

The WarpSpawn Second Big Book O'Games

Tome 1

Science Fiction Games

Part 1/2

Various & Sundry, mainly Lloyd Krassner

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Various & Sundry, mainly Lloyd Krassner
December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
- Second edition Dec 2020, compiled by C. Rocchini. Send comments to claudio@rockini.name. Authors: Various & Sundry, mainly Lloyd Krassner; so main contains some error and omissis.

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First edition, Sep 2004, compiled by P. Cobcroft
Second edition Dec 2020, compiled by C. Rocchini.

This book was created by an automatic parser from the original Warpspawn site, and compiled with \LaTeX ; it may contain errors and omissions. Send comments and reports to claudio@rockini.name. Most unnecessary images have been deleted, due to copyright concerns. The \LaTeX style is vaguely inspired by dndbook class and rpg-module style. All chapter's decorations are derived from images by commons. [wikipedia. org](https://commons.wikimedia.org/), Category: Headpieces (book illustration) along with their usage licenses.

Florence (Italy), december 2020

Part I

Intro

Introduction to Warpspawn Games

Article by Tom Higgins (tom@wsmf.org), Main editor of Countermoves.

There are many ways to game as there are gamers to play them. There are focused gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer, one such resource though is Warp Spawn Games (<http://www.angelfire.com/games2/warpspawn/index.html>) Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since.

1997

The site itself is spartan but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years, the count for 2001 is now over 200 and climbing. Game types range from your pure card game to your roll and move board games to hex game to role-playing to combinations of all of the above. There are lots of different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for SF, Fantasy, Historical and the infamous Other as well as a place of Universal Game Systems. More on this last one in another article. Each of these sections is further broken down by time period of subtype.

Many of the rule sets you will find are mostly straight text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as Thoth game sets. The big advantage to a Thoth game set in this case is that the individual graphical items are not hidden in the gamebox, they are available to be manipulated and customized in directories.

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing. Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here. You can get a glimpse of what goes on in one game developers mind on Llyod's Brainstroming page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A Review and Essays page gives players and developers alike a place to work out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strengths Warp Spawn has going for it is not its flashy graphics (there are none) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place.

It has a core group of members who are quick to help and very into the idea that everyone is a game developer just looking for a chance to come out and play.

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Part II

Games



A New Hope

by sir gerard luft, kdm
Luke, Han and Leia need to get back to the Millennium Falcon in the Death Star's Docking Bay. But Vader and his minions are in hot pursuit.

Introduction

This game is played with two players. Each player begins with three characters cards and there own deck, as detailed below.

Set Up

Light Side

Character Cards

Character	Power	Toughness	Force
Luke Skywalker	3	3	4
Leia Organa	3	3	3
Han Solo	3	3	3

Dark Side

Character Cards

Character	Power	Toughness	Force
Darth Vader	4	4	6
Boba Fett	3	3	2
Stormtrooper	1	1	1

Deck

Area	Power	# in Deck
Death Star Command Center	1	8
Death Star Detention Block	0	8
Death Star Docking Bay Control Room	0	8
Death Star Core Shaft Corridor	0	8

Miniatures And Map

If you have any problem keeping track of who is in what area each turn, draw up a map of the Death Star (or use the boards from the Escape from the Death Star Miniature Game) and pull out your Star Wars actions figures or miniatures! (As a matter of fact, these game rules were modified from the D20 Star Wars Fast Play Rules.

The Turn

- Each player lays his character cards (and miniatures) out face up before him. Then they draw a card from their deck for each of their characters, going right to left. The cards drawn indicate which area of the Death Star each individual character is that turn (If random location seems unrealistic, one merely needs to watch a few episodes of Doctor Who, Star Wars Episode IV, or any early seasons of Star Trek: the Next Generation, to see the heroes running "like chickens with their heads off" trying to save their derrières; it's just the fun of true space operas!).
- If any character is in the same area with an opponent character, they may attack that opponent. (e.g., Luke, Leia, Boba Fett and the Storm Trooper are in the Command Center).
- Before a conflict occurs, players must decide if they wish to Tap (rotate 90 degrees/ AKA siding)

a character to use the Force to Support another character in the same area (e.g., Leia taps to support Luke, and Darth Vader taps to support Boba Fett. Characters tapped due to damage taken in previous turns can not be tapped to support.

- The attacking characters must choose their targets. A character that is tapped to support can not be targeted. If there is a character that is tapped due to damage, then that character can be targeted. Only characters tapping to support are exempted from being targeted.
- Players should take turns attacking. However all attacks are considered to be simultaneous.
- A player draws one card from their deck for each character attacking. The character can draw more than one card if any other characters are tapped to support him or her (e.g., Tapping Leia when in the same area as Luke allows Luke to draw three additional Attack Draws when he enters into a Conflict). A character can only receive as many points of Force as he has as his Force Level (i.e., If Leia- Force 3 and Han- Force 3, both tap to support Luke, Luke- Force 4 can only receive 4 of the 6 points of force supporting him). Each card in the deck has a Power score (either 0 or 1). Take the character's Power score and add that number of +1's that he or she received from their attack draw(s). If the modified Power of the character attacking is greater than the Tough-

ness score of their target, then that character has been injured. The first time a character is injured, that character card is tapped. For the remainder of the game, that injured character can not tap to support another card in the same area. Also, if that tapped character is successfully hit again, then it is removed from the game.

- After all conflicts have been resolved, characters that were tapped to support are untapped.

The cards drawn for character location and Attack Draws are discarded. One does not need to reshuffle the discard pile each turn. But if one does, the probability balance will be much more accurate (this we found after doing some serious play testing with this game).

- The turn sequence repeats until all characters on one side are defeated. The player with the last man standing is the winner.





Agents Of Shield

Introduction

Card game for 2-4+ players. Based on the TV show Agents of Shield.

Disclaimer

Agents of Shield is a licensed, copyrighted property. This is merely a Fan Site.

Victory

Have the most Plot cards in your Victory Pile when the game ends. If tied the player with the most Levels worth of Plot cards wins.

Abr:	Trait:	Notes:
Cbt	Combat	Tactics, Marksmanship, Martial Arts
Ldr	Leadership	Management, Negotiations, Persuasion, Strategy
Sup	Support	Piloting, Logistics, Mechanics, Operations
Spy	Espionage	Disguise, Gadgets, Sleight of Hand, Interrogation
Com	Computers	Hacking, Communications, Intel Gathering, Analysis
Eng	Engineering	Physics, Weapons Technology, Construction
Bio	Biochem	Biology, Chemistry, Medical, Exams, Autopsies

Setup

Shuffle both Decks. Flip over the top 5 cards of the PLOT Deck. These are called the Revealed Plots.

Biggest Marvel Fan goes first.

Turn Sequence

Players take turns. Each Turn has 4 Phases:

1. Recruit Phase
2. Action Phase
3. Investigation Phase
4. Recovery Phase

Recruit Phase

Fill your hand to 7 Cards from the SHIELD Deck. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

You may reveal one card from your hand (do not discard it) and get One special Benefit from it:

1. If it is a Leader card, you may look at the next 5 cards in

The SHIELD deck and put one of them in your hand.

Game End

The game ends when all Plot cards have been captured.

The Decks

There are 2 Decks:

1. The SHIELD Deck
2. The PLOT Deck

Levels

All cards have a numerical level.

Traits

Most cards have one or more Traits:

2. If it is a Combat card you cause one target Plot card to be discarded.

The discarded card goes to the bottom of the PLOT deck.

3. If it is a Support card draw 2 cards from the SHIELD deck and then discard

Any 2 cards from your Hand.

4. If it is a Spy card, look at your opponents hand and steal any 1 card.

5. If it is a Computer card look at the next 5 cards in the PLOT Deck and then

Draw 1 SHIELD card.

6. If it is a Biochem card, take any 1 Agent from the Discard and put it in

Your Hand.

7. If it is an Engineering card all your Agents get +1 Level this turn.

Investigation Phase

Play (Discard) SHIELD cards from your hand with a total Level matching or exceeding the Level of a target Revealed Plot card. The SHIELD cards must also have Traits that at minimum match the Traits of the target Plot card. If this is done the Plot card is captured and

put into your Victory Pile. If possible, you may capture multiple revealed Plot cards in a single turn.

Every time a Revealed Plot card is captured immediately flip over Another one from the top of the PLOT Deck so that there are always Five Revealed Plot cards available.

Recovery Phase

You may discard up to 2 SHIELD cards from your hand.

Special Cards

When the Traitor PLOT card comes into play, all the Grant SHIELD cards are Removed from play.

Mission Skill Limit

An individual Agent may have multiple skills but may only apply one of them to the current mission they are on.

Card Capture Limit

You cannot use more than one copy of a SHIELD card when capturing. For instance, you cannot use 2 Coulson cards.

Card List Notation

Number of copies of that card in the deck

Shield Deck Card List

Name:	#	Type:	Level:	Traits:
Coulson	5	Agent	3	Ldr, Cbt, Sup, Spy
May	4	Agent	3	Cbt, Sup, Spy
Fitz	4	Agent	2	Eng
Simmons	4	Agent	2	Bio
Skye	4	Agent	2	Com
Piloting	1	Skill	2	Sup
Martial Arts	1	Skill	2	Cbt
Grant	4	Agent	3	Cbt, Spy
Lance	2	Agent	2	Cbt, Spy
Bobbi	2	Agent	3	Cbt, Spy
Sacrifice	1	Act	3	Cbt
Triplett	2	Agent	2	Cbt
Intel	1	Act	3	Spy, Com
Hack	1	Act	3	Com
Facial Recognition	1	Act	2	Com
Victoria Hand	1	Agent	3	Ldr
Koenig Brother	1	Agent	1	Sup
Mack	1	Agent	1	Sup, Eng
Dr. Goodman	1	Agent	1	Bio
Blueprints	1	Item	1	Com, Eng
Autopsy	1	Act	2	Bio
Hard Drive	1	Item	2	Com
Interrogation	1	Act	2	Spy
Informer	1	Agent	1	Spy
Infiltration	1	Act	3	Spy
Icer Guns	1	Item	2	Cbt
Lola Flying Car	1	Item	2	Sup
Quinjet	1	Item	2	Sup
Globemaster Bus	1	Item	3	Sup, Com
Nick Fury Visit	1	Act	3	Ldr, Spy, Sup

Plot Deck Card List

Name:	#	Level:	Traits:
Garrett	1	12	Cbt x2, Spy, Bio
Raina	1	10	Spy x2, Ldr
Senator Ward	1	8	Spy, Ldr, Sup
Alien Carvings	1	10	Com, Spy
Traitor	1	12	Cbt, Spy (Remove Grant)
Whitehall	1	11	Com, Bio
Absorbing Man	1	12	Cbt, Bio
Project Centipede	1	12	Cbt x2, Bio, Com, Eng
Clairvoyant	1	10	Com, Sup
Colonel Talbot	1	9	Spy, Ldr
Deathlok	1	12	Cbt, Bio, Eng
The Doctor	1	10	Com
Escape Hydra	1	12	Cbt x2, Sup x2
Ian Quinn	1	9	Com, Spy, Cbt, Sup
The Guest House	1	11	Cbt x2, Sup
Obelisk	1	12	Spy x3
Darkforce	1	10	Eng, Cbt
Gravitonium	1	11	Eng
Weather Device	1	9	Eng, Sup, Com
Crusher Creel	1	12	Cbt, Eng
Smear Campaign	1	9	Ldr





Alien Conspiracy

Preface

Aliens are among us. But what do they want?

Introduction

Card game for 2+ players. Each player picks one of 8 Factions of Aliens to represent.

Alien Factions

1. Conservators- they want the status quo... observation & study only.
2. Experimentalists- they secretly start wars, plagues, earthquakes, etc.
3. Reformers- they want to help humanity: They secretly give us technology & mitigate disease, disaster, & bad decisions.
4. Revelationists- they want to reveal the presence of the aliens to humanity.
5. Prohibitionists- they want all Aliens to leave the Earth completely alone, including no observation.
6. Subjugators- they want to enslave the human race.
7. Destructors- they want to destroy the human race.
8. Profitters- they want to profit off the other factions.

Victory

The first player to gain 100 Influence points wins.

The Deck

Players share a Common deck of cards.

Intrigue Table

Influence Phase

Gain 1 Influence Point (IP) per Faction Member you control. If you control a plot card with PP on it equal

Action Tokens & Influence Points & Plot Points

Use tokens for AT Use coins for IP Use coins for PP

Turn Sequence

Players take turns. (A Round is when every player has taken a turn) Each turn has 6 Phases:

1. Action Phase
2. Draw Phase
3. Recruit Phase
4. Plot Phase
5. Intrigue Phase
6. Influence Phase

Action Phase

Get 2D6 Action Tokens (AT).

Draw Phase

Spend 1 AT to draw your first card. Spend 2 AT to draw a second card, and so on. If the deck runs out, shuffle the discard & draw from it.

Recruit Phase

Spend 1 AT to put 1 Faction Member into play. You may put plot cards into play for free. You control cards you put into play.

Plot Phase

Each Plot card gains 1 Plot Point.

Intrigue Phase

Spend 1 AT to roll once on the Intrigue Table. Spend 2 AT to roll a second time, and so on.

1D6	Result:
1	Destroy 1 Opposing Faction Member
2	Take control of 1 opposing Faction Member
3	Draw 1 card
4	Look at opponents hand or next 7 cards in deck
5	Gain control of Target Plot card
6	Gain 1D6 AT for next turn

to the cards Plot level, Discard the card and gain that many IP.

Special Powers

Each Faction Member has a special Power. Each power can only be used once per Round. (A round is when all players have taken a turn)

Powers List

Kill: Roll 1D6 in Intrigue phase: on a roll of 1 Destroy an opposing Faction Member. **Control:** Roll 1D6 in Intrigue phase: on a roll of 1 take Control of an opposing Faction Member. **Influence:** Earn an extra 2 IP in Influence Phase **Informants:** Look at an opponent's

hand or next 5 cards in deck **Action:** Gain 1 AP in Action Phase **Communications:** Draw an extra card for free in Draw Phase **Oppose:** Negate the special power of an opposing Faction member.

Intrigue: Roll an extra time on the Intrigue table **Conspiracy:** Put a Plot point on a Plot card or Roll 1D6 in Plot phase: on a roll of 1 take Control of target Plot

Card List Notation

M Faction Member

P Plot

Card List

Card Name:	Type:	Special Powers:
Martians	M	Influence
Venusians	M	Communications
Plutonians	M	Intrigue
Solarians	M	Informants
Mercurians	M	Action
Men from Saturn	M	Oppose
Extra Terrestrials	M	Communications
Little Green Men	M	Communications
Greys	M	Conspiracy
Ewoks	M	Oppose
Bug Eyed Monsters	M	Influence
Wookies	M	Action
Flying Pigs	M	Action
Talking Cats	M	Informants
Space Whales	M	Influence
Floating Brains	M	Control
Men in Black	M	Control
Giant Robots	M	Oppose
Vulcans	M	Oppose
Elvis Impersonators	M	Communications
Ferengi	M	Informants
Romulans	M	Intrigue
Daleks	M	Kill
Body Snatchers	M	Control
Moon Men	M	Influence
Predators	M	Kill
Beings of Light	M	Conspiracy
Beings of Pure Thought	M	Influence
Control the Media	P	Plot Level = 9
Crop Circles	P	Plot Level = 5
Alien Abductions	P	Plot Level = 6
Cattle Mutilations	P	Plot Level = 5
Control Atlantis	P	Plot Level = 7
Mind Control Rays	P	Plot Level = 9
Moon Base	P	Plot Level = 5
Humans are Good (to eat)	P	Plot Level = 6
Control World Leaders	P	Plot Level = 8
Tidal Wave	P	Plot Level = 5

Card Name:	Type:	Special Powers:
New World Order	P	Plot Level = 8
Terrorism	P	Plot Level = 7
Control Earth's Spin	P	Plot Level = 9
Collective Unconscious	P	Plot Level = 8
Telepathic Communications P	Plot Level = 5	
Control the Internet	P	Plot Level = 7
Steer Human Evolution	P	Plot Level = 9
UFO Sightings	P	Plot Level = 5
Alien Autopsy	P	Plot Level = 5

Alien Faction Special Abilities

Experimentalists Conspiracy

Faction:	Ability:
Conservators	Informant

Reformers	Intrigue
Revelationists	Action
Prohibitionists	Oppose
Subjugators	Control

Reformers	Intrigue
Destructors	Kill
Profitters	Communications

Each ability can be used once per round.

Links

UFO's





Alien Queen Brain

Introduction

Scenario for WarpQuest. By Zak! for the ??WarpQuest Core Rules.

The players control a squad of space Marines in charge of freeing a command post overrun by alien forces.

Module 1 represents the travel from the drop zone to the command post. Module 2 represents the the command post interior. The Artifact is the Alien Queen brain (the R&D need to study it).

1D8	Skill:
1	Short Range Combat +1
2	Long Range Combat +1
3	Xeno-biology
4	Computer

Special Rules

When the first team reaches space 30 do not draw a card from the second deck: instead, play the special

The Party

Each party consists of 6 marines: 1 Leader, 1 sergeant, 4 soldiers. The Leader has 4 skills: pick Morale plus 3 random determined skills. The sergeant has 3 skills: pick Short or Long Range Combat plus 2 randomly determined skills.

Soldiers have 2 skills each. You start with 3 Hand Grenades (Aid: Short Range Combat)

Skill List Table

Every marine roll eight sided dice to determine his skills.

1D8	Skill:
5	Mechanics
6	Ground Navigation
7	Morale
8	Pick any one skill

Alien Queen card. Any other team that will move to space 30 later will draw a card as usual.

MODULE 1 CARDS: From the drop zone to the Command Center

Card Name:	Notes:
Armored Car	Mechanics & Computer: If successful move forward 1D6 spaces
Survived Civilian	Morale x 2: If successful move forward 1D6 spaces
Interrupted Road	Ground Navigation: If failed miss next turn
Collapsed buildings	Ground Navigation x 2: If failed miss next turn
Heavy Vegetation	Ground Navigation x 2: If failed miss next turn
Minefield	Ground Navigation & Computer
Alien trap	Xeno-biology x 2
Alien spores	Xeno-biology x 2
Slaughtered Marines	Morale x 2
Lost Command CommLink	Computer x 2: If failed miss next turn
Small xenofom	Long Range Combat x 2
XenoMonster	Short Range Combat
Alien ambush	Short Range Combat & Morale
Alien Swarm	Long Range Combat x 2
XenoTerror	Long Range Combat & Morale
Mad civilians	Long Range Combat x 2
Alien virus	Xeno-biology x 2
Explosive shells	Aid: Long Range Combat
BioGrenade	Aid: Short Range Combat
Local terrain data	Aid: Ground Navigation

MODULE 2 CARDS: The Command Center

Card Name	Notes
Alien Queen*	Roll 1D6: 1-3 Morale, 4-6 Short Range Combat
(You need to win 2 challenges against the Queen)	
Elevator	Mechanics & Computer: If successful move forward 1D6 spaces
Air Lock	Mechanics & Ground Nav: If successful move forward 1D6 spaces
Jammed Door	Computer x 2: If failed miss next turn
Broken Door	Mechanics x 2: If failed miss next turn
The corridor collapse!	Ground Navigation: If failed miss next turn
Malfunctioning Elevator	Computer x 2
SpaceSuit Damage	Mechanics & Computer
Jammed Heating System	Mechanics & Computer
Alien Blob	Short Range Combat & Morale
Xenoform Mass	Short Range Combat x 2
Flying Xenopolyps	Long Range Combat x 2
XenoSoldier	Short Range Combat
XenoScreamer	Morale & Short Range Combat
XenoSpitter	Long Range Combat x 2
XenoFlamer	Short Range Combat x 2
XenoTentacle	Xeno-biology & Short Range Combat
Alien Gas	Xeno-biology x 2
Alien Acids	Xeno-biology & Morale
XenoEggs	Xeno-biology & Morale
Contaminated Lab scientist	Morale & Short Range Combat
Scientist Notes	Aid: Xeno-biology
R&D working computer	Aid: Xeno-biology
Tritanium Armor	Aid: Save one marine killed by Short or Long Range Combat
PlasmaGun	Aid: Short Range Combat
Survived Scientist	Aid: Morale

*The Alien Queen card is not put in the deck: keep it on a side of the board and use it when the first team reach space 30.

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.

- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.

1-4 Go back 1D6 spaces

5-6 Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.
- The current player rolls on the Skill List Table to determine which skill will decide the confronta-

- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

tion.

- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

Links

Card Set at Boardgamegeek!





Alien Skirmish

Introduction

Board & card game for 2 players. Choose your side: Aliens, Predators, Humans

Disclaimer

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Victory

Destroy your opponents Leader.

The Map

Use an 8x8 chessboard.

Units

Use action figures, chits, or miniatures to represent Units.

Marine Unit List

Unit Name	#	Hits	Notes
Hero	1	2	Leader
Android	1	3	
Marines	4	2	
Civilians	4	1	

Alien Unit List

Unit Name	#	Hits	Notes
Queen	1	3	Leader
Brood Warriors	5	2	
Face Huggers	4	1	

Predator Unit List

Unit Name	#	Hits	Notes
Commander	1	3	Leader
Hunters	7	2	

Setup

Each player places his Units on his back two rows. Units may not stack Flip a coin to see who goes first.

Marine Deck Card List

The Cards

Players each have their own deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Combat Phase

Orders Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves are diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to 3 units forward the indicated number of spaces using a single move card. Humans & Predator Units cannot move through other units.

Alien Units may move through other units.

Combat Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of damage. A Fighter reduced to zero Hits is destroyed.

Units cannot attack through other units.

Card List Notation

M Move Card

A Attack card

D Defense Card

X Draw 2 Cards

Z Use as an Attack, Defense, or Move Card

L Opponent must discard 2 cards

H Unit regains 1 lost Hit

K As a Knight would move in chess

Type Purpose of card

Number of that type of card in the deck

Card Name	#	Type	Range	Notes
Ground Advance	6	M	1	
Run	4	M	2	
APC	1	Z	3	
Combat Landing Craft	1	Z	4	
Exoskeleton	1	Z	1	
Improvised Weapons	1	A	1	
Hand Guns	1	A	2	
Perimeter Defense Gun	1	A	2	
Shotgun	1	A	1	
Explosives	1	A	1	Does 3 Damage
Thermite Grenades	1	A	K	
Flamers	1	A	1	
Grenade Launcher	1	A	4	
Pulse Rifles	1	A	3	
Autocannons	1	A	3	Marines only
Motion Detectors	1	X	-	
Courage	1	X	-	
Ingenuity	1	X	-	
Rescue	1	D	-	
Escape	1	D	-	
Barricades	1	D	-	
Blast Doors	1	D	-	
Body Armor	1	D	-	Not Civilians
Plan	1	L	-	
Survivor	1	H	-	

Alien Deck Card List

Card Name	#	Type	Range	Notes
Gather	2	M	1	
Approach	2	M	2	
Pursuit	2	M	3	
Charge	2	M	4	
Air Shafts	1	M	K	
Crawl on Walls	1	M	K	
Berserker Rage	1	A	1	
Pounce Attack	1	A	1	
Swarm Attack	1	A	1	
Acidic Blood	1	A	1	
Mouthful of Fangs	1	A	1	
Sonic Scream	1	A	2	
Spit Acid	1	A	2	
Razor Sharp Claws	1	A	1	
Implantation	1	A	1	Face Hugger only
Extending Jaws	1	A	1	
Perfect Killing Machine	1	Z	1	
Move Silently	1	Z	1	
Speed & Strength	1	Z	1	
Hard to Kill	2	H	-	
Natural Armor	2	D	-	

Card Name	#	Type	Range	Notes
Evade	1	D	-	
Hide in Shadows	1	D	-	
Cunning	1	X	-	
Surprise	2	X	-	
Terror	1	L	-	

Predator Deck Card List

Card Name	#	Type	Range	Notes
Stalk	4	M	1	
Hunt	3	M	2	
Run	3	M	3	
Wrist Blades	3	A	1	
Disc Caster	1	A	2	
Spear Gun	1	A	2	
Ceremonial Spear	2	A	1	
Shoulder Laser	2	A	3	
Self Destruct Device	1	A	1	Does 3 Damage*
Medicomp	1	H	-	
Cloaking Device	2	D	-	
Body Armor	1	D	-	
Durable	1	D	-	
Dodge	1	D	-	
Bloodlust	1	Z	1	
Killer Instincts	2	Z	1	
Ambush	2	X	-	
Vision Modes	1	X	-	
The Hunted	1	L	-	

* And destroy Predator





Aliens

Introduction

Colonial Marines versus Aliens.

Decks

One player uses the Marine Deck. The other player uses the Alien Deck. Each deck has 36 cards.

Each deck has 3 suites and 12 cards in each suite. The 3 suites are: Combatants, Weapons, and Tactics. Each card has a Force Value from 1 to 5.

Turn Sequence

Each turn has 5 phases:

1. Logistics Phase
2. Deployment Phase
3. Contact Phase
4. Combat Phase
5. Casualty Phase

Logistics Phase

Each player draws 6 cards from his own Deck. If the deck runs out, shuffle the Reserve pile and draw from it. If all of a player's cards are in his Casualty pile except for those in his hand, he must discard one random card to his Casualty pile.

(This is the Last Hand Attrition rule.)

Deployment Phase

Each player may discard up to 4 cards to their Reserve pile and draw replacement cards. If the deck runs out, shuffle the Reserve pile and draw from it.

Marine Deck Card List

Card Name	#	Type	Force
Lieutenant	1	C	1
Company Rep	1	C	1
Private	7	C	2
Sergeant	1	C	3
Android	1	C	4
Riply	1	C	5
Improvised Weapons	1	W	1
Hand Guns	1	W	1
Body Armor	1	W	1
Motion Detectors	1	W	2
Shotgun	1	W	2

Contact Phase

Both players reveal their hands. They place their cards face up on the table.

Combat Phase

Each player determines their Combat Force Total (CFT) for their hand: Add up the Force Values of all Combatant cards and add 1. This is the Combatant Total (CT). Add up the Force Values of all Weapon cards and add 1.

This is the Weapon Total (WT). Add up the Force Values of all Tactics cards and add 1. This is the Tactics Total (TT).

CFT CT x WT x TT

Casualty Phase

The side with the higher CFT wins the encounter. The winner discards his hand to his Reserve pile. The loser discards his cards to his Casualty pile. (Not his Reserve pile) If the players tie, both hands go to the Casualty pile.

Object

A player loses when all of his cards are in his Casualty pile. The other player wins the game.

Card List Notation

- # Number of that type of card in the deck.
- C Combatant
- W Weapon
- T Tactics

Card Name	#	Type	Force
Explosives	1	W	2
Ranged Weapons	1	W	3
Thermite Grenades	1	W	3
Flamers	1	W	3
Pulse Rifles	1	W	4
Exoskeleton	1	W	4
Autocannons	1	W	4
Barricades	1	T	1
Blast Doors	1	T	1
Courage	1	T	2
Ingenuity	1	T	2
Escape Plan	1	T	2
Fighting Withdrawal	1	T	2
Rescue before Implantation	1	T	3
Perimeter Defense Guns	1	T	3
Armored Personnel Carrier 1	T	3	
Combat Landing Craft	1	T	4
Destroy Egg Chamber	1	T	5
Orbital Nuclear Strike	1	T	6

Alien Deck Card List

Card Name	#	Type	Force
Face Hugger	3	C	1
Brood Warrior	8	C	3
Queen	1	C	5
Acidic Blood	1	W	1
Mouthful of Fangs	1	W	1
Sonic Scream	1	W	1
Razor Sharp Claws	1	W	2
Hard to Kill	1	W	2
Bloodlust	1	W	2
Berserker Rage	1	W	3
Fearless	1	W	3
Superhuman Stamina	1	W	3
Superhuman Speed	1	W	4
Superhuman Strength	1	W	4
Perfect Killing Machines 1	W	4	
Move Silently	1	T	1
Hide in Shadows	1	T	1
Hunting	1	T	1
Terror	1	T	2
Pursuit	1	T	2
Air Shafts	1	T	2
Surprise	1	T	3
Ambush	1	T	3
Cunning	1	T	3
Numerical Strength	1	T	4
Close Combat	1	T	4
Swarm Attack	1	T	4

Disclaimer

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Alpha Centauri

Introduction

Card game for 2-7 players. Based on the computer game Alpha Centauri by Sid Meier.

Disclaimer

Alpha Centauri is a licensed, copyrighted product. This is merely a fansite.

The Deck

Players share a common deck. Card types include: Events, Technologies, Structures, Special Projects, Landmarks, Proposals, and Social Engineering

Tokens & Markers

Use Tokens to keep track of: Bases (Cities) Units (Military forces) Credits (Income) Each player also gets a set of markers of a unique color

Social Factors

There are 6 Social Factors (SF): Population, Economics, Research, Military, Ecology, Espionage. SF's are also referred to as Scores. SF's are broken down into Sub-factors.

Victory

There are 4 types of Victory: Diplomatic, Economic, Conquest, Transcendence The first player to achieve any one of these wins the game.

Diplomatic Victory

Requirements: Total Population SF >30 and be Planetary Governor for 3 turns in a row.

Economic Victory

Requirements: Total Economics SF > 50

Conquest Victory

Requirements: Capture 1+ Bases Total Military SF >40

Transcendence Victory

Requirements: Research Factor >40 or Ecology Factor >20

Setup

Each player picks one Faction Each player starts with one Base & 10 Units. Each player is dealt a hand of 7 cards.

The Factions

The 7 Factions are: Believers, Gaians, Hive, Morgan Industries, Peacekeepers, Spartans, University

Believers

Aggressive, Explore, Conquer, Fundamentalist In Conflicts add +2 to their Force Total Probe Table rolls vs this Faction are at +1 Believers get -1 to rolls on the Research Table. Starting Ecology Score = -2 Starting Population Control Score = +2 May not play Knowledge Z card

Gaians

Pacifist, Explore, Green They may never Attack, only Defend, in Conflict Phase. When encountering Mind Worms, they gain Units instead of losing them. They get an extra roll each turn on the Exploration Table.

Starting Ecology Score = +1 Starting Population Control Score = -1 Starting Military Morale Score = -1 Starting Efficiency Score = +2 May not play Free Market Z card

Hive

Aggressive, Conquer, Build, Police State Starting Population Growth Score = +1 Starting Industry Score = +1 Starting Commerce Score = -2 Starting Military Defense Score = +2 Starting Population Control Score = +2 May not play Democracy Z card

Morgan Industries

Pacifist, Build, Free Market They may never Attack, only Defend, in Conflict Phase. Starting Commerce Score = +3 Begins game with extra 50 Credits Starting Industry Score = +2 Starting Military Support Score = -1 Bases cost an extra 5 credits to build May not play Planned Z card

Peacekeepers

Explore, Discover, Democracy The Peacekeepers get 10 Free Votes in Council Phase. Starting Efficiency Score = -1 Starting Population Growth Score = +1 Starting Population Control Score = +3 Peacekeepers get to

draw an extra card once per turn. May not play Police State Z card

Spartans

Discover, Conquer, Power Starting Military Morale Score = +2 Starting Population Control Score = +1 Starting Industry Score = -1 Starting Military Mobility Score = +2 Starting Military Support Score = +2 May not play Wealth Z card

University

Discover, Knowledge Opponent's who roll 8+ on Probe Table vs University may reroll. Starting Research Infrastructure Score = +4 Starting Population Control Score = -2 University gets an extra roll on the Research Table once per turn. May not play Fundamentalists Z card

Turn Sequence

Each turn has 16 Phases:

1. Production Phase
 2. Upkeep Phase
 3. Planning Phase
 4. Population Control Phase
 5. Ecological Disruption Phase
 6. Diplomacy Phase
 7. Probe Phase
 8. Council Phase
 9. Exploration Phase
 10. Research Phase
 11. Build Phase
 12. Discovery Phase
 13. Conflict Phase
 14. Construction Phase
 15. Social Engineering Phase
 16. End Phase
1. PRODUCTION PHASE

Each player gains credits = Each of your first 5+X Bases earns 5 Credits each. Your next 5+X Bases earn 4 Credits each. Additional Bases earn 3 Credits each. (X Economy Efficiency Score)

Also...

Earn Credits = Economy Industry Score Earn Credits = Economy Agriculture Score Earn Credits = Economy Mining Score Earn Credits = Economy Commerce Score Earn Credits = Economy Transport Score Earn Credits = Ecology Score (Xenofungus cultivation) Each Trade Pact earns credits = (# of your Bases) x (2 + Economic Commerce Score) (Trade Pacts are made/broken in Diplomacy Phase)

2. UPKEEP PHASE

Each Unit costs 1 Credit upkeep to Maintain. You cannot have more units than: # of your Bases x (5 + Military Support Score)

3. PLANNING PHASE

Each player draws 1 card. Players may pay 10 Credits (repeatedly for each extra card) to draw a extra cards.

4. POPULATION CONTROL PHASE

If the number of your bases exceeds your Population Control Score +3, you will have Drone (Unhappy Citizens) Riots. You lose 1D10 credits per point of difference.

5. ECOLOGICAL DISRUPTION PHASE

Disruption Score = (Economic Score + Bases - Ecology Score) For every 10 points of Disruption rounding down, your Faction will lose 1D10 credits due to resistance by native life forms. (Uncontrolled Blooms of polluted Xenofungus)

6. DIPLOMACY PHASE

Players may make agreements & trades with each other. Players may make trade pacts with each other.

7. PROBE PHASE

For every 5 levels of Espionage SF you have rounding up, you may Roll once on the Probe table. Pick a target before rolling. You may pay 10 Credits (repeatedly) to roll an extra time on the Probe Table.

Probe Table

1D10	Result	Notes:
1	Mind Control	Take 1D5 Units from Opponent
2	Steal Technology	Put a Marker on an opponent's Tech
3	Sabotage Base	Opponent loses 2D10 Credits
4	Infiltrate Datalinks	Look at opponent's Hand
5	Incite Drone Riots	Opponent loses 1D10 Credits
6	Drain Energy Reserves	Take 1D10 Credits from Opponent
7+	Nothing	

8. COUNCIL PHASE

Players try to gain the position of Planetary Governor. Players may only vote for themselves. The player with the highest Economic SF gets 10 votes.

The player with the highest Research SF gets 10 votes. The player with the highest Military SF gets 10 votes. The player with the highest Population SF gets

10 votes.

The player with the highest Espionage SF gets 10 votes. The player with the highest Ecology SF gets 10 votes. The player with the most Secret Projects gets 10 votes.

The player with the most Bases gets 10 votes. The player with the most Facilities gets 10 votes. The player

with the most Units gets 10 votes.

The Previous Governor gets 10 votes. Players may secretly bid Credits. Each credit bid gains 1 vote. The Winner becomes Planetary Governor until the next Council Phase.

The current Governor may play Proposal cards at the end of this Phase. The Governor earns double from

trade pacts. The Governor may prevent one attack this turn in Conflict Phase.

9. EXPLORATION PHASE

Players may play Landmark cards in this phase. A Landmark is a natural feature of the planets surface. It does not cost anything to play a Landmark.

Each player Rolls once on the Exploration Table:

Exploration Table

1D10	Result:	Notes:
1	Mind Worm Activity	Lose Units = 1D10 - (MP +C)
2	Unity Pod	Gain 1D10 Credits
3	Monolith	Draw 1 card
4	Alien Artifact	Draw 1 card
5	Xenofungus	EA+1
6	Elevation	EE+1
7	Rocky	EM+1
8+	Nothing	

10. RESEARCH PHASE

Each player makes one free roll on the Research Table:

Research Table

1D10	Result:	Notes:
1-2	Dead End	Nothing
3-4	Progress	Get +1 to next roll on this Table
5-6	Copy Technology	Put a Marker on an Opponent's Tech
7+	Breakthrough	Put a Tech card from your hand into play

Pay 10 Credits to get an extra roll on the Research Table (you can do this repeatedly). A player with a Marker on an opponent's Tech also knows that Tech & gets the Bonuses from it, just like the original controller does. LIMIT: You cannot have more Facilities in play than Technologies you know.

LIMIT: You cannot have more SP's in play than Facilities you own.

11. BUILD PHASE

Players may put Facilities & Secret Projects into play from their hands. Facilities cost 20 Credits. Secret Projects cost 40 Credits.

12. DISCOVERY PHASE

The player with the most levels in a given SF will receive a Reward:

Social Factor:	Reward:
C = Planetary Ecology	Extra roll on the Exploration Table
EE = Economy Energy	Gain Credits = EE
EC = Economy Commerce	Gain Credits = EC
ET = Economy Transport	Gain Credits = ET
EI = Economy Industry	Gain Credits = EI
EM = Economy Mining	Gain Credits = EM
EA = Economy Agriculture	Gain Credits = EA
RB = Research Biology	Play a Population or Ecology Tech card for free
RP = Research Physics	Play a Military or Economy Tech card for free
RI = Research Infrastructure	Extra roll on the Research Table
PG = Population Growth	You may Build an extra base this turn
PC = Population Control	Play an Economy or Population Tech card for free

13. CONFLICT PHASE

Players may decide to attack each other with Military units. Each player may attack one other player this phase (Pacifists cannot attack). Aggressive factions

may attack twice in this phase (2 opponents once or 1 opponent twice).

Players secretly write down which Faction they are attacking. Reveal attack orders randomly & Resolve

attacks as they are revealed. Each side in a Battle generates a Force Total as determined on the Conflict

Table:

Conflict Table

Military Factor:	Force Bonus
Most levels in MA = Military Attack	1
Most levels in MD = Military Defense	1
Most levels in MM = Military Mobility	1
Most levels in ME = Military EW	1
Most levels in MS = Military Support	1
Most levels in MO = Military Morale	1
Most levels in MP = Military Psi	1
You have More Units	1
Double the Units	2
Triple the Units	3
Quadruple Units or More	4
You are the Defender	1
Opponent already fought this Phase	1
Enemy Comitted Atrocity within 5 turns	2
Fog of War (Both players roll...)	1D10

Add up the Force Bonuses of each side to get their respective Force Totals. The Higher total is the Winner. The Winner has 1D5 of his Units Destroyed.

The Loser has 1D10 of his Units Destroyed. The Winner cannot lose more units than the loser. If the Defender loses all his Units in play, the attacker captures one of his Bases.

Note: The Attacker cannot use MD generated by his Facilities.

14. CONSTRUCTION PHASE

A Base costs 20 Credits. You can build a max of 1 Base per turn. You cannot have Bases in excess of your Economic SF + Population SF A Unit costs 2 Credits. You may build any number of Units (Remember Upkeep Costs).

15. SOCIAL ENGINEERING PHASE

Players may play 1 Social Engineering (Z) card each. A Z card costs 20 Credits to play (Upheaval Cost). There are 4 types of Z cards: Politics, Economics, Values, & Futures A player may have no more than 1 of each type in play.

A player may buy a new one to discard an old one.

16. END PHASE

Max hand size is 8 cards. Discard excess cards.

Card List Notation

F Facilities
S Secret Project
V Event
T Technology
L Landmark
X Proposal

Card List

Z Social Engineering

DTB Destroy Target Base

TPLU Target Player loses Units = 1D10 - MP

SCP Skip Conflict Phase

Major Social Factors & Sub Factors

E Economy (Major)

M Military (Major)

R Research (Major)

P Population (Major)

C Planetary Ecology (Major)

B Espionage (Major)

EE Economy Energy

EC Economy Commerce

EF Economy Efficiency

ET Economy Transport

EI Economy Industry

EI Economy Mining

EA Economy Agriculture & Terraforming

MA Military Attack & Weapons

MD Military Defense

MM Military Mobility & Coordination

ME Military Electronic Warfare

MS Military Support

MO Military Morale

MP Military Psi Combat

RB Research Medical Biology & Genetics

RP Research Mathematics & Physical Science

RI Research Infrastructure, Computers & Applied Engineering

PG Population Growth & Habitation

PC Population Control & Pacification

Name	Type	Notes
Aerospace Complex	F	MM+1 ET+1
Bioenhancement Center	F	MO+2
Biology Lab	F	RB+2
Centauri Preserve	F	C+2
Children's Creche	F	PG+2
Command Center	F	MM+2
Energy Bank	F	EE+2
Fusion Lab	F	RP+1 EE+1
Hab Complex	F	PG+2
Habitation Dome	F	PG+2
Headquarters	F	EF+1
Hologram Theatre	F	PP+2
Hybrid Forest	F	C+1 EA+1
Nanohospital	F	RB+1 PC+1
Nanoreplicator	F	EM+2
Naval Yard	F	MM+1 ET+1
Nessus Mining Station	F	EM+2
Network Node	F	RI+2
Orbital Defense Pod	F	MM+1 MD+1
Orbital Power Transmitter	F	EE+2
Paradise Garden	F	PC+2
Perimeter Defense	F	MD+2
Pressure Dome	F	PG+2
Psi Gate	F	MM+2
Punishment Sphere	F	PC+2
Quantum Converter	F	EM+2
Quantum Lab	F	RP+2
Recreation Commons	F	PC+2
Recycling Tanks	F	EA+2
Research Hospital	F	RB+1 PC+1
Robotic Assembly Plant	F	EI+2
Skunkworks	F	RI+2
Sky Hydroponics Labs	F	EA+2
Stockpile Energy	F	EE+2
Tachyon Field	F	MD+2
Temple of Planet	F	C+2
Tree Farm	F	C+1 EA+1
Ascent to Transcendence	S	C+4
Ascetic Virtues	S	PC+4
Bulk Matter Transmitter	S	ET+4
Citizens Defense Force	S	MD+4
Clinical Immortality	S	PG+2 RI+2
Cloning Vats	S	PG+4
Command Nexus	S	MM+4
Cyborg Factory	S	MS+4
Dream Twister	S	PC+2 MP+2
Empath Guild	S	C+4
Human Genome Project	S	RB+4
Hunter Seeker Algorithm	S	B+4
Living Refinery	S	EM+4

Name	Type	Notes
Longevity Vaccine	S	PG+2 RI+2
Maritime Control Center	S	ET+2 MM+2
Merchant Exchange	S	EC+4
Nano Factory	S	EI+4
Network Backbone	S	RI+2 EC+2
Neural Amplifier	S	MP+4
Pholus Mutagen	S	C+4
Planetary Datalinks	S	RI+4
Planetary Transit System	S	ET+4
Self-Aware Colony	S	PC+4
Singularity Inductor	S	EM+4
Space Elevator	S	ET+4
Supercollider	S	RP+4
Telepathic Matrix	S	PC+2 B+2
Theory of Everything	S	RP+4
Universal Translator	S	RI+2 PC+2
Virtual World	S	PC+4
Voice of Planet	S	C+4
Weather Paradigm	S	C+2 EA+2
Xenoempathy Dome	S	C+4
Particle Impactor	T	MA+1
Chaos Field Disruptor	T	MA+1
Fusion Laser	T	MA+1
Tachyon Bolt	T	MA+2
Plasma Shard	T	MA+2
Quantum Laser	T	MA+3
Graviton Gun	T	MA+3
Singularity Laser	T	MA+4
Compelled Dissociative Psi Attack	T	MP+2
Synthmetal Armor	T	MD+1
Composite Plasma Steel Armor	T	MD+1
Bonded Silksteel Armor	T	MD+1
Refractive Field Photon Wall	T	MD+2
Phasic Probability Sheath	T	MD+2
Kinetic Diffusion Neutronium Armor	T	MD+3
Reactive Antimatter Plate	T	MD+3
Temporal Field Stasis Generator	T	MD+4
Psi Defense Pattern Refraction	T	MP+2
Gravships	T	MM+2
Air Superiority	T	MM+2
Blink Displacer	T	MM+1 MD+1
Clean Reactor	T	MS+2
Cloaking Device	T	ME+4
Fission Plant	T	MS+1
Fusion Reactor	T	MS+2
Quantum Chamber	T	MS+3
Singularity Engine	T	MS+4
Advanced Tracking Systems	T	ME+1
Carrier Deck Mobile Airbase	T	MM+2
Comm Jammer	T	ME+2
Drop Pods	T	MM+2
Deep Radar	T	ME+2
Deep Pressure Hull	T	MM+2

Name	Type	Notes
Empath Song	T	MP+1 C+1
Fungicide Tanks	T	C+2
Elite Forces	T	MO+2
Super Former	T	C+1 E+1
Non-Lethal Methods	T	PC+2
Polymorphic Encryption	T	B+1 ME+1
Hypnotic Trance	T	MP+2
Advanced Transports	T	MM+1 MS+1
Ecological Engineering	T	C+1 EA+1
Advanced Military Algorithms	T	MM+2
Advanced Spaceflight	T	MM+1 ET+1
Subatomic Theory	T	RP+2
Gravitonics	T	RP+1
Applied Physics	T	RI+1 RP+1
Applied Relativity	T	RI+1 RP+1
Bio-Engineering	T	RB+1 RI+1
Biogenetics	T	RB+1 RI+1
Biomachinery	T	RB+1 RI+1
Centauri Ecology	T	C+2
Centauri Empathy	T	C+1 EM+1
Centauri Meditation	T	C+1 EE+1
Centauri Psi	T	C+1 EA+1
Cyberethics	T	PC+1 MS+1
Digital Sentience	T	B+2
Air Power Doctrine	T	MM+2
Flexibility Doctrine	T	MM+1 MS+1
Loyalty Doctrine	T	MO+1 PC+1
Mobility Doctrine	T	MM+2
Ecological Engineering	T	EA+2
Ethical Calculus	T	PC+2
Eudaimonia	T	PC+2
Frictionless Surfaces	T	RI+1 ET+1
Fusion Power	T	EE+2
Gene Splicing	T	RB+1 EA+1
High Energy Chemistry	T	RP+1 EM+1
Homo Superior	T	MO+1 B+1
Industrial Automation	T	EI+2
Industrial Economics	T	EI+1 EC+1
Industrial Nanorobotics	T	EI+1 EM+1
Information Networks	T	RI+2
Intellectual Integrity	T	PC+2
Matter Compression	T	RP+1 EM+1
Matter Editation	T	RP+1 EM+1
Matter Transmission	T	RP+1 ET+1
Mind/Machine Interface	T	MO+1 B+1
Monopole Magnets	T	RP+1 EE+1
Nanometallurgy	T	RP+1 EM+1
Nanominiaturization	T	RI+1 RP+1
Neural Grafting	T	MO+1 B+1
Nonlinear Mathematics	T	RI+2
Nutrient Tanks	F	EA+1 PG+1
Optical Computers	T	RI+2
Orbital Spaceflight	T	MM+2

Name	Type	Notes
Organic Superlubricant	T	RB+1 RI+1
Planetary Economics	T	EC+2
Planetary Networks	T	RI+2
Polymorphic Software	T	RI+1 B+1
Pre-Sentient Algorithms	T	RI+1 B+1
Probability Mechanics	T	RI+1 RP+1
Quantum Machinery	T	EI+2
Quantum Power	T	MS+1 EE+1
Retroviral Engineering	T	RP+2
Secrets of Alpha Centauri	T	C+1 EE+1
Secrets of Creation	T	RP+2
Secrets of the Human Brain	T	MP+1 PC+1
Self-Aware Machines	T	B+1 RI+1
Sentient Econometrics	T	EC+2
Advanced Alloys	T	MD+1 EM+1
Singularity Mechanics	T	EE+1 RP+1
Social Psych	T	PC+2
Super Tensile Solids	T	MD+1 EM+1
Super String Theory	T	RP+2
Temporal Mechanics	T	RP+1 EE+1
The Will to Power	T	C+1 PC+1
Threshold of Transcendence	T	C+1 EM+1
Transcendent Thought	T	C+2
Freshwater Sea	L	EA+2
Garland Crater	L	EM+2
Geothermal Shallows	L	EE+2
Monsoon Jungle	L	EA+2
Mount Planet	L	EE+1 EM+1
New Sargasso	L	EA+2
Pholus Ridge	L	EE+2
Sunny Mesa	L	EE+2
The Ruins	L	C+2
Uranium Flats	L	EE+2
The Great Dunes	L	EE+2
Soil Enricher	F	EA+2
Kelp Farm	F	EA+2
Mining Platform	F	EM+2
Solar Collector	F	EE+2
Tidal Harness	F	EE+2
Bunker	F	ED+2
Sensor Arrays	F	ME+2
Atmospheric Condenser	F	EA+2
Airbase	F	MM+2
Echelon Mirror	F	EE+2
Mag Tubes	F	ET+2
Aquifer Drill	F	EA+2
Thermal Borehole	F	EE+2
Nerve Stapling	T	SC+2
Genetic Warfare	V	DTB Atrocity
Biological Warfare	V	DTB Atrocity
Nerve Gas	V	DTB Atrocity
Planet Buster	V	DTB Atrocity
Nuclear Attack	V	DTB Atrocity

Name	Type	Notes
Alien Plague	V DTB	
Ecological Disaster	V DTB	
Seismic Upheaval	V DTB	
Locusts of Chiron	V TPLU	
Mind Worm Boil	V TPLU	
Isle of the Deep	V TPLU	
Solar Flare	V SCP	
Temporary Alliance	V SCP	
Balance of Power	V SCP	
Peace Treaty	V SCP	
Uneasy Truce	V SCP	
Golden Age	V SCP	
Global Terraforming	X All Players get 25 Credits	
UN Charter	X	SCP
Melt Ice Caps	X All Players draw 5 Cards	
Salvage Unity Fusion Core	X All players get 50 Credits	
Global Trade Pact	X All Players get 25 Credits	
Launch Solar Shade	X All Players draw 5 Cards	
Police State (Politics)	Z MS+2 PC+2 EF-1	
Democratic (Politics)	Z EF+1 PG+2 MS-2	
Fundamentalist (Politics)	Z B+2 MO+2 RI-2	
Free Market (Economics)	Z EC+4 C-1 PC-1	
Planned (Economics)	Z PG+2 EI+2 EF-1	
Green (Economics)	Z EF+1 C+2 PG-2	
Power (Values)	Z MS+2 MO+2 EI-2	
Knowledge (Values)	Z RI+2 EF+1 PC-2	
Wealth (Values)	Z EC+2 EI+2 MO-2	
Cybernetic (Future)	Z EF+1 C+1 RI+1 PC-2	
Eudaimonic (Future)	Z EC+2 PG+1 EI +1 MO-2	
Thought Control (Future)	Z MO+1 PC+2 B+1 MS-2	





Apotheosis Of Technology

Introduction

Card Game for 2-4+ players. Theme: Technological Advancements of the next 1000 Years.

Victory

The player with the most Victory Tokens at the end of the game wins. The game ends when the Apotheosis of Technology card is revealed.

Victory Tokens

Players share a common set of Victory Tokens (VT).

Research Tokens

Players share a common set of Research Tokens (RT).

Energy Tokens

Players share a common set of Energy Tokens (ET).

The Decks

There are 10 small decks. Each deck represents a century. Each card represents a new technology, event, discovery, or social change.

Discards And Current Deck

If a card is discarded it goes to the bottom of its deck. The current deck is the oldest deck that still has at least 1 card in it. When Disaster cards are played, they are removed from the game.

Setup

Each player gets 10 VT. Start with the 21st Century Deck. Each player is dealt 2 cards from the deck.

Discard and redraw Disaster cards.

Turn Sequence

Players take turns. Each turn has 4 Phases.

1. Resource Phase
2. Discovery Phase
3. Implementation Phase
4. Progress Phase

Resource Phase

Gain 1 Research Token Gain 1 Energy Token

Discovery Phase

Draw 1 Card from the current deck. Decks are kept face down. Pay 5 RT to draw an extra card.

If the Deck runs out go on to the next deck. Whenever you draw a disaster card reveal and play it immediately. Resolve the Disaster and continue drawing.

Every Player starts with a pick ability of 1. For every increase in pick ability, you may, when drawing a card, draw an extra card, pick 1 of your choice and place the others back on the top of the deck. Disasters don't count against your pick limit.

Implementation Phase

Play 1 card from your hand to the Table. Pay 5 ET to play an extra card.

Progress Phase

Max hand size is 4 cards. Discard excess cards.

Stealing Cards

When you steal from an opponents hand the card goes into your hand. When you steal a card in play, it stays in play, but under your control.

Card Type Notation

- B** Biological (Bio)
- P** Physics (Phys)
- M** Mind
- C** Computing/Communications (Com)
- E** Energy (Eng)
- S** Space
- G** Government/Social (Gov)
- D** Disaster
- WP** When Played
- RC** Random Card
- TC** Target Card
- OH** Opponents Hand
- ND** Next Deck
- IP** In Play
- FO** From Opponent
- AO** All Opponents
- TO** Target Opponent
- EOG** End of Game

Twenty First Century Deck

Name:	Type	Notes:
Stem Cell Research	B	WP Play 1 extra Bio card
Artificial Intelligence	C	Gain 1 RT per Turn
Advances in Longevity	B	Hand Size +1
Moon Base	S	Gain 1 VT per Turn
Advances in Robotics	C	Gain 1 RT per Turn
Lab Grown Artificial Organs	B	WP return TC to Owners Hand
Geothermal Energy	E	Gain 1 ET per Turn
Social Networking	CG	Pick +1
Holographic VR & Hyper-Reality	C	WP Steal 1 Com card IP FO
Holography	C	WP Steal 3 RT from TO
AI Singularity Crisis	D	AO lose 5 VT
Global Ecological Collapse	D	AO discard 1 RC
Nuclear Warfare	D	AO lose all their ET & RT
Renewable Energy Sources	E	Gain 1 ET per Turn
Quantum Computers	C	Hand Size +1
Human Genome Project	B	WP Steal 1 Bio card IP FO
Genetic Engineering	B	WP Draw 1 card from ND
New Materials	P	WP Draw 1 card
Discovery of Extraterrestrial Life	SB	WP Worth 10 VT at EOG
Invisibility	P	WP Steal RC from OH
Paperless & Cashless Society	G	WP Steal 2 VT from AO
Brain Machine Interfaces	BC	Gain 1 RT per Turn
Body Surrogates	BC	WP Gain 10 VT

Twenty Second Century Deck

Name	Type	Notes:
World Government	G	Pick +1
Restoration of Earths Biosphere	B	WP Gain 10 VT
Medical Immortality	B	Hand Size +1
Ram Scoops & Solar Sails	S	WP Worth 10 VT at EOG
AI Directed Research	C	WP Draw 1 card from ND
Androids	C	Gain 1 VT per Turn
Direct Brain Link VR	GC	Gain 1 RT per Turn
Underwater Cities	G	Gain 1 VT per Turn
Solar System Colonization	S	Gain 1 ET per Turn
Cybernetics	BC	WP Steal 1 Com card IP FO
Fusion Reactors	E	Gain 1 ET per Turn
Cure Cancer	B	WP Worth 10 VT at EOG
Accelerated Cloning	B	WP Play 1 extra Bio card
Cryogenic Stasis	BS	WP Draw 1 Card
Molecular Nanotechnology	PC	WP Play 1 extra Card
Nanotech Wars	D	AO discard 1 RC
Self Replicating Machines	C	Gain 1 ET per Turn
Global Weather Control	SP	WP Draw 1 Card

Twenty Third Century Deck

Name	Type	Notes:
Generation Ships	S	WP Steal 1 Space card IP FO
Terraform Mars	SB	WP Gain 10 VT
Space Elevators	SP	WP Play 1 extra Space card
Biomorphic Megastructures	G	Gain 1 VT per Turn
Elimination of Disease	B	WP Worth 10 VT at EOG
Asteroid Mining	S	WP Steal 1 Eng card IP FO
Infinite Prosperity	G	Hand Size +1
AI Dominated Governance	CG	Pick +1
Biocomputers	CB	Gain 1 RT per Turn
Bionics	BC	WP Steal 1 Com card IP FO
Replicant Wars	D	AO Discard 1 RC
Microreactors	E	Gain 1 ET per Turn
Transhumans	B	Gain 1 VT per Turn
Mind Reading Computers	CM	Gain 1 RT per Turn
Artificial Bodies	BC	Pick +1
Brain Transplants	S	WP Draw 1 Card

Twenty Fourth Century Deck

Name	Type	Notes:
Mind Downloads & Transference	MC	Gain 1 RT per Turn
Extinction of Old Religions	G	WP Steal 1 Gov card IP FO
Light Speed Travel	S	Gain 1 VT per Turn
Colonize Other Solar Systems	SG	Pick +1
FTL Communications	CS	Gain 1 RT per Turn
Psychic Awakenings	M	Gain 1 RT per Turn
Machine Rebellions	D	AO Discard 1 RC
Terraform Venus	SB	WP Gain 10 VT
Negative Energy Generators	E	WP Draw 1 card from ND
Antigravity	P	Gain 1 ET per Turn
Sentient Animal Uplift	B	Gain 1 VT per Turn
Antimatter Energy	E	Gain 1 ET per Turn
Collective Consciousness	MC	Gain 1 RT per Turn
Psionic Institutes	MG	WP Steal RC from OH
Mind Analog Cloning	MC	Hand size +1
Practical Immortality	BC	WP Worth 10 VT at EOG

Twenty Fifth Century Deck

Name	Type	Notes:
FTL Travel	S	Gain 1 VT per Turn
Interstellar War	D	AO Discard 1 RC
Colonization of the Galaxy	SG	WP Worth 10 VT at EOG
Human Sub-speciation	B	WP steal RC from OH
Intelligent Metals	C	Gain 1 VT per Turn
Create Lifeforms	B	WP Steal 1 Bio card IP FO
First Contact	SG	WP Draw 1 card from ND
Universal Translator	C	WP Draw 1 Card
New States of Matter	P	Gain 1 ET per Turn

Name	Type	Notes:
Tesseract	SP	WP Gain 10 VT
Dark Energy Conversion	E	Gain 1 ET per Turn
Telepathy	M	WP Steal 3 RT from TO
Dematerialization	P	Pick +1

Twenty Sixth Century Deck

Name	Type	Notes:
Hyper FTL Travel	SP	WP Steal 3 ET from TO
New Forms of Matter	P	WP Steal 1 Phys card IP FO
Teleportation	SP	Gain 1 ET per Turn
Holo Deck Technology	C	WP Steal 1 ET, 1 RT, 1 VT
Matter Replicators	E	Hand Size +1
Space Empires	G	WP Steal 1 Space card IP FO
Intergalactic War	D	AO discard 1 RC
Discovery of Other Dimensions	S	WP Worth 10 VT at EOG
Force Fields	P	WP Steal 3 ET from TO
Telekinetics	M	Gain 1 ET per Turn
Colonize other Galaxies	SG	Gain 1 VT per Turn
Wormhole Travel	S	Gain 1 VT per Turn
Patron Races	G	WP Steal 1 Gov card IP FO

Twenty Seventh Century Deck

Name	Type	Notes:
Interdimensional Travel	S	WP Worth 10 VT at EOG
Colonize Other Dimensions	SG	Gain 2 VT per Turn
Stargates	S	WP Play 1 extra Space card
Artificial Worlds	S	Gain 2 RT per Turn
Move Planets	S	WP Steal 1 Space card IP FO
Creation of Matter	E	Gain 2 ET per Turn
Ancestral Recall	M	Pick +1
Precognition	M	WP Steal RC from OH
Psychic Wars	D	AO discard 1 RC
Probability Engines	P	WP Draw 1 Card

Twenty Eighth Century Deck

Name	Type	Notes:
Break the Laws of Physics	P	WP Gain 10 VT
Stop Time	SP	WP Play 1 extra Physics card
Reverse Time	SP	WP return TC to Owners Hand
Ring Worlds	S	Pick +1
Perpetual Energy Loop Siphon	E	Gain 2 ET per Turn
Move Stars	S	WP Worth 10 VT at EOG
Miracle Generators	P	Gain 3 VT per Turn
Solar Ring Collider	C	WP Draw 1 card from ND
Planet Size Computers	CG	Gain 2 RT per Turn
Interdimensional War	D	AO discard 1 RC

Twenty Ninth Century Deck

Name	Type	Notes:
Time Travel	SP	WP Worth 10 VT at EOG
Temporal Colonization	SG	Gain 4 VT per Turn
Time Wars	D	AO discard 1 RC
Beings of Pure Energy	E	WP Play 1 extra card
Dyson Spheres	E	WP Gain 10 VT
Control Chaos	CP	WP Steal 1 Physics card IP FO
Directed Reincarnation	M	WP Steal 1 Mind card IP FO
Omega Point	GC	WP Steal 1 Biology card IP FO
Pocket Universes	SP	WP Steal 2 ET & 2RT from TO

Thirtieth Century Deck

Name	Type	Notes:
Beings of Pure Thought	M	WP Steal 1 Gov card IP FO
Change the Laws of Physics	P	WP Steal 1 Space card IP FO
Create New Dimensions	S	WP Worth 10 VT at EOG
Create New Timelines	S	WP Steal 5 VT from TO
Create New Universes	S	WP Gain 10 VT
Apotheosis of Technology	X	Reveal this Card when Drawn

End Game Scoring

The player with the most Biological Cards gets 10 VT
 The player with the most Physics Cards gets 10 VT
 The player with the most Computing Cards gets 10 VT
 The player with the most Mind Cards gets 10 VT
 The player with the most Space Cards gets 10 VT
 The player with the most Energy Cards gets 10 VT
 The player with the most Government Cards gets 10 VT

Links

[Future Timeline](#)
[Future Technology](#)
[BGG Discussion](#)
[Accelerating Future](#)
[Day Million by Frederik Pohl](#)





Aquaman

Introduction

Card game for 2-4 players. Aquaman Theme.

Disclaimer

Aquaman is a copyrighted, licensed property. This is merely a fan site.

Victory

The first player to accumulate 3 Mission Tokens is the winner.

The Deck

Players share a common deck. There are 8 suites.

The Board

The board is an 8x8 grid. Each square must be big enough to easily hold 1 card.

Pawns

Each player gets 1 pawn of a unique color. Each pawn represents a different manifestation of Aquaman.

Dice

Two 6-sided dice are needed.

Mission Tokens

Players share a common set.

Setup

Shuffle the deck. Randomly deal 1 card face up to each space on the board. Each player places their Pawn on a different corner space.

Each player draws 3 cards to start. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Power Phase
2. Swim Phase
3. Action Phase
4. Mission Phase
5. Rest Phase

Power Phase

If you have at least 5 cards in your hand, you may discard 1 card from your hand to activate its special ability: Aquaman: Draw 2 cards from the deck & put them in your hand. If the sum of the Ranks of the 2 cards is less than the Rank of the Aquaman card, draw and keep a third card. Companion: Look at the next 4 cards in the deck. Keep one and discard the other 3. The one you keep must be of a lower Rank than the Companion Card. Sea Creature: Take top card of discard and put it in your hand.

It must be of a lower rank than the Sea Creature card. Plot: You may move your pawn to any target, non-occupied space this turn in Swim phase (do not bother rolling the dice). The card in the target space must be of a lower Rank than the Plot card. Foe: Target opponent who is adjacent to you must reveal one random card from his hand; If it is lower in Rank than the Foe card it is discarded.

Power: Discard X cards and draw X replacement cards. The cards you discard may not be of a higher Rank than the Power card. Strangeness: Put 1 target adjacent card on the board in your hand. It must be of a lower Rank than the Strangeness card. Immediately draw a card to replace it with on the Board. Location: Look at the next X cards in the deck.

X the Rank of the Location card.

Swim Phase

Roll two dice. Move your pawn on the board orthogonally first the distance of one of the dice, and then the distance of the other. For example, you roll a 2 and a 5. You decide to first move him to your left 5 spaces and then forward 2 spaces.

Action Phase

If you land on a space not occupied by another pawn, take the card there and put it in your hand. Immediately replace the card you took with the top card of the deck. If the space is occupied by a another players pawn, there will be a fight: Both players reveal 1 card from their hand. High card wins. If tied players reveal a second card. Discard all revealed cards. The winner gets to look at the losers hand and steal 1 card.

Mission Phase

You may complete a Mission: Play (discard) 8 cards from your hand, one from each of the eight suites. Gain a Mission Token.

Rest Phase

Max hand size is 10 cards. Discard excess cards.

Card List Notation

A Aquaman
C Companion

X Sea Creature
P Plot
F Foe
O Power
S Strangeness
L Location

Aquaman Card List

Suite	Rank	Name:	Notes:
A	1	Arthur Curry	
A	2	Aquaboy	
A	3	Orin the Atlantean	
A	4	Aquatic Ace	
A	5	Marine Marvel	
A	6	Blue Aquaman	
A	7	Sword of Atlantis	
A	8	Dweller in the Depths	
A	9	Multiverse Aquaman	
A	10	Golden Age Aquaman	
A	11	Silver Age Aquaman	
A	12	Modern Age Aquaman	
A	13	Obsidian Age Aquaman	
A	14	Sovereign of the Sea	
A	15	King of the Seven Seas	
A	16	King of Atlantis	
C	1	Topo the Squid Boy	
C	2	Merfolk	
C	3	Atlantean Soldiers	
C	4	Porm the Dolphin	Surrogate Mother
C	5	Koryak	Illegitimate Son
C	6	Atlanna	Mother
C	7	Atlan	Father
C	8	Deep Blue	Half Sister
C	9	Quisp the Water Sprite	
C	10	The Sea Devils	Underwater Adventurers
C	11	Dr Vulko	Scientist
C	12	Mera	Wife
C	13	Aquagirl	
C	14	Aqualad	Sidekick
C	15	Tempest	Crime Fighting Partner
C	16	Justice League	
F	1	The Lurkers	
F	2	The Scavenger	
F	3	The Suvians	
F	4	The Fisherman	
F	5	Captain Demo	
F	6	Black Jack	
F	7	King Neptune	
F	8	Aqua Beast	
F	9	Marine Marauder	
F	10	King Shark	
F	11	Deep Six	

Suite	Rank	Name:	Notes:
F	12	Siren	
F	13	Gamemnae the Sorceress	
F	14	Spectre	
F	15	Ocean Master	
F	16	Black Manta	
O	1	Cold & Pressure Resistant	
O	2	Sonar & Dark Vision	
O	3	Speak to Sea Life	
O	4	Control Sea Creatures	Telepathic Control
O	5	Aquatic Adaptation	Water Breathing
O	6	Amphibious Camouflage	
O	7	High Speed Swimming	
O	8	Water Control	Hard Water Bolts
O	9	Harpoon Hand	
O	10	Atlantean Technology	
O	11	Mystical Left Hand	Magic Powers
O	12	Healing Powers	
O	13	Bulletproof	
O	14	Superhuman Durability	
O	15	Superhuman Agility	
O	16	Superhuman Strength	
P	1	Smuggling	
P	2	Extortion	
P	3	Framed	
P	4	Rescue Mission	
P	5	Illegal Experiments	
P	6	Piracy	
P	7	Abduction	
P	8	Crimes at Sea	
P	9	Murder	
P	10	Revenge	
P	11	Rampage	
P	12	Attack Shipping Lanes	
P	13	Prevent Disaster	
P	14	Enslavement	
P	15	Invasion	
P	16	War	
X	1	Penguins	
X	2	Flying Fish	
X	3	Crabs	
X	4	Jellyfish	
X	5	School of Fish	
X	6	Sting Rays	
X	7	Sea Lions	
X	8	Piranhas	
X	9	Electric Eels	
X	10	Sword Fish	
X	11	Giant Squid	
X	12	Octopi	
X	13	Seahorse Steed	
X	14	Sharks	
X	15	Dolphins	
X	16	Whales	

Suite	Rank	Name:	Notes:
S	1	Madness	
S	2	Disguise	
S	3	Toxic Waste	
S	4	Gladiatorial Games	
S	5	Sonic Disrupter	
S	6	Mutated Sea Life	
S	7	Magical Transformation	
S	8	Ray Machine	
S	9	Robotic Duplicate	
S	10	Invisibility	
S	11	Telepathy	
S	12	Immortality Formula	
S	13	Resurrection	
S	14	Transfer Minds	
S	15	Mind Control	
S	16	Time Travel	
L	1	Sea Circus	
L	2	Intergalactic Aquarium	
L	3	Iceberg	
L	4	Volcano Hideout	
L	5	Giant Submarine	
L	6	Sargasso Sea	
L	7	Convict Island	
L	8	Sub Diego	
L	9	Haunted Sea	
L	10	Alien Island	
L	11	The Secret Sea	
L	12	The Lost Ocean	
L	13	Ancient City of Evil	
L	14	Dimension Aqua	
L	15	Netherspace	
L	16	Atlantis	

Links

Wikipedia





Assassins Creed Revolution

Introduction

Card Game based on the Assassins Creed Video Game Series. Specifically the Third Installment.

Disclaimer

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Victory

Be the first player to make 7 Card Combos. Use Tokens to keep track of Combos.

The Deck

Players share a common deck.

Combos

There are 4 types of Combos:

1. Flush (4 cards of the same suite)
2. Straight (4 or more cards of different suites forming a straight as in Poker)
3. Fighting Combo: 1 each of: Assassin, Enemy, Weapon, and Maneuver
4. Journey Combo: 1 each of: Location, Mission, Character, and Income

Setup

Shuffle the Deck.

Turn Sequence

Players take Turns. Each turn has 4 Phases:

1. Draw Phase
2. Action Phase

3. Combo Phase

4. End Phase

1. DRAW PHASE

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

2. ACTION PHASE

Discard 1 card to trigger it's special ability according to it's suite.

3. COMBO PHASE

Make one or more Combos. For each Combo you make draw 1 card.

4. END PHASE

Max hand is 9 cards. Discard excess cards.

Card Suite Special Ability List

Assassin = Draw 2 cards. Character = Steal 1 random card from opponent. Income = Look at opponents Hand. Trade 1 card with him.

Enemy = Opponent must discard a random card. Location = Discard your hand and draw 7 cards. Mission = Look at next 7 cards in Deck. Put one in your hand.

Maneuver = Search Discard for 1 card and put it in your hand. Weapon = Opponent (his choice) must give you a card or discard 2 cards.

Suite Notation

A Assassin,

E Enemy

W Weapon

X Maneuver

L Location,

M Mission,

C Character

I Income

Card List

#	Suite	Name
1	A	Eagle Vision
2	A	Sharpshooter
3	A	Bloodlines
4	A	Master of Disguise
5	A	Night Stalker
6	A	Ancestors
7	A	Huntsman
8	A	Commander

#	Suite	Name
1	X	Climb
2	X	Smoke Bomb
3	X	Ride Horse
4	X	Beam Shimmy
5	X	Finishing Move
6	X	Free Running
7	X	Parry
8	X	Acrobatics

#	Suite	Name
9	A	Silent Shadow
10	A	Strongman
11	A	Stealth Master
12	A	Desmond Miles
13	A	Connor
1	C	Civilians
2	C	Allies
3	C	Patriots
4	C	Recruit
5	C	Bodyguard
6	C	Captain
7	C	Chapheau
8	C	Duncan Little
9	C	Clipper Wilkinson
10	C	Pitcairn
11	C	Paul Revere
12	C	Washington
13	C	Haytham
1	E	Snitch
2	E	Guards
3	E	Redcoat Patrol
4	E	British Regular
5	E	Firing Line
6	E	Marine
7	E	Sniper
8	E	Mercenary
9	E	Grenadier
10	E	Scout
11	E	Officer
12	E	Jaeger
13	E	Templar Agent
1	W	Unarmed
2	W	Iron Dagger
3	W	Musket
4	W	War Club
5	W	Tomahawk
6	W	Naval Axe
7	W	Sword
8	W	Rapier
9	W	Pistol
10	W	Bow
11	W	Rope Darts
12	W	Poison Dart
13	W	Hidden Blade

#	Suite	Name
9	X	Escape
10	X	Leap of Faith
11	X	Counter Throw
12	X	Kill Streak
13	X	Disarm
1	L	Frontier
2	L	Tavern
3	L	Theatre
4	L	City Tunnels
5	L	Rooftops
6	L	Manor
7	L	Forest
8	L	British Warship
9	L	Battlefield
10	L	Concord & Lexington
11	L	Fort
12	L	New York
13	L	Boston
1	M	Collectible Items
2	M	Eavesdrop
3	M	Infiltrate
4	M	Rescue Hostages
5	M	Tea Party
6	M	Naval Missions
7	M	Free Captives
8	M	Assassination
9	M	Notoriety
10	M	Intercept Target
11	M	Kill General
12	M	Complete Memory
13	M	Liberation
1	I	Delivery
2	I	Request
3	I	Pickpocket
4	I	Looting
5	I	Intercept Couriers
6	I	Sell Meat & Pelts
7	I	Craft Items
8	I	Trade Goods
9	I	Rewards
10	I	Treasure Chest
11	I	Attack Convoy
12	I	Guild Contracts
13	I	Homestead





Avengers Assemble

Introduction

Card game for 2+ players. Theme: Marvel Universe Avengers Super Heroes.

Disclaimer

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Winning

The first player to defeat 5 Foes is the winner.

The Decks

Players share 3 common decks: Foe deck Plot deck Hero deck.

Setup

Shuffle the decks. Each player is dealt 5 cards from the Hero deck. Flip over the top card of the Foe deck.

Flip over the top 3 cards of the Plot deck. The most Super player goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Avenger Phase
2. Battle Phase
3. Foe Phase

Avenger Phase

Draw 1 card from the Hero deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it. Max hand is 9 cards. Discard excess cards

Battle Phase

Add up the value of the Foe card and the Plot cards: This is the Foe Meld. To defeat the Foe you must play a Combo from your hand with a Combined value equal to or greater than the Foe Meld. A Combo can contain any number of cards but all cards in the Combo must be of different Types.

For example: A Combo can have an Iron man card and a Hulk card, but Not 2 Iron man cards or 2 Hulk cards. Discard all the cards in the Combo. Discard the Plot cards but keep the Foe card in your Victory Pile.

Foe Phase

If you captured a Foe this turn, flip over a new Foe and 3 Plot cards.

Card List Notation

Join Flip over another Foe card who joins this one in the Meld

Foe Deck Card List

Card Name:	Force	Notes:
Loki	5	-
Space Phantom	3	-
Submariner	4	-
Team Up	-	Flip over 2 more Foes for the Meld
Lava Men	3	-
Dr Zemo	4	-
Melter	1	Join
Black Knight	1	Join
Enchantress	1	Join
Radioactive Man	2	-
Executioner	2	-
Kang the Conqueror	4	-
Wonder Man	4	-

Plot Card List

Card Name:	Force	Notes:
Hulk Out of Control	5	Play no Hulk Hero Cards
Hulk on Rampage	5	Play no Hulk Hero Cards
Thought Projection	3	
Revenge	5	
Supernatural Observation	2	
Diabolical Scheme	4	
Illusions	2	
Mental Powers	2	
Wizardry	3	
Traps	4	
Magic Incantation	1	
Icy Shield	1	
Supernatural Grip	3	
Mental Image	2	
Multiple Images	3	
Energy Aura	1	
Cause Confusion	3	
Steal Identity	4	
Send to Limbo	4	
Sow Distrust	5	
Expose Secret Identity	3	
Smoke Screen	1	
Whirlpool	2	
Command Ship	2	
Emery Dust Pellet	1	Play no Iron Man Cards
Gamma Rays	2	Play no Hulk Cards
Sonic Blast	1	
Crushing Blow	2	
Bang Up Fight	3	
Petrification Ray	4	
Loyal Warriors	1	
Lowly Minions	1	
Energy Rays	1	
Fearless Foe	3	
Hostage	3	
Invasion	3	
Cave-In	1	
Powerful Potion	3	
Antigravity Ray	2	
Sub Space	3	
Time Travel	5	

Hero Cards

Card Name:	Force	Type
Whirling Hammer	3	Thor
Greenskin	3	Hulk
Red, White, & Blue	3	Captain America
Incredible Strength	5	Hulk

Card Name:	Force	Type
Powerful Leaps	3	Hulk
Teen Brigade	1	Ally
God of Thunder	5	Thor
Mighty Hammer	4	Thor
Courage	3	Captain America
Astonishing Powers	3	Ant Man
Flying Ant Relays	1	Ant Man
Flying	2	Wasp
Army of Ants	2	Ant Man
Maddened	4	Hulk
Sense Presence	2	Wasp
Lure	3	Wasp
Leadership	4	Captain America
Brute Force	4	Hulk
Perfect Timing	4	Team
Set Trap	3	Team
Enchanted Mallet	4	Thor
Water Spout	2	Thor
Acrobatics	3	Captain America
Bright Lightning	3	Thor
Hulk Smash!	5	Hulk
Magnetic Pull	3	Thor
Radio Messages	1	Iron Man
Avengers Assemble	-	Discard to Draw 2 Cards
Pinpoint Accuracy	4	Iron Man
Metal Suit	4	Iron Man
Cosmic Bolt	4	Thor
Ant Swarm	3	Ant Man
Shield Block	2	Captain America
Change Size	3	Ant Man
Bulldozer Punch	3	Iron Man
Missile Launcher	3	Iron Man
Throw Shield	4	Captain America
Radar Scanner	2	Iron Man
Electrical Grasp	3	Iron Man
Giant Man	4	Ant Man
Image Projector	2	Iron Man
Spider Man	3	Ally
X-Men	5	Ally
Fantastic Four	4	Ally
Bruce Banner Scientist	2	Hulk
Anthony Stark Inventor	3	Iron Man
Energy Deflection	3	Thor
Magnetic Repulsor	4	Iron Man
Cunning	3	Ant Man
Headquarters	2	Team
Spinning Disc	4	Captain America

Villain Variant

2 Player game. One Player is the Avengers, the other is the Villain. Mix the Foe & Plot Decks Together to be used by the Villain.

Turn Sequence: Players take turns. Each turn has 4 Phases:

1. —Draw Phase: Draw 2 cards.
2. —Attack Phase: Discard a card from your hand to cause a target card of

Opponent's that is in play with same force to be discarded.

3. —Plot Phase: Play 1 card face up to the table.

The Villain player can only play 1 Foe card. (Foes that Join are the exception) The Villain can have multiple Plot cards in play, but none of them may have the same force. The Avenger player can have multiple cards in play, but none of them may be of the same type. Recruit Rule: If you did not attack in Attack Phase, you may put a second card into play.

4. —End Phase: Max hand size is 3 cards. Discard excess cards.

You may discard any of your own cards in play. If you ever have 5 or more cards in play and your total Force is Greater than your opponent's, you win one Victory Point (VP). When a VP is won, discard all cards in play.

The first person to win 3 VP wins the game.

Card Set Available

Another Cool set by Ron: [Click Here](#)





Away Team Skirmish

Introduction

Board & card game for 2 players. Abstract skirmish level combat with Star Trek theme. Each figure represents a single man (or alien).

Disclaimer

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Victory

You win if you kill all opposing men.

The Cards

Players share a common deck.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men (units). The counters or figs must identify race and officer type.

Away Teams

Each team has 8 men.

Team Composition

There are 4 types of teams: Federation Klingon Romulan Borg Each player chooses one type of team at the start of the game.

Federation Teams

The team has the following composition of races: 3 Humans, 1 Vulcan, 1 Betazoid, 1 Trill, 1 Bolian, and 1 Andorian. The team has the following composition of officers: 1 Command officer 1 Medical officer 1 Science officer 1 Engineering officer 4 Security officers At the start of the game decide which officers belong to which races.

Klingon Teams

All team members are of the Klingon race. The team officer composition is the same as that of the Federation.

Romulan Teams

All team members are of the Romulan race. The team officer composition is the same as that of the Federation.

Borg Teams

All team members are of the Borg race. There are no officers. All team members are Drones. Borg Drones use all Attack, Tactics, Device, and Skill cards for: Assimilate: Turn adjacent enemy unit into a Borg

Skill Cards

Skill cards can be used with officers to produce different types of effects: Command officer: Leadership: Draw 2 cards Science officer: Audio Decoy: Negate attack Engineering officer: Bypass Security: Move like a knight in chess Security officer: Unarmed Combat: Attack of Range = 1 Medical officer: Medical Tricorder: Heal wound of adjacent man

Tactics Cards

Tactics cards can be used with officers to produce different types of effects: Security officer: Marksman: Attack of Range = 5 Medical officer: Neural Disruptor: Attack of Range = 1 Engineering officer: EMP Grenade: Opponent must discard 2 cards Command officer: Strategy: Look at opponents hand Science officer: Holographic Projector: Negate attack

Device Cards

Device cards can be used with officers to produce different types of effects: Medical officer: Hypospray: Heal wound of adjacent man Engineering officer: Remote Mine: Attack of Range = 4 Security officer: Proximity Mine: Attack of Range = 2 Science officer: Tricorder: Look at opponents hand A Command officer: Communicator: Draw 3 cards and discard 2

Race Cards

Race cards can be used to produce different types of effects: Human: Adaptable: Draw 2 cards and discard 1 Vulcan: Nerve Pinch: Attack of Range = 1 or Mind Meld: Look at opponents hand Trill: Experience: Draw 2 cards Bolian: Strength: Attack of Range = 1 Betazoid: Empathy: Look at opponents hand Andorian: Enhanced Hearing: Look at opponents hand Klingon: Close Combat: Attack of Range = 1 or Toughness: Negate a non-Phaser attack Romulan: Cloaking

Band: Negate an attack or Cunning: Draw 2 cards and discard 1 Borg; Personal Shield: Negate Phaser Attack

Setup

Players choose their team types. Each player places one man on each square of his back row. Men may not stack.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Tactics Phase
2. Move Phase
3. Fire Phase

Tactics Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Instead of moving just one man in any direction, you have the

option of moving up to 2 men the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Your opponent may play Defense cards to negate your attacks.

Wounds

Every time a man is damaged (hit/attacked) flip a coin. On heads the man is killed. (removed from play) On tails the man is wounded. Use counters to identify wounded status.

If a man receives 2 wounds, he is killed.

Card List Notation

M Movement

A Attack

D Defense

S Special card

R Race card

K as a Knight would move in Chess

Copies of that card in the deck

Type Purpose of card

Away Team Card List

Card Name:	#	Range	Type
Hold out Phaser	3	1	A
Phaser	4	2	A
Phaser Rifle	3	3	A
Heavy Phaser Rifle	2	4	A
Hand-to-Hand Combat	5	1	A
Phaser Overload	1	2	A
Concussion Grenade	2	K	A
Walk	5	1	M
Jog	5	2	M
Run	5	3	M

Card Name:	#	Range	Type
Sprint	5	4	M
Tactical Transport	2	5	M
Maintenance Shaft	1	K	M
Dodge	2	-	D
Cover	2	-	D
Zero-G Maneuver	1	-	D
Skill	3	-	S
Tactics	3	-	S
Device	3	-	S
Race	6	-	R





Babylon 5 Empires

Introduction

Babylon V Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Dice

Six-sided dice are needed in this scenario.

Map

Spaces are also called Territories or Zones. Over half the territories are empty space. Revenue generating spaces are planetary systems.

Other territory types include: Supernovas & Black-holes: No entry possible Nebulas: Ships must stop upon entering Babylon V: Neutral Zone Some systems may begin with Jumpgates.

Victory

You win if you control over 60% of the systems on the map.

Races

Each player picks a race: The Centauri Empire The Earthforce Alliance The Minbari Federation The Narn Regime

Setup

Each player starts with a Homesystem with 10 random units and a hand of 5 cards. Each Homesytem has a Jumpgate.

Units & Action Deck

Players share a common Action deck and unit chit pile.

Draw Phase

First discard any cards you don't want. Each player draws 3 action cards. Draw an extra card for each Diplomat you have that is located on an enemy system or Babylon 5.

You cannot have more than one Diplomat on a system. Max hand size = 7. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Unit Deck

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Leaders must travel with other units. Units can move into but not through opposing stacks.

Colonies & Shipyards & Stargates cannot move (Move = 0). Your opponent can only look at the top unit of your stacks You can move your units at a Jumpgate you control to any other Jumpgate you control as a move of 1 space.

Exploration Phase

Include an exploration phase after movement phase. When entering an unexplored system for the first time roll three six sided dice to determine The presence of Resources.

1D6	Resources:	Revenue:
1-2	Poor	1
3-4	Moderate	2
5-6	Rich	3

Revenue Phase

Each system with a colony generates revenue equal to its Resource level. Homesystems generate 10 Revenue points per turn.

Recruit Phase

Units must start at your Homeworld or a planet with a Shipyard. You may build a colony on a system you control. A system can have a maximum of 1 colony and 1 shipyard.

A system must first have a colony before a shipyard can be built. A system must first have a colony before a Jumpgate can be built.

Battle Rules

Opposing stacks in the same space do not have to attack each other if they both declare that they are on Diplomatic missions. Treat Leaders like other units with respect to casualties. When attacking a Homesystem controlled by an enemy the defender will get +20 Force.

Diplomats cannot attack or be attacked.

Name	#	Move	F	Notes:
Capitol Ship	8	S	10	Ship
Cruiser	12	M	6	Ship
Fighter Complement	16	F	2	Fighters
Capable Commander 8	-	10	Leader	
Seasoned Diplomat 8	F	-	Costs 10	

Other Markers

Name	#	Move	F	Notes:
Colony	x	-	5	Costs 5
Shipyards	x	-	5	Costs 5
Jumpgate	x	-	1	Costs 10
Control Marker	x	-	-	

You can only build a Jumpgate if you play a Quantum 40 card.

X as needed

Race Notes

The Earthforce Alliance: Special Card: Use as a Peace treaty, Heavy Trade, or Research card Earth

Force Fighters have +6 Force

The Narn Regime: Special Card: Use as a Steal, Espionage, or Sabotage card All Narn Ships & Fighters have +2 Force

The Minbari Federation: Special Card: Use as a Strategic Move, Increase Production, or Security card Minbari Capitol Ships have +4 Force Minbari do not have Cruisers, they treat Cruiser Counters as Capitol Ship counters

The Centauri Empire: Special Card: Use as a Diplomacy, Intelligence, or Intrigue card Centauri Capitol & Cruiser Ships have +3 Force

Action Deck Card List

Card Name	#	Notes
Tactical Move Order	15	Move 1 Stack
Strategic Move Order	6	Move 2 or 3 Stacks
Long Range Barrage	2	Battle: Each ship Gains Force +2
Surround Foe	2	Battle: Each Ftr & ship Gains Force +1
Ambush	2	Battle: Gain Force +2D6
Dogfighting	2	Battle: Each Fighter Gains Force +2
Deception 2	Battle: Gain Force +7	
Heavy Weapons	2	Battle: Each Capitol ship gets Force +4
Armored Hull	2	Battle: Gain Force +6 or negate one casualty
Intrigue	2	Take 1 random card from opponent
Sabotage	2	Opponent must discard 2 Cards
Raiding	2	Opponent generates 5 less Revenue points this turn
Espionage	2	Look at opponents hand
Assassination	2	Kill Target Commander or Diplomat
Reconnaissance	2	Look at target stack
Special Card	6	Specific to Race
The Shadows Emerge	1	Destroy target stack not on Homeworld or B5
Intelligence	2	Look at next 7 cards in deck
Security	2	Negate an Espionage, Sabotage, Steal, or Recon card
Peace Treaty	2	Opponent cannot attack you this turn
Diplomacy	2	Negate Target Move
Steal	1	Take 2 revenue points from target player
Critical Hit	1	Battle: Destroy 1 Ship
Point Defense	1	Battle: Destroy 1 Fighter
Increase Production	2	Gain 5 extra Revenue points this turn
Heavy Trade	2	Gain 1 extra Revenue this turn per system you control
Research	2	Draw 2 cards
Quantum 40	2	Needed to build a Stargate

Card Name	#	Notes
Revolt	1	Target Non-Homeworld System no revenue 1D6 turns
Intercept	2	Move 1 Stack any time during opponents Move Phase
Retreat	2	Battle: Neither side suffers casualties

Warp Empires Ruleset

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A units cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

S Slow
M Medium speed
F Fast
F Force
F Fortification
Number of that unit in the chit pile.





Barbarella

Introduction

Card game for 2-4+ players. Gin Rummy/Poker type mechanics. Barbarella Theme.

Disclaimer

Barbarella is a copyrighted, licensed property. This is merely a fan site.

Victory

The first player to reach 10 points wins the game.

The Deck

Players share a common deck.

Setup

Shuffle the deck. Deal each player 7 cards. The deck is face-down.

The discard is face-up Turn over the top card of the deck and place it Face-up to be the first card of

the discard. The player who most looks like Barbarella or Who is wearing a black lame space suit goes first. Failing that flip a coin.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Draw Phase
2. Score Phase
3. Reward Phase
4. End Phase

Draw Phase

Take the top card of the deck or the discard and Put it in your hand. If the deck ever runs out, shuffle the discard and Play with it as the new deck.

Score Phase

You may play a Combo. A Combo will contain 6 cards in one of 4 possible combinations:

Combo	Points	Notes
Pairs	1	3 Pairs
Threes	2	2 Three-of-a-Kinds
Flush	3	All from 1 Suite
Straight	4	1 from each of the 6 different Suites

Keep track of the points you score.

Reward Phase

If you played a Meld this turn, draw 6 cards to refill your hand.

End Phase

Max hand size is 6 cards. Discard excess cards.

Card List Notation

B Barbarella
A Allies
F Foes
P Places
E Events
T Things

Card List

Type:	Card Name:
B	Astronautical Aviatrix
B	Barbarella on Shag Carpet
B	Barbarella Disrobing
B	Barbarella in Fishnet Stockings
B	Barbarella in Feather Boa
B	Barbarella in Secret Uniform
B	Barbarella in Spacesuit

Type:	Card Name:
P	Tau Ceti Ice Fields
P	Forests of Weir
P	Crystal Mountains
P	Deep Space
P	The Labyrinth
P	The City of Night
P	Chamber of Birds

Type:	Card Name:
B	Barbarella the Innocent
B	Barbarella in Provacative Outfit
B	Queen of the Galaxy
A	Denizens of the Maze
A	Pygar the Blind Angel
A	Dildano
A	Professor Ping
A	The Catchman
A	Guardian Angel
A	Rebel Leader
A	Alpha 7 Ship Computer
A	The Black Queen
A	One-Eyed Wench
F	Cruel Children
F	Flesh Eating Robot Dolls
F	Blackguards
F	Leather Men
F	Patrol Ships
F	Sogo Ruffians
F	The Great Tyrant
F	The Concierge
F	Durand Durand
F	Mathmos Released

Type:	Card Name:
P	Ornithanthrope's Nest
P	Chamber of Ultimate Solutions
P	Chamber of Dreams
E	Message from the President
E	Suspended Animation
E	Magnetic Storm
E	Stabilizer Malfunction
E	Spaceship Crash
E	Crucifixion
E	Exaltation Transference Pills
E	Love the Modern Way
E	Love the Old Fashioned Way
E	Rockslide
T	Old Earth Weapons
T	Tongue Box
T	Essence of Man
T	Energy Box
T	Radio Transmitter
T	Escape Chute
T	The Excessive Machine
T	Force Field
T	Positronic Ray
T	Invisible Key

Cardset Available

Thanks Ron!





Batman

Introduction

Card game for 2 players. One Player is Batman, the other is the Nemesis player

The Decks

The Batman player uses the Batman Deck. The Nemesis player has 3 decks: The Villains Deck The Location Deck The Action Deck

Object

The first player to accumulate 10 Victory points wins.

Turn Sequence

Each turn consists of 5 phases: Draw Phase Crime Phase Hunt Phase Confrontation Phase Victory Phase

Draw Phase

Players first discard down to 3 cards. Both players fill their hands to 7 cards from their own decks. The Nemesis player must draw 1 Villain card and 1 Location card, the remainder may be from the Action deck.

If a players deck runs out, shuffle the discard and draw from it.

Crime Phase

The Nemesis player plays one Villain card to the table face up and one Location card face down.

Batman Deck Card List

Card Name:	Force	Notes (Sub title):
Batman	8	Bruce Wayne - Socialite Millionaire
Batman	9	Boxer & Acrobat
Batman	10	Scientist
Batman	11	Master of Disguise
Batman	12	Detective
Batman	13	Code of Justice
Batman	14	Master of Martial Arts
Batman	15	The Dark Knight
Bat Girl	6	Barbara Gordon
Bat Girl	7	Gymnast
Bat Girl	8	Innovative Detective Work

Hunt Phase

The Batman player must guess the Location card (there are 5). If he is wrong, he may discard a clue card to guess again. If he cannot guess it, the Nemesis player gains the advantage.

If he does guess it, Batman gains the "Advantage" (+15).

Confrontation Phase

All cards with a number value are called Force cards. Both players play all their force cards to the table simultaneously. The Batman player can only play: one 'Batman' one 'Robin' one 'Bat Girl' and one 'Bat Vehicle' card.

When certain cards are played, this causes other specific opposing cards to be discarded. For example: If the Batman player plays antidote, or gas mask, this causes all gas cards and poison cards to be discarded. Each player adds up his cards numbers to get his Force Total.

The side with the Advantage gets +15 to his Force Total. Compare totals. The higher total wins. Flip a coin to resolve ties.

Victory Phase

The winner of the confrontation gets a victory point (VP). If the Nemesis won and he had a crime card out, he gains 2 more VP. If Batman wins by more than double the Force, or he wins and then plays a capture card, he gains 2 more VP.

If the Nemesis negates the capture card, Batman may play another. Discard all played cards.

Card Name:	Force	Notes (Sub title):
Robin	5	Dick Grayson
Robin	6	Trapeeze Artist
Robin	7	The Boy Wonder
The Dynamic Duo	21	Considered both a Batman and a Robin card
Batglider	3	Bat Vehicle
Bathtub	4	Bat Vehicle
Batcycle	5	Bat Vehicle
Batmobile	6	Bat Vehicle
Batcopter	7	Bat Vehicle
Batwing	8	Bat Vehicle
Net	2	Capture
Batarang	2	Capture
Grappling Hook	3	Capture
Batcuffs	2	Capture
Bat Shurikens	4	
Smoke Pellets	4	
Rebreather	2	Negate Gas, Poison
Antidote	1	Negate Gas, Poison
Caltrop Spikes	2	Capture
Bat Cave	-	Clue
Bat Computer	-	Clue
Athletics	4	
Gymnastics	5	
Alfred the Butler	-	Clue; Ex-British Secret Agent
Bolos	2	Capture
Shadows	4	
Darkness	5	
Wayne Enterprises	-	Draw 3 cards
Bat Signal	-	Clue
Viki Vale	-	Clue; Reporter, Love Interest
Detective Skills	-	Clue
Commissioner Gordon	-	Clue
Eye Witness	-	Clue; Innocent Bystander
Calling Card	-	Clue
Modus Operandi	-	Clue
Routine Bat Patrol	-	Clue
Criminology	-	Clue
Cryptic Message	-	Clue
Surprise	6	
Forensics	-	Clue
Gotham City Police	5	
Utility Belt	3	Capture
Bat Senses	5	Clue
Scale Buildings	3	
Disarm	1	Negate Weapon
Superhero	7	
Bulletproof Costume	3	Negate Firearms
Security	1	Negate Trap

Villains Deck Card List

Card Name:	Force	Notes (Sub title):
Man Bat	5	Villain; Scientist Kirk Langstrom
Scarecrow	3	Villain; Jonathan Crane
Poison Ivy	4	Villain; Pamela Lillian Isley
Cat Woman	5	Villain; Mutual attraction with Batman
Harley Quinn	6	Villain; Jokers Girlfriend
Riddler	7	Villain; Computer and electronics genius
Joker	7	Villain; Clown Prince of Crime
Two Face	4/10	Villain; Flip a coin to determine Force
Penguin	8	Villain; Oswald Cobblepot
Mr. Freeze	9	Villain; Dr.Victor Fries
The Mad Hatter	4	Villain;
The Ventriloquist	2	Villain;
Clayface	6	Villain;
Killer Croc	7	Villain;

Location Deck Card List

Card Name:	Force	Notes (Sub title):
Hideout	5	Location
Crime Spree	3	Location
Next Logical Target	2	Location

Card Name:	Force	Notes (Sub title):
On the Run	4	Location
Incognito	1	Location

Note: the deck contains 2 of each card

Action Deck Card List

Card Name:	Force	Notes (Sub title):
Wild Animals	4	+3 if paired with Cat Woman
Laughing Gas	3	Trap, +3 if paired with Joker; Smilex
Freeze Ray	6	Weapon, +3 if paired with Mr, Freeze
Fear Gas	4	Trap, +3 if paired with Scarecrow
Deadly Umbrella	5	Weapon, +3 if paired with the Penguin
Dynamite	4	Trap
Hand Grenade	3	Weapon
Molotov Cocktail	2	Weapon
Ninja	5	Thugs
Hoodlums	1	Thugs, +3 if paired with Two-Face
Clowns	3	Thugs, +3 if paired with Joker
Freaks	4	Thugs, +3 if paired with Penguin
Street Gang	2	Thugs
Acid	3	Trap
Whip	2	Weapon, +3 if paired with Cat Woman
Trip Wire	1	Trap, Negate Capture
Guillotine	3	Trap
Revenge	4	+3 if paired with Two-Face
Hijacking	-	Crime
Blackmail	-	Crime
Bank Robbery	-	Crime, +1 VP if paired with Two-Face
Arson	-	Crime
Hostages	-	Crime

Card Name:	Force	Notes (Sub title):
Bomb Threat	-	Crime, +1 VP if paired with Riddler
Lab Break In	-	Crime, +1 VP if paired with Mr. Freeze
Jewelry Heist	-	Crime, +1 VP if paired with Harley Quinn
Art Theft	-	Crime, +1 VP if paired with Joker
Kidnapping	-	Crime
Cat Burglary	-	Crime, +1 VP if paired with Cat Woman
Trap Door	2	Negate Capture
Laser Gun	4	Weapon
Rocket Launcher	5	Weapon
Helicopter	2	Negate Capture
Red Herring	1	Negate Clue
Wild Goose Chase	1	Negate Clue
Ambush	4	Trap
Cage	5	Trap
Conveyor Belt	6	Trap
Firearms	4	Weapon, +3 if paired with Two-Face
Knockout Gas	3	Trap
Mind Control	5	
Sword	1	Weapon
Game of Cat & Mouse	2	Negate Clue
Disguise	4	
Fun House Mirrors	2	Trap, +3 if paired with Joker
Misdirection	3	Trap
Criminally Insane	4	
Escape Arkham Asylum	-	Negate Capture
Criminal Mastermind	7	Can only be played with a Villain of 7+ Force

Links

Batman the Animated Series

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Battle For Hoth

Introduction

Board & card game for 2 players. Battle between Rebels & Imperial troops on the Icy World of Hoth. Takes place in the Star Wars Universe.

Each figure represents a hero, vehicle or unit of troops.

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Victory

The Rebels win if they destroy all the AT-AT Walkers. The Empire wins if they destroy the Ion Cannon

Rebel Unit Table

Name	#	Move	Range	Notes
Luke in Speeder	1	1-6	1-3	Hero
Luke on Foot	0	1-2	1	Hero
Shield Generator	1	0	0	Target
Ion Cannon	1	0	0	Target

Notes: Luke can move or attack twice per turn. You start the game with "Luke in Speeder". If this unit takes a hit it Becomes "Luke on Foot". If this unit

Empire Unit Table

Name	#	Move	Range	Notes
AT-AT Walker	4	1-3	1-4	
AT-AT Scout	2	1-4	1-3	
Probe Droid	2	1-5	1	

Notes: The Blaster Team cannot move and attack in the same turn AT-AT Walkers can make 2 attacks per turn. Probe Droids can move twice per turn.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase

& the Shield Generators.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Name	#	Move	Range	Notes
Snow Speeders	5	1-6	1-3	
Laser Turrets	2	0	1-4	
Rebel Troops	6	1-2	1-2	

takes a hit Luke beats a hasty Retreat off the Board. Targets cannot move or attack.

Name	#	Move	Range	Notes
Snow Troopers	6	1-2	1-2	
Heavy Blaster Team	2	1-2	1-3	

2. Move Phase

3. Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Snowspeeders. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card. Units with a Move range of 5 or better can use the Skim card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack is automatically killed and removed from the map. (except for AT-AT Walkers and Scouts) It takes 4 hits to destroy an AT-AT Walker. It takes 2 hits to destroy a Scout.

Units cannot attack through other units. Only Luke can use the Light Saber card. Only Snow Speeders can use the Tow Cable card.

Card List

Card Name:	#	Range	Type
Move	5	1	M
Move	5	2	M
Move	5	3	M
Move	4	4	M
Move	3	5	M
Move	2	6	M
Skim	2	K	M

The Tow Cable Card can be used to automatically destroy an AT-AT Walker or Scout. The Light Saber Card can be used to automatically destroy any target unit.

Luke

The Rebel player may discard any Move card from his hand to negate an attack made against Luke on Foot. If Luke is "Hit" and the attack is not negated, Luke decides its time to retreat and hit the high road for Degobah.

Card List Notation

M Movement

A Attack

Type Purpose of card

Number of that type of card in the deck

K as a Knight would move in Chess

Card Name:	#	Range	Type
Blaster	5	1	A
Blaster	5	2	A
Blaster	5	3	A
Blaster	5	4	A
Tow Cable	3	1	A
Light Saber	1	1	A





Battle For Naboo

Introduction

Board & card game for 2 players. Battle between the Gungan & Federation Armies on Naboo. Takes place in the Star Wars Universe (Episode I).

Each figure represents a Leader, Vehicle, or Unit of Troops.

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Victory

If the Shield Generator Beast is destroyed, the Robots win. The game ends automatically after you go through the deck twice when young Anakin Destroys

the Federation Carrier Ship, which shuts down all the Robots. The Gungan player wins at this time.

The Map

Use an 8x8 chessboard.

Figures

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Gungan Unit Table

Name	#	Hits	Move	Range	Notes
Jar Jar Binks	1	3	4	2	Leader
Gungan General	2	2	4	2	Leader
Gungan Shieldmen	8	2	2	1	Shields
Gungan Slingers	4	1	2	2	
Gungan Cavalry	6	1	4	1	
Gungan Catapult	2	1	2	4	
Gungan Shield Beast	1	2	2	-	Shields

Federation Unit Table

Name	#	Hits	Move	Range	Note
Battle Droids	16	1	2	2	
Droidekas	4	2	3	2	Shields
Hover Tanks	4	3	4	4	

Setup

Each player places one unit on each square of his back three rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Move Phase
3. Fight Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fight Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one hit of damage. Units with zero hits are killed and are removed from the map.

Federation units cannot attack through other units. (Direct fire blasters) Gungan units may attack through other units. (Indirect fire energy balls) Play a defense card to negate an attack. Only Shield type units can

use the Shield defense card.

Card List Notation

Type Purpose of card

Number of that type of card in the deck

M Movement

A Attack

D Defense

Card List

Card Name:	#	Range	Type
Hand-to-Hand	6	1	A
Short Range	5	2	A
Medium Range	4	3	A
Long Range	3	4	A
Walk	6	1	M

Card Name:	#	Range	Type
Advance	5	2	M
Ride	4	3	M
Charge	3	4	M
Evade	4	-	D
Shields	2	-	D





Battle Nations Outposts

Introduction

Deck Building Card game based on the Battle Nations Video Game. Each player controls their own outpost.

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Victory

The player with the most Victory points wins. The game ends at the end of the turn any common deck is used up.

Victory Tokens (vt)

Victory tokens are earned by playing certain cards. Place VT into your Victory Pile along with defeated Threat cards.

The Decks

Each player gets his own small Imperial Basic Deck. Players also share a 3 Common Decks:

1. Threat Deck (Missions and Invasions)
2. Building Deck
3. Unit Deck (Units and Characters)

Imperial Base Deck Card List

Name:	Type	Build	Fight	Notes:
Lieutenant Morgan	C	2	1	Leader x2
Scientist Floyd	C	1	1	Science and Gain 1 VT
Mechanic Zoey	C	3	1	Fast Build
Sergeant Ramsey	C	0	4	MG
Corporal Perkins	C	0	1	Spy
Resource Depot	B	1	0	RB's get Build +1
Supply Drop	B	2	0	-
Small Warehouse	B	1	0	Store
Logging Camp	RB	1	0	Build +1 for HB's
Iron Mine	RB	1	0	Build +1 for Units
Coal Mine	RB	1	0	Power
Oil Pump	RB	1	0	Build +1 for Vehicles
Stone Quarry	RB	1	0	Build +1 for DB's
Pillbox	DB	0	2	-
Bunker	DB	0	3	-
Guard Post	DB	0	4	-

Card Type Notation

C Character
B Building
U Unit
IT Invasion Threat
MT Mission Threat
VT Victory Tokens
TV Threat Value
RC Recruitment Cost
RB Resource Building
MB Military Building
SB Shop Building
DB Defense Building
DX Decoration
HB Housing Building
SU Soldier Unit
VU Vehicle Unit
FS Final Scoring

Card Traits

All cards have 2 basic Traits: Build and Fight. Build is used to recruit Units, Characters, and Buildings. Fight is used to defeat Threats.

Imperial Basic Deck

Each player has their own copy of the Imperial Base Deck. The deck has 1 copy of each card listed.

Name:	Type	Build	Fight	Notes:
Blockhouse	DB	0	5	-
Barracks	MB	0	0	Build +3 for Soldiers
Hospital	MB	0	0	Heal 1 Soldier
Vehicle Factory	MB	0	0	Build +5 for Vehicles
Repair Bay	MB	0	0	Repair 1 Vehicle
Shelters	HB	1	0	Gain 1 VT
Camp	HB	1	0	Gain 1 VT
Hovels	HB	1	0	Gain 1 VT
Shacks	HB	1	0	Gain 2 VT
Scrap Houses	HB	1	0	Gain 2 VT
Farm	SB	1	0	Build +1 for Soldiers
Tool Shop	SB	1	0	Draw 1
Bakery	SB	1	0	Gain 1 VT
Orchard	SB	1	0	Gain 1 VT
Distillery	SB	1	0	Characters get Fight +2
Construction Crew	U	1	0	Build +3 for Buildings
Troopers	SU	0	1	-
Shock Troops	SU	0	1	Elite; Gain 1 VT
Grenadiers	SU	0	1	Indirect
Mortar Team	SU	0	2	Indirect
Gunners	SU	0	2	MG
Junior Officer	SU	0	1	All Units get Fight +1
Scout Bike	VU	0	1	Scout
Humvee	VU	0	2	MG
Mini Tank	VU	0	3	Armor Gun
Recon	VU	0	2	Scout
Light Artillery	VU	0	3	Gun Indirect
Nanopods	-	1	1	Fast Build or Heal or Repair
Gold	-	3	0	-

Special Abilities

Besides the Build and Fight Traits, cards have additional abilities including: Draw, Store, Replace, Heal or Repair, Gain VP, and modifiers that Increase their Traits or the Traits of other cards.

Leader Or Power Ability

When a card with the Leader or Power ability is played draw one card from your deck and put it in your hand.

Science Ability

When you play a card with the Science ability, you may choose a card From the Building or Unit Spreads and put it on the bottom of its Deck and then immediately draw another card from the top of the Deck to replace it.

Store Ability

Take a card in your hand or your discard and put it in your Storage pile. At any time you may take a card in your storage pile And shuffle it back into your deck.

Scout Or Spy Ability

When you play a card with the Scout or Spy ability, you may choose a card From the Threat Spread and put it on the bottom of the Threat deck and Then immediately draw another card from the top of the Threat Deck to replace it.

Heal Or Repair Ability

When you play a unit of the indicated type, instead of putting it into your discard pile, you may shuffle it back into your deck.

Fast Build

When you Build a card, instead of putting it into your discard, You may put it on top of your deck.

Mg

Machine Gun. When you play a Unit with the MG ability you may discard cards from your hand to get +1 fight for each card discarded.

Fire & Chem

Units with the Fire or Chem ability are Fight +3 versus Animals.

Lightning

Units with the Lightning ability are Fight +2 versus Raiders and Silver Wolves.

Freeze

Units with the Freeze ability are Fight +3 versus Infected.

Sniper

Units with the Sniper ability are Fight +3 versus Raiders.

Demolition

Units with the Demolition ability are Fight +2 versus Rebels and Silver Wolves.

Rail Gun

Units with the Rail Gun ability are Fight +3 versus Silver Wolves.

Pacify

Units with the Pacify ability are Fight +3 versus Frontier Enemies.

Drill & Crush

Units with the Drill or Crush ability are Fight +2 versus Rebels and Raiders.

Elite & Veteran

Units with the Elite or Veteran ability are Fight +3 versus PVP.

Indirect

Units with the Indirect ability are Fight +3 versus Rebels.

The Wimp

If you play this unit 3 times from your hand it becomes experienced and it gets a +7 Fight Bonus for the rest of the game.

Cold

Some Missions have the Cold attribute. Units that do not have the ARCTIC ability have their Fight value halved (rounding down) when used against Cold Threats. Note that Bigfoots and Silver Wolf Units have the Arctic ability.

Setup

1. Each player shuffles their Basic Deck and draws 5 cards.
2. Shuffle the 3 Common Decks. All Decks are face-down.
3. Place the top 4 cards of the Threat deck face-up in a line in the

Middle of the Table. These 4 cards are known as the Threat Spread. There must always be 4 cards in the Threat Spread. If there is less, Immediately draw 1 from the common deck to fill in the gap.

5. Just like the Threat Spread, make spreads for the Building and Unit Decks.
6. Roll high on a six sided die to see who goes first.

As play proceeds each player will have a modified Basic Deck, a hand of Five cards, their discard pile, a Victory pile (defeated Threats), and a Storage pile.

Turn Sequence

Players take turns. Each turn has 2 Phases:

1. Action Phase
2. Draw Phase

Action Phase

Play cards from your hand. (played cards are put in your discard) Use Build points to recruit Buildings, Units, and Characters from the Building and Unit Spreads. The cost of a card in Build points is its Recruitment Cost (RC) When a card is recruited, place it in your discard pile. Use Fight points to defeat Threats from the Threat Spread.

