

**BATTLE GATE**, Treasure Card Expansion Rules  
By Marc Wolff, 2016 www.wolffgames.com  
For use in any game of BATTLE GATE

### **MAKING A TREASURE CARD**

Treasure cards do not cost character points and a game may include any number; feel free to make them however you want given the following rules:

A treasure card may have a name and between one and three abilities whether static, single-turn-use, or a mix of the two. Include abilities only once on a treasure card; multiple entries on the same card do not duplicate effects.

Once you've chosen which abilities (and any bonuses) you want a treasure to have, write them in the available spaces at the bottom of the card. \*\*\*There is no limit to bonus values\*\*\*. Besides the Siege ability all single-turn-use abilities are written on treasure cards without bonuses (you can leave the bonus space blank or write 'n/a', cross them out with an 'X', etc.). A diagram of the card components can be found on the back of this sheet.

When you've determined the cost of each ability for a treasure (as per below) add up all the costs and write the total in the smaller box at the top of the card (unless it has a \*converted cost\*). This is the minimum total power of cards needed in play for someone to claim this treasure from the pot (more in 'How to use' section).

#### **Static abilities:**

The following abilities stay active for a player so long as the treasure remains in their play field:

- +X Recovery / turn  
Cost per bonus: 6
- +X Draw / turn  
Cost per bonus: 6
- +X Field / turn  
Cost per bonus: 6

#### **Single-turn-use abilities:**

The following single-turn-use abilities can be activated at any time unless otherwise noted. A treasure immediately goes back to the pot when one of its single-turn-use abilities is activated (i.e. you can only activate one per treasure):

##### **Siege**

+X additional combat phase(s). This ability can only be activated on your turn during or before your regular combat phase. Since treasures have no limit on bonuses this ability can grant any number of additional combat phases, however all of them must be taken when the ability is activated (this does not force you to attack on all of them).  
Cost per bonus: 10

##### **Flank**

Assassins and minions you have in play switch classes until the end of the current turn (powers are unaffected).  
Cost: 8

##### **Fortify**

Assassins you have in play may block this turn.  
Cost: 5

##### **Assault**

Minions you have in play may attack this turn.  
Cost: 5

##### **Breach**

During this turn when you assign an assassin to attack you may choose which one of a defending player's soldier or minion cards must defend against them (you may do this for any of your assassins that attack; defending player may still assign additional defenders, i.e. all normal combat rules still apply).  
Cost: 7

##### **Counter**

Stops/cancels the activating of a treasure's single-turn-use ability (including Counters and Sabotages) and immediately sends it back to the pot (i.e. this can only be activated in response to another treasure's single-turn-use ability being activated). If this ability is used to stop the Siege ability then it cancels any and all extra combat phases but the normal combat phase still happens.  
Cost: 7

## Sabotage

Immediately sends a treasure in play back to the pot (can be used like Counter to stop an activated ability, including Counters and Sabotages)

Cost: 9

### \*Converted cost\*

While not an activated ability this allows a treasure to be claimed from the pot if a player has a certain other treasure (or treasures) already in their play field instead of meeting what would otherwise be the treasure's power cost (players can still only claim one treasure per turn).

If you want to give a treasure a converted cost, first write a star ' \* ' in the cost space at the top of the card (instead of a cost). Next, write a star in a bonus space next to a blank ability space at the bottom of the card for each card required to claim this one. In the blank ability spaces next to bonus spaces where you've draw stars write the names in "quotes" of each treasure card required to claim this one (required treasures must be unique, i.e. there cannot be another treasure in the pot with the same name – other than that any treasure can be named for this purpose – there are no other qualifications).

To restate: \*converted cost\* replaces the cost of any abilities on a treasure card with needing another treasure (or treasures) to be in your play field. This can make very overpowered cards easily playable but all players still need to agree to allow each of these cards into the pot at the start of a game (as per below). Any number of abstractions of this ability is permitted (e.g. a key treasure with no abilities and a converted cost that requires you to have three other treasures in play allows you to claim a very powerful treasure whose converted cost is just the one key).

Cost: n/a

1		2	
3			
ABILITY			
5	4		
5	4		
5	4		

1. TREASURE NAME
2. COST
3. TREASURE DESCRIPTION/  
PICTURE
4. ABILITY
5. BONUS

### HOW TO USE

Before decks are shuffled and cut to see who goes first players may contribute any number of treasure cards to the pot (treasures should be in the middle of the play area so all players can see and have access to them). Players must agree unanimously on which treasures are added, but again, a game may include any number.

All BATTLE GATE rules are still the same when playing with treasure cards

- +Treasures in the pot may only be claimed by the player whose turn it currently is but they may do so at any time.
- +To claim a treasure from the pot a player must have cards in their play field with a total power equal to or greater than the treasure's cost.
- +Players may only claim one treasure per turn but may each have multiple treasures in play (having claimed them on separate turns).
- +When a treasure is claimed it goes to that player's play field and any static abilities it has immediately become activated.
- +Players may activate any number of single-turn-use abilities in a given turn (from the treasures in their play field) but only one such ability per treasure may be activated (i.e. as soon as one is activated the card goes back to the pot).
- +If at any time the added power of a player's fielded cards no longer meets or exceeds the power cost of a treasure or treasures in their play field those treasures immediately go back to the pot. The same goes for treasures with a converted cost; if the card required to claim them leaves a player's play field then the converted cost card also goes back to the pot. Players keep any treasures whose costs they can still meet.

HAVE FUN! -Marc Wolff