

Tairos Rulebook

Based on the format described [here](#).

Intro

You and many others have settled in the newly established, diverse kingdom of Tairos, but invaders are threatening to destroy your newfound independence. Fight alongside your new allies to fend them off and prevent the destruction of Tairos!

Objective

Players must work together to defeat all enemies in the Enemy Deck.

If at least one player is alive when all enemies are defeated, the players are successful in defending Tairos, and all players win the game!

If all players die before defeating all enemies, the players fail to defend Tairos, and all players lose the game.

Components

Included in PnP (in order of appearance on the PnP sheet)

- 120 Skill cards
 - Which make up 8 Class:
 - **Guardian:** Strike, Block, and Bash
 - **Ranger:** Shoot, Evade, and Hasten
 - **Elementalist:** Burn, Freeze, and Shock
 - **Tactician:** Inspire, Bolster, and Coordinate
 - **Brawler:** Tackle, Flurry, and Counter
 - **Shadow:** Mimic, Drain, and Misdirect
 - **Arcanist:** Unleash, Protect, and Blast
 - **Squire:** Fetch, Resupply, and Accompany
- 3 Devastation cards (Hurricane, Hailstorm, and Flood)
- 9 Artifact cards
- 10 Enemy cards (8 Normal Enemy cards and 2 Greater Enemy cards)
- 4 Race cards (Human, Dwarf, Elf, and Halfling)

NOT Included in PnP (with recommended substitutions)

- 4 Player Health trackers (d20)
- 4 Player Inspiration trackers (d6)
- 4 Player Engagement markers (unique meeples, tokens, or miniatures)
- 3 Enemy Health trackers (d20)
- Chill, Scorch, Fatigue, and Stun status effect markers (unique tokens/colored paper)

Core Concepts

These are the core terms and concepts of Tairos. Understanding these will help you better understand the various cards and their effects.

Actions vs Reactions

Most Skills require you to spend your turn's Action to play them (see below: *Gameplay > Player Phase > Action Step*), but several Skills can be played immediately under certain conditions and cannot be played as an Action. These types of Skills are called Reactions, and they are noted by a lightning bolt symbol (⚡) next to their name. If no timing criteria is listed on the card, a Reaction may be played at any time.

Charges: Using Artifacts and Race Abilities

Charges are accumulated by defeating enemies (see below: *Gameplay > Preparation Phase > Cleanup Step*). Race Abilities and most Artifacts require you to spend Charges to use them. When you spend one or more Charges to use a Race Ability or Artifact, move all cards that were used to pay the cost to the appropriate discard pile. Each card is worth 1 Charge.

Enemies: Normal vs Greater

Most enemies are your run-of-the-mill, chaotic evil monsters, but a few monsters are a step above the rest. These enemies are called Greater Enemies, and they have the word "Greater" under their name. When defeated, Greater Enemies award 2 Charges instead of 1 (see below: *Gameplay > Preparation Phase > Cleanup Step*)

Engaging Enemies

Each enemy must be engaged by exactly one player unless it is stunned. To signify that a player is engaged with an enemy, that player places their Engagement marker on that Enemy (see: *Gameplay > Preparation Phase > Engagement Step*). If a player is engaged with an enemy, they will be the target of that enemy's attack (see: *Gameplay > Enemy Phase*). ***Note:** Players may attack enemies they are not engaged with.

Inspiration

Inspiration is a positive status effect that players may acquire at some point during the game. It may be spent *at any time* to gain one of a variety of effects (see: *Appendix A > Inspiration*).

Limited Healing

There is very little healing in Tairos. However, with proper preparation, you should be able to prevent a lot of the damage coming from your enemies.

Skill Cards

Each Class Deck is made up of 5 copies of 3 different types of Skill cards. These Skill cards represent the typical skills and abilities that someone of that class would possess.