The cost to defeat a Threat in Fight Points is its Threat Value (TV) Place defeated Threats into your Victory pile. At the end of the phase discard all un-played cards from your hand.

Draw Phase

Draw 6 cards from your Deck to form your hand for next turn. If you have no cards left in your deck, shuffle your discard and Draw from it.

Threats

Threats come in two basic types: Missions and Invasions. A Mission you go looking for trouble. An Invasion trouble comes looking for you.

Defensive Buildings can only be used vs Invasions. Note: although the Threat cards and Recruit cards are listed Separately, they are all shuffled together into the Common Deck.

End Game Scoring

Add up your VT (Victory Tokens) plus the TV (Threat Value) of all Threat cards in your Victory Pile, Deck, Hand, and Discards.

Recruit Ability

If you play this card and defeat a Threat of the indicated type in the same Turn, you may put the threat card into your discard instead of your Victory pile. The Recruited Threat will now fight for you. They are played like normal units. They have a Fight Trait equal to their Threat Value.

Note that Recruited Threat cards in your Deck go

into your Victory pile for end game scoring.

Drop

Some Missions have the Drop attribute. After Defeating them there is a 50% chance they go into your discard instead of your Victory Pile. When played as a unit it has the Fight value in parentheses, not the Threat Value (TV) of the card.

Threat Deck Mission Card List

Name:	TV	Notes:
Raid Outpost	5	PVP: Target Opponent must discard 2 cards
Rival Base	6	PVP: Target Opponent must discard 2 cards
Battle Flag Raised	7	PVP: Target Opponent must discard 2 cards
Defend Frontier Town	3	Raiders: Grunts
Defend Recoil Ridge	4	Raiders: Fire Breathers
Desert Waste	6	Raiders: Dust Walkers
Recon Rescue	2	Animals: Boars: Juvenile Hogs; Draw 1 card
Boar Badlands	3	Animals: Wild Boars
Great Boar Roundup	5	Animals: Boar Matriarch
Raptor Nests	3	Animals: Mini Raptors
Raptor Valley	4	Animals: Adult Raptors
Stomping Grounds 5	Animals: War Mammoths	
Northern Wastes	9	Cold: Animals: Legendary Mammoth
Southern Wastes	8	Animals: Legendary Raptor
Central Wastes	10	Animals: Legendary Boar
Rival Base	6	PVP: Target Opponent must discard a card
Raider Encampment	6	Raiders: Brawlers
Raider Sanctuary 7	Raiders: Mammoth Riders	
Raider Depot	8	Boom Booms & Champions
Raider Fortress	9	Raiders: Watch Towers & Warlord
Ancient Construct	8	Drop: Dexter Fragment (Fight = 5)
Ancient Construct	8	Drop: Sinister Fragment (Fight = 6)
Ancient Sentinel	12	Drop: Melee Fragment (Fight = 8)
Ancient Sentinel	12	Drop: Ranged Fragment (Fight = 9)
Spider Wasp Queen	10	Drop: Spider Wasp Eggs (Fight = 6)
Spider Wasp Nest	9	Animals: Spider Wasp Warriors
Goliath Tank	15	Drop: Phalanx Tank (Fight = 10)
Rebel Bunker	7	Rebel Defenses
Southern Frontier	5	Rebel Patrols
Rebel Camp	4	Rebel Troops
Winter Wonderland	5	Adult Bigfoots
Bigfoot Country	4	Young Bigfoots
Dead Snow	9	Cold: Infected: Maulers
Installation 17	10	Cold: Silver Wolf Troops
Mystery Troops	7	Laser Weapons
Out in the Open	9	Silver Wolves: Thresher Tanks
New Haven	4	Silver Wolves: Thugs and Pickups
Benmoth	5	Silver Wolves: Devastators & Armored Trucks
Northern Frontier	6	Cold: Silver Wolves: Grenadiers & Cruel Bus
Silver Wolves Depot	7	Silver Wolves: Spartans & Rainmakers
Riot Control	2	Frontier: Pyros and Fireworks Truck

Name:	TV	Notes:
People in Need	3	Frontier: Lumberjacks and Hunters
Don't Hurt 'Em	4	Frontier: Engineers and Tractors
Frontier Uprising	5	Frontier: Minutemen and Chuckers

Threat Deck Invasion Card List

Name:	TV	Notes:
Enemy Raiders	5	PVP: Target Opponent must discard a card
Enemy Occupation	6	PVP: Target Opponent must discard a card
Hunker Down	4	Raiders: Warriors
Lake Side Property	5	Raiders: Bombadiers
Sarin Visit	6	Raiders: Outcasts
Crazy Blades Visit	7	Raiders: Dervishes
Tronk Visit	8	Raiders: Big Bada Boom
Yuzul Raptor Trainer	9	Raiders: Skirmishers
Shaman Kuros	9	Raiders: Sandworms
Warlord Gantas Visit	10	Raiders: Falcon's Nest
Raptor Migration 5	Animals: Alpha Raptors	
Mammoth Herd	4	Animals: Young Mammoths
Empire vs Rebels	4	Rebel Forces
Rebel Occupation	4	Rebel Army
Lieutenant Dorian	7	Rebel Strategist
Sergeant Ludlow	8	Rebel Vehicle & Defenses Expert
Evaline Aceheart	9	Rebel Air Force
General Ashe	10	Rebel Third Army
Sandworm Eruption	8	Animals: Elder Sandworms
Bigfoot Migration	7	Bigfoots
Bigfoot Leaders	9	Bigfoots: Bigfoot Shamans
Wild Bunch	8	Animals: Assorted Critters: All Types
Dawn of the Dead	3	Infected: Creepers
The Reanimation	4	Infected: Bullfrogs & Cannoneers
Dread Rising	5	Infected: Stalkers
Resident Chaotic Evil	6	Infected: Hunters & Crawlers
Un-undead Nightmare	7	Infected: Shreders
Planet Terror	8	Infected: Colossus
Silver Wolf Scouts	5	Silver Wolves: Slingers & Crop Busters
Silver Wolf Raiders	6	Silver Wolves: Bombadiers & Chunooks
Doug Visit	7	Silver Wolves: Punishers & Garbage Trucks
Bronson Visit	8	Silver Wolves: Scrappers & Crushers
Boss Enforcer Shrow	9	Silver Wolves: Wolf Enforcers & Furies
Doctor Vogel	10	Silver Wolves: Laser Wolves & Constructs

Building Deck Card List

Name:	RC	Type	Build	Fight	Notes:
Metal Huts	1	HB	0	0	Gain 1 VT
Bunkhouses	2	HB	1	0	Gain 1 VT
Compound	3	HB	1	0	Gain 2 VT

Name:	RC	Type	Build	Fight	Notes:
Tenements	4	HB	2	0	Gain 2 VT
Row Houses	5	HB	2	0	Gain 3 VT
New Houses	5	HB	1	0	Gain 4 VT
Dormitories	6	HB	3	0	Gain 3 VT
Hacienda	7	HB	2	0	Gain 5 VT
Permits Office	2	HB	1	0	Build +3 Housing
Watch Tower	1	DB	0	2	-
Cannon Tower	3	DB	0	6	Guns
Garrison	4	DB	0	7	Soldier Units get +1 Fight
Armor Mulcher	4	DB	0	8	-
Lightning Tower	5	DB	0	9	Lightning
Armored Fortress	5	DB	0	10	Armor
Animal Trainer	2	MB	1	0	Recruit Animals
Raider Training Camp	2	MB	1	0	Recruit Raiders
Infection Test Fac	2	MB	1	0	Recruit Infected
Bigfoot Training Camp	2	MB	1	0	Recruit Bigfoots
Mercenary Vault	2	MB	1	0	Recruit Silver Wolf Units
Prestigious Academy	4	MB	1	0	Build +3 Elite Units
SpecOps Center	2	MB	1	0	Build +3 Veteran Units
Chem Weapons Lab	3	MB	1	0	Build +3 Chem Units
Armor Shop	3	MB	1	0	Build +3 Armor Units
Rocket Shop	3	MB	1	0	Build +3 Rocket Units
Gun Foundry	3	MB	1	0	Build +3 Gun Units
Optics Facility	3	MB	1	0	Build +3 Laser Units
Frontier HQ	2	MB	1	0	Recruit Frontier Units
Prestigious Academy	3	MB	1	0	Build +1 for Elites & Vets
Weapons Factory	2	MB	0	0	Build +3 Any Unit
Research Lab	3	MB	1	0	Science
Greenhouse	2	SB	1	0	Gain 1 VT
Field	1	SB	1	0	-
Brewery	3	SB	1	0	Gain 2 VT
Sweatshop	3	SB	2	0	-
Machine Shop	4	SB	4	0	-
Refinement Facility	5	SB	3	0	Gain 2 VT
Ancient Artifact	1	SB	1	0	-
Feed Silo	1	SB	1	0	Pens and Ranches get +2 Build
Ancient Rubble	1	SB	2	0	Resource Buildings get +2 Build
High Capacity Vault	3	RB	1	0	Store x2
Orphanage	2	SB	1	0	Gain 1 VT
Lumber Mill	4	RB	3	0	+2 Build with Log Camp
Concrete Plant	5	RB	4	0	+2 Build with Quarry
Steel Mill	6	RB	5	0	+2 Build with Iron Mine
Coal Powerplant	3	RB	2	0	Power
Plasma Refinery	2	RB	1	0	Build +3 for Plasma Units
Sandworm Ranch	2	SB	1	0	+5 VT in FS per Sandworm Threat
Mammoth Pen	2	SB	1	0	+5 VT in FS per Mammoth Threat
Boar Pen	2	SB	1	0	+5 VT in FS per Boar Threat
Frontier Butcher	2	SB	1	0	+2 VT in FS per Animal Threat
Emperor Statue	2	DX	1	0	+2 VT in FS per Rebel Threat
Raider Victory Tree	3	DX	1	0	+2 VT in FS per Raider Threat
Festivus Tree	3	DX	1	0	Gain 3 VT
Sheriff Colt	4	C	1	2	Leader
Cassidy	4	C	1	3	Sniper

Name:	RC	Type	Build	Fight	Notes:
Aurora	2	C	1	0	Science
Dr. Harris	4	C	2	0	Science x2
Percival	3	C	1	1	Science
Bogan	4	C	1	2	Fight +4 vs Animals
Saboteur	5	C	0	3	Spy Demolition
Elder Taos	4	C	1	2	Fight +4 vs Raiders
Raider Kids	3	C	1	1	Spy
Ma Pierce	4	C	1	0	Leader and gain 2 VT

Unit Deck Card List

Name:	RC	Type	Fight	Notes:
Arsonist	2	SU	1	Fire
Imperial Dragoon	2	SU	1	Lightning
Riot Trooper	4	SU	3	Pacify
The Wimp	2	SU	1	+7 if Experienced
Sharp Shooter	3	SU	2	Sniper
Heavy Gunner	4	SU	3	MG
Flame Troop	3	SU	2	Fire
Ranger	5	SU	3	Veteran Scout
Hornet	5	SU	4	Rocket
Sniper	4	SU	3	Veteran
Bazooka	4	SU	3	Rocket
Marksman	6	SU	4	Sniper Elite
Commando	7	SU	5	MG Veteran
Laser Trooper	5	SU	3	Laser
RPG Troop	6	SU	4	Rocket Veteran
Laser Sniper	7	SU	4	Sniper Laser Elite
Demolitionist	5	SU	4	Demolition
MG Turret	5	VU	4	MG
Peace Keeper	5	SU	4	Pacify
Agent	8	SU	5	Demolition Elite Spy
Rail Gun Sniper	7	SU	4	Sniper Rail Gun Arctic
Bio Grenadier	6	SU	4	Chem Indirect
Chem Trooper	6	SU	5	Chem
Lightning Trooper	4	SU	3	Lightning
Lightning Dragoon	5	SU	4	Lightning
Juggernaut	7	SU	5	Veteran Arctic
Peace Monger	6	SU	5	Pacify
Hitman	6	SU	4	Elite Spy
Armadillo	3	SU	2	Armor
Guerilla	6	SU	4	Demolition Veteran
Turtleseller	5	SU	3	Armor Indirect
Salamander	6	SU	5	Fire
Arctic Trooper	5	SU	4	Arctic
Cryo Trooper	5	SU	3	Freeze Arctic
Veteran	8	SU	7	Veteran
Plasma Trooper	7	SU	6	Plasma
Elemental Trooper	8	SU	5	Fire Freeze Arctic
Hailstorm	5	VU	3	Rocket Indirect

Name:	RC	Type	Fight	Notes:
Heavy Recon	5	VU	3	Rocket Scout
Gun Truck	3	VU	2	Gun
Dune Rider	3	VU	2	Indirect
Meerkat	3	VU	2	Rocket
Rail Gun Buggy	4	VU	3	Rail Gun
Tempest	5	VU	3	Armor MG
Mortar Truck	5	VU	3	Armor Indirect
Puma	6	VU	4	Armor Elite
Tank Killer	5	VU	5	Armor Rocket
Firedrake	5	VU	3	Armor Fire
Brimstone	6	VU	4	Fire Indirect
Basilisk	6	VU	4	Armor MG
Dragon	8	VU	5	Armor Fire Indirect
Heavy Artillery	7	VU	5	Gun Indirect
Rocket Truck	7	VU	5	Rocket Indirect
Arctic Tank	7	VU	4	Armor Gun Arctic
Heavy Arctic Tank	9	VU	6	Armor Gun Arctic
Light Tank	6	VU	4	Armor Gun
Medium Tank	8	VU	5	Armor Gun Veteran
Laser Tank	7	VU	5	Armor Laser
L7 Drill	7	VU	5	Armor Drill
Brutalizer	6	VU	4	Armor Crush
Rail Gun Tank	7	VU	5	Armor Rail Gun
Heavy Tank	8	VU	6	Armor Gun
Heavier Tank	9	VU	7	Armor Gun
Chem Tank	6	VU	4	Armor Chem
Heavy Chem Tank	9	VU	7	Armor Chem
Frostbite	6	VU	4	Armor Freeze
Trebuchet	8	VU	6	Indirect Chem
Lightning Tank	7	VU	5	Armor Lightning
Super Tank	11	VU	8	Armor Gun Elite
Mega Tank	12	VU	9	Armor Gun Rocket
Plasma Artillery	10	VU	8	Indirect Plasma
Plasma Tank	12	VU	10	Armor Plasma
Special Agent	8	SU	6	Elite Demolition
Deadeye	8	SU	6	Elite Sniper
Assassinator	9	SU	7	Elite Sniper
Zombie Hunter	3	SU	2	+5 versus Infected
Laser Gunner	6	SU	5	Laser MG
Aero Jetpack	6	SU	6	Rockets
Radio Tech	5	VU	1	50% of Fight +9
Shadow Agent	7	SU	7	Elite
Weapon Tech	5	SU	1	Target Unit gets Fight x2
Mechanized Trooper	12	SU	9	Armor Indirect Fire
Heavy Grenadier	4	SU	3	Indirect
Bora Bora Hovercraft	9	VU	6	Armor Indirect MG
Tank Crusher	12	VU	9	Armor Crush Rockets
Armored SUV	9	VU	7	Armor MG
Nomad Rover	12	VU	8	Armor Freeze Fire Arctic





Battlestar Galactica

Introduction

Board Game for 2 players. One player is the Cylons, the other is the Battlestar Galactica.

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Victory

The Cylons win if they destroy all the fighters on the Battlestar Galactica. The Battlestar Galactica wins if they make it to Earth with some Fighters left.

The Board

The board is a line of 100 squares (or spaces) in a row. The starting space for the Galactica is all the way to the right end. This is Caprica, Homeworld of the Battlestar Galactica, its crew, and the ragtag fleet following it.

At the opposite end of the path is the lost colony of Earth. Every third square is considered to be a 'Planet' Space. Other Squares are considered to be 'Deep Space'.

Dice

Six sided (D6) dice are needed.

The Battlestar Galactica

Use a pawn to represent the Battlestar Galactica. Use 15 tokens to represent the number of Viper Fighter squads on the Battlestar Galactica. Each squad token represents 10 fighters.

Cylon Fleets

The Cylon player starts with 4 fleets. Cylon Fleets are represented by numbered counters.

Setup

The Galactica and 4 Cylon Fleets start on Caprica. Galactica starts with 15 Fighter squad tokens.

Turn Sequence

Each turn has 5 phases:

1. Draw Phase
2. Galactica Move Phase
3. Cylon Move Phase
4. Battle Phase

5. Repair Phase

Draw Phase

Both players. You may discard any unwanted cards. Next, fill your hand to 8 cards.

If your deck runs out shuffle the discard and draw from it.

Galactica Move Phase

Galactica player. Move pawn 1D6 spaces forward. This is the Move Roll.

You may discard a Scout card to add or subtract one from your roll.

Cylon Move Phase

Cylon player. Move two fleets 1D6 (Roll for each) spaces in any direction. On a roll of 1 you may move any one of your fleets onto any unoccupied planet space on the board.

Discard a Move card to move additional Fleets.

Battle Phase

If the Galactica is on a Space containing one or more Cylon Fleets there will be a battle. The Galactica player rolls 2D6. This roll is the Galactica Battle Total. The Galactica player may play (reveal) one or more Battle Cards to increase this number.

The Cylon player rolls 1D6 per Fleet present. This roll is the Cylon Battle Total. The Cylon player may play (reveal) one or more Battle Cards to increase this number. Players reveal their Battle Cards simultaneously.

Only one copy of a Unique card may be played. The player with the higher battle total wins the Battle. If the Galactica won roll:

1D6	Result:
1-3	Galactica loses 0 Fighters
4-6	Galactica loses 1 Fighter Squad

One opposing Cylon Fleet is destroyed (removed from board). If the Cylons won roll:

1D6	Result:
1-2	Galactica loses 2 Fighter Squads
3-4	Galactica loses 3 Fighter Squads
5-6	Galactica loses 4 Fighter Squads

No opposing Cylon Fleets are destroyed. Discard played cards.

Reinforcement Phase

The Galactica player may discard a Reinforcement card to get back one Fighter Squad. If the Galactica is on a planet and did not fight this turn it may get back one Fighter Squad for free. The Cylon Player may play a Fleet Reinforcement card to gain an additional Fleet.

Place the Fleet on any unoccupied planet space.

Card List Nomenclature

B Battle Card
M Movement Card
R Reinforcement Card
U Unique

The Battlestar Galactica Card List

Card Name	#	Type	Notes
Commander Adama	3	BU	Battle Total +10
Captain Apollo	3	BU	Battle Total +9
Lt. Starbuck	3	BU	Battle Total +8
Daring Raid	4	BU	Battle Total +7
Alien Allies	4	BU	Battle Total +6
Viper Fighter Pilots	10	B	Battle Total +5
Fleet Ships	4	R	Get back one Fighter Token
Asp Scout	6	M	Add or Subtract one from Move Roll
Clue:location of Earth	3	M	Add 1D6 to Move Roll
Pegasus	1	BU	Battle Total +20

The Cylon Card List

Card Name:	#	Type	Notes:
Baltar	3	BU	Battle Total +10
Gold Centurion	3	BU	Battle Total +7
Cylon Raider Swarm	10	B	Battle Total +3
Cylon Base Ship	6	B	Battle Total +8
Pulsar Cannons	2	B	Battle Total +4
Alien Allies	4	BU	Battle Total +6
Cylon Trap	6	BU	Battle Total +9
The Galactica is Ablaze	2	BU	Battle Total +5
Fleet Orders	10	M	Move one Fleet 1D6 spaces
Fleet Reinforcements	2	R	Gain one new Fleet on any empty Planet space





Besm Cards

Introduction

Anime Themed card game for 2+ players

BESM Big Eyes Small Mouth

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Victory

Be the first player to capture 200+ Force points worth of Foes

The Decks

Players share 2 common Decks: Foe Deck Friend Deck

Foe Deck

Foes are the evil enemies of the good Characters in the Friend deck Some Foes are described as Minions. When put into play, a minion may be by itself or be attached to another Foe.

Friend Deck

There several types of cards in the Friend Deck:

Card Type	Abbreviation	Notes
Event	E	-
Character	C	Permanent
Companion	O	Permanent - Modifier
Fight	F	Permanent - Modifier
Vehicle	V	Permanent - Modifier
Mech	R	Permanent - Modifier
Magic	M	Permanent - Modifier
Power	P	Permanent - Modifier
Tech	T	Permanent - Modifier
Attribute	A	Permanent - Modifier
Shape	S	Permanent - Modifier
Enhancer	X	Permanent - Modifier for other Modifier cards
Flaw	W	Permanent - Modifier for Opponents permanents
Gun	G	Permanent - Modifier
Sword	Z	Permanent - Modifier
Location	L	Permanent - Modifier

Events

Permanents stay in play. Events produce a temporary or instantaneous effect and are then discarded. Bonuses provided by Events last until the end of the turn.

Setup

Each player draws a hand of 7 cards from the Friend Deck. Mulligan: Discard & Redraw if you got no Characters. Draw the top card from the Foe deck & put it face up in the middle of the table.

The youngest player goes first.

Turn Sequence

Each Turn has 4 Phases:

1. Fate Phase

2. Friend Phase
3. Fight Phase
4. Foe Phase

Fate Phase

Draw 4 cards from the Friend deck & put 2 of them into your hand; Discard the other 2. If the deck runs out, shuffle the discard & draw from it.

Friend Phase

You may put Permanent cards from your hand into play face up in front of you. A Modifier card must be attached to a single Character card. Some Modifiers attach to other Modifier cards or to Foes or to Opponents permanents

Fight Phase

You may form 1 or more of your characters into a Team. A Team may Challenge any 1 Foe in play. This is called a Battle. Compare the Force total of the Team to that of the Foe.

If the Team Force is higher, you capture (defeat) the Foe. Place the Foe into your Capture Pile, it counts towards winning the game. You and your opponents may play Event cards to change the Team or Foe Force Totals.

If the Foe total is higher, the Foe wins and it remains in play. Your characters & attached cards are not discarded, win or lose. All foes have a Requirement: In order to defeat them, you must in addition

to overcoming their Force, also do it using a card with the required type.

Foe Phase

Draw the top card from the Foe deck & put it face up in the middle of the table. You may form another team and get another Fight Phase to challenge this Foe. A Character that just fought cannot join another Team in the same Turn.

Important: A Character can only fight in one Battle per Turn. You may continue drawing new Foes & battling until you pass on a fight, or have no Characters left who are able to fight.

Card List

Card Name:	Type:	Force:	Notes:
Girl Adventurer	C	5	She may fight in 2 Battles per turn
Boy Adventurer	C	5	He may fight in 2 Battles per turn
Girl Dynamic Sorcerer	C	5	Attached Magic cards are Force +7
Boy Dynamic Sorcerer	C	5	Attached Magic cards are Force +7
Boy Robot	C	5	Attached Tech & Gun & Shape cards are Force +4
Girl Robot	C	5	Attached Tech & Gun & Shape cards are Force +4
Girl Gun Bunny	C	7	Attached Gun cards are Force +7
Boy Gun Bunny	C	7	Attached Gun cards are Force +7
Girl Hot Rod	C	6	Attached Vehicle is F +10 & Tech Cards F+5
Boy Hot Rod	C	6	Attached Vehicle is F +10 & Tech Cards F+5
Magical Girl	C	5	Attached Magic & Companions are Force +5
Magical Boy	C	5	Attached Magic & Companions are Force +5
Boy Martial Artist	C	5	Attached Fighting cards are Force +7
Girl Martial Artist	C	5	Attached Fighting cards are Force +7
Boy Mecha Pilot	C	4	Attached Mecha is F +10 & Gun Cards F+5
Girl Mecha Pilot	C	4	Attached Mecha is F +10 & Gun Cards F+5
Girl Ninja	C	7	Attached Magic & Fighting cards are Force +5
Boy Ninja	C	7	Attached Magic & Fighting cards are Force +5
Girl Pet Monster Trainer	C	4	Attached Companions are Force +7
Boy Pet Monster Trainer	C	4	Attached Companions are Force +7
Male Samurai	C	9	Attached Sword is F +10 & Fighting Cards F+5
Female Samurai	C	9	Attached Sword is F +10 & Fighting Cards F+5
Sentai Team	C	8	Attached cards are Force +2
Sentai Team	C	8	Attached cards are Force +2
Shape Changer	C	7	Attached Shape cards are Force +7
Shape Changer	C	7	Attached Shape cards are Force +7
Girl Student	C	4	Other Team Members are Force +4
Boy Student	C	4	Other Team Members are Force +4
Girl Tech Genius	C	5	Attached Tech cards are Force +7
Boy Tech Genius	C	5	Attached Tech cards are Force +7
Thirst for Excitement	T	-	Character may fight in 1 extra Battle per turn
Wisdom	A	+6	-
Dexterity	A	+6	-
Intelligence	A	+6	-
Alien	A	+4	-
Honor	A	+6	-

Card Name:	Type:	Force:	Notes:
Idol Singer	A	+5	-
Charisma	A	+5	Companions attached to Character are +2
Exotic Weaponry	A	-	Martial Artist or Ninja gets Force +5
Flying	P	+6	
Incredible Armor	P	+8	
Rejuvenation	P	+6	
Sixth Sense	P	+6	
Heightened Awareness	P	+6	
Mind Control	P	+10	Attach to Foe
Mystical Knowledge	M	+6	
Hidden Energies	M	+5	
Strange Artifact	M	+9	
Exorcism	M	+8	
Sorcery	M	+7	
Witchcraft	M	+6	
Alchemy	M	+7	
Divination	M	+7	
Elemental Magic	M	+8	
Ancient Relic	M	+8	
Acrobatics	F	+6	
Lightning Reflexes	F	+6	
Tremendous Skill	F	+6	
Whirlwind Attack	F	+8	
Evasion	F	+8	
Teachings of the Master	F	+7	
Combination Attack	F	+8	
Secret Technique	F	+8	
Unarmed Combat Expert	F	+6	
Ki Power Attack	F	+9	
Big Gun	G	+5	
Bag of Guns	G	+5	
Rocket Pistol	G	+6	
Auto Fire	G	+5	
Missile Launcher	G	+7	
Dead Mans Gun	G	+8	
Legendary Gun	G	+9	
The Main Gun	X	+10	Attach to Mecha, Vehicle or Giant Robot
Giant Robot	O	+8	Also Tech but Not a Mecha
Pet Monster	O	+7	-
Little Dragon	O	+6	-
Mascot	O	+5	-
Familiar Servant	O	+3	Also Magic
Fire Monster	O	+5	-
Totem Monster	O	+5	-
Magical Cat	O	+6	Also Magic
Sentient Starship	O	+8	Also a Vehicle
Water Monster	O	+5	
Ghost Form	S	+7	
Dragon Form	S	+6	
Giant Sized	S	+7	
Metamorphosis	S	+6	
Mimic	S	+6	
Angelic Form	S	+6	

Card Name:	Type:	Force:	Notes:
Digital Form	S	+7	
Flexibility	S	+6	
Beast Form	S	+6	
Transformer	X	+6	Attach to Mecha or Vehicle
Scout Mecha	R	+5	
Small Mecha	R	+5	
Large Mecha	R	+7	
Battle Mecha	R	+7	
Assault Mecha	R	+8	
Experimental Mecha	R	+9	
Super Mecha	R	+10	
Destroid	R	+8	
Motorcycle	V	+6	
Hovercycle	V	+5	
Street Machine	V	+6	
High Performance Machine	V	+7	
Dune Buggy	V	+5	
Off Road Racer	V	+6	
Racing Pod	V	+6	
Talking Sports Car	V	+6	
Super Stunt Car	V	+9	
Exoskeleton	T	+6	
Gizmo	T	+5	
Gadget	T	+6	
Invention	T	+7	
Contraption	T	+5	
Mechanical Genius	T	+8	
Remote Control	T	+6	
Tool Belt	T	+5	
Incredible Power Source	X	+9	Attach to any Modifier card
Black Box	T	+7	
Sword of Power	Z	+9	
Ancient Sword	Z	+8	
Rune Sword	Z	+8	
Clan Sword	Z	+8	
Magic Katana	Z	+7	
Eldritch Blade	Z	+6	Magic cards attached to Character are +2
Mystical Blade	Z	+5	-
Cursed	X	-7	Attach to any Modifier card
Easily Distracted	W	-5	-
Phobia	W	-5	-
Co-Pilot	X	+6	Attach to Vehicle/Mecha
Navigator	X	+5	Attach to Vehicle
Mentor	X	+6	Attach to Companion
Tricked Out	X	+5	Attach to Vehicle or Tech card
Place of Power	L	+10	Attach to Foe
Citadel	L	+10	Attach to Foe
Ancient Temple	L	+10	Attach to Foe
Dimensional Gate	L	+10	Attach to Foe
Home Base	L	-	Mecha Pilot or Tech Genius gets Force +5
Personality Clash	E	-	Target Character may not join a team this turn
Romantic Rivalry	E	-	Target Character may not join a team this turn
Freeze Up	E	-	Target Character is Force -10

Card Name:	Type:	Force:	Notes:
Super Bullets	E	-	Target Gun gets Force +9
Trick Shot	E	-	Gun Bunny gets Force +7
Special Attack	E	-	Magical Girl/Boy gets Force +10
Arcane Spell	E	-	Dynamic Wizard gets Force +9
Disguise	E	-	Shapeshifter or Ninja gets Force +8
Sword Master	E	-	Samurai gets Force +9
Driving Stunt	E	-	Hot Rod gets Force +7
Battle Motto	E	-	Pet Monster Trainer gets Force +6
Stealth	E	-	Ninja or Adventurer gets Force +7
Kung Fu	E	-	Martial Artist gets Force +7
Stomp	E	-	Target Mecha/Giant gets Force +8
Teamwork	E	-	All Team Members get Force +3
Friendship	E	-	IYCA student take control of target Character
Explosion	E	-	Target Team or Foe gets Force +8
Inept Attack	E	-	Target Character is Force -10
Nemesis	E	-	Foe gets Force +10
Powerful Ritual	E	-	Dynamic Sorcerer or Foe gets Force +10
Burst of Energy	E	-	Character may fight in 1 extra Battle this turn
Dying Speech	E	-	Discard Target Character after Battle
Collateral Damage	E	-	Discard Target Modifier after Battle
Plot Twist	E	-	Draw a Foe Card & put it in play
Call for Help	E	-	Draw 2 cards from the Friend Deck
Evil Consumes Itself	E	-	Discard target Foe card
Assembly Required	E	-	SDF A1C APH IYCA Tech genius
Summon	E	-	SDF A1C APH IYCA Dynamic Sorcerer
Favorite Character	E	-	SDF any 1 Character card APH

Card List Notation

SDF search deck for

A1C any 1 card

APH and put it into your hand

IYCA If you control a. . .

Foe Deck

Card Name:	Force	Notes/Requirements
Ancient Awakened Demon	40	Req Power
Erstwhile Goddess	50	Req Magic
Vampire	30	Req at least 2 Characters
Space Armada	60	Req Tech
Vengeful Ghost	20	Req Magic
Alien Assassin	10	Minions Req Tech
Alien Invasion Force	40	Req Power
Evil Sorcerer	20	Req Magic
Lesser Demons	10	Minions Req Sword
Experiment Gone Wrong	30	Req Tech
Obnoxious Alien	10	Minions Req Companion
Kung Fu Army	10	Minions Req Fight
Yakuza	20	Req Attribute
Super Powered Alien	60	Req Gun
Inept Recurring Nemesis	10	Minions Req Attribute
Evil Shapeshifter	30	Req Shape
Evil Ninja	20	Req Fight

Card Name:	Force	Notes/Requirements
Motorcycle Gang	10	Minions Req Vehicle
Cat Girls	10	Minions Req Fight
Giant Mutant Monster	40	Req Mecha
Criminal Mastermind	40	Req Attribute
Old Girl Friend	20	Req Fight
Cosmic Overlord	70	Req Shape
Natural Disaster	40	Req Vehicle
Powerful Psychic Child	50	Req Companion
Tentacled Monster	30	Req Sword
Local Thugs	10	Minions Req Gun
Space Monster	40	Req Companion
High Tech Mercenaries	20	Req Gun
Oni Demon	40	Req Sword
Enemy Mecha Squad	30	Req Mecha

Character Limits

A Character can attach a maximum of 1 Sword A
 Character can attach a maximum of 1 Vehicle or 1
 Mecha A Hot Rod cannot attach a Mecha A Dynamic
 Sorcerer cannot attach Tech or Mecha or Vehicles A

Samurai cannot attach Guns or Mecha or Vehicles A
 Ninja cannot attach a Mecha A Sentai Team can at-
 tach up to 5 cards of any type (5 Swords, 5 Mecha,
 5 Vehicles, etc.) Sentai Team...Think Power Rangers
 A Robot cannot attach Magic or Mecha or Vehicles A
 Tech Genius cannot attach Magic





Biohazard War

Introduction

Based on the Resident Evil Franchise. Collectible Card Game Style Mechanics. 2 Player Game. One player is the Heroes. The other is the Umbrella Corporation.

Disclaimer

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Victory

The Hero Player wins if all the Umbrella Facilities are Destroyed. The Umbrella Player wins if all the Teams are Destroyed.

Removal Vs Discard

When a Facility or Team is destroyed, it is not discarded, it is removed from the game.

The Decks

There are 2 Decks: The Hero Deck The Umbrella Deck

The Hero Deck

The Hero Deck has 3 types of cards: Teams Characters Events Teams and Characters have the following sub-types: Operative, Merc, Survivor

Umbrella Deck

The Umbrella Deck has 2 types of cards: Units Events Traps are a subtype of Event. Unit cards are further divided into the following sub-types: Soldiers Monsters Zombies Vehicles

Event Cards

Event cards and Trap when played take effect immediately and are then discarded. Other types of cards remain in play.

Setup

Decide who is the Heroes and who is the Umbrella Corporation. Players take possession of their respective decks. The Umbrella player starts with all 6 Facility cards in play except for the New Facility.

The Hero searches his deck for 1 Team Card and puts it into play. Players shuffle their decks. Each player draws 2 cards for their starting Hand.

Turn Sequence

Each turn has 6 Phases: Draw Phase Event Phase Recruit Phase Assault Phase Search Phase End Phase

Draw Phase

Each player draws 2 cards. If a deck runs out, shuffle the discard and draw from it. If the Hero player has no Teams in play, he must search his Deck for a Team, put it in play, and then shuffle his deck.

Event Phase

Certain Event cards are played only in this Phase Players take turns, starting with the Umbrella player.

Recruit Phase

Cards are put into play from the players hand. The Hero player puts Team cards into play. When putting a card into play, place it face up on the table.

The Hero player puts Character cards into play. Character cards must be Attached to Team cards. Place Character cards stacked and slightly staggered under a Team card.

A Team card may have up to 2 Characters attached. A Team may have 3 characters attached if at least one of them is a Survivor. The Umbrella player may play one or more Units.

The Umbrella player may play the New Facility card.

Assault Phase

The Hero player may conduct one Assault: One of his Teams may attack one target Facility. The Hero player commits the Team, its Characters, and any Event cards he wants to Play that will assist an Assault. He adds up the Force values and bonuses of all these cards and adds 2D6.

This is the Assault Force Total (AFT). The Umbrella player commits the targeted Facility, One Unit, one or more Traps and Any events that will assist in defending against the Assault. He adds up the Force values and bonuses of all these cards and adds 2D6.

This is the Facility Defense Total (FDT). If the AFT is equal to or greater than the FDT the base is destroyed and removed from play. If the FDT is greater the Team is destroyed and removed from play.

Any attached characters of a destroyed Team will 50% be discarded or 50% be put Back in the Hero players hand. If the Facility is destroyed all other cards used in its defense are discarded. If the Facility wins, there is a 50% chance the defending unit is still discarded.

Win or lose all Event and Trap cards are discarded.
Spent Rule: An Umbrella unit, even if it wins, has a 50% chance after combat of being discarded.

Search Phase

The Umbrella player may conduct one Search and Destroy Mission: One of his Units may attack one target Team. This is handled just like an Assault. The Umbrella player generates a Search and Destroy Force Total (SDFT).

The Hero player generates a Team Defense Total (TDT). Spent Rule: An Umbrella unit, even if it wins, has a 50% chance after combat of being discarded.

End Phase

Max hand size is 5 cards. Players discard excess cards.

Card Limitations

Some Umbrella Cards can only be used for Defense. Some only for Search and Destroy (S&D). Vehicles can only be used for S&D except if defending the Tanker.

Note that if the New Facility has not yet been played (built) and the Umbrella Player has lost his other six Facilities, he will automatically lose.

Card Type Notation

- F** Facility
- U** Unit
- E** Event
- T** Team
- C** Character

Umbrella Corporation Deck

Card:	Type	Force	Notes
Headquarters	F	4	Defending Soldiers get +2 Force
Top Secret	F	3	If Assaulted Immediately Draw 1 Card
Hive	F	4	Defending Traps get +2 Force
Experimental	F	3	Defending Monsters get +2 Force
Tanker	F	1	Vehicles may Defend. They get +2 Force
Backup	F	2	Defending Zombies get +2 Force
New	F	2	Draw 1 extra card per turn in Draw phase
Combined Operation	E	-	S&D can have 2 Units
Bomb	E	-	Destroy Facility and Assault Team
Reinforcements	E	-	Assaulted Facility can have an extra Defender
Base Defenses	E	-	Trap. Facility gets +2 Force
Laser Grid	E	-	Trap. Facility gets +4 Force
Nerve Gas	E	-	Trap. Facility gets +3 Force
Ambush	E	-	Trap. S&D gets +3 Force
Set Trap	E	-	Trap. Unit gets +2 Force
Intelligence	E	-	S&D gets +3 Force
Speed up Schedule	E	-	Draw 2 Cards in Event Phase
Capture	E	-	Discard target Character in Event Phase
Transformation	E	-	Monster gets +3 Force
Deception	E	-	Soldier gets +3 Force
No Cover	E	-	Vehicle gets +3 Force
Surrounded	E	-	Zombie gets +3 Force
Tyrant	U	10	Monster
Nemesis	U	9	Monster
Super Mutant	U	11	Monster
G-Mutation	U	12	Monster. Defense only
Lickers	U	7	Monster
Mutant Ravens	U	8	Monster. S&D only
Commandos	U	5	Soldier
Search Team	U	4	Soldier
Guards	U	3	Soldier. Defense only
Operatives	U	6	Soldier

Card:	Type	Force	Notes
Gunships	U	7	Vehicle. S&D only
Submarine	U	5	Vehicle. S&D only
Helicopter	U	5	Vehicle. S&D only
Test Subjects	U	3	Zombie. Defense only
Bio-Weapons	U	6	Zombie
Zombie Dogs	U	4	Zombie
Undead Horde	U	5	Zombie
Super Zombies	U	7	Zombie
Supersoldiers	U	8	Zombie
Crimson Heads	U	6	Zombie

Hero Deck

Card:	Type	Force	Notes
Double Team	E	-	Assault can have 2 Teams
Surprise Attack	E	-	Assault Team gets +3 Force
Blueprints	E	-	Assault Team gets +3 Force
Extraction	E	-	Negate S&D
Prepared Defenses	E	-	Team gets +3 Force vs S&D
Escape	E	-	Team gets +3 Force vs S&D
Sacrifice	E	-	Team gets +4 Force. Discard Character at end of Fight
Heavily Armed	E	-	Merc Character gets +3 Force
Heroic action	E	-	Character gets +2 Force
Clone	E	-	Put Character in discard into hand in Event Phase
Rescue	E	-	Put Character in discard into hand in Event Phase
Active Recruiting	E	-	Search Deck for Team or Character in Event Phase
Mobilization	E	-	Draw 2 Cards in Event Phase
Cooperation	E	-	Draw 2 Cards in Event Phase
Survival Situation	E	-	Survivor Character or Team gets +3 Force
Tactics	E	-	Operative Character gets +3 Force
Teamwork	E	-	Team gets +2 Force
Alice Clones	T	6	Operatives
STAR Alpha Team	T	5	Operatives
STAR Delta Team	T	5	Operatives
Special Police Unit	T	5	Operatives
Strike Team	T	4	Merc
Freelance Operators	T	4	Merc
Paramilitary Unit	T	4	Merc
Prison Survivors	T	3	Survivors
Convoy Survivors	T	3	Survivors
Alice	C	5	Operative
K-Mart	C	1	Survivor
Jill Valentine	C	3	Operative
Carlos Olivera	C	2	Merc
Rain Ocampo	C	3	Operative
Luther West	C	1	Survivor
Chris Redfield	C	3	Operative
Barry Burton	C	3	Operative
Leon Kennedy	C	2	Merc
Ada Wong	C	3	Operative

Card:	Type	Force	Notes
Nicholai Ginovaef	C	2	Merc
Mikhail Victor	C	2	Merc
Peyton Wells	C	3	Operative
Security Specialist	C	3	Operative
Civilian	C	1	Survivor
Scientist Defector	C	1	Survivor
STARS Team Member	C	3	Operative
Freelancer	C	2	Merc
Paramilitary Soldier	C	2	Merc
Special Police Agent	C	3	Operative





Biomechanoids

Introduction

2+ player card game based on the fantasy creations of HR Giger. Players raise armies of Biomechanoids to destroy each other with.

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Victory

Reduce your opponent to zero hits.

Hits

Each player starts with 20 hits.

The Deck

Players share a common deck.

Setup

Each player is dealt a hand of 7 cards. The strangest player goes first.

Turn Sequence

Players take turns. Each turn is divided into 6 phases:

1. Regenerate Phase
2. Destiny Phase
3. Attack Phase
4. Birth Phase
5. Metamorphosis Phase
6. Decay Phase

Regenerate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it. Remove 1 Weakness token from every card that has 1 or more weakness tokens.

Destiny Phase

Destiny cards are played in this phase by you and your opponent. Destiny cards are discarded at the end of this phase.

Attack Phase

Each of your Biomechanoids may attack once on your turn in this phase. Biomechanoids have an Attack & Defense value. The attacking Biomechanoid does damage to your opponent equal to its attack value.

Your opponent may block a Biomechanoid with one of his own to prevent this damage. A Biomechanoid cannot attack or block if it has a Weakness token. Compare the attack & defense values of the 2 Biomechanoids.

If the attack value of the attacker exceeds the defense value of the blocker, the blocker is destroyed. If the attack value of the blocker exceeds the defense value of the attacker, the attacker is destroyed. Players may play Action cards to alter the attack/defense values of target Biomechanoids.

The effects of Action cards only last till the end of the turn. A Biomechanoid that attacks gets a Weakness token at the end of the phase.

Birth Phase

You may put one Biomechanoid card into play. A Biomechanoid is a creature. Place the card face up in front of you.

The Biomechanoid stays in play until it is destroyed. Some cards allow you to play additional Biomechanoids during this phase. Any time a Biomechanoid's Defense value is reduced to zero or less, it is destroyed.

You may also put one Location card or one Artifact card into play.

Metamorphosis Phase

To a Biomechanoid you just put into play this turn, you may attach Feature cards. Feature cards give a bonus to the attack & defense values of the Biomechanoid. Some Feature cards give penalties.

Your opponent may attach penalty Feature cards to your newly played Biomechanoid this phase.

Decay Phase

Max hand size is 7 cards. Discard excess cards.

Card Type Abbreviations

Number of that card in the deck

Atk Attack Value

Def Defense Value

L Location

B Biomechanoid

BMs Biomechanoids

F Feature
A Artifact
Z Action
X Play in reaction to another card played

D Destiny
WT Weakness Token
Cost 1 = The BM gets 1 WT if it uses this Feature or ability

Card List

Card Name:	#	Type	Atk	Def	Notes:
The Shafts	1	L	-	-	All your BMs get Defense +1
Fem Fatale	6	B	3	2	Cost 1: Add 1 WT to target BM
Battle Fetus	3	B	1	1	Gets +1 Def per attached Feature
Extra Limbs	2	F	+1	+1	
Respirator	1	A	-	-	All your BMs get Defense +1
Carapace	2	F	-	+2	
Baby Machine	1	A	-	-	Play 1 extra BM per turn
Hydraulic Musculature	1	F	+2	+1	
Metal Skeleton	1	F	-	+2	
Bone Plates	1	F	-	+1	
Razor Claws	1	F	+2	-	
Retractable Spikes	1	F	+2	-	
Long Horn	1	F	+1	-	
Bite	1	Z	+1	-	
Biomechanoid Wall	2	B	2	4	Cannot Attack
Stone Flesh	1	F	-	+1	
Great Phallus	2	F	+1	-	All your BMs get Attack +1
Deep Orifice	2	F	-	-	Cost 1: Play 1 extra BM per turn
Thickened Skull	1	F	-	+1	
Unseeing Eyes	2	F	-2	-2	
Limbless	2	F	-2	-	
Restrained	2	F	-1	-1	This BM cannot attack
Arm & Leg Monster	3	B	1	1	
Flesh Scythe	1	F	+3	-	
Life Support Tubing	2	F	-	+1	
Udders	1	F	-	-	Cost 1: Remove 1 WT from target
Perfect Breasts	1	F	+1	-	
Exposed Brain	1	F	-1	-1	
Automaton	2	B	2	2	
Third Eye	1	F	+1	+1	Cost 1: Look at next 3 cards in deck
Mechanical Vasculature	1	F	+1	+1	
Battery Farming	1	L	-	-	Discard 1 of your BMs to draw 2 cards
Impaled	2	Z	+4	-	
Fangs	1	F	+1	-	
Spike Attack	1	D	-	-	Do 2 damage to 2 target BMs
Human-Insectoid	1	B	2	1	
Worm Humanoid	1	B	1	2	
Sacrificial Attack	1	Z	+5	-	BM dies at end of Attack phase
Serpentine Humanoid	1	B	3	3	May choose to get +1/-1
Claspers	1	F	+1	-	Attack +3 vs BM
Intercourse	1	D	-	-	Draw 3 cards
Amputation	1	Z	+3	-	
Skewered	1	Z	+2	-	
Atrocities	1	Z	-	-	All your BMs get Attack +1
Hideous	1	F	+1	+1	

Card Name:	#	Type	Atk	Def	Notes:
Convulsions	1	D	-	-	Target BM gets 3 weakness tokens
Orgasmic Frenzy	1	Z	-	-	All your BMs get +2/-1
Broken Neck	1	Z	-	-	Attack +5 vs BM
Two-Headed	1	F	-1	-	
Attached Wheels	1	F	-	-	BM gets +1 Atk or +1 Def each turn
Queen of the Shafts	1	B	4	4	
Levitation	1	Z	-	+4	
Playing Tendrils	1	F	+3	-	
Poison Sacs	1	F	+2	-	
Psychic Scream	1	F	+4	-1	
Penetrating Gaze	1	F	-	-	Cost 1: Look at opponents hand
Mutation	1	D	-	-	Target BM may add Features this turn
Transference	1	D	-	-	Move Features between 2 of your BMs
Orgy	1	D	-	-	Play any number of BMs this turn
Dagger Hands	1	D	+2	-	
Drain Essence	1	Z	+3	+1	
Flesh Coat	1	F	-	+1	
Erotic Attack	1	D	-	-	Target BM gets 3 WT
Lust	1	F	-	-	BM must attack every turn
Self Destruction	1	Z	-	-	Destroy your attacker & target BM
Disfigured	1	F	-1	-1	
Radiation Sickness	1	F	-2	-1	
Sub-machinegun	1	F	+4	-	Gun
Rifle	1	F	+3	-	Gun
Pistol	1	F	+2	-	Gun
Reptilian Humanoid	1	B	2	2	
Mirror Image	1	Z	-	-	Destroy attacking BM
Blade	1	F	+1	+1	
Guillotine	1	A	-	-	All your BMs get Attack +1
Macabre Conveyor	1	A	-	-	Draw 1 extra card per turn
Protoplasmic Explosion	1	D	-	-	Destroy target BM
Firearm Implants	1	F	+2	-	Gun
Arachnoid	1	B	3	1	
Acid Pump	1	F	+2	-	
Brainless	1	F	-1	-1	
Strangulation	1	Z	-	-	Attack +5 vs BM
Grotesque Clown	2	B	1	1	Cost 1: Target BM must attack this turn
Harnessed	1	F	-1	-1	
Bondage Drone	2	B	0	2	
Echoes	1	D	-	-	Remove 3 WT from your BMs
Abominations	2	B	2	3	
Biomechanoid Mage	2	B	4	3	Cost 1: All your BMs get Attack +1
Hand Grenade	1	D	-	-	Do 1 damage to 3 target BMs
Sling Shot	1	F	+1	-	Gun
Sex Slave	1	B	1	1	Cost 1: Target BM gets +1/+1
Inhuman Servant	2	B	1	2	Cost 1: Draw 1 card & Discard 1 card
Nuclear Children	2	B	1	1	Attached Gun gets Attack +1
Sadistic	1	F	+1	-	BM must attack every turn
Axe	1	F	+2	-	
Infestation	1	F	-1	-1	
Segmentation	1	F	-	+1	
Tangle of Limbs	1	D	-	-	Opponent cannot attack this turn
Torso	1	B	0	1	

Card Name:	#	Type	Atk	Def	Notes:
Mollusc Shell	1	F	-	+2	
Serpent Tongue	1	F	+1	-	
Press of Bodies	1	Z	-	-	All opposing BMs get attack -1
Carnal Embrace	1	Z	+1	-	Draw 1 card
Seduction	1	D	-	-	Gain control of Target BM
Metempsychosis	1	D	-	-	All enemy BMs must attack this turn
Cataract	1	L	-	-	All opposing BMs get attack -1
Interpenetration	1	D	-	-	2 Target BMs get 2 WT
Midget Stilt Walker	1	B	1	1	
Corrosion	1	D	-	-	Destroy all Artifacts & Guns in play
Membranous Eruption	1	X	-	-	Negate an Action card
Larval Cocoon	1	D	-	-	Target BM may add Features this turn
Evolution	1	D	-	-	Allyour BMs mayadd Features thisturn
Biological Memories	1	D	-	-	Get+keep any 1 card from the discard
Clone Embryos	2	B	0	1	Draw 1 card when first played
Flesh Architecture	1	L	-	-	Allyour BMs get Atk +1 when Blocking
Intrauterine Landscape	1	L	-	-	Play any number of BMs on your turn
Protective Slime Coat	1	F	+1	-	
Mesmerize	1	D	-	-	3 Target BMs get 1 WT
Transcendence	1	D	-	-	Get & keep any 1 card from the deck
Glowing Mist	1	D	-	-	Destroy all BMs in Play





Bionicle Skirmish

Introduction

Board & card game for 2 players. Abstract skirmish level combat with Bionicle theme. Each figure (unit) represents a single Bionicle.

One player controls the Good Toa Nuva. The other player controls the Evil Rahkshi.

Disclaimer

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Toa Nuva Unit List

Bionicle Name:	Hits	Powers:
Onua Nuva	4	Earth
Lewa Nuva	4	Air
Pohatu Nuva	4	Stone
Gali Nuva	4	Water

Victory

You win if you destroy all opposing Bionicles.

The Cards

Players share a common deck.

The Map

Use an 8x8 chessboard.

Bionicles

Use figures or miniatures to represent Bionicles (units). Each player has 7 units:

Bionicle Name:	Hits	Powers:
Kopaka Nuva	4	Ice
Tahu Nuva	4	Fire
Taka Nuva	4	Light

Rahkshi Unit List

Bionicle Name:	Hits	Powers:
Panrahk	3	Shatter
Kurahk	3	Discord
Lerahk	3	Poison
Guurahk	3	Rubble

Bionicle Name:	Hits	Powers:
Vorahk	3	Drain
Turahk	3	Fear
Makuta	10	Master of Shadows

Toa Nuva Power Card List

Play a Power card on a specific Toa Nuva to have it produce the listed effect

Bionicle Name:	Ability:Effect:
Onua Nuva	Earthquake: Attack of Range = 5
Lewa Nuva	Lightning Blast = Attack of Range = 4
Pohatu Nuva	Kodan Ball = Attack of Range = 3
Gali Nuva	Water Jet: Attack of Range = 2
Kopaka Nuva	Ice Shard Stream = Attack of Range = 3
Tahu Nuva	Flame Strike = Attack of Range = 2
Taka Nuva	Light Beam = Attack of Range = 4

Rahkshi Power Card List

Play a Power card on a specific Rahkshi to have it produce the listed effect

Bionicle Name:	Ability:Effect:
Panrahk	Sonic Bolt: Attack of Range = 3
Kurahk	Discord: Range = 2: Take control of target Toa Nuva for 2 turns
Lerahk	Poison Touch: Attack of Range = 1
Guurahk	Disintegration: Attack of Range = 3
Vorahk	Drain Energy: Attack of Range = 1 (Vorahk regains 1 lost hit)
Turahk	Terror: Range = 2: Target Toa Nuva cannot attack for 3 turns
Makuta	Shadow Sphere: Attack of Range = K

Toa Nuva Special Card List

Play a Special card on a specific Toa Nuva to have it produce the listed effect

Bionicle Name:	Ability:Effect:
Onua Nuva	Quake Breakers: Attack of Range = 1
Lewa Nuva	Air Katanas = Attack of Range = 1
Pohatu Nuva	Throw Claws = Attack of Range = K
Gali Nuva	Throw Axes: Attack of Range = K
Kopaka Nuva	Ice Blade = Attack of Range = 1
Tahu Nuva	Magma Swords = Attack of Range = 1
Taka Nuva	Staff of Light = Attack of Range = 2

Rahkshi Special Card List

Play a Special card on a specific Rahkshi to have it produce the listed effect

Bionicle Name:	Ability:Effect:
All Rahk's	Power Staff: Attack of Range = 1
Makuta	Giant Double Bladed Staff: Attack of Range = 2

Toa Nuva Travel Card List

Play a Travel card on a specific Toa Nuva to have it produce the listed effect

Bionicle Name:	Ability:Effect:
Onua Nuva	Treads: Move of Range = 3
Lewa Nuva	Glider Wings = Move of Range = 5
Pohatu Nuva	Scale Wall = Move of Range = 2
Gali Nuva	Swim: Move of Range = K

Bionicle Name:	Ability:Effect:
Kopaka Nuva	Ice Skates = Move of Range = 4
Tahu Nuva	Lava Board = Move of Range = 4
Taka Nuva	Ussanui Flyer = Move of Range = 5

Rahkshi Travel Card List

Play a Travel card on a specific Rahkshi to have it produce the listed effect

Bionicle Name:	Ability:Effect:
All Rahk's	Flyer Mode: Move of Range = 4
Makuta	Mask of Shadows: Range = 2: Take control of target Toa Nuva for 2 turns

Setup

Each player places one Bionicle on each square of his back row. Bionicles may not stack. The Makuta unit does not start the game in play. It enters the board only after all the 6 Rahk units have been defeated. Place the Makuta on any empty corner space.

1. Fate Phase
2. Move Phase
3. Attack Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Turn Sequence

Players take turns. Each turn has 3 phases:

Move Phase

Play (discard) a Move card to move one of your Bionicles. The move card has a number. This is the number of spaces the Bionicle moves.

Moves can be diagonal or orthogonal. Instead of moving just one Bionicle in any direction, you have the option of moving up to 2 Bionicles the indicated number of spaces using a single move card.

Attack Phase

Play (discard) an Attack card to have a Bionicle attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Your opponent may play Defense cards to negate your attacks.

Damage

Every time a Bionicle is hit, it loses one Hit. Indicate Damage with tokens. If a Bionicle is reduced to

zero Hits it is destroyed.

Card List Notation

Copies of that card in the deck

Type Purpose of card

M Movement card

A Attack card

D Defense card

S Special card

T Travel card

P Power card

K As a Knight would move in Chess

J Jump over adjacent unit

F Turn target Attack back at its Originator

N Only useable by Toa Nuva

R Only useable by Rahkshi

H Heal: Unit regains 1 Lost Hit

Bionicle Common Deck Card List

Card Name:	#	Range	Type
Walk	4	1	M
Hurry	4	2	M
Run	4	3	M
Leap	2	J	MN
Flip	2	K	MN
Power	4	-	S
Special	4	-	P
Travel	4	-	T

Card Name:	#	Range	Type
Block	4	-	D
Armor	4	-	DR
Dodge	2	-	DN
Deflect	2	-	FN
Strike	6	1	A
Grapple	2	1	AR
Elemental Attack	2	2	AN
Heal	2	-	HN





Blade Runner

Introduction

Card game based on the SF Cult Classic Movie Blade Runner. 2-4+ players. The first player to retire 3 Replicants is the winner.

Disclaimer

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Card Type List

Type:	Special Ability:
Replicant	Take top card of discard
Location	Draw 3 cards and keep 1
Test	Look at opponents hand
Combat	Opponent must discard 1 random card
Transport	Draw 2 cards
Investigation	Look at next 7 cards in deck
Complications	Steal 1 random card from opponent

Blade Runners

There are 4 Available Blade Runners. Each player starts as one.

Blade Runner List

Operative:	Special Ability:
Deckard	Draw 1 extra card in Search Phase
Bryant	May play 2 cards in Action Phase
Holden	Hand Size +1
Gaff	At beginning of his Action Phase, Gaff may look at

1 players hand or the next 5 cards in the deck, for free in addition to his regular Special Action play.

Winning

The first player to complete 3 Assignments is the winner. (The character may then retire or get promoted.)

The Deck

Players share a common deck. The Deck has 7 Types of Cards.

Note: If the deck ever runs out, shuffle the discard and draw from it.

Setup

Each player picks a Blade Runner. Shuffle the deck. Most genetically altered player goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Search Phase — Draw 2 Cards.
2. Action Phase — You may Play 1 card for its Special Ability.
3. Assignment Phase — Complete an Assignment: Discard at least 1 of each card type.
4. Debriefing Phase — Max hand size is 8 cards. Discard excess cards.

Assignment Requirements

Threat Rule: An Assignment Play must contain 1 or 2 Combat cards with a combined rank value that is equal to or greater than that of the rank value of the Replicant. Search Rule: The Combined ranks of the Investigation and Test cards played must be equal to or greater than 10. Travel Rule: The Ranks of the Location and Travel cards must be within 2 of each other.

Soliloquy Rule: On completing an assignment a player must spout one of the following...

1. A line or quote from the movie.
2. Some trivial fact about the making of the movie.
3. Some fact about how the movie versions differ from each other.

- 4. Some fact or insight about Philip K Dick, Riddley Scott, or Harrison Ford.
 - 5. Some thoughts about AI, robotics, genetic engineering, cloning, bioethics, or space travel
 - 6. Some thoughts on other books by Philip K Dick.
- If unwilling or incapable of performing the Soliloquy Rule, the player must draw 1 less card on his next turn.

Card List

Type	Rank	Name:
R	9	Combat Model
R	7	Pilot Model
R	6	Crew Model
R	1	Mining Model
R	5	Heavy Labor Model
R	8	Special-Ops Model
R	2	Pleasure Model
R	3	Skin Job
R	4	Experimental Model
I	7	Tyrell Corporation
I	8	Murders
I	2	Nexus-6 Models
I	4	Biomechanics Designer
I	3	Cityspeak
I	6	Detective Work
I	5	Photo Analyzer
I	9	Find Body
I	1	Collect Call
C	1	Dystopia
C	9	Love
C	5	Burnt Out
C	8	Cunning
C	2	Veiled Threat
C	7	Sympathy
C	6	Intimacy
C	4	Hard Drinking
C	3	Conspiracy
Z	9	Voight-Kampff Detector
Z	3	Lack of Empathy
Z	1	Implanted Memories
Z	4	Emotional Response
Z	8	Interrogation

Card List Notation

- X** Combat
- R** Replicant
- I** Investigation
- L** Location
- T** Transport
- C** Complication
- Z** Test

Type	Rank	Name:
Z	7	Provocative Statements
Z	6	Cross Referenced Questions
Z	2	Manipulated Images
Z	5	Indicator of Humanity
L	7	Laboratory
L	6	Nightclub
L	9	Tyrell Penthouse
L	3	Abandoned Building
L	4	Grungy Apartment
L	5	Strip Club
L	8	Arcology
L	1	Noodle Bar
L	2	Rooftop
T	2	Hover Car
T	1	Police Vehicle
T	4	Air Car
T	8	Mag Lev Tubes
T	5	Taxi Spinner
T	6	Aerodyne
T	1	City Streets
T	2	Underground
T	9	Hyper Elevators
X	5	Ambush
X	1	Hand Cannon
X	3	Chased Down
X	2	Attack through Wall
X	4	Disarmed
X	8	Time to Die
X	9	Assist
X	6	Hand to Hand
X	7	Mercy Kill

Links

?? Blade Runner





Buck Rogers

Introduction

Welcome to the World of the 25th Century. Help Buck defeat the Han Empire! Card game for 2 players.

Disclaimer

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The Decks

One player gets the Org Deck. The other player gets the Han Deck.

Victory

The first player to win 5 hands is the winner.

Turn Sequence

Each turn has 5 phases: Arrival Phase Reinforcement Phase Adventure Phase Cliffhanger Phase Narrator Phase

Arrival Phase

Each player fills their hand to 7 cards. If your deck runs out, shuffle the discard and draw from it.

Reinforcements Phase

Players may discard up to 4 cards and draw replacements.

Adventure Phase

Players simultaneously reveal none, some, or all of their cards. Cards not revealed are held for next turn. Hero & Villain cards are unique.

You can only reveal one card of an individual. For example: You may have two Wilma Deering cards in your hand, but you can only reveal one. Skill cards must be attached to a Hero or Villain, if you don't have a Villain or hero you can't play any skill cards. Any

number of Skill cards may be attached to a Hero or Villain.

Weapon cards must be attached to a Hero or Villain or Ally card. A Hero or Villain or Ally may only attach one Weapon card. Vehicle cards must be attached to a Hero or Villain.

A Hero or Villain may only attach one Vehicle card. Equipment cards must be attached to a Hero or Villain card. A Hero or Villain may attach any number of Equipment cards.

A player may reveal only one Plot card. The Org player may reveal Flaw cards if there is an appropriate revealed target.

Cliffhanger Phase

Each player adds up the Force values of their cards. The player with the higher total wins the hand. Keep track of wins.

Narrator Phase

The winner of the phase makes an improvisational narrative of this turn (Episode) using some or all of the cards played as a basis.

Card Type Abbreviations

Number of that card in the deck

S Skill

SS Science Skill

HN Niagra Hero

H Hero

A Allies

AA Allied Artillery

AN Niagra Allies

W Weapon

E Equipment

V Vehicle

VE Vehicle Equipment

VL Villain

P Plot

F Han Flaw

Confederation Of United Orgzones Deck List

Card Name	#	Type	Force	Notes
Buck Rogers	6	HN	5	
Wilma Deering	6	HN	3	+1 if played with Buck
Doctor Huer	3	HN	4	+1 per Science Skill attached

Card Name	#	Type	Force	Notes
Commander MacGregor	1	HN	4	
Colonel Edwards	1	HN	3	Allies get +1 each
Lieutenant Gilda	1	HN	2	+1 if played with Buck
Lieutenant Blair	1	HN	2	
Tommy Johnson	1	HN	2	Artillery gets +1
Lariat Luke	1	H	3	Outlaw, Outlaws get +1
Cyclone Kid	1	H	2	Outlaw
Lone Wolf	1	H	3	+1 if Vehicle attached
Nunah	1	H	2	+1 if played with Lone Wolf
Rocket Pistols	3	W	2	
Biplanes	3	V	2	
Will to live	1	S	3	
Bronco Buster	1	S	3	Attach to Outlaw Hero
Orgzone Soldier	2	AN	2	
Org Militia	1	AN	2	
Org Scouts	1	AN	2	
American Freedom Fighters	1	AN	2	
Elite Air Guard	1	AN	2	+2 if Vehicle attached
Western Outlaws	1	A	2	
Lasso	1	W	1	+2 if attached to Outlaw
Personal Rocket Flier	2	V	3	
Fisticuffs	1	S	2	
Flying Ace	2	S	1	+3 if Vehicle attached
Horses	1	V	1	+2 if attached to Outlaw
First Aid	1	SS	3	
Knife	1	W	1	
Jumping Belt	2	E	1	+2 if Hero has no Vehicle
Radio Helmet	2	E	1	+1 per Hero played
Electronist	1	SS	2	
Mechanic	1	SS	2	
Nimble	1	S	3	
Rifle	1	W	2	
Daredevil	1	S	3	
Radiophone	1	E	2	
Golden Dragon Society	1	A	4	
Wong	1	H	4	Golden Dragon
Arrogant	1	F	-	Target Villain gets -2
Poor Morale	1	F	-	Target Han Ally gets -2
Cowardly	1	F	-	Target Han Unit gets -2
Short Range Disintegrator Rays	1	F	-	Target Han Ally gets -2
Boastfull	1	F	-	Target Villain gets -2
Centralization of Power	1	F	-	Target Plot gets -2
Inventor	1	SS	2	
Brawling	1	S	2	
Lightning Raid	1	P	3	
Guerilla Warfare	1	P	3	
Indomitable Spirit	1	S	3	
Marksman	1	S	3	
Willpower & Determination	1	S	3	
Allegheny Orgzone	1	L	3	Niagra Units +1
Niagra	1	L	3	Niagra Units +1
Maverick	1	S	3	
Patriotic	1	S	3	

Card Name	#	Type	Force	Notes
Leadership	1	S	2	Allies get +1
Artillery Batteries	1	AA	3	Locations get +2
Rocket Cruisers	1	V	4	
Destroy Power Generators	1	P	3	
Rocket Cannons	1	AA	3	
Spy Eye Radio Torpedoes	1	VE	3	
Rescue Mission	1	P	3	
Infiltrate Han City	1	P	3	
Escape Han	1	P	3	
Cliffhanger	1	P	3	
Gas Grenade	1	W	2	
Surprise	1	P	3	
Solve Mystery	1	P	3	
Fortuitous Event	1	P	3	

Han Empire Deck List

Card Name	#	Type	Force	Notes
Mongol Emperor	6	VL	5	
Viceroy of Chicago	3	VL	4	
Cornelius "Killer" Kane	6	VL	4	
Morke Ka-Lono	1	VL	4	+1 per Science Skill attached
Om-Ka Zoril	1	VL	3	Assistant of Ka-Lono
Disguise	1	S	3	
Air Marshals	1	A	2	
Emperors Guard	1	A	3	
Dagger	1	W	2	
Intrigue	1	S	3	
Espionage	1	S	3	Look: next 7 cards in oppnts deck
Han Troops	6	A	2	
Han Fliers	2	A	3	
Han Paratroopers	1	A	3	
Han Junior Officer	3	VL	3	
Han Senior Officer	2	VL	3	Han Allies +1
Disintegrator Pistol	2	W	2	
Air Marshal Ka-Flui	1	VL	4	
Mongol Raider	1	A	4	
Han Airship	1	A	4	
Personal Flier	1	V	3	
Repellor Beams	1	VE	2	Vehicles get +1
Broadcast Power	1	VE	2	Han Allies +1
Piloting	1	S	1	+3 if Vehicle attached
Cunning	1	S	3	
Tactician	1	S	3	
Ruthlessness	1	S	3	
Genocidal	1	S	2	
Tricky Opponent	1	S	3	
Emperors Palace	1	L	3	
Walled City of Los Angeles	1	L	3	
Viscount	1	VL	2	

Card Name	#	Type	Force	Notes
Underestimated	1	S	3	
Evil	1	S	2	
Han Officials	1	A	2	
Lan Lu	1	VL	3	
Ambition	1	S	3	
Robotist	1	SS	1	Robots in play get +2
Methodical	1	SS	2	
Super Powered Ray Projector	1	AA	5	
Disintegrator Rifle	2	W	4	
Heavy Weapons	1	S	3	
Grappling	1	S	2	
Bad Blood Outcasts	1	A	2	
Black Barney	1	VL	4	Pirate cards get +1
Warlords of the Stratosphere	1	A	4	Pirate
Chaos Dragon Rocket Cruiser	1	A	4	Pirate
Ardala Valmar	1	VL	4	
Sabateur	1	P	3	
Sworn Enemy	1	S	3	
Cruel & Vindictive	1	S	2	
Han Oppression	1	P	3	
Disintegrator Cannons	1	W	3	
Airship Raids	1	P	3	
Airship Patrol	1	P	3	
Prisoners	1	P	3	
Paralyzing Ray	1	W	2	
Swords	1	W	2	
Ambush	1	P	3	
Radio Controlled Robots	1	A	2	
Nefarious Scheme	1	P	3	
Flash Pellet	1	E	2	
Robot Army	1	A	3	
False Information	1	P	3	
Deathtrap	1	P	3	





Buckaroo Banzai

Introduction

Card game for 2 players. One player is Team Banzai. The other player is the Red Lectroids.

Disclaimer

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Victory

The first player to win 8 hands is the winner, or A player wins the game if he wins 3 hands in a row. If Team Banzai wins they destroy Dr Lizardo (Mind controlled by John Whorfin in the 8th dimension) (In Lectroid 'John' is equivalent to: Mr., Miss, Mrs., Sir, Don. . .) (Thereby preventing the Black Lectroids from destroying the Earth) (Why take chances when you can destroy the whole thing?) If the Red Lectroids win they get the Oscillation Overthruster. (Allowing them access to the 8th dimension where they can rescue their exiled comrades and then go on to invade Planet 10, the Lectroid Homeworld)

The Decks

Each player has a Unique deck.

Turn Sequence

Each turn has 6 phases: Resources Phase Mission Phase Deploy Phase Action Phase Conflict Phase Regroup Phase

Resources Phase

Each player draws cards from their deck to fill their hand to 8 cards. If the deck runs out, shuffle the discard, and draw from it.

Mission Phase

Each player may discard up to 4 cards & draw replacement cards.

Deploy Phase

Players reveal a meld from their hand. A meld consists of:

1. Any number of character cards.

Note: Some Characters are unique. You may play only one card of that character. For example: You can only play one Buckaroo Banzai card.

2. A number of Transport cards equal to or less than the number of Character cards played.
3. A number of Weapon cards equal to or less than the number of Character cards played.
4. Exactly one Location card.
5. Any number of Event cards.
6. Any number of Object cards.
7. Any number of Communications cards.

Note: Meld cards are considered to be "in play."

Action Phase

Most cards are capable of producing effects called actions. Take turns resolving Actions. Flip a coin to see who gets to take the first action.

If a card lets you draw additional cards, you may add them to your meld.

Conflict Phase

Each card is worth a number of Action Points. Add up the Action points of all the cards in your meld. The player with the highest Action point Total Wins the Hand.

The winner takes one card from the opponents meld or discard & removes it from play.

Regroup Phase

Discard all Meld cards. You may discard (or keep) any cards from your hand.

Card Notation

Number of copies of that card in the deck.

AP Action Points

L Location

O Object

C Character

U Unique Character

H Hong Kong Cavalier (Unique Character)

T Transport

V Event

M Communication

Team Banzai Deck Card List

Card Name	#	AP	Type	Action
Buckaroo Banzai	7	7	U	Discard target Event card
Banzai Institute	3	5	L	Communication cards get AP +3
Professor Hikita	2	2	U	Look at next 7 cards in own deck
Neuro Surgery	1	-	V	See Notes
Nightclub Concert	1	6	V	See Notes
Drive Through Mountain	1	9	V	Can only be played with Jet car
Speak to the President	1	2	M	Look at next 7 cards in either deck
Watermelon Experiment	1	8	O	Can only be played with Banzai Inst
Videophone	1	2	M	Draw 1 card
Radio	1	2	M	Draw 1 card
Computer Hacking	1	2	M	Look at next 7 cards in opponents deck
Radar Blaze	1	2	M	Communication cards get AP +2
Blue Blaze Irregulars	2	3	C	Transport cards get AP +3
Motorcycle	2	4	T	AP +2 if played with Buckaroo Banzai
Jet Car	2	5	T	AP +3 if played with Buckaroo Banzai
Helicopter	2	6	T	Draw +1 card next turn Mission Phase
Van	2	3	T	All your Characters get +1 AP
Penny Priddy	2	2	U	Buckaroo Banzai gets AP +3
John Parker	2	4	C	(Black Lectroid)
Strike Team Apache	1	6	H	Weapon cards get AP +1
Strike Team Chaparral	1	6	H	Weapon cards get AP +1
Martial Arts	1	3	V	All your Characters get +2 AP
Perfect Tommy	2	4	H	Target Weapon card gets AP +2
Reno Nevada	2	4	H	Event cards get AP +2
New Jersey	3	4	H	AP +2 if played with Buckaroo Banzai
Rawhide	2	4	H	See Notes
Pinky Carruthers	1	4	H	AP +2 if played with Banzai Institut
Press Conference	1	3	V	Draw 1 card
Secretary of Defense	1	2	U	Target enemy Character is AP -2
Everybody's Packing Heat	1	3	W	All your Characters get +2 AP
Uzi	1	5	W	
Shotgun	1	4	W	
Revolver	1	4	W	
Automatic Pistol	1	4	W	
Rescue	2	6	V	See Notes
Narrow Escape	1	3	V	See Notes
Fame & Fortune	1	2	M	Draw 1 card
Samurai Sword	1	4	W	
World Watch Wire	1	2	M	Draw 1 card
NORAD Command	1	2	M	Draw 1 card
Hard Rocking Scientists	1	3	V	Look at next 7 cards in opponents deck
Pay Phone	1	2	M	Draw 1 card
Thermopod	1	6	T	Spaceship
Laser Cannon	1	9	W	Play only if a Spaceship is in play
Black Lectroid Ultimatum	1	2	M	Draw 1 card
Walkie-Talkie	1	2	M	Draw 1 card
Electrochemical Message	1	2	M	Draw 1 card
Lectroid Air Purifiers	1	3	O	All your Characters get +1 AP
Infiltrate	1	5	V	
Hand Held Direction Finder	1	2	M	

Card Name	#	AP	Type	Action
Scooter	1	3	U	

Card Special Action Notes: Neuro Surgery: Shuffle one Out-of-play Character card back into your deck. Narrow Escape: Shuffle one Out-of-play Character card back into your deck. Nightclub Concert: Search Deck for Character card and put it into play.

Rescue: Search Discard for Character card and put it into play. The Strike Team cards cannot be played with each other or other Hong Kong Cavaliers. If a Character card is removed from play, the Bonzai player may substitute Rawhide.

Red Lectroid Deck Card List

Card Name	#	AP	Type	Action
Yoyodine Propulsion Labs	3	5	L	draw 1 card
John Whorfin (Dr Lizardo)	6	6	U	Event cards get AP +1
John Bigbooty	4	5	U	Red Lectroid cards get AP +1
Red Lectroids	10	3	C	
Mothership	2	7	T	Spaceship
Van	3	3	T	
Helicopter	1	4	T	
PA System	1	2	M	Draw 1 card
Television	1	2	M	Draw 1 card
HTH Combat	2	2	V	Discard Target Weapon Card
Disguises	2	3	V	All your Characters get +2 AP
Ruthlessness	2	4	V	Your Unique Characters get AP +2
He Fell on his Head	1	3	V	Opponent must Discard a Character
Torture	1	2	V	Remove Charactr in discard from play
Kidnap	1	3	V	Opponent must Discard a Character
Ionized	2	2	V	All enemy characters are AP -1
Self Electrocution	1	2	V	Look at next 7 cards in own deck
Spit Stinger Poison Dart	2	5	W	
Black Lectroids Jam Signals	1	3	V	Discard all Communication cards
Criminally Insane	1	6	V	Play only with John Whorfin
MAC 10	1	5	W	
Mishap	1	3	V	Discard target Vehicle Card
Emergency Beacon	1	2	M	Draw 1 card
Take Hostage	1	6	V	
Surprise Attack	1	5	V	
Monitor Radio	1	2	M	Draw 1 card
Bootleggers Turn	1	3	V	Target Vehicle gets AP +3
Static	1	3	V	Discard target Communication card
Shanghaied	1	3	V	Opponent must Discard a Character
Narrow Escape	1	3	V	See Notes
The Joy of Duty	1	3	V	All your Characters get +1 AP
Raid	1	5	V	
Klaxon Alarm	1	2	M	Draw 1 card
Suicide Attacks	1	3	V	Red Lectroids get +3 AP
Intercom	1	2	M	Draw 1 card

Links

Bonzai

Faq

Pics RPG Wiki

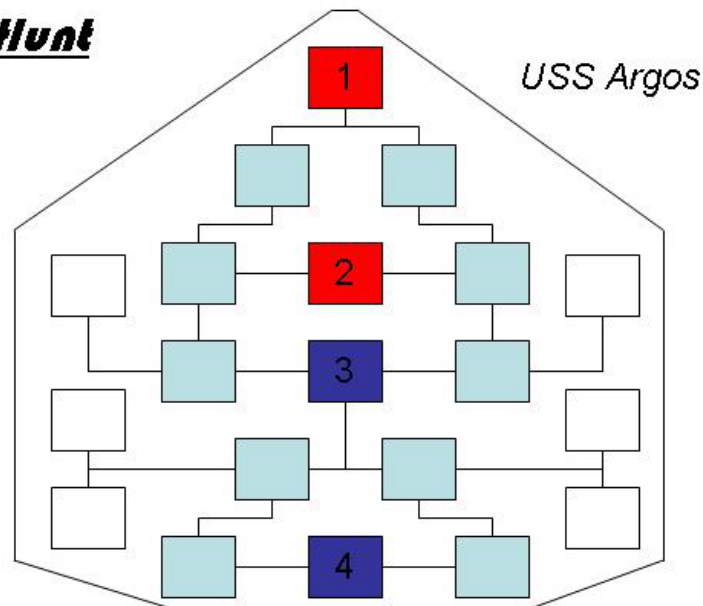




Bug Hunt

by Patrick Bunch

Bug Hunt



Start

Two Units assault on board to any one White box. Each turn, the same box OR a different White box may be chosen as the assault point. A max of 2 new units may assault on-board per turn.

Turn Order Each unit/bug in a box make all rolls at the same time, but units in different boxes roll separately.

- 1) Surprise roll: 1-2 = Bug Ambush! Unit's make Defense roll first.
- 2) Pack size: 1-3=1 bug, 4-5=2 bugs, 6=3 bugs (Blue box +1, Red box +2)
- 3) Attack roll: # =1 Bug killed, # +2 =2 Bug kills (Blue box -1, Red box -1)
+1 if Units attacking into Box from 2 or more directions.
- 4) Defense roll: Unit # =Break, <Unit # =Hit (Red box -1, White box +1)
Break) Unit must retreat 1 box, must win Surprise roll to reenter box next turn.
Hit) Unit removed from the board.

Movement: Units move 1 box per turn, max of 2 units per box. Must clear a Box of Bugs before moving to next one.

Units

	<u>Attack</u>	<u>Defense</u>	
Marine	4	3	
Gunner	3	4	
Tech	5	4	Surprise roll +1 on next box entered
Medic	5	4	Ignore Hit on any other units in same box on 3+
LT	5	3	Ignore "Break" for all units in same box

Victory

Draw-Clear 2 of the following 4 Boxes: 1 or 2, and 3 or 4.

Minor-Clear 3 of the following 4 boxes: 1 and 2, and 3 or 4.

Major-Clear all 4 boxes, 1, 2, 3, and 4.

- 1 Victory Level if LT or Tech hit

- 2 Victory Levels if both LT and Tech hit

<u>Counters</u>	Mar	Mar	Mar	Mar	Mar	Mar	2 bugs	2 bugs
	Gun	Gun	LT	Tech	Med	2 bugs	3 bugs	3 bugs





Castle Wolfenstein

Introduction

Solitaire Card game. Based on the Video game of the same name.

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Victory

Defeat all the Bosses.

Characters

Your Hero starts with 20 Hits.

Dice

A six sider is needed.

Setup

Shuffle the Deck.

Turn Sequence

1. Find Phase
2. Flip Phase
3. Fight Phase
4. Foe Phase
5. Fini Phase

Find Phase

Flip over the top 3 cards. If any of them are Attack, First Aid, or Defense cards, you may put them in your hand. Place the remaining cards on the bottom of the deck.

Card List

Card Name:	#	Type	Hits	Notes:
Knife	3	A	1	
Pistol	3	A	2	
Rifle	3	A	3	
Flame Thrower	3	A	4	
Stick Grenade	3	A	1	Damages all Foes
Sub-Machine Gun	3	A	2	Damages 2 Foes
Machine Gun	3	A	3	Damages 2 Foes
Chain Gun	3	A	4	Damages 2 Foes

Flip Phase

Turn over top card of deck. If it is a Foe or Boss card place it face up on the table. If it is any other type of card put it in your hand.

If the Deck runs out, shuffle the discard & draw from it.

Fight Phase

You may play an Attack card you may do damage to a Foe or Boss in play. The Damage done by a Attack card must go to a Single Foe. Use coins to keep track of Damage.

A Foe with damage equal to or greater than its Hits is destroyed. Discard a used Attack card. You may use additional Attack cards from your hand vs additional targets.

Keep destroyed Bosses set aside in a separate pile. Secondary Attack option: You may play a second Attack card this turn but roll 1D6. On 5+ you miss and do no damage. You still must discard it.

Foe Phase

Every Foe & Boss in play may Attack. Foes do damage equal to their Hits minus their Damage. If your Hero is reduced to Zero or less Hits he is killed.

You may discard a Defense card to negate all damage done to you this turn.

Fini Phase

You may play a First Aid Card to Heal 4 Damage. Max hand size is 5 cards. Discard excess cards.

Card Name:	#	Type	Hits	Notes:
First Aid Kit	4	H	-	Heal 4 Damage
Take Cover	2	D	-	Negate all Damage this turn
Disguise	2	D	-	Negate all Damage this turn
Attack Dog	4	F	1	
Stormtrooper Guard	6	F	2	
Nazi Officer	4	F	3	
Zombie	4	F	4	
Hans Grosse	1	B	5	Twin Chain Guns
Dr. Shabbs	1	B	5	Thrown syringes
Hitler Clone	1	B	6	Metal Suit & Quad Chain Guns
Otto Giftmacher	1	B	6	Pistol
Gretel Grosse	1	B	7	Armored Suit & Pistol
General Fettgesicht	1	B	7	Pistol & Chain Gun

Card List Notation

A Attack
D Defend

H Heal
F Foe
B Boss





Challenge Of The Superfriends

Introduction

2 player card game. One player controls the Superfriends (Justice League) The other player controls the Legion of Doom. Based on the 1978 Season #3 Cartoon Show.

Disclaimer

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Victory

The first player to accumulate 7 Victory Tokens wins.

The Decks

Each player controls a unique deck.

Turn Sequence

Each turn has 6 phases: Draw Phase Help Phase Powers Phase Plot Phase Fight Phase Escape Phase

Draw Phase

Each player fills their hand to 10 cards by drawing from their own deck. If a deck runs out, shuffle the discard & draw from it.

Superfriends Deck Card List

Card Name:	Type	Power	Notes:
Robin	C	5	Batman
Utility Belt	C	6	Batman
Bat Rocket	C	4	Batman
Super Intelligence	C	7	Batman
Magic Lasso	C	6	Wonder Woman
Telepathic Control	C	7	Wonder Woman
Invisible Jet	C	5	Wonder Woman
Bracers	C	4	Wonder Woman
Vortex	C	5	Flash
Super Speed	C	7	Flash
Vibrate Molecules	C	6	Flash
Ring of Power	C	7	Green Lantern
Energy Blast	C	6	Green Lantern

Help Phase

Players may discard up to 5 cards & draw replacements.

Powers Phase

Players put Characters from their hand into play. Characters in Play are face up in front of their owner. You may play only one version of a single Character.

For Example: You can only play 1 Superman card, not 2.

Plot Phase

Players put plot cards from their hands into play. You may have up to 3 plot cards in play.

Fight Phase

Each player adds up the power value of all his cards in play. The player with the highest value wins the Fight. The Winner gets a Victory Token.

Escape Phase

All cards in play must be discarded. Maximum hand size is 2 cards. Excess cards must be discarded.

Deck Card List Notation

C Character (Hero or Villain)

P Plot

Card Name:	Type	Power	Notes:
Force Field	C	5	Green Lantern
Super Strength	C	7	Superman
Invulnerable	C	6	Superman
X-Ray Vision	C	4	Superman
Heat Vision	C	5	Superman
Sea Creatures	C	5	Aquaman
Giant Size	C	5	Chief Apache
Lightning Bolt	C	6	Black Vulcan
Lightning Cage	C	5	Black Vulcan
Invisibility	C	6	Samurai
Whirlwind	C	5	Samurai
Flying	P	3	
Hall of Justice	P	4	
Sidekicks	P	5	
Justice League Computer	P	6	Draw an extra card
Time Travel	P	7	

Legion Of Doom Deck Card List

Card Name:	Type	Power	Notes:
Power Ring	C	7	Sinestro
Mind Control	C	6	Sinestro
Force Cage	C	5	Sinestro
Deadly Toys	C	5	Toyman
Giant Toys	C	6	Toyman
Fearless	C	6	Solomon Grundy
Great Stamina	C	5	Solomon Grundy
Black Crows	C	5	Scarecrow
Psychology of Fear	C	6	Scarecrow
Inventions	C	7	Lex Luthor
Leadership	C	5	Lex Luthor
Cameras Everywhere	C	6	Lex Luthor
Super Genius	C	7	Braniac
Research	C	6	Braniac
Hypnosis Ray	C	5	Braniac
Increase Size & Mass	C	5	Giganta
Sea Pirate	C	4	Black Manta
Ice Ray	C	5	Captain Cold
Gorilla Tactics	C	6	Grodd
Animal Strength	C	4	Grodd
Traps & Tricks	C	6	Riddler
Riddle Me This	C	4	Riddler
Agility	C	4	Cheetah
Speed	C	5	Cheetah
Color Yellow	P	1	Discard Green Lantern card
Kryptonite	P	2	Discard Superman card
Giant Size Formula	L	6	
Android Imposters	L	5	
Steal Weapons of Justice	L	3	
Liquid Light	L	4	

Card Name:	Type	Power	Notes:
Time Conveyor	L	7	
Hall of Doom	L	4	Draw an extra card
Monolith of Evil	L	7	
Shrink Ray	L	5	
Giant Laser	L	6	
Holograms	L	3	





City Of Heroes Skirmish

Introduction

Board & card game for 2 players. Battle between Superheroes & Villains. Takes place in the City of Heroes Universe.

Each figure (unit) represents a single Hero or Villain.

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Victory

Destroy all opposing Units.

The Map

Use a 12 x12 Hexmap.

Setup

The Hero player gets 6 Heroes. The Villain Player picks 1 Villain Group. A Villain Group will have 15

Hero Stat Table

Type	Hits
Blasters	4
Controllers	4
Defenders	6

Power Sets

Below are lists of the available Power Sets for each Hero Type. A Table for each Set is posted towards the end of these Rules.

Primary Power Sets

Blasters: Assault Rifle, Electrical Blast, Energy Blast, Fire Blast, Ice Blast
Controllers: Earth Control, Fire Ctrl, Gravity Ctrl, Ice Ctrl, Illusion Ctrl, Mind Ctrl
Defender: Dark Miasma, Empathy, Force Field, Kinetics, Radiation Emission, Storm Summoning
Scraper: Broadsword, Claws, Dark Melee, Katana, Martial Arts, Spines
Tanker: Fiery Aura, Ice Armor, Invulnerability, Stone Armor

Secondary Power Sets For Blasters

Blasters: Devices, Electricity Manip, Energy Manip, Fire Manip, Ice Manipulation
Controllers: Empathy, Force Field, Kinetics, Radiation Emission, Storm Summoning
Defenders: Dark Blast, Electrical Blast, Energy

units.

Each player places one unit on each square of his back row. Units may not stack. Heroes go first.

The Action Deck

Players (Heroes & Villains) share a common deck.

The Hero Team

The Hero must build his Hero Team. A Team will have 6 Members. Each Hero is assigned 4 Power Sets: 1 Primary Power Set appropriate to the Character type 1 Secondary Power Set appropriate to the Character type 1 Skill Power Set from the Skill Power Sets List 1 Travel Power Set from the Travel Power Sets List A Team may have a maximum of 2 Tankers.

Be Sure to name your Heroes.

Hero Types

There are 5 Types of Heroes: Blasters, Controllers, Defenders, Scrappers, Tankers

Type	Hits
Scrappers	6
Tankers	8

Blast, Psychic Blast, Radiation Blast
Scrappers: Dark Armor, Invulnerability, Regeneration, Super Reflexes
Tankers: Battle Axe, Energy Melee, Fiery Melee, Ice Mle, Stone Mle, Super Str, War Mace

Skill Power Sets For All Heroes

Concealment, Fighting, Fitness, Leadership, Medicine, Presence

Travel Power Sets For All Heroes

Leaping, Flight, Speed, Teleportation

Villains

See the bottom of the page for Villain Gang Unit Lists & Power Sets.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Action Phase
2. Move Phase
3. Fight Phase
4. Recovery Phase

Action Phase

Draw 5 cards. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Play (discard) a Move card or Special Power card to move one of your units. The Move card or Power has a number, which is the number of spaces the unit moves. Moves are diagonal or orthogonal.

Units cannot move through other units except for Flyers. When Teleporting, the Unit may go to any empty space in sight of the Teleporter.

Fight Phase

Play (discard) an Attack card or Power card to have a unit attack. Each attack will have a range. Attacks are diagonal or orthogonal.

Units cannot attack through other units. Adjacent attacks affect every unit in a space touching that of the attacker. Area Affect attacks effect the target space & every adjacent space.

Attacks do Damage. Use Damage Counters to record damage. Each point of Damage reduces a Units Hits by 1. Units reduced to zero hits are knocked out (KO).

KO units are no longer functional for the rest of the battle. Units hit by a stun attack cannot move, defend, or attack next turn. Units hit by a Knock Back (KB) must move 1 space away from the Center of the attack or the source of the attack.

Dodge cards can be played to completely negate the effect of an attack on a target. Resist cards reduce the damage done by an attack. Cone Attacks affect 1 space at range = 1, 2 spaces at range =2, and so on.

Recovery Phase

Units that took damage from a Fire attack this turn take 1 additional point of damage now. Healing Powers can be used in this phase. If a Unit is Knocked out Healing won't work.

A Revive Power will return a KO unit back to action with 1 Hit. Max hand size = 10 cards. Discard excess cards.

Action Deck Card List

Name:	#	Type	Range	Dam	Notes:
Walk	4	M	1	-	
Run	4	M	2	-	
Sprint	4	M	3	-	

Action Limits

Each Unit may only move once a turn and attack once per turn.

Special Powers

Discard a Special Power Card (SPC) to activate (use) a unit's special power. The SPC are numbered 1 to 9. (SPC-1, SPC-2, etc. . .) These numbers correspond to the ranks of the Powers on every primary & secondary Power List. For example: Lets say you have a Blaster Hero with the Assault Rifle & Device Power Sets.

You have SPC-3 in your hand. You can use the card to have the Hero use his Buckshot Power or his Taser Power, or you can use the card to activate a Power of another Hero in play you control.

Tertiary Powers

This includes Travel & Skill Power Sets. These power sets are more limited than the Primary & Secondary sets. Any type of hero can have any type of Tertiary set.

They work like Special Powers except that they use TPC and not SPC cards.

Taunting

Target Unit must move towards or attack the Taunter next turn or Opponent must discard 1 Action card.

Card List Notation

M Movement

A Attack

D Dodge (completely negates target attack)

R Resist (negates X damage from target attack)

P Power Card

E Enhancement (Target friendly Attack)

H Heal

Type Purpose of card

Range = Distance in spaces of Move or Attack

Dam Damage

SL Self (Range)

KN as a Knight Moves in Chess (Range)

Number of that type of card in the deck

Name:	#	Type	Range	Dam	Notes:
Maneuver	4	M	KN	-	
Evasion	2	D	SL	-	
Block	2	R	SL	1	
Resist	2	R	SL	-	Target Stun/KB/Interrupt
Punch	2	A	1	1	
Kick	2	A	1	1	
Accuracy	2	E	-	-	Range of Friendly Attack +/-1
Damage	2	E	-	-	Friendly Attack does +1 Damage
Stun	2	E	-	-	Friendly Attack causes Stun
Knock Back	2	E	-	-	Friendly Attack causes KB
Recover	2	H	SL	-	Heal 1 Damage
SPC-1	2	P	-	-	
SPC-2	2	P	-	-	
SPC-3	2	P	-	-	
SPC-4	2	P	-	-	
SPC-5	2	P	-	-	
SPC-6	2	P	-	-	
SPC-7	2	P	-	-	
SPC-8	2	P	-	-	
SPC-9	2	P	-	-	
TPC-1	2	P	-	-	
TPC-2	2	P	-	-	
TPC-3	2	P	-	-	
TPC-4	2	P	-	-	

Power Set Notation

M Movement
A Attack
AA Area Attack
AJ Adjacent Attack
AC Cone Attack
D Dodge (completely negates target attack)
R Resist (negates X damage from target attack)
E Enhancement (Target friendly Attack)
H Heal
F Fire
K Knock Back (KB)
S Stun
I Immobilize (Interrupt & Stop Target Move at any

point)

Type Purpose of Power

Range = Distance in spaces of Move or Attack

Dam Damage

SL Self (Range)

KN as a Knight Moves in Chess (Range)

T Taunt

U Summon Unit

X Fear (Like KB, but the affected unit(s) move 2 Spaces)

Z Control (You may attack or move using the Controlled unit this turn)

Free Does not count vs 1 attack per turn limit

RCFO Random Card From Opponent

OMD Opponent Must Discard

Assault Rifle Power Set (primary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Burst	AC	3	1	Lethal; Free
2	Slug	A	4	1K	Lethal
3	Buckshot	AC	2	1K	Lethal
4	M30 Grenade	AA	3	1	Lethal
5	Beanbag	A	2	1S	Smash
6	Sniper Rifle	A	5	2	Lethal
7	Flame Thrower	AC	2	2F	Fire
8	Ignite	AA	2	1F	Fire

Rank	Name	Type	Range	Dam	Notes
9	Full Auto	AC	3	2	Lethal

Electrical Blast Power Set (primary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Charged Bolts	AC	2	1	Free
2	Lightning Bolt	A	4	1K	
3	Ball Lightning	A	3	1S	
4	Short Circuit	AJ	1	1S	
5	Aim	E	-	-	Range of Attack by Self +/- 1
6	Zapp	A	5	1S	
7	Tesla Cage	A	2	1S	
8	Voltaic Sentinel	U	1	-	Sentinel
9	Thunderous Sphere	AA	3	1SK	

Notes: The Sentinel has 4 Hits and automatically loses 1 Hit in Heal Phase. Treat the Sentinel as a Hero Blaster with the Electrical Blast Power Set. A Sentinel

cannot summon a second Sentinel.

Note: All attacks are Electrical

Energy Blast Power Set (primary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Power Bolt	A	3	1	Free
2	Power Blast	A	2	1S	
3	Energy Torrent	AC	3	1	
4	Power Burst	A	2	1K	
5	Sniper Blast	A	5	1K	
6	Aim	E	-	-	Range of Attack by Self +/- 1
7	Power Push	AC	4	1K	
8	Explosive Blast	AA	3	1K	
9	Nova	AA	4	1SK	

Note: All attacks are Energy & Smash

Fire Blast Power Set (primary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Flares	A	2	1F	Free
2	Fire Blast	A	3	1F	
3	Fire Ball	AA	3	1F	
4	Rain of Fire	AA	2	1F	
5	Fire Breath	AC	2	1F	
6	Aim	E	SL	-	Range of Attack by Self +/- 1
7	Blaze	A	1	1F	
8	Blazing Bolt	A	4	1F	
9	Inferno	AJ	1	2F	

Note: All attacks are Fire

Ice Blast Power Set (primary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Ice Bolt	A	3	1	Smash; Free
2	Ice Blast	A	2	1	OMD 1 Random card
3	Frost Breath	AC	2	1S	
4	Aim	E	SL	-	Range of Attack by Self +/- 1
5	Freeze Ray	A	4	1S	
6	Ice Storm	AA	2	1S	
7	Bitter Ice Blast	A	2	2S	
8	Bitter Freeze Ray	A	3	2S	
9	Blizzard	AA	3	1S	

Note: All attacks are Cold

Devices Power Set (secondary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Web Grenade	AA	2	S	
2	Caltrops		I	3	1
3	Taser	A	2	1S	
4	Targeting Drone	E	-	-	Range of Attack by Self +/- 1
5	Smoke Grenade	AA	3	S	
6	Cloaking Device	D	SL	-	
7	Trip Mine	I	4	2	Lethal
8	Time Bomb	U	1	-	Lethal; Time Bomb
9	Auto Turret	U	1	-	Auto Turret

The Time Bomb goes off in 2 Turns: Area Affect for 2 Damage & Knock Back. The Auto turret has 2 Hits

& cannot move. It can use the Assault Rifle Power Set. The Turret runs out of ammo after 5 Attacks.

Electrical Manipulation Power Set (secondary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Electrical Fence	I	3	1	
2	Charged Brawl	A	1	1	Smash
3	Lightning Field	AA	2	1	
4	Havoc Punch	A	1	1K	
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Lightning Clap	AJ	1	1SK	
7	Thunder Strike	A	3	1S	
8	Power Sink	A	2	1	Heal Self 1 Hit
9	Shocking Grasp	A	1	2S	

Note: All attacks are Electrical

Energy Manipulation Power Set (secondary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Power Thrust	A	1	1K	Smash; Free
2	Energy Punch	A	1	1S	Smash
3	Build Up	E	SL	-	Attack by Self does +2 Damage
4	Bone Smasher	A	1	2K	Smash
5	Conserve Power	H	SL	1	
6	Stun	A	1	2S	
7	Power Boost	E	1	-	Attack by Target does +2 Damage

Rank	Name	Type	Range	Dam	Notes
8	Boost Range	E	SL	-	Ranged Attack gets +1 Range
9	Total Focus	A	1	3S	

Note: All attacks are Energy

Fire Manipulation Power Set (secondary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Ring of Fire	I	3	1	
2	Fire Sword	A	1	1F	Lethal
3	Combustion	A	1	2F	
4	Fire Sword Circle	AJ	1	1F	Lethal
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Blazing Aura	AJ	1	1F	Free
7	Consume	AJ	1	2F	
8	Burn	AA	2	1F	
9	Hot Feet	AA	3	1X	

Note: All attacks are Fire

Ice Manipulation Power Set (secondary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Chilblain	I	2	1	
2	Frozen Fists	A	1	1	Smash; Free
3	Ice Sword	A	1	2S	Lethal
4	Chilling Embrace	A	1	1S	Smash
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Ice Patch	AA	3	S	OMD 1 Random card
7	Shiver	AC	3	1S	
8	Freezing Touch	A	1	2S	
9	Frozen Aura	AJ	1	2S	

Note: All attacks are Cold

Earth Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Stone Prison	A	1	S	
2	Fossilize	AC	2	1S	
3	Stone Cages	AC	3	1S	
4	Quicksand	AA	2	S	
5	Salt Crystals	AA	3	S	
6	Stalagmites	A	3	2	Lethal
7	Earthquake	AC	5	1S	Smash
8	Volcanic Gasses	AA	4	1S	
9	Animate Stone	U	1	-	Stone Golem

Notes: The Stone Golem has 8 Hits and automatically loses 2 Hits in Heal Phase. Treat the Golem as a

Hero Tanker with Stone Armor & Stone Melee

Gravity Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Crush	A	2	1S	
2	Lift	A	3	1S	Free
3	Gravity Distortion	AC	3	S	
4	Propel	A	4	1K	
5	Crushing Field	AA	2	2	
6	Dimension Shift	D	2	-	
7	Grav Distortion Field	AA	4	S	
8	Fold Space	M	1	-	Teleport
9	Wormhole	A	KN	-	Target Removed from Play

Note: All attacks are Smash

Fire Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Ring of Fire	I	3	1	
2	Char	A	2	1F	
3	Fire Cage	A	3	1SF	
4	Smoke	DJ	1	-	Negates target Attack into Smoke
5	Hot Feet	AA	3	1X	
6	Flashfire	AC	3	1F	
7	Cinders	AA	3	1SF	
8	Bonfire	AA	2	1F	
9	Fire Imp	U	1	-	

Notes: Fire Imp has 1 Hit. Treat Fire Imp as a Hero Controller with the Ice Control Power Set Note: All attacks are Fire

Ice Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Chilblain	I	2	1	
2	Block of Ice	A	3	1S	Smash
3	Frostbite	A	2	2S	
4	Arctic Air	AC	4	1S	
5	Shiver	AC	3	1S	
6	Ice Slick	AA	3	S	OMD 1 Random card
7	Flash Freeze	AA	2	1S	
8	Glacier	AA	3	1S	
9	Jack Frost	U	1	-	

Notes: Jack Frost has 1 Hit. Treat Jack Frost as a Hero Controller with the Ice Control Power Set Note: All attacks are Cold

Illusion Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Spectral Wounds	A	3	1	
2	Blind	A	2	S	Free
3	Deceive	A	2	Z	
4	Flash	AC	3	S	
5	Invisibility	D	SL	-	
6	Group Invisibility	DJ	1	-	

Rank	Name	Type	Range	Dam	Notes
7	Phantom Army	AA	3	S	
8	Spectral Terror	AA	4	X	
9	Phantasm		U	2	-

Notes: The Phantasm has 1 Hit. Treat the Phantasm as a Hero Controller with the Flying & Illusion

Control Power Sets.

Mind Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Mesmerize	A	2	1S	
2	Levitate	A	3	2	
3	Dominate	A	3	1S	
4	Confuse	A	3	Z	
5	Mass Hypnosis	AA	2	1S	
6	Telekinesis	E	2	-	Ally gets Flying Move of Range = 3
7	Total Domination	AA	3	1S	
8	Terrify	AC	3	1X	
9	Mass Confusion	AA	2	Z	

Note: All attacks are Psionic

Empathy Power Set (primary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Healing Aura	HJ	1	1	
2	Heal Other	H	2	1	
3	Absorb Pain	H	1	3	Empath takes 2 Damage
4	Resurrect	H	1	-	Revive
5	Clear	H	1	-	Target Stun/KB/Immobilize
6	Fortitude	R	1	1	All attacks this turn
7	Recovery Aura	HJ	1	-	All Stun/KB/Immobilize this turn
8	Regeneration Aura	HJ	1	2	
9	Adrenaline Boost	E	2	-	Target has no limit to Attacks/Moves

Force Field Power Set (primary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Personal Force Field	R	SL	1	All attacks this turn
2	Deflection Shield	R	2	1	Target Attack
3	Force Bolt	A	3	1K	Free
4	Insulation Shield	R	SL	3	Only vs Fire/Cold/Energy/Electric
5	Detention Shield	I	3	S	
6	Dispersion Bubble	AJ	1	1K	
7	Repulsion Field	RJ	1	1	No unit may move into Field
8	Repulsion Bomb	AA	3	1K	
9	Force Bubble	RA	2	1	No unit may move into Bubble

Note: All attacks are Smash

Kinetics Power Set (primary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Transfusion	H	1	1	
2	Siphon Power	A	1	1	OMD 1 Random card
3	Repel	A	1	1K	
4	Siphon Speed	I	1	-	Move Self (Range = 2)
5	Increase Density	R	1	2	Also Stun/KB/Immobilize
6	Speed Boost	M	4	-	
7	Inertial Reduction	M	3	-	Leap
8	Transference	I	2	1	Heal Self 1 Hit
9	Fulcrum Shift	AJ	1	1S	Steal 1 RCFO

Radiation Emission Power Set (primary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Radiation Emission	HJ	1	1	Heal Self 1 Hit
2	Radiation Infection	A	3	1SF	
3	Accelerate Metabolism	H	SL	1	Move & Damage +1 this turn
4	Enervating Field	AA	3	1S	
5	Mutation	H	1	-	Revive
6	Lingering Radiation	I	3	1	
7	Choking Cloud	AA	2	1S	
8	Fallout	AA	4	1F	
9	EMP Pulse	AJ	2	1S	

Note: All attacks are Energy

Storm Summoning Power Set (primary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Gale	AC	3	K	Free
2	O2 Boost	HJ	1	1	Also removes Stun effects
3	Snow Storm	AA	2	1S	Cold
4	Steamy Mist	RJ	1	2	Vs Fire/Cold/Energy this turn
5	Fog	DJ	1	-	Negates target Attack into Fog
6	Hurricane	AJ	1	2K	Smash; Move Self (Range = 2)
7	Thunder Clap	AJ	1	1K	Energy
8	Tornado	AA	4	1K	Smash
9	Lightning Storm	AA	3	2S	Electrical

Dark Blast Power Set (secondary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Dark Blast	A	3	1	Smash: Free
2	Gloom	A	2	1S	
3	Moon Beam	A	5	1	
4	Dark Pit	AA	3	1S	
5	Tenebrous Tentacles	AC	3	1S	Smash
6	Night Fall	AA	2	1S	
7	Torrent	AC	1	1K	Smash
8	Life Drain	A	2	1	Heal Self 1 Hit
9	Black Star	AJ	1	3S	

Note: All attacks are Negative Energy

Psychic Blast Power Set (secondary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Mental Blast	A	3	2	
2	Subdue	A	2	1S	
3	Psionic Lance	A	5	1	Lethal
4	Psychic Scream	AC	3	1	
5	Telekinetic Blast	A	4	1K	Smash
6	Will Domination	A	2	Z	
7	Psionic Tornado	AA	3	1	
8	Scramble Thoughts	A	3	1S	
9	Psychic Wail	AJ	1	2S	

Note: All attacks are Psionic

Radiation Blast Power Set (secondary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Neutrino Bolt	A	3	1	
2	X-Ray Beam	A	4	1	
3	Irradiate	AA	2	1F	
4	Electron Haze	AC	3	1K	
5	Proton Volley	A	5	1	
6	Aim	E	SL	-	Range of Attack by Self +/- 1
7	Cosmic Burst	A	2	2S	
8	Neutron Bomb	AA	3	2	
9	Atomic Blast	AA	4	3S	

Note: All attacks are Energy

Martial Arts Power Set (primary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Thunder Kick	A	1	1	Smash; Free
2	Storm Kick	A	1	2	Smash
3	Cobra Strike	A	1	1S	Lethal
4	Focus Chi	E	SL	-	Attack by Self does +2 Damage
5	Crane Kick	A	1	2K	Smash
6	Crippling Axe Kick	A	1	2S	Smash
7	Warriors Challenge	T	-	-	Taunt
8	Dragon's Tail	AJ	1	2K	Smash
9	Eagle's Claw	A	1	3S	Lethal

Claws Power Set (primary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Swipe	A	1	1	Free
2	Strike	A	1	2	Free
3	Slash	A	1	3	Free
4	Spin	AJ	1	1	
5	Taunt	T	-	-	Taunt

Rank	Name	Type	Range	Dam	Notes
6	Follow Up	A	1	2	Free
7	Focus	E	SL	-	Attack by Self does +2 Damage
8	Eviscerate	A	1	4	
9	Shockwave	AC	2	2K	Smash

Note: All attacks (except Shockwave) are Lethal

Dark Melee Power Set (primary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Shadow Punch	A	1	1	Smash; Free
2	Smite	A	1	2	Smash
3	Shadow Maul	AJ	1	1	Smash
4	Touch of Fear	A	1	1X	
5	Taunt	T	2	-	Taunt
6	Siphon Life	A	1	1	Heal Self 1 Hit
7	Dark Consumption	AJ	1	1	Heal Self 1 Hit
8	Soul Drain	AJ	1	2	Your next attack does +1 Damage
9	Midnight Grasp	A	1	3SF	Smash

Note: All attacks are Negative Energy

Broad Sword Or Katana Power Set (primary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Hack	A	1	1	
2	Slash	A	1	2	
3	Slice	AJ	1	1	
4	Build Up	E	SL	-	Attack by Self does +2 Damage
5	Taunt	T	-	-	Taunt
6	Parry	D	SL	-	
7	Whirling Sword	AJ	1	2	
8	Disembowel	A	1	3	
9	Head Splitter	A	1	4	

Note: All attacks are Lethal

Spines Power Set (primary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Barb Swipe	A	1	1	Free
2	Lunge	I	1	1	
3	Spine Burst	A	2	1	
4	Build Up	E	SL	-	Attack by Self does +2 Damage
5	Taunt	T	-	-	Taunt
6	Impale	A	1	2S	
7	Quills	AJ	1	1S	
8	Ripper	AC	2	2K	
9	Throw Spines	AC	3	1S	

Note: All attacks are Lethal

Dark Armor Power Set (secondary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Dark Embrace	R	SL	1	Smash
2	Death Shroud	AJ	1	1	
3	Murky Cloud	R	SL	3	All Fire/Cold/Energy/Electric this turn
4	Obsidian Shield	R	SL	-	All Stun/KB/Immobilize/Psionic this turn
5	Dark Regeneration	AJ	1	1	Heal Self 1 Hit
6	Cloak of Darkness	D	SL	-	
7	Cloak of Fear	AJ	1	X	
8	Oppressive Gloom	AA	2	1S	
9	Soul Transfer	AJ	1	1	Revive

Note: All attacks are Negative Energy

Regeneration Power Set (secondary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Fast Healing	H	SL	1	
2	Reconstruction	H	SL	1	
3	Quick Recovery	H	SL	1	
4	Resist Disorientation	R	SL	-	Target Stun/KB/Immobilize
5	Integration	H	SL	2	
6	Dull Pain	R	SL	1	All attacks this turn
7	Instant Healing	H	SL	2	
8	Revive	H	SL	-	Revive
9	Moment of Glory	R	SL	-	All Stun/KB/Immobilize this turn

Super Reflexes Power Set (secondary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Focused Fighting	D	SL	-	Vs Melee Attack
2	Focused Senses	D	SL	-	Vs Ranged (Non AA) Attack
3	Agile	D	SL	-	Vs Ranged (Non AA) Attack
4	Practiced Brawler	R	SL	1	All attacks this turn
5	Dodge	D	SL	-	Vs Melee Attack
6	Quickness	R	SL	-	Vs Stun/KB/Immobilize
7	Lucky	D	SL	-	Vs AA Attack
8	Evasion	D	SL	-	Vs AA Attack
9	Elude	D	SL	-	Vs Any Attack

Invulnerability Power Set (primary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Resist Physical Dam	R	SL	2	Target Smash/Lethal Attack
2	Temp Invulnerability	R	SL	2	Target Attack
3	Dull Pain	R	SL	1	All attacks this turn
4	Resist Elements	R	SL	3	All Fire/cold attacks this turn
5	Unyielding Stance	R	SL	-	Target Stun/KB
6	Resist Energies	R	SL	3	All Energy/Electric attacks this turn
7	Invincibility	R	SL	2	All attacks this turn
8	Tough Hide	R	SL	4	Target Attack
9	Unstoppable	R	SL	-	All Stun/KB/Immobilize this turn

Fiery Aura Power Set (primary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Blazing Aura	AJ	1	1F	Free
2	Fire Shield	R	SL	1	Target Attack
3	Healing Flames	H	S	1	
4	Temp Protection	R	SL	3	All Fire/cold attacks this turn
5	Consume	AJ	1	2F	
6	Plasma Shield	R	SL	2	Target Attack
7	Burn	AA	2	1F	
8	Fiery Embrace	A	1	3	
9	Rise of the Pheonix	H	SL	-	Revive

Note: All attacks are Fire

Ice Armor Power Set (primary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Frozen Armor	R	SL	1	All attacks this turn
2	Hoarfrost	H	SL	1	
3	Chilling Embrace	A	1	1S	Smash
4	Wet Ice	R	SL	2	All Stun/KB/Immobilize this turn
5	Permafrost	R	SL	4	All Fire/cold attacks this turn
6	Icicles	AJ	1	1	Lethal
7	Glacial Armor	R	SL	3	All attacks this turn
8	Energy Absorption	R	SL	4	All Energy/Electric attacks this turn
9	Hibernate	H	SL	2	Only if you did not attack this turn

Note: All attacks are Cold

Stone Armor Power Set (primary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Rock Armor	R	SL	1	All attacks this turn
2	Stone Skin	R	SL	2	All Lethal attacks this turn
3	Earth's Embrace	H	SL	2	All Smash attacks this turn
4	Mud Pots	IJ	1	1	
5	Rooted	R	SL	-	All Stun/KB/Immobilize this turn
6	Brimstone Armor	R	SL	4	All Fire/cold attacks this turn
7	Mineral Armor	R	SL	4	All Psionic attacks this turn
8	Crystal Armor	R	SL	4	All Energy/Electric attacks this turn
9	Granite Armor	R	SL	3	All attacks this turn

Battleaxe Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Gash	A	1	1K	Free
2	Chop	A	1	2K	
3	Taunt	T	-	-	Taunt
4	Beheader	A	1	3K	
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Swoop	A	1	1S	
7	Whirling Axe	AJ	1	1K	

Rank	Name	Type	Range	Dam	Notes
8	Cleave	A	1	4K	
9	Pendulum	AC	2	1K	

Note: All attacks are Lethal

Energy Melee Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Barrage	A	1	1S	Smash; Free
2	Energy Punch	A	1	1S	Smash
3	Taunt	T	-	-	Taunt
4	Bone Smasher	A	1	2S	Smash
5	Whirling Hands	AJ	1	1S	
6	Stun	A	1	1S	
7	Build Up	E	SL	-	Attack by Self does +2 Damage
8	Energy Transfer	A	1	2	Heal Self 1 Hit
9	Total Focus	A	1	3S	

Note: All attacks are Energy

Stone Melee Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Stone Fist	A	1	1	Free
2	Stone Mallet	A	1	1K	
3	Taunt	T	-	-	Taunt
4	Heavy Mallet	A	1	2K	
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Fault	AA	2	1K	
7	Hurl Boulder	A	3	2K	
8	Tremor	AJ	1	1K	
9	Seismic Smash	A	1	3S	

Note: All attacks are Smash

Fiery Melee Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Scorch	A	1	1	Free
2	Fire Sword	A	1	1F	Lethal
3	Taunt	T	-	-	Taunt
4	Combustion	A	1	2F	
5	Breath of Fire	AC	2	1F	
6	Build Up	E	SL	-	Attack by Self does +2 Damage
7	Fire Sword Circle	AJ	1	1F	Lethal
8	Incinerate	A	2	2F	
9	Greater Fire Sword	A	1	3F	Lethal

Note: All attacks are Fire

Ice Melee Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Frozen Fists	A	1	1	Free
2	Ice Sword	A	1	2S	Lethal
3	Taunt	T	-	-	Taunt
4	Frost	AC	3	1S	
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Ice Patch	AA	3	S	OMD 1 Random card
7	Freezing Touch	A	1	2S	
8	Greater Ice Sword	A	1	3S	Lethal
9	Frozen Aura	AJ	1	2S	

Note: All attacks are Cold

Super Strength Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Jab	A	1	1S	Free
2	Punch	A	1	1K	
3	Taunt	T	-	-	Taunt
4	Haymaker	A	1	2K	
5	Hand Clap	AJ	1	1S	
6	Knockout Blow	A	1	2SK	
7	Rage	E	SL	-	Attack by Self does +2 Damage
8	Hurl	A	2	2K	
9	Foot Stomp	AJ	1	1K	

Note: All attacks are Smash

War Mace Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Bash	A	1	1	Free
2	Pulverize	A	1	1S	
3	Taunt	T	-	-	Taunt
4	Clobber	A	1	2S	
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Jawbreaker	A	1	3S	
7	Whirling Mace	AJ	1	2	
8	Shatter	A	1	3K	
9	Crowd Control	AC	2	2K	

Note: All attacks are Smash

Concealment Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Stealth	D	SL	-	
2	Grant Invisibility	D	1	-	Adjacent target Friendly Unit
3	Invisibility	-	-	-	Look at opponents Hand
4	Phase Shift	D	SL	-	You cannot attack next turn

Notes: A Unit may play Stealth only if it did not attack last turn.

