

# SPACE CLASH

## - provisional card list -

### Card Types Explanation:

- **Structures:** Structures can neither move nor attack. There are Ground Structures and Orbital Structures.
  - **Ground:** Can only be deployed (from the Energy Source Zone) to your Ground Zone
  - **Orbital:** Can only be deployed to your Space Zone
- **Spaceships:** Are deployed into your Ground Zone and may move to the Space Zone from there. From your Space Zone they may move to the opponents Space Zone and from there even to his Ground Zone. Normally, Spaceships may only attack Structures or Spaceships in a Space Zone.
- **Troops:** May only be deployed to your Ground Zone. Normally, they can only attack Structures, Spaceships and Troops in the Ground Zone. Cannot move into Space Zone on their own.
- **Equipment:** There are two types of Equipment: Troop and Spaceship. Equipments are played to an Energy Source Pile and are attached either to a Spaceship or a Troop depending on their type during the next Standby-Phase. When a Spaceship or a Troop is destroyed, all Equipment attached to it also goes to the Junkyard (Discard-Pile).
- **Events:** Much like Spells in Elemental Clash. There are normal-, ↵- and P- Events.
- **Energy Sources:** Like Element Stones in Elemental Clash. There is Deuterium (blue, Human), Crystals (red, Skaarg), Bioflux (green, Xenoid) and Dark Matter (purple, Atarrayid).

### Ability explanation:

- **PE (Play-Effect):** When this comes into play (that means when it is put onto the table) the effects after the “:” take place.
- **DPT (Discard-Pile-Trigger):** When this would be put from your Supply to your Junkyard, you may play it to the appropriate Zone without paying its cost. If it is an Event its effects take place and the card is put onto the Junkyard directly.
- **Ranged Attack: X:** Instead of attacking, you may inflict X damage to any Player, Structure, Spaceship or Troop in any Zone. You may use this from any Zone, except ES-Zone.
- **Bombardment: X:** Instead of attacking, this Spaceship may deal X damage to a Structure, Spaceship or Troop in an adjacent Ground-Zone.
- **Carrier: X:** When in a Ground Zone, you may attach X Troop Cards to this Spaceship or detach any Troops attached to this.
- **Infiltrator:** This Troop may attack target opponent directly from any Zone, except from ES-Zone.

### Structures (10):

NAME	Ra.	Cost	Type	ATK	DEF	Card text
Orbital Laser	N	I	Orbital	3	1	
Orbital Long Range Laser	N	II	Orbital	0	2	Ranged Attack: 2.
Planetary Shield	N	III	Orbital	0	3	Cards in your Ground and Energy Zones cannot be target of Events or Effects.
Bunker	N	I	Ground	1	2	
Trenches	N	I	Ground	0	3	<b>DPT.</b>
Observatory	N	I	Ground	0	2	You may look at your opponents hand at any time.
Barracks	N	II	Ground	3	3	
Rocket Silo	N	II	Ground	0	3	Ranged Attack: 1.
Research Facility	N	III	Ground	0	3	Draw an additional card during your Draw-Phase.
Fortification	N	III	Ground	0	6	

### Spaceships (10):

NAME	Ra.	Cost	ATK	DEF	Card text
Fighter	N	I	1	2	
Destroyer	N	II	2	2	
Bomber	N	II	1	2	<b>Bombardment: 3.</b>
Battleship	N	III	3	3	
Troop Transporter	N	II	0	3	<b>Carry: 2.</b>
Invader	N	III	1	2	<b>Bombardment: 2. Carry:2.</b>
Dreadnought	H	III	4	4	<b>Bombardment: 3</b>
Scavenger	S	II	2	3	During your End-Phase you may take one card from your Junkyard and put it under your Supply. <b>DPT.</b>
Hive	X	III	2	6	During your Standby-Phase you may place a 1/1 Xenoid Spawn Troop token onto an adjacent Ground Zone.
Starcruiser	A	III	3	3	<b>Immunity: Events and Effects.</b>

### Troops (16):

NAME	Ra.	Cost	ATK	DEF	Card text
Saboteur	H	I	1	1	<b>Infiltrator</b>
Human Marauders	H	I	2	1	
Space Marines	H	II	3	2	
Tanks	H	III	4	3	
Skaargan	S	I	0	1	<b>PE:</b> Put target card from your Junkyard

Scavenger					under your Supply.
Berserkers of Skaarg	S	I	3	1	<b>PE:</b> Put the top 2 cards from your Supply onto your Junkyard.
Skaargan Weaponsmith	S	II	0	3	<b>PE:</b> Search your Supply for a Cost I Equipment and put it into play attached to target Troop or Spaceship.
Skaargan Embermage	S	III	4	2	<b>PE:</b> Put the top 2 cards from your Supply onto your Junkyard. Deal 2 damage to target Troop, Spaceship or Structure.
Catalyst Spawn	X	I	0	1	<b>PE:</b> Put 1 Energy Source from your hand into play.
Worker	X	I	1	2	
Drone	X	II	1	3	<b>DPT.</b>
Brood Queen	X	III	3	4	During your Standby-Phase you may place a 1/1 Xenoid Spawn Troop token onto an adjacent Ground Zone.
Attrayid Guard	A	I	1	1	<b>DPT.</b>
Attrayid Scientist	A	II	1	1	<b>PE:</b> Draw 1 card.
Sentinel	A	II	0	4	<b>Destroy this:</b> Neutralize target Event.
Elder	A	III	3	3	<b>Immunity: Events and Effects.</b>