Setup

1. Each player should follow these steps:

- Choose two Class decks (see the full list below)
- Shuffle your decks individually (do NOT mix them together)
- Place both of your decks in front of you
 - Leave room above each deck for individual discard piles!
- Choose a Race and set it to the right of your decks
- Choose an Artifact and set it to the right of your Race
- The area to the left of your decks will form your Charge Pile (it starts empty)
- Set your starting Health to 16
- Draw one card from each of your decks
- Resolve your Racial bonus

2. Create the Enemy Deck by combining and shuffling the Normal and Greater Enemy cards.

3. Choose a random Devastation and place it on top of the third card from the bottom of the Enemy Deck (the chosen Devastation should now be the fourth card from the bottom).

Gameplay

Play rounds until you defeat all enemies in the Enemy Deck or all players have been defeated.

Preparation Phase

Cleanup Step

All defeated enemies (i.e. any enemies with 0 health remaining) are removed from the battlefield and replaced by new enemies from the Enemy Deck. Each player may *Charge* once for each defeated Normal Enemy and twice for each defeated Greater Enemy.

To *Charge*, place the top card of one of your decks facedown on your *Charge Pile*

Engagement Step

Players decide who will engage which enemy. Each enemy *must* be engaged with exactly one player. To engage with an enemy, a player places their *Engagement Marker* on that enemy's card. If a player is already engaged with an enemy, they may switch to another enemy.

***Note:** Enemies with a *Forced Attack* ability must be engaged before other enemies can be engaged. If multiple enemies with *Forced Attack* are present, resolve them from left to right.

Enemy Phase

Each enemy attacks the player they are engaged with. To resolve an attack, the engaged player reduces their health by the Attack Power of the enemy they are engaged with.

Player Phase

Each player takes a turn. Players may take their turns in any order they choose. However, once a player begins their turn, they must finish it before another player may begin their turn.

Draw Step

Draw 1 card from one of your decks. You may not draw a card from a deck that is empty.

Action Step

Take **1** of the following Actions:

- Play 1 Action Skill
- Draw 1 card
- Refresh a deck (shuffle a discard pile back into its respective deck)
- Use an Artifact that requires an Action

Appendix A - Statuses

Chill

Target: Enemy

Has no effect on its own. An enemy cannot have more than 1 *Chill* at one time.

Fatigue

Target: Player

A player who has *Fatigue* at the beginning of their Draw Step skips that Draw Step then removes 1 *Fatigue*.

Inspiration

Target: Player

You may spend 1 *Inspiration* at any time to gain one of the following effects:

- Deal 1 damage during your turn.
- Prevent 1 damage to yourself at any time.
- Draw a card then discard a card during your turn.

Scorch

Target: Enemy

Has no effect on its own. An enemy cannot have more than 3 *Scorch* at one time.

Stun

Target: Enemy

The next time this enemy attacks, it does not attack and removes 1 *Stun*. While an enemy has at least 1 *Stun*, they do not need to be engaged, but players may engage it if they want.

Target: Player

A player who has *Stun* at the beginning of their Action Step skips that Action Step then removes 1 *Stun*.

Appendix B - Keywords

Charge

To *Charge*, place the top card of one of your decks facedown on your *Charge Pile* (to the left of your deck). You may *Charge* once after defeating a Normal Enemy and twice after defeating a Greater Enemy.

Combo

When this card is played, you may immediately play another card of the same name to gain this effect.

Encounter

Trigger this effect when this enemy first enters the battlefield.

Engage

Trigger this effect whenever a player engages with this enemy.

Forced Attack

The player who meets the criteria listed must engage with this enemy, if able.

- If the player who meets the criteria is already engaged with another enemy, then the next player who meets the criteria must engage with this enemy.
- If two or more players match the criteria and are not already engaged with another enemy, any of them may engage this enemy.
- If two or more enemies' criteria match the same player, that player chooses which to engage
- If multiple enemies have *Forced Attack* abilities, resolve them in order from left to right.

Mill

Discard a card from the top of one of your decks.

Multi-target

The effect of this card may be split between multiple targets (e.g. you may deal damage to multiple enemies or prevent damage to multiple allies).