Fighting Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Boxing	A	1	1	Smash; Free
2	Kick	A	1	1K	Smash
3	Tough	R	SL	1	
4	Weave	D	SL	-	

Fitness Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Swift	M	2	-	
2	Hurdle	M	1	-	
3	Health	R	SL	1	
4	Stamina	R	SL	1	

Leadership Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Tactics	EJ	1	-	Range of Attack +/- 1
2	Maneuvers	D	1	-	Adjacent target Friendly Unit
3	Assault	E	1	-	Attack does +2 Damage
4	Vengeance	-	-	-	Draw 3 cards

Note: Tactics affects attacks made by all adjacent units this turn. Assault affects only one Adjacent tar-

get Friendly Unit Only play Vengeance when a friendly unit dies.

Medical Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Aid Other	H	1	1	
2	Stimulant	R	1	-	Stun/KB/Immobilize
3	Aid Self	H	SL	1	
4	Resuscitate	H	1	-	Revive

Presence Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Challenge	T	-	-	Taunt
2	Provoke	T	-	-	Taunt
3	Intimidate	A	2	X	
4	Invoke Panic	AJ	1	X	

Flight Power Set (tertiary Travel)

Rank	Name	Type	Range	Dam	Notes
1	Hover	M	2	-	
2	Air Superiority	I	1	1	Smash
3	Fly	M	4	-	
4	Group Fly	M	3	-	Self Plus all adjacent Friendly Units

Leaping Power Set (tertiary Travel)

Rank	Name	Type	Range	Dam	Notes
1	Jump Kick	A	1	1	Smash; Plus Move of Range = 1
2	Combat Jumping	D	-	-	
3	Super Jump	M	3	-	
4	Acrobatics	R	SL	-	All Stun/KB/Immobilize this turn

Speed Power Set (tertiary Travel)

Rank	Name	Type	Range	Dam	Notes
1	Flurry	A	1	1	Free
2	Hasten	M	2	-	
3	Speed	M	3	-	
4	Whirlwind	AJ	1	K	Smash

Teleportation Power Set (tertiary Travel)

Rank	Name	Type	Range	Dam	Notes
1	Teleport Friend	M	1	-	Adjacent target Friendly Unit
2	Teleport Foe	M	4	-	Opposing Unit
3	Teleport	M	SL	-	Self
4	Group Teleport	M	1	-	Self Plus all adjacent Friendly Units

Note: Range is to target Unit being teleported. The Unit may be teleported to any empty space the teleporter can see.

Warriors (villain Gang)

Street Gang common to Talos Island.

Warriors Unit List

Unit Name	Hits	# of Units in Gang
Minion	2	8
Lieutenant	4	4
Boss	8	1

Villain Gangs

Below are listed the various threats to Paragon City.

Street Thug Power Set

Rank	Name	Type	Range	Dam	Notes
1	Boxing	A	1	1	Smash; Free
2	Kick	A	1	1K	Smash
3	Brawl	A	1	1	Smash
4	Heavy Revolver	A	2	1K	Lethal
5	Knife	A	1	1	Lethal
6	Tough	R	1	1	-
7	Sledgehammer	A	1	2K	Smash
8	Shotgun	AC	2	1K	Lethal
9	Submachine Gun	AC	3	2	Lethal

Warrior Gang Notes

Minions can only use the Street Thug Power Set. Lieutenants and Bosses can each use 1 of the Fol-

lowing Power Sets (pick 1 set for each such unit at start of game): Street Thug, Assault Rifle, Broadsword, Battleaxe, Mace





Cyberiad: Exploits Of The Constructors

Introduction

Card game based on the book *The Cyberiad* by Stanislaw Lem. Setting: A medieval universe populated by sentient robots. The constructors are prolific inventors with almost god-like powers.

Each player takes the role of a Constructor, trying to gain the Most fame.

Victory

The player with the most Fame points at the end of the game wins. Any player that accumulates 50 or more Fame points automatically wins. Any player that accumulates 20 or more Trouble points automatically loses.

Game End

The game ends when one player has claimed 7 Sally cards or the Deck is empty when a player starts his turn.

Tokens

The term Tokens can be used interchangeably for points, counters, markers, Chits, coins, gems, tickets, parts, nuts, bolts, and screws.

Fame Points

Use Coins and Gems to Represent Fame points. Cards in play also serve as Fame points. Action cards that can, generate Fame tokens, and are then discarded.

Trouble Points

Use Tickets to Represent Trouble points. Cards in play also serve as Trouble points. Action cards that can, generate Trouble tokens, and are then discarded.

Genius Points

Use Nuts, Bolts, and Screws to Represent Genius points. Action cards that can, generate Genius tokens, and are then discarded.

The Deck

Players share a common deck. The deck has 4 types of cards:

1. Sally cards
2. Machine cards
3. Action cards
4. Effect cards

Setup

Each player picks one of the Constructors from the Constructor List. Each player is dealt 5 random cards.

Turn Sequence

Players take turns. A Turn has 3 Phases:

1. Randomization Phase
2. Primary Action Phase
3. Terminal Phase

Randomization Phase

Draw 1 card from the deck. Gain 1 Genius Token.

Primary Action Phase

You may put either 1 Sally, 1 Machine, or 1 Effect card into play. The cost to play a Sally, Machine, or Effect is to discard a number of Cards equal to the cost of the card. Some Machines already in play can reduce costs.

Sally, Effect and Machine cards remain in play face up in front of you. Action cards when played are discarded. Some Action cards can be used to reduce the cost of certain Machine or Sally cards.

You cannot have more Effect cards in play than you have Sally or Machine cards. During Primary Phase, you may discard 5 Genius points to gain 1FP or To draw 1 card from the deck, or to remove 1 TP.

Terminal Phase

Max hand size is 10 cards. Discard excess cards.

Card List Notation

S Sally card

M Machine card

E Effect

A Action card

F/T Fame points/Trouble points gained when card is played

T/C Type/Cost

GP Genius points

FP Fame points

TP Trouble points

A> This only occurs once when the card is put into play

X> You must do this once on your turn

Y> You may do this once on your turn if you want to

Z> You may do this as many times as you want on your turn

FOH From Opponent's Hand

Card List

Card Name:	T/C	F/T	Notes:
Nothing Machine	M5	5/5	Y> Gain 5TP + discard 1 card in play
Thinking Machine	M4	2/1	Y> Remove 1 TP
Order of the Great Parallax	E2	X/0	X = 1 FP per Sally you have completed
Diploma of Perpetual Omnipotence	E2	X/0	X = 1 FP per 2 Machines you control
A Good Shellacking	A4	2/0	Target Opponent loses 2 FP
Adding Machine	M4	1/0	Y> Draw 1 card + Opponent gains 1 FP
Gargantius Effect	A1	1/0	Worth 3 cards to pay for Sally
Poetry Writing Machine	M6	4/1	X> Gain 1 FP and 1 TP on your turn
Idiot Machine	M2	1/2	A> Opponent discards 1 random card
Wish Granting Machine	M3	4/1	A> Opponent draws 1 card
Polypolice Machine	A2	2/0	Worth 3 cards to pay for Sally
Dragons of Probability	S5	5/0	A> Target Opponent gains 2 TP
King Krool the Hunter	S7	7/0	A> Target Opponent gains 2 TP
Demon of the Second Kind	A0	0/0	Worth 3 cards to pay for Sally
Machine to Ask Questions	M2	1/1	Z> Gain 1 TP and 2 GP
Arrange the Stars	E2	1/1	Y> Gain 1 TP and draw 1 card
Disassemble	A1	0/0	Put Machine back in owners hand
Contact HPLD Civilization	A0	1/2	Draw 4 cards
Altruizine	AX	X/X	X = Number of cards you discard
Create Race of Happy Robots	S3	3/3	X> Draw 1 card and gain 1 TP
Magnificent Electroknigh	A4	3/5	Search deck for Sally and put it in play
Gold Making Machine	M2	2/2	Z> Discard 1 card to gain 1 FP
The Pirate Pugg	S4	4/0	A> Target Opponent gains 2 TP
Baby Cannon	M3	1/2	Sallies cost 1 less
Master Builder	A1	1/0	Worth 3 cards to pay for Machine
One Number 5 Screw	A0	0/0	Worth 3 cards to pay for Machine
Invent it First	A3	1/1	Steal a Machine card just played
Femfatalatron	M3	2/2	Y> Lose 1 FP to draw 1 card
Spies	A1	0/1	Look at Opponent's hand & Steal 1 card
Royal Workshops	E4	1/0	Machines cost 1 Less
Audience with the King	A1	1/0	Draw 4 cards
Sated with Glory	A4	3/0	Must already have 10+ FP
Probability Proof Shields	M2	0/0	Opponent cannot make you lose cards
Contraptions	M1	0/0	Z> Discard 1 card to remove 1 TP
Instruments	M1	0/0	Y> Cost 1 GP: look at next 4 cards in deck
Publish an Excellent Article	E1	1/0	A> Gain 5 GP
Auto-Destruct Mechanism	A1	2/0	Discard a Machine you control
Higher Mathematics Simulation	E2	1/0	Y> Draw 5 cards and discard 5
Diabolical Algorithm	A1	1/0	Worth 2 cards to pay for Machine or Sally
Council of War	A1	1/0	All players may fill their hands to 10 cards
Kings Atrocitus and Ferocitus	S6	6/0	A> Target Opponent gains 2 TP
Sally to Nowhere	S1	1/0	A> Target Opponent gains 1 TP
Increasingly Elaborate Story	E1	2/1	Z> Discard 4 GP to gain 1 FP
Low and Underhanded Trick	A2	1/1	Target Opponent gains 3 TP
Bilateral Personality Transformer	M2	0/1	Z> Gain 3 TP: Trade Hands with Opponent
Imprisonment	A1	0/0	Target player misses his next turn
Steal the Cymberanide Dynasty Diadem	S6	5/5	A> Target Opponent gains 2 TP
Megalomechanism	M5	4/1	Hand Size +1
Dream of a Machine	A2	2/0	Worth 3 cards to pay for Machine
The Thing that Would Not Leave	S4	4/0	A> Target Opponent gains 3 TP

Card Name:	T/C	F/T	Notes:
Bureaucratic Solution	A2	2/1	Worth 3 cards to pay for a Sally
Journey to the Galactic Pole	S6	5/3	Counts as 2 Sally cards to end game
Negotiations	AX	0/0	Remove X TP
Aid the Steelpips	S3	3/0	A> Opponent must discard 1 card from hand
It's a Fake!	A2	0/0	Discard target Machine
Solar Schooner	M3	1/0	Y> Draw a card: If it is a Sally keep it
Metainformationator	M3	1/1	Z> Discard 4 GP to draw 1 card
Harsh Justice of the Constructor	A1	3/2	Only if you have 5+ Sallies in play
Vanity of the Constructors	A2	0/0	Opponent loses 4 FP and gains 2 TP
New Kingdom in a Box	M3	4/2	Also counts as a Sally
Three Storytelling Machines	M1	3/0	A> Draw 3 cards
Matter of Remuneration	A0	2/0	Draw 2 cards
The Perfect Advisor	M2	2/1	When drawing cards draw 2 & discard 1
Encounter the Multitudians	S4	4/4	Opponent gains 3 TP
Telepathitron	M2	1/1	Z> Cost 1 GP: Look at opponents hand
Juris Consulenta	M3	1/1	Y> pay 5 GP: Steal 1 random card FOH
Secret Experiments	E3	0/1	A> Search deck for card: put it in your hand
Revenge of the Constructor	A5	3/3	Opponent loses 5 FP and gains 5 TP
Atomic Resurrection	A2	0/1	Search discard for card: put it in your hand
The Hedophages of Ninnica	S3	1/1	Opponent loses 2 FP
Ion Mead and Mulled Electrolyte	A0	0/1	Steal 1 random card FOH
Cabinets that Dream	M3	3/3	Z> pay 3 GP: Opponent gains 1 TP
Black Box	M2	2/2	Z> Draw 2 cards and discard 3 cards
The Machine That Wasn't	M2	2/2	Gain 1 FP every time you play a Machine
Great Labors	E1	2/0	Y> Discard a card to gain 6 GP
Cruel Obscurity	A0	0/0	Opponent loses 3 FP
Tales of the Hermetic Hermit	A0	0/0	Draw 3 cards & Opponent gains 2 FP
Gnostotron	M6	5/4	Y> Gain 1 GP

Constructor List

Name:	Notes:
Turl the Constructor	Once on your turn you may gain 1 TP to draw 1 card.
Klapaucius the Constructor	Discard 1 card to remove 1 TP.
Harborizian Cybr	Draw a card when you play an Effect card
Cerebron of Umptor	Discard 1 card to gain 1 FP.
Basiliscus the Gorgonite	Gain 1 GP on your turn.

Links

Wikipedia Review Comparative Analysis Humanistic Fiction





Deadlock

Introduction

Board/Card/Record Keeping game for 2-4+ players. Based on the 1996 Sci-Fi PC Game "Deadlock: Planetary Conquest"

Disclaimer

Deadlock is a copyrighted, licensed product. This is merely a fan site.

Victory

You win by occupying all territories on the map.

Dice

Six sided dice are needed.

Races

Each player picks as their identity one of the 7 available races: Human, ChCh-t, Uva Mosk, Tarth, Re'Lu, Maug, Cyth

Humans

All buildings that produce trade income produce an additional 2 Credits per turn. Human Infantry have Attack +1. Humans pay 1 less to transport Colonists in Transport Phase.

Chch-t

Hive Mind Insectoid aliens. ChCh-t gain +1 population unit in Population Phase. All Military units cost 1 Metal less.

All Ground Forces have Move +1. All Buildings that produce Military units can produce up to one extra unit per turn. They have the ability to steal: In Ability Phase Roll 1D6 for each adjacent territory occupied by

an opposing player: On a roll of 1 they may take 1D6 surplus units of Metal or Food from them.

Uva Mosk

Shamanistic Ant-eater looking aliens. Mines, farms, and Energy Plants have production +1. Scout Units have Defense +1 They have the ability to spy: They may always look at adjacent opponent's record sheets in Ability Phase Uva Mosk may not set a high Tax rate.

Tarth

Giant Militant reptilian Bulldog aliens. Ground Forces have Attack +1 and Defense +1. Farms produce +2.

Tarth cannot make Scout Units. Tarth Ships are Defense -1.

Re'lu

Green Telepathic Symbiote aliens. During Battle they have Mind control ability. (At least 1 Commander must be present to Mind Control) Roll 1D6 for each opposing unit at the beginning of a battle: On a roll of 1, the Re'Lu gain permanent control of them.

They have the Ability to subvert morale: In Ability Phase Roll 1D6 for each adjacent territory occupied by an opposing player: On a roll of 1 it is a success: 1D6 Colonists become Rebels.

Maug

Sickly Cybernetic Intellectual aliens. Research Facilities have production +2. Maug Infantry are Defense -1.

They have the ability to sabotage: In Ability Phase Roll 1D6 for each adjacent territory occupied by an opposing player: On a roll of 1, roll on the Sabotage Table:

1D6	Effect
1	Steal 1 Technology from Opponent.
2-3	One random building in Territory is destroyed.
4-6	One target Military Force in Territory is destroyed.

Cyth

Psychic Morose Octopoid aliens. Commander units can Mind Blast and have Attack +3 They have the ability to poison: In Ability Phase Roll 1D6 for each adjacent territory occupied by an opposing player: On a roll of 1, the territory is poisoned and cannot produce food for 1D6 turns.

The Map

The map is a 5 x 5 grid (25 spaces). A new map is created for each game. For each Territory roll on the Terrain table to what kind of terrain it has.

Give each territory a (Silly) Name. Territories that share a side (not just a corner) are said to be adjacent.

The Terriain Table

There are 6 types of Territories.

1D6	Territory	Energy	Metal	Food	Culture	Research
1	Plains	-	1	3	-	-
2	Forest	1	1	1	-	-
3	Mountains	1	3	-	-	-
4	Ocean	1	1	1	-	-
5	Swamp	3	-	1	-	-
6	Ruins	-	-	-	1	1

The Energy, Metal, and food columns list the production bonus that Farms, Mines, and Energy plants in that territory receive. Ruins give a production bonus to Culture Capacity and Research Producing Buildings.

Random Territory Determination

Assign each territory a number. Create a corresponding numbered counter. Place these in the Territory Pile.

Draw from this pile to determine a random Territory.

Territories & Building Limit

In addition to having a Terrain type, each Territory can Hold up to a max of 6 Buildings. Each building in a Territory must be assigned a number from 1-6 for The purpose of random building determination (Missile attacks, earthquakes, sabotage, etc.)

Setup

Players roll high on 1D6 to determine turn order. Players take turns selecting which territory they want to land their first settlement in. A Landing cannot be adjacent to another landing.

Each player starts with 1 City Center building. Each player starts with 20 Food, 20 Metal, 20 Energy, and 20 Credits. Each player starts with 1 Colonist.

Colonists

Use tokens to represent colonists. Place these Tokens on the Map Territories to show their Location. Most buildings require 1 colonist to operate it.

Place colonists in Rebellion in your Rebel Pile. Rebels will not operate Buildings.

Military Units

Counters are needed for each player for the 8 different Unit types: Colonizers, Scouts, Infantry, Tanks, Planes, Ships, and Missiles Place these Counters on the Map Territories to show their Location.

Turn Sequence

Players take turns. Each turn has 20 Phases:

1. Upkeep Phase
2. Labor Phase
3. Event Phase
4. Population Phase
5. Morale Phase
6. Taxation Phase
7. Rebellion Phase
8. Resource Phase
9. Diplomacy Phase
10. Trade Phase
11. Black Market Phase
12. Build Phase
13. Production Phase
14. Ability Phase
15. Transport Phase
16. Attack Phase
17. Plane Return Phase
18. Colonization Phase
19. Research Phase
20. End Phase

Upkeep Phase

Each Colonist Consumes 1 Food. Each Basic Building consumes 1 Energy. Each Advanced Building consumes 3 Energy.

Unfed colonists are put into your Rebel Pile. Buildings without Energy produce nothing this turn. Energy plants do not consume energy.

If you ever manage to have more Colonists than Housing, the Excess colonists become Rebels.

Labor Phase

Distribute Colonists within a Territory to the Buildings there. Each building requires 1 colonist to operate it. Buildings that require no colonists include: Housing, Laser Defense, Energy Defense If you have excess colonists, roll 1D6 for each: On a roll of 4+ they become Rebels.

Event Phase

Roll on the Event Table:

1D6	Event:	Notes:
1	Earthquake	A Building in 1 Random square in 1 Random Territory is destroyed
2	Plague	1D6 Colonists in 1 Random Territory are destroyed
3	Rebellion	1D6 Colonists in 1 Random Territory become Rebels
4+	Nothing	

Population Phase

Gain 1 Colonist counter for each City Center you control. Place this colonist onto any Territory you occupy. If your housing capacity is already at maximum, you do not get any more colonists.

Morale Phase

Colonists are either happy or rebels. If you have more total colonists than Culture + Art capacity, the excess colonists become Rebels. If there is more Culture + Art than total colonists, then 1 Rebel is converted back into a happy Colonist.

When discussing morale the term Total Colonists refers to Rebels + Happy Colonists. Note that art and culture are not used up like food, energy, metal, credits, and research; rather Art and culture are a measure of capacity like housing. Museum complexes produce one unit of Art every turn.

Taxation Phase

Set Tax Rate: High, Medium, Low. Low: Gain 1 Credit from each of your Territories and cause each Territory to convert 1 Rebel back into a Colonist. Medium: Gain 2 Credits from each of your Territories.

High: Gain 3 Credits from each of your Territories and cause 1 Colonist in each Territory to become a Rebel.

Rebellion Phase

For every 5 Colonists in Rebellion roll 1D6 (Rebellion Roll): On a Roll of 1, destroy 1 of your Buildings, 5 Colonists, and 1 Land Force Unit.

Resource Phase

Each of your Power Plants produces Energy. Each of your Farms produces Food. Each of your Mines Produces Metal.

Each of your Research Facilities Produces Research. Buildings that produce Credits from Trade may do so in this Phase or Be used to manufacture units in production phase.

Diplomacy Phase

Players may make deals with each other in this phase including Trading resources, credits, military forces, territories, and promises.

Trade Phase

Players may convert Credits into Food, Metal, Energy, Research, or Art. 2 Credits can be converted into 1 unit of any other Type.

Black Market Phase

You may have dealings with an eighth alien race: The Skirineen. They will buy 2 units of Food, Metal, or Energy for 1 Credit each. They will pay 2 Credits for 1 unit of Art.

You may purchase Military Units and Missiles from them for 10 Credits each. You may purchase a Technology from them for 100 Credits. If you deal with the Skirineen roll 1D6 (the Scandal roll): On a roll of 6+ there is a scandal: 1D6 of your Colonists rebel.

Humans add 1 to the Scandal Roll.

Build Phase

You may construct 1 Building in each territory you control. Some buildings can only be made if you own the necessary Technology. Note that all construction costs are in Units of Metal.

See the Building List for prices.

Production Phase

Some of your buildings may produce units. There are 10 basic types of units available:

Unit Type:	Cost:	Attack	Defense	Init	Move	Building/Research Req:
Colonist Tokens	-	1	1	1	1	City Center
Colonizers	3	1	1	1	1	City Center
Scouts (Ground Force)	2	1	1	2	2	City Center/ Electronics
Commander (Ground F.)	4	2	2	2	2	City Center/ Electronics
Infantry (Ground F.)	2	2	2	1	1	Factory
Tanks (Ground Force)	3	3	3	1	2	Factory
Planes (Air Force)	4	2	1	1	3	Airport
Ships (Sea Force)	3	3	3	1	2	Seaport
Laser Defense	5	4	4	1	-	It is a Building

Unit Type:	Cost:	Attack	Defense	Init	Move	Building/Research Req:
Missiles	2	1	-	-	3	Missile Base

Costs are in units of Metal. Ground, Air, and Sea Forces are collectively referred to as Combat Forces. Scouts are weak versions of Infantry built in City centers.

Combat Forces, Laser Defenses, and Missiles are collectively referred to as Military Forces (units). Tanks, Planes, and Ships are collectively referred to as Vehicles. Colonist Tokens and Colonizers are a non-military form of Ground Force.

A Laser Defense counts as both a unit and a Building. 1 Unit of Colonists is put into the Colonizer. Basic Production buildings can make 1 Unit max per turn.

Advanced production buildings can make 2 Units

per turn. A Building that produced credits from trade this turn cannot be used to make units.

Ability Phase

Each player may use his race's special ability in this phase if he has one.

Missile Phase

You may launch Missiles at opposing Territories in this phase. Roll on the Missile table for each missile you launch:

1D6	Result
1-4	Miss/No Effect
5	Destroy target Military unit. Defender chooses.
6	Destroy a target Military unit. You choose.
7	Destroy a random Building
8	Destroy a target Building. You choose.
9+	Destroy any target unit or Building. You Choose.

Add one to the Roll for each Attack level your Missiles have. Subtract 2 if the Defender has an Energy Defense Building in the Territory. Each Laser Defense Structure in the territory may try to shoot down one incoming missile: Roll 1D6: on a roll of 1 the Missile is shot down.

Note: When a building is destroyed, any colonist Token on it is also destroyed.

Transport Phase

You may move units and colonist tokens in this phase. A unit must stop upon entering a territory you do not control. Colonist tokens may only move into territories you control.

Pay 2 Credits to move a Colonist. This is called the Transportation Cost.

Attack Phase

If your units move into a Territory occupied by another player, there will be a Battle. Play proceeds in Rounds. Each unit of both sides gets to attack once every round.

Air Units attack before Ground units regardless of initiative. Units with a higher initiative attack before other units of the same type. Attacks by units with the same initiative are simultaneous.

Laser Defenses are considered to be ground units for purposes of Initiative. When attacking a unit rolls a number of dice equal to its attack level: For every roll of 1, a target defending unit loses 1 defense level. A unit reduced to a Defense level of zero is destroyed.

If a plane is targeted, it will dodge the attack on a roll of 4+ on 1D6 (Dodge Roll). The Rounds continue until one side is completely wiped out. If the

defender is defeated, all the buildings in the Territory are destroyed.

Plane Return Phase

Attacking Plane Units return to the nearest Airport or Airbase this phase.

Colonization Phase

If you have a Colonizer in a Territory not occupied by any enemy units, it may Settle the Area: The colonizer is removed, and replaced with a Housing Unit and a Colonist Token. Once a colonizer has settled a territory you are in control of it.

Research Phase

If you have 50 or more research points, you must spend 50 points to purchase a new Technology: Draw 5 cards from the technology deck and choose one. If you already have all of those 5, discard and draw another 5 cards. If the deck runs out, shuffle the discard and draw from it.

End Phase

Check to make sure all written records are complete.

Oceans

Ocean Territories present a set of special case rules. You control a territory if at the end of Colonization phase, you are the only player With ships or sea structures in it. Sea Structures include Benthic Mines, Wave Platforms, and Fisheries.

Shipyards and Hydroports must be constructed on Territories adjacent to an Ocean. If a territory is adjacent to more than one ocean and these oceans are not adjacent, then A port can only serve one of the

oceans. Ships occupy oceans only, they cannot enter land spaces.

If the adjacent port is destroyed, Sea structures will stop all production.

Building Construction List

Building	Cost	Required Technology:
City Center	25	None
Colonist Dwellings	3	None
Apartment Complex	6	None
Luxury Housing	9	None
Hydroponic Farm	5	None
Food Replicator	10	Food Replication
Surface Mine	5	None
Mantle Drill	10	Molecular Bonding
Nuclear Plant	5	None
Fusion Plant	10	Nuclear Fusion
Factory	5	None
Automated Factory	10	Automation
University	5	None
Research Center	10	Chaos Computers
Cultural Center	5	None
Museum Complex	5	None
Shipyard	5	None
Hydroport	10	Shockwave Projector
Airport	5	None
Airbase	10	Neutronic Fuel
Missile Base	5	Rocketry
Laser Defense	5	None
Energy Defense	5	Energy Deflectors
Benthic Mine	10	Ocean only; Adjacent Port
Wave Platform	10	Ocean only; Adjacent Port
Fishery	10	Ocean only; Adjacent Port
Fuel Storage	5	None

Building Benefits List

Building	Notes:
City Center	Housing = 5; Culture = 5; Trade = 5; Build Units*
Colonist Dwellings	Housing = 3; Pay 4 to upgrade to Apartment Complex
Apartment Complex	Housing = 6; Pay 4 to upgrade to Luxury Housing
Luxury Housing	Housing = 9
Hydroponic Farm	Food = 4; Basic Farm
Food Replicator	Food = 8; Advanced Farm
Surface Mine	Metal = 4; Basic Mine
Mantle Drill	Metal = 8; Advanced Mine
Nuclear Plant	Energy = 4; Basic Plant
Fusion Plant	Energy = 8; Advanced Plant
University	Research = 5; Basic Lab
Research Center	Research = 10; Advanced Lab
Factory	Trade = 5; Build Infantry/Tanks; Basic Factory

Building	Notes:
Automated Factory	Trade = 10; Build Infantry/Tanks; Advanced Factory
Cultural Center	Cultural Capacity = 10
Museum Complex	Art = 1
Shipyards	Trade = 5; Build Ships; Basic Port
Hydroport	Trade = 10; Build Ships; Advanced Port
Airport	Trade = 5; Build Planes; Basic Hangar
Airbase	Trade = 10; Build Planes; Advanced Hangar
Missile Base	Build Missiles
Laser Defense	Counts as a Military Unit
Energy Defense	Missile Defense
Benthic Mine	Metal = 5; Mine
Wave Platform	Energy = 5; Plant
Fishery	Food = 5; Farm
Fuel Storage	Units in this space get Move +1

* Colonizers, Commanders, and Scouts.

Technology Deck Card List

Technology:	Benefit:
Nuclear Fusion	Needed for Fusion Plant
Synthetic Fertilizer	Food production +1
Electronics	Military Units Initiative +1; Needed for Scouts
Rocketry	Needed for Missile Base
Metallurgy	Military Units Defense +1
Fusion Cannon	Vehicles and Laser Defense Attack +1
Shockwave Projector	Ships get Attack +1; Needed for Hydroport
Molecular Bonding	Needed for Mantle Drill
SAM Missiles	Opponent's Dodge Rolls at -1
Chaos Computers	Needed for Research Center
Automation	Needed for Automated Factories
Hoverway	All Territories earn +2 Credits in Tax Phase
Antimatter Containment	Energy Production +1; Missiles Attack +1
Energy Deflectors	Vehicles Defense +1; Needed for Energy Defense
Endurium Mining	Metal Production +1
Starflare Bombs	Missiles & Planes Attack +1
Neutronic Fuel	Planes & Missiles Move +1; Needed for Airbase
Artificial Intelligence	Factories Trade +2 & Unit Production +1
Antimatter Rifles	Infantry Attack +1
Ion Weapons	Missiles and Ships Attack +1
Triidium Mining	Metal Production +1
Orbital Surveillance	Military Units Initiative +1
Metal Replication	Units cost 1 Less Metal to produce (Minimum of 1)
Cortex Scanner	Research Production +1
Disruptor Beams	Vehicles and Laser Defense Attack +1
Food Replication	Needed for Food Replicator
Anti-Matter Deflectors	Vehicles Defense +1
Sub-Space Scanner	Metal Production +1
Assault Armor	Infantry Defense +1
Air Cloaking	Dodge Rolls +1
Ground Cloaking	Tanks and Ships get to make Dodge Rolls at -1
Sensor Arrays	Military Units Initiative +1; Opponent's Dodge Rolls at -1

Technology:	Benefit:
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Transporters	Planes Move +1; All Territories earn +2 Credits in Tax Phase
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Links

[Deadlock Wikipedia treatment](#) [Deadlock II Cyber-lore](#)

Designers Notes

I love the computer game. I still play, usually as the humans. In most ways I tried to be true to the original, but some things I had to abstract and Other things I took some artistic license with. Need to get a copy of the Part II version.





Destiny Skirmish

Introduction

Card and board game for 2 or more players Abstract skirmish level combat with a Destiny theme. One player controls the Guardians. The other player controls an Alien Faction.

Disclaimer

Destiny is a licensed, trademarked, copy-righted property. This is merely a fan site.

Victory

You win if you destroy all opposing Units.

The Cards

Players share a common deck.

The Map

Use a 10 x 10 or 12 x 12 Grid.

Dice

Six sided dice are used.

Figures

Use figurines or miniatures to represent Units.

Setup

Each player places Units on the squares of his back 2 rows or According to the scenario description. Units may not stack.

Action Tokens

Use glass stones or pebbles. These are used to keep track of which units have had their turn. Place them next to the unit.

Damage Tokens

Use Poker Chips. This keeps track of how much Damage the unit has taken. Place them under the unit.

Turn Sequence

Place an Action Token next to each unit. Players roll high on 1D6 to see who goes first. Players take turns activating one unit at a time.

When you activate one of your Units, remove its Action Token. Then draw 2 Cards for the current Unit. Use these cards to have the Unit Move and Attack.

Note: A Unit may make multiple Moves and Attacks per turn. Discard cards when used or if they are un-useable. Continue to the next unit until no units have any Action Tokens.

Moving

Discard a Move card to move exactly the indicated number of Spaces. Moves can be orthogonal or diagonal.

Attacking

Discard an Attack card to Attack. The target must be at one of the ranges available to the Attack. The Attack hits on a roll of 4-6+ on 1D6.

Defending

When a unit is hit by an attack, it has a chance to defend. Immediately draw 2 cards. For each Defense card you draw roll 1D6: The attack is negated on a roll of 4-6+.

Damage

Every time a Unit is hit, it gains a Damage Token. If a Unit has more Damage Tokens than Hits, it is destroyed. Note: some attacks do more than 1 Damage.

Card List Notation

Copies of that card in the deck

Type Purpose of card

M Movement card: Play to move Unit exactly that many spaces.

A Attack card: Play to hit a target on a roll of 4-6+

D Defense card: Play to negate a hit on a roll of 4-6+

K As a Knight would move in Chess

N Only useable by a Guardian

P Primary Weapon Card: Per Weapon or Unit Description

S Secondary Weapon Card: Per Weapon or Unit Description

B Ability Card: Per Unit Description

G Grenade Card: Per Guardian Description

V Maneuver Card: Per Guardian Description

T Training Card: Per Unit Description

O Modifier Card: Per Unit Description

Z Tactics Card: Per Unit Description

R Regenerate: Remove 1 Damage Token

X Guardian Trait: Draw 2 Cards

H Race: Per Guardian Description

Destiny Common Deck Card List

Card Name:	#	Range	Type
Walk	4	1	M
Run	3	2	M
Jump	2	K	MN
Sparrow	1	3-4	MN
Melee	1	1	A
Primary Weapon	4	-	P
Secondary Weapon	2	-	S
Ability Card	1	-	A
Grenade Card	1	-	GN
Maneuver Card	1	-	VN

Card Name:	#	Range	Type
Training Card	1	-	T
Modifier Card	1	-	O
Tactics Card	1	-	Z
Recovery	1	-	R
Agility	1	-	D
Armor	1	-	D
Intellect	1	-	XN
Discipline	1	-	XN
Race	1	-	HN

Guardians

Guardians have 3 Hits each. For each individual Guardian determine the following: Race, Class, Sub-

class, Primary Weapon, Secondary Weapon.

Guardian Races

Race:	Race Card Effect:
Human	D (Defense: Tough Survivors)
Exo	X (Draw 2 Cards: AI memory Banks)
Awoke	M1 (Move 1 Space: Enhanced Spatial Awareness)

Guardian Classes And Subclasses

Class:	Subclasses:
Titan	Striker, Defender
Hunter	Gunslinger, Bladedancer
Warlock	Voidwalker, Sunslinger

Guardian Primary And Secondary Weapons

Weapon	Attacks	Notes:
Autorifle	A1, A2, AK, A3	2 Attacks per Card
Scout Rifle	A2, A3, A4, A5	2 Attacks per Card
Pulse Rifle	A1, A2, A3, A4	2 Attacks per Card
Hand Cannon	A1, A2	2 Damage
Fusion Rifle	A1, A2, A3	2 Damage at Range = 3
Sniper Rifle	A4, A5	2 Damage
Shotgun	A1, A2, AK	2 Damage at Range = 1
Machinegun	A2, A3	3 Attacks per Card, 2 Damage, Heavy
Rocket Launcher	A3, A4	3 Damage, Blast, Heavy

Heavy Weapons

Guardians firing a Heavy Weapon Hit on a roll of 5-6+.

Burst Effect

All units orthogonally adjacent to the Attacker will take 1 Damage on a roll of 4-6+.

Adjacency Rules

Unless specified Diagonal and Orthogonal Units are adjacent.

Blast Effect

All units orthogonally adjacent to the Target will take 1 Damage on a roll of 5-6+.

Stun Effect

In Addition to taking Damage, the effected unit cannot move or attack on its Next turn. (It loses its action Token. If it already used it this turn, it does not Get one next turn)

Suppress Effect

Effected unit cannot use the following types of cards on its next 3 turns: Ability, Maneuver, Grenade, Training, Modifier, Tactics, Race, Intellect, Discipline.

Protect Effect

Counts as a Defense for an adjacent friendly unit.

Orbs Of Light Effect

Adjacent friendly Units get to draw an extra card on their next turn

Heal Effect

Adjacent friendly Unit regains 1 Lost Hit.

Titan Striker

Card Type:	Effect	Notes
Grenade	Flashbang	AK with Stun
Ability	Fist of Havoc	M1 then Burst
Tactics	Storm Fist	A1 for 2 Damage

Detonate Effect

All units orthogonally adjacent to the Attacker will take 2 Damage on a roll of 4-6+. Upon Detonation this Unit is destroyed.

Grenades

Each Guardian can use the Grenade card for 3 different Attack effects. Two Effects are common to all Guardians:

1. Heavy Damage: AK for 2 Damage
2. Area of Effect: AK with Blast

The Third Effect is specific according to each subclass.

Card Type:	Effect	Notes
Modifier	Shoulder Charge	M2 then A1
Training	Codex	D or Regenerate
Maneuver	Catapult	M3

Titan Defender

Card Type:	Effect	Notes
Grenade	Suppressor	AK with Suppress
Ability	Ward of Dawn	D or Protect
Tactics	Disintegrate	D or A1

Card Type:	Effect	Notes
Modifier	Gift of the Void	Orbs of Light
Training	Codex	D or Regenerate
Maneuver	Lift	M2

Hunter Gunslinger

Card Type:	Effect	Notes
Grenade	Trip Mine	A4 with Blast
Ability	Golden Gun	A3 for 3 Damage
Tactics	Throwing Knife	A2 (Hits on a roll of 2+)
Modifier	Trance	Draw 2 Cards
Training	Paths and Ways	D or Regenerate
Maneuver	Double Jump	M2

Hunter Bladedancer

Card Type:	Effect	Notes
Grenade	Skip Grenade	A2 and AK and A3 (All must be Adjacent)
Ability	Arc Blade	A1 for 2 Damage
Tactics	Showstopper	Burst
Modifier	Cloak	D or MK then A1
Training	Paths and Ways	D or Regenerate
Maneuver	Triple Jump	M3

Warlock Void Walker

Card Type:	Effect	Notes
Grenade	Vortex Grenade	A2 for 2 Damage
Ability	Nova Bomb	A3 for 3 Damage
Tactics	Energy Drain	A1 and Regenerate

Card Type:	Effect	Notes
Modifier	Vortex Mastery	Draw 2 Cards
Training	Arcane Order	D or Regenerate
Maneuver	Blink	MK

Warlock Sun Slinger

Card Type:	Effect	Notes
Grenade	Solar Grenade	A3 for 2 Damage
Ability	Radiance	D or Draw 2 Cards
Tactics	Scorch	A1 for 2 Damage

Card Type:	Effect	Notes
Modifier	Gift of the Sun	Orbs of Light
Training	Arcane Order	D or Regenerate
Maneuver	Glide	M4

Alen Factions

There are 4 types of alien enemy groups:

Race:	Description:	Race Card Effect:
Fallen	Ruthless Once-Noble Scavengers	A3 (Firepower)
Hive	Ancient Festering Evil	A1 (Ferociousness)
Vex	Inscrutable Living Metal	M2 (Teleportation)
Cabal	Brutal, Hulking Conquerors	D (Defensive Measures)

FALLEN: DREG (1 Hit)

Card Type:	Effect	Notes
Primary	Shock Pistol	A2
Secondary	Shock Dagger	A1
Ability	Shock Grenade	AK

Card Type:	Effect	Notes
Modifier	Shrapnel Launcher	A3 (Hits on 3-6+)
Training	Dual Shock Daggers	A1 (2 Attacks)
Tactics	Cover	D

FALLEN: VANDAL (2 Hits)

Card Type:	Effect	Notes
Primary	Shock Rifle	A2, A3
Secondary	Shock Blades	A1 (2 Attacks)
Ability	Shock Grenade	AK

Card Type:	Effect	Notes
Modifier	Shrapnel Launcher	A3 (Hits on 3-6+)
Training	Wire Rifle	A4, A5
Tactics	Cover	D

FALLEN: STEALTH VANDAL (2 Hits)

Card Type:	Effect	Notes
Primary	Shock Rifle	A2, A3
Secondary	Shock Blades	A1 (2 Attacks)
Ability	Cloaking Device	D
Modifier	Shrapnel Launcher	A3 (Hits on 3-6+)
Training	Wire Rifle	A4, A5
Tactics	Get in Close	M2 then A1 for 2 Damage

FALLEN: CAPTAIN (3 Hits)

Card Type:	Effect	Notes
Primary	Shrapnel Launcher	A3 (Hits on 3-6+)
Secondary	Shock Blades	A1 (2 Attacks)
Ability	Arc Shield	D

Card Type:	Effect	Notes
Modifier	Shock Rifle	A2, A3
Training	Shock Blades	A1
Tactics	Teleporter	MK, M4

FALLEN: SHANK (1 Hit)

Card Type:	Effect	Notes
Primary	Shock Gun	A2
Secondary	Shock Gun	A3
Ability	Hover	M1

Card Type:	Effect	Notes
Modifier	Tracking Projectiles	AK
Training	Solar Shield	D
Tactics	Flank	MK

FALLEN: SERVITOR (3 Hits)

Card Type:	Effect	Notes
Primary	Eye Blast	A4
Secondary	Eye Blast	A5
Ability	Void Halo	Heal

Card Type:	Effect	Notes
Modifier	Void Halo	Heal
Training	Teleporter	MK
Tactics	Teleporter	M4

FALLEN BOSS: DEVIL WALKER (8 Hits)

Card Type:	Effect	Notes
Primary	Chain Gun	A2, A3 (2 Attacks)
Secondary	Shock Grenades	AK
Ability	Cannon	A4, A5 for 2 Damage with Blast
Modifier	Laser Array	A3, A4 with Blast
Training	Push Back	Burst
Tactics	Shank Bay	Deploy 1 Shank

HIVE: THRALL (1 Hit)

Card Type:	Effect	Notes
Primary	Claws	A1
Secondary	Charge	M2 then A1
Ability	Berserk	M1 then A1

Card Type:	Effect	Notes
Modifier	Quick	D or M3
Training	Rush	M2
Tactics	Swarm	M1 or A1

HIVE: CURSED THRALL (1 Hit)

Card Type:	Effect	Notes
Primary	Explode	Detonate
Secondary	Explode	Detonate
Ability	Explode	Detonate

Card Type:	Effect	Notes
Modifier	Lumber	M1
Training	Lumber	M1
Tactics	Lumber	M1

HIVE: ACOLYTE (1 Hit)

Card Type:	Effect	Notes
Primary	Shredder	A2, A3
Secondary	Boomer	A3 for 2 Damage and Blast
Ability	Lurk	M1

Card Type:	Effect	Notes
Modifier	Pot Shot	A3
Training	Entrenched	D
Tactics	Cover	D

HIVE: KNIGHT (3 Hits)

Card Type:	Effect	Notes
Primary	Boomer	A3 for 2 Damage and Blast
Secondary	Shredder	A2, A3
Ability	Cleaver	A1 for 2 Damage
Modifier	Berserk Rage	M2 then A1
Training	Wall of Darkness	D or Regenerate
Tactics	Arc Shield	D

HIVE: WIZARD (2 Hits)

Card Type:	Effect	Notes
Primary	Darkness Blast	A3, A4
Secondary	Dark Sphere	Burst
Ability	Foul Energy	Protect or Heal

Card Type:	Effect	Notes
Modifier	Hover	M2
Training	Nimble	D or M3
Tactics	Solar Shield	D

HIVE: OGRE (4 Hits)

Card Type:	Effect	Notes
Primary	Eye Blast	A2, A3, A4 for 2 Damage
Secondary	Ground Slam	Burst for 2 Damage
Ability	Berserk	M2 then A1 for 2 Damage

Card Type:	Effect	Notes
Modifier	Rush	M3
Training	Roam	M1
Tactics	Tough	D

VEX: GOBLIN (1 Hit)

Card Type:	Effect	Notes
Primary	Slap Rifle	A2, A3
Secondary	Torch Hammer	A3, A4 with Blast
Ability	March	M1

Card Type:	Effect	Notes
Modifier	Evasion	D
Training	Rampage	M3
Tactics	Blink Walk	M2

VEX: HOBGOBLIN (2 Hits)

Card Type:	Effect	Notes
Primary	Line Rifle	A3, A4, A5
Secondary	Slap Rifle	A2, A3
Ability	Stasis Shield	D
Modifier	Slap Grenade	AK
Training	Suppressive Fire	A3, A4 (2 Attacks: Hits on 5-6+)
Tactics	Blink Walk	M2

VEX: HARPY (1 Hit)

Card Type:	Effect	Notes
Primary	Twin Slap Rifles	A2, A3 (2 Attacks)
Secondary	Flock	M1
Ability	Bypass Cover	M2 then A2, A3

Card Type:	Effect	Notes
Modifier	Scout	MK
Training	None	-
Tactics	Arc Shield	D

VEX: HYDRA (4 Hits)

Card Type:	Effect	Notes
Primary	Torch Hammers	A3, A4 with Blast
Secondary	Bombardment	A3, A4 with Blast (2 Attacks)
Ability	Float	M1
Modifier	Explode	Detonate
Training	Impregnable Shield	D
Tactics	Logic Barrier	D

VEX: MINOTAUR (3 Hits)

Card Type:	Effect	Notes
Primary	Torch Hammer	A3, A4 with Blast
Secondary	Slap Rifle	A2, A3
Ability	Armored Fist	A1 for 2 Damage

Card Type:	Effect	Notes
Modifier	Void Shield	D
Training	Rapid Teleports	M4
Tactics	Blink Walk	M2

CABAL: LEGIONARY (2 Hits)

Card Type:	Effect	Notes
Primary	Slug Rifle	A2, A3
Secondary	Projection Rifle	A3, A4 with Blast
Ability	Bulk	D

Card Type:	Effect	Notes
Modifier	Heavy Armor	D
Training	Flank	MK
Tactics	Jump Pack	M3

CABAL: PHALANX (2 Hits)

Card Type:	Effect	Notes
Primary	Slug Rifle	A2, A3
Secondary	Heavy Combat Shield	D
Ability	Bulk	D
Modifier	Heavy Armor	D
Training	Blind Fire	A2, A3 (Hits on 5-6+)
Tactics	None	-

CABAL: CENTURION (3 Hits)

Card Type:	Effect	Notes
Primary	Projection Rifle	A3, A4 with Blast
Secondary	Slug Rifle	A2, A3
Ability	Bulk	D

Card Type:	Effect	Notes
Modifier	Heavy Armor	D
Training	Solar Shield	D
Tactics	Jump Jets	MK

CABAL: COLOSSUS (4 Hits)

Card Type:	Effect	Notes
Primary	Heavy Slug Thrower	A2, A3 for 2 Damage
Secondary	Seeking Rockets	A4, A5 with Blast
Ability	Bulk	D
Modifier	Heavy Armor	D
Training	Massive Frame	D
Tactics	Ground Slam	Burst

CABAL: PSION (1 Hit)

Card Type:	Effect	Notes
Primary	Slug Rifle	A2, A3
Secondary	Psionic Blast	A1 for 2 Damage
Ability	Rapid	M2

Card Type:	Effect	Notes
Modifier	Sneaky	MK
Training	Hide	D
Tactics	Void Shield	D

Basic 9 Point Scenario

Guardians have 1 Titan, 1 Hunter, and 1 Warlock. Aliens have 9 Hits worth of Units.

Basic 18 Point Scenario

Guardians have 1 Unit of all 6 Subclasses. Aliens have 18 Hits worth of Units.

Terrain Types

Type:	Notes:
Open	No Effect
Hard Cover	Can use Move cards as Defense Cards

Crucible Challenge Scenario

Guardian vs Guardian. Each side has an equal number of Guardians.

Respawn Option

After being killed, a Guardian will Respawn in 3 turns. If playing with this rule, triple the hits worth of Alien Enemy Units, and Triple the Hits of Enemy Bosses. Crucible Challenges are unchanged.

Type:	Notes:
Choke Point	Must Stop upon entering
Impassable	Cannot be Entered
Gap	Can be Moved Through but cannot end turn on
Height	Attacks get +1 Range
Obstructed	Attacks out of this Space are at -1 to Hit
Rise	Cannot attack past
Loot	One time only: Guardian pick a different Secondary Weapon
Energy Source	When entering remove 1 Damage Counter
Blocked	Cannot be attacked past or Entered
Way Point	On your turn get M1 or M2 for free
Difficult	Unit on this space draws 1 less Card
Good Ground	Unit on this space draws 1 extra Card
Clear View	Attacks out of this Space are at +1 to Hit
Exposed	Attacks into this Space are at +1 to Hit
Light Cover	Attacks into this Space are at -1 to Hit
Depression	Cannot Attack out of or into unless Adjacent or Indirect

Note: Some spaces can have 2 or more Types of Terrain. For Example, a space may be a Way Point and a Rise simultaneously.





Doom Trooper Empires

Introduction

Doom Trooper Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Various races fight for control of the planet Mars.

Zone Type Table

1D10	Type: Notes
1-2	City: Generate Income
3	Desert
4	Jungle
5-6	Plains
7	Mountain: Units except Flyers must stop upon entering
8	Ravine: No unit may enter except Flyers
9	Water: No unit may enter except Flyers & Water Units
10	Polar

Factions

Each player picks one Faction: Capitol Imperial Bauhaus Mishima Cybertronic Brotherhood Dark Legion Each Faction has a unique Unit Set. Each Set has 50 chits.

Unit Lists Notation

Copies of this Chit in the Set

Air Flying Unit

Assault = Short Range Combat Specialist Barrage =

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Map

Map of Terraformed Mars. When creating a random Map roll on the Terrain Type Table:

Long Range Firepower Specialist Water = Amphibious Unit: Force +2 in or Adjacent to Water Spaces Desert = Desert Unit: Force +2 in or Adjacent to Desert Spaces Jungle = Jungle Unit: Force +2 in or Adjacent to Jungle Spaces Armor = Heavy Body Armor or Armored Vehicles

Core Basic Soldiers

Infiltration = Stealth Units Defense = These Units get Force +2 when Defending Leader = Veteran Personality Fortification = These Units cannot Move Poison = Unit specializes in Biological/Chemical Warfare

Capitol Unit List

Unit Name	#	Force	Speed	Notes
Purple Sharks	5	3	FF	Air
Free Marines	5	4	S	Barrage
Sunset Strikers	5	3	M	Infiltration
Banshees	5	3	FF	Air, Barrage
Sea Lions	5	4	M	Water
Scorpions	5	2	M	Desert
Infantry	5	2	S	Core
Orcas	5	4	M	Armor
Captain	5	4	F	Leader
Citadel	5	5	-	Fortification

Imperial Unit List

Unit Name	#	Force	Speed	Notes
Rams Air Cavalry	5	1	FF	Air, Barrage
Trenchers	5	2	S	Defense
Blood Berets	5	4	F	Infiltration
Young Guard	5	2	M	Assault
Clansman	5	3	S	Assault
Golden Lions	5	3	M	Infiltration
Berserkers	5	3	M	Assault
Warhounds	5	3	S	Core
Chieftain	5	4	F	Leader
Citadel	5	5	-	Fortification

Bauhaus Unit List

Unit Name	#	Force	Speed	Notes
Venusian Rangers	5	4	M	Assault
Kommandos	5	2	M	Jungle
Hussars	5	2	M	Core
Dragoon	5	3	F	Armor
Jaegers	5	2	M	Infiltration
Blitzers	5	3	FF	Air, Infiltration
Etoiles Mortant	5	4	S	Assault
Vulkans	5	4	S	Armor
Kommandant	5	4	F	Leader
Citadel	5	5	-	Fortification

Mishima Unit List

Unit Name	#	Force	Speed	Notes
Samurai	5	3	M	Defense
Crimson Devils	5	2	F	Infiltration
Bushido	5	2	S	Assault
Tiger Dragons	5	3	M	Assault
Ronin	5	2	M	Infiltration

Unit Name	#	Force	Speed	Notes
Ashigaru	5	2	S	Core
Meka	5	4	M	Armor
Warheads	5	4	FF	Air, Barrage
Hero	5	4	F	Leader
Citadel	5	5	-	Fortification

Cybertronic Unit List

Unit Name	#	Force	Speed	Notes
Deathdroids	5	3	M	Armor
Machinators	5	3	FF	Air, Barrage
Shock Troopers	5	3	S	Assault
Cuirassiers	5	4	M	Assault
Chasseurs	5	4	F	Barrage

Unit Name	#	Force	Speed	Notes
Cybercurity	5	3	M	Infiltration
Volunteers	5	2	S	Core
Chemimen	5	2	S	Poison
Specialist	5	4	F	Leader
Citadel	5	5	-	Fortification

Brothehood Unit List

Unit Name	#	Force	Speed	Notes
Death Angels	5	3	FF	Air, Barrage
Mortificators	5	3	F	Infiltration
Archangels	5	2	S	Core
Sacred Warriors	5	3	S	Defense
Valkyries	5	2	F	Assault
Mystics	5	4	M	Assault
Inquisitors	5	4	M	Armor
Assassins	5	3	M	Infiltration
Keeper of the Art	5	4	F	Leader
Citadel	5	5	-	Fortification

Dark Legion Unit List

Unit Name	#	Force	Speed	Notes
Nazgaroth	5	3	FF	Air
Legionnaires	5	2	S	Poison
Heretics	5	2	M	Infiltration
Necromutants	5	3	M	Core
Unholy Carronade	5	4	S	Barrage
Horde Troopers	5	3	S	Assault
Behemoth	5	4	M	Armor
Karnophages	5	3	M	Assault
Nepharite	5	4	F	Leader
Citadel	5	5	-	Fortification

Victory

You win if you control all the Cities on the Map

Setup

Each player starts with a City with 5 random units and a hand of 5 cards.

Action Deck

Players share a common Action deck

Draw Phase

First discard any cards you don't want. Each player draws 3 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Action Deck Card List

Card Name	#	Type	Notes
Tactical Maneuver	15	E	Move 1 Stack
Operational Maneuver	10	E	Move 2 Stacks
Strategic Maneuver	5	E	Move 3 Stacks
Scanners	2	E	Look at target Stack

Revenue Phase

Income is in "Credits" Every City produces 5 Credits per turn.

Move Phase

Use Action cards to move stacks or units in stacks.

FF A Flying unit can move 1-4 spaces & may jump over opposing stacks.

F A Fast unit can move 1-3 spaces.

M A Medium speed unit can move 1-2 spaces.

S A Slow unit can move 1 space.

Non-flying Units can move into but not through opposing stacks.

Action Deck Card Notation

E Event

B Battle Event

Card Name	#	Type	Notes
Hand-To-Hand	2	B	All your Assault Units get Force +3
High Morale	2	B	All Units in Stack get Force +1
Surprise Attack	2	B	Attacking Stack gets Force +8
Ambush	2	B	Defending Stack gets Force +8
Retreat	2	B	Negate Target Casualty
Botched Orders	2	E	Negate an Event Card Just played
Initiative	2	E	Draw 3 cards
Manifest Destiny	2	E	Look at next 7 cards in deck
Spy	2	E	Look at opponents Hand
Forced March	2	E	Move target Stack a Second time this turn
Assassination	2	E	Discard target Leader
Freelancers	2	E	Hire a Force = 3 Slow Core Unit Cost = 3
Strafe	2	B	All your Flying Units get Force +3
Missiles	2	B	All your Barrage Units get Force +3
Insertion	2	E	Move Infiltration Unit
Sortie	2	E	Move Flying Unit
Raiding Party	2	B	All your Infiltration Units get Force +3
Deadly Gasses	2	B	All your Poison Units get Force +3
Absorb Punishment	2	B	All your Armor Units get Force +3
Combat Tactics	2	B	All your Core Units get Force +3
Kill Zones	2	B	All your Fortification Units get Force +3
Leadership	2	B	Leader Unit gets Force +5
Mystic Arts	2	B	Brotherhood Unit gets Force +5
Dark Symmetry	2	B	Dark Legion Unit gets Force +5
Quality	2	B	Bauhaus Unit gets Force +5
Loyalty	2	B	Mishima Unit gets Force +5
Efficiency	2	B	Cybertronic Unit gets Force +5
Opportunity	2	B	Capital Unit gets Force +5
Discipline	2	B	Imperial Unit gets Force +5

Links

Mutant Chronicles Warzone Doom Trooper

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Warp Empires Ruleset

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A unit's cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

- S** Slow
- M** Medium speed
- F** Fast
- F** Force
- F** Fortification
- #** Number of that unit in the chit pile.





Doomed

Introduction

Card game based on the Doom Video Games.

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Objective

Be the first player to gain 50+ Doom Points and to have Killed at least 1 Boss.

Death

Lose all your life points and you are out of the game. If only one player remains, he wins. Max life = 25

Points

Use counters to keep track of Doom Points. Use different counters to keep track of Life Points. Use Tokens to keep track of Ammo.

The Deck

The deck has 6 card types:

1. Action Cards (Aid)
2. Weapon Cards (Aid)
3. Equipment Cards (Aid)
4. Location Cards
5. Zombie Cards (Foes)
6. Demon Cards (Foes)

Foes

All Foes (Zombie and Demon cards) have Damage and Strength ratings. They may also have traits that will interact with other cards. The term opponent refers to opposing players.

Setup

Shuffle the deck. Each player starts with $19 + 1D6$ Life Points. Each player starts with $2D6$ Doom Points.

Turn Sequence

1. Doom Phase
2. Leader Phase
3. Tactics Phase
4. Resolution Phase
5. Damage Phase
6. End Phase

Doom Phase

Lay out $3X$ cards where X is the number of players. These are the Doom Cards.

Leader Phase

Determine the leader for this phase. The player with the least life is the Leader. If tied for least life, the player with the least Doom Points goes first.

Tactics Phase

Starting with the Leader, and going clockwise, each player picks 1 of the Doom cards layed out in Doom phase. If it is an Aid (action, weapon, equipment) card place it in front of yourself. If it is a Foe (Demon or Zombie) card place it in front of an opponent.

If it is a Location card, place it in front of yourself or an opponent. If a player gets a Location card, he must discard any other Location card he may already have in play. Continue going around until all Doom cards are assigned.

Resolution Phase

Start with the leader and go clockwise. Each location has a Foe limit. The player discards foes in front of him in Excess of the Foe Limit. Discard 1 or more ammo tokens, equipment, and action cards to defeat a Foe with a strength equal to Less than the force of the cards discarded. Note: not all Aid cards have a Force value.

Weapons with no Ammo Tokens are discarded. Gain Doom points equal to the Damage Rating of Defeated foes. Discard defeated foes. You can use a max of 2 Weapons per turn.

Damage Phase

Each Foe in front of you does damage to you equal to its damage rating. (Damage received corresponds to an equal loss of Life Points)

End Phase

At end of turn a player may have a max of 6 Aid cards in front of him. Discard excess. If you did not take damage in Damage phase, heal 2 Life points.

Special Abilities

Some cards can be used (discarded) to produce a special effect. These abilities can be used any time (and if appropriate).

Armor

Whenever you receive damage from a Foe, it is reduced by an amount Equal to your armor level. However, you will always take at least 1 point of damage from an attack. Armor does not protect you from Toxic Damage.

Search Special Ability

To search, divide the deck into 2 stacks. Look through one of the stacks, and take a card of the appropriate type, and place it in front of you. Shuffle the 2 stacks back together.

Soulcube

A soulcube must be used to turn it is picked. When used, or at the end of the turn, shuffle the soulcube card back into the deck. A soulcube token is treated just like a card, but is removed from play if discarded.

Card List Notation

- A** Action Cards (Aid)
- W** Weapon Cards (Aid)
- E** Equipment Cards (Aid)
- L** Location Cards
- Z** Zombie Cards (Foes)
- D** Demon Cards (Foes)
- SR** Strength Rating
- DR** Damage Rating
- #** Copies of that card in the deck
- IK** Instant Kill
- FL** Foe Limit
- ROF** Rate of Fire: Max number of times weapon can be used per turn
- AT** Number of Ammo Tokens weapon comes with
- Explode** = Foe discarded after it does its damage
- SA** Special Ability (Discard this card to use)
- WP** When Played (SA use only once but do not discard)
- Inv** Can only be defeated with a soulcube

Doom Deck Card List

Name:	#	Type	Force	AT	ROF	Notes:
BFG-9000	2	W	8	4	2	+2 vs Guardian
Chaingun	2	W	7	3	3	+2 vs Slow, -3 vs Stealth
Pistol	2	W	2	7	3	-1 vs Range
Shotgun	2	W	3	5	2	+2 vs Melee, -1 vs Range
Grenade	2	W	9	3	2	+2 vs Vagary
Machine Gun	2	W	4	8	4	+2 vs Range
Chainsaw	2	W	6	U	1	Cannot be modified by Actions
Plasma Gun	2	W	5	6	2	-2 vs Fast, +2 vs Revenant
Rocket Launcher	2	W	10	2	2	+2 vs Sabaoth
Soulcube	2	W	IK	1	1	When used shuffle into deck

Name:	#	Type	Notes:
Flashlight	2	E	Negates Dark Location Modifier
Ammunition	4	E	SA: Put 2 AT on target Weapon card
Armor Shard	2	E	Armor level +1
Security Armor	2	E	Armor level = 2
Backpack	1	E	SA: Search for Equipment
PDA Log	1	E	SA: Search for Action
Key Card	1	E	SA: Search for Location
Large Med Kit	2	E	SA: Regain 10 Life Points
Small Med Kit	4	E	SA: Regain 5 Life Points

Name:	#	Type	Notes:
Splash Damage	2	A	SA: Grenade or Rocket does its damage to 2 Foes
Circle Strafe	2	A	SA: Weapon does +2 Damage to Slow Foe
Sprint	2	A	SA: Target Foe does no damage this turn
Head Shot	2	A	SA: Weapon does +2 damage to non-Boss Foe
Exploding Barrel	2	A	SA: Weapon does +4 damage to Range Foe
Complete Objective	2	A	SA: You become the Leader this turn

Name:	#	Type	Notes:
Follow Sentry Bot	1	A	SA: Discard target non-boss Foe
Broken	2	A	SA: Discard target Equipment in front of opponent
Teleporter	1	A	SA: Search for Location
Bravo Team	1	A	SA: Gain 3 Life Points and 3 Ammo Tokens
Platform Jump	2	A	SA: Gain 2 Doom Points
Quick Reload	1	A	SA: Double ROF of target weapon

Name:	#	Type	FL	Notes:
Mars City Underground	1	L	4	Zombies get +2 SR
Administration	1	L	3	Zombies get +2 DR
Alpha Labs Sector	1	L	3	WP: Gain 4 Ammo Tokens
Energy Processing Plant	1	L	4	Foes get +1 DR
Communications Facility	1	L	3	Foes get +1 SR
Recycling Sector	1	L	3	Swarm gets +2 SR
Monorail Skybridge	1	L	3	Stealth get +2 SR
Service Tunnel	1	L	1	Fast get +2 DR
Hell	1	L	5	WP: Gain Soulcube Token
Delta Complex	1	L	4	Fast get +2 SR
CPU Complex	1	L	3	Stealth get +2 DR
Central Processing	1	L	4	Demons get +2 SR
Site 3	1	L	4	Demons get +2 DR
Caverns	1	L	5	Bosses get +2 SR
Primary Excavation	1	L	5	Bosses get +2 DR
Room on Fire	1	L	2	WP: Take 4 Toxic Damage
Toxic Gas	1	L	3	WP: Take 2 Toxic Damage
Health Station	1	L	2	WP: Gain 5 Life Points
Junction	1	L	4	Swarm gets +2 SR
Marine HQ	1	L	2	WP: Search for Weapon

Name:	#	Type	SR	DR	Notes:
Walking Dead	2	Z	2	1	Melee
Lab Zombies	2	Z	3	1	Melee
Chainsaw Zombie	2	Z	8	5	Melee
Fat Zombie	2	Z	4	2	Melee, Slow
Flaming Zombie	2	Z	5	3	Fire, Melee, Fast
Z-Sec Machine Gun	2	Z	3	3	Range
Z-Sec Pistol	2	Z	2	1	Range
Z-Sec Shield	2	Z	6	1	Melee
Z-Sec Shotgun	2	Z	3	4	Range
Z-Commando Tentacle	1	Z	7	2	Melee, Stealth
Z-Commando Chaingun	1	Z	7	6	Range, Stealth

Name:	#	Type	SR	DR	Notes:
Lost Soul Pack	1	D	1	2	Melee, Swarm, Fast, Stealth
Tick Swarm	2	D	2	4	Melee, Swarm, Explode
Trite Swarm	1	D	3	5	Melee, Swarm, Explode
Maggot	2	D	3	3	Melee, Fast
Cherub Group	1	D	2	2	Melee, Swarm
Imp Army	2	D	4	5	Fire, Melee, Swarm, Fast
Wraith	1	D	5	4	Melee, Stealth

Name:	#	Type	SR	DR	Notes:
Cacodemon	1	D	6	6	Fire, Melee, Slow
Pinky	1	D	7	5	Melee
Revenant	1	D	9	6	Range, Melee
Archvile	1	D	12	7	Fire, Melee
Hellknight	1	D	15	8	Fire, Melee, Slow
Mancubus	1	D	18	7	Range, Slow
Guardian	1	D	18	6	Melee, Boss, Swarm
Vagary	1	D	21	7	Range, Melee, Boss
Sabaoth	1	D	24	9	Range, Melee, Boss
Cyberdemon	1	D	50	10	Range, Melee, Boss, Inv





Doomsday America

Introduction

Board Game for 2-4+ players. Apocalypse in the USA Theme.

Victory

The player with the most Victory points at the End of the Game wins. The Game ends at the end of any turn 2+ regions contain no Population Tokens.

Population Tokens

Each player starts with a set of population Tokens of a unique color.

The Board

The Board is a map of the Continental United States divided into a 3x3 grid. The 9 individual spaces are called Regions. There are 3 rows and 3 Columns.

Rows and Columns are collectively referred to as Zones. The top row is called the North Zone The middle row is called the Temperate Zone The bottom row is called the South Zone The right column is called the Atlantic Zone The middle column is called the Central Zone The left column is called the Pacific Zone The Pacific and Atlantic Zones are both Coastal Zones West refers to both the Central & Pacific Zones East refers to both the Central & Atlantic Zones

The Deck

Players share a common deck. There are 2 types of cards: Disaster cards and Mitigation cards. There is also a Geopolitical Factor Expansion Available (See Links).

Dice

Six sided Dice are needed.

Setup

Each player starts with 6 Tokens in each of the 9 Regions of the Board. Each player is dealt 2 cards. Players roll high on 1D6 to see who goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases: Population Phase Disaster Phase Score Phase Card Phase

Population Phase

You may take 1D6 of the following 6 actions:

1. Migrate: Move up to 1D6 of your population Tokens from any Regions to any Regions.
2. Transfer: Switch places of 1D6 of your Tokens and an opponent's in adjacent Regions.
3. Growth: Gain 1D6 Tokens in any Regions you already occupy.
4. Lure: Move 1D6 Opponent's Tokens to any Regions.
5. S**t Happens: Draw 1D6 cards from the deck and put them in your hand.
6. Look Outs: Look at the Hands of all other players. Steal 1 card from one of them.

You cannot pick the same action more than once per turn.

Disaster Phase

You may play up to 1D6 Disaster cards. Each Disaster card has a Region or Zone it targets. Each Disaster card has a Severity Rating.

The targeted region must lose a number of Tokens equal to the Severity of the Disaster card played. The player who played the disaster card chooses which Tokens are affected. The targeted tokens are removed from the board.

Any other player may play an appropriate Mitigation card to decrease the Severity of the Disaster card. Played Disaster & Mitigation cards are discarded. Note: a Mitigation card will only mitigate damage (casualties) in one Region.

Score Phase

The player with the most Tokens in a Region is said to dominate that Region. If there is a tie in a Region, the Region is said to be contested. You may choose on your turn in this Phase whether to Score or not.

If you choose to score, all players score: Each player gains 1 Victory Point for each region they dominate. No one scores points in contested regions. Use Coins to keep track of Victory Points.

Card Phase

Max hand size is 7 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Card List Notation

D Disaster
M Mitigation
W War
G Monster
N Natural
V Geologic
O Oceanic
Z Weather
E Epidemic

H Man-Made
S Supernatural
X Space
A Alien
Any Target any 1 Region on the Board
EZ Each Region in the Zone is Affected
Split = Split Damage among any Regions you choose
Longitude = Any 1 Column Latitude = Any 1 Row Steal
= Convert Target Tokens to your own color Military =
Type of Mitigation that can be used vs War and Mon-
sters

Card List

Card Name:	Type	Severity	Notes:
Canada Invades	DW	2	North
Japan Invades	DW	2	Pacific
Mexico Invades	DW	1	South
Atlantis Invades	DW	3	Atlantic
Major Hurricane	DNZ	2	South
Tsunami	DNO	3	Coastal
Tidal Wave	DNO	3	Coastal
Cataclysmic Firestorm	DNZ	2	South
Extreme Draught	DNZ	1	South
Catastrophic Earthquakes	DNV	2	Pacific
California Breaks Off	DNV	2	Pacific EZ
Biological Warfare	DEH	2	Any
Ebola Pandemic	DE	1	Any EZ
Civil War	DW	2	Split
Race Wars	DW	2	Any
Volcanic Eruption	DNV	2	West
Magma Surge	DNV	3	Central
Mother Nature's Wrath	DNZ	2	Any
Tectonic Upheaval	DNV	3	West
Ecological Disaster	DH	2	Any
Meteor Impact	DX	3	Any
Nuclear Meltdown	DH	2	Any
Zombie Outbreak	DHW	3	Any
Killer Bees	DN	2	South
Quarantine	M	2	Epidemic
Best Scientists at Work	M	2	Any
Religious Wars	DW	2	Any
Demon Invasion	DSW	3	Any
Body Snatchers	DA	2	Steal
Godzilla	DG	3	Coastal
Army	M	2	Military
Air Force	M	2	Military
Navy	M	2	Military on Coasts only
Marines	M	2	Military
Mars Attacks	DAW	3	Any
Red Mans Revenge	DS	3	Central
Soylent Green Factory	DH	2	Steal
X Files Investigation	M	2	Alien or Supernatural
Alien Abductions	DA	1	Steal

Card Name:	Type	Severity	Notes:
Hazmat Teams	M	2	Human
Nanobot Plague	DH	3	Any
The Blob	DAG	3	Any
Giant Ant Swarm	DG	3	Any
Giant Mutant Spiders	DG	2	Any
Men In Black	M	3	Alien
Antidote	M	3	Epidemic
Giant Laser	M	3	Monster or Space
Killer Tomatoes	DG	2	Any
Rising Sea Levels	DNO	1	Coastal EZ
4 Horsemen of the Apocalypse	DS	4	Latitude Split
Super Tornadoes	DNZ	2	Central
Glacial Movements	DNZ	1	North
Radon Gas Leak	DNV	1	North
Great Blizzard	DNZ	1	North EZ
Hyper Solar Flare	DNX	1	Latitude EZ
Magnetic Pole Flip	DNX	1	Longitude EZ
Super Freeze Over	DNZ	2	North EZ
Severe Heat Wave	DNZ	1	South EZ
Comet Strike	DX	3	Longitude Split
Bubonic Plague	DE	2	Any
Rapture	DS	4	Split
Elder Scrolls	M	4	Supernatural
Asteroid Collision	DX	4	Any
Nuclear Terrorism	DH	2	Any
Nerve Gas Attack	DH	1	Any
Army Corps of Engineers	M	2	Natural
National Guard	M	1	Military or Natural
Astronauts	M	3	Space or Aliens
Xeno Infestation	DAW	3	Any
Disaster Relief	M	2	Natural
Cuba Invades	DW	1	South
Cult Activity	DHS	1	Steal
Eye of the Storm	M	2	Weather
Storm of the Century	DNZ	2	Coastal
CHUDS Attack	DW	2	Any
Superhero Intervention	M	4	Any
NASA	M	2	Space
Flash Flood	DNZ	2	Any
Vampire Outbreak	DSW	3	Any
Cthulhu Awakens	DS	4	Coastal
Redneck Militias	M	1	Military
Red Cross	M	2	Natural
Missile Defense Shield	M	2	Military or Space
Time Traveler	M	4	Any
Seismic Core Shock	DNV	2	Latitude EZ
Plate Stabilizer	M	3	Geologic
Famine	DN	1	South or Temperate
Giant Sinkholes	DNV	1	Any
Rivers Change Course	DN	2	Any
All Hell Breaks Loose	DSW	4	Any

DISASTER War CANDADA INVADES Region: North Severity: 2	DISASTER War JAPAN INVADES Region: Pacific Severity: 2	DISASTER War MEXICO INVADES Region: South Severity: 1	DISASTER War ATLANTIS INVADES Region: Atlantic Severity: 3	DISASTER Natural Weather MAJOR HURRICANE Region: Coastal Severity: 3
DISASTER Natural Ocean TSUNAMI Region: Coastal Severity: 3	DISASTER Natural Ocean TIDAL WAVE Region: Coastal Severity: 3	DISASTER Natural Weather CATAclysmic FIRSTORM Region: South Severity: 2	DISASTER Natural Weather EXTREME DROUGHT Region: South Severity: 1	DISASTER Natural Geologic CALIFORNIA BREAKS OFF Region: Pacific EZ Severity: 2
DISASTER Man-made Epidemic BIO-WARFARE Region: Any Severity: 2	DISASTER Epidemic EBOLA PANDEMIC Region: Any EZ Severity: 1	DISASTER War CIVIL WAR Region: Split Severity: 2	DISASTER War RACE WAR Region: Any Severity: 2	DISASTER Natural Geologic VOLCANIC ERUPTION Region: West Severity: 2
DISASTER Natural Geologic MAGMA SURGE Region: Central Severity: 3	DISASTER Natural Weather MOTHER NATURE'S WRATH Region: Any Severity: 2	DISASTER Natural Geologic TECTONIC UPHEAVAL Region: West Severity: 3	DISASTER Man-made ECOLOGICAL DISASTER Region: Any Severity: 2	DISASTER Space METEOR IMPACT Region: Any Severity: 3
DISASTER Man-made NUCLEAR MELTDOWN Region: Any Severity: 2	DISASTER Man-made War ZOMBIE OUTBREAK Region: Any Severity: 3	DISASTER Natural KILLER BEES Region: South Severity: 2	MITIGATION Epidemics QUARANTINE Severity: 2	MITIGATION Any BEST SCIENTISTS at WORK Severity: 2
DISASTER War RELIGIOUS WARS Region: Any Severity: 2	DISASTER Supernatural War DEMON INVASION Region: Any Severity: 3	DISASTER Aliens BODY SNATCHERS Region: Steal Severity: 2	DISASTER Monster GODZILLA Region: Coastal Severity: 3	MITIGATION Military (v. War & Monsters) ARMY Severity: 2



MITIGATION Military (v. War & Monsters) AIR FORCE Severity: 2	MITIGATION Military (v. War & Monsters) MARINES Severity: 2	MITIGATION Military (v. War & Monsters) NAVY (coastal only) Severity: 2	DISASTER Aliens-War MARS ATTACKS Region: Any Severity: 3	DISASTER Supernatural RED MAN'S REVENGE Region: Central Severity: 3
DISASTER Man-made SOYLENT GREEN FACTORY Region: Steal Severity: 2	MITIGATION Alien or Supernatural X FILES INVESTIGATION Severity: 2	DISASTER Aliens ALIEN ABDUCTIONS Region: Steal Severity: 1	MITIGATION Man-made HAZMAT TEAMS Severity: 2	DISASTER Man-made NANOBOT PLAGUE Region: Any Severity: 3
DISASTER Alien-Monster The BLOB Region: Any Severity: 3	DISASTER Monster GIANT ANT SWARMS Region: Any Severity: 3	DISASTER Monster GIANT MUTANT SPIDERS Region: Any Severity: 2	MITIGATION Alien MEN in BLACK Severity: 3	MITIGATION Epidemics ANTIDOTE Severity: 3
MITIGATION Monster or Space GIANT LASER Severity: 3	DISASTER Monster KILLER TOMATOES Region: Any Severity: 2	DISASTER Natural Ocean RISING SEA LEVELS Region: Coastal EZ Severity: 1	DISASTER Supernatural FOUR HORSEMEN of APOCALYPSE Region: Latitude Split Severity: 4	DISASTER Natural Weather SUPER TORNADOES Region: Central Severity: 2
DISASTER Natural Weather GLACIAL MOVEMENTS Region: North Severity: 1	DISASTER Natural Geologic RADON GAS LEAK Region: North Severity: 1	DISASTER Natural Weather GREAT BLIZZARD Region: North EZ Severity: 1	DISASTER Natural Space HYPER SOLAR FLARE Region: Latitude EZ Severity: 1	DISASTER Natural Space MAGNETIC POLE FLIP Region: Longitude EZ Severity: 1
DISASTER Natural Weather SUPER FREEZE OVER Region: North EZ Severity: 2	DISASTER Natural Weather SEVERE HEAT WAVE Region: South EZ Severity: 1	DISASTER Space COMET STRIKE Region: Longitude Split Severity: 3	DISASTER Epidemic BUBONIC PLAGUE Region: Any Severity: 2	DISASTER Supernatural RAPTURE Region: Split Severity: 4

MITIGATION Supernatural ELDER SCROLLS Severity: 4	DISASTER Space ASTEROID COLLISION Region: Any Severity: 4	DISASTER Man-made NUCLEAR TERRORISM Region: Any Severity: 2	DISASTER Man-made NERVE GAS ATTACK Region: Any Severity: 1	MITIGATION Natural ARMY CORPS of ENGINEERS Severity: 2
MITIGATION Military (v. War & Monsters) or Natural NATIONAL GUARD Severity: 1	MITIGATION Space or Aliens ASTRONAUTS Severity: 3	DISASTER Aliens-War XENO INFESTATION Region: Any Severity: 3	MITIGATION Natural DISASTER RELIEF Severity: 2	DISASTER War CUBA INVADES Region: South Severity: 1
DISASTER Man-made Supernatural CULT ACTIVITY Region: Steal Severity: 1	MITIGATION Weather EYE of the STORM Severity: 2	DISASTER Natural Weather STORM of the CENTURY Region: Coastal Severity: 2	DISASTER War CHUDS ATTACK Region: Any Severity: 2	MITIGATION Anything! SUPERHEROES Severity: 4
MITIGATION Space NASA Severity: 2	DISASTER Natural Weather FLASH FLOOD Region: Any Severity: 2	DISASTER Supernatural-War VAMPIRE OUTBREAK Region: Any Severity: 3	DISASTER Supernatural CTHULU AWAKENS Region: Coastal Severity: 4	MITIGATION Military (v. War & Monsters) REDNECK MILITIAS Severity: 1
MITIGATION Natural RED CROSS Severity: 2	MITIGATION Military (v. War & Monsters) or Space MISSILE DEFENSE SHIELD Severity: 2	MITIGATION Anything! TIME TRAVELER Severity: 4	DISASTER Natural Geologic SEISMIC CORE SHOCK Region: Latitude EZ Severity: 2	MITIGATION Geologic PLATE STABILIZER Severity: 3
DISASTER Natural FAMINE Region: South or Temperate Severity: 1	DISASTER Natural Geologic GIANT SINKHOLES Region: Any Severity: 1	DISASTER Natural RIVERS CHANGE COURSE Region: Any Severity: 2	DISASTER Supernatural-War ALL HELL BREAKS LOOSE Region: Any Severity: 4	



Dredd

Introduction

Card game for 2+ players. Based on the comic series Judge Dredd.

Disclaimer

Judge Dredd is a copyrighted, licensed property. This is merely a fan site.

Victory

Be the first player to accumulate 100 Prestige Points (PP) PP are gained by apprehending Criminals.

The Decks

Players share 3 common decks: Judge Deck Criminal Deck Event Deck Each deck has its own discard. A player will keep cards from all 3 decks in his hand.

Dice

20-sided dice are needed. (D20)

Teams

Each player controls a team of up to 4 Characters. Most characters will be Judges.

Stats

Each Character will have 2 Stats: Fight & Investigate. A Stat will usually have a value between 0 and 4. Characters will also have one or more Traits such as: Judge, Psychic, Alien, etc.

Setup

The toughest player goes first. Each player draws 4 cards from the top of the Judge deck.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Logistics Phase
2. Recruit Phase
3. Assignment Phase
4. Investigation Phase
5. Apprehend Phase
6. Debriefing Phase

Logistics Phase

Roll once on the Draw Table.

1D20:	Result:
1-3	Draw top card from the Judge Deck
4-12	Draw top card from the Event Deck
13-18	Draw top card from the Criminal Deck
19-20	Draw top card from the Deck of your Choice

If a deck runs out, shuffle the discard & draw from it. A player will keep cards from all 3 decks in his hand.

Recruit Phase

Take Characters from your hand and put them into play. Your Characters in play are placed face up in front of you. Characters remain in play until they are wounded/killed in Apprehend phase or some card effect causes them to be discarded.

You may have a max of 4 characters in play. You may switch one of your characters in play with one in your hand

Assignment Phase

You may put one Criminal card into play from your hand.

Investigation Phase

Your Team may attempt to track down any one target criminal in play. (The whole process is referred to as a Mission) Roll 1D20. This is the Investigation Roll. Add the Total Investigation Stats of all of your Characters.

Subtract the Investigation number of the Criminal. Add 1 if the Team investigated this Criminal last turn. Both Players may play (discard) Event cards that modify the Investigation Roll.

If the Roll is 11+ the Team tracks down the Criminal. If the team rolled 10 or less, they could not find the criminal.

Apprehend Phase

If your team tracked down a criminal last phase they may now attempt to Apprehend (Capture/Kill) the Criminal. Roll 1D20. This is the Fight Roll. Add the Total Fight Stats of all of your Characters.

Subtract the Fight number of the Criminal. Both Players may play (discard) Event cards that modify the Fight Roll. If the Roll is 11+ the Team successfully captures the Criminal.

If the team rolled 10 or less, the Criminal gets away and You must discard one of your Characters. A Criminal that gets away remains in play. Put a captured criminal card into your Capture pile.

Debriefing Phase

The PP of a captured Criminal card = Fight + Investigation values. Max hand size is 8 cards. Discard excess cards to their appropriate discard pile.

Card List Notation

C Character

J Character that is a Judge

L Leader Judge

P Character is a Psi-Judge

X Criminal

E Event

Inv Investigation

Psi Psychic

TAJ Take any Judge from the Deck & put it in your hand

TDJ Take any Judge from the Discard & put it in your hand

Team Characters controlled by one Player

Neutralized = Character cannot go on Missions (& does not count vs team member limit)

Judge Deck Card List

Card Name	Type	Fight	Inv	Notes:
Judge Dredd	L	4	4	Immune to Discard cards
Detective Judge Armitage	J	1	5	(Plain Clothes Brit-Cit)
Treasure Steel	J	2	2	(Rookie)
Judge Anderson	P	3	4	(Accomplished Psi Judge)
Alien Catcher General	C	3	3	Stats +1 vs Aliens
Kwame Assengai	L	4	3	(Pan African Judge)
Psi-Judge Bhaji	P	2	3	(Delhi-Cit)
Judge Bram	J	2	2	(Retired)
Judge Newt	J	5	1	(Brit-Cit Brute)
Shea Coran	J	3	3	(Brit-Cit Babe Vice Judge)
Oz-Judge Bruce	J	3	2	(Laid-back Australian Judge)
Judge Cahill	J	3	3	(Experienced Judge)
Med Judge Cassidy	J	1	3	Discard from play for TDJ
Laverne Castillo	J	2	2	(Reputation of Freezing-Up)
Psi-Judge Corey	P	1	2	(Rookie)
Judge Corzo	J	2	2	(Banana City)
Judge Dekker	J	3	3	(Rookie)
Devlin Waugh	C	3	3	(Vampiric Vatican City Investigator)
Judge Morphy	J	3	3	(Judge Dredd's Mentor)
Psi-Judge Judge Ekerson	P	1	2	(Rookie)
Judge Giant	J	3	3	(Excellent Street Judge)
Barbara Hershey	J	3	3	Immune to Discard cards
Aiko Inaba	J	2	2	(Hondo City Judge Inspector)
Judge Jack	J	3	2	Discard to give Team Fight +3
Psi-Judge Janus	P	2	2	(Rookie)
Johnny Alpha	C	4	3	(Mutant Bounty Hunter from the Future)
Sergeant Joyce	J	2	2	(Well Liked Emerald Isle Judge)
Psi-Judge Karyn	P	2	3	(Talented Psychic)
Med Judge Kildare	J	1	2	Discard to give Team Inv +4
Ed MacBrayne	J	4	2	(Tough Calhab Judge)
Judge-Pilot Larter	J	2	1	Vehicle cards get +3
Missionary Man	J	3	3	Stats +1 vs Mutants
Judge Ocks	J	4	1	(Big Judge)
Lola Palmtree	J	1	4	(Undercover Judge)
Judge Perrier	J	3	2	(Veteran of the Apocalypse War)
Judge Inspector Sadu	L	3	4	(Hondo Cities Toughest Judge Inspector)

Card Name	Type	Fight	Inv	Notes:
Judge Inspector Shimura	J	3	2	(Ronin)
Judge Becky Steel	J	2	2	(Rookie)
Judge Tex	J	2	2	Stats +1 if Leader on Team
Judge Nikita Kramm	J	2	3	(Covert Operations)

Event Deck Card List

Card Name	Notes:
The Academy of Law	TAJ
Judge Tutor	TAJ Rookie only
Cadet Judge	TAJ Rookie only (Trainee Judges)
Apocalypse Squad	TAJ or TDJ
Psi-Judge Ecks	TAJ Psi-Judge only (Head of Psi-Division)
Full Recovery	TDJ
Bionic Replacements	TDJ
The Dead Man	TDJ
Resyk	TDJ (Human Body Recycling Plant)
Hall of Heroes	TDJ (Justice Department)
Aggro Drug	Criminal gets Fight +3
Set Trap	Criminal gets Fight +3
Nuclear Attack	Criminal gets Fight +3
Disguises	Criminal gets Inv +3
Atrocities	Criminal gets Inv +3
Manipulations	Criminal gets Inv +3
Klegg Mercenaries	Criminal gets Fight +3 (Aliens)
Psychic Mind Control	Criminal gets Inv +3
Subliminal Messages	Criminal gets Inv +3
Brain Blooms	Criminal gets Inv +3 (Mind Control Parasites)
Biochip Transfer	Criminal gets Inv +3 (New Body)
Anti-Mugging Suit	Criminal gets Fight +3
The Big Smelly	Criminal gets Inv +3 (Undercity River)
Plot Revenge	Criminal gets Fight +3
Nightmare Gun	Criminal gets Fight +3
Personal Teleport Devices	Criminal gets Fight +3
Psi-Fog	Criminal gets Inv +3
Escape	Criminal gets Inv +3
The Maze	Criminal gets Inv +3 (Giant Housing Development)
Frame for Murder	Criminal gets Inv +3
Rookie Move	Criminal gets Fight +3 if team has Rookie
Protective Detention	Target Character Neutralized for 3 turns
City Hall Computer	Team gets Inv +3
Birdie	Team gets Inv +3 (Lie Detector Device)
Freelance Reporter	Team gets Inv +3
Fergee	Team gets Fight +3 (Honorary Judge Mutant)
Walter the Wobot	Team gets Inv +2 or Fight +2 (Robot Sidekick)
Psi-Judge Fey	Look at next 10 cards in any deck
Oracle Spice	Look at next 10 cards in any deck (Hallucinogenic)
Crime Blitz	Team gets Inv +2 or look at opponent's hand
Foil Plan	Team gets Inv +3
Police Bloodhound Robot	Team gets Inv +3
Interrogation	Team gets Inv +3

Card Name	Notes:
The Brotherhood of Marshals	Team gets Inv +2 or Fight +2 (Extra +1 vs Mutants)
Edwin the Confessor	Team gets Inv +3
Wally Squad	Team gets Inv +3 (Undercover Judges)
Trumped Up Charges	Team gets Inv +3
Tweak	Team gets Inv +3 (Alien Companion)
Max Normal	Team gets Inv +3 (Informer)
Unholy Alliance	Team gets Inv +2 or Fight +2
Tek Judges	Team gets Inv +2 or Fight +2
Atlantic Marine Division	Team gets Inv +2 or Fight +2
Justice Spacecraft	Team gets Inv +2 or Fight +2 (Vehicle)
K2000 Samurai Attack Suit	Team gets Fight +3
Massive Assault	Team gets Fight +3
Stumm Gas	Team gets Fight +3
Stubb Gun	Team gets Fight +3 (Devastating Hand held Weapon)
Resistance Forces	Team gets Fight +3
Flying Squad	Team gets Fight +3 (Zipper Bikes & Power Boards)
Lawmaster Bikes	Team gets Inv +2 or Fight +2 (Standard Issue)
Quasar Bike	Team gets Inv +2 or Fight +2 (Upgraded Lawmaster)
Pat Wagon	Team gets Fight +3 (Vehicle)
Modular Fighting Unit	Team gets Fight +3 (K2001 Land Raider & Killdozer)
H-Wagon	Team gets Fight +3 (Hovering Patrol Saucers)
Manta Prowl Tank	Team gets Fight +3 (Riot Control Tank)
Judgment Day	Team gets Fight +3
Drag Nets	Team gets Fight +3
Round up Conspirators	Team gets Inv +2 or Fight +2
Dredds Comportment	Rookie gets Inv +2 or Fight +2
Dimension Jump Globes	Team gets Fight +3
Lawgiver Gun	Team gets Fight +3 (Six Settings)
Lawrod Rifle	Team gets Fight +3 (Weapon)
Colt Widowmaker	Team gets Fight +3 (High Powered Shotgun)
Riot Foam	Team gets Fight +3 (Spray Rubber Encasement)
City-Def Unit	Team or Criminal gets Fight +3
Slay Riders	Team gets Fight +3 (Mutant Marauders)
Will & Courage	Leader Judge gets Inv +2 or Fight +2
Read Minds	Psi-Judge gets Inv +4
Empathy	Psi-Judge gets Inv +4
Deep Psi-Probe	Psi-Judge gets Inv +4
Visit the Future	Look at next 5 cards in all decks if you have a Psi-Judge
Pre-Cog	Look at next 10 cards in any deck if you have a Psi-Judge
Conduit for Psychic Pain	Psi-Judge gets Fight +4
Telekinesis	Psi-Judge gets Fight +4
Sacrifice	Character gets Fight +5 then Discard Character
Celebrated Case	Put any Criminal in the deck in your hand
Doomsayers	Put any Criminal in the deck in your hand
Escape Titan Penal Colony	Put any Criminal in the deck in your hand
Judge Child	Put any Criminal in the deck in your hand
Freed from the Iso-Cubes	Put any Criminal in the deck in your hand
Psychic Possession	Discard target Psychic Character
Cursed Earth	Criminal gets Inv +2 or Fight +2
Impossible Odds	Criminal gets Fight +3
Suspension	Target Judge Neutralized for 3 turns
The Long Walk	Discard target Judge
Judge Shortage	Discard target Judge

Card Name	Notes:
Suicide	Discard target Character
Tender Resignation	Discard target Judge
Random Physical Abuse Test	Target Judge Neutralized for 3 turns
Quarantine Bubble	Target Character Neutralized for 3 turns
Special Judicial Squad (SJS)	Target Judge Neutralized for 3 turns (Judge the Judges)
Major Trauma	Target Character Neutralized for 3 turns
Democratic Referendum	All players discard their hands
Three Laws of Bob	Roll 3 times on the Draw Table
Chief Judge McGruder	Roll 3 times on the Draw Table
Citizen Watchdogs	Opponent must discard 2 cards
The Dredd Syndrome	Opponent must discard 2 cards
Judge Winslow	Opponent must discard 2 cards (Judge Accountant)
The Chieftain	Discard target Criminal (Assassination Squad Leader)
Council of Five	Discard Hand & Roll 5 times on the Draw Table

Criminal Deck Card List

Card Name	Fight	Inv	Notes:
The Mutant	12	12	Future Undead Master of Mega-City One
Ankhor	10	10	Risen Ancient Egyptian God King
Dark Judges	9	12	Death, Fire, Fear, and Mortis
Sisters of Death	10	8	Turned Mega-City One into a Necropolis
Imported Alien Seeds	6	9	Hatch Alien Monsters
Total War	7	5	Democratic Terrorist Group
Ape Gang	8	6	Intelligent Ape Ancestors
Aggro Dome Violence	10	6	Leisure Complex
Judge Death	11	12	Major Recurring Undead Villain
Orlok	7	9	East-Meg Assassin
The Angel Gang	8	9	Pa, Junior, Link, Fink, & Mean Machine
War Marshal Kazan	6	12	Sov General - Started the Apocalypse War
Arachnid Gene Virus	8	9	Turns victims into Giant Spiders
Judge Supremo Batista	7	10	Corrupt Leader of Banana City
Ex-Judge Grice	9	6	Saboteur of the Democratic Referendum
Captain Skank	6	9	Crazed Mutant Pirate with Sea Fortress
Sabbat the Necromagus	10	12	Controls Armies of Zombies
Illegal Bingo Halls	4	3	Very Addictive
Bite Fighting Ring	6	6	Illegal Combat Sport
Blob Crime Ring	10	4	Face Change Surgery
Blitzer	7	8	Contract Killer
Block War	6	10	
Block Mania	10	14	Multiple Block Wars
Illegal Gameshow Studio	7	3	"You Bet Your Life"
Sons of Errin	6	5	Inept Terrorist Liberation Group
Cassidium Infection	9	9	Turns victims into Werewolves
Brotherhood of Mutants	7	9	Quasi-Religious Cursed Earth Group
Brotherhood of Trash	5	7	Wealthy Mutant Group
Chopper	8	8	Famous Fugitive Skysurfer
Renegade Judge Bundy	4	8	Psycho
The Robot Wars	9	11	Renegade Robots
Chief Judge Cal	14	6	Mad Dictator of Mega-City One

Card Name	Fight	Inv	Notes:
Chump Dumpers	8	4	Dump Aliens in Deep Space
Space Condo Evacuation	9	9	
Comic Running Ring	8	3	Illegal 20th Century Comics
Meddling of Cosmus	9	4	Supreme Being
Cosmic Punks	7	7	Gestapo, File-Tooth, & Brainstorm
Dennis the DNA Man	6	7	Illegal Cloning Experiments
The Dinosaur Man	5	7	T Rex Rampage
Dinosaur National Park	6	8	Escaped Dinosaurs
Gang War	7	9	Rival Gangsters
Doomsday Dogs	8	4	Mutant Terrorists
Rico Dredd	8	7	Judge Dredd's Clone Brother
Deliver Vaccine	7	9	Across the Cursed Earth to Mega-City Two
Rengade Judge Morton Judd	6	10	Leader of the Judda Cloned Warriors
Krakken	7	8	Judge Dredd Imposter
Mechanismo Project	8	9	Robot Judge Fiasco
Tek-Judge Eckon	9	3	Illegal Experiments
Eldster Ninja Mud Wrestlers	4	4	Vigilantes
Hunters Club	10	10	Death Aid Charity Sponsored Murders
Elvis the Killer Car	6	6	Robotic Car
Executioner	10	7	Vigilante former cadet
Exo-Men	4	5	Construction Exo-Skeletons
Fairly Hyperman	5	9	Alien Vigilante
Father Earth	7	9	Half Plant Mutant Cult Leader
Professor Fribb	8	3	De-evolution Enzyme
Full Metal Jackets	6	7	Feared Criminal Gang
Futsie	4	3	Victim of Future Shock
Legion of the Damned	6	9	Cursed Earth Robot Army
Gila Munja	7	7	Mutant Assassins
God-Judge	6	6	Los Vegas Mutant Mafia
Juve Gang	4	4	Juvenile Delinquents
League of Fatties	3	5	Stealing Food
Heavy Metal Kids	3	8	Massive Industrial Robots in Revolt
Hellfire Club	6	3	Bloodthirsty Juves
Find the Judge Child	10	9	Dangerous Deep Space Mission
Highwaymen	7	5	Mobile Street Pirates
Howler	5	10	Galactic Dominator Alien
The Invisible Man	10	3	Time Warp Device
Doctor James Julius Gold	8	3	Blackmailed relatives of Cryogenic Heads
Jeffrey Jacobi	8	4	Pathological Killer of Celebrities
Jim	7	4	Judge Impersonator
Jonni Kiss	8	9	International Euro-Cit Hitman
Komputel	6	8	Automated Hotel that kills its guests
Krong	4	5	Giant Animatronic Ape
Legion	4	11	Super Mutant
Mega-City 5000	7	7	Illegal Annual Biker Gang Race
Mophioso	9	7	Alien Gangsters with Electrical Powers
Mori Colon	5	3	Homicidal Pollster
Mr Moonie	8	6	Criminal Mastermind of Luna-1
Murd the Opressor	6	9	Alien Necromancer
Mutie the Pig	7	6	Rogue Judge Bankrobber
The Neon Knights	7	5	Anti-Robot Vigilantes
Nosferatus	9	9	Shape Shifting Alien Predators
Phantom of the Shoppera	7	4	Crazed Construction Droid

Card Name	Fight	Inv	Notes:
P.J. Maybe	9	3	Smart Psychopathic Juve
Precious Leglock	4	7	Wrestling Robot
Project X	6	9	Artificial Ultimate Sov-Block Judge
Puglies	4	4	Ugly Craze Juve Gang
Rad Beast	4	8	Radioactive Cyborg
Escort Helltrekkers	8	9	Through the Cursed Earth
Raggedy Man	7	8	Cursed Earth Rogue Judge
Raptaurs	9	10	Alien Killing Machines
Red Razors	9	8	Red Deth Gangmember turned Judge
Rinus Limpopop Quintz	8	3	Galactic Alien Salesman & Kidnapper
Judge Kraken	6	8	Judda Replacement for Judge Dredd
Death Fist	7	9	Martial Artist Assassin
Muties Bike Gang	4	5	-
Trapper Hag	9	9	Alien Bounty Hunter with Advanced Tech
Troggies	6	6	Mutant Underground Dwellers
Ueno Hama	5	7	Mark IX Simulacrum Spy Robot
Undertone Hankok	4	3	Started a Suicide Fad
Uncle Ump	5	2	Manufacturer of Addictive Candy
Mass Breakout	8	7	Devil's Island
Whitey Logan	7	5	Judge Killer





Ender's Game Third Formic War Skirmish

Introduction

Card and Board Game based on the Ender's War Book. Two player game.

Disclaimer

Ender's War is a copyrighted property. This is merely a fan site.

The Board

Use a Chessboard. 8 x 8 grid.

Units

Both the Humans and the Formics have 2 types of Units: Starships and Fighters. Use flat counters to represent units.

Background

IF International Fleet. Human Forces.

Buggers = Common slang name for Formics. Formics = Insect Race with Interstellar Telepathy. Ansible = Human device that allows FTL Communication.

MDD Molecular Detachment Device: Human Weapon capable of

Destroying multiple enemies or even a whole planet in a single shot. Shields = Device that protects against Nuclear attacks. Fortification = Formic Asteroid Base used as giant exploding mine.

The Decks

Both sides have their own unique deck.

Setup

Setup is scenario dependent.

Early War Basic Scenario Setup

The Humans have 2 Starships and 8 Fighter Squads. The Buggers have 8 Starships and 32 Fighter Swarms. Fleets start in opposite corners.

Each starship is stacked with 4 Fighter units. Humans go first.

Stacking

There are no stacking limits. Enemy units may also share the same space. Enemy units in the same space are considered to be at range 1 for attack purposes. Ignore facing for attacks in the same space.

Terrain Types

Empty Space - No special effects. Planet - Units may stack in the same space. Blocks LOS. Asteroids - Units may stack in the same space. Blocks LOS.

Adjacency & Direction

All Moves can be orthogonal or diagonal. Units joined by a side or a corner are considered to be adjacent.

Turn Sequence

Players take turns. Each turn has 2 Phases:

1. Strategy Phase
2. Action Phase

Strategy Phase

Draw X cards and put them in your hand. For Humans X = 6 For Formics X = 3 If a deck runs out, shuffle its discard and draw from it.

Action Phase

Use Cards to make your Units move and attack. Numbers on Attack cards indicate the exact range of the attack. Numbers on Move cards indicate the exact distance the Unit Moves.

Defense cards are used in response to an attack to negate it.

Formation Movement

If 2 or more units occupy the same space then a single move card can be used to move them all. However, they must all be moved together to the same destination.

Move & Attack Limits

A Fighter can move twice but attack only once in a turn. A Starship can move only once, but may attack twice in a turn. Some cards allow these limits to be exceeded.

Cruisers

In the Human Fleets, some Fighter Squadrons are replaced by Cruisers. A Cruiser is much larger than a single fighter but is still carried inside a Starship. Cruisers can use any card useable by a Starship.

Cruisers get up to 2 Moves and 2 Attacks per turn.

Attacks & Damage

When an Attack by a Human Unit hits, all enemy Units in the space are hit. Any Bugger unit Hit is destroyed unless a defense card is played. When a Bugger Attack hits, only one unit is hit (Buggers Choice).

A Human Unit that is hit takes 1 Point of Damage. Use Damage Counters (DC) to keep track of Damage. SS or FS with 4 or more DC are destroyed.

Cruisers are destroyed by 3 DC. If a Human Unit attacks a Bugger unit stacked in the same space with it there is a 50% chance (flip a coin) the Human unit will be caught in its own MDD and be destroyed.

