enemy with lower or an action used by an enemy with lower.

Fast Action Quickshot

1: Deal 2 damage to target hero.

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Ranger

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Quickshot Crossbow

Equipment – Weapon

The first action taken by the equipped hero each round costs 1 less to use if that action targets an enemy with lower or an action used by an enemy with lower.

Fast Action Quickshot

1: Deal 2 damage to target hero.

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2 Reclamation



Slow Action – Support

Reclamation enters play with a memory counter on it for each card that was put into your graveyard from anywhere this round.

At start of round, you may remove a memory counter from Reclamation: Return target card from your graveyard to your hand.

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2 Reconnaissance



Slow Action – Support (Boon)

When Reconnaissance enters play and at start of round, you may discard a card: Target enemy is **Marked** until end of round.

**Fast Action One Step Ahead**

1 Sacrifice Reconnaissance: Negate target enemy action if the acting enemy is **Debuffed**.

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Slow Action – Support (Boon)

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**Fast Action One Step Ahead**

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Redcliff Assegai

Equipment – Weapon

**Slow Action Calculated Thrust**

1 Deal  $\heartsuit+2$  damage to target enemy. If they are **Debuffed**, draw a card, then discard a card.

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Redcliff Assegai

Equipment – Weapon

**Slow Action Calculated Thrust**

1 Deal  $\heartsuit+2$  damage to target enemy. If they are **Debuffed**, draw a card, then discard a card.

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2 Smash and Grab



Slow Action – Command

Deal  $\heartsuit+2$  damage to target enemy. Then, choose a card in your graveyard at random. If it's an equipment card, you may put it into play attached to this hero. If you don't put the chosen card into play this way, put that card into your hand.

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Slow Action – Command

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### Throwing Axe

#### Equipment - Weapon

At start of round, if Throwing Axe is in your graveyard, any ally may pay 1: Return Throwing Axe to play attached to that hero.

#### **Slow Action** Weighted Throw

Discard X cards, sacrifice Throwing Axe: Deal  $\heartsuit + X$  damage to target enemy.

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### Trapper's Snare

#### Equipment - Tool

Whenever an ally deals damage to a **Debuffed** enemy, draw a card, then discard a card.

#### **Slow Action** Lay the Trap

2: Target enemy is **Marked** until end of round. This action costs 1 less to use if it targets an enemy with lower  $\clubsuit$ . (Allied actions that target a marked enemy cost 1 less to use.)

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### Undaunted Pursuit

#### **Slow Action** - Command

As an additional cost to play this command, discard a card.

Draw 2 cards. If an enemy is **Marked**, draw 3 cards instead.

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#### **Slow Action** - Command

As an additional cost to play this command, discard a card.

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### Watch Your Back

#### **Fast Action** - Command

Negate target action or triggered ability that targets an ally. Draw a card, then discard a card.

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### Watch Your Back

#### **Fast Action** - Command

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