### Equipment (20):

NAME	Ra.	Cost	Type	Card text
Handgun	N	I	Troop	+1 ATK.
Plasma Rifle	H	I	Troop	+2 ATK.
Mindwrecker	H	II	Troop	Whenever Troop deals damage to a Player, he or she discards 1 card.
Skaargan Battleaxe	S	I	Troop	+1 ATK and -1 DEF. <b>DPT.</b>
Skaargan Sniper Gun.	S	II	Troop	Troop has "Ranged Attack: 1".
Chitin Shell	X	I	Troop	+3 DEF.
Venom Gun	X	II	Troop	Whenever Troop deals damage to a Troop that Troop is destroyed.
Mind Reader	A	I	Troop	Whenever Troop deals damage to a Player, draw 1 card.
Protective Sphere	A	II	Troop	Troop cannot be target of Events or Effects. <b>DPT.</b>
Plasma Gun Turret	N	I	Spaceship	+1 ATK
Shield Generator	N	I	Spaceship	+1 DEF.
Hyperdrive	N	II	Spaceship	Spaceship may move an additional square each turn.
A-Bombs	H	II	Spaceship	Bombardment: 3
Energy Hammer	H	III	Spaceship	Instead of attacking, you may return one of your opponent's Energy

				Sources to his or her hand.
	S	II	Spaceship	
Long Range Laser Gun Turret	S	III	Spaceship	Spaceship gets "Ranged Attack: 2".
Bioflux Hull	X	I	Spaceship	+2 DEF.
Spawning Module	X	II	Spaceship	During your Standby-Phase, you may bring a 1/1 Xenoid Spawn Spaceship token into an adjacent Space Zone slot.
Stealth Cloak	A	II	Spaceship	Spaceship can neither be attacked nor be target of Events or Effects. When it attacks, Spaceship loses this abilities until end of turn.
Mind Ray	A	III	Spaceship	Spaceship has "Ranged Attack: 1". You draw 1 card whenever this deals damage to a Player.

### Events (20):

NAME	Ra.	Cost	Type	Card text
Heavy Blow	H	I	↯	Target Troop gets +3 ATK until end of turn.
Deadly Shot	H	I	↯	Deal 2 damage to target Troop, Spaceship or Player.
Homing Missile	H	II		Deal 3 damage to target Troop, Spaceship or Player. <b>DPT.</b>
Mind Probe	H	II		Target Player discards 2 cards.
War Frenzy	H	III	P	Human Troops you control get +2 ATK.
Cunning of Skaarg	S	I		Put the top 5 cards from your Supply onto your Junkyard. Then take the top 3 cards from your Junkyard and put them under your Supply in any order. <b>DPT.</b>
Repairs	S	I	↯	If one of your Spaceships would be destroyed, it is not destroyed. Draw 1 card.
Scavenge	S	II		Take target card from your Junkyard at put it into your hand.
Manufacture	S	II		Put the top 2 cards from your Supply and put them into your Junkyard. Then search your Supply for an Equipment card and take it into your hand. Shuffle your Supply afterwards.
Reassemble	S	III		Put the top 3 cards from your Supply and put them into your Junkyard. Then take target Spaceship from any Junkyard and place it into your Space Zone.
Biofuel	X	I		Search your Supply for an Energy Source and put it into play immediately.
Fortify	X	I	↯	Target Troop, Structure or Spaceship gets +4 DEF until end of turn.
Flesh-eating Virus	X	II	↯	Destroy target Non-Xenoid Troop.

Disassemble	X	II	↔	Return target Troop or Spaceship to its owner's hand. <b>DPT.</b>
Bioflux Shell Mutation	X	III	P	Troops and Spaceships you control get +2 DEF.
Machination	A	I		Look at the top 3 cards of your Supply and put them back in any order. You may draw 1 card.
Research	A	II		Draw 2 cards. <b>DPT.</b>
Wisdom of Attrayir	A	II		Search your Supply for a card, shuffle your Supply and put the chosen card on top of it.
Create a Singularity	A	III		Destroy all Spaceships and Orbital Structures.
Will of the Elders	A	III	↔	Neutralize target non-Energy Source card. Then draw 1 card.

### Energy Sources (4):

Name	Text
Deuterium	Produces one Blue Energy.
Crystals	Produces one Red Energy.
Bioflux	Produces one Green Energy.
Dark Matter	Produces one Purple Energy.