Card Deck Notation

S Special
M Move
A Attack
D Defense
K Like a Knight in Chess
SL Squadron Leader
SS Starship
FS Fighter Squad or Fighter Swarm
D1C Draw 1 Card
D2C Draw 2 Cards
O2RC Opponent discards 2 random cards
LAOH Look at Opponents Hand

Human Fleet Deck Card List

Card Name:	#	Type	Notes:
Ender	1	S	Up to 4 Units get M = 1 or 2 and D2C
Mazer Rackham	1	S	Search deck for card and put it in your hand
SL Alai	1	S	Target Unit gets an extra Move and Attack
SL Bean	1	S	FS gets M = K and A = K and D1C
SL Petra	1	S	D1C and 1 Unit gets to make an extra attack
SL Dink	1	S	M = 2 and 1 Unit gets M = 2 or 3
SL Crazy Tom	1	S	M = 4 and A = 2
SL Shen	1	S	M = 1 and A = 4 or 5
SL Hot Soup	1	S	M = 2 and A = 1 or 2
SL Fly Molo	1	S	M = 2 and 1 Unit may make an extra Move
SL Carn Carby	1	S	M = 2 or 3 and D1C
Independence	1	S	D2C. Target Unit may take an extra move
Discipline	1	S	Search discard for card and put it in your hand
Self Sufficient	1	S	D1C. Target unit may take an extra move or attack
Ecstatic Shields	1	D	SS Defends
Superstructure	1	D	SS Defends
Armored Hull	1	D	SS Defends
Evasive Maneuver	1	D	Unit Defends and M = 1
Force Fields	1	D	Unit Defends
Find Cover	1	D	Unit in Asteroid Field Defends and/or D1C
Limited Goals	1	D	Unit Defends or M = 2 or A = 2
Dodge	1	D	FS Defends
Maneuverability	1	D	FS or Cruiser Defends or M = K
Scatter	1	D	FS Defends and M = 1
Dart	1	S	FS Defends or FS or Cruiser gets M = 1 and A = 1
Superior Tactics	1	S	Discard 2 cards and D3C
Attack Position	2	A	A = 3
Computer Targeting	2	A	A = 2
Cross Beams	2	A	A = 1
Focus Beams	2	A	A = 4
Ships Guns	2	A	A = 5 Starship Only
Chain Reaction	2	S	Destroy Formic unit adjacent to one just destroyed
Cause Havoc	1	S	M = 3 and Unit get make an extra attack
Devastating Attack	1	A	A = 1 and A = 2 and A = 3
Surprise Attack	1	A	Unit gets M = 3 and A = 1 and A = 2
Defensive Fire	2	A	A = 1 or 2 Only on opponents Turn
Unpredictable Angle	2	A	A = K

Card Name:	#	Type	Notes:
Feint	1	S	M = 1 and O1RC
Withdraw	1	D	Unit Defends and M = 1
Go Nova	1	M	All Units in target Formation get their own M = 2 or 3
Command & Control	1	S	M = 2 or 3 and D1C
Precision Operation	1	S	M = 1 or 2 and M = 3 or 4
Exact Timing	1	S	M = 3 and A = 3
Scout	1	S	M = 3 and LAOH
No Teacher but the Enemy 1	S	LAOH and D2C	
Individual Initiative	1	S	M = 2 and A = 2
Slide the Wall	1	S	FS gets M = 4 then M = K
Disrupt Formation	1	S	Negate move made by enemy
Veteran Battle Skills	1	S	M = 1 or A = 1 or D1C
Small Unit Tactics	1	S	M = 1 or A = 1
Probe	1	S	M = 1 and LAOH
Daring Attack	1	S	M = K and A = 2
Fluid Attack	1	S	M = 2 or 3 and A = 1
Flexible Strategy	1	S	M = 3 or K or D1C
Reorient Simulator	1	S	D1C and LAOH
Damage Control	1	S	Remove 1 DC from a Cruiser or SS
Slow	2	M	M = 1 or 2
Skim	2	M	M = 3 or 4
Fast	2	M	FS or Cruiser M = 5 or 6
Bullet Formation	1	S	M = 4 and A = 1
Take Risks	1	S	You and enemy discard hand and draw 3 cards
Covering Fire	1	S	Unit Defends and M = 3. Another Unit A = 4
The Enemy's Gate is Down 1	S	M = 5 or 6 and A = 1	
Reserve	1	S	M = 4 and M = 5 or K
Block Enemies Lanes	1	S	Negate move made by enemy
Improvised Attack	1	S	M = 3 and A = 2
Unbalancing Attack	1	S	3 Units get M = 2 and A = 2 in same direction
It Could Only Work Once	1	S	No Limits on number of Moves this turn

Formic Armada Deck Card List

Card Name:	#	Type	Notes:
Main Contingent	1	S	Four Units get A = 2
Exhaustion	1	S	O2RC
Feint	1	S	M = 1 and O1RC
Withdraw	1	S	Unit Defends and M = 2
Screen	1	S	Unit Defends
Surge	1	S	Move up to 3 Units M = 3
Onslaught	1	S	Two Units get A = 2
Skirmish	1	S	M = 2 or A = 3
Shifting Patterns	1	S	Move up to 8 Units M = 1
Concentrate Fire	1	S	Three Units get A = 3 vs Target Space
Hive Mind	1	S	Two Units get A = 2
Telepathic Control	1	S	Move up to 3 Units M = K or 3
React Instantly	1	S	M = 1 or a = 2
Spread Out	1	S	Unit Defends and M = 2

Card Name:	#	Type	Notes:
Mass Maneuvers	1	S	Move up to 5 Units M = 4 or 5
Surround Enemy	1	S	Move up to 4 Units M = 3 or 4
Instant Communication	1	S	M = 2 or A = 2
Space Mines	1	S	A = 1 vs all Units in target Asteroid Field
Trap	1	S	Two Units get A = 1
Ambush	1	S	Three Units get A = 1
Lure	1	A	Move enemy unit 1 Space then A = 1
Attrition	1	A	Two units get M = 1 and A = 1
Regroup	1	S	Move up to 3 Units M = 2 or 3
Assault Force	1	S	M = 2 and A = 1
Missiles	2	A	A = 3
Energy Weapons	2	A	A = 2
Nukes	1	A	A = 4
False Retreats	1	S	Unit Defends and A = 1
Outflank	1	S	M = K and A = 1
Create Confusion	1	M	M = K and O1RC
Swift and Deadly	1	S	M = 2 and A = 2
Perfect Unity	1	M	Move up to 6 Units M = 1 or 2
Take Key Point	1	S	D1C and A = 1
Limited Fuel	1	S	Negate Enemy Move
Speed	1	M	M = 4 or 5
Great Response Time	1	D	Unit Defends or M = 1
Firepower	1	A	A = 2 or 3
Innovation	1	A	D2C
Expose Weakness	1	S	O2RC
Attrition	1	A	A = 1
Exploit Advantage	1	S	M = 3 and A = 1
Broken	1	S	Negate SL Card

Scenarios

Buggers will always outnumber the Humans. Larger boards can be used. Old (50 years) IF Starships can hold only 3 Fighter squads (not 4).

Old units max attack range = 4. Very Old units max attack range is 3. Very Old (70 years) IF Starships can hold only 2 squads.

Very Old IF Starships can only make 1 attack per

turn. Very Old IF Fighters can only make 1 move per turn. By the middle of the War the Buggers can draw 4 cards in Strategy Phase.

By the late War, the Buggers can draw 5 cards in Strategy Phase.

Links

[Enders Game Wikipedia](#)





Escape From La

Introduction

Solo card, dice & board game. Based on the Movie of the same name. Take on the role of Snake Plisskin.

Disclaimer

Escape from LA is a licensed, copyrighted, trademarked property. This is only a fan site.

Card Set

[Click Here](#) for the cardset Thanks Steve!

Victory

Escape & Activate the Electro-Magnetic Pulse in the last Step.

Losing

You lose if you ever get killed, or you do not get the antidote in 10 hours.

Card List

Card Name:	#	Notes
Savvy	5	Get +1 to Wit Challenge Rolls
Skill	5	Get +1 to Combat Challenge Rolls
Reflexes	5	Get +1 to Coordination Challenge Rolls
Luck	5	Get +1 to any Challenge Roll

Number of copies of that card in the deck

Gear

Dice, tokens, and paper & pencil are needed.

Wounds

If you get a Wound, you have a -1 to all coordination & combat dice rolls in this & the next 2 steps.

Turn Sequence

The game has 17 steps. Start with step 1 & play your way through. (You may want to draw out a game-board to show all of the steps.)

The Deck

Collect cards when you are told. There is no hand size limit. Play (discard) cards to modify appropriate dice rolls.

(You may play the card after the roll)

Step 1

The Deal. . . (Starting Step) You (Snake) are captured & inoculated with a Neurotoxic virus. You have 10 hours to live. You make a deal with the President to retrieve the control disk Stolen by his daughter Utopia and given to Cuervo Jones, Leader of the Peruvian Shining Path.

Cuervo can be found in LA, now a lawless Island prison. Proceed to step 2.

Step 2

Get Equipped. . . . Pistols, Automatic rifle, Overcoat, matches, blow-dart, and a single use Holographic field projector. Draw 5 cards from the Deck.

1D6:	Result (This a Wit Challenge Roll)
1-4	Looking everywhere: Use up $\frac{1}{2}$ hour & roll again

Use up 1 hour. Proceed to step 3.

Step 3

Use a very fast Nuclear Powered Mini-sub to get to LA. . .

1D6:	Result (This a Coordination Challenge Roll)
1-2	Sub Crashes: Snake is killed
3-4	Make a wrong turn. Use up 1 hour.
5-6+	Make good time. Use up $\frac{1}{2}$ hour.

Proceed to step 4.

Step 4

Move off the beach, go inland, looking for Cuervo. . .

1D6:	Result (This a Wit Challenge Roll)
5-6+	Find Cuervo & Utopia in a Parade. Use up 1 hour & Proceed to step 5

Step 5

The Parade turns into a Car Chase including Motorcycles & horses. . .

1D6:	Result (This a Combat/Coordination Challenge Roll)
1-3	You are wounded
4-6+	You are not wounded

Cuervo & Utopia get away. Proceed to step 6.

Get directions from Map to the Stars Eddie. Use up $\frac{1}{2}$ hour. Proceed to step 7.

Step 6

Have a showdown with 4 of Cuervo's Men. . .

1D6:	Result (This a Combat/Wit Challenge Roll)
1	You are Killed
2-3	You are wounded
4-6+	Fake 'em out with Texas Rules (can toss)

Step 7

Shortcut through Beverly Hills. . .

1D6:	Result (This a Wit Challenge Roll)
1-2	You are carved up by the Surgeon General for Replacement parts.
3-4	You are captured but you get away. Use up 1 hour.
5-6	You avoid capture.

You make a friend: Taslima. Draw 1 Card. Proceed to step 8.

step 9.

Step 8

You walk down the Freeway. . . Use up 1 hour. Eddie picks you up in Cuervo's convertible. Proceed to

Step 9

Eddie betrays you to Cuervo. . .

1D6:	Result (This a Wit Challenge Roll)
1-4	You are captured by Cuervo. Proceed to step 10
5-6	You avoid capture. Proceed to step 11

Step 10

Cuervo forces you to play Death Basketball. . .

You escape into the sewer without the disc. Use up 1 hour. Proceed to step 12.

1D6:	Result (This a Coordination Challenge Roll)
1	You Fail & are killed
2-3	You Win but Cuervo kills you anyway
4-6+	You Win & get away during an aftershock.

Use up 1 hour. Proceed to step 11.

Step 12

You wind up in an Aqueduct & are forced to surf a Tidal Wave. . .

1D6:	Result (This a Coordination Challenge Roll)
1-3	You are Killed
4-6+	You land in the Convertible with Eddie.

Proceed to step 13.

Step 11

You ambush Cuervo. . .

1D6:	Result (This a Combat Challenge Roll)
1-3	You are wounded. (Shot by Eddie)
4-6+	You are not wounded.

Step 13

Eddie takes you to gang leader Hershe Las Palmas to get help. . .

1D6:	Result (This a Wit Challenge Roll)
1-3	Hershe refuses to help. You run out of time. (game over)
4-6+	Herse agrees to help. Draw 4 cards.

Use up 1 hour. Proceed to step 14.

Step 14

You make a Glider Assault vs Cuervo & his army assembled at Happy Kingdom. Eddie makes the switch. . .

1D6:	Result (This a Combat Challenge Roll)
1	You are killed
2	You are Wounded. Roll again
3-4	Keep Fighting. Roll again
5-6+	You get the disc. Use up 1 hour. Proceed to step 15.

Step 15

You try to make a getaway in the rescue helicopter. . .

1D6:	Result (This a Combat Challenge Roll)
1-3	Cuervo shoots you down with a Missile launcher. (You're dead)
4-6+	You fly away with the disc & Utopia.

Eddie shoots Cuervo. Use up $\frac{1}{2}$ hour. Proceed to step 16. step 17.

Step 16

You make it back. (Crash-landing) You are back in Government custody. You get the antidote. Proceed to

Step 17

You have a Standoff with the President. . .

1D6:	Result (This a Wit Challenge Roll)
1-3	The President gets the disc & throws you in Jail.
4-6+	You activate the EMP and disappear.





Esistenzial

Introduction

Card game for 2+ players based on the movie eXistenZ.

Disclaimer

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Game End

The game ends when there are no cards left in the deck, and all Players have played all the cards from their hands.

Victory

The player with the highest score at the end of the game wins.

The Deck

Players share a common deck. There are 8 card types:

- P** Person
- K** Kill
- C** Control
- L** Location
- M** Mechanism
- G** Gamepod
- D** Disease
- Q** Quote

Setup

2 Person cards start in play face-up in the center of the table: These are the Allegra Geller and Ted Pikul cards. These are the Main Character cards. They are not controlled by any player to start, but any Player may play a control card to take control of one of them.

Shuffle the deck. Each player is dealt 3 cards. The creepiest player goes first.

Turn Sequence

Players take turns. On a player's turn, he draws 1 card from the deck and puts it in his hand. Then he may play 1 card from his hand.

Max hand size is 7 cards. Random Extra cards are shuffled back into the deck.

Card Properties And Effects

Each of the 8 card types have different effects.

Person Cards

When you play a person card place it face up on the table in front of you. You control that person. It stays in play until killed.

Person cards count for scoring. The player with the most Person cards may play 1 additional card per turn.

Kill Cards

Discard a Kill card to cause a target Person to be discarded. Main Characters cannot be killed until there are no cards left in the deck, and Then only one may be killed, not both.

Control Cards

Discard a Control card to take control of a target Person. You cannot target a Main Character if you were in control of them on your last turn.

Location Cards

Play a Location card to discard the previous location and replace it with this one. Location cards count for scoring.

Mechanism Cards

Discard a Mechanism card to produce the effect it describes. .

Game Pod Cards

When you play a game pod card place it face up on the table in front of you. You control that game pod. It stays in play until it gets diseased.

Game Pod cards count for scoring. The player with the most Game pod cards may play 1 additional card per turn.

Disease Cards

Discard a Disease card to cause a target Game Pod to be discarded.

Quote Cards

All players score their cards in play: 1 Point for playing the Quote Card 1 Point for each Person 2 Points for each Main Character 2 Points for the Location 1 Point for each Game Pod

End Game Scoring

After the last card has been played all players score one last additional time.

Common Deck Card List

Name	Type	Notes:
Allegra Geller	P	Main Character
Ted Pikul	P	Main Character
Wittold Levi	P	Score +2 if you play the Antenna Research Card
Playtester	P	Score +1 if you control Allegra Geller
Noel Dichter	P	Score +2 if you play the Anti-Existenzialist Card
Gas	P	Score +2 if you control the Gas Station
Kiri Vinokur	P	Score +2 if you play Cortical Systematics
Frances	P	Score +2 if you control the Mountain Road
Dorsey Nader	P	Score +2 if you play the Mole Card
Larry Ashen	P	Score +1 if you control Ted Pikul
Assistant	P	Score +1 if you control the Most Game Pods
Yevgeny Nourish	P	Score +2 if you control the Trout Farm
Barb Brecken	P	Score +1 if you control Allegra Geller
Chinese Waiter	P	Score +2 if you play the Order the Special Card
Hugo Carlaw	P	Score +2 if you control the Game Store
Fanatic	P	Score +2 if you control the Chalet
Merle	P	Score +2 if you control the Church
Gristle Gun	K	When played shuffle back into deck once per game
Assassination	K	Score +1 if you control Dichter
Insertion Gun	K	Score +1 if you control Ted Pikul
Meat Cleaver	K	Score +2 if you control the Chinese Waiter
Sub Machine Gun	K	Score +2 if you control the Fanatic
Flame Thrower	K	Score +2 if you control Yevgeny Nourish
Bioport Bomb	K	Score +1 if you control Allegra Geller
Linoleum Knife	K	Score +2 if you control Barb Brecken
Shotgun	K	Score +2 if you control Gas
Hidden Pistols	K	Score +1 if you play the Realists Underground Card
Antenna Research	C	Faction
Anti-Existenzialist	C	Faction
Cortical Systematics	C	Faction
Realists Underground	C	Faction
Hijack	C	-
Rescue	C	-
Escape	C	-
Conspiracy	C	-
Betrayal	C	-
Trust	C	-
Seduction	C	-
Reasoning	C	-
Mole	C	-
Contact	C	-
Subversion	C	-
Double Agent	C	-
Country Church	L	-
Motel Room	L	-
Country Gas Station	L	-

Name	Type	Notes:
Caledon Ski Club	L	-
Workshop	L	-
Guest Chalet	L	-
Game Store	L	-
Stock Room	L	-
Trout Farm	L	-
Assembly Bay	L	-
Chinese Restaurant	L	-
Mountain Road	L	-
MetaFlesh	G	-
Bioport	G	-
Umbycord	G	-
Prototype	G	-
Slave Unit	G	-
Spinal Jack	G	-
Port Plug	G	-
Nerve Boards	G	-
Micropods	G	-
Play Nipple	G	-
Upgrade	G	-
Contamination	D	-
Neural Surge	D	-
Black Spore Cloud	D	-
Diseased Pod	D	-
Infected Bioport	D	-
Anti-Viral Serum	D	-
Anti-Viral Resonator	D	-
Psychic Trauma	D	-
Advance the Plot	M	Draw 2 Cards and play 2 Cards
Game Loop	M	Draw 3 Cards. Keep 1. Shuffle others back into Deck
Game Dialog	M	Steal 1 Random Card from Opponents Hand
New Identities	M	Shuffle Hand into Deck. Draw 5 Cards
Copy Game Engine	M	Take control of 1 Target Game Pod Card
Fully Engaged	M	Draw 4 cards. All other players Draw 2 Cards
The Right Answer	M	Draw 2 Cards. Look at Opponents Hand
Freeze Up	M	Shuffle Target Person back into Deck
Game Architecture	M	Draw 2 Cards. Look at next 5 cards in Deck
Genuine Game Urge	M	Opponent shuffles 2 Random cards from hand into Deck
Reality Bleed Through	M	Switch hands with Opponent
Irish Wolfhound	M	Gain 2 Points. Take Gristle Gun from Deck or Discard
Basic Game Play	M	Draw 1 Card. Play up to 3 Cards
Character Actions	M	You may play all the Cards in your Hand this turn
Game Entry Point	M	Play 2 Cards and Take another Turn
Melt Away	M	Draw 2 cards. Target player loses his next turn
Realer Than Real	Q	-
Clue We Can't Ignore	Q	-
eXistenZ is Paused!	Q	-
Order the Special	Q	-
Don't Take No for an Answer	Q	-
Death to the Demon(ess)!	Q	-
Death to Reality!	Q	-
Did I Win?	Q	-
Are we still in the Game?	Q	-





Expanse Quest

Introduction

Scenario for Warp Quest. for the Warp Quest Core Rules. Based on the Amazon TV Show Expanse.

Players are trying to save the Solar system from A combination of War and the mysterious proto-molecule. Each player (Pawn) represents a Crew & Gunship.

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Skill Table

1D6:	Skill:
1	Crew +1
2	Piloting +1
3	Combat +1

The Scenario

The track spaces represent distance and time. There is only one Module (card list). The track is 60 spaces long.

The first player to reach the end wins the race.

Player Attributes

Each player starts with:

Crew 4 (Number of Crew Members)
10 rolls on the Skill Table:

1D6:	Skill:
4	Technical +1
5	Negotiations +1
6	Investigation +1

Challenges

If you fail a Combat or Technical challenge you Lose 1 Crew. If your Crew = 0 you lose the game. If you fail

a Negotiations challenge go back 1D6 spaces.

If you succeed at an Investigation challenge go forward 1D6 spaces. If you fail a Piloting Challenge roll 1D6:

1D6:	Result:
1	Holed: Lose 1 Crew
2	Fast Thinking Required: Discard 2 Cards or lose 1 Crew
3	Boarded: Do not move next turn, instead face a Combat Challenge
4	Avert Meltdown: Do not move next turn, instead face a Technical Challenge
5	Retreat: Go back 1D6 spaces
6	Damage Control: Miss your next 2 turns

Crossing Paths

If you land on an opponent's pawn roll 1D6:

1D6:	Result:
1	Steal 1 Crew
2	Steal 1 Random Card from his hand
3	Nothing Happens

1D6:	Result:
4	You go forward 1D6 spaces
5	Opponent goes back 1D6 spaces
6	Opponent misses his next turn

Card List Notation

PC Piloting Challenge

CC Combat Challenge

TC Technical Challenge

NC Negotiations Challenge

IC Investigation Challenge

Card List

Name:	Notes:
Protagon Stealth Ship	PC (DM +2) & PC

Name:	Notes:
Cover Up	IC (DM +1)

Name:	Notes:
OPA Attack Ship	PC (DM +1)
Martian Missile Boat	TC or PC (DM +1)
UN Patrol Craft	NC or PC (DM +2)
Pirate Vessel	PC & CC
Scavenger Rig	PC or CC
Mercenary Corvette	PC (DM +1)
Martian Troop Carrier	PC or CC (DM +2)
Space Station Gun Turret	PC
Avoid Contact	PC
Intercept Missile	PC
Outrun Debris Field	PC
Ship Crew	CC or NC
Crooked Cops	CC
Belter Street Gang	CC
Martian Marines	CC (DM +1)
Power Armor Marine	CC (DM +2)
UN Soldiers	CC (DM +1)
OPA Rebels	CC or NC (DM +2)
OPA Faction Thugs	CC
Protogen Enforcers	CC
Protomolecule Pseudopod	CC (DM +3)
Bioweapon Stowaway	CC (DM +3) or TC
Black OPs Team	CC (DM +2)
Boarding Party	CC
Radioactive Zombies	CC
Desperate Mob	NC or CC
Mutinous Crew	NC
Faction Dispute	NC (DM +2)
Diplomatic Mission	NC (DM +1)
UN Minister	NC (DM +2)
Capture Agent	NC
OPA Faction Leader	NC (DM +1)
Martian Ambassador	NC (DM +1)
Quiet Crowd	NC
Permission to Dock	NC
Join Forces	NC (DM +1)
Orbital Standoff	NC
Save Refugees	NC
War Council	NC (DM +2)
Ethical Decision	NC (DM +1)
Ship Repairs	TC
Medical Emergency	TC
Patch Holes	TC
Space Walk	TC
Defuse Bomb	TC (DM +1)
Force Airlock Open	TC
Open Locked Safe	TC (DM +2)
Crack Security Code	TC (DM +1)
Navigate Service Ducts	TC
Shut Down Power Core	TC
Hide Proto-Molecule	TC
Demolition Job	TC
Disguise Ship	TC

Name:	Notes:
Missing Person	IC
Mystery	IC (DM +1)
Altered Ship Manifest	IC
Unethical Experiment	IC
Abandoned Ship	IC
Insane Researcher	IC
Encrypted Database	IC
Act of War	IC
Diversionsary Peace Talks	IC
Destroyed Base	IC
Inexplicable Events	IC (DM +2)
Hidden Laboratory	IC
Misidentified Body	IC
Unanswered Questions	IC (DM +2)
Ship Destroyed	IC
Tactics	Aid: CC/PC +2
Surprise	Aid: CC/PC/NC +2
Speed	Aid: CC/PC/TC +2
Precision	Aid: CC/PC/TC +2
Trickery	Aid: CC/PC/NC/IC +1
Jury Rig	Aid: TC +3
Electronics	Aid: TC +3
Mechanics	Aid: TC +3
Programming	Aid: TC/IC +2
Automatic Fire	Aid: CC/PC +2
Evidence	Aid: NC/IC +2
Leadership	Aid: NC +3
Street Smarts	Aid: NC/IC +2
Diplomacy	Aid: TC +3
Charisma	Aid: TC +3
Experience	Aid: Any +1
Space Suit	Aid: TC/CC +2
Sensors	Aid: CC/PC/TC/IC +1
Ships Computer	Aid: IC/PC/TC +2
Persuasion	Aid: NC +3
Comradery	Aid: NC +3
Find Cover	Aid: CC/PC +2
Engineering	Aid: TC/IC +2
Science	Aid: CC/PC/TC/IC +1
Communications Skill	Aid: NC +3
Understanding	Aid: Any +1
Hand to Hand Combat	Aid: CC +3
Evasion	Aid: CC/PC/NC +2
Interrogation	Aid: NC/IC +2
Threats	Aid: NC/IC +2
State of the Art	Aid: PC +3
Debriefing	Aid: NC/IC +2
Find Clue	Aid: IC +3
Zero-G Maneuver	Aid: PC/TC/CC +2
Sleuthing	Aid: TC/IC +2
Computer Models	Aid: IC/PC/TC +2
Detective Work	Aid: IC +3
Empathy	Aid: NC/IC +2

Name:	Notes:
Decompression	TC (DM +1)
Disarm Nuke	TC (DM +2)
Fix Space Suit	TC

Name:	Notes:
Intuition	Aid: CC/PC/NC/IC +1
Revelation	Aid: NC/IC +2
New Crew Member	Aid: Gain +1 Crew

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.

- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent’s pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Fabulous Thunderbirds

Introduction

Supermarionation. Card & board game for 2-4 players.

Disclaimer

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The Board

12 X 12 Square Grid. Each space should be big enough to hold one card.

Dice

Twelve and six sided dice are needed.

Pawn Set Table

Vehicle:	Description:	Pilot:
Thunderbird 1	Silver Scout Plane	Scott Tracy
Thunderbird 2	Green Freighter	Virgil Tracy
Thunderbird 3	Orange Space Rocket	Alan Tracy
Thunderbird 4	Yellow Submersible	Gordon Tracy
Thunderbird 5	Orbital Space Station	John Tracy
FAB 1	Pink Rolls Royce	Lady Penelope

Bases

Each player has his own secret island base located in a corner of the Map.

Setup

Each player starts with all six of his pawns located on his Secret Base.

Stacking

Pawns may not stack or move through (jump) other pawns. There are two exceptions: You may stack all of your pawns on your Secret Base. Move cards that allow: Instant automatic transport, swapping pawn locations and Knight type moves.

End Game

The game ends when all cards have been drawn from the emergency deck and There are no emergency cards left on the board.

Cards

There are two decks: The Emergency deck and the Responder deck. All players share both decks. Also needed is a set of Time counters.

Pawns

Each player gets a set of pawns. Each set should be of a different color. One player has the red set, the other has a blue set, etc.

Each set has 6 different pawns. See the Pawn Set Table. Pawns must be numbered or marked to differentiate them. Each pawn represents a vehicle and its pilot (driver).

Objective

The player with the most cards in his rescue pile at the end of the game wins.

Turn Sequence

1	Countdown Phase
2	Alert Phase
3	Organization Phase
4	Response Phase
5+	Move Phases

Countdown Phase

Remove a Time Counter from every Emergency card on the Board. If an Emergency card has no counters left put it in the Discard.

Alert Phase

Roll 1D6:

Roll	New Emergencies
1	0
2-3	1
4-5	2
6	3

For each new emergency draw 1 card from the Emergency deck. Roll 1D12 twice to get the coordinates for each new emergency. Place the emergency card in that space on the board.

Roll 1D6 and place that many Time counters on the Newly placed Emergency card. If the rolled coordinates indicate a base or existing emergency, reroll the coordinates. If the rolled coordinates indicate a space occupied by a pawn, place the pawn on its owners base.

Organization Phase

Shuffle the Responder deck together with its discard. Each player fills their hand up to six Responder cards.

Response Phase

Each player rolls 1D12. The player with the highest roll gets his move phase first and so on. Reroll ties.

Emergency Deck Card List

Emergency:	Solution:
Bomb aboard airliner	Fab + TB1
Vehicle trapped in raging inferno	Any two TB
Lady Penelope tied to Railroad track	Any two TB
Reporters trapped in underground river	TB2 + TB4
Controllers trapped in teetering relay station	Any two TB
Toppled rocket probe in countdown	TB4 + Any TB
Agent trapped in vault with explosives	Any two: TB1, 2, 3
Hood captures Brains and TinTin	Fab + Any TB
Construction workers on high ledge	Any two TB
Archeologists captured by Zombites	TB1 + Any Pawn
Probe on collision course with sun	TB3 +TB5
Foil mystery airliner saboteur	Any 2 Pawns
Banker trapped in airless vault	Fab + Any TB
Atomic power plant ablaze	Any 2 Pawns
Family trapped in burning mall	TB1 +TB2
Impersonators frame International Rescue	TB5 + Any TB
Saboteurs with nuclear bomb	Fab + Any TB
Rescue crew of sinking tanker	TB4 +TB5
Duchess imprisoned in burning mansion	TB2 + Any Pawn
Monotrain heading for broken track section	Any 2 Pawns
Trapped in Amazon by mutant alligators	Any two: TB 2, 3, 4
Actors trapped in cave-in	Any 2 Pawns
Oil rig on fire	TB1 +TB4
Atomic logging machine out of control	TB1 +TB2
Break in dam	Any two TB

Move Phases

Each player gets one move phase, order determined in response phase. Discard one of your Response cards to move one of your pawns a Distance indicated by the card. Moves can be orthogonal or diagonal unless otherwise stated.

You may move none, some or all of your pawns. A pawn can be moved multiple times in a single phase. You may save any cards you did not use for next turn.

You may discard any of your cards you do not want. Each Emergency card has a solution. A solution will involve some combination of two pawns.

If during your Move phase you move two pawns adjacent (orthogonal or diagonal) To an Emergency card that satisfy that card's solution requirements, you Complete the rescue: place that emergency card into your rescue pile. Each player has their own Rescue pile.

Card List Abbreviations

TB Thunderbird

Emergency:	Solution:
Plane Hijacking	Fab + Any TB
Giant Solar Reflector Misaligned	TB2 + Any Pawn
Space Station in Decaying Orbit	TB3 +TB5

Responder Deck Card List

Card Name:	#	Notes:
Move 1	3	-
Move 2	3	-
Move 3	3	-
Move 4	3	-
Move 5	3	-
Move 6	3	-
Move K	3	Move like a Knight in Chess
Return to Base	2	Move one of your pawns back to your base
False Alarm	1	Move opponents pawn back to his base
SOS	2	Draw 2 cards from Responder deck
Red Alert	2	Switch location of TB5 and any other TB
Deploy Sub	1	Move TB4 adjacent to TB2
Delay	1	Negate a move card just played
Quick Responder	1	Automatically win roll in Response Phase

Number of that card in the deck

Links

Thunderbirds are go! thunderbirdsonline





Fading Suns Emperor Wars

Introduction

Card game for 5 players. Based on the 1995 SF PC Game Emperor of the Fading Suns.

Disclaimer

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Victory

You win if you hold the position of Regent for 4 consecutive turns. Upon winning, you are declared Emperor.

Dice

Six and 10 sided dice are used.

Factions

There are 5 Noble Houses, the Church, and the Guild League. Each player takes the Role of 1 of the 5 Houses. Non-Imperial Factions include Rebel Sectors, and the alien Symbiots and Vau.

The 5 Houses include:

1. House Hawkwood
2. House Decados
3. House Hazat
4. House Li Halan
5. House Al Malik

House Hawkwood

In Fate Phase Hawkwood gets to draw an extra card.

House Decados

House Decados gets +5 to the Intrigue Bid.

House Hazat

House Hazat gets 5 free Research Points per turn.

House Li Halan

They gain a free 5 Church Influence points per turn.

House Al Malik

They gain a free 5 Guild Influence points per turn.

Planet Deck

Planets are represented by cards from the card deck. Each planet starts with a similar economic potential.

Fate Deck

Players share a common Fate Deck. The Fate Deck contains Event cards and Tech cards.

Scepters

Scepters are represented by Tokens. There are 35 scepters. Each scepter grants one vote in the Imperial Vote Phase.

Firebirds

Firebirds are represented by Poker Chips. Firebirds are the base unit of currency.

House Counters

Each player has a unique set of counters called house counters (HC). House Hawkwood counters have a Lion symbol.

House Decados counters have a Mantis symbol.

House Hazat counters have a clawed fist symbol.

House Li Halan counters have an ornate cross symbol.

House Al Malik counters have a circular saw symbol.

House counters (HC) are used to represent Nobles, Fleets, Cities, and As markers for Influence and Research.

War Fleet Card

Each player has a War Fleet card. The number of HC on the card indicates how many Fleets the House has.

House Nobles Card

Each player has a House Nobles card. The number of HC on the card indicates how many Nobles the House has. If a player is ever loses all his Nobles, he is eliminated from play, and All his planets become Rebel Worlds.

Research Card

Each player has a Research card. The number of HC on the card indicates how many Research Points the House has.

Technologies

Players have to record with paper and pencil which Technologies they have acquired.

Church Influence Card

Players share a common Church Influence card. Players place HC on the card to indicate how much influence they have with the Church. The player with the most Influence is said to have the Churches Favor.

Guild Influence Card

Players share a common Guild Influence card. Players place HC on the card to indicate how much influence they have with the Guild. The player with the most Influence is said to have the Guilds Favor.

Setup

Each player takes the role of 1 Noble House.
 Each player starts with 5 random Planet Cards.
 Each player starts with 5 Scepter Tokens.
 Each player starts with 5 HC on his War Fleet Card.
 Each player starts with 5 HC on his House Nobles Card.
 Each player starts with no Industry or Military Tech.

Turn Sequence

All turns are simultaneous. Each turn has 14 Phases:

1. Fate Phase
2. Production Phase
3. Upkeep Phase
4. Intrigue Phase
5. Event Phase
6. City Phase
7. Technology Phase

8. Fleet Phase
9. War Phase
10. Symbiot Phase
11. Church Donations Phase
12. Guild Bribes Phase
13. Imperial Vote Phase
14. Ministry Assignments Phase

Fate Phase

Each player draws 1 card from the Fate Deck. Pay 5 FB to draw an extra card. If the deck runs out, shuffle the discard and draw from it.

Draw 1 card from the Planet Deck and place it face up on the table. This planet is not owned by any player and is considered to have Rebel status. Any player may attack it to try to take control of it. Max hand size is 4 cards. At end of phase discard excess cards.

Production Phase

Each planet you control earns $X + Y + Z$ Firebirds.
X The Terrain Type of the World
Y The number of Cities on that planet
Z Your Industry Tech Level

Upkeep Phase

Pay 1 FB (Fire Birds) for each of your Fleets. Unsupported Fleets are Disbanded.

Intrigue Phase

Players secretly bid FB's. The player with the highest Bid rolls 1D10 (The Intrigue Table):

1D10	Result:	Notes:
1	Assassination	Kill Target Noble
2	Rebel Rousing	Random Planet of Target House goes Rebel
3	Instigate Duel	See Notes
4	Spy	Look at opponents Fate hand & steal 1 card
5	Sabotage	Opponent must discard 3 Random Fate cards
6	Betrayal	Steal Target Noble
7	Steal Tech	Gain 1D10 Research Points
8	Leverage	Gain 1D10 Guild Influence
9	Extortion	Steal 1D6 Fire Birds from target player
10	Blackmail	Gain 1D10 Church Influence

In a Duel pick 2 Houses. Both roll 1D6. You get +1 to your roll if you pick your own House. The Higher Roll wins the Duel. The loser has 1 Noble killed.

In case of a tie, both Nobles are killed.

City Phase

Pay $5 + X$ Firebirds to put 1 HC counter on one of your planet cards.

X the number of HC already on that planet.

An HC on a planet card represents a new city on that planet.

Technology Phase

Pay X FB to get X Research Points (RP) You may buy 1 Technology card from your hand. Each Tech card costs 20 RP. Record your technologies with paper and pencil.

Discard the Tech card after it is played.

Fleet Phase

Pay 20 FB to gain a new Fleet. Place an HC on your War Fleet card.

War Phase

Players take turns in this phase. Roll high on 1D10 to see who goes first (Initiative Roll). Reroll ties for first. Then proceed clockwise.

You may attack a Planet controlled by an opposing House or a Rebel or Symbiont Planet. Make sure to declare specifically which target house you are attacking. You may attack with 1 or more of your Fleets.

The Defending House must defend with all of it's Fleets. (If it is a rebel or symbiot world a random opponent does its fighting actions) Each side draws 8 cards

D6	Result
1-2	Take the Planet card from opponent
3-4	Take 1 Scepter Token from opponent
5-6	Take the Planet card and 1 Scepter Token from opponent

Symbiots will defend a World they have conquered with 5 Fleets with no tech bonus. If defending Symbiots/Rebels are defeated, the attacking House does not roll on the Conquest table, it simply gains control of the Planet.

D6	Result
1	House Hawkwood
2	House Decados
3	House Hazat

They attack with 1D6 Fleets. If they win they capture the planet: It becomes barren and all cities are removed. Note: they don't roll on the Conquest Table and they don't take Scepters.

The Symbiots use the Symbiot deck instead of the War deck and are Played by any other random player except the defender.

Church Donations Phase

Pay X FB to gain X Church Influence. Place X of your HC on the Church Influence card. The player with the most Influence is said to have the Churches Favor.

If you are Excommunicated you lose all your Church Influence and cannot game any more during your excommunication.

Guild Bribes Phase

Pay X FB to gain X Guild Influence. Place X of your HC on the Guild Influence card. The player with the most Influence is said to have the Guilds Favor.

Players may trade cards, FB, Technologies, Scepters, Fleets, Worlds, Influence, etc. during this phase.

Imperial Vote Phase

A Vote is conducted to see which house becomes the new Regent. Players may vote for themselves or

from the War deck. The side with more fleets draws 2 extra War cards.

Players may discard up to 5 cards and redraw. There are 4 types of War cards: A side may only use 2 cards of a given type. Each sides adds up the Force value of their War cards to get a Force Total.

Some technologies give bonuses to certain types of War cards. The Higher Force Total wins. Defender wins ties. The loser loses 1 Fleet The winner loses 1 Fleet on a roll of 4+ on 1D6.

If the Attacker won roll 1D6 (Conquest Table):

Symbiot Phase

Roll 1D6. On a roll of 1 the Symbiots attack a random planet. Roll 1D6 to see whom they attack:

D6	Result
4	House Li Halan
5	House Al Malik
6	Planet Stigmata

another player. Players vote with the Scepters they control.

Each Scepter is equal to 1 Vote. The player with the Churches Favor gets to use their 5 Scepters. The player with the Guilds Favor gets to use their 5 Scepters.

The player with the most Votes wins the Regency. If there is a tie, no player becomes Regent, and no Ministers are selected. (If Tied the Regent from the previous turn DOES NOT retain control: it reverts to neutral status) An Excommunicated house cannot vote or become regent or hold a Ministry position.

Ministry Assignment Phase

The Regent assigns the 3 Ministry positions to 3 of the other Houses. The ministries are:

- The Imperial Eye
- The Imperial Fleet
- The Stigmata Fleet

The Imperial Eye Ministry

The Minister gets a free roll on the Intrigue Table in Intrigue Phase.

The Imperial Fleet Ministry

The Minister gains 2 Fleets and all Starship Unit cards played by him in a battle using these Imperial Fleets get an extra +2. If destroyed, the Fleet is rebuilt at no cost at next Regency vote. This Fleet may be used to defend a planet or to attack a Rebel planet.

This Fleet may not be used to attack a House unless it is excommunicated.

The Stigmata Fleet Ministry

The Minister gains 2 Fleets and all Starship Unit cards played by him in a battle using these Stigmata Fleets get an extra +2. If destroyed, a Stigmata Fleet is rebuilt at no cost at the next Regency vote. If any player is attacked by the Symbiots, these fleets must defend.

If any Planets are under Symbiot control, these fleets must attack. These Fleets may not be used to attack a House. The Minister gains control of planet Stigmata.

Stigmata is the planet closest to Symbiot space. It is a Barren planet (income 2 FB) Defending Infantry Units and Mechanized Unit cards on Stigmata get an extra +2.

Regency

The Regent gets control of the planet Byzantium Secundus. This is a Megacity World. The Regent gets the income from this planet (10 FB).

It is protected by the Imperial Guard: When defending Byzantium II the Regent may draw 2 extra cards, and Defending Infantry Units and Mechanized Unit cards on Byzantium II get an extra +2.

Regency Coup

As Regent, you may declare yourself to be Emperor early. If you do so, you become a Rogue Regent. All Votes are suspended.

You lose all Influence. If you remain in possession of Byzantium II for 5 turns, you become the new Emperor.

Planet Type Table

Type:	Abr	BP	GD	MC
Temperate	T	6	0	4
Barren	B	2	0	8
Desert	D	2	+1	8

Abr Abbreviation

BP Base Production: Number of FB this World produces per turn.

GD Bonus Defending Ground Units get (Infantry and mechanized)

MC The number of cities needed to be built on this world to convert it to a Megacity world.

Barren Worlds

Barren worlds have been destroyed in wars from previous ages. They contain Ruins. Human and some-

Attacking Byzantium II

If you attack Byzantium II and conquer it, you automatically become a rogue regent. You may only attack Byzantium II if it is controlled by another player.

Rebel Planets

A Planet may become a Rebel Planet as a result of an Event. The Planet becomes neutral, under no players control, but still in play. The Planet is defended by 1 Rebel Fleet with no tech bonus.

The Rebel uses the War Deck and is played by any other player. On the first turn a Planet goes Rebel, only the player it previously belonged to may attack it. The first player to destroy the Rebel Fleet gains control of the Planet.

If your last remaining Planet goes Rebel, you automatically lose. Note: Byzantium II and Stigmata can never go Rebel.

Last Planet Defense Rule

If you are down to your last planet, it cannot be taken from you in Battle until you have lost your last remaining fleet. Note: You can lose your last house by it going Rebel or if Byzantium II is your last planet and you are voted out.

Holy Warriors

Some units in the War deck have a "Holy" designation. You can use these only if you have a higher Church Influence than your opponent.

Type:	Abr	BP	GD	MC
Jungle	J	4	+1	6
Frozen	F	2	+2	8
Megacity	M	10	+3	0

times Alien technologies will be found. For each Barren world you start the game with, you get 20 Research Points.

Megacities

You may not build cities on a Megacity world. Any world that achieves its MC (see Table) becomes a Megacity world. (Remove city counters (HC's) on a newly formed Megacity)

Planet Deck

Name:	Type:	Name:	Type:
Cadiz	T	Criticorum	T
Severus	B	Shaprut	B
Cadavus	D	Istakihr	D
Malignatus	J	Aylon	J
Pandemonium	F	Chernobog	F
Midian	T	Aragon	T
Rampart	B	Sutek	B
Icon	D	Vera Cruz	D
Kish	J	Daishan	J
Absolution	F	Xanadu	F
Delphi	T	Hope	T
Ravenna	B	Rodan	B
Gwynneth	D	Aridor	D
Leminkaisen	J	Balarek	J
Stormhold	F	Frost	F

Additional cards are needed for Byzantium Secundus and Stigmata.

War Deckcard List Type Notation

S Starships
M Mechanized Units
I Infantry
T Tactics

The War Deck

Name:	Force	Type	Notes
Special Forces	3	I	Stealth
Cybercorps	7	I	Pilot
Fanatics	3	I	Holy
Blademasters	8	I	-
Trackers	4	I	Stealth
Dervishes	4	I	Holy
Xyl Warbeast	8	I	Bioweapon
Doppelgangers	6	I	Stealth
Assassins	7	I	Stealth
Mercenaries	5	I	Cost 1 FP; Draw another card
Power Armor Legion	6	I	-
Marauder Legion	7	I	-
Chemical Shock Legion	6	I	Bioweapon
Rangers	5	I	Stealth
Genetic Warriors	5	I	Bioweapon
Assault Legion	9	I	-
Shock Legion	10	I	-
Assault Tanks	3	M	-
Plague Guns	6	M	Bioweapon
Cloaking Tanks	5	M	Stealth
Scout Tanks	7	M	Stealth
Necrosis Plague Bombs	9	M	Bioweapon
Mega Tank	8	M	-
Missile Launchers	5	M	-
Assault Guns	3	M	-
SP Artillery	7	M	-

Name:	Force	Type	Notes
Meson Cannons	10	M	-
Tank Killers	4	M	-
Atmos Fighters	4	M	Pilot
Atmos Bombers	5	M	Pilot
Morph Fighters	6	M	Pilot; Stealth
Morph Bombers	7	M	Pilot; Stealth
Space Fighters	3	S	Pilot
Cyber Fighters	5	S	Pilot
Space Carrier	6	S	-
Battle Carrier	8	S	-
Space Bombers	4	S	Pilot
Holy Bombers	6	S	Pilot; Holy
Star Base	7	S	Defender only
Meson Star Base	10	S	Defender only
Assault Landers	3	S	Attacker only
Stealth Ships	6	S	Stealth
Space Frigates	7	S	-
Space Cruisers	8	S	-
Space Dreadnaught	9	S	-
Surprise Attack	9	T	-
Treachery	10	T	-
Prepared Defenses	5	T	Defender only
Ambush	8	T	-
Concentration of Force	7	T	-
Decisive Action	8	T	-
Rear Attack	6	T	-
Logistics Strategy	5	T	Defender only
Reserves	2	T	Draw 1 extra War card
Fanaticism	4	T	Holy Units F+4
Military Blunder	7	T	-
Attrition	3	T	-
Overrun	6	T	-
Military Disaster	5	T	Opponent loses 1 extra Fleet
Battle Casualty	3	T	Opponent loses 1 Noble

Symbiot Deck

Name:	Type	Force
Pod Ship	S	4
Spore Ship	S	6
Grapppler Ship	S	8
Blow Ship	S	10
Nester	I	3
Reaver	I	5
Minder	I	7

Name:	Type	Force
Butchers	I	9
Spitters	M	3
Tanks	M	6
Arcers	M	9
Contagion	T	4
Hive Mind	T	7
Infestation	T	10

Fate Deck Card List Notation

T Technology

E Event

Fate Deck Card List

Name:	Type	Cost	Notes:
Quantum Mechanics	T	20	Industry Tech Level +1
Psychosocial Engineering	T	20	Industry Tech Level +1
Nanotech	T	20	Industry Tech Level +1
Microbiology	T	20	Industry Tech Level +1
High Energy Physics	T	20	Industry Tech Level +1
Cybernetics	T	20	Industry Tech Level +1
Hydroponics	T	20	Industry Tech Level +1
Molecutronics	T	20	Industry Tech Level +1
Medicine	T	20	Industry Tech Level +1
Jump Drive Tech	T	20	Fleets cost 2 FP less
Theurgy	T	20	Fleets cost 2 FP less
Ceramsteel	T	20	Starship Units F+1
Meson Cannons	T	20	Starship Units F+1
Fusion Beams	T	20	Starship Units F+1
Composite Armor	T	20	Mechanized Units F+1
Hover Tech	T	20	Mechanized Units F+1
Megachassis	T	20	Mechanized Units F+1
Fusion Rifles	T	20	Infantry Units F+1
Powered Armor	T	20	Infantry Units F+1
Combat Drugs	T	20	Infantry Units F+1
Wetware	T	20	Pilot Units F+1
Discontinuity Generator	T	20	Stealth Units F+1
Mnumonic Armor	T	20	Stealth Units F+1
Genetics	T	20	Bioweapon Units F+2
Xenobiology	T	20	War Cards F+1 vs. Aliens
Exploration	E	-	Gain 1 new Planet card
Prosperity	E	-	Gain 10 Firebirds
Ancient Relic	E	-	Gain 10 Research Points
Holy Writ	E	-	Gain 10 Church Influence
Free Trade Agreement	E	-	Gain 10 Guild Influence
Industrialization	E	-	Gain 1 City
Intrigues	E	-	Roll once on the Intrigue Table
Peace Treaty	E	-	Target House may not attack you this turn
Guild Declares Third Republic	E	-	The next Vote is canceled: Treat as Tie
Economic Collapse	E	-	Target player Loses 10 Firebirds
Steal Scepter	E	-	Steal 1 Scepter from target House
Rebellion	E	-	Target Planet becomes a Rebel Planet
Excommunication	E	-	Excommunicate target House for 1D6 turns
Treachery	E	-	Get +10 to your Force Total as attacker
Inquisition	E	-	House w least Church Influence loses target Tech
Vau Meddling	E	-	Draw 2 Fate Cards
Coming of Age	E	-	Gain 1 Noble
Heresy	E	-	Target House loses 10 Church Influence
Peace	E	-	No one may attack this turn
Patriarchal Election	E	-	Remove all Church Influence of all Houses
League Upheaval	E	-	Remove all Guild Influence of all Houses
Guild Embargo	E	-	House with least Guild Influence loses 20 FB
Diplomacy	E	-	Negate an Event card just played

Links

Wiki Universe

Rpg

Card Sets And More Available!

Thanks Ron! Click Here





Farscape The Cardgame

by Peter Cobcroft

Introduction

Multi-player Card game. Space Opera / Sci-Fi theme. Warp / Euchre type Format.

Disclaimer

Farscape is a copyrighted, trademarked, licensed property. This is merely a fan site. Warning - this game contains spoilers for the entire series.

Objective

To have the characters with the highest scores by the time the series ends. The character with the highest score is deemed to be the 'star' of the series.

The Decks

There is one common deck to draw from.

Card Types

Character cards. Event cards. Character Exit cards.

Play Change cards.

Setup

Each player receives 5 cards. The player in the blackest clothing goes first. Play proceeds clockwise.

Turn Sequence

1. Draw a card
2. Play a card
3. Obey any special rules on a card

Game End

The game ends when the 'End of Season' card is played. Note - longer games can be played if four seasons are run. When the 'End of Season' card is played, reshuffle all cards and keep a running score.

Maximum Cards

A player may not have more than five cards in their hand at the beginning of their turn, unless the rules have changed.

Draw A Card

Unless the play rules have changed, a player only draws one card from the deck. If there are no cards left to draw from, reshuffle the discard pile and keep going.

Play A Card

Unless the play rules have changed, a player only plays one card from their hand. They may play it to the active area in front of them, or they may discard the card to the discard pile. Character cards are placed in front of the player whose turn it is. Event cards are placed on top of Character Cards and add to the score of the Character Card, they may also be played on other Event cards for a cumulative effect. Event cards can be played on other player's Characters. If doing so decreases MH or PH to zero, then the character and all events for that character are immediately discarded.

Character Exit Cards are placed on top of all the Events of a particular Character (either yours or someone else's). Rotate the pile sideways - no further cards can be played on it. Character Exit cards can be played on another player's Character if legal. Play Change cards can never be discarded from your hand, and when played they take effect immediately. Place Play Change cards next to the discard pile, they are in effect until another card supercedes them.

Characters

A character, when played, usually starts with 2 Mental Health (MH), 2 Physical Health (PH) and usually 1 in another characteristic (C, T, R, A). If either MH or PH is reduced to zero, the character is out of the game. Take the Character card, and any Event cards played on that character and put them in the discard pile. Event cards usually increase one of a character's four scores - comedy, tragedy, romance or action. It is the sum of these scores that gives a character's final score. An Event card can only be played on another Event card or an un-Exited Character. Character Exit cards are played on a character so that they form a complete character journey, only when a character has had an Exit card played on them do they count towards your score when the game ends. Some Exit cards reduce your scores in certain attributes if they are played. If it reduces an attribute below 1, then it can not be played on that Character.

Legend**C** Character card**E** Event card**X** Character Exit card**P** Play Change card**Tr** Tragedy**Co** Comedy**Ro** Romance**Ac** Action**MH** Mental Health**PH** Physical Health

Character Descriptor Notes: Abbreviation -
 Name:(Game Effect)Description:

H Hunted: A group is actively chasing you.**E** Exiled: You may not go home.**B** Betrayed: You were betrayed by someone you trusted.**A** Authority:(+1 Tr)You once held a position of authority.**M** Mistrust:(+1 Tr)Other character mistrust you.**HA** Hidden Ally:One other character is loyal to you.**UM** Ulterior Motives:You have your own agenda.**N** Naive:(+1 Tr)You don't understand the universe as well as everyone else.**MU** Mentally Unstable:(+2 Tr, -1 MH) You suffer from a mental illness.**EU** Emotionally Unstable:(+2 Tr, -1 MH) You are childish.**Character Card List**

Name:	Description:	Notes:
Pa'u Zotoh Zhaan	Delvian Priest	H
Aeryn Sun	Ex-PeaceKeeper Commando	B, E
Ka D'Argo	Luxan Warrior	B
Chiana	Nebari Thief	E, H
Dominar Rygel XVI	Hynarian Royalty	E, A
Commander John Crichton	Human Scientist	E, N, H
Captain Bilar Crais	PeaceKeeper Captain	H, M, A
Scorpius	PeaceKeeper Special Ops	UM, A, HA, M
SikozuSvalaShantiSugaysiShanu	Kalish Biloid	UM
Pilot	Pilot	E, N
Joolushko Tunay Fento Hovalis	Interion Student Nave	N
Utu-Noranti Pralatong	Traskan Herbologist	UM
Stark	Banik Strykera	MU, UM
Jothee	Luxan Hybrid	EU, HA
Moya	Leviathan	E
Talyn	Leviathan Hybrid	EU, N, H
Lieutenant Braca	PeaceKeeper Officer	A, UM, HA
Commandant Mele-On Grayza	PeaceKeeper Officer	A, M

Character Exit Card List

Name	Description	Notes
Martyrdom	Zhaan (SIW:WFTW)	-3 Tr if not Hunted
Martyrdom	Crichton (IP:IA)	-3 Ro if not Exiled
Martyrdom	Crais (ITLD:WISC)	-3 Ac if not Mistrust
Martyrdom	Talyn (ITLD:WISC)	Any
Betrayed and killed	Aeryn (DMD)	-3 Ro if not Betrayed
Settled down with own species	Jool (WWL)	-3 Co if not Naive
Executed	Stark (TUT)	-3 Co if not Mentally Unstable
Running from awkward situation	Jothee (SAL)	-3 Ac if not Emotionally Unstable
Spiritual quest	Stark (F)	-3 Tr if not Ulterior Motives
Switch Sides	Sikozu (BT)	Any
Court Martialed	Grayza (WSS:LB)	-3 Ac if not Authority

Event Card List

Name	Description	Notes
Make friends w. useful skills	Crichton (P)	+1 Ac
Get secondhand equipment	-	+1 Ac
Unexpected holiday	Crichton (JC, TL), Aeryn (TL)	+1 Tr, +1 PH
Joyful anomaly	Crichton, Rygel, Chiana (TTLG)	+1 Co, +1 MH
Share personal tragedy	D'Argo (TGAS)	+1 Tr, +1 MH
Upgrade equipment	Crichton (TTBRC)	+1 Ac
Rescue unfortunate	All (BTBW)	+1 Ac
Start relationship	(PKTG, TF, OOTM, RA)	+1 Ro
Heal emotional damage	(TTS), AS(TC), Z(MTB), BC(FT)	+1 MH
Party	(LATP, SNS, WGFA)	+1 MH
Information on personal quest	(ACN, TL, AHR, THM, ITLD)	+1 Ac
Make friends of own species	(LATP,TF,VM,F,ACN,WWL,WSS:HTK)	+1 Ro
Enemy becomes useful ally	Crais (LGAM:PB), Scorpius (CBC)	+1 Ac
New power	Chiana (LT)	+1 Ac
Reunited with lover	Crichton (F)	+1 Ro
Training	(MAA)	+1 Ac, +1 MH
New ship	D'Argo (SAL), Crais (FT)	+1 Ac
Presumed dead is returned	(SOD, ACN, TFS)	+1 Tr
Stripped	Crichton (P)	+1 Co
Robbed	Crichton (P), Natira (LGAM)	+1 Tr
Make new enemies	JC (THM, LATP), Aeryn (P)	+1 Tr
Exploited	P(DNAMS), KD, Z(TGIFA), J(SNS)	+1 Tr
Disturbing anomaly	Crichton (AHR, TTLG)	-1 MH
Create personal tragedy	AS/JC(SAL,DWTB), C/KD(SOD)	+1 Tr, -1 MH
Lose loved one	JC(DMD), St(SIW:WFTW), C(TTS)	+1 Tr
Betrayed by rescuee	(BABABTTF, DR, ABL, F)	+1 Tr
Insanity	All (CDM)	-1 MH
Attacked by friend	J(EM), JC (TFAL, RA), KD (TFAL)	+1 Tr
Loved one becomes enemy	Aeryn (R)	+1 Tr
Mind read	(N, THM, WGFA, ISTFIA, THM)	+1 Co, +1 Tr
Captured	JC (often), (ISTFIA), AS(BHTB)	+1 Tr, +1 Ac
Tortured	JC(often), Sc(WSS:HTK), BC(THM)	+2 Tr, -1 PH, -1 MH
Psychological torture	JC (WGFA), BC (TOBM), Z (PIYW)	-2 MH
Betrayed	Crais (FT), All (FT)	+1 Tr
Possessed	JC(often), C (LT), BC (GEM)	+1 Tr, -1 PH
Dark secret revealed	Aeryn (TWWW)	+1 Tr
Dark secret faked	Aeryn (GEM)	+1 Tr
Spacewalking/trapped in space	(TGAS,FT,LATP:IDIT,GEM,DWTB)	-1 PH
Put on trial	Zhaan (R:U/DALD), All (TUT)	+1 Ac
Petrified	Crichton (LATP:IDIT)	-1 PH
Beheaded	Crichton (LATP:TMC)	-1 PH
Dismembered	Sikozu (CK, TS)	-2 PH
Time travel	JC(BABABTTF), All (DD,K)	+1 Co, +1 Tr, +1 Ac
Tested	Crichton (AHR), Crichton (UR)	+1 Ac
Cloned	D'Argo, Chiana, Crichton (EM)	+1 Co, +1 Tr, +1 Ro, +1 Ac
Dress in drag	JC (CBC, SNS), KD (CBC, UR)	+1 Co
Farting	Rygel (many episodes)	+2 Co
Vomiting	(LMST, LMST, TTLG, CBC)	+1 Co
Urination	Rygel (TGIFA), Crichton (OOTM)	+1 Co
Sneezing	All (BTBW, HOTR)	+1 Co

Name	Description	Notes
Spitting	R(P),JC(N),BC(THM),S(I,WSS:HTK)	+1 Co
Nosepicking	Rygel, Crichton	+1 Co
Mind control/Possession	(ABL, season 2, LT, APM)	+1 Tr
Self mutilation	KD(IET,TGAS,VM),C(TTS),Sc(rods)	+1 Tr
Jealousy	KD(season3),JC(GEM),BC(season2)	+1 Ro
Attempted suicide	Jool (EM)	+1 Tr
Fear	often	+1 Tr
Betrayal	R(FT),BC(FT, R),Sc(Promises)	+1 Tr
Hostage/Kidnapping	(ISTIA, LGAM:WFLT,WSS,WWL:R)	+1 Ac
Terrorism	All (ITLD)	+1 Ac
Murder	(DR,HOTR,THM,ABL,CDM,TWWW,APM)	+1 Tr
Euthanasia	Chiana (HOTR)	+1 Tr
Birth	Chiana/Moya/Talyn (FT)	+1 Ro
Child abuse	Scorpius (I)	+1 Tr
Drugs	(TGIFA,SNS,M),JC(DWTB,season4)	+1 Co
Massacre	Locals (DD)	+1 Ac
Inter species Sex	(LATP,AHR,M,SOD,I, LGAM)	+1 Ro
Same species Sex	JC (RIB), AS (TWWW), R(F)	+1 Ro
Adultery	D'Argo, Chiana, Jothee (SOD)	+1 Tr, +1 Ro
Carnal knowledge	(SOD, ACN, HOTR, K)	+1 Tr, +1 Ro, -1 MH
Fetish/Bondage	(LGAM:WFLT, WGFA)	+1 Ro, -1 MH
Group sex	(implied WGFA)	+1 Ro, +1 Co
Incest	Crichton/Leslie (implied WGFA)	+1 Tr, -2 MH
Rape	Rylana (I), (implied WSS:FA)	+1 Tr, -1 MH
Homosexuality/Bisexuality	(implied WGFA, OOTM), Chiana	+1 Co
Masturbation	(OOTM)	+1 Co
Prostitution	Chiana (implied, often)	+1 Tr
Nudity	Zhaan (P, TFAL), Crichton (P)	+1 Co
Specific trait emphasized	All (M)	Double highest stat of character

Play Change Card List

Name(Description)	Notes:
Body swap (All but JC(UR))	Move every un-Exited Character cards and events one player to the left
Body swap (All but Z(OOTM))	Move every un-Exited Character cards and events one player to the right
Wormhole (All (often))	Play reverses direction
Wormhole (All (often))	Play reverses direction
Quick Draw	Players now draw +1 cards per turn
Hidden Cache	Players now draw +1 cards per turn
Ambidextrous	Players now must play +1 cards per turn
Ambidextrous	Players now must play +1 cards per turn
Play whole hand	Players must play all cards in their hand per turn
Delete rule	Discard one Play Change card
Delete rule	Discard one Play Change card
Cliff Hanger (every season)	Hand size is reduced by 1
Cliff Hanger (every season)	Hand size is reduced by 2
Anticlimax	Hand size is now 7 cards
Virtual reality game	(Chiana, Crichton (JQ))*
End of Season	The season ends

- * Swap any of your un-Exited Characters for one other player's else's un Exited Characters, including all Events played on the characters.





Fifth Element

Introduction

Card game for 2 players. Based on the SF movie of the same name. One player is the side of Good.
The other player is the side of Evil.

Disclaimer

Fifth Element is a licensed, copyrighted property. This is merely a fan site.

Victory

The first player to win 3 hands in a row wins the game.

The Deck

Players share a common deck.

Setup

Determine who is good and who is evil.

Turn Sequence

Each turn has 4 Phases:

1. Luck Phase
2. Search Phase
3. Action Phase
4. Run Phase

Luck Phase

Each player draws a hand of 8 cards. If the deck runs out, shuffle the discard and draw from it.

Search Phase

Players may discard up to 4 cards and draw replacements.

Action Phase

Players reveal their hands. The hand with the highest total point value wins. If there is a Tie, replay the hand.

Record who won the hand. If your hand has 2 or more cards of the same suite, each card gets +1 to it's Point Value.

Run Phase

Players discard their hands.

Card Notation

G Good: Card useable only by the Good Player

E Evil: Card useable only by the Evil Player

N Neutral: Card useable by both players

PV Point Value

Common Deck Card List

Card Name:	Type	PV	Suite:
ZF-1 Weapon Pod	E	1	Zorg
Mr. Zorg	E	5	Zorg
Bomb	E	3	Zorg
Zorg Agent	E	2	Zorg
Treachery	E	4	Zorg
Destruction	E	2	Shadow
Giant Ball of Fire	E	3	Shadow
Absolute Evil	E	4	Shadow
Manipulation	E	1	Shadow
The Shadow	E	5	Shadow
Aknot the Leader	E	3	Mangalore
Space Fighters	E	2	Mangalore
Mangalore Warriors	E	1	Mangalore
Revenge	E	4	Mangalore
Honor	E	5	Mangalore

Card Name:	Type	PV	Suite:
Love	G	4	Korben
Korben Dallas	G	5	Korben
DJ Ruby Rhod	N	2	Fhloston
Contest Winner	N	2	Fhloston
Super Green	N	1	Fhloston
Planet Fhloston	N	1	Fhloston
Paradise Airship	N	1	Fhloston
Empty Case	N	2	Stuff
Radio Waves	N	1	Stuff
Self Destruct Button	N	2	Stuff
Space Plane	N	1	Stuff
Entourage	N	1	Stuff
Escape	N	1	Action
Sneakiness	N	1	Action
Hijacking	N	2	Action

Card Name:	Type	PV	Suite:
The Fifth Element	G	5	Leeloo
Leeloo Multipass	G	2	Leeloo
Supreme Being	G	1	Leeloo
Save the World	G	4	Leeloo
Perfect Kung Fu	G	3	Leeloo
The Diva Plavalaguna	G	1	Guardians
Mondoshawan Guardians	G	5	Guardians
Priest Vito Cornelius	G	3	Guardians
David the Acolyte	G	2	Guardians
Sacrifice	G	4	Guardians
Elite Special Ops	G	2	Korben
Art of Negotiation	G	3	Korben
NY Cab Driver	G	1	Korben

Card Name:	Type	PV	Suite:
Rendezvous	N	1	Action
Mission	N	2	Action
President Lindberg	N	2	Government
Government Scientists	N	2	Government
Earth Warships	N	1	Government
Police Control	N	1	Government
Major Iceberg	N	1	Government
The Temple	N	2	Temple
The Four Stones	N	2	Temple
Key to the Temple	N	1	Temple
Divine Language	N	1	Temple
Planet Earth	N	1	Temple

Cardset Available!!!

Thanks Ron! [Click Here](#)





Firefly Gin

Introduction

Card game based on the Firefly Universe. Each player is a manifestation of the ship and crew.

Disclaimer

Firefly is a licensed, copyrighted property. This is merely a fan site.

Victory

The first player to win 5 hands is the winner.

Deck & Discard

Players share a common deck. The deck has 7 suites. The deck is kept face down.

The discard is kept face-up.

Setup

Player who won last game goes first. Play proceeds clockwise. Each player is dealt a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 5 Phases: First Draw Phase Second Draw Phase Meld Phase Event Phase Discard Phase

First Draw Phase

Draw the top card of the deck or discard pile. If the deck runs out, shuffle the discard to make a new deck.

Second Draw Phase

Draw the top card of the deck or discard pile. If the deck runs out, shuffle the discard to make a new deck.

Meld Phase

If you make a Meld you win the hand: Start a new hand. There are 3 types of Melds:

1. Seven Spread Meld
2. Two Bit Meld

3. By the Numbers Meld

A "Seven Spread" meld has 1 card from each of the seven suites. A "Two Bits" meld has a 3 of a Kind (same suite or number) and a 4 of a kind (same suite or number). A "By the numbers" meld has 7 cards in contiguous numerical order.

Event Phase

You may conduct special Actions in this Phase. See the Special Actions List.

Discard Phase

Max hand size is 7 cards. Discard down to max hand size.

Special Actions List

* Milk Run: Discard a Location, Contact, and Job card to cause Your hand size to be increased by 1 for the rest of this hand. * Sabotage: Discard a Foe card to cause your opponent to discard 1 random card. * Distress Call: Discard a Job card to draw 2 cards from top of the deck and discard 1.

* Out in the Black: Discard 2 Aid cards to search the deck for a card and put it in your hand. * A Better Deal: Discard a Contact card to look at one opponent's hand, or look at the Next 3 cards in the deck. * Being Reasonable: Discard a Location card to draw 1 card from the top of the discard pile.

* You may always use exactly one Crew card in your hand as a Wild card. * Double Cross: Discard 2 Event cards to steal a random card from an opponent's hand. * Shipboard Romance: Discard 2 Crew to draw 3 cards from the deck.

Card Type Notation

- E** Event
- C** Contact
- L** Location
- J** Job
- A** Aid
- F** Foe
- X** Crew

Common Deck Card List

Card Name:	Type	#
Passengers	J	1
Live Cattle	J	2
Stolen Drugs	J	3
Latest Caper	J	4
Train Heist	J	5
Criminal Salvage	J	6
Marked Cargo	J	7
Smuggle Contraband	J	8
Priceless Artifact	J	9
Mercenary Job	J	10
Nutrient Bars	J	11
Legitimate Job	J	12
Fringe World	L	1
Terraformed Moon	L	2
Space Station	L	3
Factory Settlement	L	4
Mining Town	L	5
Drifting Hulk	L	6
Skyplex	L	7
Black Market	L	8
Core World	L	9
Bustling Port	L	10
Rim World	L	11
Mighty Fine Shindig	L	12
Middle Man	C	1
Buyer	C	2
Fence	C	3
Crime Lord	C	4
Rendezvous	C	5
Badger	C	6
Clandestine Dealings	C	7
Business Man	C	8
Aristocrat	C	9
Corporation	C	10
Con-Artist	C	11
Shakedown	C	12
Ex-Companion Saffron	F	1
Reavers	F	2
Alliance Troops	F	3
Blue Sun Company Agents	F	4
Disreputable Men	F	5
Jubal Early Bounty Hunter	F	6

Card Name:	Type	#
Gentleman Duelist	F	7
Rogue Fed Officer	F	8
Corrupt Town Leader	F	9
Parliament Operative	F	10
Miska's Goons	F	11
Piratical Space Scavengers	F	12
Hostage Situation	E	1
Bushwhacked	E	2
Barroom Brawl	E	3
Treachery	E	4
Kidnapping	E	5
Fire Fight	E	6
Tight Spot	E	7
Mortal Danger	E	8
Malfunction	E	9
Complications	E	10
Moral Dilemma	E	11
It Never Goes Smooth	E	12
Serenity the Firefly	X	1
Book the Sheppard	X	2
Zoe the First Mate	X	3
Hoban Wash the Pilot	X	4
A Man called Jayne	X	5
Kaylee the Mechanic	X	6
Inara the Companion	X	7
Captain Malcolm Reynolds	X	8
Simon the Doctor	X	9
River the Reader	X	10
Friends in Low Places	X	11
Friends in High Places	X	12
Thrilling Heroics	A	1
Crazy Ivan	A	2
Rescue Mission	A	3
Distraction	A	4
Hightail It	A	5
Intimidation	A	6
Quick Draw	A	7
Reputation	A	8
Honorable Conduct	A	9
Escape	A	10
Negotiations	A	11
Trust	A	12

Cardset Available!!!

Thanks Ron! Click Here

Links

BGG Official Firefly Unofficial Games List Wikipedia
Watch this Series!!!





Flash Cards

Introduction

Card game based on the TV show The Flash

Disclaimer

The Flash is a licensed copyrighted property. This is merely a fan site.

Victory

-At the end of the game the Player with the most Foe cards in his Victory pile wins. -If there is a tie players settle it with a Foot race. -The game ends when the last Foe card in the Foe Deck is captured

The Decks

There are 3 Decks:

1. The Flash Deck
2. The Foe Deck
3. The Mod Deck

The Flash Deck

These are called Flash Cards. Cards in the Flash deck have 2 numerical Traits:

1. Speed
2. Investigation

Speed is used to overcome the Threat Trait of Foe cards. Investigation is used to overcome the Plot Trait of Foe cards. Numerical values of these cards range from +1 to +7.

The Foe Deck

These are called Foe cards. Crime cards need to be overcome using Flash cards. Cards in the Foe deck have 2 numerical Traits:

1. Threat
2. Plot

The Mod Deck

These are called Mod or Modifier cards. Modifier cards are attached to Crime cards and increase their Trait values. Cards in the Mod deck have 2 numerical Traits:

1. Threat
2. Plot

Setup

Shuffle the Decks. Decks are face down. The Fastest running Player goes first.

Flip over the top 2 cards of the Foe Deck: Place them face up in the middle of the table.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Foe Phase
2. Flash Phase
3. Capture Phase
4. Final Phase

Foe Phase

-If there are less than 2 Foe cards face up in the Middle of the table, then flip over replacements. -Each Foe card gets 1 Mod card attached to it. If a Foe card does not have a Mod then card flip over A Mod card and place it slightly under the Foe card To show they are attached.

-A Foe card will only ever have 1 Mod card attached. -At the end of Foe Phase there should be 2 face-up Foe cards in the middle of the table with a Mod card Attached to each.

Flash Phase

The current player fills his hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Capture Phase

-The current player plays Flash cards from his hand to Capture one of the Face-up Foe cards. -The Total Speed value of the Flash cards must exceed the total Threat value of the target Foe card and attached Mod card. -The Total Investigation value of the Flash cards must exceed the total Plot value of the target Foe card and attached Mod card.

-If both these conditions are satisfied, the player puts the Foe Card into his Victory pile. The Flash and Mod cards are discarded. -The current player may then also capture the second face-up Foe card, if he has the resources to do it.

Final Phase

The current player may discard any number of cards from his hand.

Flash Deck Card List

Name:	Inv	Speed	Notes:
Barry Allen	+3	-	CSI
The Streak	-	+3	-
Dr Harrison Wells	+3	+2	Head of Star Labs
Dr. Caitlin Snow	+2	+1	Bioengineer
Cisco Ramon	+2	+1	Mechanical Engineer
Detective Joe West	+2	+2	Surrogate Father
Iris West	+2	+2	Journalist Love Interest
Eddie Thawne	+1	+1	Cop Friend
Felicity Smoak	+5	-	Hacker Love Interest
Speed Reading	+2	-	-
Police Report	+2	-	-
Star Labs	+2	+2	-
Mach 1.1	-	+2	-
Break Sound Barrier	-	+2	-
Case File	+2	-	-
Laboratory	+1	+1	-
Superhuman Speed	-	+3	-
Crime Scene	+4	-	-
Paranormal Occurrences	+3	-	-
Forensics	+2	-	-
Hidden Room	+2	-	-
Multi-Tasking	+2	+2	-
Take it up a Notch	-	+3	-
Future Headlines	+2	-	-
Sonic Boom	-	+6	-
Tire Foo Out	-	+5	-
Overload Foo	-	+7	-
Contain Foo	-	+4	-
Perfect Punch	-	+5	-
Quick Healing	-	+2	-
Recognition Software	+3	-	-
Show Off	-	+2	-
Laws of Physics	+1	+2	-
Speed Calculations	-	+3	-
High Tech Suit	+1	+2	-

Foe Deck Card List

Name:	Plot	Threat	Notes:
Weather Wizard	4	4	Creates Storms
Girder	4	9	Bully, Steel Body
Plastique	5	5	Turns Objects into Bombs
Captain Cold	6	7	Cryonic Gun
Heatwave	4	6	Flame Gun
The General	7	5	Soldiers
Multiplex	6	6	Creates Duplicates of Self
Professor Zoom	10	7	Slows Down Time
Metahuman Criminal	3	4	-
Minor Crime	3	3	-

Name:	Plot	Threat	Notes:
The Mist	8	8	Turns Self into Poison Gas
Grodd	7	9	Super Strong Smart Gorilla
Blackout	4	10	Drains Energy
Clock King	7	4	-
Pied Piper	8	6	Sonic Devices
Prism	8	5	Induces Rage by Eye Contact

Mod Deck Card List

Name:	Plot	Threat	Notes:
Central City	+1	+1	-
Robbery	+1	+2	-
Simon Stagg	-	+3	Corrupt Scientist
Experiments	+1	+2	Sinister
Massive Bomb	-	+3	About to Explode
Revenge	+3	-	-
Hostages	+2	+1	-
Disaster	+1	+2	-
Decoy	+3	-	-
Perfect Timing	+1	+1	-
Know Secrets	+2	+1	-
Rampage	-	+3	-
Nefarious Plot	+2	+1	-
Cold Case	+3	-	-
Stolen Technology	-	+3	-
Create Chaos	+1	+2	-





Formula Ace Racing Pods

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1/ Game Description

This game is a futuristic race of the WipeOut or Star Wars episode 1 kind. Players will need to get:

- Miniatures or counters for the ships,
- One six-sided dice per player. 1D in the rules means roll one such die. 2D equals the sum of two dices.
- Some small change or other markers will be used as beacons for the circuits.
- And players will need some roaster to keep track of the ships names, their pilots' levels, the dam-

age they could be delivered, and (most important) the real amount of the previous turn move (their actual speed). The rules are designed to work in centimetres. For those amongst you not accustomed to this measures, simply use 2 centimetres equals one inch.

2/ Ships Available

Each kind of ship is described by several stats. They are : speed in cm, damage resistance ability in hit points and space available within the ship for further customisation.

Alpha	Speed = 24	Hit Points= 8	BAE + 4 Space available
Beta	Speed = 22	Hit Points= 9	BAE + 5 Space available
Lambda	Speed = 20	Hit Points= 10	BAE + 6 Space available
Tau	Speed = 18	Hit Points= 11	BAE + 7 Space available
Gamma	Speed = 16	Hit Points= 12	BAE + 8 Space available

* BAE : Basic Aeronautics Equipment : 2 oxygen boosters (highly explosive) and 2 maneuver fins.

3/ Competitions

A single championship is made of one or several circuits. Except if otherwise voted by all players, all circuit will have to be played three time, once for each category. Each race belongs to one special category and has special rules And only the third one allows the use of weapons. Categories are :

- TOTAL SPEED WAY a speed race where the initial risks bidding is essential,
- DRAGSTER SHOW an die-fast competition where wreckage are far from being uncommon,
- DESTRUCTION DERBY where the pilots are allowed weapons aboard.

4/ Players Teams

Each player owns one or more team. At the season start, all team have three pilots, three ships and 2500 Credits only. One more pilot may be recruited up to a maximum of four per team. But any pilots can only race in one category only for all the season. The team can buy as many more ships as the player wants as long as he's got money for it. All of the team's pilots can race on any one ship.

More Credits will be earned by winning, or at least finishing races. Credits will be spent to replace a broken piece of equipment, a battered ship or a dead pilot.

5/ Pilots

At the season start, all team have three pilots, but one more pilot may be recruited up to a maximum of four per team. Pilots are ranked according to their skills. At the beginning of the season, two are ranked as "Seasoned" and the third as an "Ace". Pilots under "Seasoned" are not allowed in F.A.R.P. championship. Each player can only race in one category only for all the season's length. If the team has no pilot for one category, the team will not take part in the races of this category until a replacement pilot is recruited.

Each pilot has two skills : PILOTING, et G-ENDURANCE. A skill test is successful if the dice result is equal or inferior to the skill level.

- A « Seasoned » pilot has 6 points to put as he sees fit on the two skills, with a maximum level of 4 each.
- An "Ace" has 8 points to put as he sees fit on the two skills, with a maximum level of 5 each.
- A pilot can improve his skill levels with experience provided in does not die in a race first... The DESTRUCTION DERBY category has special rules and adds a new skill which is : FIRING
- The «Seasoned» pilot has 9 points to put as he sees fit on the two skills, with a maximum level of 4 each.
- The "Ace" has 8 points to put as he sees fit on the two skills, with a maximum level of 5 each.

6/ Circuit Creation

A 30cm by 30 cm ground surface square is needed by ship. The circuit width is between 20 to 30 cm. The circuit limits are made of "solid energy" and are dangerous. Beacons placed between 25 to 50 cm one from another and successively put on the playing surface by each player are used to mark the circuit boundaries. They are disposed in a way that they delimit the right and left sides of the circuit. The two first ones are placed between 50 to 75 cm from the start line.

The two last ones are placed between 25 to 75 cm from the finish line. No beacons can be placed in a way that it would make the circuit cross itself. On the contrary there is no obligation to have the finish line touch the start line. Obstacles can be added by players in the middle of the circuit. They should be from 2 to 5 cm in diameter.

7/ Sequence Of Movements

The order in which the ships will move depends on the race category :

- **TOTAL SPEED WAY** : move the ships that are first before any other, then in descending order from first to last. In case of a draw, take the quickest ship first (check last turn movement done). As a result, it will be very difficult to pass a ship.
- **DRAGSTER SHOW** : move the ships that are last before any other, then in ascending order from first to last. In case of a draw, take the slowest ship first (check last turn movement done). Colliding ships during the many doublings will be devastating.
- **DESTRUCTION DERBY** : move the ships that got the best sum on the boosting dice roll(s) before any other, then in descending order from the highest boosting roll(s) sum to the lowest. In case of a draw, take the quickest ship first (check last turn movement done). Because there are weapons involved this category is very deadly

8/ Movements

All categories turns start with a table turn where everybody will choose to use their booster, and how many or not. There is only one table turn and everything said stays that way. Players can hide in front of them one small change coin per booster they effectively want to ignite this turn. Later on more powerful boosters will be available that will need a different colour of change coins to be hidden. On **DESTRUCTION DERBY** this booster name determines most of the turn sequence of movement. On **TOTAL SPEED WAY** and **DRAGSTER SHOW** the position and previous turn speed alone are used to determine the order of movements. In this case the booster used are just a bonus to speed rate.

In all cases it is important to remember this:

- Most of the time, ships will go at a cruise speed equals to their maximal speed except when closing with tight turns, or when tailing an opponent.

- **MAXIMUM MOVEMENT** = Basic ship speed + 1D for each booster used this turn.
- Because of inertia limits, there is a minimum movement that the ship must travel which depends on the speed the ship had on the previous turn (this is why the roaster is needed):
- **MINIMUM MOVEMENT** = half of the previous turn total move + bonus rolled from boosters.

In the case of trouble, or for the very few races, just use half the ship basic speed in cm. However in all cases, the whole move bonus rolled for the boosters **MUST** be used. This will obviously cause a lot of unwanted impacts.

9/ Turning

Ships turns by simply pivoting from 1 to 45°. The nose of the ship changes direction while the rest of the ship does not move. Pilots can do one such turn per working fin on their ship. So a basic ship has two turns. The only one condition on turning is that a ship needs to fly 5 cm straight **BEFORE** the turn. So a ship can fly 5 cm straight, fly 5 cm straight again and then do another turn. More turns are possible (still with the same 5 cm limitation) but for each such additional turn there is the added limitation that a Piloting skill roll must be done. If the skill roll is failed, the ship just go forward without turning at all...

10/ Blackout

To use one or more booster is not without risks. Each time that a pilot uses one of his, he will have to make a successful G-endurance skill roll. If the roll is failed then the pilot will not be able to do any turning or maneuvers of any kind. The ship will just go straight ahead at maximum speed...

11/ Dangerous Manauvers

There are three distinct cases :

- To pass an opponent, a pilot need to do a successful piloting skill roll. To ease things up, relative positions and distances are not taken into account : given the speed of the ships and their manoeuvrability, any lack of concentration may results in disaster. So if the skill roll is missed two dices will be rolled. The highest result will be taken as damage by the impacting ship (the one that was trying to pas the other), while the lowest result will be taken by the ship that was about to be doubled. The damage rolled will be taken from the ship's hit points.
- To pass a narrow spot needs a piloting skill roll too. A narrow passage is defined as any part of the circuit where the width is inferior to 20 cm. In the case that the skill roll is failed, the ship will take a basic 1D of damage to its hit points. To that, one point will be added for each 10 cm of movement or part of 10 cm of movement that the ship add to travel this turn (as an example a

ship that rolled his boosters and ends up with a move of 21 cm, will take 1D +3 of damage). And as a final result the engine of the ship will shut down so the pilot will have to restart it from the next turn on.

- To impact on the limits of the circuit will do the same damage as above. It will also have the same secondary effect on the engine.

12/ How To Assess Damage

Each hit point of damage is taken from the amount of hit points left to the ship. And as long as the ship still has at least one hit points left, there is no problem. When the last hit point is lost, the pilot find himself

in a high-speed-wrecked ship and any single hit can now turn it into a fireball. The pilot has the option to quit the race, after what the player will be able to buy back the hit points by repairs. If the ship is too severely battered, it can always be discarded entirely. But if the pilot keeps on racing, each time the ship is delivered one hit point of damage, one roll will be made on the following "Damage Table" (it means that if a ship takes a 3 hit points blow, three rolls will be made...). Remember that it is wise to quit a race where a good pilot with a good ship has no hit points left because as most single damage are at least 1D, his probability of dying outright is high.

Damage Table

#	Description
1	Lucky boy, nothing but a bad scratch this time.
2	1 Booster broken (repair = 500 Credits).
3	1 Fin broken (repair = 500 Credits).
4	1 Booster destroyed (replacement = 2000 Credits).
5	1 Fin destroyed (replacement = 2000 Credits).
6	Bad hit, reroll 1D on the following "Critical Damage Table".

Critical Damage Table

#	Description
1	Engine shut down. Must do a piloting skill roll from next turn on to restart it.
2	Pilot hit. Ends race.
3	Pilot wounded. Ends race. Unavailable next race if G-endurance roll successful. Die if not.
4	Pilot wounded. Ends race. Unavailable 2 next races if G-endurance roll successful. Die if not.
5	Pilot severely wounded. Unavailable all season if G-endurance roll successful. Die if not.
6	Ship explodes. Pilot killed. All ships 20 cm around take 1D of damage.

13/ Race Start

Each time the pilot will try to start or restart his engine he is given a choice. To take a lot of risks to make a rocket start with a probability that the engine will not start at all, or to make a low-risk, low speed start. Take note that it is impossible to turn or do any maneuver on the same turn that the ship starts his engine : so if trying to start in front of the circuit force fields boundaries go directly to the low speed start. The player secretly chooses his start option but turning a die on the appropriate face. The higher the number

chosen, the higher the risk of having to do a successful skill roll in order not to smother the engine. The fact that there will be or not a skill roll to do is determined by the result of a "Control Roll" which is just a standard dice roll. On the contrary, the lower the number chosen, the smaller the move that will be made. One last information : as all pilots are accelerating like full psychos, the effective movement is what is shown on the following "Engine Start Table" with no changes to the value in cm because of ship models, category or booster involved.

Engine Start Table

#	Move	-
1	This turn move = 5 cm.	No control dice necessary.
2	This turn move = 10 cm.	If control roll is "6", do a successful piloting roll to move at all this turn.
3	This turn move = 15 cm.	If control roll is "5-6", do a successful piloting roll to move at all this turn.
4	This turn move = 20 cm.	If control roll is "4-6", do a successful piloting roll to move at all this turn.
5	This turn move = 25 cm.	If control roll is "3-6", do a successful piloting roll to move at all this turn.
6	This turn move = 30 cm.	If control roll is "2-6", do a successful piloting roll to move at all this turn.

Move -

- piloting roll to move at all this turn.

14/ Championship Season

As told before, each team has three pilots, three ships and 2500 Credits at a season start. This can be increased to a maximum of four pilots (in piloting shape or not, it means you cannot get rid of a pilot because he is wounded for all of the remaining season), as many ships as bought and as much credits as possibly earned. Each pilot gains experience AND money separately. It means you cannot use the money earned by one pilot in a race to improve the ship of another pilot of the same team before the next race. Each Pilot will always race in the same single category. The team as a whole scores points for each individual race result. So at the end of the season it will be that team that is the champion and not that pilot that will be this category winner.

As a final note, a team can only borrows money if it has no ship in flying order, and no pilot alive for a given category (while still not at the four pilot limit

already). In this case the team must give back the money as soon as some Credits are earned.

15/ Gains For Races

Team general ranking:

1st 5 points, 2nd = 3 points, 3rd = 2 points, 4th or more but do finish the race = 1 point.

Prize for the pilot:

1st 1000 Credits per opponent at start, then 1000 Credits less for each follower. 0 Credit if does not finish the race.

16/ Upgrading Ships

Important note : all upgrades below (and the one listed for DESTRUCTION DERBY ships become a feature of a given ship and can in no way be retrieved, exchanged or sold.

New ship (previous one destroyed or not repairable)	= 1000 Credits
New pilot (ranked as "seasoned". Only if is only the 4th pilot of the team)	= 1000 Credits
Pilot advanced school (+1 in one skill rank)	= 3000 Credits
Repair 1 hit point of damage on a ship	= 50 Credits
Repair one Fin	= 500 Credits
Repair one Booster	= 500 Credits
+1 basic resistance in hit point (maximum = base x2)	= 200 Credits
+1 basic speed in cm (maximum = base x2)	= 1500 Credits
* +1 Booster (maximum = 4)	= 2000 Credits
+1 Fin (maximum = 4)	= 2000 Credits
* Auto Start Engine (yields two attempts each time to start the engine)	= 2500 Credits
* Zap o' Burn Booster (replace the 1D booster roll with an automatic « 6 » cm of bonus)	= 1000 Credits
* Ramming Edge (do +1 damage point in case of colliding, 6 maximum)	= 1000 Credits

* shows that this upgrade takes one point of space available. ** this upgrade replace one already existing booster and takes one space available point. Use different coin colour to bid.

17/ Destruction Derby Upgrades

The DESTRUCTION DERBY category has the special feature to include the use of weapons. Each of these weapon or protection is a single use one and all those shown with a * take one space available point.

When bought, the following weapons must be mounted as front firing or rear firing. In both cases

the firing zone is at 180° in the direction chosen. The moment of firing is free, except that it is forbidden to fire with a motionless ship against another motionless ship (in other words firing is legal only as long as it is the firer or the target turns to move). It is forbidden to pre-measure the distance between the firer and its target. The procedure is simple: one die is rolled and the attempt is successful if the result is equal or inferior to the fire skill of the pilot. The skill rank can be improved by one point with some weapons. The weapons have several characteristics: maximum range, any modifier to skill roll and damage scored.

	-	-	-	-	-
* Rockets	Range 30 cm	Damage 1D	-		= 500 Credits
* Missile	Skill +1	Range 50 cm	Damage 1D		= 1000 Credits
Rays	Range 30 cm	Damage 2D	-		= 1500 Credits
* Plasma	Skill +1	Range 50 cm	Damage 2D		= 2000 Credits

The following weapons are dropped on the circuit and stay active until first activated by one ship passing through:

Mines (motionless)	Damage 1D	= 250 Credits
* Vortex (motionless)	Damage 2D	= 500 Credits

The following weapons stay active for one full turn and do take effects on everybody passing through them:

* Smoke (divide speed next turn by two because of disorientation)	= 250 Credits
* Electromagnetic web (stops everybody. Will have to start engine again)	= 500 Credits

The following upgrades have a probability to protect the ship from ONE attack from any one of the weapons

listed in the three categories above:

* Decoys (cancel on a "6")	= 500 Credits
* Countermeasures (cancel on a "5-6")	= 1000 Credits
Repulsor (cancel on a "4-6")	= 2000 Credits

The following options need to be announced before the first turn of the race, just before everybody shows

his initial engine start dice. Some players may just want to forbid these choices.

Sabotage of one opponent's ship	= 1000 Credits
(on a 1-3 roll on a dice, he makes	-
one roll on the damage table)	-
Security (cancel one sabotage attempt for	= 500 Credits
the whole team on a 1-4 on a roll)	-

And last, this option allows ONE weapon to fire at 360°.

All angles turret	= 500 Credits
-------------------	---------------

18/ Optional Rule # 1 : Slides

Slides are a movement that is made laterally as much as straight ahead.. Each slides "costs" one of the ship turns allowed this game-turn. It means that more can be done but with the needed piloting skill roll as usual. The movement ratio is 1 cm laterally for 3 cm straight ahead. But note that each cm of movement will have to be "paid" for with the ship's movement allowance this turn.

19/ Optional Rule # 2 : Aces High

It is possible to play races with earnings that are superior to the normal ones'. In these cases each player has the choice to add one "Special Feature" where he

wants to on the circuit. Either he can pick any one on the list below, or when someone will be close enough, a roll will determine what kind of added difficulty is present. Each feature can only be present once on the circuit so maybe the players will have to roll again on the following "Special Feature Table" below. Each feature will add one point and 1000 Credits to all the gains of this race.

Special Feature Table

1. Laser turret. Hits on a 1-4. Fire on two different target each turn. Range 30 cm. Damage 1D.
2. Nerves jammer. Range 30 cm. Each pilot must make a G-endurance check or blackouts.
3. Plasma jammer. Range 30 cm. All engines shut down. Will have to be restarted next turn.
4. Booster debugger. Range 30 cm. All boosters of ships not activated yet add 1D speed. Check blackout.
5. Dust swarm. Pilots passing must make a piloting check or engine shuts down.
6. Mine fields. Everybody passing takes 1D damage.





Galactic Civ

Introduction

Card game for 2-4+ players based on the Galactic Civilizations Video games. Each player hopes to lead his race to ultimate victory.

Disclaimer

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Victory

There are 6 Paths to Victory

1. Conquest Victory: After turn 10 have the highest Scores in Military and Expansion or Exploitation by at least 5 points each.
2. Diplomacy Victory: After turn 10 have the highest Scores in Influence and Trade or Military by at least 5 points each.
3. Ascension Victory: After turn 10 have the highest Scores in Exploration and Military or Research by at least 5 points each.

4. Technology Victory: After turn 10 have the highest Scores in Research and Exploitation or Trade by at least 5 points each.
5. Influence Victory: After turn 10 have the highest Scores in Influence and Morale or Expansion by at least 5 points each.
6. General Victory: At the End of turn 20 (after all players have gone) have the Highest Score in the Most Attributes.

Attributes

Each Player has 8 Attributes:

1. Morale: Entertainment, Confidence
2. Research: Development of New Technologies
3. Exploration: Voyages of Discovery
4. Exploitation: Resources, Mining, Manufacturing
5. Expansion: Colonies, Population, Worlds
6. Influence: Religion, Philosophy, Culture, Diplomacy
7. Trade: Finances, Economy, Wealth
8. Military: Weaponry, Fleets, Ships, Defenses

Random Attribute Table

1D10	Attribute:
1.	Morale
2.	Research
3.	Exploration
4.	Exploitation
5.	Expansion

1D10	Attribute:
6.	Culture
7.	Trade
8.	Military
9+	Pick One

Dice

10 Sided Dice are needed.

Record Log

Use paper and pencil. Each player must keep track of his own 8 Attributes. Also write down Racial Identity.

Also keep track of turn order.

The Deck

Players share a common Deck. There are 4 Card Types:

1. Ships
2. Builds
3. Techs
4. Finds

The Deck has 30 of each card Type. Cards when played increase a player's score in 1 or more Attributes.

Main Race Special Abilities

Race:	Special Ability:
Terran Alliance	Start with Influence +2 and Expansion +2
Dregin Empire	Start with Military +4
Iconian Refuge	Start with Influence +2 and Exploration +2
Yor Singularity	Start with Exploitation +2 and Research +2

Race:	Special Ability:
Altarian Resistance	Start with Influence +4
Iridium Corporation	Start with Trade +4
Krynn Syndicate	Start with Exploitation +2 and Influence +2
Thalan Contingency	Start with Influence +2 and Research +2
Snathi Revenge	Start with Military +2 and Expansion +2
Torian Regime	Start with Research +2 and Expansion +2
Arcean Empire	Start with Military +2 and Trade +2

Setup

Each player starts with 5 points in each of the 8 Attributes. Each player chooses the role of 1 of the Main Races. Shuffle the Deck.

Turn Sequence

Players take Turns. Keep track of turn number. Each turn has 12 Phases:

1. Opportunity Phase
2. Construction Phase
3. Discovery Phase
4. Aggression Phase
5. Influence Phase
6. Exploration Phase
7. Exploitation Phase
8. Expansion Phase
9. Research Phase
10. Trade Phase
11. Approval Phase
12. End Phase

1. OPPORTUNITY PHASE

Draw 3 Cards from the top of the deck and put them into your hand. If the deck runs out, shuffle the discard and draw from it.

2. CONSTRUCTION PHASE

You may play one Build card or one Ship card from your hand. Show it to all other players. Increase your Attributes per the card instructions then discard the card.

3. DISCOVERY PHASE

You may play one Find card or one Tech card from your hand. Show it to all other players. Increase your Attributes per the card instructions then discard the card.

4. AGGRESSION PHASE

If you have the highest Military Score, a target opponent player of your Choice must lose 2 points (No lower than zero) in 1 random attribute. Roll on the Random Attribute Table. This represents your attacks on his Civilization.

5. INFLUENCE PHASE

If you have the highest Culture Score, a target opponent player of your Choice must give you 1 point in 1 random attribute. Roll on the Random Attribute Table. Ignore if the Attribute is already at zero.

This represents defections of his population and territories to your Civilization As well as negotiating alliances and treaties with favorable terms.

6. EXPLORATION PHASE

If you have the highest Exploration Score, You may play 1 extra Find card from Your hand immediately. This represents your scouts pushing out the boundaries of known space.

7. EXPLOITATION PHASE

If you have the highest Exploitation Score, you may play 1 extra Ship or Build card From your hand Immediately. This represents your numerous factories manufacturing Fleets and Infrastructure at Breakneck speed from the many resources you've collected.

8. EXPANSION PHASE

If you have the highest Expansion Score, you may draw 2 cards and then discard 1 card from your hand. This represents the increased potential of your large population and many Colonies spread over vast territories.

9. RESEARCH PHASE

If you have the highest Research Score, you may play 1 extra Tech card From your hand immediately. This represents the accelerated rate of scientific knowledge being generated At your many prestigious Laboratories.

10. TRADE PHASE

If you have the highest Culture Score, Draw 1 card and both you and a target Opponent of your choice get +1 to a Random Attribute (Separate Rolls). Your maximum hand size is also +1. This represents the many benefits and opportunities open to those Possessing great Wealth.

11. APPROVAL PHASE

If you have the LOWEST Morale Score, lose 1 level in a Random Attribute. Your people are so demoralized, your Civilization is actually regressing.

12. END PHASE

Max hand size is 5 cards. Discard excess cards. Check for Victory conditions.

Notes

Ties: If 2 or more players tie when comparing an Attribute, then nobody wins, or in the case of Morale, nobody loses.

Common Deck Card List

Card Name:	Type:	Notes:
Scout Ships	Ship	Explore +2
Interceptors	Ship	Military +1 and Morale +1
Rangers	Ship	Military +1 and Explore +1
Guardians	Ship	Military +1 and Expand +1
Gunships	Ship	Military +1 and Influence +1
Support Ships	Ship	Military +1 and Research +1
Assault Ships	Ship	Military +2
Escorts	Ship	Military +1 and Trade +1
Frigates	Ship	Military +2 and Expand +1
Destroyers	Ship	Military +2 and Trade +1
Cruisers	Ship	Military +2 and Influence +1
Capital Ships	Ship	Military +3
Battleship	Ship	Military +3 and Influence +1
Flagship	Ship	Military +2 and Influence +2
Carrier	Ship	Military +3 and Morale +1
Dreadnaught	Ship	Military +3 and Influence +2
Traders	Ship	Explore +1 and Trade +1
Freighters	Ship	Trade +2
Cargo Ship	Ship	Trade +3
Transport Ships	Ship	Military +1 Trade +1 and Expand +1
Colony Ship	Ship	Expand +3
Luxury Liner	Ship	Influence +2 and Morale +2
Constructor Ship	Ship	Expand +2 and Exploit +1
Survey Ships	Ship	Explore +1 and Exploit +1
Envoy Ship	Ship	Trade +1 and Influence +1
First Contact Craft	Ship	Explore +1 and Influence +1
Research Ship	Ship	Explore +1 and Research +1
Salvage Ships	Ship	Military +1 and Exploit +1
Corvettes	Ship	Military +1 Explore +1 and Influence +1
Precursor Ship	Ship	Military +2 and Morale +1 and Research +1
Durantium	Find	Military +2 and Exploit +1
Elerium	Find	Military +3
Antimatter	Find	Military +1 and Exploit +2
Promethion	Find	Explore +1 and Expand +2
Thulium	Find	Explore +1 and Research +2
Artocarpus Viriles	Find	Expand +1 and Trade +1
Aurorus Arboretum	Find	Influence +2
Crystalized Elerium	Find	Military +2
Epimetheus Pollen	Find	Military +1 and Expand +1
Harmony Crystals	Find	Morale +2
Helios Ore	Find	Military +1 and Trade +1
Hyper Silicates	Find	Research +2
Monsatium Deposit	Find	Expand +2
Precursor Nanites	Find	Exploit +2
Prometheus Stone	Find	Military +1 and Explore +1
Snuggler Colony	Find	Influence +1 and Trade +1
Techapod Hive	Find	Exploit +1 and Expand +1
Thulium Catalyst	Find	Research +1 and Explore +1
Ultra Spice	Find	Trade +2
Xanthium Deposit	Find	Military +1 and Exploit +1

Card Name:	Type:	Notes:
Anomaly	Find	Research +1
Storage Capsule	Find	Exploit +1
Habitable Planet	Find	Expand +3
Extreme World	Find	Expand +1
Minor Alien Race	Find	Exploit +1 and Trade +1
Trade Route	Find	Trade +2
Wormhole	Find	Explore +2
Ship Graveyard	Find	Exploit +1 and Play 1 Ship Card
Asteroid Field	Find	Exploit +2
Nebula	Find	Exploit +1 and Explore +1
Advanced Construction	Tech	Exploit +2
Research Matrix	Tech	Research +2
Agricultural Adaptation	Tech	Expand +1 and Exploit +1
Xeno Biology	Tech	Expand +2
Environmental Engineering	Tech	Expand +1 and Exploit +1
Drive Technology	Tech	Explore +2
Interstellar Survey	Tech	Explore +1 and Exploit +1
Life Support	Tech	Expand +2
Zero-G Construction	Tech	Military +1 and Expand +1
Interstellar Logistics	Tech	Exploit +2
Weapon Systems	Tech	Military +2
Militarization	Tech	Military +2
Defense Systems	Tech	Military +2
Interstellar Governance	Tech	Morale +1 and Exploit +1
Xeno Economics	Tech	Trade +1 and Influence +1
Interstellar Trade	Tech	Trade +2
Xeno Entertainment	Tech	Morale +2
Universal Translator	Tech	Influence +2
Xeno Tourism	Tech	Trade +1 and Influence +1
Interstellar Banking	Tech	Trade +2
Assimilation Techniques	Tech	Influence +2
Mediation Practices	Tech	Influence +1 and Morale +1
Xeno Archeology	Tech	Research +2
Ascension Pathways	Tech	Morale +2
Neurolinking	Tech	Research +2
Planetary Invasion	Tech	Military +2
Advanced Energy Systems	Tech	Exploit +1 and Military +1
Long Range Sensors	Tech	Explore +1 and Military +1
Interstellar Law	Tech	Influence +2
Starship Prototypes	Tech	Military +1 and Explore +1
Colony Hub	Build	Expand +3
Mega Factory	Build	Expand +1 and Exploit +2
Agri-Domes	Build	Expand +2 and Exploit +1
Space Elevator	Build	Expand +1 Exploit +1 and Trade +1
World Market	Build	Expand +1 and Trade +2
Research Labs	Build	Expand +1 and Research +2
Colony Mainframe	Build	Expand +1 Research +1 and Exploit +1
Entertainment District	Build	Expand +1 Morale +2
Mega Resort	Build	Expand +1 Morale +2
Mega Stadium	Build	Expand +1 Morale +2
Embassy	Build	Expand +1 Influence +2
Consulate	Build	Expand +1 Influence +2
Emigration Center	Build	Expand +1 Influence +2

Card Name:	Type:	Notes:
Antimatter Power Plant	Build	Expand +1 Exploit +2
Manufacturing Center	Build	Expand +1 Exploit +2
Industrial Replicator	Build	Expand +1 Exploit +2
Planetary Defense System	Build	Expand +1 Military +2
Orbital Defense Platform	Build	Expand +1 Military +2
Medical Center	Build	Expand +2 Morale +1
Discovery Sphere	Build	Expand +1 Research +2
Financial Sector	Build	Expand +1 Trade +2
Galactic Stock Exchange	Build	Expand +1 Trade +2
Galactic Bazaar	Build	Expand +1 Trade +2
Capital City	Build	Expand +1 Trade +1 Morale +1 Influence +1
Shipyards	Build	Explore +1 Military +1 and Trade +1
Outpost	Build	Expand +1 Military +1 Explore +2
Mining Starbase	Build	Expand +1 Military +1 Exploit +2
Research Station	Build	Expand +1 Military +1 Research +2
Cultural Starbase	Build	Expand +1 Military +1 Influence +2
Military Starbase	Build	Expand +1 Military +3

Optional Rules: Events

Events requires an altered Turn Phase and an extra Deck.

Event Deck

The Event Deck contains 3 types of cards:

1. Galactic Event (GE)
2. Moral Dilemma (MD)
3. United Planets Issue (UPI)

Shuffle the Deck during Startup. If the Deck ever runs out, shuffle the discard and draw from it.

Galactic Events

These are the simplest Events. They simply modify your Attributes.

Moral Dilemmas

If you draw one of these you must choose to be either Benevolent or Malevolent. If Malevolent modify your Attributes according to the Card. If Benevolent roll twice on the Benevolence Table.

Note that some MD's will have an additional penalty (per card text) if you pick Benevolent (In addition to the 2 rolls on the Table).

Event Deck Card List

Event:	Type:	Notes:
Sentient Pods	MD	Research +2
Pirate Lair	MD	Trade +1 and Military +1
Precursor Workshop	MD	Exploit +2
Stone Age Natives	MD	Exploit +2 (IB Exploit -2)

Benevolence Table

1D10	Result:
1-2	Outreach: Expand +1
3-5	Affinity: Morale +1
6-8	Prominence: Influence +1
9-0	Enlightenment: Research +1

United Planets Issues

If one of these cards comes up, there will be a Council Vote. To Vote, each player adds up their Influence, Expand, and Military Scores. The player with the most Votes wins the Benefit described on the card.

Turn Modification Rules

At the end of Opportunity Phase roll one die: If it is Even, there is no Event. If it is Odd, draw the top card of the Event deck. No Events during Players first 2 turns.

Event Deck Card Notation

GE Galactic Event
MD Moral Dilemma
UPI United Planets Issue
IB If Benevolent

Event:	Type:	Notes:
Precursor Artifact	MD	Expand +2
Precursor Defenses	MD	Research +2 and Expand -1 (IB Trade -1)
Insectoid Wars	MD	Expand +1 (IB Morale -1)
Sea Monkeys	MD	Research +2
High Tech Hijack	MD	Research +1 and Military +1
Ancient Ruins	MD	Expand +1 (IB Expand -1)
Alien Squatters	MD	Exploit +1 (IB Expand -1)
The Messiah	MD	Morale +1 (IB Morale -1)
Earthworms	MD	Expand +2 (IB Expand -2)
Underwater Beasts	MD	Morale +2 (IB Morale -2)
Undead Warriors	MD	Military +1 (IB Research -1)
Flesh Nectar	MD	Trade +2 (IB Trade -2)
Ultimate Soldier	MD	Military +1 (IB Trade -1)
Eye of the Precursor	MD	Influence +2
Corporate Corruption	MD	Trade +1 (IB Trade -1)
Mid-Evil Hippies	MD	Expand +1 (IB Expand -1)
Falling Moon	MD	Exploit +1 (IB Trade -1)
Catch Em All	MD	Morale +1 (IB Morale -1)
Lava Caves	MD	Exploit +2 Trade +2 Expand -2
Asteroid Showers	MD	Trade +3 Expand -2 (IB Trade -1)
Suffocated Beasts	MD	Morale +1 (IB Morale -1)
Tasty Eggs	MD	Military +1 (IB Trade -1)
Stolen Cargo	MD	Trade +1 (IB Trade -1)
Anti-Government	MD	Morale +1 (IB Influence -1)
Digital Addiction	MD	Trade +1 Morale +1 (IB Trade -2)
Cheating Death	MD	Trade +2 Expand -1 (IB Trade -1)
Alien Drought	MD	Trade +1 (IB Trade -1)
Blood Trade	MD	Trade +2 (IB Trade -2)
Scaly Trade	MD	Trade +2 Expand -1 (IB Trade -1)
Undue Influence	MD	Influence +3 Expand -1
Manticore Forest	MD	Military +1 (IB Military -1)
Solar Slammer	MD	Research +2 Expand -1
Doomsday Defender	MD	Military +2
The Wee Dead Folk	MD	Research +2
Food for Thought	MD	Morale +2 Expand -1 (IB Trade -1)
New Wormhole	GE	Explore +2
Xenophobes	GE	Influence -2
Xenophiles	GE	Influence +2
Economic Boon	GE	Trade +1
New Minor Race	GE	Expand -2
Space Pirates	GE	Military -1 Trade -1
Diplomatic Assassination	GE	Morale -1 Influence -1
Regime Change	GE	Morale +2
Tear Hole in Galaxy	GE	Explore -2
Lucky Ranger	GE	Military +1 Explore +1
Depression	GE	Trade -2
Precursor Terraformer	GE	Expand +2
Ultradrive	GE	Explore +2
Thinking Machines	GE	Research +2
Host Legal Center	UPI	Influence +2
Expand Trade Routes	UPI	Trade +2
Arm Transports	UPI	Military +2
Galactic Subsidies	UPI	Target Player: Trade -2

Event:	Type:	Notes:
Reimburse Natives	UPI	Target Player: Trade -2
Require Star Democracy	UPI	All other Players: Morale -2
Require Imperialism	UPI	All other Players: Morale -2
Up Constructor Speeds	UPI	Expand +2
Galactic Cease-Fire	UPI	Morale +2
Colonization Opportunity	UPI	Expand +2
Space Monster Zoo	UPI	Trade +2
Limit Trade Routes	UPI	Target Player: Trade -2
Galactic Olympiad Venue	UPI	Trade +2
Galactic Prison	UPI	Exploit +2
Starbase Module Limit	UPI	All other Players: Expand -1
Starbases Assist Allies	UPI	Military +2
Foreign Starbase Tax	UPI	All other Players: Trade -1
Foreign Colony Tax	UPI	All other Players: Trade -1
Technology Trade	UPI	Research +2
Terror Star Ban	UPI	Target Player: Military -2
Trade Federation	UPI	Military +1 Trade +1
United Celebration	UPI	Morale +2
War-faring Tax	UPI	Target Player: Military -1 Trade -1
Humanitarian Aid Tax	UPI	All other Players: Trade -1





Geonosis Arena Skirmish

Introduction

Board & card game for 2 players. Battle between Jedi knights & Federation allies on Genosis. Takes place in the Star Wars Universe (Episode II).

Each figure represents a Hero, Jedi, Creature or Unit of Troops.

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Victory

The game ends after you go through the deck twice when Yoda and The clone trooper gunships arrive. The

player who has killed the most opposing units wins.

The Map

Use an 8x8 chessboard.

Figures

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Jedi Unit Table

Name	#	Hits	Move	Notes
Anakin Skywalker	1	3	1-3	Hero, Jedi
Obi-Wan-Kenobi	1	3	1-3	Hero, Jedi
Padme Amidala	1	3	1-3	Hero, Blaster
Mace Windu	1	3	1-3	Hero, Jedi
Jedi Knights	6	2	1-3	Jedi

Notes:

Federation Unit Table

Name	#	Hits	Move	Notes
Count Dooku	1	3	1-3	Hero, Jedi
Jango Fett	1	3	1-4	Hero, Blasters, Flyer
Geonosians	6	1	1-4	Blasters, Flyers
Battle Droids	8	1	1-2	Blasters
Super Battle Droids	4	2	1	Blasters
Droidekas	2	3	1-3	Blasters

Notes:

Creature Unit Table

Name	#	Hits	Move	Notes
Reek	1	4	1-3	Massive Horned Bull like Creature
Acklay	1	3	1-3	Clawed Mantis like Creature
Nexu	1	2	1-3	Saber Tooth Tiger like Creature

Notes:

Setup

Each player places one unit on each square of his back three rows. Units may not stack. In the center 4 squares place the 3 Creatures.

Terrain

Some spaces may contain pillars. Units cannot move or attack through pillars.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Move Phase
3. Fight Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Flyers. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units for-

ward the indicated number of spaces using a single move card. Any player can move a "Creature".

Fight Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one hit of damage. Units with zero hits are killed and are removed from the map.

Units cannot attack through other units. Any player can attack with a "Creature".

Card List Notation

Type Purpose of card

Number of that type of card in the deck

K as a Knight would move in Chess

User What type of units can use the card

M Movement

A Attack

D Defense

J Jedi

B Blaster

H Hero

C Creature

Y Any unit can use the card

F Flyer

Card List

Card Name:	#	Range	Type	User
Light Saber	6	1	A	J
Deflect Blaster	2	2	A	J
Telekinetics	2	3	A	J
Jedi Defense	6	-	D	J
Heroic Defense	4	-	D	H
Short Range	4	1	A	B
Medium Range	3	2	A	B

Card Name:	#	Range	Type	User
Long Range	2	3	A	B
Extreme Range	1	4	A	B
Walk	6	1	M	Y
Advance	5	2	M	Y
Run	4	3	M	Y
Fly	3	4	M	F
Pounce	3	1	A	C

Cardset & Counterset Downloads

Slick stuff by Jörg Hansen: GEONOSIS





Go Joe

Introduction

G.I. Joe vs Cobra. 2 player game: Board, Cards, Dice.

