

SPACE CLASH

- Rules Adjustments -

The rules for Space Clash are almost the same as for regular Elemental Clash. You'll find the Elemental Clash Rules under <http://ap.o-nan.org>.

However, there are a few slight changes to the rules when you play Space Clash:

First of all, some names are different:

Instead of ATK-Zone, DEF-Zone and Element-Stone-Zone you have Space Zone, Ground Zone and Energy Source Zone. Then there is the Supply instead of the Spellbook (Draw-Pile) and the Junkyard instead of the Discard-Pile. Furthermore In Space Clash, Element Stones are replaced with Energy Sources. Instead of the four Elements, there are four different races, each with its own form of energy. Deuterium for Humans (colour blue), Crystals for Skaargans (colour red), Bioflux for Xenoids (colour green) and Dark Matter for Attrayids (colour purple).

One major difference to Elemental Clash is that Space Clash is played with decks of 60 instead of 40 cards. Also, Players draw 7 instead of 5 cards at the beginning of the game.

Besides that, the biggest difference to Elemental Clash is that in Space Clash you are allowed to and need to move into the opponent's Space Zone and Ground Zone. You may for example move a Bomber into the opponent's Space Zone in order to bomb his or her Troops and Structures in his or her Ground Zone. Or you might want to land with a Troop Transporter in an opponent's Ground Zone to deploy your Troops to destroy his or her Ground Defences and then attack him or her directly. With a Spaceship in a Space Zone you may either attack targets (enemy Spaceships or Structures) in the same or in an opposing Space Zone.

Furthermore, the card types in Space Clash differ from the ones in Elemental Clash.

Card Types Explanation:

- **Structures:** Structures can neither move nor attack. They may however defend their owner against Troop attacks. 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. Each race has its own type of Energy Source. There is Deuterium (blue, Human), Crystals (red, Skaarg), Bioflux (green, Xenoid) and Dark Matter (purple, Attrayid).

What follows is an explanation of all special abilities in the First Edition of Space Clash:

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.
- **Carry: 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.
- **Immunity: Events and Effects:** This cannot be the target of Events or Effects.