

PANZER CLASH BASIC SET FULL CARD LIST

UNITS (48):

| Name | Fact ion | Cost | ATK | DEF | Mov. | Text |
|----------------------|----------|------|-----|-----|------|---|
| Gebirgsjäger | G | I | 1 | 1 | 1 | Do not have to skip movement when entering Mountains. +2 ATK and +1 DEF in Mountains. |
| Panzer II Light Tank | G | I | 2 | 1 | 2 | |
| Panzergranadiere | G | I | 1 | 1 | 1 | Your Tanks on adjacent Spaces get +1 ATK and +1 DEF (also diagonally). |
| Panzerspähwagen | G | I | 1 | 1 | 3 | |
| Volkssturm | G | I | 1 | 1 | 1 | Junkyard-Trigger: Comes into play with a +1 ATK and +1 DEF Counter. |
| Jagdpanzer 38 | G | II | 2 | 3 | 1 | +2 ATK against Tanks. |
| Minenräumwagen BI | G | II | 0 | 2 | 1 | Remove a Minefield card from the space this moves to. |
| Panther Tank | G | II | 3 | 2 | 1 | |
| Panzerschrecks | G | II | 0 | 1 | 1 | Destroy Panzerschrecks: Destroy target Tank on an adjacent space (also diagonally). |
| Wirbelwind Flak | G | II | 1 | 3 | 1 | Air Strike and Bomb Factories cannot target Factories you control. |
| Stug III | G | III | 0 | 2 | 1 | Ranged Attack: 3 |
| Tiger Tank | G | III | 4 | 3 | 2 | |
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| BA 64 Armoured Car | S | I | 0 | 2 | 3 | |
| Red Army Troopers | S | I | 1 | 1 | 1 | +1 ATK and +1 DEF on Plains and on Russian Steppe. |
| T 70 Light Tank | S | I | 1 | 2 | 2 | |
| BT-7 Light Tank | S | II | 2 | 2 | 2 | |
| Communist Commissar | S | II | 1 | 2 | 2 | Play-Effect: Draw 1 card. Junkyard-Trigger. |
| Katyusha | S | II | 0 | 2 | 1 | Ranged Attack: 2. |
| Siberian | S | II | 2 | 2 | 1 | +1 DEF on Plains. +2 DEF on |

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| Troops | | | | | | Russian Steppe. |
| Soviet Sniper | S | II | 0 | 2 | 1 | Ranged Attack: 1. |
| T-34 Medium Tank | S | II | 3 | 3 | 1 | |
| JS-2 Heavy Tank | S | III | 4 | 3 | 1 | |
| JSU-122 | S | III | 2 | 3 | 1 | +3 ATK against Tanks. |
| OT-130 Flamethrower Tank | S | III | 2 | 4 | 1 | +3 ATK against Infantry. May attack up to 3 targets. You divide the damage dealt as you choose. |
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| GIs | A | I | 2 | 1 | 1 | |
| M24 Light Tank | A | I | 2 | 2 | 2 | |
| M5 Light Tank | A | I | 1 | 2 | 3 | |
| Rangers | A | I | 1 | 1 | 2 | You may look at any Terrain card adjacent to the space Rangers occupy (also diagonally). |
| M36 Gun Motor Carriage | A | II | 1 | 3 | 1 | Ranged Attack: 1 |
| M4 Medium Tank | A | II | 3 | 2 | 1 | Junkyard-Trigger. |
| Marines | A | II | 3 | 2 | 1 | |
| Paratroopers | A | II | 2 | 2 | 1 | During the Standby-Phase after you played Paratroopers, place them on any unoccupied space on the battlefield. |
| M26 Heavy Tank | A | III | 4 | 3 | 1 | |
| M3 Medium Tank | A | III | 4 | 2 | 2 | |
| M7 Howitzer Motor Carriage | A | III | 0 | 3 | 1 | Ranged Attack: 2 |
| Sherman Crab | A | III | 2 | 3 | 1 | Remove a Minefield card from the space this moves to. |
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| Aikoku Armored Car | J | I | 1 | 1 | 3 | |
| Japanese Infantry | J | I | 3 | 1 | 2 | Play-Effect: Discard the top 5 cards from your |

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| | | | | | | Supply. +2 DEF in Forest or Jungle. Junkyard-Trigger. |
| Japanese Officer | J | I | 0 | 1 | 1 | Play-Effect: Draw 1 card. Destroy-Effect: Discard 1 card from your hand. |
| Te-Ke Light Tank | J | I | 1 | 1 | 2 | Cannot be target of Events or Abilities an opponent controls. |
| Type 94 Light Tank | J | I | 2 | 1 | 1 | |
| Chi-Ha Medium Tank | J | II | 2 | 3 | 1 | |
| Machine Gunners | J | II | 4 | 1 | 1 | |
| Naval Infantry | J | II | 2 | 3 | 1 | |
| Yi-Go Medium Tank | J | II | 2 | 2 | 1 | Cannot be target of Events or Abilities an opponent controls. |
| Ho-Ro Howitzer | J | III | 2 | 2 | 1 | Ranged Attack: 2 |
| Mk 1 Heavy Tank | J | III | 2 | 3 | 1 | +2 ATK, +1 DEF and +1 Movement in Jungle and Woodlands. |
| Type 91 Heavy Tank | J | III | 3 | 3 | 1 | Cannot be the target of Events or Abilities an opponent controls. |