The Decks

There are 2 decks. One player gets the Joe Deck. The other player gets the Cobra Deck.

A deck contains one of each card on its card list. The decks are kept face down.

Victory

You win if you ever capture your opponents base, or you control all "Urban" spaces on the board.

The Map

The map is a 8 X 8 grid. Map spaces must be large enough to place a card onto. In one corner is the Joe Base.

In the opposite corner is the Cobra Base. The other 62 spaces are a random even mix of these 8 terrain types: Jungle Swamp Sea (Water) Desert Mountain Forest Urban Artic (Snow)

Teams

Each player starts with 4 teams. Teams are represented by numbered counters on the map. Teams may not stack.

Setup

In setup one of a players teams starts in his base. The other 3 teams are adjacent to the players base. Each player starts with a hand of 8 cards.

Roll high on 1D6 to see who goes first.

The Cards

Each card represents a Soldier or a vehicle and driver. Each card has 3 Value Categories: Firepower (FP) Close Combat (CC) Tactics (TAC)

Each player Adds up the appropriate score for all their units. Friendly Artillery units within 2 spaces can add their Firepower score to a Firepower or Tactics type Fight if either team has a communications unit.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Planning Phase
2. Logistics Phase
3. Mission Phase
4. Combat Phase

Planning Phase

Draw 2 cards from your deck or Place a new Team Counter on your base if it is empty. A Team may have a maximum of 5 team Members. If your deck runs out shuffle the discard and draw from it.

Maximum hand size is 10 cards. Discard excess.

Logistics Phase

You may place unit cards from your hand face down under any team counter that is on or adjacent to your base. If a team is in your base you may put all of its cards into your hand.

Mission Phase

You may move all of your teams up to one space each or Move 2 of your teams 2 spaces each or Move 1 of your teams 3 spaces. A team cannot move through other teams. You may move your teams onto Enemy teams.

Armor (& Driver) Units can move face up on their own up to 2 spaces. Air (& Pilot) Units can move face up on their own up to 4 spaces. Armor & Air units moved seperately can join another Team.

Reveal an Intelligence Unit to look at the cards in an adjacent enemy team.

Combat Phase

If two opposing teams occupy the same space they will fight. Both players flip their cards face up. Next, roll 1D6 to determine the type of fight:

Roll:	Result:
1-2	All units use their Firepower Score in this Fight.
3-4	All units use their Close Combat Score in this Fight.
5-6	All units use their Tactics Score in this Fight.

Leader units give a +1 to each other unit in the Team.

If 3 or more of your units are from the same Service branch get +1 per unit. If you are the attacking (current) player and you have Recon units get +1D6.

If you are the defending player and you have Ambush units get +1D6.

For each unit has skill in the current terrain type get +1D6. A Team defending its base gets +1D6. If an Armor unit Faces an Anti-Armor unit the Armor unit gets -3.

If an Air unit Faces an Anti-Air unit the Air unit gets -3. The player who had the highest total wins the combat. The losing team counter and all of its units are discarded.

The winning team loses 1D6-3 random units (1D6-5 if the team has a Medic). Air Units are never casualties in Close Combat fights. Retreat them to a friendly team.

Service

Service (SV) relates to what military organization the Trooper is closest to.

GJ G.I. Joes

NF Night Force

TF Tiger Force

SM Slaughter's Marauders

RG Renegades

CB Cobra

PP Python Patrol

IG Iron Grenadier

DN Dreadnoks

Joe Deck Card List

HERO	SV	FP	CC	TAC	NOTES
Muskrat	NF	2	4	4	(Swamp) Fighter
Repeater	NF	4	2	2	Machine Gunner
Shockwave	NF	2	3	4	SWAT Specialist (Urban)
Spearhead & Max	NF	3	4	4	Point man & Bobcat
Charbroil	NF	5	2	2	Flame Thrower
Lightfoot	NF	2	2	5	Explosives Expert (Demolitions)
Bazooka	TF	6	1	3	Missile Specialist (Anti-Armor)
Duke	TF	3	3	4	First Sergeant (Leader)
Dusty	TF	3	3	4	(Desert) Trooper
Flint	TF	2	4	4	Warrant Officer (Leader)
Lifeline	TF	1	1	2	Medic
Roadblock	TF	5	4	2	Heavy Machine Gunner
Footloose	SM	3	3	3	Infantry Trooper
Low-Light	SM	4	3	4	(Recon) Spotter
Mutt & Junkyard	SM	2	4	4	Animal Control
Spirit	SM	4	4	4	Tracker (Forest)
Sgt. Slaughter	SM	3	4	5	Commander (Leader)
Stormshadow	GJ	2	6	5	Ninja (Recon)
Downtown	GJ	6	2	3	Mortarman (Artillery)
Recoil	GJ	3	4	5	Long Range (Recon) Patrol
Rock & Roll	GJ	6	2	2	Gatling Gunner
Scoop	GJ	1	1	3	Communications
Snake-Eyes	GJ	3	5	5	Commando (Leader)
Ambush	GJ	3	3	5	Concealment Specialist (Ambush)
Capt. Grid Iron	GJ	3	4	4	Captain (Leader)
Free Fall	GJ	3	3	4	Paratrooper (Air)
Pathfinder	GJ	3	3	4	(Jungle) Assault Specialist
Salvo	GJ	6	1	3	Anti-Armor Trooper
General Flagg	GJ	3	2	4	General (Leader)
Wet-Suit	GJ	5	2	4	S.E.A.L. (Water)
Wild Bill	GJ	4	2	4	(Air) Cavalry Scout
Sub-Zero	GJ	4	2	4	Winter Operations Spec. (Snow)
Topside	GJ	3	3	4	Navy Assault (Sea)man
Breaker	GJ	2	2	4	Communications(& Leader)Officer
Flash	GJ	4	2	3	Laser Rifle Trooper
Grunt	GJ	2	2	2	Infantry Trooper

HERO	SV	FP	CC	TAC	NOTES
Rock n' Roll	GJ	5	2	2	Machine Gunner
Scarlet	GJ	4	5	5	Counter (Intelligence)
Short Fuze	GJ	6	2	3	FLAK* (Anti-Air)
Stalker	GJ	3	4	4	Ranger (Leader)
Zap	GJ	6	2	2	Bazooka Soldier (Anti-Armor)
Steeler	GJ	8	4	3	MOBAT* Commander (Armor)
Grand Slam	GJ	4	2	4	HAL* (Artillery)
Airborne	GJ	3	3	4	Helicopter Assault Trooper (Air)
Doc	GJ	1	1	3	Medic
Clutch	GJ	6	2	3	VAMP* Driver (Armor)
Gung-Ho	GJ	3	4	3	Jarhead Marine (Water)
Snow Job	GJ	4	3	4	Arctic Trooper (Snow)
Trip Wire	GJ	2	2	4	Mine Detector (Demolitions)
Ace	GJ	8	2	4	Fighter Pilot (Air)
Hawk	GJ	6	3	4	MMS* (Artillery)
Cover Girl	GJ	7	3	4	Wolverine Driver (Armor)
Falcon	GJ	3	2	4	Glider Pilot (Air)
Recondo	TF	3	4	4	(Jungle) Trooper
Rip Cord	GJ	3	3	4	HALO* Jumper (Air)
Cutter	GJ	6	2	4	Hovercraft Pilot (Water)
Deep Six	GJ	5	3	4	S.H.A.R.C. Sub Pilot* (Water)
Thunder	GJ	9	3	4	Self-Propelled Gun (Artillery)
Shipwreck	GJ	3	3	4	Sailor (Water)
Quick Kick	GJ	0	5	5	Martial Artist
Lady Jaye	GJ	2	2	5	Covert Operations (Intelligence)
Alpine	GJ	3	4	4	(Mountain) Trooper
Airtight	GJ	3	3	4	Hostile Environments
Tollbooth	GJ	2	2	4	Combat Engineer (Demolitions)
Frostbite	TF	5	3	4	(Snow) Cat Driver
Heavy Metal	GJ	8	5	3	Mauler M.B.T. (Armor)*
Keel Haul	GJ	2	2	5	Admiral (Water & Leader)
Mainframe	GJ	2	2	4	Computer Specialist (Intelligence)
Beach Head	GJ	4	4	4	Ranger (Recon)
Dialtone	GJ	2	2	4	Communications
Sci-Fi	GJ	5	2	3	Laser Trooper
Cross-Country	GJ	6	4	3	H.A.V.O.C. Driver* (Armor)
Lift Ticket	GJ	6	2	4	Tomahawk Pilot (Air)
Slip-Stream	GJ	7	2	4	Conquest X-30 Pilot (Air)
Fast-Draw	GJ	6	2	3	Mobile Missile Specialist (Artlry)
Jinx	GJ	1	5	5	Ninja (Intelligence)
Crazylegs	GJ	3	3	4	Paratrooper (Air)
Sneak Peek	GJ	2	3	5	Advanced (Recon)
Law & Order	GJ	2	4	4	M.P. & K-9 (Urban)
Tunnel Rat	GJ	3	3	4	E.O.D. (Urban)
Psyche-Out	DJ	2	2	5	Psy-Ops (Intelligence)
Outback	GJ	3	4	5	Survivalist (Jungle)
Falcon	GJ	4	4	5	Green Beret (Recon)
Chuckles	GJ	2	3	5	Undercover (Intelligence)
Red-Dog	RG	3	5	3	Combat Specialist
Taurus	RG	3	3	4	Demolitions
Mercer	RG	4	3	3	Small arms Specialist
Rumbler	GJ	6	3	4	Fast Attack Vehicle (Armor)
Payload	GJ	8	2	4	Defiant Pilot (Air)

HERO	SV	FP	CC	TAC	NOTES
Back-Stop	GJ	7	4	3	Persuader Driver (Armor)
Hit & Run	GJ	3	3	3	Infantry
Ghostrider	GJ	8	3	5	Phantom X-19 Stealth Fighter (Air)
Wildcard	GJ	7	4	3	Mean-Dog Driver (Armor)
Budo	GJ	0	7	3	Samurai
Skidmark	GJ	5	3	3	(Desert) Fox Driver
Armadillo	GJ	10	5	3	Rolling Thunder Driver (Armor)
Windmill	GJ	7	2	4	X-Wing Chopper Pilot (Air)
Super Trooper	GJ	4	4	5	Secret Infiltration Unit (Recon)
Hard-Ball	GJ	6	2	4	Multi-Shot Grenadier (Artillery)
Blizzard	GJ	3	3	4	Arctic Attack Soldier (Snow)
Skystriker	TF	7	2	4	Tiger Rat Pilot (Air)
Stalker	GJ	4	4	5	Tundra Ranger (Recon)
Starduster	GJ	2	2	4	JUMP* Jet Pack (Air)
Stretcher	GJ	0	2	3	Medical Specialist
Wind-Chill	GJ	6	2	4	Arctic Blast Driver (Snow)
Hot-Seat	GJ	8	3	3	Raider AFV* Driver (Armor)
Dog-Fight	GJ	7	2	4	Mudfighter Pilot (Air)
Long Range	GJ	9	3	4	Thunderclap Driver (Artillery)

- Motorized Battle Tank
- Multi-Purpose Attack Vehicle
- Field Light Attack Cannon
- Heavy Artillery Laser
- Jet Mobile Propulsion Unit
- Mobile Missile System

- Main Battle Tank
- High Altitude Low Opening
- Heavy Articlated Vehicle Ordinance Carrier
- Submersible High Speed Attack Recon Craft
- Armored Fighting Vehicle
- Wolverine = Armored Missile Vehicle

Cobra Deck Card List

ENEMY	SV	FP	CC	TAC	NOTES
Copperhead	PP	3	3	4	(Swamp) Air Boat Pilot
Crimson Guard	PP	3	3	3	Elite Trooper (Intelligence)
Python Officer	PP	3	4	4	Officer (Leader)
Tele-Viper	PP	1	1	4	Communications
Python Trooper	PP	2	2	2	Patrol Infantry
Python Viper	PP	3	3	4	Assault Trooper
Voltar	IG	3	3	6	General (Leader)
Metal-Head	IG	6	1	3	Anti-Tank Specialist (Anti-Armor)
Undertow	IG	3	5	4	Frogman & Barracuda (Water)
Annihilator	IG	3	3	4	Elite (Air)borne Heli-Pack Trooper
Gnawgahyde	DN	2	5	4	Poacher (Jungle)
Road Pig	DN	4	5	3	R.A.M. Rider* (Driver)
Alley-Viper	CB	4	4	4	(Urban) Assault Trooper
Frag-Viper	CB	6	2	4	Grenade Thrower
Toxo-Viper	CB	3	2	4	Hostile Environment Trooper
HEAT Viper	CB	6	1	3	Bazooka Man (Anti-Armor)
Night-Viper	CB	3	3	5	(Recon) Fighter
Laser-Viper	CB	5	2	3	Laser Trooper
Night Creeper	CB	3	5	4	Cobra Ninja (Recon)
Range-Viper	CB	4	3	4	Wilderness Trooper (Forest)
Rock-Viper	CB	3	4	4	(Mountain) Trooper
SAW-Viper	CB	5	2	3	Heavy Machine Gunner

ENEMY	SV	FP	CC	TAC	NOTES
Cobra Commander	CB	3	3	6	Supreme Commander (Leader)
Destro	CB	3	3	5	Weapons Supplier (Leader)
B.A.T.	CB	4	4	3	Battle Armored Trooper
Overkill	CB	3	5	4	B.A.T. (Leader)
Eel	CB	5	2	4	Under(water) Specialist
Firefly	CB	3	3	4	Saboteur (Demolitions)
Incinerator	CB	5	2	2	Flamethrower
T.A.R.G.A.T.*	CB	3	3	5	(Air)
Cobra Officer	CB	3	4	4	Officer (Leader)
Cobra Trooper	CB	2	2	2	Infantry
S.N.A.K.E. trooper	CB	5	5	3	Heavy Infantry
H.I.S.S. Driver*	CB	6	4	3	Battle Tank (Armor)
F.A.N.G. Pilot*	CB	5	2	4	Attack Copter (Air)
Cobra Viper Glider	CB	3	1	4	Pilot (Air)
Major Bludd	CB	3	3	4	Mercenary Terrorist (Leader)
Wild Weasel	CB	8	2	4	Cobra Rattler Pilot (Air)
Stinger Driver	CB	7	4	3	AFV (Armor)
Baroness	CB	2	3	5	(Intelligence & Leader) Officer
Zartan	CB	2	5	6	Master of Disguise (Intelligence)
Torch	DN	2	4	1	Stupid Thug
Ripper	DN	0	5	2	Malignant Criminal
Buzzer	DN	0	5	3	Anti-social Intellectual
Snow Serpent	CB	3	3	4	Cobra Polar Assault (Snow)
Lampreys	CB	5	2	4	Cobra Hydrofoil Pilot (Water)
Tomax & Xamot	CB	2	3	5	Lawyers (Leader & Intelligence)
Zarana	CB	3	5	5	Assassin (Intelligence)
Zandar	CB	3	4	5	Camouflage Expert (Ambush)
Dr. Mindbender	CB	0	2	6	Master of Mind Control (Leader)
Vipers	CB	3	2	2	Cobra Infantry
Monkeywrench	DN	3	3	4	Terrorist (Demolitions)
Motor-Viper	CB	3	2	4	Cobra Stunt Driver
A.V.A.C. Pilot	CB	6	2	4	Firebat Rocket Fighter (Air)
Serpentor	CB	2	3	6	Cobra Emperor (Leader)
Strato-Viper	CB	6	2	4	Night Raven Pilot (Air)
Thrasher	DN	8	5	3	Thunder Machine Driver (Armor)
Sea Slug	CB	5	3	4	Sea Ray Navigator
W.O.R.M.S.	CB	7	4	4	Maggot Driver (Artillery)
Ice-Viper	CB	6	3	4	Wolf-Driver (Snow)
Zanzibar	DN	2	3	3	Pirate (Water)
Gyro-Viper	CB	7	2	4	Fast Attack Copter (Air)
Techno-Viper	CB	2	2	4	Battlefield Technician
Raptor	CB	2	3	4	Cobra Falconer
Croc Master	CB	0	4	4	Reptile Trainer (Swamp)
Big Boa	CB	3	3	3	Boot Camp Trainer (Leader)
Crystal Ball	CB	0	2	5	Hypnotist (Intelligence)
Secto-Viper	CB	3	3	4	Amphibious Operations (Water)
Star-Viper	CB	7	2	4	Stiletto Pilot (Air)
Hydro-Viper	CB	2	3	4	Under(water) Elite Trooper
Astro-Viper	CB	8	3	5	Cobranauts (Air)
Ferret	IG	9	4	3	D.E.M.O.N. driver* (Armor)
Nullifier	IG	5	3	4	Anti-Gravity Pod Pilot (Air)
Aero-Viper	CB	6	2	4	Condor Z25 Pilot (Air)
Desert Scorpion	CB	3	3	4	(Desert) Fighter

ENEMY	SV	FP	CC	TAC	NOTES
Flak-Viper	CB	6	2	2	Anti-Aircraft Trooper (Anti-Air)
Darklon	IG	7	4	3	Evader Driver (Armor)
Wild Boar	CB	8	5	2	Razorback Driver (Armor)
Track-Viper	CB	9	5	3	H.I.S.S. II driver (Armor)
Cobra Overlord	CB	10	5	6	Dictator Driver (Leader & Armor)
Decimator	CB	5	2	4	Hammerhead Driver (Water)
Vapor	CB	6	2	5	Hurricane VTOL Pilot (Air)

- Trans Atmospheric Rapid Global Assault Trooper
- Rapid Fire Motorcycle
- High Speed Sentry
- Fully Armed Negator Gyrocopter
- Dual Elevating Multi Ordinance Neutralizer
- System: Neutralizer Armed Kloaking Equipment

follow the following Guidelines for determining Firepower, Close Combat, and Tactics Values:

Notes

The troopers in the card lists are based on the Action Figures circa 1988-1992. To make more cards

Firepower Value

Firepower (FP) relates to long range combat. Values were assigned according to the equipment carried by the action figure:

FP	Ranged weapon:
0	None
1	Pistol or Crossbow Pistol
2	Shotgun, Machine Pistol, Bow, Crossbow
3	Automatic Rifle, Sub-Machine Gun
4	Light Machine Gun, Sniper Rifle, Laser
5	Heavy Machine Gun, Flame Thrower
6	Bazooka, Missiles, Rockets, Mini-Gun, Grenade Launcher
7+	Vehicle mounted weapon systems

Close Combat Value

Close Combat (CC) relates to Hand-to-Hand (HTH) combat, armed or unarmed. Troopers are given a base value of 3 modified as follows:

- Ninja or HTH specialist +1
- Big Muscles +1
- Holds 1 HTH Weapon +1
- Holds 2 HTH Weapons +2
- Encumbered -1
- Non-combat Specialist (Such as a Medic) -1
- Animal Companion +1
- Green -1
- Vehicle -1
- Armored vehicle +1/+2

considered to be highly trained combat veterans)

- Ninja +1
- Survival Training (Desert, Aquatic, Arctic etc.) +1
- SWAT Training +1
- Demolitions +1
- Leader +1
- General +1
- Non-combat Specialist -1
- Character doesn't look too smart -1
- Green -1
- Animal Companion +1
- Flying +1

Tactics Value

Tactics (TAC) relates to employing winning combat strategies. Troopers are given a base value of 3 modified as follows: (Even Basic Troopers in this game are

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Joe Links

Go to <http://www.yojoe.com/> Yo Joe





Green Arrow

Introduction

Card Game based on the TV Series Arrow.

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Victory

The player with the most Victory Points at the end of the game wins.

Game End

The game ends when all the Villain Cards are captured.

Victory Tokens

Each Victory Token in your Victory Pile is Worth 1 Victory Point.

Victory Pile

Each player has his own Victory Pile. During the course of the game you will acquire Victory Points and Villain cards which you will keep in your Victory pile. Each Villain card is worth Victory points equal to its Power Rating.

The Decks

The game starts with 2 Decks:

1. Arrow Deck (Green Cards)
2. Villain Deck (Pink Cards)

As the game progresses, players will create their own personal Hero Decks Composed of Arrow (Green) cards they have previously played.

Power Levels

Each card has a Power Level. Green cards range from 1 to 4. Pink cards range from 1 to 7.

For Pink cards this is also their Victory Point values. Certain Green Cards will also get extra Power depending on their Text. For instance if the card says +2 vs Criminals, then in Capture Phase If a Villain card you are going to capture has the Criminal Trait, you Get the +2 Power.

Card Traits

Each card will have usually 2 or more traits: Criminal, Guns, Archer, Petty, Brawler, Drugs, Psycho, Police, Tech, Government, Organization, Money, Political, Skill, Equipment, Action, Arrow, Romance, Ally, Friendship, Family Note: The Trait of Arrow refers to the person of Oliver Queen.

Setup

Shuffle the Arrow and Villain Decks. Give the player with the best Archery skills the Arrow Token.

The Arrow Token

This object is used to determine who goes first in a Phase. Play proceeds clockwise.

Foundry Row

At the beginning of each Round flip over the top 3X cards from the Arrow Deck and place them face up in a Row (The Foundry Row). X is equal to the number of players, so if there are 4 players, there Will be 12 cards in the Foundry Row.

Starling Row

At the beginning of each Round flip over the top 2X cards from the Villain Deck and place them face up in a Row (The Starling Row). X is equal to the number of players, so if there are 4 players, there Will be 8 cards in the Starling Row. If a Villain card has a Power

Description Of Play

Each round players take turns picking Arrow cards from the Foundry Row. The then use these Arrow cards to capture Villain cards from the Starling Row. Used Arrow cards go into a players Hero deck.

When the Arrow deck is used up, players draw from their Hero Decks. The game ends when all Villain cards are captured, at which time Final Scoring commences.

Round Sequence

Each Round has 6 Phases:

1. Foundry Phase
2. Starling Phase
3. Hero Phase
4. Capture Phase
5. Bonus Phase
6. Recovery Phase

Foundry Phase

At the beginning of each Round flip over the top 3X cards from the Arrow Deck and place them face up in a Row (The Foundry Row). X is equal to the number of players, so if there are 4 players, there Will be 12 cards in the Foundry Row. If there are no card left in the Arrow Deck, players draw 3 cards from their Hero Decks.

If a players Hero Deck ever runs out, shuffle its discard and draw from it.

Starling Phase

At the beginning of each Round flip over the top 2X cards from the Villain Deck and place them face up in a Row (The Starling Row). X is equal to the number of players, so if there are 4 players, there Will be 8 cards in the Starling Row. When you flip over a Minor card (Power of 1 or 2) flip over another Card and stack the Minor card with it. The stack counts as a Single card on the Starling row, but has the combined Power of all of The cards in the stack. (The stack may contain several Minor cards Under the Major card (Power 3 or higher)).

Hero Phase

Starting with the player in possession of the arrow token, each player Picks one card from the Foundry and puts it into their hand. This continues until each player has picked 3 cards. If you pick a card that says Draw 1 immediately draw one card from the Arrow Deck and put it in your hand. If the drawn card also says Draw 1 Then draw again and so on.

If the Arrow Deck is used up draw 3 cards from your Hero Deck instead. If any are Draw 1 cards then draw additional cards from your Hero Deck. If your Hero Deck ever runs out, shuffle the discard and draw from it.

At the End of the Phase the player in possession of the Arrow token gives It to the player on his left.

Capture Phase

Starting with the player in possession of the arrow token, each player Captures one or more cards (or stacks of cards) from the Starling Row and puts them into their Victory Pile. The total Power of the Pink cards you capture must be equal to or Exceeded by the total power of the Green cards you picked/drew this turn.

Bonus Phase

Put a Victory Token in your Victory Pile if you have played in Capture phase... 2 or more Skill cards 2 or more Money cards 2 characters with a Romantic relationship 2 characters with a Family relationship

Recovery Phase

Place all Green cards you played this turn into your Hero Deck Discard Pile. Any Villain card not captured remains in play.

Trouble

If you play a Green card with the Trouble Trait immediately draw a Pink card and put it in play (Keep drawing and stacking until you get a Major (Power 3+) card).

Team Up

If you play a Green card with the Trouble Trait draw a Pink card: You may use it as a Green card this turn. Shuffle it back into the Pink Deck at the end of the Turn.

End Game Scoring

Add up the value of all the cards and Tokens in your Victory Pile. Gain an extra 2 Victory Tokens for each Super Villain you captured.

Arrow (green) Deck Card List

Name:	Power	Notes:
Green Arrow	3	Arrow, +3 vs Psycho
The Archer	3	Arrow; +3 vs Guns
The Vigilante	3	Arrow; +3 vs Crime
The Hood	3	Arrow; +3 vs Petty
Millionaire Playboy	3	Arrow; Money; +1 per Archer Romance
Team Arrow	2	Arrow; +2 per Ally
Oliver Queen	3	Arrow; +2 per Queen Family
Brooding Hero	3	Arrow; +3 vs Super Villain
Protector of Starling City	3	Arrow; +3 vs Villain
Man of Action	3	Arrow; Skills and Actions get +2
John Diggle	2	Ally; +2 vs Guns
Bodyguard	2	(Diggle) Ally; +2 vs Petty

Name:	Power	Notes:
Laurel Lance	1	Draw 1; Ally, Lance Family, Archer Romance, Trouble
Assistant DA	2	(Laurel) Ally, Lance Family, Archer Romance
Black Canary	3	(Laurel) Ally, Lance Family, Archer Romance
Sara Lance	3	Ally, Lance Family, Archer Romance; +1 vs Petty
Canary	4	(Sara) Ally, Lance Family, Archer Romance
Detective Lance	2	(Quentin) Ally, Police, Lance Family; +1 vs Crime
Officer Lance	1	(Quentin) Ally, Police, Lance Family; +2 vs Crime
Felicity Smoak	2	Draw 1; Ally, Tech gets +1; Archer Romance
IT Girl	1	Draw 1; Ally, Tech gets +2; Archer Romance
Thea Queen	1	Draw 1; Ally, Queen & Merlyn Family
Speedy	2	Ally; Queen & Merlyn Family
Roy Harper	2	Draw 1; Ally, Thea Romance; +1 vs Petty, Trouble
Arsenal	3	(Roy) Ally; Thea Romance; +1 vs Drugs & Petty
Tommy	1	Draw 1; Ally, Laurel Romance; Merlyn Family
Acrobatics	2	Skill; +1 vs Archer
Queen Consolidated	1	Draw 1; Tech, Money, Organization
Harbinger	2	(Lyla) Ally, Government, Diggle Romance; +1 vs Guns
Mocking Bird	2	(Amanda) Ally, Government; Draw 1, Trouble
Injection Arrows	2	Equipment; +3 vs Drugs
Explosive Arrows	3	Equipment
Staff	2	Equipment; Sara gets +2
Archery	2	Skill; +1 vs Guns
Martial Arts	2	Skill; +1 vs Brawl
Custom Bow	2	Equipment; Archer gets +2
Grappling Hook	2	Equipment
Barry Allen CSI	1	Ally, Police, Draw 1
Beat Cops	2	Ally, Police, +1 vs Crime
Facial Recognition	2	Tech; +1 vs Crime
Computer Hack	2	Draw 1; Tech
Rescue	2	Action; +1 vs Psycho
Interrogation	2	Action; +1 vs Crime
Dodge	2	Action; +1 vs Archer
The Truth	1	Action; Draw 1; +2 vs Plot
First Aid	2	Skill; +2 vs Drugs
Human Bait	2	Action; +2 vs Psycho, Trouble
Common Enemy	1	Action; Team Up
Same Side This Time	1	Action; Team Up
Antidote	1	Equipment; +5 vs Drugs
ARGUS Agents	2	Ally, Government; +1 vs Guns
Suicide Squad	3	Ally, Government; +1 vs Psycho
Sin	1	(Cindy) Draw 1; Ally; Roy and Sara get +1
Anatoly Knyazev	1	Draw 1; Ally; +1 vs Psycho
Moir Queen	1	Draw 1; Ally, Money, Queen Family, Trouble
Walter Steele	1	Draw 1; Ally, Money, Queen Family

Villain (pink) Deck Card List

Name:	Power	Notes:
Deathstroke	7	Super Villain; Drugs

Name:	Power	Notes:
Slade Wilson	5	Super Villain; Psycho
Ra's Al Ghul	6	Super Villain; Brawl
League of Assassins	5	Organization; Archer
Malcolm Merlyn	6	Super Villain; Moira Romance, Merlyn Family
The Magician	4	Super Villain; Archer, Merlyn Family
Dark Archer	5	Super Villain; Archer, Merlyn Family
Nyssa Al Ghul	4	Villain; Archer
Sebastian Blood	3	Villain; Crime
Brother Blood	4	Villain; Psycho
Isabel Rochev	4	Villain; Brawl, Arrow Romance
Clock King	4	Villain; Negate Tech Cards
Bronze Tiger	4	Villain; Brawl
Deadshot	4	Villain; Guns
The Butcher	4	Villain; Psycho
Count Vertigo	4	Villain; Drugs
The Mayor	3	Villain; Guns
Cupid	4	Villain; Archer, Psycho
The Huntress	4	Villain; Archer, Arrow Romance
Doctor Anthony Ivo	3	Villain; Drugs, Sara Romance
Mob Boss	3	Villain; Crime
Gang Leader	3	Villain; Crime
China White	3	Villain; Brawl
Mirakuru Army	6	Villain; Drugs
Simon La Croix	4	Villain; Archer
Doll Maker	3	Villain; Psycho
Weapons Merchant	3	Villain; Guns
Rogue Military Commander	3	Villain; Guns
Captain Boomerang	5	Villain; Brawl
Russian Mafia	3	Organization; Crime, Guns
Chinese Triad	3	Organization; Crime, Brawl
Drug Cartel	3	Organization; Crime, Drugs
The Undertaking	5	Plot; Tech
Anti-Vigilante Taskforce	3	Police; Guns
Assassins	2	Brawl; Archer
Thugs	1	Petty; Brawl
Secrets	2	Plot; Psycho
ARGUS Drone Strike	4	Plot; Tech; Government
Gangbangers	1	Petty; Crime
Gunmen	1	Petty; Guns
Gangsters	1	Guns; Crime
Military Grade Weapons	2	Guns
Camera Bugs	2	Tech
Sword	2	Brawl
Torture	2	Plot
Hostage	2	Plot
Chaos	2	Plot
Decoy	2	Plot
Armed Guards	1	Guns
Revenge	2	Plot; Psycho
Mercenaries	2	Guns





Green Hornet

Introduction

Card game for 2-4+ players. Green Hornet Theme.

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Victory

The game ends when the deck has been gone through twice. The player with the most Victory Points wins.

The Deck

Players share a common deck. There are 8 card types:

- G** Green Hornet
- K** Kato
- B** Black Beauty
- V** Villain
- T** Thugs
- P** Plot
- I** Investigation
- S** Special

Setup

Shuffle the Deck. Oldest player goes first. Play proceeds clockwise.

Each player is dealt a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Pulp Phase
2. Action Phase
3. Installment Phase
4. Cliffhanger Phase

Pulp Phase

Draw 2 cards from the deck. The first time the deck is finished shuffle the discard and draw from it.

Card List

Action Phase

You may discard 1 card from your hand: Discard a Green Hornet Card to draw 3 cards and discard 2 cards. Discard a Kato Card to draw 2 cards. Discard a Black Beauty Card put the top card of the discard into your hand.

Discard a Villain Card to make opponent give you a card from his hand. Discard a Plot Card to look at opponents hand. Discard a Thug Card to cause opponent to discard 1 Random card.

Discard an Investigation Card to look at the next 7 cards in the deck. Special Cards do not have a discard Special Ability.

Installment Phase

You may Solve a Case to do this you must do the following. . . Reveal 1 Villain card, 1 Thug card, and 1 Plot card. You may also play a Special card for its Crime Points. Add up the Total Crime points from the 3 or 4 cards played.

Next play 1 Green Hornet card, 1 Kato card, 0-1 Beauty cards, 0-1 Investigation cards, and 0-1 Special cards. Add up the total Hero points of these cards. The Hero points must equal or exceed the value of the Crime Points.

Gain Victory Points equal to the number of Crime Points played. Discard all revealed cards. Note: Special cards can be used for Hero or Crime Points.

Note: Some cards have 2 Types. Use them for one or the other.

Cliffhanger

If you Solved a Case this turn, fill your hand to 7 cards. Max hand size is 9 cards. Discard excess cards.

Card List Notation

- CP** Crime Points
- HP** Hero Points
- #** Copies of Card in Deck
- G** Green Hornet
- K** Kato
- B** Black Beauty (The Car)
- V** Villain
- T** Thugs
- P** Plot
- I** Investigation
- S** Special

Name:	Type	CP	HP	Notes:
Britt Reid	G	-	12	
Newspaper Man	GI	-	4	
The Mansion	G	-	5	
Millionaire	G	-	6	Playboy?
Instincts	G	-	11	
Knock Out Gas Gun	G	-	8	
Publisher	GI	-	3	
Crime Fighting Duo	GK	-	1	
Masked Men	GK	-	2	
Hornets Sting Gun	G	-	7	Electric Shocks
Criminal Reputation	G	-	10	
Vigilante	G	-	9	
Sidekick	K	-	3	
Skilled Mechanic	KB	-	2	
Faithful Valet	K	-	4	
Weapons Designer	K	-	9	
Martial Artist	K	-	11	
Karate	K	-	10	Kung Fu?
Japanese Chauffeur	KB	-	1	Filipino?
Lightning Reflexes	K	-	12	
Rope Tricks	K	-	8	
Engineer	K	-	5	
Throwing Darts	K	-	7	
Lets Roll, Kato!	K	-	6	
Car Chase	B	-	3	
Ejection Seats	B	-	2	
Rockets	B	-	5	
Machine Guns	B	-	4	
Bullet Proof Glass	B	-	6	
Door Guns	B	-	5	
Limousine	B	-	1	
Super Charged	B	-	3	
Infra Green Headlights	B	-	2	
Wheel Blades	B	-	4	
Rolling Arsenal	B	-	6	
Hornet Buzz	B	-	1	Silent Mode also
Corrupt Politician	V	1	-	
Mafioso	V	2	-	
Steel Syndicate	V	12	-	
Angela DeVane	V	11	-	Mob Heiress
The Red Dragon	V	10	-	
Inferno	V	5	-	
Scarface	V	4	-	
Shadow Warriors	V	9	-	
Gatland Tobias	V	8	-	Gangland Kingpin
Spitting Cobras	V	3	-	
Boss Snark	V	6	-	
Johnny Dollar	V	7	-	
The Daily Sentinel	I	-	1	
Confession	I	-	5	

Name:	Type	CP	HP	Notes:
Lenore Case	I	-	6	Secretary
Mike Axford	I	-	5	Reporter
Gunnigan	I	-	6	Editor
Criminology	I	-	3	
Journalism	I	-	2	
Research	I	-	2	
Clues	I	-	3	
Eye Witnesses	I	-	4	
Headlines	I	-	1	
Sting Operation	I	-	4	
Killing Spree	P	11	-	
Unite Gangs	P	4	-	
Trap	P	9	-	
Cover-up	P	5	-	
Peace Summit	P	10	-	
Assassination	P	12	-	
Bounty	P	8	-	
Kidnapping	P	7	-	
Bank Robbery	P	1	-	
Drug Operation	P	3	-	
Hijacking	P	6	-	
Man Hunt	P	2	-	
Ruthless Gangsters	T	6	-	
Armenians	T	5	-	
Terrorists	T	12	-	
Crime Family	T	8	-	
Mercenaries	T	10	-	
Street Gang	T	3	-	
Special Police	T	9	-	
Chinese Tong	T	11	-	
Neo Nazis	T	7	-	
Mobsters	T	4	-	
Common Crooks	T	2	-	
Lowlife Hoods	T	1	-	
Revenge	S	3	3	
SWAT Team	S	1	1	
Rescue	S	2	2	
Firefight	S	2	2	
Escape	S	3	3	
Gadgetry	S	1	1	
Crimson Wasp	S	6	6	
Duel	S	4	4	
Expose Identity	S	4	4	
Life or Death	S	6	6	
Team Up	S	5	5	
Poison	S	5	5	

Notes

For a more 30's-40's feel replace Neo Nazis with Nazis, and Chinese Tong with Chinese Communists.

Links

Comic Covers Wikipedia 2011 Film Green Hornet
Web Game Message Board Tropes Comic Index Plots





Guardians Of The Galaxy

Introduction

Card game based on Galaxy of the Guardians Movie and Comics.

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Victory

Have the most Force Points worth of Adventure cards in your Victory Pile at the end of the game. The game ends when all Adventure cards have been completed.

The Decks

There are 2 Decks:

1. The Guardian Deck
2. The Adventure Deck

The Guardian Deck

Each Guardian Card will have one or more Traits: Hero, Ship, Gear, Tactics, Star Lord, Pirate, Nova Corps, etc. Guardian Cards generate Force Points which are needed to Capture Adventure cards. Guardian cards have a base Force between 1 and 5.

In combination some Guardian cards will generate additional Force.

The Adventure Deck

Most Adventures have a Force between 17 and 25 requiring Multiple Guardian cards to be melded to complete them.

Setup

Shuffle the Decks. Flip over the top card of the Adventure Deck. Deal 5 Guardian Cards to each player.

The biggest Potty Mouth goes first. Alternatively the Best Dance Moves goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Peril Phase

2. Hero Phase

3. Action Phase

4. Adventure Phase

5. End Phase

Peril Phase

If an Adventure was completed last turn, flip over the Top card of the Adventure deck. Normally there will only be 1 face up adventure card at a time.

Hero Phase

Your hand is composed of Guardian cards (From the Guardian Deck). If your hand is less than 7 cards fill it to 7. Otherwise draw 2 cards. If the Guardian Deck ever runs out, shuffle the discard and draw from it.

Action Phase

-Some cards you may reveal or discard from your hand to gain a specified benefit. This type of card play occurs in this Phase. -You may always discard a Tactics card to draw 2 cards (Max once this Phase).

-You may always discard a Pirate card to look at one of your opponents Hands and steal 1 card. -You may always discard a Place card to discard your hand and draw 7 new cards. -You may always discard a Ship card to look at next Adventure Card.

Adventure Phase

-You may play cards to make Meld. -The combined force of all cards in the Meld must equal or exceed the Force of The current Adventure in which case you complete it and put it in your Victory Pile. Then Discard all cards in the Meld. -Note: When making a Meld, you can only use one card representing an individual Hero, or Ship, or Thing.

For example you may only play one Star Lord card not 2 or 3.

End Phase

Max hand size is 8 cards. Discard excess cards. You may discard additional unwanted cards as well.

The Adventure Deck Card List

Card Name:	Force:	Notes:
Kyln Prison Escape	19	A Melded Rocket card gets +5
Massive Space Battle	24	A Melded Fleet card gets +5
Escape Pirates	20	A Melded Star Lord card gets +5
Kree Invasion	23	A Melded Nova Corps card gets +5
Recover Infinity Stone	18	Pirates and Mercs may not be Melded
Bounty Hunters	20	Melded Hero cards get +1 each
Korath the Pursuer	21	A Melded Drax card gets +5
Ronan the Accuser	25	A Melded Tactics card gets +5
Thanos the Eternal	30	Minimum Meld requires 10 cards
Nebula the Brutal	22	A Melded Gamora card gets +5
Destroy the Dark Aster	26	A Melded Ship card gets +5
Sakaaran Warriors	17	A Melded Groot card gets +5

Guardian Deck Card List

Card Name:	Force:	Notes:
Star Lord	5	Star Lord; Hero; Pirate
Peter Quill	3	Star Lord; Hero; All other Heroes get +1
Part of a Plan	2	Star Lord; Reveal to search Deck for a Tactics
Face Mask	2	Star Lord; Gear
Plasma Guns	3	Star Lord; Weapon
Mix Tape	2	Star Lord; Gear; Gamora gets +3
Cosmo	1	Cosmo; Hero; Dog; All other Heroes get +1
Milano	4	Star Lord; Ship
Orbital Bombardment	4	Ship; Weapon; Tactics; Fleet
Nova Corps Fighters	4	Nova; Ship; Fleet
Nova Officer	3	Nova; Hero
Nova Pilot	2	Nova; Hero; Ship
Irani Rael	1	Nova; Hero; Other Nova cards get +3 each
Xandar	2	Nova; Place
Knowhere	1	Place; Pirates; Mercenary
Destroy Weapon	3	Tactics
Save a Life	1	When Melded Search Discard for a Hero
Drax the Destroyer	5	Drax; Hero
Slice and Dice	4	Drax; Hero; Tactics
Double Blades	3	Drax; Hero; Weapon
Vengeance	2	Drax; Hero
Beat Down	1	Drax; Hero; Tactics
Unlikely Heroes	2	Hero; Pirates and Mercs get +2 each
Rocket Raccoon	5	Rocket; Hero; Mercenary
Tactical Genius	4	Rocket; Hero; Tactics
Escape Plan	1	Rocket; Hero; Tactics
Guns Blazing	2	Rocket; Hero; Weapon
Rocket Launcher	3	Rocket; Hero; Weapon
Gamora	5	Gamora; Hero
Ultimate Assassin	4	Gamora; Hero
Broad Sword	3	Gamora, Hero; Weapon
Deadliest Woman	2	Gamora; Hero
Gamora's Ship	2	Gamora; Ship
Groot	5	Groot; Hero; Mercenary

Card Name:	Force:	Notes:
I am Groot	2	Groot; Hero; Rocket gets +3
Regenerate	3	Groot; Hero
Crush Attack	4	Groot; Hero; Tactics
Giving Tree	1	Groot; Other Heroes get +1 each
Yondu Udonata	5	Pirate; Yondu; Hero
Ravager Ships	4	Pirate; Ship; Fleet
Ravager Crew	3	Pirates
Ravager Navigator	2	Pirate; Tactics
Taneleer Tivan's Archive	1	Place
Howard the Duck	3	Howard; Hero; Mercenary
Prosthetic Leg	1	Gear; Rocket gets +3
Force Field	2	Gear; Fleet
Battle	2	Tactics; Weapons get +2





Halo Missions

Introduction

Card game for 2-4+ players. Set in the HALO Universe.

Disclaimer

Halo is a copyrighted, trademarked property. This is merely a fan site.

Victory

Be the first player to accumulate 100 Mission Points. Winner gets to keep the title of Master Chief.

The Deck

Players share a common deck. There are 6 basic types of cards:

- S** Spartan
- M** Mission
- W** Weapon
- E** Enemy
- V** Vehicle
- X** Special

Each card has a Mission Point Value (MPV) ranging from 1 to 5. Some of the types have sub-types. Example: There are Flood and Covenant Enemy cards. There are 15 cards each for Spartan, Mission, Vehicle, and Special.

There are 30 cards each for Weapon and Enemy card types.

Shield Points

Each player has 10 Shield Points (SP). If a player ever has less than Zero Shield Points, he immediately discards 3 cards and loses 5 Mission Points. He then immediately goes back up to 10 SP. 10 SP is the Max, you cannot go over this.

Setup

Each player starts with 100 Mission Points (MP). Each player is dealt 10 cards from the deck. One player is randomly determined to be Master Chief.

Turn Sequence

Players take turns. Master Chief goes first. Play proceeds clockwise. Each turn has 5 Phases:

1. Insertion Phase
2. Action Phase
3. Attack Phase
4. Objective Phase

5. Extraction Phase

1. INSERTION PHASE

Fill your hand to 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

2. ACTION PHASE

You may play (discard) one of your cards to activate its special ability. Each Card type has 1 Special Ability associated with it. . . Enlisted Spartan SA: Draw 5 cards; Keep 1 and Discard the rest. Officer Spartan SA: Look at next 5 cards in the deck and keep 1 of them.

Covenant SA: Target opponent discards 1 random card. Flood SA: Target opponent discards 2 cards and draws 1 card. Human Weapon SA: Discard in Attack Phase to negate an Attack made against you.

Alien Weapon SA: Trade with the top card of the discard pile. Human Vehicle SA: Draw 2 cards OR Draw 3 cards and discard any 2 cards from your hand. Alien Vehicle: May be used as any other card type in Meld Phase.

Recon Special SA: Gain 2 Mission Points and draw 1 card OR Steal 2 MP from target opponent. Defense Special SA: Gain 2 Shield Points (Max 10). Mission SA: Steal 1 Random card from target opponent. Opponent draws 1 card.

Multi Mission SA: Target opponent must give you 1 card of his choice.

3. ATTACK PHASE

You may play (discard) one card to attack 1 Target opponent. The card must be either an Enemy card or an Alien Weapon or Alien Vehicle. The target player loses shield points equal to the MPV of the Attack card.

You cannot pick the same target the player immediately before you picked.

4. OBJECTIVE PHASE

If possible, you may make one or more Melds in this Phase. There are 30 types of Melds:

1. Spartan: 4+ Spartan Cards
2. Covenant: 4+ Covenant Enemy Cards
3. Flood: 4+ Flood Enemy Cards
4. Campaign: 4+ Mission Cards
5. Traveling: 4+ Vehicle Cards
6. Weapon Locker: 4+ Human Weapon Cards
7. Weapon Pod: 4+ Alien Weapon Cards
8. Super Combo: 1 Spartan, 1 Mission, 1 Special, 1 Vehicle, 1 Weapon, 1 Enemy
9. Double Trouble: 3+ cards of 1 type and 3+ cards of another type
10. Grenade Stick: Stick type Grenade and 1 Enemy or Alien Vehicle
11. Headshot: 1 Enemy and 1 Precision Weapon card
12. Assassination: 1 Enemy and 1 Melee and 1 Spartan card
13. Splatter: 1 Enemy and 1 Ground Vehicle card

14. Checkpoint: 1 Mission and 1 Spartan and 1 Vehicle card
15. Dual Wield: 2 Pistols and 1 Spartan
16. Brute Kill: 1 Plasma Weapon, 1 Precision Weapon, and 1 Brute card
17. Spray and Pray: 2 Enemies and 1 Auto Weapon
18. Needler Supercombine: 1 Needler and 1 Enemy
19. Multi-Kill: 1 Weapon and 3 Covenant or 3 Flood enemy cards
20. Stopping Power: 1 Stop Weapon and 1 Enemy
21. Take Down: 1 Alien Vehicle and 1 Anti Vehicle Weapon
22. Guerilla: 1 Spiker or Bubble Shield, 2 Covenant, 1 Ally, Sierra 117
23. Demon: 2 Specials, 1 Brute, 1 SMG or Spike Grenade, Crow's Nest
24. Cavalier: 2 Vehicles, Fuel Rod Gun or Trip Mine, 1 Covenant, Tsavo Highway
25. Askar: 1 Anti Vehicle Weapon, Hunter or Scarab, 1 Vehicle, The Storm
26. Exterminator: Energy Sword or Flamethrower, 3 Flood, Floodgate
27. Ranger: 2 Vehicles, 1 Special, Sentinel Beam or Incendiary Grenade, The Ark
28. Vanguard: Spartan Laser or Hornet, 3 Spartan cards, The Covenant
29. Orpheus: 3 Flood, 2 Spartans, 1 Stop or Melee Weapon, Cortana
30. Reclaimer: Auto Turret or Arbiter, 3 Flood, 1

Spartan, Halo

Meld Notes

Discard the Melded Cards. Score Mission Points equal to the Combined MPV of all of the cards in the Meld. Except for the Super Combo, each Meld can be used only once per game per player.

To play a Super Combo, the combined value of the Spartan, Special, Weapon, and Vehicle cards must be greater than the combined value of the Mission and Enemy cards.

5. EXTRACTION PHASE

Regain 2 Shield Points. Discard down to 9 Cards.

Card List Notation

- S** Spartan
- M** Mission
- Z** Multi-Mission
- W** Human Weapon
- A** Alien Weapon
- C** Covenant Enemy
- F** Flood Enemy
- V** Human Vehicle
- B** Alien Vehicle
- D** Special Defense
- R** Special Recon
- X** Special Ally
- #** Copies of that card in the Deck

Common Deck Card List

Name:	#	Type	MPV	Notes:
Magnum	1	W	1	Precision; Pistol; Stop
Assault Rifle	2	W	2	Precision
Carbine	1	W	1	Precision
Battle Rifle	1	W	3	Precision
Fuel Rod Gun	1	W	4	Anti Vehicle
Rocket Launcher	1	W	5	Anti Vehicle
Shotgun	1	W	3	Stop
SMG	1	W	2	Auto
Sniper Rifle	1	W	4	Precision
Spartan Laser	1	W	5	Precision
MG Turret	1	W	5	Turret
Flamethower	1	W	4	Turret
Frag Grenade	1	W	1	Grenade
Incendiary Grenade	1	W	3	Grenade
Beam Rifle	1	A	2	Precision
Brute Shot	1	A	3	Stop
Energy Sword	1	A	4	Melee
Gravity Hammer	1	A	5	Melee; Stop
Needler	1	A	2	Precision; Pistol
Mauler	1	A	3	Pistol; Stop
Plasma Pistol	1	A	1	Pistol; Plasma
Plasma Rifle	1	A	4	Plasma

Name:	#	Type	MPV	Notes:
Sentinel Beam	1	A	4	Precision
Spiker	1	A	3	Pistol; Melee
Missile Pod	1	A	5	Turret; Anti Vehicle
Plasma Turret	1	A	5	Turret; Plasma
Plasma Grenade	2	A	1	Grenade, Plasma; Stick
Spike Grenade	1	A	2	Grenade; Stick
Warthog	2	V	2	Ground
Mongoose	1	V	1	Ground
Banshee	2	V	1	Ground
Ghost	1	B	2	Ground
Wraith	2	B	5	Ground
Scarab	1	B	4	Ground
Scorpion	1	V	5	Ground
Hornet	2	V	3	Air
Chopper	1	B	4	Ground
Prowler	1	B	3	Air
Elephant	1	B	4	Ground
Drones	3	C	1	No Head
Grunts	2	C	2	Grunt
Kamikazee Grunt	1	C	2	Grunt
Shield Jackals	2	C	3	Jackal
Sniper Jackal	1	C	3	Jackal
Brutes	1	C	4	Brute
Jump Pack Brute	1	C	4	Brute
Brute Captain	1	C	5	Brute
Brute Stalker	1	C	4	Brute
Hunters	1	C	5	Covenant
Shade Fixed Turret	1	C	5	Covenant
Infection Forms	3	F	1	No Heads
Carrier Forms	3	F	2	No Heads
Combat Forms	3	F	3	No Heads
Stalker	3	F	4	Flood
Pure Forms	3	F	5	Flood
Motion Tracker	1	R	2	Recon
Marine Allies	1	X	4	Ally
AI Companion	1	X	5	Ally
Arbiter	1	X	5	Ally
Overshield	1	D	3	Defense
Bubble Shield	1	D	4	Defense
Grav Lift	1	R	2	Recon
Power Drain	1	D	4	Defense
Regenerator	1	D	1	Defense
Flare	1	R	1	Recon
Radar Jammer	1	D	1	Defense
Trip Mine	1	D	2	Defense
Cloaking Unit	1	R	3	Recon
Auto Turret	1	D	3	Defense
Elite Landing Party	1	X	5	Ally
Slayer	1	Z	1	Multi
Oddball	1	Z	1	Multi
Capture the Flag	1	Z	1	Multi
Assault	1	Z	2	Multi
Juggernaut	1	Z	2	Multi

Name:	#	Type	MPV	Notes:
King of the Hill	1	M	2	Mission
Sierra 117	1	M	3	Mission
Crow's Nest	1	M	3	Mission
Tsavo Highway	1	M	3	Mission
The Storm	1	M	4	Mission
Floodgate	1	M	4	Mission
The Ark	1	M	4	Mission
The Covenant	1	M	5	Mission
Cortana	1	M	5	Mission
Halo	1	M	5	Mission
Recruit	2	S	1	Enlisted
Apprentice	1	S	1	Enlisted
Private	2	S	2	Enlisted
Corporal	1	S	2	Enlisted
Sergeant	1	S	3	Enlisted
Gunnery Sergeant	1	S	3	Enlisted
Lieutenant	1	S	3	Officer
Captain	1	S	4	Officer
Major	1	S	4	Officer
Commander	1	S	4	Officer
Colonel	1	S	5	Officer
Brigadier	1	S	5	Officer
General	1	S	5	Officer

Optional Rules: Skill Deck

At the beginning of the game, each player draws 2 Skill Cards. Whenever a player completes a Meld of 5 or more Cards he gains One random Skill Card. Maximum 7 Skill cards per player.

List Notation

EA Extra Action
AP Action Phase

Skill Card Deck List

Skill:	Notes:
Wetwork	As an EA in AP you may play a Human Weapon card
Assassination	Human Weapon cards are worth +2 in your Melds
Accuracy	You may use Special cards as Human Weapon cards in Melds
Sniper	You may use Spartan cards as Human Weapon cards in AP
Rogue	You may use Covenant Enemy cards as Spartan cards in AP
Fast Track	Spartan cards are worth +2 in your Melds
Specialist	As an EA in AP you may play a Spartan card
Power Armor	You may use Alien Weapon cards as Spartan cards in Melds
Pathfinder	You may use Spartan cards as Mission cards in Melds
Pioneer	Mission cards are worth +2 in your Melds
Engineer	You may use Vehicle cards as Mission cards in AP
Recon	As an EA in AP you may play a Mission card
Stealth	As an EA in AP you may play a Special card
Requisition	You may use Human Weapon cards as Special cards in AP
Shadowing	You may use Mission cards as Special cards in Melds
Technician	Special cards are worth +2 in your Melds
Tactics	As an EA in AP you may play an Alien Weapon card
Stalker	You may use Vehicle cards as an Alien Weapon cards in AP

Skill:	Notes:
Stability	You may use Covenant cards as an Alien Weapon cards in Melds
Hand to Hand	Alien Weapon Cards are worth +2 in your Melds
Subversion	As an EA in AP you may play a Covenant Enemy card
Suppressor	Covenant cards are worth +2 in your Melds
Gunner	You may use Flood cards as Covenant cards in AP
Heavy Weapons	You may use Alien Weapon cards as Covenant cards in Melds
Speed	As an EA in AP you may play a Flood Enemy card
Security	Flood cards are worth +2 in your Melds
Escort	You may use Spartan cards as Flood cards in Melds
Support	You may use Covenant cards as Flood cards in AP
Operator	As an EA in AP you may play a Vehicle card
Repair	You may use Human Weapon cards as Vehicle cards in Melds
Piloting	Vehicle cards are worth +2 in your Melds
Tracker	You may use Spartan cards as Vehicle cards in AP
Strategy	You may discard 1 extra card in Extraction Phase
Intelligence	You may discard 1 extra card in Extraction Phase

Links

HALO Wikia





Hellboy Hands

Introduction

Card game for 2+ players. Theme: Hellboy Each player is trying to help Hellboy complete Quests on their own turn and preventing their opponents from completing quests on their turns.

Disclaimer

Hellboy is a licensed, trademarked, copyrighted property. This is merely a fan site.

Victory

The first Player with 6 Quest Tokens wins the Game.

Quest Tokens

Gain 1 Quest Token every time you complete a Meld.

The Deck

Players share a common deck. There are 6 Suites of cards: Hellboy Cards Friend Cards Aid Cards Location Cards Opposition Cards Enemy Cards

Setup

Each player is dealt a hand of 6 cards. The most demonic player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Fate Phase
2. Adventure Phase
3. Quest Phase
4. Journey Phase

Fate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Card List

Name	Type
Crown of Fire	H
Right Hand of Doom	H
Lonely Hero	H
Stone Hand	H

Adventure Phase

You may play (discard) 1 card from your Hand: Hellboy Card: Take the top card of the discard and put it in your hand Friend Card: Draw 2 cards from the deck Aid Card: Look at next 7 cards in the deck Location Card: Look at target Opponents Hand Opposition Card: Target Opponent must discard 1 random card Enemy Card: Steal 1 Random card from target opponents hand

Quest Phase

You may play a Meld from your hand. A Meld is a combination of cards. There are 6 types of Melds:

1. Hell Meld: 6 cards from 1 Suite.
2. Spot Meld: 5 cards from 1 Suite and 1 card from any other Suite.
3. Major Meld: 4 cards from 1 Suite and 2 cards from any other 1 Suite.
4. Full Meld: 1 card from every Suite.
5. Half Meld: 3 cards from 2 Suites.

Third Meld: 2 cards from 3 Suites. By playing a Meld, you gain 1 Quest Token. A player can only play 1 of each type of meld each game.

Journey Phase

Max hand size is 6 cards. Discard excess cards.

Card List Notation

- H** Hellboy Cards
- F** Friend Cards
- A** Aid Cards
- L** Location Cards
- O** Opposition Cards
- E** Enemy Cards

Name	Type
Swallowed Alive	O
Catacombs	L
Subway	L
Festival	L

Name	Type
Silver Bullets	H
Good Samaritan Gun	H
Big Red	H
Big Temper	H
Just Doin My Job	H
Demonic Strength	H
B.P.R.D. Agent	H
Public Sighting	H
Immune to Fire	H
Hell Hound	E
Nazi Ninja	E
Demon Brood	E
Grigori Rasputin	E
Chaos Demon	E
Elf Lord	E
Demon Swarm	E
Awakened God	E
Evil Sorcerer	E
Undead Assassin	E
Infernal Machines	E
Elemental Giant	E
Sinister Sea Hag	E
Armageddon	O
Dimensional Gate	O
Nefarious Plot	O
Regeneration	O
Magic Spell	O
Mortal Wound	O
Acid Attack	O
Hostage	O
Demon Eggs Hatch	O
Bound by Name	O
Ancient Artifact	O
Apocalypse	O

Name	Type
Sewer System	L
Forgotten Shrine	L
Museum	L
Headquarters	L
Demon Lair	L
Ancient Ruins	L
Troll Market	L
Cemetery	L
Unknown Island	L
Pandemonium	L
Fire Starter	F
Agent Escort	F
Commando Team	F
The Professor	F
Doctor Krauss	F
Sparky	F
Rookie Agent	F
Abe Sapien	F
Liz Sherman	F
Roger the Homunculus	F
Spirit Medium	F
Captain Occultist	F
Raise the Dead	A
Destiny	A
Solve Puzzle	A
Thermal Grenades	A
Grimoire	A
Telepathy	A
Angel of Death	A
Pyrokinesis	A
African Witch Doctor	A
Goblin Guide	A
Resurrection	A
Ancient Mystic	A





Hitchhiker's Quest For The Galaxy

Introduction

Card game for 2-4+ players. Hitch-Hiker's Guide to the Galaxy Theme.

Disclaimer

Hitch-Hiker's Guide to the Galaxy is a licensed, copyrighted property. This is merely a fan site.

Victory

The First player to complete the requirements on a Quest card in play wins the game.

The Decks

There are 2 Decks: The Quest Deck and the Common Deck.

Setup

Each player is dealt a hand of 7 cards. The most Depressed player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Improbability Phase
2. Ultimate Phase
3. Normality Phase
4. Universe Phase

Improbability Phase

Draw 2 cards from the common deck. If the deck runs out, shuffle the discard and draw from it.

Ultimate Phase

You may put one card into play. Cards put into play are placed face up on the table in front of the player who played it.

Normality Phase

Max hand size is 7 cards. Discard excess cards.

Universe Phase

If it is not the most depressed players turn, skip this phase. Flip over the top card of the Quest Deck face up. It is now in play.

Quest Cards

There may be multiple Quest card in play at a time. If a player has cards in play that satisfy the requirements of any Quest card in play at the end of any phase, that player win the game. Keep the Quest cards in the middle of the table.

Special Abilities

Most cards have a Special Ability.

*Reveal Powers are cards that produce an effect when they are first put into play from a players hand (They become inert after this).

*Continuous Powers produce a constant effect as long as the card remain in play.

*Event Powers produce an effect that goes off at the beginning of each of your Normality Phases. Note: you may choose not to have an Event power go off.

*Discard Powers produce an effect if you voluntarily discard them from your hand.

*Sacrifice Powers produce an effect if you voluntarily discard the card from play. (Sacrifice and discard powers don't count against your limit of how many cards you can put in play on your turn. You can use these powers anytime)

*Alignment Powers: You may play one extra card of the indicated type in each of your Ultimate Phases. This is in addition to the one card you normally get to play. Example: You have Ford Perfect in play. You draw Heart of Gold and Trusty Towel. You get to play both cards... Heart because you always get to play one, and Towel because the Ford card lets you.

Stealing Cards

When you steal a card in play, it remains in play but comes under your control. Stealing a card in play does not allow you to reuse a Reveal power if it has one. Cards may also be stolen directly from a players hand.

Negating Powers

Some card effects will negate the special ability of other cards. The negated cards are not discarded.

Main Characters

5 Characters are described as Main Characters. There are 2 copies of each of these cards in the deck. Only 1 copy of a character can be in play at a time.

Any power that effects a Character can also effect Main Characters.

Card List Notation

Q Quest
M Main Character
C Character
P Planet
V Vagon
E Earth
Z Zaphod
U Ultimate
H Hitch-Hiker
R Robot
F Fish
S Ship
T Thing
L Location
K Kavula

B Builder
A Advice
N Condition
RX Reveal Power
CX Continuous Power
EX Event Power
DX Discard Power
SX Sacrifice Power
AX Alignment Power
SD Search Deck for indicated type of card and put it in your hand
DH Discard hand & draw equal number of replacement cards
Place cards = Planets & Locations
FC Flip top card of the deck. If it matches the indicated type keep it. If not, discard it.
LOH Look at Opponents hand

Common Deck Card List

Card Name:	Type	Notes:
Arthur Dent	ME	EX: FC Earth cards
Ford Perfect	MH	AX: Hitchhiker cards
Trillian	ME	AX: Character cards
Zaphod Beeblebrox	MZ	AX: Zaphod cards
Marvin the Depressed Robot	MR	CX: Opponent's Hand Sizes -1
Heart of Gold	S	RX: Steal Target Planet/Loc card
Hitchhikers Guide to the Galaxy	TH	EX: FC Advice card
Mostly Harmless	EA	RX: Take control of Earth card
Infinite Improbability Drive	T	EX: DH
Things are not always what they Seem	A	RX: DH
A Brain the Size of a Planet	RT	CX: Hand Size +1
President of the Galaxy	ZK	EX: Draw 1 card & discard 1 card
The Vicinity of Betelgeuse	P	RX: SD Character
Restaurant at the End of the Universe	L	RX: Draw 2 cards
Don't Panic	AH	DX: Negate a Power targeting a Character
Prostetnic Vogon Jeltz	CV	RX: Target Opponent skips his next turn
Deep Thought	CRU	RX: SD Ultimate card
So Long & Thanks for all the Fish	AF	RX: LOH and steal one card
Life, the Universe & Everything	U	RX: Steal an Ultimate card
Humma Kavula	CK	RX: Steal a Thing card
Great Green Arkleseizure	K	RX: Steal a Character card
A Nice Cup of Tea	TE	SX: Draw 2 cards
Trusty Towel	TH	SX: Negate a Power targeting a Character
Viltvodle	PK	RX: Opponent discards 1 random card
He's Just this Guy, You Know?	AZ	RX: SD Character
Hyperspace Express Route	L	RX: Steal a Planet card
Earth	PEB	AX: Earth cards
Babel Fish	THF	EX: FC Hitchhiker cards
Dolphins	FE	SX: LOH and steal one card
Plumeting Sperm Whale	CF	RX: Play 2 extra cards this turn
Hitchin a Ride	H	RX: SD Ship card
I'm so Depressed	NR	RX: Discard target Character
Stowaway	NH	RX: Steal a Character card

Card Name:	Type	Notes:
Vogon Poetry	V	RX: Discard target Character
Vogsphere	VP	AX: Vogon cards
Vogon Constructor Fleet	VS	RX: Discard target Planet
Resistance is Useless	VA	RX: Steal a Character card
Third Arm	Z	RX: Draw 1 card
Second Head	Z	RX: Draw 1 card
Eddie the Computer	CR	CX: Hand size +1
Sirius Cybernetic Company	LR	RX: Steal a Robot card
Commander Kwaltz	VC	RX: Steal a Vogon card
Vice President Questular	ZC	EX: FC Zaphod cards
Magrathea	PUB	AX: Ultimate cards
The Ultimate Question	U	RX: DH
The Ultimate Answer	U	RX: DH
Fook & Lunkwill	CU	EX: FC Ultimate cards
Best Laid Plans of Mice	UB	RX: Play an extra card this turn
Traal	P	RX: Opponent discards 1 random card
Arcturian Megafreighter	S	CX: Hand size +1
Pan Galactic Gargleblaster	T	RX: All players must DH
Thinking Cap	T	EX: Draw 1 card & discard 1 card
Point of View Gun	TK	RX: Steal a Character card
Vogon Bureaucracy	VL	RX: Opponent must discard 3 cards
Ravenous Bug Blatter Beast of Traal	T	RX: Discard target Character
Ancient Defense System	T	RX: Discard target Ship
Brain Retriever	TU	RX: Steal a Character card
Hyperspatial Engineers	TB	AX: Planet cards
Slartibartfast	CB	RX: SD Planet card
Earth Mark II	PEB	RX: Play an extra card this turn

Quest Deck Card List

Hitchhikers Quest	Q	Have 5 Hitchhiker cards in play
Salt of the Earth	Q	Have 4 Earth cards in play
Ultimate Quest	Q	Have 5 Ultimate cards in play
Fate of the Earth	Q	Have 4 Builder cards in play
Good Companions	Q	Have 5 Main Characters in play
Vogon Supremacy	Q	Have 4 Vogon cards in play
Travel the Universe	Q	Have 5 Planets/Locations in play
Zaphod Fan Club	Q	Have 4 Zaphod cards in play
Robot Universe	Q	Have 4 Robot cards in play
Huma Kavula Power Trip	Q	Have 4 Kavula cards in play
Something Fishy	Q	Have 3 Fish cards in play

Cardset Available!!!

Thanks Ron! [Click Here](#)





Hyborian Gates Empires

Introduction

Board Game of Dimensional Conquest for 2-6 players. Based on the card game Hyborian Gates.

Victory

In a 2 player game the first player to control 4 Pyramids wins. With 2+ players the first player to control 3 Pyramids wins.

The Universe

There are 6 Dimensions: Atlantis, Hyboria, Asgard, Chaos, Gaea, Osiris The Dimensions are not directly connected. The only way to get from one dimension to another is by the use of Gates.

Atlantis

- Endless Oceans
- Stalwart Companions

Hyboria

- Mountainous Wastes
- Tough Heroes

Asgard

- Rifts of Space
- Incredible Vehicles

Chaos

- Dense Jungle
- Fierce Monsters

Gaea

- Enchanted Forest
- Strong Magic

Osiris

- Desolate Landscape
- Advanced Technologies

Units

Each Dimension has a set of unit counters (chits/markers). Each unit has a Force Rating. There are 4 types of units: Troopers, Companions, Monsters, and Vehicles.

Troopers

In battle, if your stack has a Trooper, and your opponent does not, you get a +6 bonus to your Force Total

Companions

For each Companion in your stack, your non-companion Units in the Stack get Force +1

Monsters

Monsters have a built in +2 Force bonus.

Vehicles

For every Vehicle in the Stack the Move Rate of the Stack is +1.

Atlantean Unit Counter List

Name	#	Force
Trooper	6	3
Companion	6	4
Monster	6	4
Vehicle	6	3

Gaeen Unit Counter List

Name	#	Force
Trooper	8	3
Companion	8	3
Monster	8	5

Asgard Unit Counter List

Name	#	Force
Trooper	8	2
Companion	8	3
Vehicle	8	4

Chaos Unit Counter List

Name	#	Force
Companion	12	2
Monster	12	6

Hyborian Unit Counter List

Name	#	Force
Trooper	8	4
Companion	8	3
Monster	8	4

Osirian Unit Counter List

Name	#	Force
Trooper	8	5
Companion	8	2
Vehicle	8	3

The Deck

Players share a common action deck. The deck contains 2 copies of each card in the list.

Dice

Six & Ten sided dice are needed.

Control Markers

Each player has a set of counters of a unique color & symbol. These are used to denote ownership of Stacks.

Stacks

You may only have 1 Stack in a Space. You may have a maximum of 6 units in a stack. The Units can have different dimensional origins.

Stacks have a basic movement rate = 2. You may only have 1 stack in a space. Place a Control Marker on the top of your stacks to show ownership.

The Map

Each dimension is represented by a separate 7 x 7 Grid Board. In the center square of each dimension is a Pyramid. The Terrain in each non-Pyramid space is determined Randomly during setup:

1D10	Terrain:
1-4	Clear
5-8	Blocked
9	City
10	Gate

Connections Table

1D6	Dimension:
1	Atlantis
2	Hyboria
3	Asgard

1D6	Dimension:
4	Chaos
5	Gaea
6	Osiris

Gate Names

Use Dimension Specific "Named" counters to denote Gates on the Map:

Use Counters to denote non-Clear terrains.

Automatic Map Generator!!!

Much thanks to Peter Cobcroft for this time saver.

Clear Terrain

Any unit may enter/occupy clear terrain

Blocked Terrain

No unit may enter or occupy blocked terrain. Use counters with Mountain symbols to denote Blocked terrain.

Cities

Any unit may enter/occupy a City If one of your units/stacks occupies a city, you control it. Use counters with a city skyline to denote Cities. Cities are named after the closest Gate.

Any City completely isolated by Blocked Terrain is a "Shang-Ri-La" City. Units can still get to it by Dimension Walking. A Stack defending a City gets Force +5.

Gates

Any unit may enter/occupy a Gate space. Gates connect to certain other Gates. During setup roll 3 times for each Gate on the Connections Table: The Gate is connected to these 3 dimensions.

(Or less if you rolled any doubles) 2 Gates are connected if they connect to each other's dimensions. (For example: A gate in Atlantis is connected to Asgard, Atlantis & Chaos, A gate in Chaos is connected to Atlantis & Gaea (Gaea was rolled twice) These 2 gates are connected & stacks may travel between them. A third Gate in Atlantis is connected to Osiris, Atlantis & Chaos. All 3 Gates Are connected. A fourth Gate in Atlantis is connected to Hyboria & Chaos. Stacks at this fourth gate can go to the Chaos gate but not the other 2 Atlantis gates.)

- Asgard Gates: Bor's Gate, Fregja's Gate, Garm's Gate, Hel's Gate, Loki's Gate, Odin's Gate, The Norn's Gate

- Atlantean Gates: Cleito's Gate, Doris' Gate, Nereus' Gate, Oceanus' Gate, Pontus' Gate, Scylla's Gate
- Chaos Gates: Annwn's Gate, Cerberus' Gate, Chimaera's Gate, Gorgons' Gate, Grendel's Gate, Kraken's Gate, Pazuzu's Gate, The Hydra's Gate, Typhon's Gate
- Gaeian Gates: Apollo's Gate, Cronus' Gate, Demeter's Gate, Europa's Gate, Hade's Gate, Hera's Gate, Hespera's Gate, Hestia's Gate, Io's Gate, Styx's Gate, Zagreus' Gate, Zeus' Gate
- Hyborian Gates: Brigit's Gate, Crom Cruach's Gate, Dagda's Gate, Lugh's Gate, The Firbolg's Gate
- Osiran Gates: Amunet's Gate, Anubis' Gate, Atum's Gate, Hathor's Gate, Horus' Gate, Niut's Gate, Ptah's Gate, Re's Gate, Sekmet's Gate, Shu's Gate, Thoth's Gate

Note: You may need more names.

Setup

Each player starts in control of any 1 City. Players must pick cities in different dimensions. A player starts with a Stack of 6 randomly drawn Units native to that dimension.

Each player starts with 5 Action cards.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Recruit Phase
2. Power Surge Phase
3. Move Phase
4. Battle Phase
5. Vortex Phase

Recruit Phase

Each Dimension has its own Unit Counter pile. Draw 1 Unit Counter at every City you control. The Unit starts in the City or an adjacent space.

A city can only recruit units of the Dimension it is in. If the unit pile for a Dimension is empty, no more

units From that Dimension may be recruited.

Power Surge Phase

Draw 3 cards from the Action Deck.

Move Phase

There are 2 types of movement: Moving in a dimension & moving between dimensions. A stack can move up to a number of spaces = 2 + # of vehicles in the stack. Units may move diagonally or orthogonally.

A Stack on a Gate space can use 1 move point to move to another Gate (same or different dimension) that it is connected to. See rule sections on Stacks & Gates.

Battle Phase

When 2 opposing stacks occupy the same space, there will be a battle. Add up the total Force of each side including cards played. The Stack with less Force is destroyed completely.

The Winning stack loses 1D6 units but not more units than were in the losing Stack.

Vortex Phase

Max hand size is 7 cards. Discard excess Cards. Max 1 Stack per space. Discard excess Stacks. Max stack size is 6 Units. Discard excess Units.

Action Deck Notation

- UR** Unit Required in Stack to play card
- GR** Gaeian Unit required in Stack to play card
- OR** Osirian Unit required in Stack to play card
- AR** Atlantean Unit required in Stack to play card
- HR** Hyborian Unit required in Stack to play card
- SR** Asgard Unit required in Stack to play card
- CR** Chaos Unit required in Stack to play card
- X** This card not played in Battle Phase
- XX** This card may be played any time

Action Deck Card List

Cards:	UR	Notes:
Gaeian Magic	GR	All Units get Force +1
Osirian Tech	OR	All Units get Force +1
Boon Companions	GR	All Units get Force +1
Chaos Monster	CR	Chaos Unit gets Force +6
Hyborian Hero	HR	Hyborian Unit gets Force +6
Nebula Cruiser	SR	Asgard Unit gets Force +6
Web Spinner	CR	All Chaos Units get Force +1
Brotherhood	AR	All Companions get Force +2
Bionics	OR	All Osirian Units get Force +1

Cards:	UR	Notes:
Vortex Tactics	–	All your Units get Force +1
Bold Ones	HR	All Hyborian Units get Force +1
Power Surge	X	Draw 3 cards
Immunity	–	Negate Target Card
Field of Force	–	Negate 1 Casualty
Dark Lightning	–	Inflict 1 Extra Casualty
Dimension Walk	CR	Move Stack to any Space in any Dimension
Moon Rider	SR	Stack gets Move +3
Mercenaries	X	Draw 1 extra Unit at Target City you Control
Gate Master	–	Move Stack at Gate to any other Gate
Sea Challenger	SR	Destroy Atlantean Unit
Mythical Beast	AR	Destroy Osirian Unit
Were Creature	CR	Destroy Hyborian Unit
Crash Landing	–	Destroy target Vehicle
Mist Dwellers	GR	Destroy target Companion
Peace Bringer	X	Opponent cannot Move Stacks into Battle this turn
Dragon Slayer	HR	Destroy target Monster
Rampage	–	Target Monster gets Force +5
Monster Friendship	GR	Take control of Target Monster
Mer Lass	AR	Take control of Target Trooper
Mind Jewel	XX	Look at opponents Hand
Red Field of Force	X	Target Stack may not move this turn
Doom Suit	OR	Destroys all units in Battle
Mentalists	–	Opponent must discard 3 cards

Game Designers Notes

I liked the whole Gate/Dimension concept. Interesting mix of fantasy & SF.





Incal

Introduction

Card game for 2 players. Based on the Graphic Novel "The Incal" by Moebius.

Disclaimer

"The Incal" is a copyrighted property. This is merely a fan site.

The Decks

There are two decks. One player uses the Light side deck. The other uses the Dark side deck.

Each deck contains 1 copy of each card in the card list.

Victory

There are 2 ways to win: Run opponent out of cards, or Play the Win card in your deck.

Plot Points

Use tokens or coins to keep track of PP (plot points).

Setup

Each side starts with a hand of 7 cards. The light side starts with John Difool in play. The Dark side goes first.

Turn Sequence

Players take turns. Each turn has 7 phases.

- Fate Phase
- Plot Phase
- Action Phase
- Recruit Phase
- Event Phase
- Attack Phase
- End Phase

Fate Phase

Draw 1 card.

Plot Phase

Gain Plot points from cards that have this ability.

Action Phase

Cards that activate may use their special ability at this time.

Recruit Phase

Put unit cards into play from your hand. (Hero, Villain, Troop, Ship, Fortress, & Creature cards) These cards stay in play until destroyed. Political cards are also played, but they are not unit cards.

Modifier cards are also played. Modifier cards are attached to a unit of the appropriate type. Only one Necro unit can be in play at a time.

Note that many cards require you to have amassed a minimum number of Plot points before you can play them.

Event Phase

Play Event cards & up to 1 Location card. Your opponent may play event cards that negate the cards you play. For example: Escape cards are used to nullify certain event cards.

Event & Location cards are always discarded at the end of the turn. When forced to discard, you may discard from your deck or hand.

Attack Phase

Attack with your units that have a Force value. An unblocked unit causes the defender to discard a number of cards from his Deck equal to the force of the attacking unit. The defender may block with his unit cards.

Compare the Force of the attacker & blocker. The card with the lower Force is discarded. Discard both units if there is a Force tie.

Event cards that increase Force may be played during combat. Fortress units can only defend not attack.

End Phase

Max hand size is 7 cards. Discard excess cards. Discard any cards you don't want

Card Type Notation

- E** Event
- H** Hero
- L** Location
- V** Villain
- X** Escape
- M** Modifier
- P** Political
- S** Spaceship
- T** Troops
- C** Creature
- R** Robot
- F** Fortress

Light Side Card List

Card Name	Type	Force	Notes:
John DiFool	H	1	Gain 1 Plot point per Turn
Incal	M	+3	Activate to attach to target Hero
Metabaron	H	3	Destroy any block(ed/ing) non-creature unit
Animah	H	1	All Heroes get Force +1
Sunmoon	H	2	+2 with Incal
Wolf Head	H	1	Force +1 with Tanatah
Deepo	H	1	Force +1 with John DiFool
Tanatah	H	1	Requires 6 PP
Kamar Raimo	H	2	Draw 2 cards when played
Mythical Inner Earth	L	-	Draw 2 cards & 1 PP
Reach the Planets Core	L	-	Draw 2 cards & 1 PP
The Sun Core	L	-	Draw 2 cards & 1 PP
Two Incals Combined	E	-	Destroy target Creature or Robot
Find Shelter	X	-	Escape
Float on Wreckage	X	-	Escape
Lucky Fall	X	-	Escape
Caught in Mid-Air	X	-	Escape
Incal Regeneration	X	-	Put discarded Hero into your hand
Leap to Safety	E	-	Hero gets +2 Force if defending
Warriors Ways	E	-	All Heroes get +1 Force
Telepathic Flight	X	-	Escape
The Perfect Androgyne	M	-	Attach to Sunmoon: +1 Force
Merge with the Incal	E	-	Hero gets +3 Force
Unified Peace	E	-	All Heroes get +1 Force
Beam Transport	X	-	Escape
Starship Hope	E	-	Draw 2 cards
Stabilized Psycho Rats	E	-	Draw 2 cards
Emperoratrix	H	-	Gain 1 Plot point per Turn
Galactic Holovid Broadcasts	P	-	Gain 1 Plot point per Turn
Colonials	P	-	Gain 1 Plot point per Turn
Legendary Guardians	E	-	Gain 3 Plot Points
Cross the Mirror	E	-	Draw 2 cards & 1 PP
Rite of Passage	E	-	Gain 3 Plot Points
Portal of Transfiguration	L	-	Draw 2 cards & 1 PP
Pyramid Island	L	-	Draw 2 cards & 1 PP
The Star Vessel	S	5	Requires 15 PP
Meld with the Medusa	X	-	Escape
Mental Probe	E	-	Look at Opponents hand
Imperial Citadel Vitavil	E	-	Negate all attacks this turn
Miracle	E	-	Draw 2 cards & 1 PP
Nuptual Games	E	-	Draw 2 cards & 1 PP
Robot Trainer	M	-	Hero gets Force +1
Auto-Medic	E	-	Put discarded Hero into your hand
Rebellion	E	-	Destroy Political Target
Impregnate the Protoqueen	E	-	Draw 2 cards & 1 PP
Imperial Broadcast Net	E	-	Put any 1 card in your deck into your hand
Metabolism Boost	E	-	Hero gets Force +2
Miniaturization	X	-	Escape
Levitation	X	-	Escape
Medusae	C	3	Activate to destroy target Shadow card

Card Name	Type	Force	Notes:
Berg Fleet Allies	S	6	Negate Psychic Barrier. Requires 15 PP
Reincarnation	E	-	Put discarded Hero into your hand
Class-2C Riots	E	-	Opponent must discard 2 cards
Reveal Plot	E	-	Look at Opponents hand
Ventilation Shaft	X	-	Escape
Stun Beams	E	-	Discard target Troop unit
Structural Damage	E	-	Discard target Robot
Berg in Disguise	E	-	Gain 3 Plot Points
Directions of the Incal	E	-	Look at the next 10 cards in your deck
Factional Fighting	X	-	Escape
Steal Aircar	X	-	Escape
Rebels	T	1	
AMOK Army	T	1	Requires 10 PP
Vid Star Diavaloo	H	1	Gain 1 PP per Turn
Tonto the Robot	H	0	Meta cards get +1 Force
Metabunker	F	3	
Colonial Fleet	S	4	Requires 20 PP
Meta-Skiff	S	3	Requires Metabaron. Cannot be blocked
Saved by the Incal	X	-	Escape
Deepo to the Rescue	X	-	Escape
Incal Eye Beams	E	-	Discard target unit
Nucleo-Tacticals	E	-	Destroy Fortress
Suction Lines	E	-	Hero or Troop cannot be blocked
Polarity Inversor Generators	E	-	Negate a Force Bonus Event card
Ultrasonic Bazooka	E	-	Unit gets Force +2
Cranial Biocomputer	M	-	Unit gets Force +1
Sub-Space Rematerialization	E	-	Unit gets Force +2 if Attacking
Microscopic Hole	X	-	Escape
Destroy Central Computer	E	-	Destroy Fortification
Theta Dream	E	-	Win in 7 turns. Requires 50 PP
Berg Golden Age	E	-	Gain 3 PP
Inner Transformation	E	-	Gain an extra turn
Channel of the Incal	E	-	Negate any card just played
Sacrifice	E	-	Discard X Heroes. Opponent discards 2X cards
Banish the Darkness	E	-	Opponent discards 7 cards. Requires 30 PP
The Eternal Witness	E	-	Gain 7 PP. Requires John Difool

Dark Side Side Card List

Card Name	Type	Force	Notes:
The Crystal Forest	L	-	Neutralize all target Heroes for 2 turns
The War Star	F	8	
Psycho Rats	C	1	Gain +1 Force per turn
Acid Whirlpool	L	-	Escape or Hero killed
Gorgo the Filthy	V	2	
The Garbage Eaters	T	1	Force +1 with Gorgo in play
Flying Leeches	C	1	
Necro Probe	R	6	
Force Field	E	-	Unit gets +2 Force if defending

Card Name	Type	Force	Notes:
Debris Storm	L	-	Escape or Hero killed
Crash Landing	E	-	Escape or Hero killed
Slime Nets	E	-	One Troop unit gets +2 Force
Presidential Pursuit	E	-	Opponent must discard 2 cards
The Tower Maze	L	-	Neutralize all target Heroes for 1 Turn
Necro-Robot	R	5	
The Planet of Gold	L	-	Draw 2 cards
Berg Empire Armada	S	5	Discard if Berg Fleet Allies in Play
Technos	P	-	Gain 1 Plot point per Turn
Bursar Guild	P	-	Gain 1 Plot point per Turn
Magnates	P	-	Gain 1 Plot point per Turn
Purple Endoguard	T	3	
Techno Pope	V	1	Gain 1 PP per Turn
Shadow Eggs	C	5	Gain +1 Force per turn
Iman Horlog	V	1	Activate to look at Opponents hand
Hunchbacks	T	1	
Greyfield the Mentrek	T	1	Gain 1 PP per Turn
Betrayal	E	-	Destroy Political Target
Banishment to Aquaend	L	-	Escape or Hero killed
Necro-Panzer	R	4	
Homeosluts	E	-	Neutralize John DiFool for 1 Turn
Shadow Swarm	S	5	Requires 7 PP
Psychic Barrier	M	-	Fortress gets +3 Force
Technogea	F	5	
Technocentror	V	4	Gain 3 PP if Killed
Subspatial Spy Beam	E	-	Look at Opponents hand
Cryogenor	E	-	Gain 3 PP
AMOK Killers	T	1	Discard if Tanatah in play
Robocop Androids	T	1	
Accelerate Program	E	-	Draw 2 cards
Psycho-Virus Implant	E	-	Destroy target Hero
The Buried City	L	-	Opponent misses next turn
Disintegration	E	-	Destroy target Hero
The Great Darkness	C	9	Gain 1 PP per Turn. Requires 30 PP
Suicide Alley	L	-	Escape or Hero killed
Cogan 45	E	-	Troop unit gets Force +2
Berg Commandos	T	2	Discard if Berg Fleet Allies in Play
Presidential Cloning	E	-	Put discarded Villain into your hand
Capture	E	-	Escape or Hero neutralized for 2 turns
Fighter Squad	S	1	
High Ophidity	V	1	Gain 1 PP per Turn
Techno City	L	-	Escape or Hero killed
Kidnap	E	-	Gain 3 PP
Techno Dismemberment	E	-	Escape or Hero killed
The Cardioclaw	R	5	Can only Defend
Hyper Halo	E	-	Opponent must discard 2 cards
Flying Palace	F	3	
Imperial Fleet	S	4	Discard if Colonial Fleet in play
Covered by Dark Plasma	E	-	Escape or Hero killed
Break the Barrier	E	-	Win in 3 turns. Requires 50 PP
Inner Monsters	E	-	All Heroes neutralized for 2 turns

Links

Moebius Quenched Consciousness





Incredible Cards

Introduction

Card game for 2-4+ players based on the Incredibles Animated Movies.

Disclaimer

The Incredibles is a licensed copyrighted property. This is merely a fan site.

Victory

The Game ends when all Villains have been captured. The player who has captured the most Villains wins.

The Deck

Players share a common deck. The deck has 7 suites:

1. Supers (Super Heroes)
2. Powers (Super Powers)
3. Action (Foes and Situations)
4. Locale (Locations)
5. Issues (Psychological and Social)
6. Detail (Pro or Con)
7. Thwarts (Complications and Foe Tactics)

Each suite has 30 cards. Each card has a value of 1 to 5.

The Villain Deck

The Villain Deck has 7 Cards. One of these is always in play. Each has a unique complication that makes them more difficult to capture.

#. Villain:	Complication in Order to Defeat:
1. Syndrome	Meld must include Super card of Rank 4 or 5
2. Screenslaver	Meld must include Action card of Rank 4 or 5
3. Baron Von Ruthless	All Players Discard 1 Random card in their End Phase
4. Bomb Voyage	Meld must include Power card of Rank 4 or 5
5. Nemesis	Meld must include all Ranks 1-5
6. Evil Mastermind	Rank of all cards in Meld must be Odd
7. Underminer	No Rank 1 Cards in Meld

Setup

Shuffle the Deck. Pick a random player to go first. Play proceeds clockwise.

Place 1 Random Villain card face-up in the middle of the table. Deal 7 cards to each player.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Action Phase
3. Meld Phase
4. End Phase

Draw Phase

Fill your hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

Play (discard) 1 card from your hand. It will cause a special effect depending on its suite:

1. Supers = Draw 2 cards.
2. Powers = Draw 3 cards and discard 2 cards.

3. Action = Opponent must discard 2 random cards.
4. Locale = Draw 1 card. Look at next 5 cards in deck.
5. Issues = Steal 1 random card from opponent.
6. Detail = Draw 1 card. Look at opponent's hand.
7. Thwarts = Draw 1 card. Opponent must discard 1 card.

Meld Phase

You may play a Meld. A Meld must contain 1 card from each of the 7 Suites. When you make a Meld discard your hand and Capture the current Villain Card.

Keep your captured Villain Cards next to you. Replace the Villain card with a new one from the Villain Deck.

End Phase

Discard down to 7 cards.

Common Deck Card Notation

S Supers

P Powers
A Action
L Locale

I Issues
D Detail
T Thwarts

Common Deck Card List

Card Name:	Points:	Type:
Mister Incredible	5	S
Elastigirl	5	S
Violet	4	S
Dash	4	S
Jack Jack	3	S
Frozone	4	S
Incredible Family	5	S
Incredible Kids	5	S
Team Up	5	S
Voyd	1	S
Krushauer	1	S
Helectrix	1	S
Reflux	1	S
Brick	1	S
Screech	1	S
Vigilante	3	S
Super Agent	4	S
Bob and Helen	5	S
Lucius	4	S
Gazerbeam	3	S
Dynaguy	2	S
Thunderhead	2	S
Strato Gal	2	S
Meta Man	2	S
Splashdown	2	S
Kronos	2	S
Fironic	3	S
Quick Thinking Hero	4	S
Courageous Hero	3	S
Bold Hero	3	S
Telekinesis	1	P
Electric Shock	1	P
Demon Form	1	P
Dimensional Rifts	3	P
Fire Form	1	P
Vanishing	2	P
Ice Barrier	3	P
Parachute Form	2	P
Trampoline Form	2	P
Flying	1	P
Laser Eyes	2	P
Multiple Bodies	1	P
Devtech Super Bike	3	P
Incredible Car	3	P
Super Suit	3	P
New Feature	2	P

Card Name:	Points:	Type:
Traction Avenue	2	L
Downtown	5	L
City Hall	4	L
Open Ocean	4	L
Underground	4	L
City Streets	5	L
Apartment Building	3	L
Rooftops	4	L
Station	2	L
Office Building	2	L
Crime Scene	3	L
Rail Line	4	L
Mega Yacht	5	L
Stairwell	3	L
Hideout	3	L
Hypno-Goggles	2	T
Manifesto	1	T
Mind Control	5	T
Mystery	3	T
Inventions	3	T
Captured	4	T
Technology	3	T
Revenge	5	T
Betrayal	4	T
Death Ray	4	T
Hostages	5	T
Bystanders	3	T
Cloaking Device	2	T
Artificial Intelligence	4	T
Cape Malfunction	4	T
Biggest Fan	1	T
Probe	2	T
Evil Laughter	1	T
Confirmed Hit	2	T
Call Your Bluff	4	T
Intruder Alert	1	T
Master Plan	5	T
Guns	2	T
Cage	3	T
Trap	3	T
Propaganda	1	T
Confusion	5	T
Threats	2	T
Surprise	5	T
Arrest	5	D
Babysitting	5	D

Card Name:	Points:	Type:
Break Through Walls	4	P
Super Strength	5	P
Invisibility	4	P
Super Stretch	5	P
Invulnerability	4	P
Force Field	5	P
Super Speed	5	P
Ice Formation	5	P
Flexible	3	P
Unique Abilities	4	P
Bulletproof	4	P
Indestructible	5	P
Run On Water	2	P
Edna Mode	4	P
Runaway Bullet Train	5	A
Runaway Driller	5	A
Runaway Hydrofoil	5	A
Hypnotized Heroes	4	A
Helicopter Dogfight	4	A
Giant Killer Robot	5	A
Omnidroid	5	A
Mugging	1	A
Kidnapping	3	A
Ambush	2	A
Rocky the Raccoon	1	A
Bank Robbery	3	A
Missiles	4	A
Infiltration Assignment	4	A
Escape	3	A
Guards Attack	2	A
Save the World	5	A
Hijacking	4	A
Brainwashing	3	A
Rescue Mission	4	A
High Speed Pursuit	3	A
Armed Gunmen	2	A
Cat Up Tree	1	A
Tour Bus Robbery	1	A
Battle Royale	2	A
Ledge Jumper	1	A
Purse Snatcher	1	A
Evacuation	2	A
Vortex	2	A
Attack Hovercraft	3	A
Burning Building	5	L
Collapsing Building	5	L
Remote Island	2	L
Metroville City	1	L
New Urbem	1	L
Municiberg	1	L
Testing Facility	2	L
Jungle	4	L
Volcano	3	L

Card Name:	Points:	Type:
Crime Fighting	5	D
Power Source	5	D
Crash Landing	4	D
Mirage	4	D
Remote Control	5	D
Trick	4	D
Private Plane	2	D
Beacon	2	D
Giant Rocket	5	D
Catch Phrase	1	D
Sidekick	3	D
Police Radio	1	D
Public Service	1	D
Self Destruct	1	D
Secret Message	2	D
Deception	3	D
Prototype	3	D
Air Drop	1	D
Patch Job	1	D
Homing Device	3	D
Abort	2	D
Weakness	3	D
Disengage	2	D
Gamble	3	D
Throw Car	2	D
Stow Aways	4	D
Monologue	4	D
Distraction	4	D
Suburban Life	1	I
Family Dynamic	2	I
Renunciation	1	I
Perception	5	I
Collateral Damage	4	I
Relocation Program	4	I
Memory Wipe	2	I
Tear in the Suit	1	I
Secret Identity	3	I
Rick Dicker	2	I
Midlife Crisis	5	I
Marital Dysfunction	5	I
Child Neglect	3	I
Impotence Fears	3	I
Fashion Faux Pas	3	I
Existential Angst	4	I
Identity Crisis	5	I
Exceptionalism	1	I
Mediocrity	2	I
Responsibility	2	I
High Achievement	1	I
Domesticity	4	I
Public Trust	2	I
Lawsuits	4	I
Problems at School	5	I

Card Name:	Points:	Type:
Nomanisan	1	L
Precise Location	3	L
Containment Unit	5	L
Mainland	1	L
Aircraft Hangar	2	L
Financial District	1	L

Card Name:	Points:	Type:
Blow Cover	4	I
Relocation	3	I
Frustrating Job	5	I
Retired	1	I
Moonlighting	3	I





Interstellar Pig

Introduction

Card & Board game for 2-4 players. Find the Interstellar Pig or your entire race is doomed.

Disclaimer

This game is based on an imaginary game of the same name described in a Novel of the same name written by William Sleator. 'Interstellar Pig' is a copyrighted/trademarked property. This is just a fan site.

Objective

If you are in possession (the card is in your hand) of the Interstellar Pig when the game ends, you win.

Game End

The game ends at the end of round 16. A round is when each player has had a turn.

Character Deck Card List

#	Description:
1	Pseudo-Sentient Fungus
2	Large Cranial Spider
3	Flying Clawed Octopus
4	Bipedial Mammal & Symbiote

The Decks

There are three decks: The Character Deck The Attribute Deck The Event Deck

Characters

There are 8 Characters. Each Character is a member of a different race. Before play starts you will have to make a Character deck.

Each Character has 3 Attributes: Favored Temperature Favored Atmosphere Favored Gravity Each Character also gets 3 rolls on the Special Ability Table. Use the determination tables to determine the attributes for each character Name each Character. Names and Attributes are to be marked directly on the Character Card.

#	Description:
5	Many Tentacled Worm
6	Reptilian Shelled Herbivore
7	Floating Gelatinous Polyp
8	Amphibious Gilled Hopper

Special Ability Table

1D6	Ability	Effect
1	Infravision	Unaffected by Darkness
2	Natural Weapons	Ground Combat +1D6
3	Intelligence	When rolling dice, roll one extra and discard any one
4	Agility	Unaffected by Difficult Topography
5	Resistant	Unaffected by Radiation
6	Super Metabolism	Gain one additional favored Atmosphere or Temperature

The Board

There are 16 planets marked on the board. Draw lines from a planet to its 3-4 nearest neighbor planets. Mark the lines with evenly spaced dots.

The average distance between planets should be 7 dots. Make one dot on each line a Star. A Star is the signal to draw an Event card.

The Planets

Before play starts you will have to determine planetary attributes. Each Planet has 4 Attributes: Temperature Atmosphere Gravity Terrain Use the determination tables to determine the 4 attributes for each planet.

Names and Attributes are to be marked directly on the board next to each planet.

Names and Attributes are to be marked directly on the board next to each planet.

Temperature Determination Table

1D6	Temperature:
1-2	Hot(H)
3-4	Cold(C)
5-6	Temperate(T)

Atmosphere Determination Table

1D6	Atmosphere:
1-2	Oxidizing(O)
3-4	Reducing(R)
5-6	Inert(I)

Gravity Determination Table

1D6	Gravity:
1-2	Light(L)
3-4	Moderate(M)
5-6	Heavy(V)

Terrain Determination Table

1D6	Terrain:
1	Darkness
2	Radiation
3	Difficult Topography
4-6	Nothing Special

Dice & Pawns

Each player gets a pawn of a different color. Six-sided dice are needed to play.

The Envelopes

There is a marked corresponding envelope for each planet.

Setup

Each player gets dealt one random character card. The identity of players' characters is not a secret. Next, players take turns choosing which Planets they want.

(These are called a players' starting planets) (Players roll high on 1D6 to determine who goes first. Reroll ties.) Each player gets to pick 4 planets. When you pick a planet you get the corresponding envelope. Deal out the Attribute Cards randomly to the players.

In a two-player game each player gets 24 Cards. In a three-player game each player gets 16 Cards. In a four-player game each player gets 12 Cards.

A Player may keep 6 Attribute cards in his hand. The remaining cards he must put into his envelopes. There is no limit on which or how many cards go into any particular envelope.

The identity of Attribute cards in hands & envelopes is kept hidden. Once all players finish filling their envelopes they are all put together to the side. One player will receive the Interstellar Pig as part of the Attribute card deal.

He may keep it in his hand or place it in an envelope. Next, players take the pawn of their character

and place it on any of their Starting planets their Character can survive on. (If the Character cannot survive on any, you loose) Players roll high on 1D6 to determine who gets first turn. Reroll ties.

Turn Sequence

Players take turns. On your turn choose a direction (Line) you want to move along. Roll 1D6 or 2D6 and move that many spaces.

(Characters are in Spaceships) You may automatically stop and land on any Planet you pass. (And are able to survive on) For movement purposes, treat Planets as Dots. If you land exactly on a Planet you may choose not to "land" on the surface and instead stay in "orbit".

A land on a Star, draw an Event card. If you are the only character on a Planet (and on its surface) you May open the Envelope and Look at the Attribute cards inside. You may put any of these cards into your hand, however, max Hand size is six cards, so you may have to leave some behind (in the envelope)

Combat

If you land on another characters pawn there will be combat. If both Characters are in Space, it will be a Space Battle. Each player rolls 3D6 and adds any bonus dice from Abilities and Attribute Cards.

(One-use attribute cards are discarded when used) High score wins. The Winner kills his opponent. If you are killed you are out of the game.

If tied, no one gets killed. If you kill an opponent you take all the attribute cards in his hand. (Excess cards in space are discarded.

(Note: all discards are placed face up.) (Note: The Interstellar Pig may never be put in the discard, at worst it floats in space and may be picked up by a passing ship) If both Characters are on the Surface of a planet, there will be Ground Combat which Is handled exactly like Space combat.

Gravity & Combat

A Character that Favors Heavy Gravity gets +1D6 in Ground Combat and -1D6 in Space Combat. A Character that Favors Light Gravity gets -1D6 in Ground Combat and +1D6 in Space Combat.

Survival

A Character cannot survive (Land) on a planet with a different Atmosphere or Temperature attribute than his own, unless he has the appropriate survival gear (Attribute card) in his hand (The card must be revealed). This also goes for Darkness, Radiation, and Difficult Topography. Note Gravity only effects combat not survival.

The Attribute Deck Card List

Card Name	#	Notes:
Interstellar Pig	1	Required to win game.
Thermal Suit	2	You can Survive on a Temperate or Cold World
Heat Pump	1	You can Survive on a Temperate or Cold World
Cooling Unit	2	You can Survive on a Temperate or Hot World
Dissipator	1	You can Survive on a Temperate or Hot World
Neural Whip	1	Ground Combat +1D6
Grenade	2	Ground Combat +2D6 (One Use)
Laser Gun	1	Combat +1D6
Force Field	1	Space Combat +1D6
Missiles	2	Space Combat +2D6 (One Use)
Euphoric Gas	1	No one dies as a result of this Ground combat (One Use)
Breathing Apparatus	3	You can Survive in an Reducing Atmosphere
Rebreather	3	You can Survive in an Oxidizing Atmosphere
Air Converter	3	You can Survive in an Inert Atmosphere
Portable Access	1	Use as a Hyperspace Tunnel (One Use)
Repair Kit	2	Instantly make required repairs (One Use)
Temporal Vault	1	Put discarded One Use Attribute card into your hand
Virulent Bacteria	1	Kills first character who lands on this planet (One Use)
Vaccine	1	You are immune to Virulent Bacteria
Radiation Suit	3	You are unaffected by Radiation
Spectrum Visor	1	You are unaffected by Darkness
Search Light	2	You are unaffected by Darkness
Hover Sled	1	You are unaffected by Difficult Topography
Climbing Gear	2	You are unaffected by Difficult Topography
Disguise Kit	1	Prevents Ground combat from occurring (One Use)
Guardian Robot	2	Attacks opposing Characters in Ground combat
Trap	2	First character that lands cannot move for 2 turns (One Use)
Dehydrated Food	2	Discard to gain an extra turn (One Use)
Scanner	2	Look (only) in any envelope (One Use)

Number of that card in the deck.

The Event Deck Card List

Card Name:	#	Effect:
Meteor Swarm	1	Miss Next turn making repairs
Malfunction	1	Miss Next 2 turns making repairs
Solar Flare	1	Miss Next 2 turns
Lost in Space	1	Go back 1D6 Spaces
Black Hole	1	Discard your Hand
Worm Hole	1	Go to any other Star Location
Gravity Well	1	Go to nearest Planet in your direction of Travel
Navigation Error	1	Move Forward 1D6 Spaces
Lost in Nebula	1	Miss next turn
Space Monster	1	Fight a Space Combat
Sensors	4	Look at any players hand
Hyperspace Tunnel	10	Go to any Location on Board

Reshuffle the deck when it is used up.

Strategy Musings

Why not carry the Pig... It makes you a target, better to leave it on a planet you can land on but they can't.





Jedi Warp Duel

Introduction

Card game for 2+ players. Each player controls a Jedi with a light saber. Takes place in the Star Wars Universe Each figure represents a Jedi knight.

Disclaimer

‘Star Wars’ is a copyrighted/trademarked property. This is just a fan site.

Victory

Reduce your opponent to zero force points.

The Map

Use a 5x5 chessboard.

Figures

Use chits or miniatures to represent units.

Jedi Ranks

Jedi have 3 ranks:

Rank	Title	FP	Draw	Size	Init
1.	Apprentice	3	2	6	0
2.	Jedi	4	2	7	+1
3.	Master	5	3	8	+2

FP Force Points.

Draw Number of cards the Jedi can draw per turn.

Size Maximum hand size.

Init Bonus to the Initiative roll.

Setup

Each player picks a different Jedi from the Jedi List. Players place their Jedi in opposite corners. Players draw a full hand of cards.

Terrain

Some spaces may contain obstacles. Units cannot move or attack through obstacles.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Draw Phase Initiative Phase Fight Phase

Draw Phase

Draw X cards. If the deck runs out, shuffle the discard and draw from it. Discard excess cards.

Initiative Phase

Each player rolls 1D10. Highest roll goes first in fight phase.

Fight Phase

Players play move & attack cards.

Move Cards

Play (discard) a Move card to move your Jedi. Units cannot move through other units. The move card has a number.

This is the number of spaces the unit moves. Moves are diagonal or orthogonal.

Attack Cards

Play (discard) an Attack card to have a Jedi attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. A Jedi may play a Defense card to negate an attack made against him. The enemy unit that is the target of the attack loses 1 Force point.

Units cannot attack through other units.

Ability Cards

There are 2 types of generic ability cards in the deck: Heroic Ability & Jedi Ability. Each character can use these cards in a unique way as described in the Jedi list.

Card List Notation

Type Purpose of card

Number of that type of card in the deck

K as a Knight would move in Chess

User What type of units can use the card

M Movement

A Attack

D Defense

X Special card

J Jedi & Masters only

Z Masters only

Card List

Card Name:	#	Range	Type	Notes
Telekinetic Attack	1	4	A	J
Electrical Attack	1	3	A	Z
Sweep	2	1	A	
Lunge	1	2	A	
Force Block	1	-	D	
Parry	1	-	D	
Duck	1	-	D	
Dodge	1	-	D	
Disarm	1	1	X	Opponent cannot attack next turn.
Approach	2	1	M	
Maneuver	2	2	M	
Run	1	3	M	
Knock Down	1	1	A	Opponent must discard a card.
Levitate	1	K	M	
Jedi Speed	1	-	X	Get +7 to initiative roll.
Meditate	1	-	X	Discard hand & Draw 4 cards.
Force Mastery	1	-	X	J. Draw 2 cards
Mind Trick	1	-	X	J. Opponent must discard 2 cards.
Counterattack	1	-	X	Defend & Attack = 1
Withdraw	1	-	X	Defend & Move = 1
Surge	1	-	X	Attack = 1 and Move = 2
Force Drain	1	2	A	Z
Force Push	1	1	A	Z. Move opponent back one space.
Calm	1	-	X	Gain back one Force Point.
Jedi Ability	2	-	X	Unique for each character.
Heroic Ability	2	-	X	Unique for each character.

Jedi List

Anakin

Rank:	Apprentice
Jedi Ability	Two Light Sabers: Attack = 1 Twice
Heroic Ability	Impetuous: Attack = 1 & Draw a card

Darth Maul

Rank:	Jedi
Jedi Ability	Double Light Saber: Move = 2 & Attack = 1
Heroic Ability	Athletic Prowess: Defend & Attack = 1

Qui-Gon

Obi Wan Kenobi

Rank:	Jedi
Jedi Ability	Protect: Defend & Draw a card
Heroic Ability	Meditate: Draw 3 cards

Rank:	Jedi
Jedi Ability	Force Defense: Defend & Draw a card
Heroic Ability	Flip: Move = 2 & Attack = 1

Darth Sidious

Yoda

Rank:	Master
Jedi Ability	Force Lightning: Attack = 3 or 4
Heroic Ability	Imperial Command: Opponent discards 3 cards

Luke

Rank:	Master
Jedi Ability	Force Insight: Defend & Draw a card
Heroic Ability	Leap: Move = 2 & Attack = 1

Darth Vader

Rank:	Apprentice
Jedi Ability	Use the Force: Draw 3 cards
Heroic Ability	Self Control: Defend & Draw a card

Mace Windu

Rank:	Jedi
Jedi Ability	Throw Debris: Attack = 4 or Choke: Attack = 3
Heroic Ability	Negate Defense: Negate a 'Defend' action by opponent

Count Dooku

Rank:	Master
Jedi Ability	Battle Wisdom: Defend & Attack = 1
Heroic Ability	Force Attack: Move = 2 & Attack = 1

Rank:	Master
Jedi Ability	Finesse: Attack = 1 & Draw a card
Heroic Ability	Retreat: Defend & Draw a card





Johnny Mnemonic

Introduction

Dystopian Card, Dice, and Board game for 1-4+ players. Based on the 1995 Cult Movie of the same name.

Disclaimer

Johnny Mnemonic is a licensed property. This is merely a fan site.

Victory

Be the first player to get to Heaven and upload the PharmaCon Data Package (Major Win) or be the last player alive (Minor Win).

The Game Board

The board is a single track 70 spaces long. The first space is the Beijing Hotel starting space The seventieth

space is Heaven, the Lo-Tek Headquarters built on the underside of the Brooklyn Bridge.

Dice

6, 10 and 20 Sided Dice are needed.

Pawns

Each player is a Mnemonic Courier carrying PharmaCon Data to the Lo-Teks. Each player gets 1 pawn of a unique color to represent their Courier.

Courier Traits

Each courier starts with several beneficial Traits randomly determined. Each courier rolls 10 times on the Courier Trait Table.

Courier Trait Table

1D10	Trait:	Notes:
1	Storage Upgrade	+1 to Negating Data Overload Wounds
2	Combat	+1 to Combat Tests
3	Quick Wits	+1 to Evasion Tests
4	Toughness	+2 Hits
5	Net Savvy	+1 to Net Tests
6	Transport	+1 to Movement Rolls
7	Charisma	+1 to Contact Tests
8	Reflexes	+1 to Negating Combat Wounds
9	Intelligence	Maximum Hand Size +1
10	Custom	Pick One

Hits

Each player starts with 10 Hits. Use Tokens to keep track of Hits.

Aid Deck

These cards aid Couriers in a variety of ways. The deck has 1 copy of each card listed. Discard them when appropriate to modify dice Rolls or gain other benefits. For example: getting +2 to Net Savvy would apply to the current Net Test only.

Cards that modify dice rolls may be played after the roll is made or before. (if used before, the give an additional +1 bonus) You cannot by Healing gain Hits above your starting total.

Setup

Each player selects a Pawn. Roll up your Courier Traits. Shuffle the Aid Deck.

Each player draws 2 cards from the Aid Deck. Distribute Hit Tokens. Players roll high on 1D6 to see who goes first.

(Add your Transport & Intelligence Bonus to the Roll) Reroll Ties for first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases: Draw Phase Move Phase Encounter Phase End Phase

Draw Phase

Draw 1 Aid card and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Roll 1D6 and move forward that many number of spaces. Add your Transport Bonus to the Roll. If you land on an opponent, steal 1 random card from his

Wound Table

1D10	Result:
1 or Less	No Hits lost
2-5	Lose 1 Hit
6-8	Lose 2 Hits

1D10	Result:
9-10	Lose 3 Hits
11+	Spectacular Death/Decapitation

Encounter Table

1D20	Encounter:
1-2	Friends
3-4	Nothing
5	PharmaCon Mercenaries
6	Yakuza Thugs
7	Shinji
8	Takahashi

hand.

