

# TRIALS OF THE ELDAR

## *The Fight Begins: Warrior Class Kit*

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**1** **Bloodlust**



**Slow Action - Support**

When Bloodlust enters play, you may discard a card: Target enemy is **Vulnerable** until end of round. (If they would take damage, they take 1 more.)

Whenever the supported hero deals damage to a **Debuffed** enemy, you may pay 3 HP: Refresh the supported hero and draw a card.

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Warrior The Fight Begins (TFB) #014 of 114

**1** **Bloodlust**



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**Broadsword of the Abyss**

**Equipment - Weapon**

As long as the equipped hero is **Bloodied**, they are **Invigorated**.

**Slow Action** **Abyssal Outburst**

☞ Deal **T** damage to target enemy. The equipped hero gains 1 and loses HP equal to the amount of damage dealt this way.



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**Club of Enlightening**

**Equipment - Weapon**

**Slow Action** **Enlighten**

☞ Deal **T** damage to target hero. They gain 1 and are **Vulnerable** until end of round. (If they would take damage, they take 1 more.)



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**Club of Enlightening**

**Equipment - Weapon**

**Slow Action** **Enlighten**

☞ Deal **T** damage to target hero. They gain 1 and are **Vulnerable** until end of round. (If they would take damage, they take 1 more.)



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**1** **Defiant Roar**



**Fast Action - Command**

Destroy all cards attached to this hero, then draw a card for each card destroyed this way. If two or more cards were destroyed this way, refresh this hero.

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**Fast Action - Command**

Destroy all cards attached to this hero, then draw a card for each card destroyed this way. If two or more cards were destroyed this way, refresh this hero.

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**0** **Reckless Charge**



**Fast Action – Command**

All heroes are **Vulnerable** until end of round.  
(If they would take damage, they take 1 more.)

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**Warrior**

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**0** **Reckless Charge**



**Fast Action – Command**

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**Warrior**

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**1** **Second Wind**



**Slow Action – Command**

Recover **T** HP.

**Slow Action** **Still in the Fight**  
2 **T**, Banish this card from your graveyard:  
Recover **T** HP. This action costs 2 **T** less to use if used by a hero with less than 5 HP.

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**Warrior**

The Fight Begins (TFB)  
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**1** **Second Wind**



**Slow Action – Command**

Recover **T** HP.

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2 **T**, Banish this card from your graveyard:  
Recover **T** HP. This action costs 2 **T** less to use if used by a hero with less than 5 HP.

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**2** **Seeing Stars**



**Slow Action – Affliction (Injury)**

**Injury T-1**  
The afflicted hero is **Vulnerable** and **Weakened**.  
(If they would take damage, they take 1 more. If they would deal damage, they deal 1 less.)  
When Seeing Stars leaves play, the afflicted hero gains 1 **T**.

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**Warrior**

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**2** **Wallop**



**Slow Action – Command**

This command costs 1 **T** less to play if it targets an enemy that was dealt damage by an ally this round.

Deal 3 damage to target hero.

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**Warrior**

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**2** **Wallop**



**Slow Action – Command**

This command costs 1 **T** less to play if it targets an enemy that was dealt damage by an ally this round.

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