EVENTS (40):

| Name | Faction | Cost | Type | Text |
|--------------------|---------|------|------|---|
| Amphibious Landing | A | I | - | Search your Supply for one Marines card and put it onto any unoccupied space in your Front Line. Then shuffle your Supply. |
| American Industry | A | II | p | Your Factories cannot be target of Events or Effects. If one or more of your Factories would be destroyed, it is not. |
| Emperor's Address | A | III | - | Put the top 3 cards from your Supply onto your Junkyard. Your opponent has to return all Japanese Units to his or her hand. |
| President's Orders | A | III | - | Draw 3 cards. |
| Ambush | ALL | I | ↙ | Target Unit gets +3 ATK until end of |

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| | | | | turn. |
| Clear the Way | ALL | I | - | You may draw one card, then you may destroy target Terrain Modifier card. |
| Defensive Actions | ALL | I | ⚡ | Target Unit gets +4 DEF until end of turn. |
| Radio | ALL | I | ⚡ | Draw 3 cards from your Supply. Then put 2 cards from your hand onto your Supply. |
| Salvage | ALL | I | - | Take the top 3 cards from your Junkyard and put them under your Supply in any order. Junkyard-Trigger. |
| Scout | ALL | I | ⚡ | Look at up to three Terrain Cards on your side of your playing field. Then put them back on their former positions. You may draw 1 card. |
| Smoke Out | ALL | I | - | Destroy target Infantry Unit on a Bunker. Then you may draw 1 card. |
| Spy | ALL | I | ⚡ | Look at target Player's hand and the top three cards of his or her Supply. Put them back without rearranging them. Then you may draw 1 card. |
| Stuck | ALL | I | ⚡ | Target Unit cannot move during this Main-Phase. You may draw 1 card. |
| Rocket Volley | ALL | I | ⚡ | Deal 2 damage to target Unit or Player. |
| Bomb Factories | ALL | II | - | Destroy target Factory. |
| Build Factories | ALL | II | - | Search your Supply for up to 2 Factories and put them into play immediately. Then shuffle your Supply. |
| Charge! | ALL | II | - | Target Unit may move 2 additional spaces this turn. |
| Fuel Shortage | ALL | II | ⚡ | Vehicles cannot move this Main-Phase. |
| Guerrilla Attack | ALL | II | ⚡ | Deal 2 damage to target Unit. Junkyard-Trigger. |
| Armor Plates | ALL | II | P | Tanks you control get +1 DEF. |
| Reinforcement | ALL | II | - | Draw 2 cards from your Supply. |
| Repair | ALL | II | - | Take target Tank from your Junkyard and put it into an unoccupied space in your back line. |
| Sabotage | ALL | II | - | Target Player discards 2 cards. |
| War Frenzy | ALL | II | P | All Units you control get +1 ATK. |
| A-Bomb | ALL | III | - | Destroy all cards on the battlefield. |
| Air Strike | ALL | III | - | Deal 3 damage to target Unit or Player or destroy target Factory. |
| Bazooka Shot | ALL | III | - | Destroy target Tank. |
| Infiltrate | ALL | III | - | Place an Infantry Unit from your hand |

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| | | | | onto any unoccupied Space on the Battlefield. |
| Führer's Orders | G | II | - | Your German Units get +2 ATK until end of turn. |
| Jet Planes | G | II | - | Deal 4 damage to target Player. |
| Blitzkrieg | G | III | ⚡ | Discard the top 3 cards of your Supply: Units you control deal double damage and have Movement +2 until end of turn. |
| Secret Weapon | G | III | - | Discard the top 5 cards of your Supply: Destroy all Factories in one Stack or deal 5 damage to target Unit or Player. |
| Samurai Spirit | J | I | ⚡ | Play only when target Infantry Unit would be destroyed. It cannot be destroyed this turn and gets +3 ATK until the end of your next turn. |
| Banzai Charge | J | II | ⚡ | Target Unit gets +4 ATK and +2 Movement until end of turn. Destroy that Unit at end of turn. |
| Infamous Attack | J | II | - | Destroy up to two target American Units. |
| Emperor's Orders | J | III | ⚡ | Japanese Units you control get +4 Movement until end of turn. |
| NKVD Agents | S | I | - | Draw 2 cards from your Supply, then discard 1 card from your hand. Junkyard-Trigger: Draw 1 card. |
| Partisan Attack | S | I | - | Each Player has to destroy one of his or her Units. |
| Stalin's Orders | S | II | - | Put any one Tank from your hand onto any unoccupied Space in your Front or Back Line. |
| Siberian Winter | S | III | P | All Soviet Units get +1 ATK and +1 DEF and all German Units get -1 ATK. |

TERRAIN (10):

| Name | Text |
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| City | Infantry gets +2 DEF. Tanks get -2 ATK. A Tank entering this Space must stop and cannot move during their controller's next two Main-Phases. |
| French Boccage | Tanks get -1 ATK. Tanks entering this Space must stop and cannot move during their controller's next Main-Phase. |
| Jungle | Non-Japanese Units get -1 ATK and -1 DEF. Non-Japanese Units entering this Space must stop and cannot move during their controller's next Main-Phase. |
| Marsh | Units entering this Space must stop and cannot move during their controller's next Main-Phase. |
| Mountains | Tanks cannot cross Mountains. Units entering this Space must stop and cannot move during their controller's next Main-Phase. |
| Plains | - |
| Main Road | Units entering this Space get +1 Movement. |

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| Russian Steppe | Soviet Units on this Space get +2 ATK. |
| Village | Infantry gets +1 DEF. Tanks get -1 ATK. |
| Forest | Infantry gets +1 ATK. |

TERRAIN MODIFIERS (4):

| Name | Cost | Text |
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| Barbed Wire | I | Deal 2 damage to Infantry entering this Space. |
| Bunker | II | Infantry Units on this Space get +2 ATK and +2 DEF. |
| Dragon's Teeth | I | Tanks can not enter this Space. |
| Minefield | II | If a Unit enters this Space, deal 3 damage to that Unit. Minefield is then discarded to your Junkyard. |