Encounter Phase

Roll on the Encounter Table. Resolve the Encounter.

End Phase

Max hand size is 5 cards. Discard excess cards.

1D20	Encounter:
9	Yakuza Commandos
10	Ralfi and Bodyguards
11-14	Data Overload
15-18	Net Connection
19-20	Karl the Street Preacher

Friends Encounter

Make a Contact Test: Roll 1D10. Add your Charisma Bonus to the Roll. If your Total is 7+ draw 3 Aid Cards.

Reroll for a new Encounter if you are at Heaven.

Nothing Encounter

You may discard 1 Aid card and draw a replacement or you may Heal 1 Hit. Reroll for a new Encounter if you are at Heaven.

Pharmacon Mercenaries Encounter

PharmaCon Megacorporation Hired Guns and Bounty Hunters. Make an Evasion Test: Roll 1D10. Add your Quick Wits Bonus to the Roll.

If your Total is 7+ you evade them and the encounter ends. If not make a Combat Test: Roll 1D10. Add your Combat Bonus to the Roll.

If your Total is 6+ you defeat them and the encounter ends. If not, roll on the Wound Table and the encounter ends. Subtract your Reflex Bonus from Wound Table Rolls.

Yakuza Thugs Encounter

Gun Toting Henchmen. Make an Evasion Test: Roll 1D10. Add your Quick Wits Bonus to the Roll.

If your Total is 8+ you evade them and the encounter ends. If not make a Combat Test: Roll 1D10.

Add your Combat Bonus to the Roll.

If your Total is 6+ you defeat them and the encounter ends. If not, roll on the Wound Table and the Encounter ends. Subtract your Reflex Bonus from Wound Table Rolls.

Encounter Shinji

Ruthless Yakuza Leader. His favored Weapon is a Monofilament Plasma Wire Whip. Make an Evasion Test: Roll 1D10.

Add your Quick Wits Bonus to the Roll. If your Total is 9+ you evade him and the encounter ends. If not make a Combat Test: Roll 1D10.

Add your Combat Bonus to the Roll. If your Total is 8+ you defeat him and the encounter ends. If not, roll on the Wound Table and the encounter ends.

Add 2 to the Wound Table Roll. Subtract your Reflex Bonus from Wound Table Rolls.

Encounter Takahashi

Conflicted PharmaCon Executive. Favored Weapon is a Samurai Sword. Make an Evasion Test: Roll 1D10.

Add your Quick Wits Bonus to the Roll. If your Total is 8+ you evade him and the encounter ends. If not make a Combat Test: Roll 1D10.

Add your Combat Bonus to the Roll. If your Total is 7+ you defeat him and the encounter ends. If not, roll on the Wound Table and the encounter ends.

Add 1 to the Wound Table Roll. Subtract your Reflex Bonus from Wound Table Rolls. If you defeat him get +1 to your Net Tests in Heaven and if you encounter him again, treat it as a Shinji Encounter.

Yakuza Commandos Encounter

Armed with Rocket and Grappling Hook Launchers. Make an Evasion Test: Roll 1D10. Add your Quick Wits Bonus to the Roll.

If your Total is 8+ you evade them and the encounter ends. If not make a Combat Test: Roll 1D10. Add your Combat Bonus to the Roll.

If your Total is 8+ you defeat them and the encounter ends. If not, roll on the Wound Table and the encounter ends. Subtract your Reflex Bonus from Wound Table Rolls.

Encounter Ralfi And Bodyguards

Courier Handler and his Cybernetic Bodyguards the Dog Sisters. Make a Contact Test: Roll 1D10. Add your Charisma Bonus to the Roll.

If your Total is 6+ you scare them and the encounter ends. If not make a Combat Test: Roll 1D10. Add your Combat Bonus to the Roll.

If your Total is 6+ you defeat them and the encounter ends. If not, roll on the Wound Table and the encounter ends. Subtract your Reflex Bonus from Wound Table Rolls.

Reroll for a new Encounter if you are at Heaven.

Data Overload Encounter

Data Seepage from your Brain Implant is killing you. Roll on the Wound Table and subtract your Storage

Upgrade Bonus. (Do not subtract your Reflex Bonus)

Net Connection Encounter

You gain access to the Cyberspace Net. Make a Net Test: Roll 1D10. Add your Net Savvy to the Roll.

If your Total is 7+ move forward 1D6 Spaces. If not, go back 1D6 Spaces (Do not roll for another Encounter and if you land on an opponent do not steal a card) Reroll for a new Encounter if you are at Heaven.

Encounter Karl The Street Preacher

Incredibly Tough Cybernetic Assassin. Favored Weapon is a Crucifixion Dagger. Make an Evasion Test: Roll 1D10.

Add your Quick Wits Bonus to the Roll. If your Total is 8+ you evade him and the encounter ends. If not make a Combat Test: Roll 1D10.

Add your Combat Bonus to the Roll. If your Total is 9+ you defeat him and the encounter ends. If not, roll on the Wound Table and the encounter ends.

Add 3 to the Wound Table Roll. Subtract your Reflex Bonus from Wound Table Rolls.

Heaven

When you arrive in Heaven (The End Space) you move no further. Roll on the Encounter as normal each turn you are there. After the random encounter, make a Net Test: Roll 1D10.

Add your Net Savvy to the Roll. On a roll of 6+ gain 1 Upload Token. When you have 3 Upload Tokens, you have successfully decrypted and uploaded the NAS Cure to the Net and you win.

Aid Deck Card List

Name:	Notes:
Scientists	+2 to Net Savvy
Compression	+2 to Storage Upgrade
Tai Chi	+2 to Storage Upgrade or Combat
Sleep	Miss Next turn. Heal 3 Hits
Childhood Memory	Target Opponent misses his next turn
Escape	+2 to Quick Wits or Reflexes
Lo-Tek Fighters	+3 to Combat in Heaven only
Standoff	+2 to Quick Wits
Pistol	+2 to Combat
Makeshift Club	+1 to Combat
Hide	+2 to Quick Wits
Hostage	+2 to Quick Wits
Grenade	+2 to Quick Wits or Combat
Jones the Dolphin	+3 to Net Savvy in Heaven only
Hand to Hand	+2 to Combat or Reflexes
Dodge	+2 to Reflexes
Underground	+2 to Transport

Name:	Notes:
Spider	+2 to Net Savvy or Charisma
Street Doctor	Heal 2 Hits or +2 to Charisma
Street Vehicle	+2 to Transport
Good Deed	+2 to Charisma
Guide	+2 to Transport or Charisma
Street Samurai Jane	+2 to Combat or Charisma
J-Bone	+2 to Net Savvy or Quick Wits
Thrown Knife	+2 to Combat
On the Same Side	+2 to Charisma
Cyborg Bodyguard	+2 to Combat
NAS Clinic	+1 to Transport or Heal 1 Hit
Surprise	+2 to Combat
Decryption	+2 to Net Savvy
Password	+2 to Net Savvy
Run	+2 to Quick Wits or Reflexes
Muscle Grafts	+2 to Combat
Ghost in the Machine	+2 to Net Savvy or Charisma
Brain Hack	+2 to Net Savvy or Storage Upgrade
Find Cover	+2 to Reflexes
Cyberpunk	+2 to Net Savvy
Diversion	+2 to Quick Wits
VR Gloves & Visor	+2 to Net Savvy
Memory Doubler	+2 to Storage Upgrade
NAS Attack	Target Opponent discards 2 Random Cards

Solo Play Rule Mods

Minor Win not possible. Childhood Memory card does nothing. Apply NAS Attack on yourself immediately when drawn.

Links

Wired Wikipedia





Jorune

Introduction

Board & card game for 2+ players. Takes place in the "Jorune" RPG universe. Each player controls a young human (Tauther) from the realm of Burdoth, wishing to become a Citizen (Drenn).

This requires a quest (Tothis). During the quest the Tauther will acquire marks on their Tablet (& Challisk) called Copra.

Disclaimer

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Victory

Be the first player to accumulate 20 Copra. A maximum of 10 Copra may be gained from Territories within the Realm of Burdoth. A maximum of 3 Copra may be gained from any Specific Territory.

The Deck

Players share a common deck. Card types include:

- Encounters
- Companions
- Events
- Aids

Setup

The oldest character goes first.

Turn Sequence

- Draw Phase
- Aid Phase
- Travel Phase
- Encounter Phase
- Adventure Phase
- Healing Phase

Draw Phase

Players take turns Draw 2 cards from the deck If the deck runs out, shuffle the discard & draw from it. Hand size is 10 cards. Discard excess cards.

Danger Table

Aid Phase

You may put Companion cards from your hand into play: Companions stay in play until they are killed. Weapon and Equipment (W/C) cards may also be played. W/C must be attached to your Tauther or a Companion.

A Character can only have 1 Weapon and 1 Armor attached. You can have a max of 4 Companions in play at one time.

Travel Phase

All Players start the game in Burdoth in the province of Ardis Players will need to consult the Map. A player may move from one province to an Adjacent province on a roll of 4-6+ on 1D6. (The Travel Roll) (A low roll indicates failure to find guides, mounts, ships, etc. or slow-going, bad weather, getting lost, etc.) Playing a Travel card modifies this roll. When heading to an Island (or back to the continent) you Must travel to the Sea first (The Sea counts as a "destination").

From the "Sea" you can go to any location on the Map that borders the sea. All Burdoth Provinces are considered to be adjacent to each other.

Encounter Phase

Your leftmost opponent may play an Encounter card on you. Encounter cards are of 2 types:

- Sentient Races
- Natural Perils A Natural Peril can be played in any Territory. A Sentient Race can only be played if it is listed in the Territories Adventure Table. Any Water encounter card can be played if at Sea. Roll 3D6 (The Fight Roll) Add the Force of your Companions, Weapons & Armor. Subtract the Force of the Encounter card. Event cards can modify the roll. Event cards are always discarded as soon as they are played If the result is 11+ the Encounter is defeated. If the result is 10 or less, one Companion is killed. If no Companions are left, the Tauther must roll on the Danger Table:

1D6	Result:
1-2	Tauther gets away but loses all attached cards
3-4	Tauther loses all cards and misses next 1D6 turns in captivity
5-6	Tauther Killed

The Player instead of fighting may attempt Diplomacy or Evasion. Roll on the Diplomacy or Evasion

Table. You cannot use diplomacy with Natural Perils.

Diplomacy Table

2D6	Result:
1-7	They Attack Anyway. The Encounter gets Force +2
8-9	You talk your way out of it somehow. They let you go.
10+	They like you and offer assistance: Draw 1 card

Note: Woffen, Bronth roll +1 Note: Crugar, Cleash, Ramian roll -1

Evasion Table

2D6	Result:
1-8	They catch up to you. The Encounter gets Force +1
9+	You hide or run away successfully

Note: Woffen, Crugar roll -1

which adventure you get, or play an Adventure card. Then Roll on the Master Adventure Table (The Adventure Roll) When rolling Subtract the Copra level of the adventure & Add the number of your Companions.

Adventure Phase

Every Territory has an Adventure Table. Roll on the Adventure table for the Territory you are in to find out

Master Adventure Table

3D6	Result:
1-6	You fail the adventure- Gain no Copra & lose a Companion
7-10	You fail the Adventure- gain no Copra
11-15	You Succeed- Gain the Indicated number of Copra
16+	Great Success- Gain Copra and draw 2 cards

Healing Phase

If you lost a Companion this turn, roll on the Healing Table.

Healing Table

2D6	Result:
1-8	Healing does not help - Discard Companion card
9+	Companion is fully restored

Territory Adventure Tables

Heridoth

Encounters: Human (+1 Force) Adjacent: Burdoth, Sea, Dobre, Anasan Adventure List

1D6	Copra	Adventure
1	1	Visit the City of Dowsen to hear Political rumors
2	2	Contact & learn secrets of a SkyRealm

1D6	Copra	Adventure
3	3	Capture Petty Warlord
4	2	Serve on Burdoth Diplomacy Mission
5	2	Get Involved in Factional Power Politics
6	3	Hire out as Mercenary for Warring City State

Anasan

Encounters: Human, Woffen, Wild Humans Adjacent: Sea, Heridoth Adventure List

1D6	Copra	Adventure
1	2	Guard Trade Caravan
2	2	Bodyguard for Merchant
3	1	Deliver Goods to Rhodu

1D6	Copra	Adventure
4	3	Apprehend Bandits
5	2	Accompany Settlers
6	3	Hunt Fugitive

East Trinnu Jungle Lands

Encounters: Cleash Adjacent: Burdoth Adventure List

1D6	Copra	Adventure
1-2	3	Defend Village from Cleash Raids
3-4	2	Gather Crystals
5-6	1	Gather Limilates

1D6	Copra	Adventure
1-3	2	Trade Shirm-eh Herbs for Daij Meat
4-5	3	Defend Border from Raiman Attacks
6	3	Enter the Capitol city of Vinteer

Lundere

Encounters: Woffen (+1), Shanthas, Salu Adjacent: Sea, Dobre Adventure List

1D6	Copra	Adventure
1-2	1	Visit the Port City of Yobreh
3-4	3	Contact & learn from the Shanthas
5	2	Mission across the Desert
6	2	Mission across the Mountains

Thantier

Encounters: Human (+1 Force), Cleash Adjacent: Burdoth, Sea, Doben-Al Adventure List

1D6	Copra	Adventure
1-2	1	Trade Goods
3-4	2	Diplomacy Mission
5-6	3	Sell-Sword

Dobre

Encounters: Bronth, Ramian Adjacent: Lundere, Burdoth, Heridoth, Sea Adventure List

1D6	Copra	Adventure
1-2	3	Help defend against a Ramian Invasion
3-4	1	Trade Mission in the City of Tlon
5-6	2	Serve on Burdoth Diplomacy Mission

Tan-iricid, Mountain Crown

Encounters: Thriddle Adjacent: Sea Adventure List

1D6	Copra	Adventure
1-2	2	Employed by the Thriddle
3-4	1	Study Ancient Knowledge
5-6	2	Acquire Giddyne

Ice Fields Of Gilthaw

Encounters: Cleash (+2 Force) Adjacent: Sea, Voligire Adventure List

1D6	Copra	Adventure
1-2	1	Accompany Scientific Expedition
3-4	3	Protect Settlement from the Cleash
5-6	2	Reconnaissance Mission

Voligire

Encounters: Ramian (+2) Adjacent: Sea, Gilthaw, Sharden, Sillipus (Water Warp) Adventure List

Doben-al

Encounters: Wild Humans, Cleash, Crugar Adjacent: Thantier, Burdoth, Ros Crendor, Khodre, Temauntro Adventure List

1D6	Copra	Adventure
1-2	3	Patrol the Wasteland
3-4	1	Help Wanderer
5-6	2	Escort Travelers

Jasp

Encounters: Human Adjacent: All Locations (Take a ride on a Crystal Schooner) Adventure List

1D6	Copra	Adventure
1-3	1	Crystal Collecting
4-5	2	Work on Crystal Schooner
6	1	Trade Mission in the City of Aylon

Delsha

Note: Island Encounters: Human, Wild Humans, Shantha Adjacent: Sea Adventure List

1D6	Copra	Adventure
1-2	3	Coronondon Hunting Expedition
3-4	1	Harvest Incupods
5-6	2	Bio-Tec Trade Mission

Temauntro

Encounters: Crugar (+2 Force) Adjacent: Jasp, Khodre, Sea, Doben-Al Adventure List

1D6	Copra	Adventure
1-3	1	Trade for Crystals & Limilates
4-6	3	Defend Border from Crugar Raids

Sillipus

Note: Island Note: Sea, Voligire (Water Warp) Encounters: All Races Adventure List

1D6	Copra	Adventure
1	3	Work as Enforcer
2	2	Work as Mineral Miner
3	2	Accompany Dharsage Emissary
4	2	Trade for Coleel Gems with Lake Acubon
5	3	Street Fighting in Carissey
6	3	Pursue Fugitive

Sharden

Encounters: Tologra (Force +2) Adjacent: Voligere, Sea Adventure List

1D6	Copra	Adventure
1-3	2	Visit Tologra City
4-6	1	Trade with Tologra

1D6	Copra	Adventure
1	1	Learn Earth-Tec at the Armories of Ardoth
2	1	Government Internship in Ardoth
3	2	Fight Beagre Infestation in Mar
4	3	Relief Mission to Essanja
5	2	Mandare Hunting in the Glounda Forest
6	3	Military Training at Glounda City

Burdoth (the Gauss Valley)

Encounters: Human, Crugar Adjacent: Sea, Doben-Al, Heridoth, Thantier Adventure List

1D6	Copra	Adventure
1	1	Harvest Durlig in the Gauss Valley
2	2	Study at the Lab of Gauss
3	1	Work the Piers of Salam'arine
4	2	Join pilgrimage to the Valley of Iscin
5	2	Help Rebuild Khaun Gauss
6	3	Employed by Thriddle of Cosahmi

1D6	Copra	Adventure
1-3	2	Buy Black Market Goods
4-6	3	Pursue Fugitive

Ros Crendor

Encounters: Human (Boccord), Wild Humans Adjacent: Doben-Al, Khodre, Sea Adventure List

1D6	Copra	Adventure
1-3	1	Trade for Brynk Hardwood
4-6	2	Deliver Message to the Boccord

North & South Khodre

Encounters: Human, Wild Humans, Crugar Adjacent: Ros Krendor, Jasp, Doben-Al, Temauntro, Sea Adventure List

Burdoth (ardis Province)

Encounters: Human Adjacent: Sea, Doben-Al, Heridoth, Thantier Adventure List

Burdoth (lusail)

Encounters: Human, Ramian Adjacent: Sea,
Doben-Al, Heridoth, Thantier Adventure List

1D6	Copra	Adventure
1	3	Aid Defense against Ramian Raid
2	1	Harvest Incupods
3	1	Accompany Silk Traders in Lelligere
4	1	Visit the Pyramid at Sydra
5	2	Collect Insects in the Cushindell Marshes
6	2	Byrnk Hardwood Trade Mission

Burdoth (sobayid)

List

Encounters: Human, Cleash, Crugar Adjacent: Sea,
Doben-Al, Heridoth, Thantier, East Trinnu Adventure

1D6	Copra	Adventure
1	3	Desert Patrol for Crugar Raiders
2	2	Guard Wealthy Merchant in Miedrinth
3	2	Garrison Duty in Coise
4	2	Accompany Cavis Crystal Miners
5	3	Hunt Giggit in the Jungles
6	2	Study Dyshas with the Maudra of Baysis

Card Type Nomenclature

E Encounter

N Natural Peril Encounter

C Companion

9 Equipment

V Event

W Weapon

I Isho (Events- Use only if you have an Isho capable Companion)

T Travel

Encounter Deck Card List

Card Name	Type	Force	Notes
Human Assassins	E	4	
Human Thugs	E	1	
Human Fanatics	E	3	
Human Spy	E	2	
Human Mercenaries	E	4	
Human Secret Agents	E	5	
Human Soldiers	E	4	
Human Yords	E	2	Police
Human Dyte Punks	E	1	Maudra
Human Constables	E	2	
Human Criminals	E	2	
Human Thieves	E	2	
Daijic Enforcers	E	3	Police the Maudra
Human Warriors	E	4	Wild
Human Poachers	E	2	Wild
Human Hunters	E	3	Wild
Human Bandits	E	3	Wild
Human Nomads	E	3	Wild
Human Tribesmen	E	3	Wild
Human Brigands	E	3	Wild
Human Pirates	E	3	Water

Card Name	Type	Force	Notes
Human Guards	E	2	
Woffen Pack	E	2	Wolf men
Woffen Hunting Party	E	2	
Woffen Juveniles	E	1	
Woffen Defenders	E	3	
Woffen Searchers	E	2	Water
Cleash Band	E	3	Insidious Insect Men
Cleash Hive	E	3	
Cleash Scouting Party	E	2	
Cleash Collectors	E	1	
Cleash Slavers	E	3	
Cleash Marauders	E	4	
Cleash Scarmis Herd	E	4	
Cleash K'crikss ships	E	4	Water
Ramian Attackers	E	4	Isholess Man like beings
Ramian Pirates	E	4	Water
Ramian Sea Devils	E	5	Water
Scourge Ramian Gire	E	6	Water; Pirates
Ramian Raiders	E	5	
Ramian Chiveer	E	4	Madness Phase
Bronth Fighting Ship	E	6	Water
Bronth Patrol	E	5	Bear Men
Crugar Warriors	E	5	Cougar Men
Crugar Raiding Party	E	4	
Crugar Tormenters	E	3	
Crugar Pack	E	4	
Crugar Fighters	E	5	
Tologra Family Group	E	4	Lion Men
Tologra Guardians	E	6	Wield 2 Swords
Shantha Protectors	E	7	Wield Shanthic Blades
Shantha Ancients	E	5	Native Race
Acubon Fanatics	E	2	Water: Aquatic Race
Warp Walker	N	15	Great Monstrosity
Wild Croid	N	6	
Mandrake	N	7	Long Necked Terror
Scragger Pack	N	3	Small Poisonous Biters
Ferocious Farg	N	5	Enormous Swamp Dweller
Flying Duradon	N	4	Carry off Prey
Dreglamon	N	6	Multi Mouthed Worms
Trarch	N	2	Huge Sub-Humans
Dichandra	N	4	Clawed Lobster Bipeds
Thriddle	C	1	Diplomacy Rolls +1
Woffen	C	1	Evasion Rolls +1
Dyte Maudra	C	1	Isho-Capable
Boccord	C	2	Strong Human Variant
Crugar	C	2	Wolf-man
Bronth	C	2	Bear-man
Thrike Fighter	C	2	Gladiator
Shadow Warrior	C	2	Commando Ranger
Caji Maudra	C	1	Isho-Capable
Seytra Maudra	C	1	Isho-Capable
Shantha Wanderer	C	2	Isho-Capable
Ca-Tra Shantha	C	2	Isho-Capable

Card Name	Type	Force	Notes
Militia Man	C	1	Does not count against Companion Limit
Infantry Man	C	1	Burdothian Military
Jungle Runner	C	1	Evasion Rolls +1
Merchant	C	1	Diplomacy Rolls +1
Healer	C	1	Healing Rolls +1
Translator	C	1	Diplomacy Rolls +1
Condrij Mercenary	C	2	
Corastin Bodyguard	C	3	Travel Rolls -1
Beaster	C	1	Fight +2 vs Natural Perils
Thromboc Trainer	C	1	Travel Rolls +1 on Land
Eseejean Sailor	C	1	Travel Rolls +1 on Water
Thoth	C	1	Discard to draw 2 cards
Shast Inkeeper	C	1	Diplomacy Rolls +1
Ahdis Orator	C	1	Diplomacy Rolls +1
Private Detective	C	1	Adventure Roll +1
Querrid	C	1	Adventure Roll +1
Researcher	C	1	Adventure Roll +1
Field Scientist	C	1	Adventure Roll +1
Yord Policeman	C	1	Adventure Roll +1
Githerin Thief	C	1	Evasion Rolls +1
Croid Companion	C	3	Cannot Attach Cards
Skittish Thrombo Mounts	T	-	Land Travel Roll +2
Horses	T	-	Land Travel Roll +2
Giant Bochigon Mount	T	-	Land Travel Roll +2
Huge Lothern Mount	T	-	Land Travel Roll +2
Flying Talmaron Mounts	T	-	Travel Roll +2
Cith Winter	T	-	Travel Roll -2
Isho Storm	T	-	Travel Roll -2
Hilc Digestive Aid	T	-	Travel Roll +1
Salu Chausis	T	-	Water Travel Roll +2
Shanthic Blade	W	1	
Plasma Blaster	W	1	Earth-Tec
Pulse Laser	W	1	Earth-Tec
Sonic Field Ram	W	1	Earth-Tec
Electrostatic Stunner	W	1	Earth-Tec
Boc Rod	W	1	Isho Character only
Sis-ganj Throwing Knife	W	1	
Crendorian Longbow	W	1	
Spiked Gauntlet	W	1	Thike
Thailiarian Plate Armor	Q	1	Corondon Carapace
Leather Armor	Q	1	Thrombo
Deflector Armor	Q	1	Earth-Tec
Mobile Active Suit	Q	2	Earth-Tec
Locurian Grunder Armor	Q	1	Armadillo Shell
Isho Bolt	I	3	
Isho Orb	I	3	
Isho Shield	I	3	
Isho Dysha	I	3	
Isho Wall	I	-	Escape Roll +2
Isho Blast	I	3	
Isho Weave	I	-	Draw 3 cards
Isho Heal	I	-	Healing Roll +2
Isho Calm	I	-	Diplomacy Roll +2

Card Name	Type	Force	Notes
Isho Warp	I	-	Travel Roll +2
Tra-Sense	I	-	Escape Roll +2
Caji Entropy	I	-	Opponent must discard 3 cards
Scedri Cloth	V	-	Healing Roll +1
Enclep Hospital	V	-	Healing Roll +1
Arrigish Root	V	-	Healing Roll +1
Reco Rejuvenator	V	-	Healing Roll +1
Reco Volunteer	V	-	Fight +1 or Escape +1
Cleash Capsules	V	-	Cleash get Fight +3
Ramian Bolas	V	-	Ramian get Fight +3
Blount Mathin	V	-	Escape Roll +2 (Stink Bomb)
Thivin Merchant	V	-	Search deck for Item & put it in your hand
Sarceen Isho Sculpture	V	-	Adventure Roll +1
Power Shield	V	3	Earth-Tec Force Wall
Throw Explodes	V	3	Earth-Tec Hand Grenades
Return Shantha Artifact	A	-	3 Copra
Giggitt Hunting	A	-	3 Copra
Testify before Council	A	-	2 Copra
Rescue Thriddle	A	-	3 Copra
Consult Sholari Priest	A	-	2 Copra
Aid Yordeh in Trial	A	-	2 Copra
Discover Shantha Ruins	A	-	3 Copra
Chawgis Battle School	A	-	1 Copra & Permanent Fight +1
Find Stable Warp	A	-	3 Copra
Explore SkyRealm	A	-	3 Copra
Divert Combaton Robot	A	-	3 Copra
Gather Slutch Shells	A	-	1 Copra





Jurassic Park Rescue

Introduction

Board Game for 2-4 + Players. Warp Quest Style Play. Based on the Jurassic Park Universe.

Disclaimer

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Victory

Be the first Team to bring the kids Token back to the Visitor Center Without first being killed off.

The Board

The board is a map of the Island. Use a Chessboard, or make up a map. In one corner is the Visitor Center (Safe Start and End Zone).

In the opposite corner is the Kids Token. There will be 4 randomly placed Lakes. (Recommendation:

Place all 4 Lakes in the Middle 4 spaces) There will be 4 randomly placed Mountains.

There will be 4 randomly placed Valleys. Use Tiles to represent Lakes, Mountains, and Valleys.

The Kids Token

A player's Team will take possession of the Token when they Enter the same space as it.

Team Pawns

Each player has a pawn of a unique color to represent the Location of their Team on the map.

Dinosaur Figures

Six very small plastic Dinosaur Toys are needed. They must be able to fit nicely within the map Spaces. The six Figures represent the six results on the Random Dinosaur Table.

Random Dinosaur Table

1D6	Dinosaur:	Immunity:
1.	Velociraptor Pack	Run
2.	Lone Tyrannosaurus Rex	Block
3.	Spinosaur Pair	Hide

1D6	Dinosaur:	Immunity:
4.	Mini-Raptor Swarm	Shoot
5.	Pteradon Flight	Trap
6.	Herbivore Stampede	Distract

Dinosaur Immunities

Certain Escape Tactics will not work on certain types of Dinosaurs. These are noted on the Random Dinosaur Table. For instance, you cannot outrun the Velociraptors or block the T-Rex.

The Deck

Players share a Common Deck. The Deck has 7 types of cards: Hide, Run, Block, Trap, Shoot, Distract, and Special.

Dice

Six sided dice are needed.

Teams

Each player starts with an 8 Member Team. Roll 8 times on the Team Table to get the composition of your team. Record your results and changes with paper and pencil.

During the game, you will lose and gain Team members.

Team Table

1D6	Team Member:	Notes:
1	Soldier	Shoot +1
2	Hunter	Trap +1
3	Ranger	Block +1

1D6	Team Member:	Notes:
4	Athlete	Run +1
5	Scientist	Hide +1
6	Tourist	Distract +1

Setup

Players each pick a Pawn and roll up their teams. Determine location of Lakes, Mountains, and Valleys on map. Determine Location of Visitor Center (VC).

Place the Kids Token opposite the VC. All Team Pawns begin at the VC. Place the 6 Dinosaur Figures randomly about the Map.

Do not place Dinosaurs adjacent to the VC. Shuffle the deck. Each player is dealt 5 random cards. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases.

1. Equip Phase
2. Special Phase
3. Dinosaur Phase
4. Move Phase

Random Movement Table

1D6	Movement
1	Move 1 Space towards the nearest Team (Your choice if tied)
2	Move 2 Spaces towards the nearest Team (Your choice if tied)
3	Move 1 Space towards the Kids Token
4	Move 1 Space towards the VC
5	Move 1 Space (Your Choice)
6	Move 2 Spaces (Your Choice)

Dinosaur Movement Restrictions

Movement must be orthogonal not diagonal. Only the Pteradons can enter Mountain spaces. Dinosaurs must stop upon entering Valleys.

Dinosaurs cannot enter Lakes. The Pteradon may fly over a Lake. Dinosaurs may not enter the VC.

Dinosaurs may not enter spaces occupied by other Dinosaurs. A Dinosaur may move into a space containing the Kid Token. If it does move the Kid Token to the nearest adjacent empty space.

When Dinosaurs And Teams Collide

If a Dinosaur enters the same space as a Team, the Team will be attacked. The Team must attempt to escape. An Escape attempt must use 1 Tactic. There are 6 Tactics to choose from: Shoot, Run, Hide, Trap, Block, and Distract.

The attacked player must choose 1 Tactic. Next, the player must make an Escape Roll using 2 Six-sided dice. Add up the total of the 2 Dice rolls.

Add to this the number of teammates with the matching tactic. Next, play (discard) up to 2 Tactics cards and add their bonuses. At least 1 of the Tactics

Equip Phase

Draw 1 Card from the deck and add it to your hand. If the deck ever runs out, shuffle the discard and draw from it. Max hand size is 5 cards.

Special Phase

Special cards not meant to be used in other Phases may be Played (discarded) for their effects in this Phase.

Dinosaur Phase

Pick 1 Dinosaur by Random using the Random Dinosaur Table. Roll once on the Random Movement Table to determine how it moves.

cards played must match the chosen Tactic.

If the Total (Roll + Team bonuses + Card bonuses) is equal to or Greater than 12, then the Team escapes with no casualties. If the total is less, the Team loses a number of random Team members equal to the difference. If a team loses all its members, that player is out of the game.

After the Attack, the Team must retreat: Another player (Not the Team's owner) must move the Team's Pawn 1 space away. If you are attacked and you control the Kids Token roll 1D6: On a roll of 4+ you lose the Token. Place it in an empty space, 2 spaces away from your Team.

Move Phase

Move your Team Pawn 1 Space. Moves must be Orthogonal. You may play (discard) 1 special card to move the Team farther per The cards instructions. Normally teams cannot enter Mountains or Lakes.

Teams must stop upon entering Valleys. Teams cannot enter spaces occupied by Dinosaurs or other Teams. If you enter the space containing the Kids you take possession of it.

The Kids Token moves along with your Team Pawn.

Common Deck Card List

Card:	Notes:
Stand Very Still	Hide +1
Good Hiding Spot	Hide +2
Move Silently	Hide +2
Mask Scent	Hide +1
Mud Bath	Hide +1
Remain Motionless	Hide +1
Camouflage	Hide +2
Submerged	Hide +2
Climb Tree	Run +1
Jump Rooftops	Run +1
Sprint	Run +1
Narrow Escape	Run +2
Chase	Run +1
Need for Speed	Run +2
Run for your Life	Run +2
Dangerous Leap	Run +2
Barricade	Block +1
Ravine	Block +2
Electric Fence	Block +1
Cement Wall	Block +1
River	Block +2
Dense Foliage	Block +1
Rope Bridge	Block +2
Cliff Face	Block +2
Tar Pit	Trap +2
Gulley	Trap +1
Steel Cage	Trap +2
Rockslide	Trap +1
Start Fire	Trap +1
Explosives	Trap +2
Electrocution	Trap +1
Construction Equipment	Trap +2
Machine Gun	Shoot +2
Hunting Rifle	Shoot +2
Stun Gun	Shoot +1
Dart Gun	Shoot +1
Assault Rifle	Shoot +2
Shotgun	Shoot +2
Handgun	Shoot +1
Net Launcher	Shoot +1
Innocent Bystander	Distract +2
Lured by Prey	Distract +2
Quick Meal	Distract +1
Hear Noises	Distract +1
Something Shiny	Distract +1
Fight another Dinosaur	Distract +2
Detect Movement	Distract +1
Flee another Dinosaur	Distract +2
Jeep	Move Team 2 Spaces
Helicopter	Move Team 3 Spaces

Card:	Notes:
Shortcut	Move Team Diagonally
Spitting Lizard	Team in or adj to Valley loses 1 Member
Poison Antidote	Negate Spitting Lizard Card
Find Survivor	Gain 1 Random Team Member
Rendezvous	Gain 1 Random Team Member
Leadership	Draw 2 Cards
Pandemonium	All players discard their hands and draw 5 cards
Find Boat	Move team across 1 Lake Space
Hiking Trail	Move Team into adjacent Mountain Space
Air Drop	Draw 3 Cards
Liopleurodon	Team adjacent to a Lake is attacked
Migration	Move a Dinosaur 2 Spaces to an empty space





Justice League Unlimited Adventures

Introduction

Card game for 2-4+ players.

- 2. Minor Heroes
- 3. Villains
- 4. Complications

Disclaimer

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Victory

Be the first player to complete 3 Missions.

The Deck

Players share a common deck. There are 4 card types:

- 1. Primary Heroes

Missions

A Mission is a hand of 7 cards that contains: 2 Primary Heroes 2 Minor Heroes 1 Villain 2 Complications Note: Your Mission cannot contain 2 copies of the same card. (for example: You can't have 2 Batman Cards) Note: You may substitute 1 Minor Hero with 1 Primary Hero.

The Board

The board is a Circular track of 24 Spaces:

Space	Name:	Notes:
1	Watchtower	Starting Space; Draw 1 Card or play 1 Hero
2	Decision Point	Move Again
3	Battle	Target player Discards 1 Card from Hand
4	Turn the Tide	Steal 1 Complication
5	Major Menace	Play 1 Villain
6	Unstoppable Foe	Discard 1 Primary Hero
7	Investigation	Look at next 7 cards in Deck
8	Big Guns	Play 1 Primary Hero or Villain
9	Leadership	Gain 1 Hero Token
10	Escalation	Steal 1 Villain Card
11	Distraction	Discard 1 Minor Hero
12	Behind the Scenes	Play 1 Complication
13	What's the Plan?	Move Again
14	Nefarious Deeds	Play 1 Villain or Complication
15	Research	Look at target player's Hand
16	Defend the Earth	Steal 1 Minor Hero
17	Heroic Entrance	Play 1 Primary Hero
18	Revelation	Discard 1 Complication
19	Look for Trouble	Draw 1 Card
20	Plot Twist	Play 1 Minor Hero or Complication
21	Recklessness	Gain 1 Hero Token
22	Find Weakness	Discard 1 Villain
23	Recruit	Play 1 Minor Hero
24	Give Aid	Steal 1 Primary Hero

Pawns & Dice

A six sided die is needed. Each player gets a pawn of a different color.

Setup

Shuffle the Deck. Each player draws a hand of 3 cards. Players pawns start on the Watchtower.

Roll high on 1D6 to see who goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. First draw 1 card from the top of the deck and add it to your hand. On your turn roll 1 six sided die, and move your pawn that many spaces clockwise on the track.

If you land on an opponent's pawn, steal 1 card from his hand and add it to your own. If you land on a space that instructs you to play a card, place a card of the indicated Type on the table face up in front of you: These are your Mission cards. If you don't have the indicated card type, draw a card instead.

If you already have 2 cards of that type Out (or 1 of a Villain) do nothing. If the space instructs you to discard a card, target an opponent's mission card of that type. If there are none, target your own. If you have none, do nothing.

If the space instructs you to steal a card, move an opponent's mission card of that type Over to your mission cards unless you already have enough, in which case do nothing. Other board space results are self-explanatory.

Hero Tokens

You can spend these to change a move die roll by one.

Card Type Notation

- P** Primary Hero
- C** Complication
- M** Minor Hero
- V** Villain

First Season Common Deck Card List

Card	Type	Copies	Notes:
Batman	P	5	Black Knight
Superman	P	5	Caped Crusader
Wonder Woman	P	5	Amazonian Goddess
Green Lantern	P	2	Wields Alien Super Technology
Green Arrow	P	2	Legendary Archer
Hawk Girl	P	2	Winged Combatant
Martian Manhunter	P	2	Alien Psychic
Aquaman	P	2	King of the Sea
Flash	P	1	Fastest Man Alive
Super Girl	M	2	Superman's Cousin
The Atom	M	2	Shrinking Scientist
B'wana Beast	M	2	Talks to animals
Booster Gold	M	2	Hero from the Future
Hawk and Dove	M	2	Scrappy Hero Brothers
Zatanna	M	2	Magical Trickster
The Question	M	2	Faceless Investigator
Dr Fate	M	2	Philosophical Wizard
Black Canary	M	2	Martial Artist
Vixen	M	2	Spirit Warrior
Static	M	2	Electricity Manipulator
Long Shadow	M	2	Ultimen Indian Brave
Warhawk	M	2	Future Flying Hero
Giant Defense Robot	V	1	Nuclear and Out of Control
Mongul	V	1	Vengeful Alien Warlord
Ultimen	V	1	Short-lived Superhero Clones
Self-Replicating Robots	V	1	Alien Weapon System
Mordred	V	1	Spoiled Son of Morgan Le Fey
Annihilator	V	1	God Forged War Machine
Circe	V	1	Ancient Greek Enchantress
Galatea	V	1	Mature Supergirl Clone
Black Hole	V	1	Infused into Unlucky Scientist
Amazo	V	1	Increasingly Powerful Android
Solomon Grundy	V	1	Super Strong Zombie
Chronos	V	1	Master of Time

Card	Type	Copies	Notes:
Jokerz	V	1	Future Psychotic Super Thugs
Mega Laser	C	1	Watchtower Upgrade
Psychic Link	C	1	In Clones and across Dimensions
Rescue	C	2	Innocents and Allies
Crowd Control	C	2	Common Superhero Duty
Interrogation	C	2	Common Crime Fighting Technique
Lava Men	C	1	Disturbed by Deep Water Drilling
Black Mercy Plant	C	1	Puts Victim in Dream State
Dinosaurs	C	1	Raptors and Pterodactyls
Robotic Arsenal	C	1	Tanks, Androids, and Mechs
Mordru	C	1	Lord of Chaos
Project Cadmus	C	1	Secret Government Organization
Morgan Le Fey	C	1	Medieval Sorceress
Ares God of War	C	1	Meddling Deity
Transformation	C	1	Magical or Otherwise
Romantic Entanglement	C	1	And other Shenanigans
Experiment	C	1	Gone Wrong
Nanotechnology	C	1	The New Threat
Magic Ritual	C	1	The Old Threat
Time Travel	C	1	What could go wrong?
Old West	C	1	Favorite Time Travel Destination
Stolen Future Tech	C	1	Rayguns and Robots
Conspiracy	C	1	Not just Paranoid
Mystery	C	1	Wrapped in an Enigma





Kill Gwen Stacy

Introduction

Card game for 2-4+ players. Gwen Stacy was Peter Parker's true love. In order to jack up the sales of their funny books Marvel decided it was a good idea to kill her off.

Sales did go up, as did fan outrage. Now heres a chance to redo comic book history but with a twist.

Note: This is not an original work; this is a reworking of the Warpspawn game "Kill Rasputin".

Disclaimer

Marvel Comics and its characters, as well as DC comics and it characters are a copyrighted, licensed property. This is merely a fan site.

Winning

Be the first player to kill Gwen.

The Deck

Players share a Common Deck. There are 5 card Types:

- Method
- Conspiracy
- Location
- Save
- Fate

Setup

Shuffle the Deck. The Deck is kept face down. Each player is dealt a hand of 5 cards.

The player who reads the most Spider-man comics goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

- Fate Phase
- Meld Phase
- Foil Phase
- Kill Phase
- Event Phase
- End Phase

Fate Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Meld Phase

If you have 2 or more of the same card in your hand you may make a Meld. Place the Meld cards face-up in front of you. For Example 2 Poison cards would be a Meld or 3 Palace cards would be a Meld.

You can only have 1 Meld of Method type cards in play. You can only have 1 Meld of Conspiracy type cards in play. You can only have 1 Meld of Location type cards in play.

If you later gain another card of a Meld you have in play, you may Add it to the Meld in this Phase.

Foil Phase

Other players may play Foil cards from their hands. A Foil card is a card that matches a card in one of your Melds. The Foil card and the matching Meld are discarded.

Any opponent may play (discard) a Save card. A Save card causes the target indicated Meld to be discarded. The Active player may play (discard) the Fate card to negate a Foil or Save card.

Kill Phase

If you have 3 Melds in play (1 each for Method, Conspiracy, and Location) you may Roll 3 six-sided dice (This is called the Assassination Attempt). If all 3 rolls are different numbers, you have killed Gwen Stacy and win the game. If 2 of the numbers match, you must discard 1 of your Melds of your choice.

If all 3 numbers match, you must discard all of your Melds.

Event Phase

Roll 1D6 if you did not play any cards in Meld Phase.

1D6	Result:	Notes:
1	Henchman captured	Look at target Opponent's hand (roll on superhero table!)
2	Clones	Trade Hands with Target Opponent
3	Spiderman attacks	Target Opponent must discard 1 Random card
4	Evil Plans	Draw 1 Card

1D6	Result:	Notes:
5	Superhero attacks	Steal 1 Random card from Opponent's Hand (roll on superhero table!)
6	Raid a rival	Look at top 5 cards of the deck

Superhero Table Roll 2D6, this is the superhero(s) involved.

2D6	Result
2	Fantastic 4
3	Thor
4	Avengers
5	X-men
6	Captain America
7	Hulk

2D6	Result
8	Superman
9	Batman (and Robin!)
10	Flash
11	Green Lantern
12	Wonder Woman

End Phase

Max hand size is 5 cards. Discard excess cards.

Common Deck Card Notation

M Method

C Conspiracy

L Location

S Save

F Fate

Copies of that card in the deck

Common Deck Card List

Card Name	#	Type	Note
Long fall, dropped. (SPLAT!)	4	M	
Killed in superhero combat. (Thud!)	4	M	
Killed by evil hero gadget. (Zap!)	4	M	
Killed by hi-tech weapon.(Skrrrk!)	4	M	
Green Goblin	4	C	
Electro	4	C	
Doc Ock	4	C	
Scorpion	4	C	
Secret Lab	4	L	
Cathedral	4	L	
Down Town	4	L	
Bridge over Hudson River	4	L	
Method Fails, she survives	1	S	Negate a Method Meld
Superhero saves her, for now	1	S	Negate a Conspiracy Meld, roll on Superhero table!
Wrong Location, she aint there.	1	S	Negate a Location Meld
Destiny	1	F	Gotcha!

The character Gwen Stacy was killed, cloned, brought back, redone, retconned, retouched, rewrote, and generally misused by Marvel for several decades. To some of the fans, and I'm one, all they've managed to do was ruin something we liked very much

and make comic books more like the Pulp Hero crime-fighters books they evolved from. Until the death of Gwen Stacy, the hero in the comics always rescued the damsel in distress. In one issue, 121, I think, he didn't. And comics were never the same again.





Lensman

By C. Gerard Luft

Introduction

Lensman for Rebel Space. Uses the same rules as [Rebel Space: Evil Empire Vs Rebel Heroes. Card Set Included!](#) Rebel Space, only the names of some cards have changed.

Galactic Patrol Of The First (milky Way) Galaxy Card List

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Kimball Kinnison*	hero	1	7	7	2	3	psi, captain
Clarrisa Kinnison	hero	1	3	3	2	3	psi
Captain Craig	hero	1	4	6	2	3	capt
Sergeant van Buskirk	hero	1	2	2	1	2	pilot
Lensman Worsel	hero	1	2	2	1	2	psi pilot
Artisian Mentor	hero	1	2	2	0	2	psi
Port Adm. Haynes	hero	1	4	4	2	3	capt
Chief Pilot Henderson	hero	1	0	5	1	3	capt, pilot
Space marines	ground	15	1	0	0	1	
Speedster	G/S	8	2	1	1	1	fighter
Scout	space	6	0	2	2	2	
Prime base	ground	1	1	0	0	2	defense**
Primary beam	G/S	1	1	1	0	2	destroy 1 ship
Cruisers	space	10	0	3	1	1	ship
Battleship	space	5	0	4	1	2	ship
Mauler	space	4	0	5	1	2	ship
Dreadnaught Dauntless	space	1	0	7	1	3	ship
Telepath	psi	1	0	3	0	-	
Read minds	psi	1	0	0	3	-	
Mind blast	psi	1	3	0	0	-	
Surgeon-marshal Lacy	act	1	-	-	-	-	take hero from discard and put in hand
Recruit	act	1	-	-	-	-	take any hero from discard and put in hand
Lensman Spy	act	1	-	-	-	-	look at opponents hand

* The Grey Lensman

** Facility: draw 1 extra Card each turn

Baskonian Pirates Of The Second (andromeda) Galaxy Card List

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Eichmil Eighth*	hero	1	7	7	2	3	captain
Jalte	hero	1	8	6	2	3	captain
Helmuth	hero	1	1	5	2	3	capt
Overlord of Delgon	hero	1	3	4	1	3	capt
Colonial	hero	1	4	4	2	3	capt
Captain	hero	1	2	2	1	2	capt
Lieutenant	hero	1	1	1	1	1	pilot
Baskonian raiders	ground	20	1	0	0	1	

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Drug lord	hero	1	6	4	1	3	pilot
Crime lord	hero	1	5	2	2	3	capt
Speedster	G/S	8	2	1	1	1	fighter
Scout	space	5	0	2	1	2	ship
Cruiser	space	10	0	3	1	1	ship
Battleship	space	5	0	4	1	2	ship
Planetship	space	3	0	10	2	3	Ship
Grand base	space	1	0	12	3	3	def facility
Baskonian spy	act	1	-	-	-	-	look at opponents hand
Drug thionite	act	1	-	-	-	-	take control of an opponent hero

* of Baskone





Light Saber Duel

Introduction

Two player game of Manual strength and dexterity.

Rules

Players sit across from each other at a table. Each player gets a pencil. Pencils are of equal length. Pencils must have erasers.

With one hand players hold their pencil by the tip between their thumb and forefinger. Players rest their elbows at the edge of the table, arms bent toward Each other at a 45 degree angle. Players hands should be at the same height about a pencil length apart.

Players may only move their wrists. If you knock your opponents pencil out of his hand with Your pencil you win. With your other hand you can toss bits of tinfoil at your opponent.

(To simulate telekinetic debris attacks)

Safety Rules

Play nice. You must wear safety goggles. Absolutely no stabbing.

Do not play if you are stupid or intoxicated.

Theatrical Rules

Play Star Wars Music in the background. One player must wear a Darth Vader mask if you have one. This player must say "Luke I am your Father" as much as possible.

Always talk in Character. Use the Force. Make light saber sound effects.

Place Star Wars toys and Action figures strategically around the table.

Game Designers Notes

After experimenting with multiple complex card systems I decided this Would be the most fun.





Mad Max

Introduction

Card game for 2-4+ players.

Disclaimer

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Victory

Be the first player to make 3 Melds.

The Deck

Players share a common deck. There are 7 card Types:

- M** Max
- L** Leadership
- F** Foe
- V** Vehicle
- A** Aid
- S** Survivor
- X** Location

The Setup

Shuffle the Deck. Each player is dealt 7 cards. Toughest player goes first.

Common Deck Card List

Name	Type:
Mad Max	M
Road Warrior	M
Ex-Cop	M
Revenge	M
Ultimate Survivor	M

Name	Type:
Loner	M
Maximillian Rockatansky	M
Hero	M
Renegade	M
Raggedy Man	M

Natural Leader	L
Commanding Presence	L
Charisma	L
Truth be Told	L
Run or Fight	L
Forwards or Back	L

Natural Leader	L
Have a Plan	L
Lost Hope	L
Persuasion	L
Make A Deal	L

Immortan Joe	F
The Bullet Farmer	F

Immortan Joe	F
Wez	F

Turn Sequence

Players take turns. Each turn has 3 phases:

- Dive Phase
- Fight Phase
- Survive Phase

Drive Phase

Fill your hand to 8 cards. If the deck ever runs out, shuffle the discard and draw from it.

Fight Phase

Discard 1 card. This produces an effect depending on the type of card:

- Max = Look at Opponent's Hand
- Leadership = Look at next 7 cards in Deck
- Foe = Opponent must discard 1 random card
- Vehicle = Search discard for 1 card
- Aid = Steal 1 random card from opponent's hand
- Survivor = Draw 2 cards
- Location = Draw 3 cards and discard 2 cards

Survive Phase

Discard down to 7 cards. If you have 1 card of each type this is a Meld. Discard a Meld.

Get 3 Melds to win.

Immortan Joe	F
The People Eater	F
Master Blaster	F
Rictus Erectus	F
War Boys	F

Immortan Joe	F
Toecutter	F
Lord Humongous	F
Aunty Entity	F

V8 Interceptor	V
Hot Rods	V
Gyrocopter	V
Pursuit Special	V
Oil Rig	V
War Rig	V

V8 Interceptor	V
Motorcycles	V
Dune Buggies	V
Porcupine Car	V
Giga Horse	V

Sawed Off Shotgun	A
Nitro	A
Harpoon Gun	A
Pneumatic Dart Guns	A
Polecats	A
Revolver	A

Sawed Off Shotgun	A
Flame Thrower	A
Escape	A
Rescue	A
Decoy	A

Furiosa	S
Children	S
Five Wives	S
Nux	S
Pilot	S
Dog	S

Furiosa	S
Feral Kid	S
Settlers	S
Many Mothers	S
Warrior Woman	S

Thunderdome	X
Outback	X
Canyon	X
Desert	X
Empty Road	X
Burned Out City	X

Thunderdome	X
Oil Refinery	X
Wastelands	X
Barter Town	X
The Citadel	X





Man-kzin Wars

Introduction

Solo card game based on the stories in Known Space by Larry Niven. The player is playing to defeat the Kzinti and save the Human Race.

The Situation

The Warlike Kzinti are attacking human Space. The Pacifist Humans at this time have inferior technology, however, the Kzin have a Large Empire to control & their military traditions of Honor result in Hasty attacks by overconfident, small forces in search of personal glory. If the Humans can hold out, they can improve their technology and gain the advantage.

Space	Location:	Space:
1	Earth	Human
2	Jinx	Human
3	We Made It	Human
4	Down	Human
5	Plateau	Human
6	Home	Human

Setup

Place the Kzinti Expansion Marker on Space 9.

Turn Sequence

1. Draw Phase
2. Invasion Phase
3. Technology Phase
4. Deployment Phase
5. Tactics Phase
6. Conquest Phase
7. Liberation Phase

Draw Phase

Draw the top card of the deck.

Invasion Phase

If the top card is a Kzin Fleet card, the Kzin Attack. You may defend or fall back. If you fall back, move the Expansion marker one space towards Earth.

If you defend, there will be a battle: The Attacking Kzin Fleet has a Force = $1D10 + 10$ + the Force of all Conquest cards in play. To Defend, you must commit at least 1 Fleet card. The Defenders may also commit 1 or more Tactics cards.

The Defending Human Fleet has a Force = $1D10 +$ The Force of the committed Fleets + The Force of all committed Tactics cards. Roll dice after commitments

Disclaimer

Ringworld, Kzin, and Known Space are copyrighted material. This is merely a fan site.

Victory

If the Kzinti Expansion Marker (KEM) ever reaches earth, the Kzinti win. If the KEM reaches the Home Worlds, the Humans win.

The Board

The Board consists of a tract of 12 spaces:

Space	Location:	Space:
7	Canyon	Human
8	Wunderland	Human
9	Frontier	Kzinti
10	Fringe Worlds	Kzinti
11	Core Worlds	Kzinti
12	Home Worlds	Kzinti

are made. The higher Force wins (Humans win ties) If the Kzinti win, move the Expansion marker one space towards Earth.

If the Humans win the Expansion card does not move. All Kzinti cards and all committed Human cards are discarded.

Technology Phase

If the top card is a Technology card, put it face up into play. For every Technology card in play, each Human Fleet gets Force +1.

Deployment Phase

If the top card is a Human Fleet card, put it face up into play.

Tactics Phase

If the top card is a Human Tactics card, put it face up into play.

Conquest Phase

If the top card is a Kzinti Conquest card, put it face up into play.

Liberation Phase

If there was no invasion this turn, the Humans may attack: The Defending Kzin Fleet has a Force = 1D10 + 10 + the Force of all Conquest cards in play. To Attack, you must commit at least 1 Fleet card. The Humans may also commit 1 or more Tactics cards.

The Attacking Human Fleet has a Force = 1D10 + The Force of the committed Fleets + The Force of all committed Tactics cards. Roll dice after commitments are made. The higher Force wins (Humans win ties) If the Humans win, move the Expansion marker one space towards the Kzin Homeworlds.

If the Kzinti win the Expansion card does not move. All Kzinti cards and all committed Human cards are discarded.

Card List Notation

H Human Fleets
R Human Technology
T Human Tactics
K Kzin Fleets
C Kzin Conquest
4X 4 copies in Deck
2X 2 copies in Deck

Card List

Card Name	Type	Force	Notes
Kzinti Armada	K	+2	4X
Kzinti Horde	K	+1	4X
Kzinti Pride	K	+0	4X
Kzinti Strike Force	K	-1	4X
Kzinti Vanguard	K	-2	4X
Stasis Fields	C	+5	+2 in Liberation Phase
Kzinti Scouts	C	+1D10	
Expansionism	C	+1D10	
Suicide Attacks	C	+5	
Ferocity & Aggression	C	+3	
Feint & Pounce	C	+3	
Gravity Polarizers	C	+5	
Fighting Spirit	C	+5	
Interceptor Packs	C	+7	
Fast, Maneuverable Ships	C	+7	
Induction Projectors	C	+3	
Heavy Armaments	C	+7	
Kzin Warriors	C	+5	
Hero's Tongue	C	+3	
Formidable Warships	C	+6	
Revenge	C	+4	
Imperial Dreadnaught	C	+7	
Military Outposts	C	+5	+2 in Liberation Phase
Surprise Attack	C	+1D10	
Telepathy	C	+1D10	
ARM Defense Force	H	+3	2X
Rag Tag Fleet	H	+1	2X
Militia Home Fleet	H	+1	2X; +1 in Invasion Phase
Fusion Ramships	H	+1	2X
Converted Slowboats	H	+1	2X
New Battle Cruisers	H	+3	2X
Pirate Fleet	H	+2	2X
Clonial Squadron	H	+2	2X
Belter Ships	H	+3	2X
Free Wunderland Navy	H	+2	2X
Merchant Marine	H	+1	2X
Slave Revolt	T	+1D10	

Card Name	Type	Force	Notes
Reinforcements	T	+X	X = Human controlled Spaces
Giant Launch Lasers	T	+2D10	Invasion Phase only
Pak Protectors	T	+1D10	
Wunderland Treaty Maker	T	+2D10	Liberation Phase only
Human Luck	T	+1D10	
Human Aptitude for War	T	+10	
Photon Solar Sails	T	+5	
Galactic Grenades	T	+3	
ARM Agents	T	+1D10	
Picket Ships	T	+6	
Laser Propulsion Drives	T	+7	
Marines	T	+5	
Unexpected Resistance	T	+1D10	
Kzinti Attack Unprepared	T	+1D10	
Psionics		T	+1D10
Lines of Defense	T	+7	Invasion Phase only
Kzinti Disbelief	T	+4	
Exploit Kzinti Honor Code	T	+10	
Superior Tactics	T	+1D10	
Interstellar Trade	R	—	
Hyperdrive Engines	R	—	
Outsider Technology Trade	R	—	
Human Ingenuity	R	—	
Earth's Historical War Archives	R	—	
Reactionless Thrusters	R	—	
Institute of Knowledge	R	—	
Inertialess Drives	R	—	
Puppeteer Technology Gifts	R	—	
Human Resourcefulness	R	—	
Copy Kzinti Technology	R	—	
General Purpose Hulls	R	—	
Slaver Disintegrators	R	—	





Marvel Civil War Skirmish

Introduction

Miniatures and card game style war game played on an 8 x 8 board Fight between Superhero teams of the Marvel Universe. Recreates the epic cinematic battle at the Airport.

Disclaimer

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Team Iron

- Iron Man
- Iron Patriot
- Black Widow
- Spiderman
- Vision
- Black Panther

Team Cap

- Captain America
- Bucky
- Falcon
- Scarlet Witch
- Hawkeye
- Ant Man

Victory

At the end of turn 12 if both Cap and Bucky are still in play, team Cap wins, Otherwise team Iron Wins.

Events

Ant Man arrives on turn 2. (Place him in any empty space) Vision arrives on turn 5. (Place him in any empty space) Betrayal: On turns 10-12 Team Cap takes control of Black Widow. Friendly Fire: On turn 11 Team Cap takes control of Vision.

The Board

Use an 8 X 8 chessboard.

Figurines

Use miniatures or small toys to represent the heroes. They need to easily fit on the board.

The Deck

Use a regular 52 card playing deck.

Hit Points

Each hero has 5 Hit Points (HP). Every time a hero gets attacked and does not defend, it loses 1 Hit point. If a Hero is reduced to zero HP that Hero is Knocked Out and Removed from play

Setup

Shuffle the Deck. Place your Heroes on your back rows. Team Iron goes first.

Turn Sequence

First, each player fills their hand to 6 cards. If the deck runs out, shuffle the discard and draw from it. Players take turns (Team Iron first) playing 1 card at a time to cause their heroes to: Move, Attack, and Defend.

Played cards are discarded. A Hero can only move and attack once in a turn. A Hero can defend multiple times in a turn.

If a player has no cards left, or nothing he wants to do, he may pass. A player who passes may play no other cards this turn except Defense cards. When both players have passed the turn ends.

Heroes may not end their turns in the same space as another hero. Heroes however, may move or attack through (past) other Heroes.

King Cards

A King card can be used to have a friendly Hero attack an adjacent enemy Hero.

Queen Cards

A Queen card can be used to move a friendly Hero 1 or 2 spaces.

Jack Cards

Black Jack cards can be used for Witty Repartee: A Friendly Hero and an enemy Hero Within 2 spaces of each other may neither move nor attack the rest of this turn. Red Jack cards can be used to Taunt: A Friendly Hero causes an enemy Hero Within 2 spaces to want to attack him or her. That Hero can attack no other Heroes the rest of this or next turn.

Ace Cards

These are considered to be number ones.

Number Cards

Each Hero has his own Action Table. A Number card can be used to cause a friendly Hero to take the action on his Table corresponding to the number of the card.

Action Tables

Each Hero has his own Action Table. Each table describes 10 numbered actions that Hero can take. Attack values indicate the range of the attack emanating from that Hero.

Movement values indicate how far the Hero will move. A Defense Action will negate an attack just made by an enemy Hero against this Hero. Special actions are described in the notes.

Stun Attacks

Some attacks have the Stun Description. A Hero hit by one cannot perform any more actions for the rest of the turn.

Iron Man Action Table

#	Action	Type	Value	Notes:
1	Armor	D	-	
2	Suit Defenses	D	-	
3	Missiles	A	4	
4	Palm Beam	A	2	Stun
5	Scanners	X	-	Look at opponents Hand
6	Strafe	M	2	Then A = 2
7	Point Defense	D	-	
8	Punch	A	1	
9	Fly	M	3-5	
10	Hover	M	2-3	

Iron Patriot Action Table

#	Action	Type	Value	Notes:
1	Stun Baton	A	1	Stun
2	Firepower	A	2	
3	Flight Path	M	3	
4	Guns Blazing	A	3	
5	Pursuit	M	4	
6	Sonic Beam	A	2	Stun
7	Slam	M	1	Then A = 1 Knockback
8	Dodge	D	-	
9	Armor	D	-	
10	Soar	M	3-4	

Web Attacks

Some attacks have the web Description. These do not cause any Hit point loss, however the Hero hit by one cannot Perform any more actions until the end of next turn unless a Face card is played To break the Webbing.

Knockback Attacks

Some attacks have the Knockback Description. In addition to causing Hit Point loss the target is moved 1 Space away according to The attackers wishes.

Hold Action

Same as Black Jack but with a Range of 1.

Table Nomenclature

- A** Attack
- D** Defense
- M** Movement
- N** Negate
- X** Special
- K** Like a Knight in Chess

Black Widow Action Table

#	Action	Type	Value	Notes:
1	Strategist	X	-	Draw 2 Cards & Discard 1
2	Stun Gun	A	2	Stun
3	Martial Arts	X	-	Hold
4	Crotch Shot	A	1	Stun
5	Whirling Kick	A	1	
6	Infiltrate	M	K	
7	Flip Opponent	A	1	Knockback
8	Spy	X	-	Look at Opponent's Hand
9	Dodge	D	-	
10	Run	M	3	

Spiderman Action Table

#	Action	Type	Value	Notes:
1	Wall Crawling	M	K	
2	Web Slinging	A	2	Web
3	Web Swinging	M	3	
4	Entangle	A	1	Web
5	Flying Kick	M	2	Then A = 1 Knockback
6	Backflips	D	-	Then M = 2
7	Web Balls	A	3	Web
8	Ground Roll	D	-	Then M = 1
9	Retreat	D	-	Then M = 3
10	Disarm	X	-	Hold

Vision Action Table

#	Action	Type	Value	Notes:
1	Energy Beam	A	4-5	Does 2 Hit Points of Damage
2	Impact	M	1	Then A = 1
3	Topple Building	A	3-4	
4	Intervene	X	-	Hold
5	Phase Out	D	-	
6	Approach	M	1	
7	Hover	M	2	
8	Glide	M	3	
9	Withdraw	D	-	Then M = 2
10	Observe	X	-	Look at next 5 cards in Deck

Black Panther Action Table

#	Action	Type	Value	Notes:
1	Claws	A	1	
2	Super Leap	M	3	
3	Flurry of Kicks	A	1	
4	Whoop Ass	A	1	Stun
5	Jump Kick	M	1	Then A = 1

#	Action	Type	Value	Notes:
6	Slam	M	2	Then A = 1 Knockback
7	Duck	D	-	
8	Knee	A	1	
9	Run Like Hell	M	K	
10	Shred	A	1	

Captain America Action Table

#	Action	Type	Value	Notes:
1	Shield Bash	A	1	Stun
2	Elbow Strike	A	1	
3	Shield Block	D	-	
4	Throw Shield	A	2-3	
5	Deflect	D	-	
6	Run Down	M	3-K	
7	Rally Team	X	-	Draw 2 Cards and Discard 1
8	Dodge	D	-	
9	Front Kick	A	1	Knockback
10	Unbalance	X	-	Hold

Hawkeye Action Table

#	Action	Type	Value	Notes:
1	Straight Shot	A	3-4	
2	Hand to Hand	A	1	
3	Trick Shot	A	K	
4	Distract	X	-	Hold
5	Run Away	D	-	Then M = 2-3
6	Take Cover	D	-	
7	Grapple	X	-	Hold
8	Arrow Salvo	A	2-3	
9	Interfere	X	-	Negate Hold or Web on any Hero
10	Tactics	M	K	

Scarlet Witch Action Table

#	Action	Type	Value	Notes:
1	Force Push	A	2	Knockback
2	Fling Foe	A	3	Knockback
3	Toss Cars	A	4	
4	Stop Blow	D	-	Versus any Friendly within 3 Spaces
5	Kinetic Blow	A	3	
6	Run Away	D	-	Then M = 2
7	Take Cover	D	-	
8	Force Grab	A	2	Stun
9	Reposition	M	3	
10	Twist Foe	A	2	

Ant Man Action Table

#	Action	Type	Value	Notes:
1	Teamwork	X	-	Draw 2 Cards and Discard 1
2	Sabotage	X	-	(As Ant Man) Hold
3	Miniaturize	D	-	(As Ant Man)
4	Surprise	A	1	(As Ant Man)
5	Swat	A	1-2	(As Giant Man)
6	Crush	A	2	(As Giant Man)
7	Smack	A	2	(As Giant Man) Knockback
8	Throw Truck	A	3	Stun
9	Super Size	D	-	Or use as Red Jack
10	Get Around	M	2-3	-

Bucky The Winter Soldier Action Table

#	Action	Type	Value	Notes:
1	Metal Arm	A	1	Or Defense
2	Run	M	3	
3	Dodge	D	-	
4	Duck	D	-	
5	Slam	M	1	Then A = 1 Knockback
6	Sprint	M	K-4	
7	Punch	A	1	
8	Lock	X	-	Hold
9	Block	D	1	
10	Surgical Strike	A	1	Stun

Falcon Action Table

#	Action	Type	Value	Notes:
1	Wings	M	3-5	
2	Swoop	M	3	Then A = 1
3	Hover	M	1-3	
4	Evasion	D	-	Then M = 2-3
5	Wing Block	D	-	

#	Action	Type	Value	Notes:
6	Charge	M	2	Then A = 1 Stun
7	Drone Impact	A	2-3	
8	Drone Drag	A	3	Knockback
9	Chase	M	K	
10	Flyby	M	4	Then A = 1





Men In Black

Introduction

Card game for 2+ players. Players are Men in Black, protecting the Earth from the Scum of the Universe.

Disclaimer

MIB is a licensed, trademarked, copyrighted property. This is merely a fan site.

Victory

The first player to defeat 3 Major Aliens is the winner.

The Deck

Players share a common deck.

Card Types

There are 9 card types: Agents, Major Aliens, Lesser Aliens, Clues, Plot Twists, Helpers, Equipment, Weapons, Events

Dice

Six sided dice are needed to play. Use coins & tokens for markers.

Setup

Roll high on 1D6 to see who goes first. Each Player starts the game with 1 Agent card and 1 Major Alien card in Play. Each player starts with a hand of 5 cards.

1D6	Result:
1-2	Add 1 to your Investigation skill Level for this turn.
3-4	Add 1 to your Combat skill Level for this turn.
5+	Draw 1 card.

If the deck ever runs out, shuffle the discard & draw from it.

Plot Phase

If you have no Major Alien Card in play, you may put one into play from your hand. (Cards 'put into play' are placed face-up onto the table in front of you) You may play 1 plot twist card on an opponent's Major Alien Card. Plot Twist cards increase the Plot Level of a Major Alien Card.

Men In Black

Cards are used to represent Agents or MIB (Men in Black) A player can have a maximum of 2 agents (partners) in play at one time. Each agent has a name (one letter of the Alphabet) or is a Rookie. Each agent has 3 skills: Investigation, Combat, and Style.

Each skill has a point range from 1 to 3(4). Investigation Skill allows the agent to draw more cards in Investigation Phase. Combat Skill allows the agent to roll more dice in Confrontation Phase.

A player must have at least 1 agent in play to act in Investigation & Confrontation Phases.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Briefing Phase
2. Plot Phase
3. Recruit Phase
4. Investigate Phase
5. Confrontation Phase
6. Debriefing Phase

Briefing Phase

Draw 2 cards. Style: For every level of Style you have roll 1D6:

Recruit Phase

You may put Agents, Weapons, Equipment, & Helper cards into play from your hand. You may only have 2 Agents in play at one time. (you may not normally replace one with another) Weapons, Equipment, & Helper cards must be 'attached' to an Agent.

Each Agent may have a maximum of one weapon attached. Only one Agent may have one vehicle.

Investigate Phase

1. Add up the Investigation skill levels of your Agents. This is your Clue Draw Total Certain Equipment, Event, & Helper cards may increase

these levels.

2. Draw a number of cards equal to your Clue Draw Total.
3. Keep Clue cards and discard all other types of cards.
4. Put these Clue cards into play in front of you. (Your Clue Pile) Your Clue pile stays in play until your Major Alien is defeated. Every Clue card has a Clue Rating.
5. Add up the Clue Ratings of all of your Clue Cards in your Clue pile.
6. If your Total Clue Rating is equal to or greater than the Plot level of your

Major Alien Card you have 'Solved the Mystery' of your Major Alien.

Confrontation Phase

Your Agents may attack your Major Alien. * In order to attack you must have Solved the Mystery of your Major Alien.

1. Add up the Combat skill levels of your Agents. This is your Combat Dice Total. Certain Equipment, Event, & Helper cards may increase these levels.
2. Roll a number of dice equal to your Combat Dice Total. Add up these rolls. This is your Combat Roll Total (CRT)
3. Roll a number of dice equal to the Combat Rating of the Major Alien. Add up these rolls. This is the Alien Roll Total (ART)
4. If the CRT exceeds the ART the Agents win. If the ART equals or exceeds the CRT the Alien wins

and remains in play.

5. If your Agents did not attack your Major Alien this turn, your opponent may Play a Lesser Alien card. Your Agents must fight the Lesser Alien as described above.
6. After any combat, all your Weapons cards in play are discarded. If you lose a Combat, you automatically skip your next Investigate & Confrontation Phase and draw 2 cards instead. (Agents are recovering, rearming, and making new plans)

Debriefing Phase

If you defeated your Major Alien last phase, the mission is a success. (Remember, you must defeat 3 major Aliens to win) After a successful mission, you must discard all your cards in play except Agents (Weapons, equipment, Clue Pile) and draw 3 cards. (Those Agents get new assignments) Max hand size is 7 cards.

Discard excess cards.

Card List Notation

- A** Agents
- M** Major Aliens (Plot Level & Combat Rating)
- L** Lesser Aliens (Combat Rating)
- C** Clues
- P** Plot Twists (Attach to Major Aliens)
- H** Helpers
- Q** Equipment
- W** Weapons
- E** Events (Discard as soon as played: Play when appropriate)

Mib Common Deck Card List

Card Name:	Type	Notes:
Agent K	A	Investigate = 4 Combat = 3 Style = 3
Agent J	A	Investigate = 3 Combat = 3 Style = 4
Agent A	A	Investigate = 2 Combat = 3 Style = 2
Agent D	A	Investigate = 3 Combat = 2 Style = 1
Agent O	A	Investigate = 1 Combat = 3 Style = 2
Agent S	A	Investigate = 3 Combat = 1 Style = 1
Agent Y	A	Investigate = 2 Combat = 2 Style = 2
Agent Q	A	Investigate = 1 Combat = 2 Style = 1
Agent W	A	Investigate = 2 Combat = 1 Style = 2
Agent H	A	Investigate = 2 Combat = 1 Style = 1
Rookies	A	Investigate = 1 Combat = 1 (4 in Deck)
Innocent Bystander	C	Clue Points = 2
Crime Scene	C	Clue Points = 2
Landing Site	C	Clue Points = 1
Physical Evidence	C	Clue Points = 2
Ultimatum	C	Clue Points = 3
Interrogation	C	Clue Points = 2
Blow Away Jeeb's Head	C	Clue Points = 3

Card Name:	Type	Notes:
Question Lowlifes	C	Clue Points = 2
Follow Up Leads	C	Clue Points = 2
Eyewitnesses	C	Clue Points = 1
Detailed Briefing by Zed	C	Clue Points = 2
Daily Rag Magazines	C	Clue Points = 2
Contacts	C	Clue Points = 1
Mission Control Updates	C	Clue Points = 1
MIB HQ Rumor Mill	C	Clue Points = 2
Hints	C	Clue Points = 2
Alien Artifact Missing	C	Clue Points = 2
Alien Psychology	C	Clue Points = 2
Alien Celebrity	C	Clue Points = 2
Research Databases	C	Clue Points = 1
Alien Forensics	C	Clue Points = 3
Dying Words	C	Clue Points = 3
Cryptic Message	C	Clue Points = 2
Alien Thugs	L	Combat = 6
MIB HQ Infestation	L	Combat = 7
Alien Underlings	L	Combat = 5
Alien Scum	L	Combat = 5
Alien Minions	L	Combat = 6
Giant Subway Worm	L	Combat = 8
Squid Alien Live Birth	L	Combat = 4 (No Weapons Used!)
Alien Breakout	L	Combat = 7
Scum of the Universe	L	Combat = 5
Frank the Pug	H	Investigate +1 or Combat +1
Beautiful Girl	H	Investigate +1
Junior Agents	H	Investigate +1
Annelids(Worms)	H	Investigate +1
Eye Guy	H	Combat +2
Containment Team	H	Combat +2
Unknown Location	P	Plot Level +1
Disguise	P	Plot Level +1
Deadline	P	Plot Level +1
Personal Stake	P	Plot Level +1
Unknown Alien	P	Plot Level +1
Third Eye Guy Spy	P	Plot Level +1
Unknown Mission	P	Plot Level +1
Hostages	P	Combat Rating +1
Secret Mission	P	Plot Level +1
Baltian Bodysuit	P	Plot Level +1
Doomsday Weapon	P	Plot Level +1
Misdirection	P	Plot Level +1
Time Jump	P	Plot Level +1
Secret Identity	P	Plot Level +1
Unpredictable	P	Plot Level +1
Alien Technology	P	Plot Level +1
Neuralyze Partner	E	Replace one of your agents with one in your hand
Neuralyze Opponent	E	Opponent must discard his hand
Zinger	E	Discard target Equipment or Weapon
Deneuralyzer	E	Put Agent card in Discard into your Hand
Jeeb's Pawnshop	E	Put Equip/Weapon card in Discard into your Hand
MIB Arsenal	E	Put Weapon card in Discard into your Hand

Card Name:	Type	Notes:
Rookie Move	E	Opponents Combat Dice Total is -2
Spraaaaaak & Bob	E	Draw 5 cards and discard 4 cards
Standard Galactic Week	E	Draw 2 cards
Fifth Dimmensional Being	E	Draw 3 cards
Best of the Best	E	Style +4
I make this look good	E	Style +3
Spectral Analyzer	Q	Investigate +1
Truth Detector	Q	Investigate +1
Carte Noire ID Card	Q	Investigate +1
Camera	Q	Investigate +1
Alien Decoder Ring	Q	Investigate +1
Cell Phone	Q	Investigate +1
Bio Net	Q	Investigate +1
Plastic Explosives	Q	Combat +2 (One Use)
37 Hour Alarm Clock	Q	Investigate +1
Universal Translator	Q	Investigate +1
Neuralyzer	Q	Investigate +1
Only Suit you'll ever need	Q	Style +1
Black Shades	Q	Style +1
Converted Roadster	Q	Vehicle: Style +2
MiB Ford LTD	Q	Vehicle: Style +1
MiB Minivan	Q	Vehicle: Style +1
MiB Plain Black Car	Q	Vehicle: Style +1
Monocycles	Q	Vehicle: Style +1
Jet Packs	Q	Vehicle: Style +1
Acme Destructor Watch	W	Combat +1
J2 Standard Sidearm	W	Combat +1
Blaster Pistol	W	Combat +1
Plasma Rifle	W	Combat +3
Electrostatic De-Oxygenator	W	Combat +2
Reverberating Carbonizer	W	Combat +3
Arquillian Arm Cannon	W	Combat +3
Multi-phasic Sandblaster	W	Combat +2
Megasonic Destructor Ray	W	Combat +2
Ball Gun Accelerator	W	Combat +2
Laser Streamer	W	Combat +3
Proto-cyclotron Blaster	W	Combat +3
MiB Special Issue	W	Combat +2
Series 4 Deatomizer	W	Combat +2
Noisy Cricket	W	Combat +3
Heat Ray	W	Combat +1
Korlian XT-17	W	Combat +3
Anti-Matter Gun	W	Combat +3
Kylothian Monster	M	Plot Level = 8 Combat = 12
Cephalopod Smugglers	M	Plot Level = 11 Combat = 9
Shark Mouth Escapes	M	Plot Level = 10 Combat = 10
Full Grown Bug	M	Plot Level = 9 Combat = 11
Altonian Assassin	M	Plot Level = 10 Combat = 10
Alien Abductions	M	Plot Level = 12 Combat = 8
Boris the Animal	M	Plot Level = 11 Combat = 9





Pacific Rim Match Up

Introduction

Card Game for 2+ players. Based on The Pacific Rim Movie. Kaiju vs Jaeger Combat.

Disclaimer

Pacific Rim is a licensed, copyrighted property. This is merely a fan site.

Victory

Destroy all enemy units. Units are destroyed when they are reduced to zero or less Hits.

Hits

Each unit (Kaiju and Jaeger) start with 20 Hits. Use Tokens to keep track of hits.

The Deck

Players share a common 52 card deck.

Face Cards

Each Face card has a unique ability for each unit. These are described in each Units unique Face card list.

Number Cards

Number cards are used the same way by all units depending on their Suite.

Heart Suite — Attack Cards

Numbered cards of the Heart Suite are Attack cards. In order for your unit to attack during a turn, it must play an Attack card (or Play a Face card that provides an attack bonus).

Diamond Suite — Dodge Cards

Numbered cards of the Diamond Suite are Dodge cards. If your opponent plays an Attack card, you may dodge it, if you play a Dodge card of equal or higher value. (Or a Face card that provides a Dodge bonus)

Club Suite — Damage Cards

Numbered cards of the Club Suite are Damage cards. If you made an attack that was not dodged by your opponent, you may play a Damage card to determine how many Hits worth of damage the Attack

will cause. (You may play a Face card that provides a Damage bonus instead)

Spade Cards — Armor Cards

Numbered cards of the Spade Suite are Armor cards. If you were hit by an attack and damaged, you may play an Armor card to Reduce the damage by that amount. (You may play a face card that provides an Armor bonus instead)

Hand Size

All players have a Base Hand Size of 7 Cards. This may be decreased by Critical Hits.

Setup

Each player picks one Kaiju or Jaeger to control. There should be equal numbers of each if possible. Players may play 2 units, but must have a separate hand for each.

Shuffle the deck. Each player draws 1 card. High card goes first (Aces High). Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Draw Phase
2. Tactics Phase
3. Attack Phase
4. Dodge Phase
5. Damage Phase
6. Armor Phase
7. Combo Counter Phase
8. End Phase

Draw Phase

Each player fills their card hand to their base Hand size. Seven is the base hand size of all units. Hand size can be decreased If the deck ever runs out, shuffle the discard and draw from it.

Tactics Phase

The current player may discard up to 4 cards and draw replacements.

Attack Phase

The current player (the attacker) picks a target enemy unit to attack (the defender). The attacker plays an Attack (Heart) card. The attacker may play 1 or more Face cards to increase his Attack Score.

Dodge Phase

The Defender may play a Dodge (Diamond) card. The Defender may play 1 or more Face cards to increase his Dodge Score. If the Dodge Score is equal to or greater than the Attack score, the Attack misses: Skip Damage and armor phases.

Damage Phase

If the Attack Hit (was not Dodged), the Attacker plays a Damage (Club) card. The attacker may play 1 or more Face cards to increase his Damage Score.

Armor Phase

The Defender may play an Armor (Spade) card. The Defender may play 1 or more Face cards to increase his Armor Score. If the Armor Score is equal to or greater than the Damage score, the Attack does no damage. If the Damage score is higher, the Defender takes Hits equal to the difference.

Combo Counter Phase

The Attacker may play a Face card with the Combo ability to attack an additional Time this turn. This attack may be against a different opposing unit. After this, the Defender may play a Face card with the Counter trait to Also make an attack this turn (against the current player). Note: All played cards are discarded after their effect takes place.

End Phase

All players may discard up to 2 cards.

Face Card Traits

Some face cards will enable special abilities such as: Critical, Combo, Incapacitate, Acid, Pilot, etc. These abilities are referred to as traits.

Gipsy Danger Jaeger Face Card List

Card	Name	Notes
JH	Plasma Casters	Damage +3 and Negate Kaiju Blue
QH	Chain Sword Slice	Damage +4 and Attack +1
KH	Elbow Rocket	Attack +3 and Damage +2
AH	Raleigh	Pilot Opportunity and Damage +2
JD	Analog	Armor +3 and Negate EMP
QD	Gunslinger	Opportunity and Damage +2
KD	Rear Jets	Grapple and Attack +2
AD	Stabilizers	Opportunity and Dodge +2
JC	Vortex Turbine	Grapple and Damage +2

Trait: Critical

Play a Face card with the Critical Trait when you do Damage to an opponent. The opponent's Base Hand size will be reduced by 1 for the rest of the game.

Trait: Incapacitate

Kaiju may play this when they damage a Jaeger. One of the pilots is knocked out. Randomly determine which Pilot. That Pilot card cannot be played for the rest of the game.

Trait: Negate

These cards can be played immediately by the defender to negate the Appropriate Card (or Trait) just played or to prevent it from being played this turn.

Trait: Acid

Kaiju may play this when they damage a Jaeger. At the beginning of each of its turns the Jaeger takes 1 Hit and then must flip a coin: Heads: Nothing. Tails: the Acid is used up: the Acid attack does no more damage. Note: Kaiju Blue is the Glowing Acidic Blood common to all Kaiju.

Attacks that cauterize the wounds they inflict will negate Kaiju Blue.

Trait: Opportunity

You may immediately draw 1 card from the deck and put it into your hand.

Trait: Grapple

The opposing unit must immediately discard one card from its hand.

Trait: Emp

Instead of Making a normal attack the Kaiju may play an EMP. One opposing Jaeger may not attack on its next turn and may not play Counters or Dodge cards until after this Kaiju finishes its next turn.

Card	Name	Notes
QC	Coolant Vent	Grapple and Counter
KC	Chain Whip	Attack +4 and Damage +1
AC	Torque Drivers	Counter and Dodge +2
JS	Mako Mori	Pilot. Opportunity and Combo
QS	Uppercut	Draw 1 Card and Attack +2
KS	Bisection	Critical
AS	Find Weak Point	Damage +5

Knife Head Kaiju Face Card List

Card	Name	Notes
JH	Heavy Built	Armor +5
QH	Impale	Incapacitate
KH	Shell Back	Armor +4 and Dodge +1
AH	Dominant Arms	Damage +2 and Attack +3
JD	Secondary Arms	Grapple and Attack +2
QD	Lunge	Attack +4 and Damage +1
KD	Jagged Jaws	Grapple and Damage +2
AD	Play Dead	Attack +5
JC	Claws	Attack +2 and Damage +3
QC	Cunning	Opportunity and Attack +2
KC	Roar	Opportunity and Dodge +2
AC	Snout Blade	Damage +5
JS	Rip Off Arm	Critical
QS	Relentless Assault	Combo and Damage +2
KS	Slashing and Snapping	Counter and Attack +2
AS	Kaiju Blue	Grapple and Acid

Striker Eureka Jaeger Face Card List

Card	Name	Notes
JH	Angel Wings	Dodge +5
QH	Brass Knuckles	Grapple and Damage +2
KH	Sting Blades	Damage +3 and Negate Kaiju Blue
AH	Chuck	Pilot. Opportunity and Attack +2
JD	Herc	Pilot. Opportunity and Damage +2
QD	Mark-5	Any +2
KD	Anti-Kaiju Missiles	Damage +5
AD	Dirty Boxer	Opportunity and Grapple
JC	Six Shooter	Combo and Attack +2
QC	Chest Launcher	Counter and Damage +2
KC	Strong	Armor +3 and Damage +2
AC	Speed & Agility	Attack +2 and Dodge +3
JS	Brutal Brawler	Armor +2 and Damage +3
QS	Stunner Warheads	Damage +4 and Attack +1
KS	Dispatch	Critical
AS	Advanced Visors	Opportunity and Dodge +2

Otachi Kaiju Face Card List

Card	Name	Notes
JH	Evasion	Dodge +5
QH	Tail Lash	Attack +3 and Damage +2
KH	Ambush	Attack +5
AH	Acid Spit	Opportunity and Acid
JD	Head Crush	Incapacitate
QD	Talons	Grapple and Attack +2
KD	Winged Fury	Dodge +3 and Counter
AD	Acid Stream	Acid and Damage +2

Card	Name	Notes
JC	Disarm	Opportunity and Combo
QC	Kaiju Blue	Grapple and Acid
KC	Flying Slam	Grapple and Damage +2
AC	Dragon	Opportunity and
JS	Bony Plates	Armor +5
QS	Tail Sweep	Attack +4 and Damage +1
KS	Head Spikes	Armor +2 and Damage +3
AS	Pincer Crush	Critical

Chemo Alpha Jaeger Face Card List

Card	Name	Notes
JH	Aleksis	Pilot. Opportunity and Dodge +2
QH	Incinerator Turbines	Attack +3 and Damage +2
KH	Tesla Fists	Grapple and Armor +2
AH	Sluggernaut	Opportunity and Armor +2
JD	Headshock	Critical
QD	Wrestle	Grapple and Combo
KD	Headlock	Grapple and Attack +2
AD	Pummel	Damage +3 and Attack +2
JC	Heavy	Armor +4 and Damage +1
QC	Best Armored	Armor +5
KC	Power Punch	Damage +4 and Attack +1
AC	Electric Arc	Grapple and Damage +2
JS	Taunt	Opportunity and Counter
QS	Foot Spikes	Armor +2 and Damage +3
KS	Head Reactor	Armor +3 and Negate Incapacitate
AS	Sasha	Pilot. Opportunity and Damage +2

Leatherback Kaiju Face Card List

Card	Name	Notes
JH	Hit and Run Tactics	Dodge +3 and Attack +2
QH	Hard Protrusions	Armor +3 and Damage +2
KH	Thick Skin	Armor +5
AH	Rage	Opportunity and Damage +2
JD	Organic EMP	EMP
QD	Attack from Behind	Attack +5
KD	Crush Cockpit	Incapacitate
AD	Kaiju Blue	Grapple and Acid
JC	Rip Apart	Critical
QC	Charge	Attack +1 and Damage +4
KC	Bearhug	Grapple and Opportunity
AC	Throw	Grapple and Damage +2
JS	Improvised Weapon	Counter and Attack +2
QS	Shoving Match	Grapple and Attack+2
KS	Gorilla Guile	Combo and Attack+2
AS	Head Crest	Attack +2 and Damage +3

Crimson Typhoon Jaeger Face Card List

Card	Name	Notes
JH	Cheung	Pilot. Opportunity and Attack +2
QH	Jin	Pilot. Opportunity and Combo
KH	Hu	Pilot. Opportunity and Dodge +2
AH	Thundercloud Formation	Damage +5
JD	High Kick	Attack +2 and Damage +3
QD	Rotating Claws	Attack +3 and Damage +2
KD	Flexibility	Dodge +4 and Attack +1
AD	Counter Attack	Counter and Attack +2
JC	Flip	Dodge +5
QC	Toss	Grapple and Attack +2
KC	Triple Threat	Draw 3 Cards and Discard 2 Cards
AC	Titanium Alloys	Armor +5
JS	Mobility	Dodge +2 and Attack +3
QS	Shoulder Shields	Armor +3 and Attack +2
KS	Rear Jets	Grapple and Damage +2
AS	Situational Awareness	Any +2

Raiju Kaiju Face Card List

Card	Name	Notes
JH	Armored Back	Armor +5
QH	Tripartite Jaw	Damage +4 and Attack +1
KH	Kaiju Blue	Grapple and Acid
AH	Stalk	Attack +5
JD	Tear off Arm	Critical
QD	Circle Back	Dodge +5
KD	Speed	Attack +3 and Dodge +2
AD	Fastest Kaiju	Combo and Attack +2

Card	Name	Notes
JC	Heavy	Armor +4 and Damage +1
QC	Iguana	Opportunity and Attack +2
KC	Croc	Opportunity and Damage +2
AC	Tail Smack	Grapple and Damage +2
JS	Bite	Incapacitate
QS	Strength	Attack +2 and Damage +3
KS	Thrash	Counter and Damage +2
AS	Agility	Opportunity and Dodge +2

Coyote Tango Jaeger Face Card List

Card	Name	Notes
JH	Mortar Cannons	Damage +4 and Attack +1
QH	Counter Striker	Counter and Attack +2
KH	Energy Casters	Damage +2 and Attack +3
AH	Gunnar	Pilot. Opportunity and Attack +2
JD	Vic	Pilot. Opportunity and Dodge +2
QD	Light Armor	Armor +1 and Dodge +4
KD	Warship Motif	Armor +3 and Damage +2
AD	Cobra Attack	Attack +2 and Damage +3
JC	Synchronized Blast	Combo and Attack +2
QC	Low Neural Load	Dodge +3 and Negate Incapacitate
KC	Throwdown	Grapple and Damage +2
AC	Deadly Maneuver	Critical
JS	Great Speed	Dodge +5
QS	Long Range Attack	Opportunity and Damage +2
KS	Mecha	Any +2
AS	Hand to Hand	Grapple and Attack +2

Scunner Kaiju Face Card List

Card	Name	Notes
JH	Bull Rush	Attack +1 and Damage +4
QH	Gore	Incapacitate
KH	Battering Ram	Attack +3 and Damage +2
AH	Four Arms	Grapple and Attack +2
JD	Plated Body Armor	Armor +5
QD	Kaiju Blue	Grapple and Acid
KD	Claws	Grapple and Damage +2
AD	Thrash	Combo and Damage +2
JC	Protrusions	Armor +3 and Damage +2
QC	Largest Category IV	Opportunity and Armor +2
KC	Coordination	Opportunity and Attack +2
AC	Curved Horns	Attack +2 and Damage +3
JS	Dangerous Foe	Counter and Attack +2
QS	Ambush	Attack +5
KS	Move Fast	Dodge +3 and Attack +2
AS	Sonic Ball	Critical

Generic Jaeger Face Card List

Card	Name	Notes
JH	Primary Pilot	Pilot. Opportunity and Attack +2
QH	Secondary Pilot	Pilot. Opportunity and Dodge +2
KH	Energy Blast	Attack +3 and Damage +2
AH	Armor	Armor +5
JD	Giant Robot	Armor +3 and Damage +2
QD	Tactics	Opportunity and Dodge +2
KD	Maneuver	Dodge +3 and Attack +2
AD	Suplex	Grapple and Damage +2
JC	Hold	Grapple and Attack +2
QC	Evasion	Dodge +5
KC	Critical Hit	Critical
AC	Power Attack	Damage +5
JS	Mecha	Any +2
QS	Counter Blow	Counter and Attack +2
KS	Combo Attack	Combo and Attack +2
AS	Punch	Damage +3 and Attack +2

Generic Kaiju Face Card List

Card	Name	Notes
JH	Giant Monster	Opportunity and Armor +2
QH	Kaiju Blue	Grapple and Acid
KH	Bite	Critical
AH	Smash	Damage +5
JD	Tail Swipe	Combo and Attack +2
QD	Grab	Grapple and Attack +2
KD	Evade	Dodge +5
AD	Tough Hide	Armor +5

Card	Name	Notes
JC	Heavy	Armor +2 and Damage +3
QC	Throw	Grapple and Damage +2
KC	Strength	Attack +2 and Damage +3
AC	Speed	Dodge +3 and Attack +2
JS	Thrash	Counter and Damage +2
QS	Crush	Incapacitate
KS	Surprise	Attack +5
AS	Alien Powers	Opportunity and Dodge +2

Optional Veteran Pilot Bonuses

Veteran or Gifted Pilots such as Raleigh and Mako Mori get 1 random extra Bonus to differentiate them

1D6	Bonus
1	Attack +2
2	Damage +2
3	Dodge +2

from Generic Pilots:

1D6	Bonus
4	Armor +2
5	Combo
6	Counter

Optional Unit Class Stat Modifiers

- All Mark I Jaegers get -1 to all played Number Cards.
- All Mark II Jaegers get no modifier to all played Number Cards.
- All Mark III Jaegers get +1 to all played Number Cards.
- All Mark IV Jaegers get +2 to all played Number Cards.
- All Mark V Jaegers get +3 to all played Number Cards.
- All Category I Kaiju get -1 to all played Number Cards.
- All Category II Kaiju get no modifier to all played Number Cards.

- All Category III Kaiju get +1 to all played Number Cards.
- All Category IV Kaiju get +2 to all played Number Cards.
- All Category V Kaiju get +3 to all played Number Cards.
- For every level above the first a Unit is, it gets 2 extra Hits.

Optional Sample Scenario Rules

Thermonuclear Device: The Jaeger carrying it may activate it, Destroying himself and doing 10 Hits of damage to one target Kaiju And 5 Hits to all other Kaiju.





Paranoia: Troubleshooters

Introduction

Card game based on the Paranoia RPG. Each player represents 1 Clone that is part of a Troubleshooter team. Players try to survive while killing off their opponent's clones.

Objective

Be the last one alive. Kill off all your opponent's clones.

Clone Families

Each player has a family of 6 clones. Every time your clone is killed, one of your remaining clones takes his place. When all six have been killed you lose and are out of the game.

Background

You live underground in a giant complex controlled by a paranoid computer. This complex is called Alpha Complex. The Computer is your friend.

Traitors are executed. Good Citizens help root out Traitors. Mutants are traitors.

Secret Society members are traitors. You are a Mutant and a Secret Society Member. You know very little because of your (Red) low security clearance.

You have been assigned to a team of Troubleshooters. Troubleshooters shoot trouble. Stay Alert! Trust No One! Keep your Laser Handy!

The Decks

There are 2 decks:

1. The Mission Deck
2. The Paranoia Deck

If a deck ever runs out, shuffle the discard and draw from it.

Setup

Players take turns. Roll 1D6 to determine who goes first. Play proceeds clockwise.

Turn Sequence

Each turn has 4 Phases:

1. Requisition Phase
2. Mission Phase
3. Action Phase
4. Debriefing Phase

Requisition Phase

Each player fills their hand to 5 Cards from the Paranoia Deck.

Mission Phase

Flip over the top card of the Mission Deck. This describes an encounter all players must face. The encounter will be one of three types: Combat, Comprehension, or Communication.

Each player must play (discard) one Paranoia card of a matching type to survive. If a player cannot play a matching card his Clone is killed.

Action Phase

The current player may initiate one or more actions. Actions require the expenditure of Paranoia cards. He may continue doing this until he has no cards left in his hand.

The Actions include:

1. Situational Awareness: Discard 2 Comprehension cards to draw 3 Paranoia Cards and put them in your hand.

2. Accusations: Play one or more Treason cards onto an opponent.

The opponent may play Communication cards to discard Treason cards on a One to one basis. If a player has 3 or more Treason cards and no way to Discard them, that clone is immediately terminated by the computer.

3. Shoot the Traitor: The player picks a target opposing player who has at least one Treason card. Both play Combat cards from their hands. The player who plays more combat cards kills the opposing player. If both play an equal number of cards then roll 1D6: The higher roll wins.

If still tied, both are killed.

4. Special Actions: Some cards allow for special actions when played.

These special actions (SA) are described on the individual cards. All played cards from Action Phase are discarded.

Debriefing Phase

Max hand size is 5 cards. Discard any excess cards.

Card Notations

- X** Combat
- Y** Comprehension
- Z** Communication
- T** Treason

The Mission Deck

Card:	Type:	Notes:
Plasma Turrets	X	
R & D Explosion	Y	
Live Fire Training Exercise	X	
Jackbots with Hand Weapons	X	
Interrogation	Z	
Weapons Malfunction	Y	
Equipment Failure	Y	
CPU Investigators	Z	
Structural Collapse	Y	
Questioned by Superior	Z	
Internal Security Goons	X	
Minefield	Y	
Combot Patrol	X	
Go Outside	Y	
Vulture Squadron	X	
Nuclear Meltdown	Y	
Hostile Environment	Y	
Derranged Docbot	Y	

Card:	Type:	Notes:
Rogue Psion	X	
Anti-Mutant Agents	X	
Church of the Computer Fanatics	Z	
Spy from another Alpha Complex	Y	
Humanist Protestors	Z	
Cabal of Mystics	Z	
Purge Saboteurs	X	
Frankenstein Destroyers	X	
Corpore Metal Conspirators	X	
Gathering of Romantics	Y	
Pro-Tech Cyborgs	Y	
Communist Plot	X	
Computer Phreaks	Y	
Servants of the Illuminati	Y	
Free Enterprise Entrepreneurs	Z	
Death Leopard Maniacs	X	
Sierra Club Members	Z	

The Paranoia Deck

Card:	Type:	Notes:
Stay Alert!	X	
Trust No One!	T	
Keep your Laser handy!	X	
The Computer is your Friend!	T	
Spurious Logic	Z	
Vehicular Repair Skill	Y	
Computer Programming	Y	
Engineering	Y	
Plasma Generator	X	
Laser Pistol	X	
Secret Society	T	
Serve the Computer	Z	
Paranoia	T	
Intercepted Messages	T	
Confession Booths	T	
Good Citizen	T	
Shoot First	X	
Ask Questions Later	X	
Mutant	T	
Shoot Trouble	X	
Security Breach	T	
Inevitable Betrayal	T	
Enemy of the Computer	T	
Commie Infiltrator	T	
Service Group Membership	Y	
Dangerous Secrets	T	
Mechanical Aptitude	Y	

Card:	Type:	Notes:
Precognition	X	
Telekinesis	X	
Telepathy	Z	
Empathy	Z	
Machine Sense	Y	
Eidetic Memory	Y	
Suggestion	Z	
Mental Blast	X	
Robotics	Y	
Bribery	Z	
Fast Talk	Z	
Bootlicking	Z	
Con	Z	
Oratory	Z	
Energy Rifle	X	
Ice gun	X	
Needle gun	X	
Flamethrower	X	
Slugthrower	X	
Tangler	X	
Gauss gun	X	
Propaganda	Z	
Grenades	X	
Cone Rifle	X	
Demolition	X	
Suspicious Behavior	T	
Failure to Obey	T	

Card:	Type:	Notes:
Reflec Armor	X	
Intimidation	Z	
Commendation Note	Z	
Advanced Senses	Y	
Regeneration	X	
Charm	Z	

Card:	Type:	Notes:
Truncheon	X	
Neurowhip	X	
Ambush	X	
Stealth	X	
Mind Control	Z	
Sabotage	T	





Phasers

Introduction

Board & card game for 2 players. Battle between two Star Trek Fleets. Abstract skirmish level combat. Each figure represents a single Ship (unit).

Victory

You win if you Destroy the opposing Dreadnaught.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. There are 4 types of Ships: Scouts, Destroyers, Cruisers, Dreadnaughts.

Ship Table

#	Type	Hits
2	Scout	1
3	Destroyer	2
2	Cruiser	3
1	Dreadnaught	4

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back rows. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Card List

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it. Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a Ship to move like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Scout ships can be moved twice per turn.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy Ship that is the target of the attack takes damage equal to the Damage value of the card.

Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Shield cards reduce the amount of damage done by the attack. Shield cards automatically negate Transporter Mines & Boarding Parties. Cruisers & Dreadnaughts can attack twice per turn.

Card List Notation

- M** Movement
- A** Attack
- D** Defense
- X** Special
- K** as a Knight would move in Chess
- Type** Purpose of card
- Dam** Damage (inflicted or prevented)
- #** Number of that card in the Deck.

Card Name:	#	Range	Dam	Type	Notes
Defensive Phasers	3	1-2	1	A	
Phasers	3	3	1	A	
Offensive Phasers	3	4	1	A	
Transporter Mines	2	1	2	A	
Special Attack	3	1	4	A	
Drone Missiles	2	5	3	A	
Boarding Party	2	1	5	A	
Security	2	-	-	D	Negate Boarding Party
Wild Weasel	2	-	-	D	Negate Drone Attack
Shields	3	-	1	D	
Directed Shields	3	-	2	D	
Full Power Shields	3	-	3	D	
Special Defense	3	-	-	D	Negate Attack
Warp 1	3	1	-	M	
Warp 2	3	2	-	M	
Warp 3	2	3	-	M	
Warp 4	2	4	-	M	
Warp 5	2	5	-	M	
Warp 6	2	6	-	M	
Warp 7	2	7	-	M	
Worm Hole	2	K	-	M	
Sensors	4	-	-	X	Look at opponents hand
Tactics	3	-	-	X	Discard to draw 3 cards

Special Defense Card

Defensive card that negates any one Attack. For the Romulans this represents their Cloaking Device. For the Klingons this represents the increased Speed & Agility of their Ships.

For the Federation this represents their advanced Shields & Sensors.

Special Attack Card

Attack card that causes 4 damage at a range of 1 space. For the Romulans this represents their Plasma

Torpedoes. For the Klingons this represents their Disruptor Banks.

For the Federation this represents their Photon Torpedoes.

Card Set By Zak

I'm working on a complete thoth module with board & counters.





Power Rangers

Introduction

Card game for 2 players.

The Decks

One player gets a Ranger Deck. The other player gets a Bad guy Deck.

- Season 1: The MIGHTY MORPHIN POWER RANGER Deck is paired with the RITA REPULSA Deck.
- Season 2: The WHITE RANGER Deck is paired with the LORD ZED Deck.

Victory

The first player to win 5 hands wins the game.

Turn Sequence

Each turn has 4 phases:

- Draw Phase
- Plot Phase
- Attack Phase
- Victory Phase

Draw Phase

Both players fill their hands to 7 cards. If a deck ever runs out shuffle the discard pile & draw from it.

Plot Phase

Players may discard up to 4 cards & draw replacements.

Attack Phase

Played cards are placed face up onto the table. Each player may play 1 Special card and 1 Plot card. The Rita player may play 1 Monster card.

The Rita player may play more than one Lesser Minion, but they must be of the same type. (Example: Only

Putties, or only Tenguas) The Rita player may play more than one Ally, but they must all be different. (Example: You can't have 2 copies of Goldar out at one time) The Ranger player may play more than one Ranger, but they must all be different.

The Ranger player may play more than one Dinozord, but they must all be different. The Ranger player may play only one Megazord. Weapon cards must be attached to Rangers to be played.

A Ranger can only have one Weapon attached. Zord Weapon cards must be attached to Zords to be played. Megazord Weapon cards must be attached to a Megazord to be played.

If 5 or more different Ranger cards are played the Ranger Player gets a +10 Force bonus. If 5 or more different Dinozord cards are played the Ranger Player gets a +10 Force bonus. If both players play a Green Power Ranger, both cards are discarded.

Victory Phase

Every card has a Force value. Each player adds up the total force of all of his played cards. The player with the highest total wins the hand.

Discard all played cards.

Card Type Abbreviations

- # Number of that card in the deck.
- S** Special
- P** Plot
- R** Power Ranger
- W** Weapon
- DZ** Dinozord
- MZ** Megazord
- MZW** Megazord Weapon
- ZW** Zord Weapon
- A** Allies
- L** Lesser Minions
- M** Monster

Mighty Morphin Power Ranger Deck Card List

Card Name	#	Type	Force	Notes
Zordon	1	S	10	Leader of the Power Rangers
Alpha 5	1	S	9	Robot aide to Zordon
Command Center	1	S	8	
Power Coins	1	S	7	Transmorphers
Wrist Communicators	2	S	3	

Card Name	#	Type	Force	Notes
Bulk & Skull	1	S	4	2 local thugs in Angel Grove
Teamwork	1	P	10	
Teenagers with Attitude	1	P	9	
Learn about Danger	1	P	10	
Recruit Allies	1	P	10	
Teleportation	1	P	9	
Confront Fears	1	P	9	
Save your Friends	1	P	10	
Escape Plan	1	P	9	
Break Spell	1	P	10	
Rescue Mission	1	P	10	
Quest	1	P	10	
Get Special Weapons	1	P	10	
Pink Ranger	3	R	6	Kimberly
Black Ranger	3	R	7	Zack
Blue Ranger	3	R	8	Billy
Red Ranger	3	R	9	Jason
Yellow Ranger	3	R	5	Trini
Green Ranger	2	R	10	Tommy
Tyrannosaurus	2	DZ	9	+5 if Red Ranger Played
Mastodon	2	DZ	6	+5 if Black Ranger Played
Sabretooth Tiger 2	DZ	7	+5 if Yellow Ranger Played	
Pterodactyl	2	DZ	5	+5 if Pink Ranger Played
Triceratops	2	DZ	8	+5 if Blue Ranger Played
Dragonzord	1	DZ	9	+5 if Green Ranger Played
Titanus	1	DZ	8	Carrier Zord
Megazord	3	MZ	10	Assembled from Dinozords
Megazord Tank Mode	2	MZ	10	Cannot attach Megazord Weapons
Mega Dragonzord	2	MZ	11	+5 if Dragonzord played
Ultrazord	1	MZ	12	+5 if Titanus played
Mammoth Shield	1	MZW	6	
Power Sword	1	MZW	7	
Cannons	2	ZW	4	
Laser Cannon	2	ZW	5	
Power Weapons	3	W	4	
Blade Blasters	3	W	3	Pistol/knives
Power Blaster	1	W	5	Assembled from Power Weapons

Rita Repulsa Deck Card List

Card Name	#	Type	Force	Notes
Rita Repulsa	5	S	10	Lead Bad Guy
Alien Moon Palace	1	S	7	
Green Ranger	3	A	9	Before becoming Good
Scorpina	3	A	7	
Goldar	3	A	8	
Squatt	3	A	5	
Baboo	3	A	6	
Finster	3	A	4	

Card Name	#	Type	Force	Notes
Tengas	5	L	4	Bird Men
Putties	7	L	3	Expendable clay warriors
Super Putties	3	L	5	
Divide & Conquer	1	P	10	
Trap	1	P	10	
Disrupt Communications	1	P	9	
Send to Other Dimension	1	P	10	
Damage Morphing Grid	1	P	10	
Impersonation	1	P	9	
Kidnap	1	P	10	
Transformation	1	P	10	
Magic Potion	1	P	10	
Item of Destruction	1	P	10	
Illusions	1	P	9	
Surprise Attack	1	P	10	
Sabotage	1	P	10	
Rampage	1	P	9	
Cause Nightmares	1	P	9	
Capture	1	P	10	
Take Hostages	1	P	10	
Bones	1	M	10	
Mighty Minotaur	1	M	10	
King Sphinx	1	M	10	
Pudgy Pig	1	M	9	
Knasty Knight	1	M	10	
Pineoctopus	1	M	9	
Dark Warrior	1	M	9	
Evil Eye Guy	1	M	9	
Shellshock	1	M	10	
Spit Flower	1	M	9	
Samurai Fan Man	1	M	9	
Fang	1	M	10	
Hatchosaurus	1	M	10	
Polluticorn	1	M	10	
Cyclopsis	1	M	10	
Lizzinator	1	M	10	
Rhino Blaster	1	M	10	
Mutant Rangers	1	M	10	

White Ranger Deck Card List

Card Name	#	Type	Force	Notes
Zordon	1	S	10	Leader of the Power Rangers
Alpha 5	1	S	9	Robot aide to Zordon
Command Center	1	S	8	
Power Coins	1	S	7	Transmorphers
Wrist Communicators	2	S	3	
Bulk & Skull	1	S	4	2 local thugs in Angel Grove
Teamwork	1	P	10	

Card Name	#	Type	Force	Notes
Teenagers with Attitude	1	P	9	
Learn about Danger	1	P	10	
Recruit Allies	1	P	10	
Teleportation	1	P	9	
Investigate Mystery	1	P	10	
Confront Fears	1	P	9	
Save your Friends	1	P	10	
Escape Plan	1	P	9	
Break Spell	1	P	10	
Rescue Mission	1	P	10	
Quest	1	P	10	
Get Special Weapons	1	P	10	
Pink Ranger	3	R	6	Kimberly
Black Ranger	3	R	7	Adam
Blue Ranger	3	R	8	Billy
Red Ranger	3	R	9	Rocky
Yellow Ranger	3	R	5	Aisha
White Ranger	2	R	10	Tommy: Team Leader
Red Dragon	2	TZ	9	+5 if Red Ranger Played
Lion	2	TZ	6	+5 if Black Ranger Played
Griffon	2	TZ	7	+5 if Yellow Ranger Played
Firebird	2	TZ	5	+5 if Pink Ranger Played
Unicorn	2	TZ	8	+5 if Blue Ranger Played
Tigerzord	1	TZ	9	+5 if White Ranger Played
Tor	1	TZ	8	Giant Turtle Carrier Zord
Thunder Megazord	3	MZ	10	Assembled from Thunderzords
ThunderzordAssault Team	2	MZ	10	Cannot attach Megazord Weapons
Mega Tigerzord	2	MZ	11	+5 if Tigerzord played
Thunder Ultrazord	1	MZ	12	+5 if Tor played
Power Sabre	1	MZW	7	
Cannons	2	ZW	4	
Laser Cannon	2	ZW	5	
Power Weapons	3	W	4	
Blade Blasters	3	W	3	Pistol/knives
Power Blaster	1	W	5	Assembled from Power Weapons
Power Cannon	1	W	7	
Saba	1	W	6	+5 if White Ranger Played
Shark Cycles	1	W	7	Cannot be played with Megazords

Lord Zed Deck Card List

Card Name	#	Type	Force	Notes
Lord Zed	5	A	10	Lead Bad Guy
Rita Repulsa	3	A	10	
Alien Moon Palace	1	S	7	
Scorpina	3	A	7	
Goldar	3	A	8	
Squatt	3	A	5	
Baboo	3	A	6	

Card Name	#	Type	Force	Notes
Finster	3	A	4	
Tengas	5	L	4	Bird Men
Putties	5	L	3	Expendable clay warriors
Super Putties	3	L	5	
Z Putty Patrol	3	L	6	
Confusion Spell	1	P	9	
Diabolical Scheme	1	P	10	
Trap	1	P	10	
Mysterious Dimension	1	P	10	
Cause Nightmares	1	P	9	
Capture	1	P	10	
Ambush	1	P	10	
Convert to Evil	1	P	10	
Sleep Spell	1	P	9	
Energy Drain	1	P	10	
Reverse Time	1	P	10	
Kidnap	1	P	10	
Create New Monster	1	P	9	
Serpentera	3	M	10	
Primator	1	M	10	
Saliguana	1	M	10	
Octophantom	1	M	10	
Showbiz Monster	1	M	9	
Flamehead	1	M	10	
Jaws of Destruction	1	M	10	
Bloom of Doom	1	M	9	
Stag Beetle	1	M	9	
Invenusable Fly Trap	1	M	9	
Guitardo	1	M	9	
Trumpethead	1	M	9	

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Push

Introduction

Board game for 2-4 players. Each player controls a Faction of Psychic Operatives. Based on the Movie of the same Name

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Victory

You win if at the end of your turn you control the center of the board. Control of the center represents the fulfillment of your own Master Plot and the foiling of the plots of the opposing Factions. The center space of the board cannot be entered by any counters.

To control the center space you must occupy with your own operatives the 4 spaces orthogonal or the 4 spaces diagonal adjacent to the Center square.

The Board

The Board is an 11 x 11 Square grid. The 4 spaces in each corner are called Faction Boxes. The Center square is key to winning as described in the "Victory" rules section.

Operatives, represented by counters, occupy squares. No stacking: Max one Operative per space.

The Factions

There are 6 possible Factions players can pick from:

1. Division (Government Agencies)
2. Rebel (Usually Division Escapees)
3. Triad (Mafias, Organized Crime Syndicates, Cartels)
4. Company (Multinational Corporations)
5. Mercenary (Freelance Paramilitaries)
6. Religion (Brain Washing Cult)

Faction Special Abilities

The Action Deck contains 5 Faction Cards. Each of the 6 Factions can use a Faction Card in a different way:

Faction:	Faction Card Use:	Notes:
Divisions	Arrogant	Draw 2 Action Cards
Rebels	Desperate	Reroll any Target Die roll
Triads	Ruthless	Move Operative Diagonally
Companies	Ambitious	Recruit an Operative
Mercenaries	Adventurous	Roll an extra Die roll in Move Phase
Religion	Fanatic	Make a Kill attack

Operative Type List

There are 13 types of Operatives:

Type:	Basic Abilities:
Watchers	Precognition; Can see the Future
Sniffers	ESP; Locate Hidden Things, People
Pushers	Mind Control by Eye Contact
Movers	Telekinesis; Levitate/Repel Objects
Shifters	Illusion; Change Appearance of Objects
Shadows	Hide People/Objects from Psychic Detection
Bleeders	Sonic Vocalizations Rupture Blood Vessels
Stitchers	Healing or Harming by Touch
Wipers	Partial or Complete Amnesia by Touch
Porter	Teleportation of Self only
Phaser	Able to Walk through Walls/Barriers
Changer	Alter Appearance of Self
Squads	Non-Psychic, Heavily Armed, Foot Soldiers

Operative Special Ability List

- 1. Watchers: Change the Future: Reroll 1 or more dice in Move Phase once only each turn. For example: You roll your 3 Movement Dice. You have one watcher and you decide to Reroll 2 of your dice (you could have picked 0, 1, or even all 3). You must keep the results of your Reroll. If you had a second Watcher, you could then repeat the process and Reroll some, all, or none of the dice and so on. For each Watcher you have in play your max hand size increases by 1.
- 2. Sniffers: Zero In: Get +1 or -1 to one Move Roll. This modification only applies if the Sniffer himself is using the Dieroll to move.
- 3. Pushers: Pushers have a lot of powerful Action cards dedicated to them.
- 4. Movers: Repulsion: When moving, they get to push any operatives in their way. Those operatives move in the same direction the Mover is going. More than one Operative at a time may be pushed along in line in this fashion. An Operative pushed off the board may reenter in the owning players Faction Box. If the Faction Box is full the operative is discarded.
- 5. Shifters: Bag of Tricks: Can move Diagonally.
- 6. Shadows: Protection: All attacks against the Shadow or friendly operatives adjacent to the Shadow are at -1 to the Diceroll. Enemy Sniffers cannot use their special +1/-1 Move ability

Type:	Counters in Set:
Watchers	6
Sniffers	5
Pushers	5
Movers	4
Shifters	3
Shadows	3
Bleeders	4

Player Control Marker Sets

Each player has a set of control Markers of a unique color. These are stacked with an Operative Counter on the Map to show ownership.

Dice

Six sided dice are needed.

Action Deck

Players share a common deck. There is one copy of each card in the list. Each card describes an operative type and an attack or special function or self-defense that that operative type can perform.

If the Operative type is "Any" then the card can be used by any Operative.

- to move adjacent to the Shadow or any friendly operative adjacent to the Shadow.
- 7. Bleeders: Run Away: They can chase enemy operatives away with their screams. Use a Move Roll to move an enemy operative that is adjacent to the Bleeder. The operative cannot use any special ability moves when fleeing (for example a Mover cannot Repulse). Sound Carries: Bleeders can attack operatives that are diagonally adjacent.
- 8. Stitchers: Healing Hands: The Stitcher may remove a Incapacitation counter from one adjacent friendly operative in your Move Phase.
- 9. Wipers: Forgetfulness: Enemy operatives orthogonally adjacent to a Wiper cannot move.
- 10. Porter: Port: Use a Move Roll of 6 to move a Porter you control to any empty space.
- 11. Phaser: Jump: A Phaser can move through other operatives. They must end their move in an empty space.
- 12. Changer: Switch: Use a Move Roll of 6 to have the switcher change places with any target Operative.
- 13. Squads: Martyrs: If an enemy operative is adjacent to your squad, the only target they can attack is a squad.

Operative Counter Pool

Operatives are represented by Counters. Players share a common set of operative counters

Type:	Counters in Set:
Stitchers	2
Wipers	2
Porter	2
Phaser	2
Changer	2
Squads	6

Compromise Effect Tokens

There are several types. These are stacked with Operatives to show:

- 1. Incapacitated
- 2. Neutralized
- 3. Captured

Operatives with one or more Tokens are said to be Compromised.

Setup

- Shuffle the Action Deck.
- Place the Operative Counters in a cup.
- Set the Compromise Tokens near the Mapboard.
- Each player picks a set of Control Markers.
- Each player picks one of the 6 Faction Types.
- Each player picks one faction box on the Map.
- Each player picks 4 random Operatives and places them in the 4 squares of
- his faction Box. Place a Control Marker under each of your Operatives.

- Roll high on 1D6 to see who goes first. Play proceeds clockwise.
- Each player is dealt a hand of 5 Action cards.
- The player who goes first only gets 3 cards.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Fate Phase
2. Recovery Phase
3. Move Phase
4. End Phase

Fate Phase

Draw 3 Action Cards and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Recovery Phase

- Roll 1D6 for each Incapacitated Operative. On a roll of 4+ remove the Effect Token.
- Roll 1D6 for each Captured Operative. On a roll of 5+ remove the Effect Token.
- Roll 1D6 for each Neutralized Operative. On a roll of 6+ remove the Effect Token.
- Get +1 to the roll if the Operative is in your faction Box.

Move Phase

Roll 3 Dice: These are your Move Rolls. You may assign each die to one of your operatives. You may chose not to assign some, none, or all of the dice.

A single operative may be assigned a max of one die.

The operative must move exactly that many spaces orthogonally on the Map equal to the value rolled on the move die assigned to him. If he cannot, then the die cannot be assigned to him. Operatives cannot move off the map or into the center space or into opposing

Faction Boxes. You cannot move or attack with Compromised Operatives. Neutralized and Incapacitated Operatives may still be Attacked.

You may choose not to use a Move Roll.

* One Move Roll of 6 may be used to Recruit a new Operative: Draw a random Operative Counter from the Pool and place it in an empty square of your Faction Box. If the Box is Full you may not take this option.

* A Move Roll of 5 may be used to Move any Non-Captured, Compromised Operative you control to an empty space into your Faction Box.

* A Move Roll of 2 may be used to Move any Neutralized Operative you do not control to an empty space into your Faction Box. The Operative then comes under your control. Replace its control marker with one of your own.

* A Move Roll of 1 may be used to steal a random card from an opponent if you have at least one of his Operatives in the captured stste.

* A Move Roll may be used to move enemies you have captured in addition to your own Operatives.

At any time during the Phase the current player may play Action cards from his hand. Cards are discarded as soon as they are played. Some cards call for an attack to Kill: Make sure the Attacking Operative is of the right type to use the card then Roll 1D6:

D6	Result
1-2	No Effect
3-4	Target Incapacitated
5-6+	Target Killed (Discarded)

Attacks are against orthogonally adjacent enemy Operatives. The defending player may play a Defense card (Negate Kill) if he has one and if it applies to the target Attacking and/or Defending Operatives. An Operative incapacitated twice is immediately sent to your Faction Box.

If there is no room in the Box, the Operative is discarded. When Making an Incapacitation Attack roll 1D6:

D6	Result
1	No Effect; 2+ Target gets Incapacitation Effect Token.
	When Making an Neutralization Attack roll 1D6:
1-2	No Effect; 3+ Target gets Neutralized Effect Token.
	When Making an Capture Attack roll 1D6:
1-3	No Effect; 4+ Target gets Captured Effect Token.
	When Making a Control Attack roll 1D6:
1-4	No Effect; 5+ Replace Targets Control Marker with one of your own.

End Phase

Max hand size is 6 cards. Discard excess cards.

Adjacency Terminology & Rules

A space is considered to be adjacent to all other spaces it shares a side or a corner with. Unless otherwise specified Attacks and Moves can only be orthogonal or diagonal.

Action Card List Notations

ATK Attack to Kill

RC Random Card(s)

FAO Friendly Adjacent Operative

Examples Of Action Card Usage

- To play the Trackers card you must have a Sniffer you control in play.

- To play the Disorientation card you must control a Bleeder who is being attacked. The card must be played before the Attack roll is made.
- To play the Know Destination card you must control a Porter and then move that Porter (not another Operative you control). This card gives you a powerful move that is in addition to your 3 Move Rolls.
- To play the Disappear card you must control a Porter who is being attacked. The card must be played before the Attack roll is made. The Porter must then move 1D6 spaces. If he cannot, the Attack is not averted and the Disappear card is discarded.
- To use the Disguise card you must have a Changer you control in Play. Move that changer a number of spaces from 1 to 5 of your choice (distance and direction).
- To play the Visitation card you must move a Porter you control 1-5 Spaces. If then there is an enemy operative adjacent you may Attack to kill it.
- To use the Kill Order Card you must have a Pusher you control in play. An Enemy Operative adjacent to that pusher will perform an attack to kill on a target Operative of your choice adjacent to it.

Action Card List

Name:	Requires:	Notes:
Faction	Any	5 Copies of this Card in Deck
Trackers	Sniffer	Opponent discards 2 RC from hand
Disorientation	Bleeder	Negate Attack
Know Destination	Porter	Move to any Empty Space
Disappear	Porter	Negate Attack and Move 1D6 Spaces
Disguise	Changer	Move 1-5 Spaces
Visitation	Porter	Move 1-5 Spaces and then ATK
Kill Order	Pusher	Cause Adjacent Enemy Operative to ATK
Vanish	Porter	Negate Attack and Move 1D6 Spaces
False Friend	Changer	Attack to Kill
Doppelganger	Changer	Attack to Kill Diagonal
Friendly Visage	Changer	Negate Attack
Treachery	Changer	Attack to Neutralize
Innocent Bystander	Changer	Negate Attack
See the Future	Watcher	Look at the next 7 cards in the Deck
Know Intentions	Watcher	Look at Opponents Hand
Sonic Scream	Bleeder	Attack to Incapacitate
Guns	Any	Attack to Kill
Money	Any	Recruit a New Operative
For Hire	Any	Recruit a New Operative
Hunted Down	Sniffer	Attack to Capture
Escape	Any	Remove a Capture Token
Rescue	Any	Remove a Capture Token
Push	Pusher	Attack to Control
Implant Memories	Pusher	Attack to Neutralize
Fatal Command	Pusher	Attack to Kill
Suicidal Thoughts	Pusher	Attack to Kill Diagonal
Mind Control	Pusher	Attack to Control Diagonal
Mind Wipe	Wiper	Attack to Neutralize
Surprise	Any	Attack to Kill
Ambush	Any	Attack to Kill Diagonal
Danger Sense	Watcher	Negate Attack
Mesmerize	Pusher	Negate Attack
Forget	Wiper	Opponent discards 2 RC from hand
Force Projection	Mover	Attack to Kill OR Negate Attack
Shatter	Bleeder	Attack to Kill or Incapacitate

Name:	Requires:	Notes:
Run Away	Any	Negate Attack
Safe Place	Any	Negate Attack
Automatic Weapons	Squad	Attack to Kill
Firepower	Squad	Attack to Kill
Surrounded	Squad	Attack to Capture
Move Undetected	Shadow	Negate Attack
Keep Hidden	Shadow	Negate Attack on FAO
Walk Through Walls	Phaser	Move 1-5 Spaces
Retreat	Phaser	Negate Attack
Bypass Security	Phaser	Move 1-5 Spaces
No Obstacle	Phaser	Move 1-5 Spaces and then ATK
Personal Army	Pusher	Attack to Control Target Squad
Deflection	Mover	Negate Attack
Levitation	Mover	Attack to Kill or Incapacitate
Collapse Structure	Mover	Attack to Kill Diagonal
Leverage	Any	Attack to Neutralize
Need Him Alive	Any	Negate Attack to Kill
Let Plot Unfold	Any	Negate Attack on Self or FAO
Paralysis	Stitcher	Attack to Incapacitate
Kinetic Blow	Mover	Attack to Kill Orthogonal or Diagonal
Inertial Fields	Mover	Negate Attack to Kill
Substitution	Shifter	Switch place with Adjacent Operative
Rupture Blood Vessels	Bleeder	Attack to Kill
Illusions	Shifter	Negate Attack
Trap	Any	Attack to Capture
Prediction	Watcher	Draw 2 Cards
Know Location	Sniffer	Attack to Neutralize
Psychometrics	Sniffer	Steal 1 Random Card from Opponent
Memento	Sniffer	Move 1-5 Spaces
Changing Future	Any	Negate a Watcher Action
See Decisions	Watcher	Target Roll must be Rerolled
Notebook	Watcher	Reroll Target Move Rolls
Contacts	Shifter	Recruit an Operative
Hide Building	Shadow	Negate any Action
Avoid Detection	Shadow	Negate Sniffer Action
Intentional Wipe	Wiper	Discard Hand. Draw 4 Cards
Selective Memory Loss	Wiper	Attack to Neutralize
Secret Notes	Wiper	Gain 2 Move Dice





Rebel Space

Introduction

Sci-Fi Card Game. Two Players.

Cards

The Rebel and Imperial players have their own unique decks of 65 cards.

Object

Reduce your opponents deck to 0 cards.

Setup

Each player draws 5 cards from their own deck.

Turn Sequence

Players take turns. The Rebel player goes first. Each turn has 5 phases: Draw Phase Activation Phase Attack Phase Deploy Phase End Phase

Draw Phase

Draw 1 or 2 cards from your deck. If you have no cards left in your deck, you lose.

Activation Phase

Move all your units in your Inactive Zone into your Active Zone.

Attack Phase

Declare whether or not you are attacking. If you are not attacking skip this phase. You may attack with some or all of your units.

Units include Heroes, ground units, and space units. Units may be combined into battle groups. Battle groups contain one or more units.

Battle groups are of 2 kinds: Ground groups, and Space groups. A ground battle group may consist of ground units and heroes. A space battle group consists of space units and (pilot/captain) heroes.

Some space units are fighters, others are ships. For each Fighter one Pilot hero may also attack in the same space battle group. For each Ship one Captain hero may also attack in the same space battle group.

Items and companions are attached to heroes. Active defender units may block attacking units. Inactive units cannot block. The above rules also apply to how the defender can form defending battle groups.

The defending player may let attackers through, or block attacking battle groups. Only ground units can

block ground units. Only space units can block space units. The exception: The rebel ion cannon and shields are ground units that affect attacking ships.

Attacking unblocked units do damage equal to the damage ratings of the attacking cards. For each point of damage that gets through, one card from the top of the defenders deck is discarded. If blocked, compare the battle value of the attacking group and the defending group that blocked it.

The battle values are the ground ratings in a ground attack, or space ratings in a space attack. The side with the lowest battle value is destroyed and discarded. The winning side always keeps at least one surviving unit but loses extra units with a combined value = or > than the battle value of the losing side.

The loser picks which of the winners units are destroyed. Heroes must be picked last. For example: An attacking ground rebel group has the Princess (3), two soldiers (1,1), a cycle (2), and a speeder (3). The defending imperial group is a Battle-Walker (4).

The Walker is destroyed. The Imperial player chooses whether the rebel loses a speeder and a soldier, or the cycle and both soldiers. Attacking cards are inactivated.

If unblocked, attacking units, instead of doing damage to the deck, may target an opposing unit in play, which must block. Space units can only target space units. Ground units may target ground units, or heroes.

Deploy Phase

You may deploy 3 points worth of cards. Notice that all units have a cost of 1 to 3 points. Points cannot be saved from turn to turn.

Deployed units are placed face up on the table in front of the controlling player. Units are placed into the player's Inactive Zone. Items and companions when deployed must be attached to a hero.

Units stay in play until destroyed in battle or by some card action.

End Phase

If you have more than 12 cards in your hand, discard the excess cards. Convert and Treason cards are played in end phase. Shuttle and Cybernetic cards are played in end phase.

Recruit and Medi-bot cards are played in end phase. Saboteur and Spy cards are played in end phase. Surprise attack, Multiple targets, and Trap cards are played in attack phase.

Psion Cards

Psion cards are played during battles to increase battle or damage ratings. They are attached to heroes

with the Psionic attribute. They are discarded at the end of the battle.

Rebel Card List

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Young Protagonist	Hero	1	7	7	2	3	Pilot, Psionic
Princess	Hero	1	3	3	2	3	Captain
Smuggler	Hero	1	4	6	2	3	Pilot, Captain
Robot Sidekick	Comp	1	1	1	1	1	Companion
Alien Companion	Comp	1	2	2	0	2	Companion
Laser Sword	Item	1	3	0	0	1	Attach to Hero
Wise Mentor	Hero	1	5	0	2	3	Psionic
Rebel Commander	Hero	1	4	4	2	3	Captain
Superior Pilot	Hero	1	0	5	1	3	Pilot
Rebel Soldier	Ground	10	1	0	1	1	
Grav Cycles	Ground	8	2	0	1	1	
Air Speeders	Ground	6	3	0	1	2	
Rebel Base	Ground	1	1	0	0	2	Draw +1 card/turn
Ion Cannon	Ground	1	1	0	0	3	Facility;Defense*
Defense Shields	Ground	4	1	0	0	2	Facility;Defense**
Stunt Fighters	Space	15	0	3	1	1	Fighter
Fighter Bombers	Space	4	0	1	2	1	
Converted Freighter	Space	1	0	5	1	2	Ship
Rebel Warship	Space	5	0	7	1	3	Ship
Danger Sense	Psi	1	2	1	0	-	
True Aim	Psi	1	0	3	0	-	
Medi-Bot	Act	1	-	-	-	-	Take Hero from your discard
	-	-	-	-	-	-	and put it in your hand
Recruit	Act	1	-	-	-	-	Take any Hero from your deck
	-	-	-	-	-	-	and put it in your hand
Convert	State	1	-	-	-	-	Take control of opposing Hero
	-	-	-	-	-	-	for rest of game
Surprise Attack	Act	4	-	-	-	-	All attacking units get
	-	-	-	-	-	-	Ground or Space +2
Multiple Targets	Act	1	-	-	-	-	Rebels get an extra Attack Phase
Rebel Spies	Act	2	-	-	-	-	Look at opponents hand

* Destroy 1 attacking Ship

** Attacking Ships do no Damage

Imperial Card List

Card Name	Type	#	Ground	Space	Damage	Cost	Notes
Mysterious Emperor	Hero	1	7	7	2	3	Captain, Psionic*
Emperors Henchman	Hero	1	8	6	2	3	Pilot, Captain, Psi
Imperial Commodore	Hero	1	1	5	2	3	Captain
Imperial Captain	Hero	1	0	4	1	2	Captain
Bounty Hunter	Hero	1	6	4	1	3	Pilot
Alien Crime Boss	Hero	1	5	2	2	3	Captain
Squad Leader	Ground	1	3	0	1	2	
Elite Bodyguards	Compan	2	3	0	0	2	Companion

Card Name	Type	#	Ground	Space	Damage	Cost	Notes
Assault Troopers	Ground	3	2	0	1	1	
Troopers	Ground	10	1	0	1	1	
Fixed Defenses	G/S	4	4	2	0	2	Facility; Defense
Battle Walkers	Ground	4	5	0	1	2	
Plasma Sword	Item	1	3	0	0	1	
Robotic Probe	G/S	3	2	2	1	2	
Elite Interceptors	Space	4	0	4	1	2	Fighter
Interceptors	Space	10	0	2	1	1	
Bombers	Space	3	0	1	2	1	
Space Cruiser	Space	5	0	10	1	3	Ship
Giant Space Station	Space	1	0	12	3	3	Facility; May Attack
Telekinetics	Psi	1	3	0	0	-	
ESP	Psi	1	0	0	3	-	
Imperial Spy	Act	2	-	-	-	-	Look at opponents hand
Traitor	State	1	-	-	-	-	Take control of opposing
	-	-	-	-	-	-	Hero for rest of game
Shuttle	Act	1	-	-	-	-	Take Hero from your deck and
	-	-	-	-	-	-	put it in your hand
Cybernetics	Act	1	-	-	-	-	Take Hero from your discard
	-	-	-	-	-	-	and put it in your hand
Saboteur	Act	1	-	-	-	-	Destroy one opposing facility
Trap	Act	2	-	-	-	-	All defending units get
	-	-	-	-	-	-	Ground or Space +2

* Draw 1 extra card per turn

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FAQ's

1. Do the attacking units tap (turned sideways) to show they attacked? A: Use the Inactive Zone/Active Zone concept. This is important because it brings up another question:
2. Can units that attacked be used to defend on the oppents turn? A: Attacking units are inactivated. Inactivated units cannot block. Inactivated units are reactivated in the Activation Phase.

3. When attacking, do all your units attack or can you decide which units to use? (Linked to question 1 for tactical play.)A: Attack with some, none, or all.
4. Can you attack with both ground and space units or with ground OR space?A: In a single attack phase you may attack with: zero, one, or more ground battle groups AND zero, one, or more space battle groups. Remember, a battle group consists of one or more units.

Card Set

Thank you Jörg Hansen (j.hansen@web.de) for this incredible Cardset! Download the complete.





Reboot Hacked

Introduction

Dice game based on the Computer Animated TV series Reboot. Solo or Multiplayer.

Disclaimer

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Victory

Have the most Victory Points (VP) at the end of 6 Rounds. If playing solo, try to beat your previous score.

Multiplayer Rounds

In a round, each player gets one turn. Roll high on 1D20 to determine first player. Play proceeds clockwise.

Episodes

Each player's turn represents a single episode.

Assets

This term is used to mean the result of any roll on any table. For example, if you rolled Megabyte on the Primary Threat table, Megabyte would then be an asset.

Engage

This term means that you immediately gain the indicated Asset. If an asset allows a Table roll, you gain that too.

Location Table

1D20	Locale:	Notes:
1-3	Principal Office	Roll on the Principal Office Table
4	The Edge of Beyond	Roll once on the Web Threat Table
5	Lost Angles	Engage Hexidecimal
6	Restaurant	Roll on the Restaurant Table
7	The Net	Non-Mainframers get +2
8	Energy Sea	Game Cubes get +3

Delete

This term means that the indicated asset, if present, is destroyed. It no longer effects play in any way this turn.

Guardians

This term refers to all Heroes and Allies.

Mainframers

Term used to describe all Heroes and Allies native to or who make Their home in Mainframe. Fans of the show will know who is who.

Power Levels

Each Asset has a power level and/or modifies the power levels of Other Assets.

Set Up

Lots of Dice. . . D6, D8, D10, 1D12, D20. . . At least 2 six siders of different colors are needed. Use pencil and paper to keep track of roll results, power calculations, and Victory Points (VP).

Turn Sequence

Each turn has 6 Phases:

1. Location Phase
2. Threat Phase
3. Hero Phase
4. Ally Phase
5. Key Phase
6. Score Phase

Location Phase

Roll 1D20 on the Location Table to determine the key location for The current Episode.

1D20	Locale:	Notes:
9	Spectral System	Roll on the Hero Selective Table
10	Damaged System	Engage Matrix
11	Satellite System	You may reroll 1 Game Table Result
12	Silicon Tor	Engage Megabyte
13	Level 31	You may reroll 1 Ally Table Result
14	Data Highways	Vehicles get +5
15	Pearson's Data Dump	Engage Frisket
16	Supercomputer	Engage Bob. Glitch gets +2
17	Desert Port System	Gain 1 extra roll on the Ally Table
18+	Mainframe Sector	Roll on the Mainframe Sector Table

Principal Office Table

1D8	Sector:	Notes:
1	The War Room	If Virus or Web Threat in play Power = 6
2	Mainframe Armory	CPU assets get +3
3	Clock Speed Room	Reroll 1 Dice roll this turn
4	Phong's Office	Engage Phong
5	Core Control Chamber	Power = 6
6	Deletion Chamber	Delete target Virus
7	Entrance Hall	Phong gets +7
8	Mainframe Archives	Roll Once on the Command Table

Command Table

1D10	Command:	Notes:
1	Unformat	Frisket gets +5
2	Leech	Engage a Random Game
3	Gateway	Engage a Random Location
4	Decoding	Reroll one Roll this turn
5	Delete	Delete a Virus
6	Return	Reroll the Location Roll
7	Hidden File	Bob gets +6
8	Data Compression	Megabyte gets +7
9	Reality Distortion Engine	Dot gets +5
10	File Lock	Negate any Target asset

Mainframe Sector Table

1D6	Sector:	Notes:
1	Baudway	Dot and Enzo get +2
2	Beverly Hills	Power = 2
3	Floating Point Park	All Mainframers get +1
4	Wall Street	Power = 3
5	Ghettty Prime	Megabyte assets get +3
6	Kits Sector	Get one extra roll on the Ally Table

Restaurant Table

1D6	Restaurant:	Notes:
1-4	Dot's Diner	Roll on Dot's Diner Table
5-6	Al's Wait and Eat	Roll on Al's Wait and Eat Table

Dot's Diner Table

1D6	Result:	Power	Notes:
1	Fastest Food in Mainframe	2	Engage Baudway
2	Cecil Dedicated Server	3	Bob gets -2
3	Alpha Numeric!	2	Engage Enzo
4	Enzo's Delivery Service	2	Engage Megabyte
5	Energy Shakes	1	All Guardians get +1
6	Business Woman	2	Engage Dot

Al's Wait And Eat Table

1D6	Result:	Power	Notes:
1	Dangerous Place	1	Engage Level 31
2	Slow Food	1	Negate Deletion of a Character this Turn
3	Tough Crowd	1	Roll on Numeral Table
4	Server Binome	1	+2 vs Game Threat
5+	Al	2	Pick one other Result on this Table

Threat Phase

Roll 1D6 on the Primary Threat Table to determine what is the major Threat for The current Episode.

Primary Threat Table

1D6	Threat:	Note:
1-3	Game Cube	Roll on the Game Cube Threat Table
4-5	Virus	Roll on the Virus Threat Table
6	Web	Roll on the Web Threat Table

Game Cube Threat Table

1D6(2)	Game:	Power	Notes:
1-1	A Dungeon Deep	18	4 Guardians get +2 each
1-2	Alien Combat	18	All Guardians get -1
1-3	Basic Combat	6	Engage Binky and Algernon
1-4	Castles and Knights	14	Bob gets +4
1-5	Circuit Racing	8	Non-Viral Vehicles get +4
1-6	Dinosaur Game	12	All Heroes get +2
2-1	Egyptian Tomb	16	Dot is +7. Engage Hexidecimal
2-2	Fairway Frolics	14	Andrala gets +4
2-3	Formula One	12	Non-Viral Vehicles get +5
2-4	Funhouse	18	Enzo gets +5
2-5	Gods, Mortal, & Demons	20	Delete Enzo, Andrala, and Frisket
2-6	Golden Fleece	10	Glitch gets +5
3-1	Horse Race	4	Allies get +1
3-2	Jet Ball	6	Enzo gets +4

1D6(2)	Game:	Power	Notes:
3-3	Kron the Destroyer	12	Matrix and Andrala get +3
3-4	Malicious Corpses	18	Enzo, Dot, and Frisket get +2
3-5	Martial Arts Thing	10	Bob gets +3
3-6	Merged Game	3	Roll again twice on this Table
4-1	Olympics	14	4 Guardians get +1 each
4-2	Pong	8	Engage Phong or Phong gets +3
4-3	Rampart	18	Bob and Glitch get +3
4-4	Road Warrior	12	Engage Megabyte
4-5	Rocky the Rabid Raccoon	16	All Guardians get +1
4-6	Santa Claus	18	Enzo and Andrala get +3
5-1	Space Battles	14	Matrix and Andrala get +3
5-2	Space Race	10	Engage Megabyte
5-3	Spy Mission	6	Enzo and Matrix get +3
5-4	Starship Alcatraz	12	Bob and Dot get +3
5-5	Toy Racers	18	Enzo gets +6
5-6	Treasure of Atlantis	10	Engage Andrala
6-1	Wild West	12	Bob gets +2
6-2	Wrestling	10	Matrix gets +3
6-3	Corrupted Game	2	Reroll. The game is Power -2
6-4	Game Hopping	2	Roll again twice. Matrix gets +4
6-5	Mega-User	14	Reroll. Game is Viral
6-6	ReBoot!	1	Reroll. Guardians get +1

Virus Threat Table

1D6	Virus:	Power	Notes:
1-3	Megabyte	7	Roll on the Megabyte Table
4-5	Hexidecimal	9	Roll on the Hexidecimal Table
6	Rare Virus	-	Roll on the Rare Virus Table

Megabyte Virus Table

1D10	Assets:	Power	Notes:
1	Herr Doktor	5	Delete Target Animal
2	Nefarious Plot	2	Roll on the Virus Plot Table
3	Lieutenant Chauncy	4	Target CPU becomes Viral
4	Drain Game Cube	3	Engage the Leech Command
5	Viral Binomes	2	Target Binome becomes Viral
6	Viral Legions	9	Vehicles
7	Control Virus	1	Roll twice more on this Table
8	Espionage	1	Roll on the Spy Table
9+	Hack & Slash	3	Robots

Virus Plot Table

1D8	Assets:	Power	Notes:
1	Security Drones	2	Robots
2	Missile Trap	2	Delete Bob

1D8	Assets:	Power	Notes:
3	Energy Drill	4	Delete Phong or a CPU asset
4	Neural Matrix Scrambler	5	Enzo becomes Viral
5	Trojan Horse	7	Delete Dot
6	Stabilize Tear	9	Engage Gateway Command
7	Megaframe	10	Roll 1D6: On 4+ Engage Mainframe Rebellion
8	Magnet	10	Delete any Character

Hexidecimal Virus Table

1D12	Assets:	Power	Notes:
1	Chaos Virus	2	Power +1D6
2	Medusa Bug	1	Bob gets +6. Animal
3	Create Portal	3	Reroll Location
4	Hardware Super Weapon	8	Also counts as a CPU asset
5	Nibbles	1	Roll 1D6: On 4+ Engage Wellman Matrix
6	Nullzilla	10	Animal
7	Nulls	2	Animal
8	Scuzzy	5	Animal
9	Transfinite Power	6	Delete Firewall
10	Flying & Teleportation	5	-
11	Fake Upgrade	7	-
12	Artistic Phase	1	Engage the Paint Program

Rare Virus Table

1D8	Virus:	Power	Notes:
1	Viral Bugs	4	Animal
2	Spectral Virus	5	Roll Once on the Hero Selective Table
3	Praying Mantis Virus	6	Matrix gets +3
4	Cron Virus	7	Delete Location
5	Daemon Virus	9	Roll 3 times on the Daemon Virus Table
6	Super Virus	10	-
7	Energy Absorbing Virus	8	-
8	Gigabyte	2	Engage Megabyte and Hex

Daemon Virus Table

1D8	Asset:	Power	Notes:
1	Zoom Room Command	5	Engage Mike the TV
2	Infection Seeds	2	Delete Location
3	Daecon	6	-
4	Guardian Armada	10	Viral Vehicles
5	Pure Guardian Code	4	Delete all Viruses
6	Restrict All Net Travel	3	Delete non-viral Vehicle
7	Turbo	5	Roll 1D6: On 4+ He is not Viral
8	Hexidecimal Resists	15	She is not Viral

Web Threat Table

1D12	Web Threat:	Power	Notes:
1	Web Slugs	1	Animal
2	Web Probes	2	Animal
3	Web Spores	3	Animal
4	Attack Drones	4	Animal
5	Web Creatures	6	Animal
6	Web Riders	5	Other Web Assets get +2
7	Web Herd	8	Animal
8	Web War	10	-
9	Infect Megabyte	2	Engage Megabyte
10	Infect Hexidecimal	2	Engage Hexidecimal
11	Stable Portal	1	Roll 1D10 twice more on this table
12	Massive Tear	1	Roll 1D10 three more times

Hero Phase

Roll 4 times on the Guardian Hero Table. You may then reroll any or all of these rolls once. A Hero may

be counted only once.

Guardian Hero Table

1D10	Hero:	Power	Notes:
1	Glitch	1	get 2 extra rolls for Key Tool Table
2	Phong	2	Roll once on the Principal Office Table
3	Frisket	3	Animal. +2 with Enzo. +2 with Andrala
4	Enzo	4	+1 with Bob. +1 with Dot
5	Andrala	5	+2 with Matrix
6	Dot	6	+2 with Bob
7	Matrix	7	+2 versus Web Threat
8	Bob	8	+2 vs Game Threat
9	Mainframer's Stick Together	1	Roll 1D8 Twice on this Table
10	To Mend and Defend	1	Pick one of the first 8 on this Table

Ally Phase

Roll once on the Ally Table. You may then reroll this roll once.

Ally Table

1D20	Ally:	Power	Notes:
1-2	Binome Format	1	Roll once on the Binome Table
3	Mike the TV	3	+3 vs Game Threat
4	Mouse	7	+2 vs Virus Threat
5	Ray Tracer	6	You may reroll Location Roll
6	The Crimson Binome	5	Engage the Saucy Mare
7	Maxine	5	Engage the IMAX
8	Random Vehicle	1	Roll on the Vehicle Table
9	Spectral Sprites	5	Roll on the Hero Selective Table
10	Teamup	1	Roll twice more on this table
11	Game Sprite	2	+5 vs Game Threat
12	Number Format	1	Roll on the Numeral Table
13	Teamup with Megabyte	10	Engage Megabyte
14	Code Master	8	Delete a Virus

1D20	Ally:	Power	Notes:
15	Gun and Trident	3	Engage Matrix and Andrala or give them +3
16+	CPU	1	Roll once on the CPU Table

Cpu Table

1D8	Ally:	Power	Notes:
1	CPU Cars	3	Vehicles
2	CPU Fighters	5	Vehicles
3	CPU ABC's	6	Vehicles
4	CPU General	4	Roll once more on this table
5	CPU Firewall	9	Delete Megabyte
6	CPU Navy Cruiser	7	Vehicles
7	Giant Robot	10	Vehicle Robot
8	CPU Platoon	4	-
9	CPU Tank	8	Vehicle
10	CPU Fleet	9	Vehicles

Vehicle Table

1D12	Vehicle:	Power	Notes:
1	Bob's Classic Convertible	2	Bob gets +3
2	V3 Bike	3	-
3	Data Crane	2	Engage Jimmy
4	Megabyte's Limousine	2	Megabyte gets +3
5	Combat Bike	5	Matrix, Andrala, and Megabyte get +3
6	Zip Board	2	All Guardians get +1
7	Dot's Car	2	Dot gets +3
8	Air Kart	2	Enzo gets +3
9	Ship	4	Engage Mouse
10	Mr. Mitchell's Yacht	4	-
11	The Saucy Mare	3	Roll Three times on the Saucy Mare Table
12	IMAX	3	Roll Twice on the Location Table

Binome Table

1D20	Ally:	Power	Notes:
1	Cyrus	1	Viral. +3 if Megabyte is an asset
2	Binky & Algernon	2	CPU assets. Vehicles get +2
3	Megabyte's Spies	1	Roll on the Spy Table
4	Specky	2	Dot and Mouse get +2
5	Old Man Pearson	3	Engage Pearson's Data Dump
6	Baby Binome	1	-
7	Binome Angry Mob	4	Viral. +2 if there is a Mainframe Sector in play
8	Tech Boys	2	Engage the War Room
9	Slimey Goober	1	Viral. Delete Glitch
10	Toque	1	Roll once on the Mainframe Section Table
11	Fax Modem & Data Nully	3	+3 vs Web Threats
12	Agent Twelve	1	Viral. Megabyte gets +4

1D20	Ally:	Power	Notes:
13	Dino DeHorrendous	3	-
14	Elvis Binome	2	-
15	Wise One	1	Engage the Damaged System
16	Senior Chief	2	Roll once on the CPU Table
17	Jimmy	1	Mainframe Sectors get +2
18	Biker Binome	2	Engage V3 Bike
19	Miss Brodie	1	Enzo and Andrala get +1
20	Evacuation	1	Roll Twice more on this Table

Numeral Table

1D6	Ally:	Power	Notes:
1	Number One	4	Gets +7 vs Game Threat
2	Seven	4	Roll 1D6: On 4+ he is Viral
3	Eight	2	-
4	Nine	3	Roll on Principal Office Table
5	Five	1	Roll on Dot's Diner Table
6	And	3	Roll on Al's Wait and Eat Table

Saucy Mare Table

1D8	Ally:	Power	Notes:
1	Mr. Christopher	2	Roll Twice more on this Table
2	Princess Bula	4	-
3	Web Surfer	1	Engage Ray Tracer
4	Web Shielding	3	+5 vs Web Assets
5	Ships Cannons	5	+3 vs Web Assets
6	Miss Sally	3	+2 vs Web Assets
7	Hacker	2	Engage Mouse
8	Cyberspace	2	Roll once on the Location Table

Spy Table

1D6	Ally:	Power	Notes:
1	Bad File Servers	2	Roll on Sector Table. Sector is Viral
2	Agent Six	3	Roll 1D6: On 4+ Engage Agent Twelve
3	Agent Twelve	4	Roll 1D6: On 4+ Engage Sergeant Smiley
4	Sergeant Smiley	2	Roll 1D6: On 4+ Engage Agent Six
5	Confusing Reports	2	Roll on the Plot Table
6	Search and Retrieve	1	Engage Hack and Slash

Hero Selective Table

1D8	Sprite:	Power	Notes:
1	Robert Cursor	6	May Delete Self and Target Virus
2	Powerlock	8	Virus
3	Copy Girl	1D6	Counts as 1D6 Allies
4	Pixel	5	Roll once More on this Table

1D8	Sprite:	Power	Notes:
5	Email	3	Viral assets get -1
6	Gigagirl	4	Roll Once More on this Table
7	Cold Boot	2	Roll Once More on this Table
8	Feline	2	Counts as an Animal

Key Phase

Roll once on the Key Tool Table. You may then reroll this roll once.

Key Tool Table

1D20	Key Effects:	Power	Notes:
1	Anything	1	Get Power +1D6
2	Communicator	1	Roll once on the Guardian Hero Table
3	Arm Trap	3	+5 vs Virus
4	Ignition	5	Vehicle
5	Containment Field	3	Negate one Viral or Web asset
6	Splitter	6	Reroll Viral Threat if there is one
7	Doubleheader	2	Roll Twice more on this table
8	Download	2	Double the Power of Bob & Glitch
9	Energy Shield	4	Negate one Deletion from this turn
10	Game Stats	2	+6 vs Game
11	Homing Signal	2	Engage Glitch
12	Med-Gun	4	Negate one Deletion of a Hero from this turn
13	System Scan	3	+4 in Non-Mainframe Location
14	Portal	3	Reroll Location
15	Cutter	5	Delete Plot
16	Mend	4	+3 vs Web
17	Probe	3	Reroll one result from the Hero Table
18	Line and Hook	3	Bob gets +5
19	Vid Windows	2	Roll once on the Ally Table
20	Multi-Tool	2	Pick one Additional Result on this Table

Engage Only Asset Table

Asset:	Power	Notes:
Wellman Matrix	3	Enzo, Matrix, and Dot get +2
Mainframe Rebellion	6	Matrix and Dot get +3

Scoring Phase

Guardian Power = Combined Power of all Heroes, Allies, and Key Assets. Threat Power = Combined power of all Game, Viral, and Web Assets. If the Threat Power

is greater than the Guardian Power, the Guardians fail and You score no points.

If the Guardian Power is greater, score Victory points equal to the Threat Power.





Resident Evil Quest

Introduction

Based on the Resident Evil Franchise. Quest style game using track, cards, and Dice. Each player is a team of Operatives, Mercs, and/or Survivors that have Infiltrated a Top Secret Underground Umbrella Corporation Research Facility With the intent to destroy it.

The teams will fight Zombies, mutants, Umbrella employees, and Facility Defenses. They will be aided by cards representing Weapons, Alice, and new recruits.

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Victory

Make it to the end of the Track and destroy the Boss Monster you encounter there. Be the first player to do this.

Losing

If all your Agents are killed. Build a new team and start over from square one.

Decks

There are 4 Common Decks: Agent Deck: Contains Agents you can recruit for your team. Aid Deck: Helpful events and things you find along the way. Encounter Deck: Foes and unfavorable events.

Boss Deck: Big Monsters Each deck will have its own Discard. If any decks run out, shuffle the discard and draw from it.

Dice

Six and ten sided dice are required.

The Track

The Facility is represented by a track that is 40 spaces long. The first space is the Entrance. The end space is the Final Encounter.

Pawns

Each player will have 1 Pawn to represent their team's location on the Track. This is also called the Team Marker.

Setup

Shuffle the Deck. Players roll high to see who goes first. Place pawns on the start space.

Each player draws 3 Aid cards.

Building A Team

Each player draws 7 cards from the Team Deck and Discards one.

Unit And Attack Stats

Friends (Agents, Mercs, Survivors) and Foes (Zombies, Monsters, etc.) are called Units. Units have 3 Stats: Life: How many hits are required to kill the Unit. Evade: Chance of avoiding all Damage if successfully hit by a Foe Attacks: Each unit gets 1 or more attacks per turn.

Each attack has the following stats: Initiative: Determines attack turn order. Higher scores attack sooner. Aim: Chance of hitting an enemy. (On a 10 sided die) Strength: Damage inflicted by a successful hit. (Usually 1 point)

Regeneration

Some Monsters have this ability. If not killed during a turn, the remove 1 point of damage at the end of the turn.

Contamination

Many Monsters and Zombies have this ability. If an Agent is damaged but not killed, there is a 50% they will turn into a Zombie At the end of the turn which must be fought immediately by the team: Transformed Agent Zombie stats: Life = 2 Evasion = 3 One Attack: Bite: Initiative = 8 Aim = 5 Strength = 1 Contamination

Alice

Alice, the kick-ass superhuman agent and the star of the series is Part of all teams, but not always around. She comes and she goes. Powerful Aid cards represent her presence. Save one for the final Boss. Note: Alice is immune to contamination.

When an Alice card is played, she will stay for the entire turn. Then discard her.

Turn Sequence

Players take turns. Each turn has 6 Phases: Aid Phase Recruit Phase Move Phase Encounter Phase Fight Phase End Phase

Aid Phase

Draw 1 Aid Card and add it to your hand.

Recruit Phase

Some Action Aid cards are played in this phase.

Move Phase

Roll 1D6 and move your Team Marker (Pawn) forward that many spaces.

Encounter Phase

If you land on another player's pawn immediately move forward 1 space. Draw 1 card from the Encounter Deck. This will be something you have to fight this turn. If you reached the Final Space draw a card from the Boss deck instead of the Encounter deck.

Fight Phase

Units make attacks in order of Initiative. Let an opposing player control the Monsters and Zombies. If

playing solo determine the targets of monsters randomly.

Attacks with the same Initiative are considered to be simultaneous. When making an attack roll 1D10: If this equal to or less than the Aim score of The Attack then the Attack hits. The Defending Unit then rolls 1D10. If this equal to or less than the Evade score of The Unit then the Attack is negated.

Attacks that hit and are not evaded do Damage. Usually just 1 point of damage. A Unit that has more Damage than Life is killed. Discard killed Unit cards.

Some Foes give a reward when they are killed. During a fight Phase turn all Units get to attack (usually just once) Repeat the Fight Phase sequence until one side is completely killed off or an Aid card allows you to escape.

End Phase

Make Contamination Checks. Max hand size is 6 cards. Discard excess cards.

The Agent Deck

Agent:	Life	Evade	Atks	Init	Aim	Str	Notes
Jill Valentine Operative	3	5	1	6	7	1	-
Carlos Olivera Merc	2	4	1	5	6	1	-
Rain Ocampo Operative	3	3	1	4	5	1	-
K-Mart Survivor	1	7	1	4	4	1	-
Matt Addison Activist	1	4	1	3	3	1	-
Luther West Survivor	1	5	1	6	6	1	-
Chris Redfield Operative	2	5	1	6	5	1	-
Barry Burton Operative	2	5	1	4	6	1	-
Leon Kennedy Merc	2	4	1	5	5	1	-
Ada Wong Spy	2	6	1	7	8	1	-
Nicholai Ginovaef Merc	2	4	1	5	5	1	-
Mikhail Victor Merc	2	4	1	5	5	1	-
Peyton Wells	2	4	1	5	6	1	-
Security Operative	2	4	1	5	5	1	-
Civilian Survivor	1	3	1	3	2	1	-
Scientist Defector	1	3	1	4	3	1	-
STARS Team Operative	3	5	1	6	6	1	-
Freelance Operative	2	4	1	5	5	1	-
Paramilitary Merc	2	4	1	4	5	1	-
Special Police Operative	2	4	1	4	5	1	-

Aid Deck

Card:	Notes:
Run Away	Escape: End combat after turn 3
Withdraw	Escape: End Combat after turn 2. Move back 1D6 spaces
Evasion	Escape: End Combat after turn 2

Card:	Notes:
Rearguard	Escape: End combat after turn 3. Kill 1 Agent
Stealth	Escape: Negate Combat
Shotgun	Weapon: Aim +2 and Strength +1
Assault Rifle	Weapon: Initiative +1 Attacks +1 and Strength +1
Machine Pistol	Weapon: Attacks+1
Sniper Rifle	Weapon: Initiative +3 and Aim +2 and Strength +2
Grenade	Weapon: Attack: Aim +2 and Strength +3
Custom Revolvers	Weapon: Attacks +1 and Strength +2
Mini-Gun	Weapon: Attacks +3 and Strength +2
SAW Gun	Weapon: Attacks +2 and Strength +2
Rocket Launcher	Weapon: Initiative +3 and Strength +5
Katana	Weapon Attacks +1 and Aim +1 and Strength +1
Sacrifice	Kill target Agent and do 2 Damage to Foe
Trap	Do 1 Damage to Foe
Superior Firepower	All Agents get Attack +1
Kill Zone	All Agents get Aim +2
Shoot First	All Agents get Initiative +4
Shutdown Computer	Negate Laser Grid
Air Masks	Negate Nerve Gas
Hide	All Agents get +10 Initiative this turn
Body Armor	Life +1 permanently
First Aid	Remove 1 Hit of Damage
CPR	Restore Agent who just died to 1 Hit of Life
Stim Pack	Remove 1 Hit of Damage and Initiative +2 and Attacks +1
Head Shot	Strength +2 vs Non-Group Foe
Last Stand	If 2 or less Agents, All Agents get Evade +2 and Strength +1
Infiltrate	Move Forward 1D6 Spaces.
Gather Supplies	Draw 2 Aid Cards
Map	Move Forward 1D6 Spaces.
Armory	Draw next 2 Weapon cards in Aid deck. Shuffle the deck
Detailed Plan	Draw 3 Aid Cards
Rescue	Draw 1 card from the Agent Deck
Backup	Draw 1 card from the Agent Deck

ALICE AID CARDS (These are part of the Aid Deck)

Card:	Life	Evade	Atks	Init	Aim	Str	Notes
Kick-Ass Alice	6	7	1	7	8	2	-
Pissed-Off Alice	5	6	1	8	8	3	-
Tough Alice	4	6	1	6	7	2	-
Anti-Serum Alice	3	4	1	4	5	1	-
Post-Coma Alice	4	5	1	5	6	2	-
Amnesia Alice	5	5	1	5	6	2	-
Psychic Alice	4	5	1	9	8	3	-

Encounter Deck

Card:	Notes:
Ambush	Foes get Initiative +10. Draw Again
Surprise	Foes get Initiative +8. Draw Again

Card:	Notes:
Short Range	Foes get Initiative +6. Draw Again
Laser Grid	Attack of Aim = 5 Damage = 5 against each Agent
Nerve Gas	Each Agent killed on a roll of 1-2 on 1D6
Sealed Doors	Agents may not escape this turn. Draw Again
Trapped	Agents may not escape this turn. Draw Again
Surrounded	If attacked by a group Agents may not escape this turn. Draw Again
Pursuit	Agents may not escape this turn. Draw Again
Panic	Random Agent cannot Attack this Combat Phase. Draw Again
Way Blocked	Team goes back 1D6 Spaces. Draw Again
Viral Infection	Random Agent Contaminated
Red Queen	Team goes back 1D6 Spaces. Draw Again
Transformation	Random Agent killed. Draw Again
Bad Clone	Fight Agent from Discard. If none Draw again

FOE ENCOUNTER CARDS (These are part of the Encounter Deck)

Card:	Life	Evade	Atks	Init	Aim	Str	Notes
Ravenous Zombies	6	3	1	3	3	1	Group. Gain +1 Atk/turn
Mutant Ravens	4	6	2	6	3	1	Group. Gain +1 Aim/turn
Scientists	2	3	1	3	3	1	When killed Draw again
Commandos	5	6	4	6	5	1	Group. After Draw 1 Aid
Search Team	4	5	3	5	4	1	Group. After Draw 1 Aid
Test Subjects	3	3	1	5	5	1	Group. Contaminate
Bio-Weapons	4	4	2	5	5	1	Group
Los Plagas Zombies	4	4	1	4	4	1	Group. Contaminate
Zombie Dogs	2	5	1	7	5	1	Group. Contaminate
Undead Horde	5	3	2	3	3	1	Group. Regenerate
Super Zombies	6	4	2	5	5	1	Group
Lickers	3	6	2	6	6	1	Group
Supersoldiers	5	5	3	5	5	2	Group
Crimson Heads	4	6	2	5	5	1	Group
Uber Licker	3	5	1	6	6	2	-
Clone Zombies	4	3	2	4	3	1	Group. Contaminate
Hunters	5	6	2	5	6	1	Group
Regenerador	3	4	1	5	5	1	Regenerate
Chimera	3	4	1	4	4	1	-
Nosferatu	2	3	1	5	5	1	-

Boss Deck

Card:	Life	Evade	Atks	Init	Aim	Str	Notes
Tyrant	8	6	2	7	7	2	-
G-Mutation	10	3	1	4	4	1	Gain 1 Strength per turn
Super Mutant	9	5	2	6	6	3	-
T-Type Nemesis	7	4	1	5	5	2	Regenerate

Note: You cannot Escape a Boss in the Final Space.





Resident Evil Relived

Introduction

Meld Making Card game for 2-4+ players. Based on the Resident Evil Franchise.

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Victory

Be the first to score 70 Meld Points.

The Deck

Players share a common Deck. There are 10 card types: Alice Cards (Friend) Ally Cards (Friend) Team Cards (Friend) Weapon Cards (Friend) Mission Cards (Friend) Villain Cards (Foe) Umbrella Cards (Foe) Experiment Cards (Foe) Zombie Cards (Foe) Event Cards (Foe) Every card has a point value between 1 and 5.

Setup

Shuffle the Deck. Randomly determine who gets to go first in the first turn. Randomly determine who the Dealer is.

Turn Sequence

Each turn has 5 phases: Deploy Phase Recruit Phase Action Phase Meld Phase End Phase

Deploy Phase

First Deal 2 Cards face down to each player. Next Deal 3X Stacks of 2 Cards each to the center of the table.

X number of players.
All stack cards are visible to all players.

Recruit Phase

Players take turns taking 1 stack of cards and putting it into their hand. This continues until all stacks are taken (each should get 3 stacks). The First player to go in the first turn is determined randomly.

Play proceeds clockwise. On each consecutive turn, the player to the left of the player who Went first last time now gets to go first.

Action Phase

Players take turns taking 1 action each, in the same order as in Recruit phase. When taking an action, discard 1 card from your hand. This produces a result That depends on the type of card you discard:

Card:	Result:
Alice Cards (Friend)	Draw 3 cards and keep 1
Ally Cards (Friend)	Draw 2 cards and keep both
Team Cards (Friend)	Gain 1 Meld Point
Weapon Cards (Friend)	You go first next turn. (Play proceeds clockwise)
Mission Cards (Friend)	Draw 5 cards and discard any 5 cards from your hand
Villain Cards (Foe)	Steal 1 Random card from Opponents hand
Umbrella Cards (Foe)	Put 1 card from discard into your hand
Experiment Cards (Foe)	Opponent must discard 1 random card
Zombie Cards (Foe)	Draw 1 card. Opponent discards 1 card of his choice
Event Cards (Foe)	Draw 1 card. Look at opponent's hand

Note: If you play a Weapon card, no one else may play one. Each player only gets one action per turn. A player may choose not to take an action (not play a card).

Meld Phase

To make a Meld, a player needs to have 1 card of each of the 10 Types. Play your meld face up so ev-

eryone can see. Gain Meld points = to the total point value of all cards in your Meld.

If the total of your friend cards is greater than the total of your Foe Cards, gain an extra 5 Meld points. All Meld cards are discarded after scoring.

End Phase

Max hand size is 10 cards. Discard excess cards.

Alice Card List

Card	Points
Super Strong	2
Killing Machine	5
Martial Arts	4
Gunplay	3
Super Human	5

Card	Points
Psionic Powers	2
Anti-Serum Alice	1
Telekinesis	3
Kick Ass	4
Wake from Coma	1

Ally Card List

Card	Points
Jill Valentine Operative	5
Carlos Olivera Merc	3
Rain Ocampo Operative	4
K-Mart Survivor	1
Matt Addison Activist	1

Card	Points
Luther West Survivor	2
Chris Redfield Operative	3
Barry Burton Operative	4
Leon Kennedy Merc	2
Ada Wong Spy	5

Team Card List

Card	Points
Special Police Unit	3
Paramilitary Unit	4
Stars Alpha Team	5
Stars Delta Team	4
Freelance Operatives	3

Card	Points
Prison Survivors	1
Convoy Survivors	1
Security Operatives	2
Mercenaries	2
Alice Clones	5

Weapon Card List

Card	Points
Shotgun	3
Sniper Rifle	4
Truck	5
Pair of Pistols	1
Sword	2

Card	Points
Grenade	2
Assault Rifles	3
Machine Pistols	1
Mini-Gun	5
Head Shot	4

Mission Card List

Card	Points
Extraction	3
Last Stand	5
Power Shutdown	3
Infiltration	2
Attack	1

Card	Points
Escape	4
Gather Supplies	1
Reach Safe Haven	5
Disguise	2
Rescue	4

Villain Card List

Card	Points
Ozwell Spencer Scientist	3
James Marcus Scientist	2

Card	Points
Major Timothy Cain	3
Tyrant	4

Card	Points
Albert Wesker Scientist	2
Red Queen Program	5
Doctor Sam Isaacs	1

Card	Points
G-Mutation	5
Scientists	1
Super Mutant	4

Umbrella Card List

Card	Points
Underground Laboratory	4
Submarine	3
Helicopter	3
Commandos	2
Search Team	1

Card	Points
Headquarters	5
Umbrella Corporation	5
Gunships	2
Scarab Device	1
Secret Research Facility	4

Experiments

Card	Points
T-Virus	5
Project Alice	5
Progenitor Virus	4
Test Subjects	1
Bio-Weapons	3

Card	Points
Cloning	1
Nemesis Program	4
Outbreak	2
Infection	2
Los Plagas Parasite	3

Zombie Card List

Card	Points
Zombie Dogs	1
Chainsaw Zombie	1
Undead Horde	2
Zombie Apocalypse	5
Super Zombies	4

Card	Points
Ravenous Zombies	3
Lickers	4
Mutant Crows	2
Undead Supersoldiers	5
Crimson Heads	3

Event Card List

Card	Points
Faked Death	2
Laser Grid	1
Nerve Gas	1
Captured	3
Contamination	5

Card	Points
Memory Wipe	4
Interrogation	3
Pursuit	2
Ambush	4
Trapped	5





Resident Evil Skirmish

Introduction

Based on the Resident Evil Franchise. 8 X 8 Skirmish Miniature and Card rules. 2 Player Game. One player is the Heroes. The other is the Umbrella Corporation.

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Victory

Completely eliminate all enemy Units.

The Board

Use an 8 X 8 Chessboard for a basic game.

Units

Use figurines or counters to represent Units.

The Deck

Players share a common deck.

Setup

For a typical 8 X 8 game, each side should have about 20 Hit points worth of units. Units are placed on a players back 2 rows.

Good Guys Unit List

Name:	Hits	Notes:
Alice	7	Psychic, Operative, Superhuman, Shotgun, 2 Pistols
K-Mart	1	Survivor, Lucky
Jill Valentine	4	Operative, 2 Pistols
Carlos Olivera	3	Merc, Double Tap
Rebecca Chambers	4	Operative, Medic
Rain Ocampo	2	Operative, Pistol and Knife
Luther West	2	Survivor, Shotgun
Chris Redfield	3	Operative, Assault Rifle
Barry Burton	3	Operative, Shotgun
Leon Kennedy	2	Merc, Shotgun
Ada Wong	4	Operative, Pistol and Knife
Nicholai Ginovaef	2	Merc, Assault Rifle
Mikhail Victor	2	Merc, Machine Gun
Peyton Wells	2	Operative, Assault Rifle
Security Specialist	3	Operative, Double Tap
Civilian	1	Civilian
Scientist Defector	1	Civilian, First Aid
Alpha Team Member	3	Operative, Sniper Rifle
Paramilitary Member	2	Merc, Flamethrower
Freelancer	2	Merc, Sniper Rifle

Bad Guys Unit List

Name:	Hits	Notes:
Tyrant	9	Monster, Tough
Nemesis	8	Monster, Mutable

Name:	Hits	Notes:
Agent	4	Operative, Double Tap
Test Subject	1	Zombie, Mutable

Name:	Hits	Notes:
Super Mutant	8	Monster, Claws
G-Mutation	10	Monster, Mutable, Slow
Licker	1	Monster, Tongue
Uber Licker	3	Monster, Tongue
Mutant Ravens	1	Monster, Swarm
Commando	3	Merc, Double Tap
Soldier	2	Merc, Assault Rifle
Guard	1	Merc, Assault Rifle
Scientist	1	Civilian, Mutable
Executive	1	Civilian, Mutable

Name:	Hits	Notes:
Bio-Weapon	4	Zombie, Claws
Zombie Dog	1	Zombie, Fast
Undead	1	Zombie, Slow
Super Zombie	3	Zombie, Fast
Supersoldier	4	Zombie, Assault Rifle
Crimson Head	2	Zombie, Fast
Chainsaw Zombie	3	Zombie, Rend
Hunter	4	Monster, Tough
Regenerador	4	Zombie, Quick Heal

Special Card Use Table

Trait:	Use:
Fast	Charge: M = 2 then A = 1
Slow	Opponent can play a Special card to negate this units Movement.
Zombie	Regenerate: Regain 1 Lost Hit
Mutable	Transform: Gain 2 Hit Points. Unit becomes a Monster. One time only.
Survivor	Hide: Defense
Civilian	Run Away: Move = 1 away from enemy unit.
Merc	Firepower: A = 2 or 3
Operative	Martial Arts: A = 1 or Defense
Swarm	Too Many to Kill: Defense or M = 1
Psychic	Telekinesis: A = 3 for 3 Damage. This unit suffers 1 Damage.

Weapon Card Use Table

Trait:	Use:
Tongue	Tongue Whip: A = 2
Shotgun	A = 3 for 2 Damage
2 Pistols	A = 2 and A = 3
Pistol & Knife	A = 1 and A = 2
Assault Rifle	A = 3 and A = 4 to Adjacent Targets
Sniper Rifle	A = 4 or 5 for 2 Damage
Double Tap	A = 2 for 2 Damage
Lucky	Defense
Medic	Restore 1 Lost Hit to Adjacent Friendly Unit
Tough	Thick Skinned: Defense
Claws	A = 1 and A = 1 to different Targets
Rend	A = 1 for 2 Damage
Flame Thrower	A = 1 and A = 2 and A = 2 for 2 Damage to Adjacent Targets
Machine Gun	A = 3 and A = 3 and A = 3 for 2 Damage to Adjacent Targets
Quick Heal	Regenerate: Regain 1 Lost Hit
First Aid	Adjacent Unit Regains 1 Lost Hit
Superhuman	Defense or M = K

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Action Phase
3. End Phase

Draw Phase

Draw 5 Cards. If the Deck runs out, shuffle the discard and draw from it.

Action Phase

Play cards from your hand to have your units Move and Attack. Move and Attack cards have an associated Range value that determines The exact distance in spaces in which a Unit moves or is hit by an attack from its source. Attacks do one hit point worth of damage unless otherwise stated.

You opponent may play Defense cards to negate Attacks. All played cards are discarded. Units can only use one move card per turn.

Exception: Fast units and Superhuman units can move twice per turn. Units can only use one attack card per turn. Exception: Monsters and Operatives can attack twice per turn.

End Phase

Max hand size is 5 cards. Discard excess cards.

Card List Notation

A Attack
D Defense
M Move
K As a Knight in chess
X Other
Z Extra Damage
 Elite = Mercs and Operatives

Common Deck Card List

Card:	#	Type	Range	Notes
Special	4	X	-	Per Unit Trait
Weapon	4	X	-	Per Unit Trait
Head Shot	1	Z	-	Elite Damage +2
Knife	2	A	1	Elite and Survivors
Pistol	2	A	2	Elite
Aimed Shot	1	A	3	Elite
Body Armor	1	D	-	Elite
Grenade	1	A	K	Elite
Narrow Escape	1	D	-	Good Guys
Hand to Hand	4	A	1	-
Bite	4	A	1	Monsters and Zombies
Tear to Pieces	2	Z	-	Monsters and Zombies Damage +1
Feel no Pain	2	D	-	Monsters and Zombies
Gather the Horde	2	X	-	Bad Guys. Draw 2 cards
Walk	6	M	1	Can be used to move up to 3 Friendly units
Jog	5	M	2	Can be used to move up to 3 Friendly units
Run	4	M	3	Not useable by Slow Units
Sprint	2	M	4	Fast Units
Reload	1	X	-	Good Guys. Draw 2 cards





Rifts Adventures

Introduction

Card Game for 2-4+ players. Theme: Rifts Adventuring Parties.

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Play Description

Each player controls a party of Adventurers. Players take turns either equipping and healing their Characters and/or traveling to new locations or fighting Foes.

Victory

Be the first to accumulate 10 Adventure Tokens (AT).

Adventure Tokens

Every time you defeat a Foe gain 1 AT.

The Decks

There are 6 Types of Decks:

1. Character Aid Deck
2. Magic Aid Deck
3. Psionic Aid Deck
4. Equipment Aid Deck
5. North America Location Adventure Deck
6. North America Foe Adventure Deck

Dice

Six, Ten, and Twenty sided dice are the most commonly used.

Character Deck Notation

FT Fighter
AV Adventurer
MG Mage
RC Racial Class
PY Psychic
BF Base Force

Character Deck Card List

Name:	Type	BF	Skills:
Borg Mercenary	FT	7	Cyborg +1
Escaped Slave Borg	FT	5	Cyborg & Survival
Crazy Mercenary	FT	8	Stealth & Crazy & Minor Psychic
Cyber-Knight	FT	10	Wilderness & Psi-Sword
Discharged Coalition Pilot	FT	4	Pilot & Power Armor
Juicer Mercenary	FT	4	Drugs & Pilot
Headhunter Mercenary	FT	5	Wilderness & Cyborg
AWOL Coalition Grunt	FT	4	Power Armor
Dismissed CN Specialist	FT	6	Stealth & Power Armor
Coalition Elite Veteran	FT	5	Power Armor
Retired Coalition Tech	FT	2	Repair & Power Armor
Body Fixer	AV	2	Heal +2
City Rat	AV	3	Urban & Pilot & Cyborg
Cyber-Doc	AV	2	Cyborg & Heal & Cybernetics
Operator	AV	3	Repair Skill +2 & Pilot
Rogue Scientist	AV	3	Knowledge & Repair
Rogue Scholar	AV	3	Knowledge & Communicate
Vagabond	AV	3	Survival
Wilderness Scout	AV	5	Wilderness +2
Line Walker	MG	3	Ley-Lines
Techno Wizard	MG	3	Artificer & Repair & Fly

Name:	Type	BF	Skills:
Shifter	MG	3	Summon
Elemental Warlock	MG	4	Wilderness
Mystic	MG	2	Scrying & Minor Psychic
Dragon Hatchling	RC	12	Fly & Mage & Breath & Tough
Burster	PY	10	Pyrotechnics
Rogue Coalition Dog Pack	PY	9	Hunt +2
Psi-Stalker	PY	8	Drain
Mind Melter	PY	12	Major Psychic

Ability Definitions

Bonus +1 or +2 or more - The Character gets a further bonus (to rolls) to whatever bonuses the ability normally gives.

- Major Psychic - This Character may use Major Psychic Power Cards.
- Minor Psychic - This Character may use Psychic cards but not Major Psychic Power Cards.
- Hunt - This Character gets +2 to Track Rolls. Uses Major Psychic Power cards not as written, but to gain 1D6 Force with the Attack or Protect Ability. Can use other Psionic cards normally.
- Drain - This Character gets +2 to Track Rolls. Uses Major Psychic Power cards not as written, but to gain 1D6 Force with the Attack or Tough Ability. Can use other Psionic cards normally.
- Pyrotechnics - Uses Major Psychic Power cards not as written, but to gain 1D10 Force with either the Attack or Chaos Ability. Can use other Psionic cards normally.
- Mage - Character can use all Magic Cards.
- Fly - Character gets bonuses to Travel and Escape.
- Breath - Every other Combat Round get +1D6 Force.
- Tough - Rolls vs. this Character on the Hit Result Table are at +1.
- Scrying - In Decision Phase you may look at the next 1D10-3 cards in any deck.
- Summon - Uses Major Psychic Power cards not as written, but to gain 1D10 Force with either the Attack or Protect Ability.
- Artificer - Every Non-cybernetic Equipment card owned by party gets +1 Force.
- Ley Lines - When in Combat roll 1D6: on a roll of 4+ this Character gets +1D10 Force for the turn and gets to draw 1 Magic Card from the deck.
- Wilderness - This Character gets +2 Force in Wilderness Locations and gets bonuses to Track and Travel and Escape rolls in Wilderness Locations
- Survival - Get bonus in Travel Phase
- Knowledge - Get bonus in Travel & Resupply Phase
- Communicate - Get bonus in Resupply Phase
- Repair - Get 1 Repair roll in Recuperate Phase.

- Heal - Get 1 extra Heal roll in Recuperate Phase.
- Cybernetics - Every Cybernetic Equipment card owned by party gets +1 Force
- Urban - This Character gets +2 Force in Urban Locations and gets bonuses to Track and Travel and Escape rolls in Urban Locations.
- Power Armor - This Character can use Power Armor.
- Drugs - This character gets +1D6 Force in Combat, however on a roll of 6 this Character takes 1 Wound at the end of Combat.
- Psi-Sword - Uses Major Psychic Power cards not as written, but to gain 1D6 Force with the Attack Ability. Can use other Psionic cards normally.
- Stealth - This Character gets +1D10 Force in the first round of Combat. Character gives bonus to escape rolls.
- Crazy - Character gets 1D10 -4 Force to Combat. Reroll each round. Negative values count.
- Pilot - Character gets +3 Force from attached Vehicle.
- Cyborg - Character gets +2 from attached Cybernetic Implants.
- Attack - Character gets an extra attack roll. Protection - Negate Target Attack on a roll of 4+ on 1D6.
- Chaos - Roll 1D6 vs. target Enemy Unit: 1-2 = Unit behaves normally; 3-4 = Unit does not Attack; 5-6 = Unit Attacks for your side
- Sensors - Get +2 Force on first Round of Combat. Get +1 to Track rolls.
- Immobilize - Target Enemy Unit cannot attack for 1D6 -3 Rounds.
- Negate Magic - Discard a target Magic Card attached to a Foe
- Psionic Defense - Discard a target Magic Card attached to a Foe

Equipment Deck Notation

- W** Weapon (Max 2 per Character)
- A** Armor (Max 1 per Character) PA = Power Armor
- V** Vehicle (Max 1 per Character)
- I** Item (Max 2 per Character)
- RV** Robot Vehicle (Same as Vehicle; It just has arms & legs, Characters ride inside)
- C** Cybernetic Implants (Max 4 per Character)

Equipment Deck Card List

Name	Type	Force	Notes:
Dead Boy Body Armor	A	2	Tough
Riot Armor	A	3	Tough
Gladiator Armor	A	4	Tough
Crusader Armor	A	5	Tough
Samson Power Armor	PA	8	Tough
Titan Power Armor	PA	7	Tough & Fly
SAMAS Power Armor	PA	10	Attack & Tough & Fly & Sensors
Glitter Boy Power Armor	PA	14	Attack & Tough & Sensors
Neural Mace	W	2	Immobilize
Vibro Blades	W	3	-
Laser Pistol	W	2	-
Laser Rifle	W	3	-
Mini Missile Launcher	W	4	2 Uses
Rail Gun	W	5	5 Uses
Grenade Launcher	W	4	3 Uses
Assault Laser Rifle	W	4	-
Heavy Plasma Cannon	W	5	Use every other Round
Rocket Launcher	W	6	2 Uses; Use every other Round
Ion Blaster	W	4	Use every other Round
Particle Beam Rifle	W	6	Use every other Round
Pulse Rifle	W	3	-
Hand Grenades	W	3	3 Uses
Fusion Block	W	7	Single Use
Titan Combat Robot	RV	18	Attack & Protect & Sensors
Titan Explorer Robot	RV	14	Attack & Protect & Sensors
Titan Recon Robot	RV	12	Attack & Protect & Sensors
Coalition Mark V APC	V	10	Attack & Protect & Sensors
Hover Cycle	V	3	Fly & Attack
Big Boss ATV	V	4	Protect
Mountaineer ATV	V	5	Protect
Highway Motorcycle	V	2	-
Wastelander Motorcycle	V	3	-
Northern Gun Sky King	V	6	Fly & Attack & Protect
Wilks Jet Pack	V	1	Fly
Partial Conversion	C	4	Tough
Full Conversion	C	6	Tough & Sensors
Bionic Hand	C	2	-
Bionic Limb	C	3	-
Bionic Arm	C	3	-
Built in Tools	C	2	Stealth
Extra Limbs	C	4	Attack
Bionic Legs	C	3	Tough
Eye Augmentation	C	3	Sensors
Head Implants	C	2	Sensors
Life Support	C	4	Tough & Survival
Built in Weapons	C	5	Attack
Multi-Optics Helmet	I	1	Sensors
Motion Detector	I	2	Sensors
Compu-Drug Dispenser	I	3	Drugs
Protein Healing Salve	I	1	Heal; 3 Uses
Robot Medical Kit	I	2	Heal
Robot Surgeon System	I	2	Heal +1

Name	Type	Force	Notes:
Universal Translator	I	2	Communicate
Robot Tool Kit	I	2	Repair
Survivalist Bag	I	3	Survival
Wilderness Kit	I	3	Wilderness
Portable Lab	I	2	Knowledge
Robot Lock Pick Gun	I	2	Stealth in Urban Location
Communicators	I	2	Protect
Surveillance Equipment	I	3	Track

Psionic Deck Notation

HS Healing

SS Sensory

PS Physical

MS Major

XX Roll 1D10

Psionic Deck

Name:	Type	Force	Notes:
Bio-Regenerate	HS	1	Heal +2
Exorcism	HS	1	Negate Possession
Resist Fatigue	HS	3	Heal
Psychic Surgery	HS	6	Heal +4
Detect Psionics	HS	2	Srying
Deaden Pain	HS	2	Tough
Induce Sleep	HS	6	Immobilize
Object Read	SS	3	Srying or Repair
Astral Projection	SS	7	Srying +2
Clairvoyance	SS	4	Srying or Escape
Sense Magic	SS	4	Magic Defense
Total Recall	SS	5	Draw 2 cards from any Aid Deck
Mind Block	SS	6	Psionic Defense
Telepathy	SS	7	Srying or Communicate
Empathy	SS	5	Communicate
Death Trance	PS	1	Escape
Ectoplasm	PS	3	Attack or Escape
Nightvision	PS	4	Stealth
Impervious	PS	8	Tough
Resistance	PS	7	Tough
Telekinesis	PS	8	Attack or Immobilize
Inner Strength	PS	8	Attack or Tough
Levitation	PS	5	Escape or Immobilize
Alter Aura	PS	3	Communicate or Escape
Bio-Manipulation	MS	10	Immobilize
Electrokinesis	MS	10	Attack or Chaos
Emotion Transmission	MS	11	Communicate or Chaos
Hydrokinesis	MS	9	Attack or Survival
Hypnotic Suggestion	MS	11	Communicate
Possession	MS	14	Control
Mind Bolt	MS	15	Attack
Mind Bond	MS	12	Control or Srying
Mind Wipe	MS	14	Immobilize
Psi Shield	MS	13	Psionic Defense
Psi Sword	MS	15	Attack or Protect

Name:	Type	Force	Notes:
Pyrokinesis	MS	XX	Attack or Chaos
Force Field	MS	12	Protect
Telemechanics	MS	9	Repair +2 or Scrying

Magic Deck Card List

Name	Force	Notes:
Sense Evil	1	Scrying
Blinding Flash	1	Attack
Befuddle	2	Chaos
Chameleon	2	Escape or Stealth
Fear	2	Chaos
Energy Bolt	3	Attack
Invisibility	3	Escape or Stealth
Paralysis	3	Immobilize
Armor of Ithan	3	Tough
Energy Field	4	Protect
Fire Ball	4	Attack
Magic Net	4	Immobilize
Fly	5	Escape +2
Illusion	5	Chaos +2
Circle of Flame	5	Attack or Protect
Lightning Bolt	6	Attack
Time Slip	6	Escape or Stealth
Impervious	6	Tough
Animate Dead	7	Attack or Protect
Life Drain	7	Attack
Dispel	7	Negate Magic
Metamorphosis	8	Immobilize or Tough
Curse	8	Immobilize
Commune	8	Scrying
Slow	9	Immobilize
Protection Circle	9	Protect
Summon Beasts	9	Attack or Protect
Enslave	10	Control
Summon Swarm	10	Attack or Protect
Banishment	10	Immobilize
Fog	11	Escape or Stealth
Summon Entity	12	Attack or Protect
Mist	12	Escape
Storm	13	Attack or Chaos or Escape
Restoration	14	Heal +4
Dimensional Portal	15	Escape or Supply 2
Teleport	15	Escape or Stealth
Summon Monster	15	Attack or Protect

Party Size Limit

The total Base Force of all Characters in your Adventuring Party cannot exceed 40. Party size cannot exceed 8 Characters.

Setup

Shuffle the Decks. Each player draws 2 Characters. For each Character draw 2 cards. These can be from the Equipment, Psionic, or Magic Decks.

Players roll high on 1D20 to see who goes first.

Turn Sequence

Players take turns. Each turn has 2 Acts:

1. Decision Act
2. End Act

Decision Act

You must decide what your party will do this turn:

1. Heal & Repair - Go to Recuperate Phase
2. Travel to new Location - Go to Travel Phase
3. Look for nearby Adventure - Go to Mission Phase
4. Resupply - Go to Supply Phase

You only get 1 Phase per turn. The others will be forfeit.

Recuperate Phase

Make 1 Healing roll for each Wounded Character. Roll 1D20. On a roll of 16+ the Character is fully Healed. Skills, Magic, Psionics, and Equipment can give extra Heal rolls.

Each player draws and discards cards from the Adventure deck until they draw a location card. Keep it. This is that Parties starting locale. Likewise, if you have damaged Equipment, you can attempt to repair it. However unlike wounded Characters, Equipment cards do not get automatic Repair rolls. Repair

rolls must come from non-wounded Character Abilities, Magic, or Psionic card plays.

Travel Phase

Travel Phase is divided into 3 Stages:

1. Survival Stage
2. Encounter Stage
3. Destination Stage

Survival Stage

Your party must make a Survival Roll. Roll 1D20. On a roll of 16+ you travel without incident. Otherwise roll on the Hazard Table.

For each Character with the Survival Ability get +1 to the Survival Roll. If at a Wilderness Locale each character with the Wilderness Ability adds +2 to the Survival roll. If at a Urban Locale each character with the Urban Ability adds +2 to the Survival roll.

Get +1 to the roll for each player with the knowledge Ability If all Characters are on non-damaged Vehicles get +1 to the Survival roll. If all Characters are flying get a further +1 to the Survival roll. After completing Travel Phase go on to Encounter Phase and then Destination Phase.

Hazard Table

1D20	Hazard:	Notes:
1	Crash	One random Vehicle is damaged
2	Destroyed	One random non-vehicle Equipment is discarded
3	Broken	One random non-vehicle Equipment is damaged
4	Hurt	One random Character is wounded
5	Sick	One random Character is wounded
6	Lost	Party misses rest of turn and must start at Travel Phase next turn
7	Ambush	Flip cards till you get a Foe. They get +5 Force
8	Dissipate	One random Magic Card must be discarded
9	Exhaustion	One Random Psionic Card must be discarded
10	Separated	One Random Character is lost for the next 1D6 turns
11	Totaled	One Random Vehicle is discarded and 1 random Character wounded
12	Left Behind	Discard 2 random cards from your hand
13	Weakened	Get -2 to all your rolls for the rest of this and next turn
14	Short Circuit	One Random Cybernetic Implant is damaged
15	Out of Ammo	One Random Weapon is discarded
16	Stuck	Party misses rest of turn and must start at Travel Phase next turn
17	Detained	Remain at your starting Location. Your turn ends.
18	Hunger	Get -1 to all your rolls for the rest of this and next turn
19	Exposure	Get -1 to all your rolls for the rest of this and next turn
20	Out of Fuel	One Random Vehicle is discarded

Encounter Stage

Arrive here after Travel Phase. Roll 1D20 (Encounter Roll): On 11+ flip over the top card of the

Foe Deck and fight it. If you are forced to escape roll 1D6 on the Escape Table

Escape Table

1D6	Result:	Notes:
1-2	Retreat	Remain at your starting Location. Your turn ends.
3	Minor Delay	Go on to Travel Phase next turn
4	Major Delay	Go on to Destination Phase next turn
5-6	Continue Forward	Go on to Destination Phase now

Destination Stage

If you survived Encounter Phase flip over the top card of the Location Deck. This is your new Location.

Supply Phase

To Resupply make a supply roll. Roll 1D20. On a roll of 10+ you may Resupply. If less you may not Resupply. For each Character with the Communicate Ability get +1 to the Supply Roll. If at a Wilderness Locale each character with the Wilderness Ability adds +2 to the Supply roll.

If at a Urban Locale each character with the Urban Ability adds +2 to the Supply roll. Get +1 to the roll for each player with the knowledge Ability If you gained Supplies from this locale last turn get -5 to the roll. To supply, draw cards from decks as allowed by the locale you are at modified by a roll on the Bonus Supply Table on a roll of 11+ on 1D20.

Supply Phase Examples

Examples: Lets say you are at the Northern Wastelands. As your supply action you may draw and keep

1 card from the top of any Aid Deck except the Equipment deck. Ex: If you are at Tolkeen, you get 2 cards but must pick from the Character or Magic Deck. If you pick from the Character deck and it is not a Mage then discard it and draw again from the Magic deck. Ex: If you are at Chi-Town, you get 2 cards from any Aid deck except the Magic deck. If you draw a Mage from the Character deck, discard it and draw again.

Ex: If you are at Psi-World, you get 2 cards but must pick from the Character or Psionic Deck. If you pick from the Character deck and it is not Psychic then discard it and draw again from the Psionic deck. Ex: In Old Canada draw and keep 1 card from the top of any Aid Deck. When you get an Aid card either put it in your hand or attach it to a Character.

Usage Rule

Every time a Character uses a Magic or Psionic card for its Force Bonus or one of its Abilities make a 1D6 Use Roll: On a roll of 5+ the Aid card provides this one last benefit but is then used up and discarded.

Bonus Supply Table

1D20	Result:	Notes
1	Vehicle Park	Flip top 3 Equipment cards keep first Vehicle you draw
2	Magical Mentor	Gain 1 Magic Card
3	Depleted	Gain 1 less Supply Card this turn
4	Psychic Friend	Gain 1 Psionic Card
5	Broker Agreement	Gain 1 AT
6	Garbage Heap	Gain 1 Damaged Equipment Card
7	Framed	Lose 1 AT
8	Take Credit	Steal 1 AT from Opponent
9	Hostile Natives	You cannot Resupply here again until you complete a mission
10	Leads	Get +5 to next Supply Roll here
11	Analyze Data	Get +2 to a Future roll of your Choice
12	Study Maps	Next Travel Phase you may ignore Foe Cards
13	Medical Care	Heal up to 2 Party Wounds
14	Rumors of Foes	Get +3 to next Mission Roll
15	Training	All Characters get 1 Experience Token
16	Fixer	Repair 1 Damaged Item
17	Gift	Gain 1 Equipment card
18	Guide	Gain +5 to next Survival Roll
19	Black Market	Gain 1 extra Aid card of your Choice
20	Lean Times	Get -3 to further Supply Rolls here

Mission Phase

Roll 1D20 on the Mission Table (Also called the Track or Tracking roll). Get +1 to the roll for each

instance of Tracking Ability. If at a Wilderness Locale each character with the Wilderness Ability adds +2 to the roll.

If at a Urban Locale each character with the Urban Ability adds +2 to the roll. Get +1 to the roll for each

Character with the knowledge Ability.

Mission Table

1D20	Result	Notes:
1-4	Find Nothing	-
5-6	Meet Foes	Fight Foes
7-8	Ambushed	Fight Foes. They Attack First every Round
9-10	Surprise Foes	Fight Foes. All Your Characters get +5 Force first Round
11	Rescue Mission	Fight Foes & Gain 1 extra Character Card
12	Help Locals	Gain 1 AT
13	Protect Town	Fight Foe & get 1 extra AT if you win
14	Discovery	Get +5 to a Future Roll of your Choice
15	Solve Mystery	Gain 1 extra Magic Card
16	Abandoned Equipment	Gain 1 extra Equipment card
17	Battlefield Remains	Gain 1 extra Damaged Equipment card
18	Psychic Impressions	Gain 1 extra Psionic Card
19	Major Adventure	Fight 3 Foes in a Row. Gain 2 extra AT if you win all
20+	Minor Adventure	Fight 2 Foes in a Row. Gain 1 extra AT if you win all

Gaining Loot

Every Time you fight Foes and win, roll 1D10 on the Loot Table:

Loot Table

1D10	Result:
1-5	Nothing
6+	Gain 1 Aid card that was attached to the Foe

Experience

Every Time you fight Foes and win, roll 1D10 for each Character. On 6+ the Character gets 1 Experience Token. Each Experience Token increases the Force of a Character by 1.

Combat Resolution

Combat occurs between Characters and the revealed Foe Card. This may take place as a result of Encounter Phase or Mission Phase. Each Foe card lists a number of Tokens and the Force of each Token.

Combat proceeds in Rounds. Each Round has 5 Segments:

1. Escape Segment
2. Character Attack Segment
3. Action Segment
4. Foe Attack Segment
5. Morale Segment

Rounds will continue until the party escapes or all units of one side are eliminated. Some Foes get to draw Aid cards at the beginning of the Combat. Each Aid Card drawn will give its Force bonus to one of the Tokens.

Distribute these evenly. A token can get more than 1 card if there are more cards than tokens. For example: Psionic 3 means draw 3 cards from the Psionic

Deck. Tech 1 means draw 1 card from the Equipment Deck.

Escape Segment

The Party may attempt to escape or evade combat. Make an escape roll: Roll 1D20. On 16+ the party escapes, otherwise they must fight. If at a Wilderness Locale each character with the Wilderness Ability adds +2 to the Escape roll.

If at a Urban Locale each character with the Urban Ability adds +2 to the Escape roll. Get +2 for each Character with the Stealth and Escape Abilities. If all Characters are on Vehicles get +1 to the Escape roll.

If all Characters are Flying get a further +1 to the Escape roll.

Character Attack Segment

For every 10 Force a Character has rounding down, a Character gets 1 Attack roll: To make an Attack roll 1D6: On a roll of 4+ one random Foe Token loses 1D10 Force. A Token reduced to zero or less Force is destroyed (discarded).

Action Segment

The Characters may use abilities that affect Combat. This includes: Chaos, Control, Summon, Immobilize

Foe Attack Segment

For every 10 Force a Token has rounding down, it gets 1 Attack roll: To make an Attack roll 1D6. A roll of 4+ is a hit. (The Protect Ability may be used at this point to possibly negate the attack) Determine Randomly which Character is hit. For each hit roll 1D10 once on the Hit Result Table: If Character has Tough Ability add 1 to the Hit Result Roll.

Hit Result Table

1D10	Result:
1 or less	3 Wounds: Character is Killed (discarded)
2-3	2 Wounds: Character is Incapacitated
4-6	1 Wound: Character is Wounded
7	Event: Roll on Combat Event Table
8	1 Random Aid Card attached to the Character is discarded
9-10+	1 Random attached Equipment card is damaged

Wounded Status

A Character that is Wounded can still Fight but gets 1 less Attack Roll. A Character with 2 Wounds is incapacitated (still alive) and is immobilized until healed

back to 1 or less Wounds. Immobilized characters cannot attack or take any action.

A Character that receives 3 Wounds is killed. Note: Damaged Equipment provide no benefits until repaired.

Combat Event Table

1D10	Event:	Notes:
1	Berserk	Character gets +2D6 Force for rest of Combat
2	Pinned Down	Character Immobilized next Round
3	Out of Ammo	Character gets 1 less attack next Round
4	Show Fear	Foes get -1 to Morale Check this Round
5	Captured	Character Immobilized for rest of Combat
6	Panic	Character Immobilized for 1D6 Rounds
7	Knocked Out	Character is at 1 Wound & Immobilized for 1D6 Rounds
8	Mad	Character gets Crazy Ability for rest of Combat
9	Screw Loose	Character gets Crazy Ability Permanently
10	Confused	Character attacks own Party next Round

Morale Segment

Roll 1D10. This is the Morale Check. On a roll of 9+ the Foes will Run Away. Die Roll Modifier List: Foe is Monster -1 Foe is Human +1 Per Token destroyed this Round +1 Foes at less than half starting Tokens +1 If Foes retreat it is still considered a Victory; you get the AT and get to loot.

draw from it.

Wiped Out

If all your Characters are killed or Immobilized in a combat, discard all your cards and half your AT rounding down. Start again with 2 new Characters.

End Act

Max hand size is 5 cards. Discard excess cards. If a deck ever runs out of cards, shuffle the discard and

North America Adventure Location Deck Notation

U Urban Location
W Wilderness Location

North America Adventure Location Deck

Name:	Type	Supply	Foe Bonuses per Token:
Northern Wastelands	W	Non-Tech 1	D-Bees +3
Old Canada	W	Any 1	Xiticix +3
Northern Americas	W	Any 1	Xiticix +2
Alberta	W	Any 1	Magic +2
Refugee Camp	U	Character 1	-
Settlement	W	Any 1	-
Tolkeen	U	Magic 2	Magic +5
Chi-Town	U	Tech 2	CN +5
Coalition States	U	Tech 2	CN +4

Name:	Type	Supply	Foe Bonuses per Token:
Fort El Dorado	U	Any 2	Mutants +3
Kingsdale	U	Magic 2	Magic & Tech +2
Lone Star City	U	Tech 2	Tech & Mutants +3
Farms	W	Any 1	-
Dinosaur Swamp	W	None	Monsters +7
Military Outpost	W	Tech 1	-
Badlands	W	None	Mutants, Magic, Psionics +2
Federation of Magic	W	Magic 3	Magic +4
Free State of Lazlo	U	Magic 2	Magic +3
Psi-World	W	Psionic 2	Psionic +4
Devil's Gate	W	None	Magic, Psionic, Monsters, Demons +2
Free Quebec	U	Tech 2	CN & Tech +3
Ley Line Nexus	W	Magic 1	Magic +4
Iron Heart	U	Tech 2	CN & Tech +2
Black Market	U	Any 2	-
Border Town	U	Any 1	-
Pecos Empire	W	Any 2	D-Bees, Mutants +2
Desert	W	Any 1	D-Bees, Mutants +3
Rio Grande Border	W	Any 1	Undead +3

Notation: Bonuses are given to each Token of the indicated type if you fight them while at that Location.

Adventure Foe Deck Card Notation

TKS Tokens

FPT Force Per Token

M Monster Foe

U Undead Foe

N Demon Foe

D D-Bee (Dimensional Being/ Alien) Foe

X Mutant Foe

Z Magic Foe

R Robot Foe

P Psychic Foe

H Human (Mostly) Foe

CN Coalition

UO Urban Only

WO Wilderness Only

Magic X = Foe draws X Magic Cards (each is attached to 1 Token) Psionic X = Foe draws X Psionic Cards (each is attached to 1 Token) Tech X = Foe draws X Equipment Cards (each is attached to 1 Token)

North America Adventure Foe Deck

Name:	Type	TKS	FPT	Notes:
Xiticix Swarm	D	10	5	WO
Xiticix Scouts	D	4	5	WO
Xiticix Warriors	D	7	7	WO
Xiticix Hive	D	12	4	WO
Vampire Tribe	U	7	7	Magic 1
Vampire Kingdom	U	9	7	Psionic 1 Magic 1
Vampire Gang	U	6	7	Tech 1
Degenerate Mercs	H	4	8	Tech 3
Petty Warlord	H	8	4	Tech 2 WO
Rift Demons	MN	2	20	Magic 4
Squid Humanoids	DP	8	6	Psionic 1
Goblinoids	DZ	6	7	Magic 1
Wolfen	D	10	5	Tech 2
Alien Demons	DNP	7	6	Tech 1 and Psionic 1
Elder Beings	DPZ	5	8	Psionic 1 and Magic 1
CN Enforcer Robot	R	2	24	Attack

Name:	Type	TKS	FPT	Notes:
CN Spider Walkers	H	3	18	Attack
CN APC Troopers	H	6	8	Tech 1
CN SAMAS Squad	H	5	12	Tech 2
CN Sky Cycle Wing	H	8	6	Tech 1
CN Dog Pack Patrol	H	4	8	Psionic 2
CN Skelebot Platoon	R	10	4	Tech 2
Necromancer Cult	Z	6	8	Magic 4
Wild Psi-Walkers	MP	3	10	Psionic 3
Dinosaurs	M	4	12	WO
Iron Juggernaut	RZM	1	39	Magic 2
Simvan Raiders	D	5	6	Tech 1 Magic 1
Mutant Cycle Gang	X	6	6	Tech 1 Psionic 1
Gargantuan Mutants	M	2	25	Psionic 1
Full Conversion Borgs	H	4	9	Tech 4
Merc Mages	Z	3	10	Magic 3
Giant Demon	MNZ	1	47	Magic 1 WO
Fire Dragon	M	1	35	Breath WO
Thunder Dragon	M	1	44	Breath WO
Techno Wizard Militia	H	4	8	Magic 2 Tech 2
Juicer Gang	H	4	8	Drugs Tech 2 UO
Mutant Gang	XP	5	7	Psionic 1
Mutant Animals	X	6	9	WO
Crazies	H	5	8	Tech 2 UO
Marauding Bandits	H	6	6	Tech 1
Head Hunters	H	5	6	Tech 3
Assassin Scum	H	4	9	Tech 2
City Rat Pack	H	6	4	Tech 1 UO

Links

[Rifts](#) [Wikipedia](#)





Running Man The Home Game

Introduction

Board Game based on the 1987 SF Movie. One player is the Runners. The other is the Stalkers.

Winning

The Stalkers win if all of the Runners are killed. The Runners get a minor victory if 1 or more of them make it to the Rebel Hideout. The runners get a major victory if 1 or more of them makes it first to the Satellite Uplink and then the Hideout.

The game ends when all stalkers are killed or all Runners are either Killed or escaped.

The Runners

There are 4 Runners:

1. Ben Richards
2. Laughlin
3. Weiss
4. Amber

The Stalkers

There are 5 Stalkers:

1. Sub Zero
2. Buzz Saw
3. Dynamo
4. Fire Ball
5. Captain Freedom

The Game Zone

The Map or Board is also known as the Game Zone. The Board is an 8x8 grid. There are 4 main locations located in the corners: Runner Entry Stalker Entry Satellite Uplink Rebel Hideout. The 2 Entry points are in opposite corners. The center 4 squares are known as the Intersection.

In order to go from any corner location to any other corner Location, you must first enter an Intersection space. Runners and stalkers may not enter each others entry points. Stalkers may not enter the Satellite or rebel squares either.

Counters

Each runner and stalker has his own counter. Counters may Stack.

Hits & Damage

All Characters have Hits. Ben has 5 Hits. All the other runners have 2 Hits.

Captain Freedom has 4 Hits. All the other Stalkers have 3 Hits. Whenever a Character takes damage place a Damage Counter on it.

If a Character has more Damage Counters than Hits, it is killed.

Setup

Place the Ben, Laughlin, and Weiss counters on the Runner entry square. Place Subzero on the Stalker Entry Point. Runners go first (Head start).

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Run Phase
2. Action Phase
3. Hide Phase

Run Phase

Draw 3 cards and put them in your hand.

Action Phase

Use Move cards to move your units. A unit may make a max of 2 moves in a turn. The unit must move the entire distance described by the move card or not at all.

Runners stacked together may use a single card to move together.

K Move like a Knight in Chess.

Runners may never move into a space occupied by a Stalker. Runners may never move through a space occupied by a Stalker, except if It is a K card. All units may stack with each other.

Attack cards are used to make attacks against opposing units in the same space. Note: All attacks are (short range) within the same square. If runners are stacked, an attack against them will hit a random one.

A unit may make up to 2 attacks in a turn. Defense cards are played to negate an attack.

Character Entry

Amber enters the game on turn 4. If Sub zero is killed, both Dynamo and Buzz Saw immediately enter the Game Zone. If Sub Zero is not killed Dynamo and Buzz Saw enter on turn 6.

If both Dynamo and Buzz saw are killed, Fire Ball immediately enters, otherwise Fireball enters on turn 10. If Fire Ball is killed, Captain Freedom immediately enters play, otherwise Captain Freedom enters on turn 14.

Card List Notation

M Move
A Attack

D Defense
X Special
Number of Copies of card in deck

Runner Deck

Card Name	#	Type	Notes:
Scramble	2	M	Move 1 Space orthogonally
Sneak	2	M	Move 1 Space diagonally
Rush	2	M	Move 2 Spaces orthogonally
Clamber	2	M	Move 2 Spaces diagonally
Run	2	M	Move 3 Spaces orthogonally
Sprint	2	M	Move 3 Spaces diagonally
Tight Squeeze	2	M	K = Move like Knight in Chess
Dodge	2	D	And draw 1 card
Hide	2	D	And discard 1 card
Block	2	D	-
Distraction	2	D	Only if another Runner stacked or adjacent
Narrow Escape	2	D	And move 1 space in any direction
Run Away	2	D	And you must immediately play a Move card
Gas & Flare	1	A	Auto-Kill Fire Ball
Garrote	1	A	Auto-Kill Sub Zero
Crash Vehicle	1	A	Stalker may not move next turn
Ambush	1	A	Opponent must discard 1 card
Use Own Weapon	1	A	Auto Kill Buzz Saw
Mangle	1	A	Ben Only. Does 2 Damage. Or draw 1 card
Electrocution	1	A	Auto-Kill Dynamo
Pinned	1	A	Stalker goes back to his Entry point
Grapple	1	A	Or use as a Defense Card
Lucky Punch	1	A	-
Rebel Help	1	X	Draw 3 Cards

Stalker Deck

Card Name	#	Type	Notes:
Stalk	2	M	Move 1 space orthogonally
Search	2	M	Move 1 space diagonally
Hunt	2	M	Move 2 spaces orthogonally
Jog	2	M	Move 2 spaces diagonally
Vehicle	2	M	Move 3 spaces orthogonally
Pursuit	2	M	Move 3 spaces diagonally
Short-cut	2	M	K = Move like a Knight in Chess
Cage	1	X	Negate Move Card. Draw 1 Card
Trap	1	X	Negate a Move Card. Opponent discards 1 Card
Barricade	1	X	Negate Move Card
Dead End	1	X	Negate Move Card. Move 1 Space in any direction
Armor	1	D	-
Combat Training	1	D	And Draw 1 Card
Parry	1	D	And Opponent discards 1 Card
Attack	4	A	-
Hand to Hand	2	A	Cannot use Defense cards vs this Attack

Card Name	#	Type	Notes:
Hit & Run	1	A	And then Move 1 space in any direction
Slash	1	A	Sub Zero Only or draw 1 card
Choke Hold	1	A	Opponent Discards 1 card
Impale	1	A	Does 2 Damage
Burn	1	A	Fire Ball Only or draw 1 card
Cut	1	A	Sub Zero or Buzz Saw Only or draw 1 card
Jet Pack	1	M	Fire Ball Only. Move 3 or K Spaces or draw 1 card
Skates	1	M	Sub Zero Only. Move 1 or 2 Spaces or draw 1 card
Motorcycle	1	M	Buzz Saw Only. Move 2 or 3 Spaces or draw 1 card
Go - Kart	1	M	Dynamo Only. Move 3 or 4 Spaces or draw 1 card
Surveillance	1	X	Look at Opponents hand
Fear	1	X	Opponent discards 2 random cards

Links

[Running Man Wikipedia](#)





Silver Surfer

Introduction

Card Game with Silver Surfer Theme.

Disclaimer

The Silver Surfer is a copyrighted, licensed property. This is merely a Fan site.

Victory

Have the most Plot Points at the end of the game. The game ends when the deck runs out.

The Deck

Players share a common deck. There are 7 cards types:

- SK** Surfer Skill
- SE** Surfer Energy Attack
- SA** Surfer Allies
- SS** Surfer Speed
- ST** Surfer Toughness
- SB** Surfer's Board
- SC** Surfer Action
- V** Villains
- F** Foes
- X** Superpowers (Used by Villains)
- L** Locations
- P** Plots

Every card has a Plot Point (PP) Value.

Setup

The most brooding, cosmic, dramatic player goes first.

Card List

Card Name:	Type	PP
Cosmic Endurance	ST	5
Impervious to Elements	ST	5
Cosmic Blast	SE	8
Flying Board	SB	4
Space Born Skill	SK	9
Double Back	SS	6
Searing Energy	SE	8
Sky Rider	SK	9
Board Attack	SB	4

Turn Sequence

Players take turns. Each turn has 5 phases:

- Fate Phase
- Action Phase
- Resolution Phase
- Plot Phase
- Recovery Phase

Fate Phase

Draw cards from top of deck to Fill Hand to 8 cards.

Action Phase

Discard up to 4 cards and draw replacements.

Resolution Phase

You may play a Meld. A Meld is a card combo that must include:

1. Exactly one Foe or one Villain
2. Up to two Surfer cards* with PP >/= to the Foe or Villain
3. Up to one Location card
4. Up to one Superpower card if a Villain was played
5. One or two Plot cards.

* The Surfer cards cannot be of the same type.

Plot Phase

If you played a Meld gain PP = Total PP of the cards you played in the Meld.

Recovery Phase

You may discard any unwanted cards. Maximum ending hand size is 4 cards. Discard excess cards.

Card Name:	Type	PP
Doctor Doom	V	11
Quasimodo	V	10
Thor	F	15
The Monster of Badoon	F	9
Robot Monster	F	8
Cavemen	F	3
Dinosaurs	F	5
Naval Warships	F	6
Fighter Jets	F	6

Card Name:	Type	PP
Summon Board	SB	4
Cosmic Thrust	SE	8
Healing Energy	SC	3
Cosmic Power Bolt	SE	8
Melt Weapon	SC	3
Cosmic Burst	SE	8
Track Any One	SC	3
Supersonic Speeds	SS	6
Sentinel of the Spaceways	SK	9
Herald of Galactus	SK	9
The Defenders	SA	7
The Avengers	SA	7
The Star Masters	SA	7
The Fantastic Four	SA	7
Cosmic Commandos	SA	7
Superhuman Strength	ST	5
Indestructible	ST	5
Cosmic Energy Powers	SE	8
Energy Beams	SE	8
Silver Skin	ST	5
Hyperspace Travel	SS	6
Blinding Speed	SS	6
Master of Cosmic Forces	SK	9
Silver Board	SB	4
Dodge Blows	SS	6
Pure Heart	ST	5
Cosmic Shock	SE	8
Disguise	SC	3
Cover Vast Distances	SS	6
Sense Aura	SC	3
Lightning Speed	SS	6
Surprise	SS	6
Neutralize Device	SC	3
Galactus	V	17
Thanos	V	16
Loki	V	15
The Overlord	V	14
The Stranger	V	13
Mephisto	V	12

Card Name:	Type	PP
Yetis	F	4
The Hulk	F	11
Alien Invasion Fleet	F	9
Armed Guards	F	3
Mind Control	X	7
Magic Powers	X	5
Infernal Plot	X	4
Ultimatum	X	4
All Knowing	X	7
Protective Field	X	6
Energy Drain	X	6
Dematerialize	X	5
Pacific Ocean	L	2
Zenn-La	L	4
The Underworld	L	5
Deep Space	L	4
Arctic Circle	L	3
Modern Metropolis	L	2
Asgard	L	5
Savage Earth	L	3
Catastrophe	P	8
Decoy	P	6
Hostages	P	6
Kidnapping	P	6
Misunderstanding	P	7
Rescue Innocent	P	7
Time Travel	P	5
Space Travel	P	4
Cataclysm	P	8
Love Interest	P	7
Spacecraft	P	4
Scientist	P	5
Meteor Shower	P	7
Madness	P	5
Competition	P	5
Space Scrambler	P	4
Null-Life Bomb	P	9
Ultimate Nullifier	P	10





Space Cruisers

Introduction

Very simple space ship combat.

Equipment

Use a hex map (large hexes) with a starfield background. 10 and 6 sided dice are needed. Ship figures and stands are needed.

The Micro-Machine Star Trek line works nicely.

Systems Table

1D10	System
1	Phasers (or cargo bay if playing with fighters)
2	Phasers
3	Photon Torpedoes
4	Drives
5	Shields
6	Armor
7	Scanners
8	Security Team
9	Cloaking Device
0	Elite Crew

System Notes

Phasers: Range = 6. Damage = 1D6. Hits on roll of 5+. Phasers can be fired into a 120 degree arc in front of the ship. Photon Torpedoes: Range = 4. Damage = 2D6. Hits on roll of 7+.

Torps fire in a straight line. Drives: Each level of drives can be used to move a ship one space forward or make one 60 degree turn per turn. For each Drive add 1 to the ships initiative roll.

Shields: Attacks that do 4 or less points of damage are negated. Attacks that do 5+ damage are negated, but destroy a shield. Armor: Each level of armor gives the ship 10 more hull points.

Scanners: Each scanner gives one attack per turn +1 to hit. Security Teams: Each security team can attack one adjacent uncloaked ship per turn that has no shields. Roll 1D6. On a roll of 1-2 the team is destroyed.

On a roll of 5-6 the target ship is destroyed. Cloaking Device: A ship may decide to cloak for the turn. Cloaked ships cannot attack. Cloaked ships are -3 to be hit.

A ship will only ever have 1 Cloaking Device. Reroll duplicate rolls. Elite Crew: For each elite crew add 1 to the ships initiative roll. Each elite crew allows the ship to attempt to evade 1 attack per turn.

The target attack is evaded on a roll of 1-3 on 1D6.

Basic Military Hull

Every military ship has the following basic features: 10 Hull points 1 Phaser 3 Drives 1 Shield

Additional Systems

In the Basic rules every ship has 5 additional systems. Roll 5 times on the System table to see which systems a ship has.

Setup

Each side should have an equal number of figures. Or each side should have an equal number of construction points if using the advanced rules.

Turn Sequence

Each turn has 4 phases: 1 Cloak Phase 2 Initiative Phase 3 Move Phase 4 Attack Phase

Cloak Phase

Ships with cloaking devices may cloak.

Initiative Phase

Each ship rolls 1D10. This is the ships initiative number.

Move Phase

The ship with the lowest initiative moves first. The next lowest moves next and so on. Reroll tied initiatives.

Only 1 ship per hex.

Attack Phase

The ship with the highest initiative attacks first The next highest attacks next and so on. For each attack roll 1D10. This is the To hit roll. Phasers hit on a roll of 5 or more.

Torps hit on a roll of 7 or more. Scanners & cloaking modify the To hit roll. Security teams may also attack.

Critical Damage Table

1D10	Effect
1-2	1 Weapon system destroyed (reroll if none left)
3-4	1 Drive destroyed (reroll if none left)
5-6	Warp Core
7-8	Life Support
9-0	Super Structure

If the Warp Core is hit twice the ship explodes. If Life Support is hit twice the entire crew is killed. If the Super Structure is hit twice the ship breaks apart.

Basic Rules Sample Ships

Ship Name: 5 Additional systems The Courageous: Shields, Torps, Security, Drives x2 The Victorious: Scanners, Armor x2, Shield, Elite Crew The Noblesse: Elite Crew, Shield, Torps, Drives, Scanners The Atlantea: Phasers, Drives, Shields x2, Cloak

Advanced Rules

Shipbuilding

The basic military hull is worth 2 construction points. Each additional system is 1 construction point. Small ships have 0-3 additional systems.

Corvettes, escorts, gunships, raiders Medium Ships have 4-6 additional systems. Destroyers, frigates, cruisers Large ships have 7-10+ additional systems. Battle Ships, capitol ships, dreadnaughts, carriers

Basic Commercial Hull

The basic commercial hull is worth 2 construction points. 10 Hull points 2 Drives 3 Non military systems Non military systems include: Cargo bays, Science Labs, Mining equipment, Passenger accommodations, etc.

Space Station Hulls

The basic Space station hull is worth 2 construction points. Space stations have no drives 20 Hull points 4 Non military systems. All weapons mounted on Space stations fire out of any arc.

Expanded Critical Damage Table:

If an attack hits, a ship may try to evade if it has an elite crew. Security teams may be evaded. If an attack hits, and it is not evaded, roll for damage.

Shields will absorb damage. Too much and the shields blow (are destroyed). If the ship has no shields, each point of damage destroys one hull point.

If a ship has negative hull points, every phaser hit it takes requires 1 roll on the Critical Damage Table. Torp hits require 2 rolls.

Fighter Hulls

The basic fighter hull costs 2 construction points. They have 1 hull point. Any roll on the critical damage table will destroy them.

They have 5 drives, 1 phaser, 1 elite crew Up to 5 fighters can be carried by a ship for every cargo bay the ship has. Fighters can have a maximum of 3 additional systems

Rule And Equipment Supplement

By: Andrew (rebel_explorer@hotmail.com)

Crew Points:

All cruisers start with 10 crew points. Boarding attacks are done at the same distance, however roll 1d6 for both ships. This is the number of crew point casualties you inflict on the opposing crew. Subtract that total from their Crew Point total. If that number reaches 0, then that ship is captured. All ships can board, security teams now only give a +5 to Crew Point totals now. If the attacker loses all crew points and defender does not, the attacker's ship is captured by the defender.

Ramming: When a ships captain is using desperate tactics they might choose to ram their enemy. When this occurs they slam their ship into their foe's. This is done during the movement phase. Damage done to rammed ship: 2D6+(# of Drives ramming ship has) Hull Point Damage, 2D6 Crew Point damage, and one roll on critical hit table Damage done to rammer's ship: 2D6-(# of Shields still operating on rammed ship) Hull Point Damage, 1D6 Crew Point damage, all sheilds go down, and one roll on critical hit table

1d10	Effect
1-2	1 weapon system is destroyed, attackers choice (reroll if none are left)
3-4	1 Drive is destroyed (reroll if none left)
5	Warp Core damaged
6	Life Support damaged
7	Super Structure damaged
8	Ordinance Bays hit and explode. Roll 2 more times on Critical Damage table. 1d6 crew point casualties.
9	Sensors Damaged. Targeting is more difficult. -3 on To Hit rolls
10	System Shock: Cannot move or fire weapons for 1d3 turns.

Damage Control Parties:

Engineers on your cruiser that are trained to fight fires and repair damage during a battle. Roll a 1d8 and look at the Damage Control Table. You must say out loud to other players which system which one you are trying for, THEN roll if you fail on that roll, you

continue to roll for that system unless you wish to change to another system. And must again declare what you are trying to fix. You can roll once a turn as long as you have crew points. This is done during the cloaking phase. (Can repair 1d4 Hull Points per day after battles after all systems that aren't totally destroyed have been repaired.)

Damage Control Table

D8	RESULT
1-5	Total Trashed. Must be replaced from Starport or Spacestation.
6	No progress made, make another attempt next turn.
7	System requires two turns to complete repairs.
8	Minor damage, system repaired.

Escaping Battle:

Sometimes discretion is the better part of valor, and surrendering isn't much better than death. So escape is an option for tacticians and cowards alike. To retreat a ship from the battle, firstly it must have a "Warp" or "Hyperspace" drive systems, so larger ships and long range scouts only. And it must have functioning drives, and no ships on opposing sides can have a functioning ship with interdicting fields active. If these requirements have been met, then escape can be attempted. Roll a 1d10, and on 8-10 the ship managed to charge it's jump engines and escape. On a roll of 1, the ships "Hyperspace" drive completely fails and must be repaired before you can attempt again.

Critical Hits:

When a natural 10 (no modifiers made it a 10) is rolled an attack automatically hits, and does double its damage. And if a natural 1 is rolled, the attack automatically misses.

Elite Crew Evasion:

When a 6 is rolled on the evasion roll, a critical hit happens against the ship because the crew messed up and dodged INTO the blast rather than away from it.

New Equipment - And New Units

More Crew: This upgrade grants a ship 10 more crew points.

Nuetron Cannon: These weapons only inflict damage on crews on ships. And only if the target ship has no more functioning shields. Otherwise their shields soak up the radiation. Stats: Range: 5 Damage: 1d8 vs Crew To Hit: on 6+

Heavy Marine Armor: This upgrade gives your crew armor to help resist weapons fire during boarding actions. Prevents 1 Casualty to your crew during boarding operations.

Heavy Weapons and Explosives: This upgrade gives your crew better weapons to inflict more casualties on opposing crews. +2 to Casualty Roll.

Automated Defense Systems: This is a computer controlled weapon and containment system helps keep enemy boarding parties at bay. Inflict +1 on Casualty Roll, and -2 to your Casualties. Counts as two (2) systems. A ship will only ever have one Defense system.

Teleporters: This gives your ship a means of teleporting troops onto enemy ships at range, as long as their shields are down. Stats: Range: 6 Effect: Counts as Boarding action, however repelling boarders cannot capture attackers ship this way. (Unless defending ship also has a teleporter.) A ship will only ever have one Teleporter.

Mines: There are 2 different system versions: Mines can be targeted, a successful hit explodes it. Remote Detonation: You deploy a radio controlled mine at your current location that will stay there until you detonate it. Stats: Damage: 1d8 To Hit: +7 Radius of Effect: All Hexes immediately surrounding the mine.

Proximity: Same as the Remote Detonation mines,

however rather than being controlled by a player, they go off if ANY ship passes within a hex of it.

Fighter Squadrons/Strike Craft: 5 Different Types - All fighters/strike craft can dock with carriers to replenish ammunition and ships to the squadron (explained below). Drones: Doesn't require crew points to man them. However they are specialized equipment and can't be replaced during battle. Carries only a light gun pod. Stats: Drives: 5 Range: 3 Damage: 1D4x2 To Hit: 6+ 120 degree fire arc Hull Points: 5 Ammo: 3 Attacks before needing to dock.

Interceptors: Counts as two systems. These fighter planes are designed to intercept and destroy other strike craft. They have give a +5 to Crew Points For the purpose of manning the squadron. The squadron is short range and cannot "warp" or "hyperspace" away. If the squadron isn't totally destroyed, you can refit it with Crew Points from its parent space ship/carrier. This pulls points from the carrier and puts them into the squadron and refits the squadron up to its full 5 again. Carries a dual gun pod and a concussion missile. Also has "Elite Crew" system for the squadron. Stats: Drives: 5 Range: 3 Damages: 1D4x3 with Gunpod; 1D8 with Concussion Missile ToHit: 6+ 120 degree fire arc with gunpod H.P.: 5 Ammo: 3 / 1 Attacks before needing to dock for more ammo.

Bombers: Counts as two systems. These specialized strike craft are specifically designed to attack larger ships. They give a +5 to Crew Points for the purpose of manning the squadron. The squadron is short range and cannot "warp" or "hyperspace" away. If the squadron isn't totally destroyed, you can refit it with Crew Points from its parent space ship/carrier. This pulls points from the carrier and puts them into the squadron and refits the squadron up to its full 5 again. Carries a Photon Torpedo and Light Gunpod. Also has "Elite Crew" system for the squadron. Stats: Drives: 4 Range: 4/3 Damages: 2D6 with torpedo; 1D4x2 with Gunpod To Hit: 7+ / 6+ 120 degree fire arc with gunpod. H.P.: 5 Ammo: 1 / 3 Attacks before needing more ammo.

Gunships/Corvettes: Counts as three systems. These are a heavier strike craft designed to fight other strike craft, and be rapid assault craft against larger ships. They give a +5 to Crew Points for the purpose of manning the craft. This ship is short range and cannot "warp" or "hyperspace" away. If the ships crew isn't totally killed, you can refit them from its parent ship. This pulls points from the carrier puts them into the smaller craft, and refits them upto its full 5 again. Carries ONE of two different packages. The Anti-Strike Craft, and the Anti-Large Craft. The strike craft version is 2 turrets that each have 2 gun pods and a concussion missile pod. The bomber version is 1 turret with 2 gun pods and 2 torpedo tubes. Also has "Elite Crew" system. Stats: Strike Craft Version: Drives 5 Range: 3 Damages: 1D6x2 (two different attacks) with gun pods; 1D8x2 Concussion missiles. To hit: 6+ H.P.: 5 Ammo: 4 / 2 before needing more ammo. Bomber Version: Drives: 5 Range: 4/3 Damages: 2D6x2 with torpedo; 1D2x4 with gunpod To Hit: 7+ / +6 120 degree fire

arc with gun pod. H.P.: 5 Ammo: 2 / 4 before needing more ammo.

Heavy Fighters/Long Ranger Fighters: Counts as independent vessel/squadron, but can be refit exactly like other fighters. Designed to be long range scouts, and hit 'n run attackers. Has its own 5 Crew Points for the purpose of manning its ships. Its a long range squadron and CAN "warp" or "hyperspace" away. If the squadron isn't totally destroyed you can refit like other squadron up to its full 5 again. Carries 1 phaser 2 torpedos and a Fighter Shield. The Fighter Shield is a weaker version of larger ship shield array. It soaks damage 1-3, but 4+ shuts the shield down and the ships are exposed to damage as normal. Also has "Elite Crew system. Stats: Drives: 5 Range: 6 / 4 Damages: 1D6 with Phaser; and 2D6 with torpedo To Hit: 6+ / 7+ 120 degree fire arc with gunpod H.P.: 5 Ammo: 2 attacks with torpedo before needing more ammo.

Nanotech Repair Module: These single use expendable droid and standard part supply kits can instantly repair one system on your vessel that as been destroyed or damaged including critical damage. Or restore 1d8 Hull Points. But it can only be used ONCE per battle. Do this during Cloaking Phase.

CIWS Point Defense Cannons: This system is used to fire at incoming missile and torpedo attacks. Negates the torpedo or missile attack on 7+.

"Battle Hammer" Naval Mass Driver Cannon: Counts as 2 systems. These large guns are used to pound and smash their way through ships armor and shielding. Using APDS rounds fired through magnetic rails, these are impressive weapons. Range: 10 Damage: 2D6 To Hit: 6+ 120 degree Fire Arc.

Missile Batteries: This weapon system fires salvos of missiles at ships and fighter squadrons. Only has 2 salvos. Decent IFF targeting software and guidance technology. Range: 6 Damage: 2D4/ salvo To Hit: 5+ 120 degree fire arc.

Expanded Missile Racks: This upgrade adds two more salvos to a particular missile pod.

Rapid Fire Missile Racks: This upgrade allows a missile pod to fire two salvos at once but at -2 accuracy.

Salvaging/Mining Operations: (For use with roleplaying and different scenarios) A module to mine asteroids, melt down and extract the different resources for construction and repairs. As well as salvaging wrecks for supplies such as ammunition, fuel, food, etc.

Science Labs: Astrometrics, Biology, Chemical, etc (For use with roleplaying and different scenarios) Different scientific equipment for studying different phenomena, mapping space, life forms, minerals, chemicals, etc.

Advanced Hydroponics: (For use with roleplaying and different scenarios) Growing enough food for your crew between stops is a challenge with out this module. But with it you can setup operations deep into space, and even help in the construction of space stations and colonies.

Advanced Factories, Manufacturing Bays, and Materials Processing: (For use with roleplaying and different scenarios) Generally mobile shipyards and space stations would have these for building ships and supplies at the frontlines to help support fleets. Building anything from uniforms, parts, and ammunition all the way up to Strike Craft and Destroyers and Frigates. These bays are also wonderful to help with the construction of space stations and colonies as long as raw material is available.

Expanded and Enlarged Cargo/Flight Bays Large Bays in ships designed for carrying large amounts of cargo, fighters, and troops and their equipment from point to point.

Interdictor Field Generators: These field generators destabilize jump fields, and prevent the use of "warp" or "hyperspace" in the area. All ships that were in "warp" drop out, And are in normal space again. All attempts to re-enter "warp" again will fail until the generator is deactivated, or the ship in which the system is housed

is crippled or destroyed.

Advanced Fleet Command Module: This advanced communication and sensor suite gives a battle group commander near-complete information concerning all ships at his or her command. This equipment allows this commander to make decisions faster and more accurately. Effect: +2 to initiative for all ships in that fleet. A battle group will only have one Commodore or Admiral, and will only have one suite like this.

Repair Beams: Counts as 3 systems, and has turret built in. Repairs 1d3 Hull Points or roll 1d10 on 9,10 Make a roll on Damage Control Table. This is fired like a gun but it always hits. Stats: Range: 2 360 degree fire arc.

Advanced Medical Treatment Center: (For use with roleplay or certain scenarios.) This treatment center has highly trained personel and the best technology available to help treat injured. Its advanced equipment can even bring back recently killed personel. After a battle roll 1d4. Treatment Effect Table:

#	Result
1-2	No effect the dead were too far gone.
3	1 Crew Point saved, added back to a ship of choice.
4	1d3 Crew Points saved, added back to ship(s) of choice.

Repeating Ion Beam Cannon: This weapon is used for quantity of fire, not quality. This weapon is used most often by pirate bands who want to scare civilian ships into surrendering. While not harmless, its more of a back up weapon. Stats: Range: 4 Damage: 1d2x3 ToHit: 4+ 120 Degree fire arc.

Improved Directional Thrusters: This array of thrusters helps improve movement by allowing the ship to move side ways one hex, at the cost of 2 movement points, and backwards one hex at the cost of 2 movement points.

"Trident" Grand Cannon: Counts as 3 systems. This huge partical beam cannon fires like a torpedo, down a row of hexes. However its beam is so large that it envelopes ships and continues past them firing all the way through its range until the beam dissapates. The energy drain on it is so intense that a failure roll must be made everytime before it fires. Roll 1d6 1-3 it fires normally, 4-5 gun overloads and shuts down(Counts as destroyed, but can be repaired) On a 6, it explodes destroying the gun, and make a Critical Hit roll and the gun may NOT be repaired. It may fire every 2 turns. This weapon continues to do damage to each ship until all damage points used. For example, if it did 12 damage, and a target ship has only 2 shields, then both shields fail at 5 damage points, and 2 damage is carried over into the Hull Points. Stats: Range: 9 Damage: 4d6 ToHit: 7+ Fires only forward.

Ionized Torpedos: These special torpedos ionize the armor on them allowing them to slip through the shields of ship unmolested and detenate on the hull of the targeted ship. The equipment to create the effect is bulky in the torpedo and reduces the warhead size. Stats: Range: 6 Damage: 1d4+1 ToHit: 7+ Fires

in straight line like other torpedos. CIWS Point Defenses gain a +2 tohit vs these torpedos because of the emissions created by the ionization.

Battle Platforms: Counts as 2 systems. These immobile weapon platforms are deployed like a mine, however it is crewed, houses its own shield, and a battery of weapons. Contains 7 Crew Points of its own. If fighters are launched from this platform, the Crew Points must be pulled from it. Mounts 1 shield system, and one of these weapon systems:

- 1 Phaser
- 1 Repeating Ion Beam Cannon
- 1 Missile Battery
- 1 Interceptor Squadron
- 1 Bomber Squadron
- 1 Photon Torpedo

Space Cruisers Material

by Geo Gibson (techromancer@wncol.net)

Here's that extra stuff I'd done for Space Cruisers. It's mostly been used in solo games, so I can't say it's been extensively playtested :) Some of the modifications have been left out, either because they aren't in any kind of usable form yet or else because they only make sense in scenarios.

Extra "space Cruisers" Rules

These are the extra rules I've been using for some solo games. I use miniatures on a hexless surface (two sections of posterboard that have a starfield painted on them); each hex is assumed to be 1 inch on the

table. Two inches might work better if you have the space.

Fighters: Fighters are fielded in squadrons (usually 2-5 fighters); each squadron moves as a unit and rolls one initiative die. Hits are always assigned to any damaged fighters first. Fighters do not have to move between turnings (see below).

Movement (additional): Ships cannot usually turn twice; some forward movement must occur in between. A ship may turn twice (without a move in between), but the second facing change costs 2". Fighters ignore this rule.

Extra Systems

Enhanced Battle computer: allows Critical rolls to be modified by plus or minus one. A ship with an EBC only suffers -2 when targetting a Cloaked Ship.

Tractor Beams (all Military ships have one): Range is 3". A ship can use its tractor beam to latch onto another vessel (same size or smaller) to tow it. Towed ships remain within 3" of the other vessel; the towing ship loses 1" of movement while the beam is engaged. Ships with operable drives cannot be towed unwillingly. Stations cannot be towed and fighters cannot possess tractors. If a second tractor is added, a ship can tow a vessel one size larger at a cost of 1 extra inch of movement (a small vessel with 2 tractors could tow a medium vessel at -2" to its move, or a large vessel if it had three tractors, though it would then be at -3" movement). These usually have a 120 degree rear arc.

Self-destruct

Sometimes a Captain will destroy his/her/its own ship rather than allow it to fall into enemy hands (or tentacles, etc.). Self-Destruction is announced during the Cloaking phase and replaces the ship's Movement Phase (on its initiative). Normally, a ship will self-destruct on a 10 or less on a d10 (automatic success). For each Critical it has taken the roll is at a penalty of 2 (so a ship that has taken 3 criticals will only self-destruct on a 4 or less).

If the die roll is made, the ship is utterly destroyed. Nearby vessels may take damage as well. This is equal to 1d6 for each two of the following systems the vessel had intact when it exploded: Weapons, Fighter Bays, Drives. This damage is rolled (seperately) against each vessel within 1"; for every further inch the damage drops by a die. A self-destructing fighter does no damage to anyone else, as the explosion is too small.

Damage Control Parties

All ships and stations (but not fighters) have crew that can attempt to repair ship damage. Each vessel

has 1 roll per Size Category (small ships 1, medium ships 2, large ships 3) per turn. This roll is made after the Cloaking Phase and before Initiative. Shields and criticals can be repaired; hull points can be repaired between games. The specific damage that is to be repaired must be declared before the die is rolled (repairs Shields or Drives or Phasers, etc.). Repairs are rolled on 1d6 as follows: for shields 5-6, for Criticals, destroyed drives or weapons systems 6.

The following is used for my pseudo-campaign, where a day or two may pass between battles and I want damage to carry over. Assume each Damage Control party not otherwise occupied can repair d3 hull points per day, though never more than half the original hull points of the vessel (without access to a shipyard, repair dock, etc.). Access to a friendly base adds +1 to chances of success and number of hull points repaired. Larger bases (or repair docks, etc.) probably repair ships faster. Note that since a space station is usually a base, it always gets the +1 bonus.

Space Crusiers- Custom Version

by Rabbidgerbal@aol.com

I added a few systems and possibilities in your critical hits section and wanted to share them with you... here's my version.

Space Cruisers

Introduction

Very simple space ship combat.

Equipment

Use a hex map (large hexes) with a starfield background. 10, 20, and 6 sided dice are needed. Ship figures and stands are needed.

The Micro-Machine Star Trek line works nicely.

Basic Military Hull

Every military ship has the following basic features:

- 10 Hull points
- 1 Phaser
- 3 Drives
- 1 Shield

Additional Systems

In the Basic rules every ship has 5 additional systems. Roll 5 times on the System table to see which systems a ship has.

Systems Table

1D20	System
1	Phasers (or cargo bay if playing with fighters)
2	Phasers
3	Photon Torpedoes
4-6	Drives
7-9	Shields
10-11	Armor
12	Scanners
13	Security Team
14	Cloaking Device
15	Elite Crew
16	Chain guns
17	Ion shockwave
18	Targeting computers
19	Jump plasma turbine
20	choose your own from above, limitations in systems still valid

System Notes

Phasers: Range = 6. Damage = 1D6. Hits on roll of 5+. Phasers can be fired into a 120 degree arc in front of the ship.

Photon Torpedoes: Range = 4. Damage = 2D6. Hits on roll of 7+. Torps fire in a straight line.

Drives: Each level of drives can be used to move a ship one space forward or make one 60 degree turn per turn. For each Drive add 1 to the ships initiative roll.

Shields: Attacks that do 4 or less points of damage are negated. Attacks that do 5+ damage are negated, but destroy a shield.

Armor: Each level of armor gives the ship 10 more hull points.

Scanners: Each scanner gives one attack per turn +1 to hit.

Security Teams: Each security team can attack one adjacent uncloaked ship per turn that has no shields. Roll 1D6. On a roll of 1-2 the team is destroyed. On a roll of 5-6 the target ship is destroyed.

Cloaking Device: A ship may decide to cloak for the turn. Cloaked ships cannot attack. Cloaked ships are -3 to be hit. A ship will only ever have 1 Cloaking Device. Reroll duplicate rolls.

Elite Crew: For each elite crew add 1 to the ships initiative roll. Each elite crew allows the ship to attempt to evade 1 attack per turn. The target attack is evaded on a roll of 1-3 on 1D6.

Chain guns: may fire twice at a range of one hex or less. 7 or better hit each shot 1d6 damage each. 120 degree

Ion shockwave: range one hex, 360 degree arch blast count one hex circle. Disable each ship 1d6 on a six for the rest of this turn and next turn. that damaged ship may not move or fire.

Missiles: range 3 or less. 2d6 damage 360 degree field of fire. roll 7+

Target computer: +1 from each weapons to damage. reroll duplicate rolls

Jump Plasma Turbine: 1 use, may move 5 hex. Roll 1d6=6 critical hit self

Setup

Each side should have an equal number of figures. Or each side should have an equal number of construction points if using the advanced rules.

Turn Sequence

Each turn has 4 phases:

1. Cloak Phase
2. Initiative Phase
3. Move Phase
4. Attack Phase

Cloak Phase

Ships with cloaking devices may cloak.

Initiative Phase

Each ship rolls 1D10. This is the ships initiative number.

Move Phase

The ship with the lowest initiative moves first. The next lowest moves next and so on. Reroll tied initiatives.

Only 1 ship per hex.

Attack Phase

The ship with the highest initiative attacks first The next highest attacks next and so on. For each attack roll 1D10. This is the To hit roll. Phasers hit on a roll of 5 or more.

Torpedoes and Missiles hit on a roll of 7 or more. Scanners & cloaking modify the To hit roll. Security teams may also attack.

If an attack hits, a ship may try to evade if it has an elite crew. Security teams may be evaded. If an attack hits, and it is not evaded, roll for damage. Shields will absorb damage.

Too much and the shields blow (are destroyed). If

the ship has no shields, each point of damage destroys one hull point. If a ship has negative hull points, every phaser hit it takes requires 1 roll on the Critical Damage Table.

Torpedo + missile hits require 2 rolls.

Critical Damage Table

1D10	Effect
1	1 Weapon system destroyed (reroll if none left)
2	1 Drive destroyed (reroll if none left)
3	Warp Core
4	Life Support
5	Super Structure
6	Targeting Computer hit all weapons fire at negative one.
7	maneuvering thruster damage may choose a turn OR fly straight a turn
8	weapons internal damage -1 damage and -1 range all weapons
9	malfunctions roll 1d6 before each movement/weapon fire on a 6 fail.
10	laugh it off it only took out the ships restroom!

If the Warp Core is hit twice the ship explodes. If Life Support is hit twice the entire crew is killed. If the Super Structure is hit twice the ship breaks apart.

Basic Rules Sample Ships

- Ship Name: 5 Additional systems
- The Courageous: Shields, Torps, Security, Drives x2
 - The Victorious: Scanners, Armor x2, Shield, Elite Crew
 - The Noblesse: Elite Crew, Shield, Torps, Drives, Scanners
 - The Atlantea: Phasers, Drives, Shields x2, Cloak

Advanced Rules Shipbuilding

The basic military hull is worth 2 construction points. Each additional system is 1 construction point.

- Small ships have 0-3 additional systems.
- Corvettes, escorts, gunships, raiders
- Medium Ships have 4-6 additional systems.
- Destroyers, frigates, cruisers
- Large ships have 7-10+ additional systems.
- Battle Ships, capitol ships, dreadnaughts, carriers

Basic Commercial Hull

The basic commercial hull is worth 2 construction points.

- 10 Hull points
- 2 Drives
- 3 Non military systems

Non military systems include: Cargo bays, Science Labs, Mining equipment, Passenger accommodations, etc.

Space Station Hulls

The basic Space station hull is worth 2 construction points. Space stations have no drives

- 20 Hull points
- 4 Non military systems.

All weapons mounted on Space stations fire out of any arc.

Fighter Hulls

The basic fighter hull costs 2 construction points. They have 1 hull point. Any roll on the critical damage table will destroy them. They have 5 drives, 1 phaser, 1 elite crew Up to 5 fighters can be carried by a ship for every cargo bay the ship has.

Fighters can have a maximum of 3 additional systems





Space Warriors

Introduction

Basic Science Fiction Tactical Skirmish Combat game for 2+ players.

Victory

Vaporize your enemies into small piles of plastic and pewter.

Warriors

Use plastic warriors from Kid's toy-sets. Ruleset appropriate for Aliens, Science-Fantasy, and Space Opera. Warriors are also referred to as Units.

The Board

Large Hexes. Big enough for vehicles and oversize units. Max one Unit per space.

Dice

Six and ten sided dice are needed.

Cards

Use Cards from Candyland: 6 Colors: Equal numbers of. . . Red, Orange, Yellow, Green, Blue, and Purple. If the deck ever runs out, shuffle the discard and draw from it.

Card Actions

Card Color	Action
Red	Move 1 Space
Orange	Move 1 or 2 Spaces
Yellow	HTH Attack into Adjacent Space (Range = 1) and Hit on 1-2
Green	Defend against an attack on 1-3
Blue	First Special
Purple	Second Special

Movement

Use Red and Orange Cards. Facing does not matter. You can Move through (past) other friendly Units.

Flying

Flying units can fly over and attack over any ground unit.

Stacking

Generally, it is 1 unit per space. You can have more, but only as many figurines as will reasonably fit in the

Action Tokens

Use glass stones or pebbles. These are used to keep track of which units have had their turn.

Damage Tokens

Use Poker Chips. This keeps track of how much Damage the unit has taken.

Setup

Place Warriors onto the map according to the scenario.

Turn Sequence

Place an Action Token next to each unit. Players roll high on 1D6 to see who goes first. Players take turns activating one unit at a time.

When you activate one of your Units, remove its Action Token. Then draw 2 Cards for the current Unit. Use these cards to have the Unit Move and Attack.

Note: A Unit may make multiple Moves and Attacks per turn. Discard cards when used or if they are un-useable. Continue to the next unit until no units have any Action Tokens.

space. Sweep, Grenade, and Bomb attacks will effect all units in a space.

Attacking

Use Yellow Cards. When you attack roll 1D6 to see if you hit If you roll a 1, 2, or 3, you hit and the target Unit takes 1 Damage. You cannot attack through other units.

Defending

When a Unit is hit, it may immediately draw 1 card to try to defend. If it is a Green card, roll 1D6. On a roll of 1, 2, or 3, the attack is negated and no Damage is taken.

This represents a Dodge.

Passive Abilities And Traits

> Slow: Slow Units can move a maximum of 1 space per turn. The unit is also less able to dodge so only defends on a roll of 1-2 using a Green card.

> Skilled: Whenever this unit draws cards it gets to

draw 1 extra card. Numerous: Armies with this trait get 50% more credits to spend.

> Drain: Whenever this unit kills an adjacent enemy unit, they Immediately get to take an extra turn.

> Double: This ability costs 2 credits.

> Half: This ability costs 0.5 Credits.

> Pilot: Sometimes required to operate Vehicles.

The Random Trait

If a Unit has the random trait, roll once on the Random Trait table (before the battle) to see what ability they have.

Random Trait Table

1D10	Trait
1	HTH Specialist
2	Armor
3	Tough
4	Small Arms Specialist
5	Skilled

1D10	Trait
6	Psionic
7	Stealth
8	Balanced Fighter
9	Flyer
0	Heavy Weapon Specialist

Special Cards

Depending on the identity of the Unit and its Equipment layout Special cards will have a variety of Effects including Attacks, Defenses, Movement, and More.

Damage

Most Units have only 1 Hit, that is, 1 point of Damage is enough to destroy them. Important Heroes and Large Units will have extra Hits.

Unit Type X Special Card List Notation

>Attack 1 (1-4) = Attack of Range = 1 and Hits on roll of 1, 2, 3, or 4

>Indirect 2 (1-3) = Attack of Range = 2 and Hits on roll of 1, 2, or 3 Indirect Attacks can be made over other Units in the way Note: All Grenade Attacks are Indirect.

>Bomb = Units adjacent to the target will be hit on a roll of 1-2 on 1D6

>Defend (1-2) = Negate an Attack on a roll of 1 or 2

>Parry (1-3) = Negate an HTH Attack on a roll of 1,2, or 3.

>Move 3 = Unit can move 1, 2, or 3 spaces

>Stun 1 (1-4) = An Attack of range 1 that does no damage. If unit is Hit on a roll of 1, 2, 3, or 4 it loses its Action Token and does not get Another Action Token next turn. Stunned Flying units will crash (They will suffer 1 hit on a roll of 1-4 on 1D6)

>Vaporize 1 (1-3) = Attack of Range 1 and Hits on roll of 1, 2, or 3. A Vaporizing Attack cannot be defended against with Armor or Toughness.

>Push 3 (1-4) = Range 1 and Hits on roll of 1, 2, 3, or 4. A Pushed unit must move backwards 1 space into an empty space. If it cannot, it suffers 1 Hit.

>Sweep 1 (1-3) = 2 Attacks of Range 1 against 2 enemy units that are adjacent To both this Warrior and each other. Attacks hit on a roll of 1, 2, or 3.

>Inspire 3 (1-4) = Target Friendly Unit up to 3 spaces away is inspired on a Roll of 1, 2, 3, or 4. An Inspired Unit draws 1 extra card on its turn. A Unit can be Inspired a max of once per turn.

>Rally 3 (1-3) = Target Friendly Unit up to 3 spaces away is Rallied on a Roll of 1, 2, or 3. A Rallied Unit draws 1 extra Action Token on its turn. A Unit can be Inspired a max of once per turn.

>Restore (1-3) = Return a killed unit back to life. Unit must have been killed this or Last turn. Healer must be adjacent to empty space where unit was killed. Or can be used to regain 1 lost hit on a unit with multiple hits.

>Repair (1-3) = Like restore but for Robots, Androids, and Vehicles.

>Flying 3 = Unit can move 1, 2, or 3 spaces. It can move over other Units.

>Trap 1 (1-3) = Attack of Range = 1 that hits on a roll of 1, 2, or 3. A Trapped Unit takes no Damage, but must use its next turn to try to escape on a roll of 1-4 on 1D6. If it fails, it must try again the following turn.

Unit Type X Special Card Activation List

Unit Type:	Blue Card:	Purple Card:	Notes:
Fast	Move 3	Move 4	
Frag Grenade	None	Attack 2 (1-3)	Bomb
Stun Grenade	None	Stun 2 (1-5)	Half
Plasma Grenade	None	Vaporize 2(1-4)	
Martial Arts	Parry (1-4)	Attack 1 (1-3)	HTH
Crushing Attack	Attack 1 (1-3)	Attack 1 (1-3)	HTH
Vibro Knife	Attack 1 (1-2)	Attack 1 (1-4)	HTH
Neuro Knuckles	Stun 1 (1-5)	None	HTH
Chain Sword	Attack 1 (1-4)	Parry (1-3)	HTH
Plasma Sword	Attack 1 (1-4)	Vaporize 1(1-3)	HTH Double
Electro Whip	Stun 1 (1-4)	Attack 1 (1-2)	HTH
Nano Filament	Vaporize 1(1-5) None	HTH	
Space Mace	Stun 1 (1-3)	Stun 1 (1-4)	HTH Half
Power Glove	Stun 1 (1-3)	Attack 1 (1-3)	HTH
Vibro Axe	Sweep 1 (1-3)	None	HTH
Energy Staff	Stun 1 (1-4)	Parry (1-4)	HTH
Force Shield	Push 1 (1-3)	Defend (1-3)	HTH
Laser Rifle	Attack 3 (1-2)	Attack 4 (1)	Half
Energy Rifle	Attack 2 (1-3)	Attack 3 (1-2)	Half
Bolter Rifle	Attack 2 (1-4)	Attack 3 (1-3)	
Particle Rifle	Attack 3 (1-4)	Attack 4 (1-3)	Double
Gyrojet Rifle	Attack 3 (1-3)	Attack 4 (1-2)	
Flamer Rifle	Sweep 1 (1-3)	Sweep 2 (1-2)	
Needler Rifle	Sweep 2 (1-2)	Sweep 3 (1)	Half
Pulse Rifle	Sweep 2 (1-3)	Sweep 3 (1-2)	
Fusion Rifle	Vaporize 3(1-3)	Vaporize 4(1-2)	Double
Blaster Rifle	Vaporize 1(1-3)	Vaporize 2(1-2)	Half
Disruptor Rifle	Vaporize 1(1-4)	Vaporize 2(1-3)	
Death Ray Rifle	Vaporize 2(1-4)	Vaporize 3(1-3)	Double
Force Rifle	Push 2 (1-3)	Push 3 (1-2)	
Sonic Rifle	Stun 2 (1-3)	Stun 3 (1-2)	Half
Web Rifle	Trap 2 (1-3)	Trap 3 (1-2)	
Sniper Rifle	None	Attack 5 (1-5)	
Laser Bazooka	None	Attack 6 (1-4)	Heavy
Auto Cannon	Attack 3 (1-4)	Attack 4 (1-3)	Heavy
Missile Launcher	None	Indirect 5(1-3)	Heavy Bomb
Plasma Projector	None	Sweep 3 (1-3)	Heavy
Disintegrator Ray	None	Vaporize 4(1-4)	Heavy
Force Beam	None	Push 3 (1-5)	Heavy
Stasis Beam	None	Stun 5 (1-5)	Heavy
Armor	Defend (1-4)	None	
Power Armor	Move 2	Defend (1-3)	
Tough	Defend (1-2)	Defend (1-2)	
Force Field	Defend (1-3)	Defend (1-4)	Double
Wings or Flyer	Flying 3	Flying 4	
Arrest or Tentacles	None	Trap 1 (1-4)	
Small	Move 1	Defend (1-3)	
Stealth	Defend (1-3)	Attack 1 (1-4)	
Cloaking	Defend (1-5)	Attack 1 (1-4)	Double
Leader	Inspire 3 (1-4)	Rally 3 (1-3)	Double

Unit Type:	Blue Card:	Purple Card:	Notes:
Medic or Heal	None	Restore (1-3)	Double
Mechanic	Repair (1-3)	None	
Regenerate	Defend (1-3)	Regain 1 Lost Hit	
Charm	Stun 2 (1-3)	Trap 2 (1-2)	
Psionic	Blue Psi Power	Purple Psi Power	Double

Unit Notes

A Unit can have multiple Abilities. For Example A Single Unit might have a Chainsword, Flying, and Armor, so A special Card (Blue or Purple) could be used by it for any of those effects.

Heavy Weapon Penalty

A unit equipped with a Heavy Weapon also gets the slow trait. This can be mitigated by paying 1 credit to remove the penalty.

Pistols

Any weapon listed as a Rifle may be taken as a pistol instead. Pistols cost half the price of a Rifle. Treat a pistol like a rifle except that it cannot use purple cards.

Treat Shoulder mounted turrets like pistols.

Psionic Power List

Power:	Cards	Notes
Psionic Blast	B/R	Attack 3 (1-4)
Paralyze	B/O	Stun 2 (1-5)
Mind Control	B/Y	Control 2 (1-3) target unit for 1D6 turns
Madness	B/G	Trap 3 (1-4)
Telekinesis	B/B	Push 2 (1-4)
Levitation	B/P	Self or Adj Target: Move 4
Cause Panic	P/R	Push 1 (1-5)
Fields of Force	P/O	Self or Adj Units gets Force Field for 3 Turns
Misdirection	P/Y	Target Foe 3 (1-5): Move 3
Sonic Scream	P/G	Stun (1-4) Affects all units within 2 Spaces
Psychic Heal	P/B	Restore (1-3)
Psychic Storm	P/P	Attack 4 (1-3) Adj units stunned (1-3)

Army Types

There is a great variety of troop types in the far reaches of Space.

Space Pirates

Irregular Forces. Heavily Armed and Ready for a Fight. Arrrrgh! All units get HTH Specialist and Small Arms Specialist.

Robots

Heavy Hitters with a Heavy Chassis. All units get Armor and Heavy Weapon Specialist.

Free Weapon Abilities

> HTH Specialist: Unit is equipped with a HTH hand weapon for free. ALSO when attacking with a Yellow Card unit hits on 1-4.

> Balanced Warrior: Unit is trained and equipped for close range combat. Unit gets a free HTH weapon and a free Pistol and all attacks with a Pistol hit with a Purple Card on a roll of 1-3.

> Small Arms Specialist: Unit comes with a Rifle for free and all attacks with a rifle get -1 to the roll to hit.

> Heavy Weapon Specialist: Unit gets a free Heavy Weapon and all attacks with a Heavy Weapon get -1 to the roll to hit.

Psionic Powers

For a Unit to use a psi power, it must first play a Blue or Purple card, then It must play a second card. The combination of the 2 cards will Determine what power is activated.

Androids

More Sophisticated than Robots but still with a hard shell. All units get Power Armor and are Skilled.

Space Marines

Known for their Power Armor, but otherwise they're a mixed bag of specialists. All units get Power Armor and Random. If you get Armor on Random, pick the result you want.

Space Orcs

A common menace of the space lanes. All units get Random and are Balanced Fighters. If they get Balanced Fighter twice on Random reroll the result.

Space Elves

Effete but not afraid to mix it up. All units are Skilled and are Balanced Fighters.

Space Dwarves

Short humans that have evolved to live on Heavy gravity worlds All units get Armor and Tough.

Mini Men

Diminutive humans engineered for life on resource poor colonies. All units get Small and Stealth.

Greys

Cryptic aliens with more Brains than Brawn. All units get Psionic and are Small Arms Specialists.

Little Green Men

Small but still in the Conquering business. They are Small and Numerous.

Hawkmen

These guys love to go into battle with their shirts off. They have Wings and are Balanced Fighters.

Ameoboids

Not big on personality, individual Blobs will have random abilities. All units get Random and Drain.

Predators

Badass Alien Hunters who like to go mono-e-mono. All units get HTH Specialist and Stealth.

Mutants

They opened up the genetic can of worms with these guys. All units get 2 rolls on the random table. Treat duplicate Random rolls as a result of Fast.

Psychics

An 'awakened' population. Usually they just want to be left alone. All units get Psionic and Stealth.

Cyborgs

Half Man, Half Machine. All Kickass. All units get Tough and Random. If you get Tough twice on Random Table treat result as Crushing Attack.

Space Rangers

Exploring the frontiers of space and loving every minute of it. All units get Tough and Small Arms Specialist.

Astro Guards

Space Cops. Call for Backup! All units get Tough and Arrest.

Exo-exterminators

Defending the homeworlds from all manner of Alien scum. All units get Small Arms Specialist and Balanced Fighter.

Space Mercs

Corporate and freelance mercenaries. Hired Guns. All units get Small Arms Specialist and Skilled.

Space Bugs

Hive Minds. Alien Infestations. Usually the correct choice is Orbital Nukes. They are Fast and have Crushing Attack.

Cat People

when you hear the purring its too late. All units get Stealth and are Skilled.

Dog Men

This type of crossbreeding afforded immunity to a particularly bad alien plague. All units get Tough and Fast.

Space Vixens

Like Supernova hot. Va-Va-Voom! All units get Charm and Balanced Fighter.

Bounty Hunters

A fearsome cast of highly armed and highly motivated Cretans. All units get Tough and Skilled.

Clone Soldiers

What Space Empires are built on. They are numerous and are Small Arms Specialists.

Big Brains

Eggheads. Occasionally floating in jars and with robotic appendages. Self-important. All Units get Psionic and Random. If you get Psionic twice, That's 2 Brains! Treat result as Skilled.

Space Zombies

Hard to Kill even in Space. All units get 2 Hits and Regeneration.

Lizard Men

They still made it to space even with their pea sized brains. All units get Tough and are HTH Specialists.

Transhumans

Suffer from Major Superiority Complexes. Other humans are just jealous. All units get Skilled and 2 Hits.

Psychic Vampires

It's hard to suck blood through a space suit. All units have Psionic and Drain.

Space Troopers

For Empires who can't afford clones. All units have Armor and are Small Arms Specialists.

Space Rebels

All those Space Troopers have to be fighting somebody. All units have Stealth and are Small Arms Specialists.

Psi Knights

Veterans of the Psychic Wars. All units get Psionic and Skilled.

Space Colonists

A rag-tag, riff-raff band of homesteaders defending their acre of dirt. These independent militia units are Numerous and Random.

Space Miners

Asteroid Mines, Volcano Worlds. Radioactive Zones. Dangerous Work. All units are tough and are Heavy Weapons Specialists (Modified Mining Equipment).

Space Simians

Planets of the Apes. These big guys get 2 Hits and Crushing Attack.

Space Squid

Space Calamari, Molluscs in space. Hard Shells and Tentacles. All units get Armor and Tentacles.

Crab Men

Space Crustaceans. Exoskeletons and Claws. These Bad Boys all get Armor and Crushing Attack.

Space Inquisitors

Classic Xenophobic pseudo-religious order. Cleansing Worlds. Purification by Fire. All units get Armor and are Balanced Fighters.

Space Raiders

Spec-OPS, Commandos, Smugglers, Slavers, Nomads, Spice Raiders, Away Teams. Sneaky Gits. All units get Stealth and are Balanced Fighters.

Noble House Troops

The private armies of Futuristic Feudal Dynasties. They are numerous and are Balanced Fighters.

Go Gang

Most of these lower class, quasi-criminal groups have a need for speed: jet packs, Hover boards, Gravity Belts, Hover Discs, and so on. All units get Flyer and are Balanced Fighters.

Space Goons

Local Organized Crime. This crew is Tough and are Balanced Fighters.

Vehicle Rules

All armies have access to vehicles. Light Vehicles give their users the Fast or Flying trait. Light vehicles include Motorcycles and Hover bikes, etc.

If a unit on a light vehicle is hit, there is a 1-3 on 1D6 chance the Vehicle is destroyed instead and the rider unscathed. Medium Vehicles will be fast or Flyers, have Armor, 1-3+ Hits, and may support 1 or more Heavy Weapons. Medium Vehicles include Battle Pods, Air Cars, Ornithopters, Crawlers, etc.

Medium Vehicles must be destroyed before the pilot and passengers can be individually targeted. If a vehicle is destroyed, those inside will take 1 Hit on a roll of 1-3 on 1D6. The pilot can also operate 1 Vehicular (attached Heavy) Weapon per turn.

If there are more weapons, they would have to be operated by passengers.

Equipment Transfers

Units can loot the bodies to get better weapons and equipment. a Transfer takes a full turn to accomplish. Armor is usually not transferable.

Units can also give equipment to adjacent units. Likewise, abandoned Vehicles can be pressed into service.

Sample Non-weapon Equipment

- Medikit: Unit gets Heal Ability.
- Psi Torc: Unit gets Psionics.
- Cloaking Device: Unit gets Cloaking
- Defense Belt: Unit get Force Field.
- Commanders Helmet: Unit gets Leadership.
- Jump Pack: Unit gets Flying.
- Scout Suit: Unit gets Stealth.

Credits And Building Armies

Armies are purchased with Credits. Each Warrior costs a base of 4 Credits. Each additional Ability, Weapon, Item, or Extra Hit costs 1 or more Credit.

Light Vehicles cost 2+ Credits. Medium Vehicles cost 8-12+ Credits. Each Seat costs 1 Credit. Not including vehicles, additional abilities should count for about a quarter of the cost of an army.

Pistol (0.25). Total Cost = 4.75

- Space Rebel (4) with Frag Grenades (1). Total Cost = 5
- Little Green Man (4) with Laser Rifle (0.5). Total Cost = 4.5
- Gyro Tank: Medium Vehicle with 5 Hits (5), Fast (1), Armor (1), Twin-Autocannons (2), and can hold 1 Pilot (1) and 2 Passengers (2). Total Cost = 12

Sample Warrior Builds

- Space Simian(4) with Missile Launcher(1), Skilled(1) and Stealth(1). Total Cost = 7
- Space Ranger (4) with Leadership (2). Total Cost = 6
- Space Marine (4) with Chainsword (1) and Bolter Pistol (0.5). Total Cost = 5.5
- Space Orc (4) with Vibro Axe(1) and Force Shield (1). Total Cost = 6
- Cat Person (4) with Needler Rifle (0.5) and Blaster

Combo Warriors

These have a base cost of 5 or 6. They are a combo of 2 Unit Types. Samples:

- Space Orc Raiders(5): Balanced Fighter, Random, and Stealth.
- Little Green Space Bugs (6): Small, Crushing Attack, Numerous, and Fast.
- Big Brained Robots (6): Armor, Heavy Weapon, Psionic, and Random!





Spore Stages

Introduction

Card and Dice game for 1-5 players. Based on the Spore series of Videogames. Each player takes his race from Single cell to Spacefaring.

Disclaimer

Spore is a licensed, copyrighted property. This is merely a fan site.

Overview

Each player is control of his own race as it evolves and develops. The game plays in 5 Stages. Each stage has a separate deck of Cards.

Players move from one Stage to the next at different speeds. Players races do not directly interact until the last Stage, the Space Stage. Rules, Attributes, Mechanisms, and Terminology will change from Stage to Stage.

Game End

The game ends after any player has completed his 15th turn in the Space Stage.

Victory

When the game ends, the player with the most Victory Point Tokens wins. Ties stand.

Dice

Six and Ten sided Dice are needed.

Tribal Stage Characteristics

Characteristic:	Notes:
Aggressive	Get +1 to Fight Attribute
Friendly	Get +1 to Social Attribute
Industrious	Feed +1 (Agriculture, Fishing, Hunting, Gathering)

Civilization Stage Characteristics

Characteristic:	Notes:
Military	Get +1 to Fight Attribute
Religious	Get +1 to Culture Attribute
Economic	Get +1 to Economy Attribute

Space Stage Characteristics

Tokens

- Players share a common set of Victory Point Tokens (VT).
- Players share a common set of Food (Resource) Tokens (FT).
- Players share a common set of Hunger Tokens (HT).
- Players share a common set of Death Tokens (DT).

The Five Stages

1. Cell Stage
2. Creature Stage
3. Tribal Stage
4. Civilization Stage
5. Space Stage

Characteristics

At the beginning of each stage, each player chooses 1 characteristic for his Race.

Cell Stage Characteristics

Characteristic:	Notes:
Carnivore	Get +1 to Attack Attribute
Herbivore	Get +1 to Defense Attribute
Omnivore	Get +1 to Move Attribute

Creature Stage Characteristics

Characteristic:	Notes:
Predator	Get +1 to Fight Attribute
Social	Get +1 to Friend Attribute
Adaptable	Get +1 to Move Attribute

Characteristic:	Notes:
Bard	Get an extra +1 VT every Challenge you win
Ecologist	Terraform +1
Zealot	Policy +1
Diplomat	Diplomacy +1
Scientist	Think +1
Trader	Trade +1
Shaman	Redirect +1
Warrior	Conflict +1
Wanderer	Explore +1
Knight	Specialization +1

Setup

- Each player starts with 1 VT and 3 FT.
- Play starts in the First Stage, the Cell Stage.
- Each player picks 1 Cell Stage Characteristic.
- The most Evolved Player goes first.
- Play proceeds clockwise.

Basic Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Mutation Phase
2. Event Phase
3. Selection Phase
4. Evolution Phase
5. Metabolic Phase

Mutation Phase

Draw 1 card from the Deck (of the Stage you are in). Draw 1 extra card for each level of Breed or Think your species has. If the deck runs out, shuffle the discard and draw from it.

Event Phase

Roll once on the Event Table (Specific for your Stage). Resolve the Event. For every level in Redirect your species has, you may Reroll the Event roll once per turn.

For Example: You have 2 Levels of Redirect. You don't like the first roll so you Reroll. You really don't like the second roll, so you Reroll again.

You don't like that one either so you Reroll a third time and must keep the result of that roll.

Selection Phase

Most Events are Challenges between your species and another Species that is either weaker, equal, or stronger than you. To resolve a Challenge first roll on the Challenge Type table to determine what Attribute will affect the Challenge. For every level in Instinct you have, you may Reroll on the Challenge Table once per turn (Just like Redirect in Event Phase).

Next Roll 1D6 (Attribution Roll) and add your level in the indicated Attribute. This is your Attribution Total. For every level in Pack (or Population) you have, you may Reroll an Attribution Roll once per turn (Like Redirect in Event Phase, but keep the highest Roll!).

Next roll 1D6, 2D6, or 3D6 depending on the Strength of the Challenger. This is the Challenge Roll. If the Attribution Total is greater than the Challenge Roll, you win the Challenge.

If it is equal or less, you lose the challenge.

Evolution Phase

You may gain 1 Trait. Play 1 Trait card from your Hand. The Trait card stays in play in front of you.

Pay its cost in Food or Resource Tokens.

Metabolic Phase

Discard 1 Food Token.

- If you have no Food Tokens gain 1 Hunger Token.
- If you have 2 Hunger Tokens, discard them and gain 1 Death Token. Max hand size is 5 cards. Discard excess cards.
- If you have 6 Trait cards in Cell Stage in play go on Creature Stage.
- If you have 8 Trait cards in Creature Stage in play go on Tribal Stage.
- If you have Won against 5 Villages in Tribal Phase go onto Civ Stage.
- If you have Won against 7 Nations in Civ Phase go onto Space Stage.

Evasion Option

You may attempt to Evade a Challenge. If you do so, add +4 to your Attribution Roll. However if you win, you get no reward.

Going On To The Next Stage

Set your old Trait cards aside in your Progress Pile. Except for VT, these do not apply to later stages. Select a new Characteristic for the new Stage.

Discard down to 2 FT or RT (equivalent).

Final Scoring

Gain 5 VT for completing the Civilization Stage and Entering the Space Stage. Add up the VT bonuses from all the Trait cards in your Progress Pile. Each Death Token counts as a -2 VT penalty.

Add all the lose VT earned in Events and Challenges.

Cellular Stage Event Table

1D10	Event	Notes:
1	Meteorite Fragment	Draw 1 Card
2	Easy Prey	Gain 1D6 FT
3	Nothing	Nothing
4-6	Prey	Challenge Strength = 1D6
7-8	Competitor	Challenge Strength = 2D6
9-10	Predator	Challenge Strength = 3D6

Cellular Stage Challenge Type Table

1D6	Challenge:
1-2	Move
3-4	Attack
5-6	Defense

Cellular Stage Challenge Result List

-	-	-	Result
Win	vs.	Prey:	Gain 1D6 FT
Lose	vs.	Prey:	Nothing
Win	vs.	Competitor:	Gain 1D6 +2 Food and Draw 1 Card
Lose	vs.	Competitor:	Lose all Food
Win	vs.	Predator:	Gain 1D6 +4 Food and Draw 1 Card
Lose	vs.	Predator:	Lose all Food; Gain 1 DT; Skip rest of Turn

Creature Stage Event Table

1D10	Event	Notes:
1	Skeletal Remains	Draw 1 Card
2	Migration	Gain 1D6 FT
3	Ice Age	Challenge Strength = 1D6
4-6	Prey	Challenge Strength = 1D6

1D10	Event	Notes:
7-8	Competitor	Challenge Strength = 2D6
9	Predator	Challenge Strength = 3D6
10	Epic Creature	Challenge Strength = 4D6

Creature Stage Challenge Type Table

1D6	Challenge:
1-2	Move
3-4	Fight
5-6	Friend

Creature Stage Challenge Result List

-	-	-	Result
Win	vs.	Ice Age:	Draw 1 Card
Lose	vs.	Ice Age:	Lose all Food; Gain 1 DT; Skip rest of Turn
	-	-	Note: The Warm Trait is The Attribute used in Ice Age Challenges.
	-	-	Add 3 to your Attribution Roll for each level of Warm you have.
Win	vs.	Prey:	Gain 1D6 FT
Lose	vs.	Prey:	Nothing
Win	vs.	Competitor	Move & Fight: Feed +1 and Draw 1 Card
Lose	vs.	Competitor	Move & Fight: Lose all Food
Win	vs.	Competitor	Friend: +2 VT
Lose	vs.	Competitor	Friend: -2 VT

-	-	-	Result
Win	vs.	Predator Move:	Draw 1 Card
Win	vs.	Predator Fight:	1D6 +4 Food
Win	vs.	Predator Friend:	+3 VT
Lose	vs.	Predator: Lose	all Food; Gain 1 DT; Skip rest of Turn
Win	vs.	Epic Creature:	+5 VT
Lose	vs.	Epic Creature:	Gain 1 DT; Discard 2 Random Cards

Tribal Stage Event Table

1D10	Event	Notes:
1	Agriculture	Gain 1D6 FT (Agriculture Roll)
2	Gathering	Gain 1D6 FT (Gathering Roll)
3	Fishing	Gain 1D6 FT (Fishing Roll)
4	Hunting	Gain 1D6 FT (Hunting Roll)
5	Babies	Population +1; Costs 5 FT
5	Domesticate Animal	Challenge Strength = 1D6
5	Gift Giving	Next Social Challenge +2; Costs 5 FT
5	Tool Making	Intuition +1; Costs 5 FT
5	Find Fishing Spot	Fishing +1
6	Weak Village	Challenge Strength = 1D6
7	Raiders	Challenge Strength = 1D6
8	Equal Village	Challenge Strength = 2D6
9	Strong Village	Challenge Strength = 3D6
10	Epic Creature	Challenge Strength = 3D6

Note: If you roll a 5 pick which 5 result you want.

Tribal Stage Challenge Type Table

1D6	Challenge:
1-3	Fight
4-6	Social

Note: Raiders are always Fight Challenges

Tribal Stage Challenge Result List

-	-	-	Result
Win	vs.	Weak Village:	Draw 1 Card
Lose	vs.	Weak Village Fight:	Gain 1 DT
Lose	vs.	Weak Village Social:	Lose 1 VT
Win	vs.	Domesticate Animal:	Gain 1 VT and Agriculture +1
Lose	vs.	Domesticate Animal:	Nothing
Win	vs.	Equal Village:	Draw 2 Cards
Lose	vs.	Equal Village Social:	Lose 1 VT
Lose	vs.	Equal Village Fight:	Gain 1 DT
Win	vs.	Strong Village:	Draw 3 Cards
Lose	vs.	Strong Village Social:	Lose 1 VT
Lose	vs.	Strong Village Fight:	Gain 1 DT
Win	vs.	Raiders:	Gain 1 VT
Lose	vs.	Raiders:	Lose 1D10 Food
Win	vs.	Epic Creature Fight:	Gain +2 VT & 1D6 Food
Win	vs.	Epic Creature Social:	Gain +3 VT
Lose	vs.	Epic Creature:	Gain 1 DT

Civilization Stage Event Table

1D10	Event	Notes:
1	Industry	Gain 1D6 RT (Industry Roll)
2	Agriculture	Gain 1D6 RT (Agriculture Roll)
3	Trade	Gain 1D6 RT (Trade Roll)
4	Taxation	Gain 1D6 RT (Taxation Roll)
5	New Mine	Industry +1; Costs 5 RT
5	Invention	Draw 1 Card
5	New Trade Route	Trade +1; Costs 5 RT
5	Build Wonder	VT +5; Costs 10 RT (Max 5)
5	Population Growth	Taxation +1; Costs 5 RT
5	Land Reform	Agriculture +1; Costs 5 RT
6	Bandits/Pirates	Challenge Strength = 1D6
7	Small Nation	Challenge Strength = 1D6
8	Equal Nation	Challenge Strength = 2D6
9	Large Nation	Challenge Strength = 3D6
10	Special	Roll on Civ Special Table

Notes: RT replace FT in this Stage. If you roll a 5 pick which 5 result you want.

Civ Special Table

1D10	Event	Notes:
1	Subdue Epic Creature	Gain 3 VT
2	Dark Ages	Discard Hand
3	Plague	Lose 1D6 RT
4	Renaissance	Draw 2 Cards
5	Discovery	Gain 2 VT and Trade +1
6	Reformation	Gain Culture +1
7	Enlightenment	Gain Think +1
8	Industrial Revolution	Gain 1D6 RT and Industry +1
9	Political Revolution	Gain Redirect +1
10	Great Leader	Play 1 Trait Card for Free

Civilization Stage Challenge Type Table

Notes: All Bandit/Pirate Challenges are Military

1D6	Challenge:
1-2	Military
3-4	Economic
5-6	Culture

Civilization Stage Challenge Result List

-	-	-	Result
Win	vs. Bandits/Pirates:	Gain 1 VT	
Lose	vs.	Bandits/Pirates:	Lose 1D6 RT
Win	vs.	Small Nation Military:	Gain 2 VT
Win	vs.	Equal Nation Military:	Gain 3 VT and Draw 1 Card
Win	vs.	Large Nation Military:	Gain 4 VT and Draw 2 Cards
Lose	vs.	Any Nation Military:	Lose all RT; Gain 1 DT; Skip rest of Turn
Win	vs.	Small Nation Economic:	Gain 1D6 RT and Agriculture +1
Win	vs.	Equal Nation Economic:	Gain 1D6 +1 RT and Industry +1

-	-	-	Result
Win	vs.	Large Nation Economic:	Gain 2D6 +2 RT and Trade +1
Lose	vs.	Any Nation Economic:	Lose 1D6 RT and 1 VT
Win	vs.	Small Nation Culture:	Gain 1 VT and Culture +1
Win	vs.	Equal Nation Culture:	Gain 2 VT and Economic +1
Win	vs.	Large Nation Culture:	Gain 3 VT and Military +1
Lose	vs.	Any Nation Culture:	Discard Hand

Space Stage Event Table

1D10	Event	Notes:
1	Excavation	Gain 1D6 RT (Excavation Roll)
2	Fabrication	Gain 1D6 RT (Fabrication Roll)
3	Energy Conversion	Gain 1D6 RT (Energy Roll)
4	Space Trade	Gain 1D6 RT (Trade Roll)
5	Directed Research	Draw 1 Card
5	Build Power Stations	Energy +1
5	Study Galactic Object	Gain 1 VT
6	Easy Mission	Challenge Strength = 1D6
7-8	Standard Mission	Challenge Strength = 2D6
9	Difficult Mission	Challenge Strength = 3D6
10	Space Raid	Conflict Challenge Strength = 1D6

Notes: If you roll a 5 pick which 5 result you want.

Space Stage Challenge Type Table

1D10	Challenge:	1D10	Challenge:
1-2	Exploration	7-8	Diplomacy
3-4	Terraforming	9-10	Pick One
5-6	Conflict		

Space Stage Challenge Result List

-	-	-	Result
Win	vs.	Exploration:	Roll on Space Exploration Table
Lose	vs.	Exploration:	Nothing
Win	vs.	Terraforming:	Gain 1D6 RT and Excavation +1
Lose	vs.	Terraforming:	Lose 1D6 RT
Win	vs.	Conflict:	Gain 2 VT and Draw 1 Card
Lose	vs.	Conflict:	Gain 1 DT
Win	vs.	Diplomacy:	Gain 2 VT and Trade +1
Lose	vs.	Diplomacy:	Lose 1 VT
Win	vs.	Space Raid:	Gain 1 VT
Lose	vs.	Space Raid:	Lose 1D6 RT

Space Exploration Table

1D10	Result:	Notes:
1	Find Artifact	Play 1 Trait Card for Free

1D10	Result:	Notes:
2	Find Resources	Gain 1D6 RT
3	Abduction Seeding	Next Terraform Challenge +3
4	Find Route	Trade +1
5	Plant Monolith	Gain 3VT; Costs 5 RT
5	Crop Circles	Gain 1VT
6	Observation	Draw 1 Card
7	Scout	Next Conflict Challenge +3
8	First Contact	Next Diplomacy Challenge +3
9	Find Energy Source	Energy +1
10	Long Range Scan	Next Exploration Challenge +3

Notes: If you roll a 5 pick which 5 result you want.

Ck Notation

Victory Point Tokens (VT or VP)

- Food Tokens (FT)
- Resource Tokens (RT)
- Hunger Tokens (HT)
- Death Tokens (DT)
- Cost = In FT or RT depending on the Stage
- ATK = Attack Attribute
- DEF = Defense Attribute
- Milit = Military Attribute
- Econ = Economy Attribute
- Cult = Culture Attribute
- Conf = Conflict
- Diplo = Diplomacy
- Terra = Terraform
- Feed +1 = Whenever you gain FT add your Feed

Level to the Roll

- Redirect +1 = Used to Reroll Event Table Rolls
- Instinct +1 = Used to Reroll Challenge Type Rolls
- Policy +1 = Used to Reroll Challenge Type Rolls
- Breed +1 = Increases the number of cards you draw in Mutation Phase
- Think +1 = Increases the number of cards you draw in Mutation Phase
- Pack +1 = Allows you to Reroll Attribution Rolls
- Population +1 = Allows you to Reroll Attribution Rolls
- Specialization +1 = Allows you to Reroll Attribution Rolls
- End Stage = You cannot buy this Trait unless you have at least 6 Others. You may only have 1 End Stage Trait.
- Galactic Ban = Applying the Bonus of this Trait is Optional. Every time you do so lose 5 VT. You may have a max of 1 Galactic Ban Trait.

Cellular Stage Trait Deck

Name	Move	ATK	DEF	VT	Cost	Notes:
Light Sensors	1	1	1	1	10	Redirect +1
Flagella	2	0	1	0	6	
Cilia	3	0	0	0	8	Feed +1
Spike	0	3	1	0	8	
Mouthparts	0	2	2	0	10	Feed +1
Poison Secretions	0	1	3	0	8	
Electrical Organelle	0	1	2	0	8	Instinct +1
Slime Coat	1	0	2	0	6	
Mitochondria	1	2	0	1	8	
Pseudopods	2	1	0	0	6	
Segmentation	1	0	1	1	6	
Spines	0	1	2	0	6	
Stinger	0	2	1	0	8	Instinct +1
Filaments	1	0	1	0	4	
Ganglia	0	1	1	1	8	Redirect +1
Neural Tube	1	1	0	1	8	Redirect +1
Phagocytosis	0	2	0	0	6	Feed +1
Budding	1	0	0	0	6	Breed +1
Fragmentation	1	0	1	0	8	Breed +1

Name	Move	ATK	DEF	VT	Cost	Notes:
Eukaryote	1	1	1	1	10	Instinct +1
Gametogenesis	0	0	1	2	8	Breed +1
Golgi Apparatus	0	1	1	1	6	
Nucleus	0	0	1	2	6	
Chemotaxis	1	0	1	0	8	Redirect +1
Cell Signaling	1	0	1	1	8	Pack +1
Active Transport	1	0	0	1	6	Feed +1
Lysosomes	0	1	1	0	6	Feed +1
Adhesion	1	0	1	0	6	Pack +1
Colony Formation	0	0	2	1	8	Pack +1
Microtubules	2	0	0	0	4	
Binary Fission	0	0	0	1	4	Breed +1
Spore Formation	0	0	3	0	6	
Oral Groove	1	0	0	0	4	Feed +1

Creature Stage Trait Deck

Name:	Move	Fight	Friend	VT	Cost	Notes:
Powerful Jaws	0	3	0	0	8	Feed +1
Mandibles	0	2	0	0	6	Feed +1
Wings	3	1	1	0	10	
Tail	1	1	1	0	6	
Bipedal	0	0	1	2	8	Pack +1
Opposable Thumbs	1	1	1	1	8	
Tentacles	0	1	1	1	6	
Claws	1	2	0	0	6	
Jumper	2	1	1	0	8	
Eye Stalks	1	0	1	0	6	Redirect +1
Sonar	1	1	0	0	6	Redirect +1
Big Nose	0	1	1	0	6	Feed +1
Super Snout	0	0	1	0	4	Feed +1
Ear Flaps	0	1	2	0	8	Redirect +1
Acute Hearing	0	1	0	1	6	Redirect +1
Talons	1	3	0	0	8	
Hair	0	0	2	0	4	Warm +1
Scales	1	1	0	0	4	
Hooves	2	1	0	0	8	Pack +1
Feathers	1	0	2	0	8	Warm +1
Charm	0	1	3	0	10	Breed +1
Dance	0	0	3	0	10	Breed +1 Pack +1
Sing	0	0	2	1	10	Breed +1 Pack +1
Pose	0	1	2	0	10	Breed +1 Pack +1
Spitter	0	2	0	0	4	
Glider	2	1	0	0	6	
Tusks	0	2	1	0	6	
Antlers	0	2	2	0	8	
Long Neck	0	0	2	0	6	Feed +1
Prehensile Tail	1	0	1	1	6	
Warm Blooded	1	1	0	1	8	Warm +1
Large Size	1	1	1	0	8	Warm +1

Name:	Move	Fight	Friend	VT	Cost	Notes:
Live Birth	0	0	0	2	6	Breed +1
Nesting	0	0	0	1	4	Breed +1
Color Vision	1	0	0	1	6	Redirect +1
Compound Eyes	1	1	0	0	6	Redirect +1
Antennae	1	0	1	0	6	Redirect +1
Trunk	0	1	1	1	6	
Herd	1	1	0	0	8	Pack +1 Instinct +1
Pride	0	2	0	1	8	Pack +1
Hive	0	1	0	0	6	Feed +1 Pack +1
Flock	2	0	1	0	8	Pack +1
Camouflage	1	2	1	0	8	
Sneak	1	1	0	0	6	Instinct +1
Swimmer	2	0	0	0	4	
Charge	1	2	0	0	8	Instinct +1
Raging Roar	0	2	0	0	6	Instinct +1
Siren Song	0	0	3	0	6	
Summon Flock	0	1	1	0	6	Pack +1
Tool Use	0	1	0	2	8	Feed +1
Warning Cry	0	1	1	1	8	Instinct +1
Pincers	0	2	0	0	6	Feed +1
Shell	0	2	1	0	6	
Sprinter	3	0	0	0	8	Instinct +1

Tribal Stage Trait Deck

Name	Fight	Social	VT	Cost	Notes:
Stone Axes	3	0	0	6	
Fishing Spears	1	0	0	4	Fishing +1
Body Paint	1	1	0	6	Instinct +1
Drums	1	2	0	8	Instinct +1
Wooden Horns	1	2	0	8	Redirect +1
Plow	0	0	1	4	Agriculture +1
Flags	1	1	1	6	
Firesworks	0	3	0	8	Instinct +1
Fire Bombs	2	1	0	6	
Torches	2	1	1	8	
Beast Master	1	1	1	8	Population +1
Rain Dance	0	1	1	6	Agriculture +1
Spears	2	0	0	6	Hunting +1
Shields	2	0	0	4	
Masks	1	1	1	8	Instinct +1
Funny Hats	0	2	0	4	
Healing Stick	1	1	0	4	
Shamanism	1	2	1	10	Redirect +1
War Chief	2	0	0	6	Instinct +1
Knives	1	0	1	4	
Nets	1	0	0	6	Fishing +1 Hunting +1
Totem Pole	1	1	2	10	Instinct +1
Weaving	0	1	1	4	
Baskets	0	1	0	4	Gathering +1

Name	Fight	Social	VT	Cost	Notes:
Fermentation	1	1	1	8	Agriculture +1
Ritual Burial	0	1	3	10	Think +1
Jewelry	0	2	1	6	
Healing Herbs	1	1	1	8	Population +1
Language	1	1	1	8	Think +1
Maracas	0	2	0	4	
Didgeridoos	0	3	0	6	
Metal Working	2	1	2	10	
Clothing	0	2	1	6	
Bow & Arrows	2	0	1	8	Hunting +1
Star Gazing	0	1	2	8	Think +1
Cooking	0	2	1	8	Population +1
Magical Thinking	0	1	1	6	Redirect +1
Scouts	2	0	0	6	Redirect +1
Traps	1	0	0	4	Hunting +1
Granary	0	0	2	6	Agriculture +1
The Wheel	0	0	2	4	
Trading	0	3	1	10	Think +1
Sickles	0	0	0	4	Gathering +1 Agriculture +1
Pottery	0	0	2	8	Gathering +1 Agriculture +1
Canoes	0	0	2	6	Fishing +1
Tents	0	0	2	6	Redirect +1
Huts	0	0	1	4	Population +1
Cave Painting	0	0	2	6	Think +1

Civilization Stage Trait Deck

Name	Milit	Econ	Cult	VT	Cost	Notes:
Ground Vehicles	2	2	0	0	8	
Airplanes	3	1	0	1	10	
Balloons	1	0	0	1	4	
Engineering	1	1	0	1	10	Industry +1; Think +1
Architecture	1	1	1	2	10	
Fortifications	2	0	0	1	6	
Mythology	0	0	3	1	8	
Religion	0	0	3	0	8	Think +1
Propaganda	1	0	2	0	8	Redirect +1
Nationalism	2	1	1	0	10	Policy +1
Guns	2	0	0	0	4	
Artillery	3	0	0	0	6	
Missiles	2	0	0	1	6	
Coinage	0	2	0	1	10	Trade +1; Taxation +1
Banking	0	3	0	0	8	Taxation +1
Philosophy	1	1	2	0	10	Think +1
Chemical Fertilizers	0	2	0	0	6	Agriculture +1
Selective Breeding	0	2	0	1	8	Agriculture +1
Government	1	1	1	0	8	Redirect +1
Institutions	1	1	1	1	10	Policy +1
Combustion	1	1	0	1	8	Industry +1
Colonialism	1	1	1	0	8	Population +1

Name	Milit	Econ	Cult	VT	Cost	Notes:
Crusades	2	0	2	0	10	Policy +1
Universities	0	1	0	1	6	Think +1
Temples	0	0	2	1	6	
Roads	1	2	0	0	8	Trade +1
Railroads	1	2	0	0	8	Industry +1
Literature	0	0	2	1	8	Think +1
Drama	0	0	2	2	8	
Medicine	0	0	0	2	6	Population +1
Radio	1	1	1	1	8	
Telecommunications	1	1	1	1	10	Redirect +1
Astronomy	0	0	1	3	8	
Law	1	1	1	0	8	Taxation +1
Sailing Ships	1	2	0	1	10	Trade +1
Stocks & Bonds	0	3	0	0	6	
Missionaries	0	0	3	0	6	
Sanitation	0	1	0	1	6	Population +1
Beurocracy	0	1	0	1	6	Taxation +1
Navy	3	0	0	1	8	
Computers	1	1	1	1	10	Think +1
Fanaticism	0	0	5	0	10	End Stage
Nukes	5	0	0	0	10	End Stage
Global Merger	0	5	0	0	10	End Stage

Space Stage Trait Deck

Name:	Explore	Confl	Terra	Diplo	VT	Cost	Notes:
Gravity Wave	0	0	5	0	0	10	Galactic Ban
Planet Buster	0	5	0	0	0	10	Galactic Ban
Fanatical Frenzy	0	0	0	5	0	10	Galactic Ban
Fusion Reactors	0	1	0	0	1	6	Energy +1
Interstellar Drive	3	0	0	0	1	8	
Arms Dealer	1	2	0	0	0	8	Trade +1
Interplanetary Drive	3	0	0	0	0	6	
Galactic Speed Demon	2	1	0	0	0	8	Redirect +1
Wormhole Key	3	1	0	0	0	8	
Spice Savant	0	0	1	0	1	6	Excavation +1
Asteroid Mining	1	0	0	0	1	6	Excavation +1
Heat Ray	0	2	2	0	0	8	
Universal Translators	0	0	0	3	1	8	
Planetary Scanners	2	0	1	0	1	8	
Nano Technology	1	1	1	0	1	10	Fabrication +1
Materializers	0	0	2	0	1	8	Fabrication +1
Teleportation Pads	1	1	0	0	1	6	
Power Monger	1	1	1	0	0	8	Energy +1
Lasers	0	2	0	0	0	4	
Auto Blasters	0	3	0	0	0	6	
Proton Missiles	0	3	0	0	0	6	
Antimatter Bombs	0	3	0	0	0	8	Policy +1
Genetic Engineering	0	1	2	0	0	8	Specialization +1
Atmospheric Converters	0	0	3	0	0	6	

Name:	Explore	Confl	Terra	Diplo	VT	Cost	Notes:
Telepathy Chambers	1	1	0	3	0	10	
Heads in Jars	0	0	0	0	2	6	Think +1
Space Fireworks	0	0	0	2	0	4	
Cybernetics	0	1	0	0	0	4	Specialization +1
Gracious Greeting	1	0	0	3	0	8	
Colony Domes	1	0	2	1	0	8	
Artificial Intelligence	1	1	1	1	0	10	Think +1
Prime Specimen	1	1	1	1	0	10	Specialization +1
Gentle Generalist	1	0	1	1	1	10	Redirect +1
Green Keeper	1	0	2	0	0	6	
Colony Craze	1	0	3	0	1	10	
Brain Amplifiers	0	1	0	2	0	8	Think +1
Tractor Beams	1	1	1	0	0	6	
Anti-Gravity Pods	1	1	1	0	1	8	
Return Ticket	1	1	0	0	1	8	Redirect +1
Cash Infusion	0	0	0	1	1	6	Discard a Card for 1D6 RT
Pirate Hunters	1	2	0	1	0	10	+2 vs Space Raid Events
Safari Vacuum	2	0	2	0	0	8	
Soothing Song	0	0	0	2	1	8	Policy +1
SETI Detector	3	0	0	0	1	10	Redirect +1
Static Cling	0	3	0	0	1	8	
Raider Rally	0	2	0	1	0	6	
Ice Comet Call	0	2	2	0	0	10	Policy +1
Asteroid Call	0	3	1	0	0	8	
Hologram Scout	2	1	0	1	0	10	Policy +1
Cloaking Device	0	2	0	0	1	6	Redirect +1
Energy Shields	0	2	0	0	0	4	
Happiness Booster	0	0	0	2	1	6	
Embassies	0	0	0	3	0	8	Policy +1
Bio Stabilizer	0	0	3	0	1	8	
Mind Erasers	0	2	0	2	0	8	
Wildlife Sanctuary	1	0	2	0	1	8	

Links

<http://www.spore.com/ftl> Spore.





Star Command

Introduction

Board & card game for 2 players. Battle between Buzz Lightyear and Evil Emperor Zurg. Takes place in the Buzz Lightyear Universe.

Each figure represents a main character or group of lesser characters.

Disclaimer

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Victory

Capture the opposing Leader.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Space Ranger Unit Table

Name	#	Hits	Move	Range	Notes
Buzz Lightyear	1	3	5	4	Captain Lightyear: Leader
Mira Nova	1	2	5	4	Tangean Princess
X-R	1	1	5	3	Robot: Experimental Ranger
Booster	1	2	5	2	Space Cadet
LGM	2	1	3	2	Little Green Men
Space Rangers	8	1	4	3	Delta Squadron
Space Cruiser	1	2	5	5	Andromeda Class
Alpha-2	1	2	5	4	Prototype Ship

Zurgariffic Unit Table

Name	#	Hits	Move	Range	Notes
Evil Emperor Zurg	1	3	4	4	Leader
Agent Z	1	2	5	4	Dark Warpmatter
Brain Pods	1	1	2	2	Lack-wit Lackeys
Hornet Robots	8	1	3	2	Robots
Cranial Dissector Bot	1	1	3	1	Robot
Slag Monster Mutant	1	2	2	1	
War Cruiser	1	2	5	5	
Planetary Defense Matrix	1	2	1	4	
Zurg Tower	1	3	0	5	

Space Ranger Unit Special Abilities

Name	Ability	Game Effect
Buzz Lightyear	Field Experience	Defense

Name	Ability	Game Effect
Mira Nova	Tangean Brain Squeeze	Attack = 1
X-R	Auxiliary Gear	Attack = 2
Booster	Bulk	Attack = 1
LGM	Uni-mind	Repair
Space Rangers	Hot Dogging	Move = 4
Space Cruisers	Laser Cannons	Attack = 6
Alpha-2	Stealth	Move = K

Zurgariffic Unit Special Abilities

Name	Ability	Game Effect
Evil Emperor Zurg	Ion Blaster	Attack = 3
Agent Z	Flame Thrower	Attack = 2
Brain Pods	Grey Matter	Repair
Hornet Robots	Expendable	Draw 1 card if destroyed
Cranial Dissector Bot	Dissection	Attack = 1
Slag Monster Mutant	Crater Vipers	Attack = 1
War Cruiser	Laser Cannons	Attack = 6
Planetary Defense Matrix	Space Mines	Attack = 1
Zurg Tower	Zurgatronic Megaray	Attack = 6-8

Unit Special Abilities

Discard a 'Special' card to activate a units special ability. The Repair ability puts a destroyed robot unit back into play next to the repairing unit. Repairs on your units are done at the end of your Battle Phase.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for: The

Alpha-2 uses its stealth technology to move through other units Mira Nova may use her Ghosting Powers to move through other units. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one Hit point of damage. A unit reduced to zero hits is captured and is removed from the map.

Units cannot attack through other units. A player may discard a Defense card to negate an attack.

Card List Notation

M Movement

A Attack

D Defense

X Special

Type Purpose of card

Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes:
Move	5	1	M	Walk
Move	5	2	M	Run
Move	5	3	M	Hover
Move	4	4	M	Jet Pack
Move	3	5	M	Full Throttle
Blast Off	1	3	M	Rangers only
Rocket Cycle	1	4	M	Rangers only
Flying Platform	1	3	M	Zurg only
Laser	5	2	A	Pistol
Laser	5	3	A	Rifle
Laser	4	4	A	Bazooka
Laser	4	5	A	Cannon
Close Combat	3	1	A	Kick
Close Combat	3	1	A	Punch
Close Combat	2	-	D	Flip: vs Close Cbt: Attacker takes 1 Hit
Armor	1	-	D	Terrillium Carbonic Alloy
Armor	1	-	D	Laser Resistant Diavallic Alloy
Maneuver	1	-	D	Gemini Split: Rangers only
Maneuver	1	-	D	Emergency Liftoff
Maneuver	1	-	D	Dodge
Communicator	1	-	X	Draw 3 cards
Nefarious Scheme 1	-	X	Draw 3 cards: Zurg only	
Crystolic Fusion Cell	1	-	X	Draw 2 cards
Energy Readings	1	-	X	Look at opponents Hand
Spy Drone	1	-	X	Look at opponents Hand: Zurg only
Special	6	-	X	Activate Unit Special Ability





Star Control

Introduction

Alliance vs Hierarchy. Space War Strategic & Tactical.

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Victory

Destroy all enemy Starbases.

Galactic Starmap

Use a Hex Map. There are 3 Hex Types. When setting up roll for each hex:

1D6	Type:	Notes:
1-3	Void	Empty Space
4-5	Star	World type unknown until explored
6	Hazard	No Ships may enter this hex

Tactical Solarmap

Use a Hex Map. This map is used for fighting battles. If at a World Hex, put a Planet Marker in the Center Hex of the Map.

If at a Starbase, put a Starbase Marker in the Center Hex of the Map.

Dice

Six & 10 sided dice are needed.

Counters

Use counters to represent:

- Unexplored Stars
- Hazards
- Worlds
- Relics
- Installations
- Ships & Special Ships
- Starbases

Hierarchy Fleet Ship List

Race/Ship	Crew	Range	Speed	Turn	Dam	Aim
Ur-Quan Dreadnaught	10	8	2	1	4	6
Mycon Podship	4	2	2	2	3	8

- Damage (to Ships)

Starbucks

The basic Currency of both sides. Use Tokens to represent Starbucks.

Fleets

Each Player has 7 Types of Ships in his Fleets. A Fleet is a stack of Ships in Play on the Galactic Map A Fleet can have a Maximum of 7 Ships. A Hex may contain any number of Fleets.

Fleet Pile

This is a pile of all of a players ship counters that are not in play. A complete set of Ship counters has 10 Copies of each of the 7 types of ships.

Ship Stats

Each ship has 6 Stats: Crew, Range, Speed, Turn, Damage, Aim

Crew

This is a measure of how much damage a ship can sustain before being destroyed.

Range

The distance in hexes a Ships Weapons will reach.

Speed

The distance in hexes a Ship can travel in 1 turn.

Turn

The maneuverability of the Ship. This is subtracted from an opponents Aim when he is attacking.

Aim

Chance to hit on 1D10 when attacking.

Race/Ship	Crew	Range	Speed	Turn	Dam	Aim
Spathi Discriminator	6	6	4	4	1	8
Androsynth Guardian	4	4	1	2	2	8
Vux Intruder	4	6	2	2	2	7
Ilwrath Avenger	4	2	3	4	3	8
Umguh Drone	2	2	2	2	2	7

Special Hierarchy Ships

Race/Ship	Crew	Range	Speed	Turn	Dam	Aim
Ur-Quan Fighter Squad	1	2	4	4	1	8
Androsynth Comet	4	1	5	4	3	7

Ur-Quan Dreadnaught

Each Dreadnaught may launch 2 Fighter Squads during a Battle. A Fighter Squad must return to a Dreadnaught once every 4 turns or be destroyed.

Mycon Podship

Weapon: Tracking Plasmoid Long Range Attack Option: Range +2 Dam -1 Aim -1 Extreme Range Attack Option: Range +4 Dam -2 Aim -2 The Podship removes all damage after each battle.

Spathi Discriminator

Weapon: BUTT: Backwards Utilizing Tracking Torpedo

Androsynth Guardian

Weapon: Molecular Acid-based Blob This ship may reconfigure into the Comet form in End Segment if it did not attack this turn.

Androsynth Comet

Attack Mode: Direct Impact This ship may reconfigure into the Guardian form in End Segment. After 2 consecutive turns as a Comet the ship automatically goes back to Guardian Mode.

Vux Intruder

Weapon: Monstrous Optical Laser Secondary Weapon: Limpet: Range = 6, Aim = 8 If the Limpet hits the target takes no damage, But is Speed, Turn, & Accuracy -1 for rest of battle

Ilwrath Avenger

Weapon: Cloaking & HellFire Blast. Enemy ships must target another ship if one is in range.

Umguh Drone

Weapon: Antimatter Cone Cone Defense: If hit with a Missile roll 1D6. On a roll of 4+ the Missile is destroyed. Retro-Propulsion: Move +3, Aim +1, Speed +2 for one full turn Retro-Propulsion can be used up to once every three turns The turn after Retro-Propulsion the ship is Move -1, Dam -1, Speed -1

Alliance Fleet Ship List

Race/Ship	Crew	Range	Speed	Turn	Dam	Aim
Chenjesu Broodhome	8	8	3	1	4	6
Yehat Terminator	6	6	3	3	2	7
Mmrnmhm X-Form	4	4	1	2	2	8
Ariloulaleelay Skiff	2	1	2	4	2	8
Syreen Penetrator	4	6	3	3	1	6
Earthling Cruiser	6	8	1	1	4	7
Shofixti Scout	2	6	4	4	1	7

Special Alliance Ships

Race/Ship	Crew	Range	Speed	Turn	Dam	Aim
Mmrnmhm Fighter	4	8	4	4	1	6

Chenjesu Broodhome

- Weapon: Large Crystal Missile
- Missile Fragmentation Option: Damage -3 Aim +2 Range +1
- Secondary Weapon: DOGI's: Range = 6, Aim = 8
- If a DOGI hits, the target takes no damage, But is Speed, Turn, & Damage -1 for rest of battle

Yehat Terminator

- Weapon: pulse cannon fires twin energy Missiles.
- This Ship can make 2 attacks on its turn.
- Force Field Activation: Turn +2 & only get 1 attack next turn.

Mmrnmhrm X-form

- Weapon: Twin Lasers
- This Ship can make 2 attacks on its turn.
- This ship may reconfigure into the Fighter form in End Segment.

Mmrnmhrm Fighter Form

- Weapon: Long Range Missile Launcher.
- This ship may reconfigure into the X-Form in End Segment.

Ariloulaleelay Skiff

- Weapon: Auto-Aiming Lasers.
- Teleport Defense: If hit roll 1D6. On a roll of 4+ the skiff evades by teleporting in a
- Random direction (use 1D6 to determine direction from original hex) 1D6 spaces away.

Syreen Penetrator

- Weapon: Puny Missile
- Syreen Song Attack: Range = 2, Aim = 8, Dam = 2
- If the Song Hits, the Syreen remove 2 Damage from themselves.

Earthling Cruiser

- Weapon: Long Range Homing Tactical Nuclear Weapons
- Secondary Weapon: Point Defense Laser: Range = 2, Aim = 8, Damage = 1

Shofixti Scout

- Weapon: Energy Dart
- Glory Attack: Range = 1, Aim = 9, Damage = 4
- The Scout self Destructs in a Glory Attack.

Setup

Players pick which side they control (Hierarchy or Alliance) Set up the Galactic Map. Each Player places 1 Starbase marker onto an empty space (on opposite sides of the Galactic map). Each player starts with 4 random ships & 10 Starbucks.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Movement Phase
2. Research Phase
3. Battle Phase
4. Starbucks Phase
5. Construction Phase
6. Build Phase
7. Besiege Phase
8. End Phase

Movement Phase

- At the beginning of this phase, you may rearrange the compositions of your fleets within each hex.
- A Fleet may Move 1 Hex.
- A Fleet that contains all ships with a speed of 3+ may move up to 2 Spaces.
- A Fleet cannot move into a space containing an enemy Fortress and cannot move from a space adjacent to an enemy fortress into another space also adjacent to an enemy fortress.

Exploration

When a Star is explored for the first time roll to determine the World Type:

1D6	Type:	Installation Type:
1-2	Mineral World	Mine
3-4	Life World	Colony
5-6	Dead World	Fortification

Finding Relics

When a Star is explored for the first time roll to determine if there Are any Precursor Relics present:

1D6	Relics:
1-3	None
4-5	Precursor Technology
6	Power Crystals (Gain 1D6 Starbucks)

If you found a Technology get an extra advance in Research Phase.

Research Phase

Get 1 Advance: One of your races (determined randomly) gains 1 level in 1 random Stat. This bonus affects all ships of that race for the rest of the game.

Random Race Table

1D10	Hierarchy:	Alliance:
1	Ur-Quan	Chenjesu
2	Mycon	Yehat
3	Spathi	Mmrnmhm
4	Androsynth	Ariloulaleelay

1D10	Hierarchy:	Alliance:
5	Vux	Syreen
6	Ilwrath	Earthling
7	Umgah	Shofixti
8+	Reroll	Reroll

Random (ship) Stat Table

1D6	Type	Notes:
1	Power Sources	Range +1
2	Defenses	Crew +1
3	Weapons	Damage +1

1D6	Type	Notes:
4	Engines	Speed +1
5	Control Systems	Turn +1
6	Targeting	Aim +1

Battle Phase

A Fleet may attack an enemy Fleet in an adjacent Hex. Use the Tactical Hex Map. The Type of Hex will be that of the Defending Fleet.

Planets may not be moved into or through. Set up opposing Ships at opposite ends of the Map. Ships may not stack.

The Battle proceeds in Battle Turns. Players take Turns. During a player's turn each of his ships may move once & attack once. To hit roll 1D10 (The Attack Roll). If this equal to or lower than The Attackers Aim Stat minus the Defenders Turn Stat, the Attack Hits.

(A natural Roll of 1 always hits & a roll of 0 always misses) The Target takes damage equal to the Damage Stat of the Attacker. Use counters to indicate damage. A Ship with more damage than crew is destroyed.

Resolve Battles between fleets one at a time. An individual Battle can only include 1 Fleet from each player. (An individual Fleet may take part in several Battles in this phase) At the End of Battle Phase all of your damaged ships are repaired.

Starbucks Phase

Gain 2 Starbucks for every Mine you control. Gain 1 Starbuck for every Colony & Starbase you control.

Construction Phase

You may pay 6 Starbucks to build a Starbase in a Void space occupied by one of your ships. A Starbase

may not be built adjacent to another Starbase. You cannot build a Starbase if you currently have more Starbases than Colonies or Mines You may pay 4 Starbucks to build a Colony on a Life World occupied by one of your ships.

You may pay 4 Starbucks to build a Mine on a Mineral World occupied by one of your ships. You may pay 2 SB to build a Fortification on a Dead World occupied by one of your ships. A world may hold only 1 Installation.

Build Phase

You may pay 2 Starbucks to purchase a Ship. Draw a Random Ship Counter from your Fleet Pile. Ships must be built at a Starbase.

A Starbase can build a max of 1 Ship per turn.

Besiege Phase

A Fleet may attack a Fortress in an adjacent Hex. Roll 1D10 for each attacking ship (Bombardment Roll). Any roll of 10+ destroys the Fortress The Ur-Quan Dreadnaught gets +2 to this roll.

If you occupy a Hex containing an enemy Starbase, Mine or Fleet, you gain control of it.

End Phase

You may scuttle any Ships you don't want (Get 1 Starbuck per ship scuttled).





Star Craft Spawn

Introduction

Two player card game set in the StarCraft universe.

Disclaimer

StarCraft is a licensed, copyrighted product. This is merely a fansite.

Decks

Each player gets one unique deck. For example: Terran Deck vs Zerg Deck.

Randomizers

Six sided dice are needed to play. Tokens to record damage are also needed.

Objective

Destroy your opponents Command Structure.

Setup

Every player starts with a hand of 5 cards. Every player starts with their Command Structure in play. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Logistics Phase
2. Deploy Phase
3. Attack Phase
4. End Phase

Logistics Phase

Draw 3 Cards. If your deck runs out, you may shuffle your discard and draw from it. You may discard 2 cards from your hand to draw 1 card.

Deploy Phase

You may play (deploy) any 3 cards from your hand. Deployed cards are placed face up onto the table in front of you. Deployed cards stay in play until destroyed.

Some of your deployed cards may allow you to deploy additional cards. Instead of deploying a card, you may issue a Repair Order. A Repair Order removes 1D3 damage counters from your units.

Instead of deploying a card, you may draw a card from the top of the deck. Instead of deploying a card,

you may put the top card of the discard pile into your hand. Instead of deploying a card, you may issue a Battle Plan Order.

A battle Plan Order gives all of your units a +1 to either Move, Force, Range, or Armor. Instead of deploying a card, you may issue a Scout Order. A Scout Order lets you look at your opponents hand.

Attack Phase

All of your units with a move greater than zero may attack. Attack with one unit at a time. The target of the attack must be an Infantry unit, Hero, Vehicle, Starcraft, or Building.

Units with Stealth cannot be Targeted. The defender may block the attack with another unit if the blocker has a larger Move rating Or Range score than the attacking unit. The blocking unit becomes the target of the attack. Units with Stealth cannot be blocked except by special units.

Compare the Range score of the Attacking unit & Defending Target. The Higher Range score attacks first. A unit with Stealth always attacks first regardless of Range.

When attacking roll a number of D6 equal to your Force Score. Every roll of 1-3 on 1D6 causes a Damage Token to be placed on the opposing unit. If the number of Damage Tokens equals or exceeds the units Armor rating it is destroyed.

Damage tokens remain until repaired. Destroyed units are discarded.

End Phase

Max hand size = 6. Discard excess cards. All Zerg units automatically (regenerate) remove 1 Damage Counter.

Event Cards

Have a variety of uses, and are played when appropriate. They are discarded after they take affect.

Terran Card Type Notation Glossary

- B** Building
- S** Spacecraft
- I** Infantry
- V** Vehicle
- H** Hero
- F** Faction
- A** Advance
- E** Event

Units = Heroes, Infantry, Vehicles, Spacecraft

Terran Deck Card List

Card Name	#	Force	Armor	Move	Range	Notes
Command Center	1	0	10	0B	0	Command Structure
Barracks	1	0	4	0B	0	Deploy +1 Infantry
Academy	1	0	3	0B	0	Deploy +1 Advance
Factory	1	0	3	0B	0	Deploy +1 Vehicle
Machine Shop	1	0	3	0B	0	Vehicles Force +1
Armory	1	0	3	0B	0	Vehicles Armor +1
Starport	1	0	3	0B	0	Deploy +1 Starcraft
Control Tower	1	0	3	0B	0	Battle Order +1
Science Facility	1	0	3	0B	0	Starcraft Armor +1
Physics Lab	1	0	3	0B	0	Starcraft Force +1
Covert Ops	1	0	3	0B	0	Infantry Force +1
Supply Depot	2	0	3	0B	0	Hand Size +1
Refinery	1	0	3	0B	0	Draw +1 Card/turn
Engineering Bay	1	0	3	0B	0	Deploy +1 Building
Bunker	2	0	6	0B	0	Defndng Infantry +3 Armor
Missile Turret	2	6	3	0B	30	Vs Space Only
ComSat Station	1	0	3	0B	0	Scout Order +1
SCV	6	1	2	1I	1	Build, Mine, Repair
Marine	8	2	2	2I	5	
Firebat	4	3	1	1I	3	
Ghost	2	3	2	3I	8	Stealth
Vulture Skimmer	4	3	2	8V	6	
Goliath Walker	4	4	4	5V	12	
Siege Tank	4	6	6	4V	20	
Wraith Fighter	4	4	3	10S	14	Stealth
Dropship	2	2	3	6S	6	Transport
Science Vessel	2	1D6	3	5S	10	
Battlecruiser	2	8	8	4S	24	
Stimpacks	1	+1	+1	+1A	-	Infantry
Yamato Cannon	1	+6	-	A	+2	Battlecruisers
EMP Shockwave	1	+3	-	A	+2	Science Vessels
Irradiate	1	+4	-	A	-	Science Vessels
Defensive Matrix	1	-	+3	A	-	Science Vessels
U-238 Shells	1	+2	-	A	-	Marines
Ion Thrusters	1	-	-	+2A	-	Starcraft
Siege Tech	1	+2	-	A	+2	Siege Tanks
Burst Lasers	1	+2	-	A	-	Wraiths
Titan Reactor	1	+2	-	A	-	Spacecraft
Cloaking Field	1	-	+2	A	-	Wraiths & Ghosts
Lockdown Rounds	1	+2	-	A	-	Ghosts
Mobile Buildings	1	-	+2	A	-	Buildings
Scanner Sweep	1	-	-	A	-	Scout Order +1
Upgrade Armor	1	-	+1	A	-	All Units
Upgrade Weapons	1	+1	-	A	-	All Units
Omega Squadron	1	-	+1	F	-	All units
Nova Squadron	1	-	-	+2F	-	All units
Alpha Squadron	1	+1	-	F	+1	All units
The Sons of Korhal	1	-	-	F	-	Draw +1 card/turn
Umojan Protectorate	1	-	-	F	-	Hand Size +1
Kel-Morian Combine	1	-	-	F	-	Scout Order +1

Card Name	#	Force	Armor	Move	Range	Notes
Arcturus Mengsk	1	3	3	3H	6	Draw +1 card/turn
Jim Raynor	1	4	3	4H	8	All Units +1 Force
Sarah Kerrigan	1	5	4	5H	10	Stealth
Edmond Duke	1	3	3	3H	7	All Units +2 Move
Nuclear Strike	1	10	-	E	0	Vs Building or Ground unit
Spidermines	1	5	-	E	0	Vs Attacking Ground units

Notes: SCV = Space Construction Vehicle. Ground units include Infantry and Vehicles. Transport = Deploy +1 Infantry.

Build = Deploy +1 Building, Mine = Draw +1 Card, Repair = Repair Orders +1

Zerg Card Type Notation Glossary

- O** Organ (Building)
- V** Evolution (Advance)
- S** Space Unit
- G** Ground Unit
- C** Celebrate (Leader)
- B** Brood

Zerg Deck Card List

Card Name	#	Force	Armor	Move	Range	Notes
Hatchery	1	-	10	OO	-	Command Structure
Creep Colony	2	-	4	OO	-	Deploy +1 Organ
Spore Colony	2	4	4	OO	20	Versus Space, Detect
Extractor	1	-	3	OO	-	Draw +1 Card
Spawning Pool	1	-	3	OO	-	Deploy Zerglings +1
Evolution Chamber	1	-	3	OO	-	Deploy Ground Units +1
Lair	1	-	5	OO	-	Deploy Drones +1
Sunken Colony	2	4	6	OO	8	Versus Ground
Hydralisk Den	1	-	3	OO	-	Deploy Hydralisks +1
Queen's Nest	1	-	3	OO	-	Deploy Queens +1
Spire	1	-	3	OO	-	Deploy Mutalisks +1
Hive	1	-	3	OO	-	Deploy Overlords +1
Defiler Mound	1	-	3	OO	-	Deploy Defilers +1
Nydus Canals	1	-	3	OO	-	All Units Move +2
Ultralisk Cavern	1	-	3	OO	-	Deploy Ultralisks +1
Greater Spire	1	-	3	OO	-	Deploy Guardians +1
Larvae	1	0	1	1G	0	
Overlord	4	-	4	4S	-	Detect, Battle Orders +1
Drone	6	1	2	2G	0	Build, Mine
Zerglings	8	1	1	4G	0	
Hydralisk	6	2	2	3G	6	
Mutalisks	4	3	2	7S	4	
Scourge	4	6	1	9S	0	
Queen	2	4	2	2G	2	
Ultralisks	4	8	6	3G	0	
Defiler	2	1	2	3G	0	All Units +1 Force
Guardian		2	4	4	2G	16
Spawn Broodlings	1	+3	V	-	Queen	
Infestation	1	-	V	-	Control	
Burrow	1	-	+2	V	-	Ground Units
Dark Swarm	1	+3	V	-	Defiler	
Plague	1	+3	V	-	Defiler	
Consume	1	-	+3	V	-	Defiler
Pneumatized Carapace	1	-	-	+3V	-	Overlord
Ventral Sacs	1	-	-	V	-	Overlords get Transport

Card Name	#	Force	Armor	Move	Range	Notes
Antennas	1	-	-	V	+1	All Units
Metabolic Boost	1	-	+1	+1V	-	Zerglings
Adrenal Glands	1	+2	-	V	-	Zerglings
Upgrade Melee Attacks	1	+1	-	V	-	Zerglings & Ultralisks
Upgrade Missile Attacks	1	+1	-	V	+1	Hydralisks & Defilers
Upgrade Carapace	1	-	+1	V	-	All units
Muscular Augments	1	-	-	+3V	-	Hydralisks
Grooved Spines	1	-	-	V	+3	Hydralisks
Flyer Attacks	1	+2	-	V	-	Mutalisks & Queens
Parasites	1	-	-	V	-	Scout +1
Ensnare	1	+3	-	V	-	Queen
Tiamat Brood	1	+1	-	B	-	Space Units
Fenris Brood	1	-	-	B	-	Scout Orders +1
Baelrog Brood	1	+1	-	B	-	Ground Units
Garm Brood	1	-	-	+1B	-	All Units
Jormungand Brood	1	-	-	B	-	Deploy +1 Unit
Surtur Brood	1	+1	-	B	-	Ground Units
The Overmind	1	-	-	C	-	Draw +1 Card
Daggoth	1	-	-	C	-	Hand Size +1
Zasz	1	-	-	C	-	Battle Orders +1

Detect = Negate Stealth ability of all opposing units in play. Control = Take control of Target Infantry Unit





Star Fleets

Introduction

Card game for two players. Battle between opposing fleets in the Star Trek Universe.

The Decks

Each player gets one unique deck.

Download Cardset

Thanks Zak. This set is awesome! Goto Zaks Site

Cards

Types of cards include: Ships, Personnel, Control, and Combat cards.

Fleet Total

Each player starts with a Fleet Total of 100 points.

Victory

You win if you reduce your opponents Fleet Total to zero points.

Ships

All ships are designated as Small, Medium, Large, or Fighters. All ships have an Attack Score and a Defense Score. Shield cards played with large ships get Defense +2 Shield cards played with small ships get Defense -1 Shield cards played with fighters get Defense -2 Evasion cards played with large ships get Defense -1 Evasion cards played with small ships get Defense +3 Evasion cards played with fighters get Defense +4 Ships with Initiative get to attack first in Combat.

Ships with Command give Initiative to any one ship every turn.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Warp Phase
2. Deployment Phase
3. Control Phase
4. Combat Phase

Warp Phase

Both players Draw 5 cards. If your deck runs out, shuffle the discard and draw from it.

Deployment Phase

Put all Ships you draw into play (face up in front of you). Place Personnel Cards into play onto Ships just deployed. A ship may have a maximum of 1 Captain, 1 Officers, and 1 Crew.

Control Phase

Ships with Detect allow you to look at your opponent's hand. If the hand contains Cloak cards you may discard one. Discard all Control cards played at the end of this phase.

Combat Phase

Declare a target for each of your ships. A target can be any opposing ship or the opponents Fleet. If the defender has any ships not being attacked, those ships may block any attacker they like.

A ship does damage equal to its Attack rating. Every ship has a Attack & Defense rating. Attached Personnel add to these ratings. Players may play Combat cards onto their ships to increase the Ship's Force & Defense ratings.

If the Attack total is greater than the target ships Defense Rating, the target is destroyed. The Attacking & Target ships simultaneously do damage to each other. Ships with "Initiative" get to apply their attack first.

If a ship is attacked by two or more ships, it applies its Attack rating to them in any combination it likes to the attackers. If a ship is attacked by two or more ships, the attackers combine their Attack ratings but not their Defense ratings. If the Fleet is attacked and the attacker is unblocked, subtract a number of Points from the Fleet Total equal to the Force of the attacking ship.

Discard all Combat cards played at the end of this phase. If a ship is destroyed, all of its fighters are destroyed too.

Card Type Abbreviations

C Combat (Play in Combat Phase)

P Personnel

LS Large Ship

MS Medium Ship

SS Small Ship

F Fighter

X Control Card (Play in Control Phase)

The United Federation Of Planets Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Photon Torpedoes	4	C	+5	-	
Drones	2	C	+5	-	
Boarding Party	2	C	+5	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Wild Weasel	1	C	-	+1	Destroy opposing Drone
Tactics	4	C	-	-	Ship gains Initiative this turn
Non-Violent Combat	1	C	+1	+2	
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
SWAC Shuttle	1	P	-	+1	Ship gains Detect
Dreadnaught	3	LS	9	9	Photon Torpedoes +2
Heavy Command Cruiser	1	LS	8	8	Command
Command Cruiser	1	MS	7	7	Command
Strike Carrier	2	MS	1	5	Carries 5 Fighter Tokens (1/1)
Heavy Cruiser	3	MS	6	7	"Constitution Class"
Light Cruiser	2	MS	4	6	
Escort Cruiser	1	MS	4	4	
Commando Cruiser	1	MS	3	4	Boarding Parties +3
Destroyer Leader	1	MS	5	5	Command
Destroyer	4	SS	5	5	
Guided Weapons Destyr	1	SS	4	5	Drones +3
Scout	2	SS	4	5	Detect
Battle Tug	1	MS	5	5	
Emergency Repairs	2	X	-	-	Put ship in discard into your hand
Sensors	4	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Klingon Empire Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Disruptors	7	C	+3	-	
Drones	3	C	+5	-	
Boarding Party	3	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
C9 Dreadnaught	1	LS	10	10	

Card Name:	Number	Type	Attack	Defense	Notes
C8 Dreadnaught	1	LS	10	11	
Space Control Ship	1	LS	10	10	Command
Heavy Carrier	1	LS	2	8	Carries 6 Fighter Tokens (1/1)
Strike Carrier	1	MS	1	5	Carries 4 Fighter Tokens (1/1)
Command Cruiser	1	MS	6	6	Command
D7 Battlecruiser	2	MS	6	6	Boarding Parties +3
D6 Battlecruiser	3	MS	6	6	
Drone Battlecruiser	1	MS	5	6	Drones +3
D6S Heavy Scout	1	MS	5	6	Detect
F5 Frigate	5	SS	4	4	
F5V Light Carrier	1	SS	1	3	Carries 2 Fighter Tokens (1/1)
F5E Combat Escort	1	SS	3	5	
E4 Escort	2	SS	3	3	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Sensors	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Romulan Star Empire Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Plasma Torpedoes	5	C	+4	-	
Boarding Party	2	C	+5	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Large Nuclear Mine	1	C	-	-	Do 6 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	6	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Cloak	10	C	+1	+5	Ship gains Initiative this turn
Tactics	2	C	-	-	Ship gains Initiative this turn
Legendary Captain	1	P	+3	+3	Ship gains Initiative
Elite Officers	1	P	+2	+2	Ship gains Detect
Veteran Crew	1	P	+1	+1	
Romulan K9R	1	LS	10	10	
KillerHawk	1	LS	9	9	
SuperHawk	1	LS	8	8	Command
NovaHawk		1	LS	8	8
FireHawk		1	MS	7	7
Romulan K7R	1	MS	6	6	
War Eagle	4	MS	5	5	
Scout Eagle	1	MS	4	5	Detect
Commando Eagle	1	MS	4	5	Boarding Parties +3
Romulan K5R	2	MS	4	4	
SkyHawk	2	SS	3	4	
Romulan K4R	2	SS	3	3	
Warbird	2	SS	2	2	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Kzinti Hegemony Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Drones	6	C	+5	-	
Disruptors	5	C	+3	-	
Boarding Party	2	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Carrier	3	LS	2	7	Carries 4 Fighter Tokens (2/2)
Strike Cruiser	3	MS	5	5	Drones +3
Command Cruiser	2	MS	6	7	Command; Drones +3
Battlecruiser	3	MS	6	7	
Strike Carrier	2	MS	1	6	Carries 4 Fighter Tokens (1/1)
Light Cruiser	2	SS	4	4	
Escort Frigate	2	SS	3	4	
Frigate	3	SS	3	3	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Gorn Confederation Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Plasma Torpedoes	5	C	+4	-	
Plasma Shotgun	2	C	+3	-	Destroy opposing Fighter
Boarding Party	2	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Command Cruiser	1	LS	9	9	Command
Battlecruiser	2	LS	8	8	
Heavy Cruiser	3	MS	7	7	
Large Scout	1	MS	5	6	Detect
Carrier	1	MS	2	6	Carries 4 Fighter Tokens (1/1)
Escort Cruiser	1	MS	6	7	
Commando Cruiser	1	MS	6	7	Boarding Parties +3

Card Name:	Number	Type	Attack	Defense	Notes
Destroyer Leader	1	SS	5	5	Command
Battle Destroyer	3	SS	5	5	
Destroyer	3	SS	4	4	
Destroyer Escort	1	SS	3	5	
Minesweeper	1	SS	2	4	Mines +3
Scout	1	SS	3	4	Detect
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Tholian Holdfast Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Boarding Party	2	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	1	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Tholian Webs	10	C	+3	+5	Negate Evasion & Drone Cards
Command Corvette	2	MS	3	4	Command
Destroyer	4	MS	4	3	
Patrol Corvette	5	SS	3	3	
Black Widow	3	SS	3	2	Webs +1/+1
Scout	2	SS	2	3	Detect
Patrol Escort	2	SS	2	4	
Commando Ship	1	SS	2	3	Boarding Parties +3
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Hydran Kingdom Card List

Card Name:	Number	Type	Attack	Defense	Notes
Fusion Beam	6	C	+3	-	
FB Overload	2	C	+5	-1	
FB Suicide Overload	1	C	+7	-2	
Hellbore Fusion Bomb	4	C	+6	-	Negate opposing Shields
Offensive Phasers	4	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Boarding Party	2	C	+4	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party

Card Name:	Number	Type	Attack	Defense	Notes
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Paladin Dreadnaught	1	LS	9	9	
Lord Marshall Cruiser	1	MS	5	7	Command, 2 Fighter Tokens (1/1)
Cavalier Heavy Carrier	1	LS	2	5	Carries 7 Fighter Tokens (1/1)
Ranger Cruiser	1	MS	2	4	Carries 3 Fighter Tokens (1/1)
Dragoon Cruiser	1	MS	5	7	Carries 1 Fighter Token (1/1)
Lancer Destroyer	1	MS	2	4	Carries 1 Fighter Token (1/1)
Horseman War Cruiser	1	MS	3	3	Carries 2 Fighter Tokens (1/1)
Destroyer Escort	1	MS	2	4	Carries 2 Fighter Tokens (1/1)
Uhlan Carrier	1	MS	1	4	Carries 5 Fighter Tokens (1/1)
Traveler Light Cruiser	1	MS	5	5	
Knight Destroyer	1	MS	4	4	
Hunter Frigate	1	SS	3	2	
Cuirassier Frigate	1	SS	3	3	
Scout	1	SS	1	2	Detect
Escort Hunter	1	SS	2	3	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Lyran Star Empire Card List

Card Name:	Number	Type	Attack	Defense	Notes
Expanding Sphere Gnrtrs	10	C	+2	+1	Destroy Fighter, Mine or Drone
Offensive Phasers	8	C	+2	-	
Disruptor	4	C	+3	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Boarding Party	2	C	+5	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	4	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Lion Dreadnaught	1	LS	11	11	
SaberTooth Tiger Mauler	1	LS	10	6	
Wildcat Battlecruiser	1	LS	8	9	
Tiger Heavy Cruiser	3	MS	6	7	
Panther Light Cruiser	1	MS	4	5	
Leopard Destroyer	1	MS	4	4	
Cheetah Frigate	1	SS	4	2	
Ocelot Scout	1	SS	2	3	Detect
Escort Frigate	1	SS	3	4	
Siberian Tiger Carrier	1	MS	2	7	Carries 4 Fighter Tokens (1/1)

Card Name:	Number	Type	Attack	Defense	Notes
Jaguar War Cruiser	3	MS	5	6	
Alleycat War Destroyer	1	MS	5	4	
Puma Battle Tug	1	MS	4	6	
Cougar Battle Tug	1	MS	6	6	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Sensors	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

Faq's

1Q) Unblocked attack: only possible when there are no enemies or also in the case when the attacker has more ships than the defender? 1A)Or if you target opponents fleet and he declines to block. 2Q) The effect of a card must be applied (an then the card is discarded) or you can choose? As an example: shields; you can choose to use them or play the card to negate a boarding party card. 2A)You get all benefits of the card when you play it. If you play shields on your ship you get defense +3 & you negate a boardng party card if one was or is played against that ship.

3Q) Combat cards that do not have an effect clearly stated as "this turn ..." are left on the ship at the end of the turn if the ship is not destroyed or you must discard them in any case? 3A)Only Personnel remain from turn to turn. Combat cards are discarded.

Game Designers Notes

Need to get info on the Orions, etc.

Links

Starfleet Games





Star Trek

Solo card and dice game By C Gerard Luft

Introduction

Although my favorite Science Fiction RPG has, and always will be TRAVELLER (my favorite genre is Classic Space Opera; though DOCTOR WHO is always number one with me, I never classify it as a specific genre), I always had a soft spot in my heart for Roddenberry's utopian Star Trek. A veteran of the FASA STAR TREK RPG, The adventures I loved the most were the basic explore, first contact, go where no man has gone before on a Constitution Class Star Ship. This game captures that feel. Although I loved the FASA game, I am trying to be progressive, so I have used a VERY SIMPLIFIED system based off the new Decipher Star Trek RPG.

You will need 2 six-sided dice and a card deck composed of the STAR TREK CARD LIST below. I have also included a STAR TREK: THE NEXT GENERATION CARD

List, Star Trek: The Motion Pictures Card List, Star Trek: The Adventures Of

CAPTAIN SULU! CARD LIST and the crew from the ENTERPRISE-B in a STAR TREK: GENERATIONS CARD LIST (give Capt. Harriman a chance; he's just green).

The Turn

Each turn represents traveling at warp speed, orbiting and scanning, and beaming down to explore an unknown planet. You begin the game with the ENTERPRISE, KIRK, SPOCK and MC COY cards on the table. All the rest are shuffled up into one deck. Draw one card from the deck each turn.

SHORE LEAVE!: If the card you draw is a crew person, add that character to your other cards (representing your Landing Party/ Bridge Officers). The turn is then over, so proceed to the next planet.

FIRST CONTACT: If you draw a First Contact card, roll 2d6. If it is equal to or less than the score for the highest COMMAND OFFICER PROFESSION score of your cards in play, you succeed in making first contact. If you fail, the newly discovered aliens become hostile. Proceed to INVADERS below in order to resolve the conflict.

INVADERS: If you draw a KLINGON SOLDIER OR CAPTAIN, or a ROMULAN SOLDIER OR COMMANDER, a fight ensues (complete with Phasers and round-house punches)! You must roll on a 2d6 equal to or less than the score of the highest SECURITY PROFESSION score or MEDICAL PROFESSION score of your cards in play, in order to avoid a casualty. If you fail, you must discard a card from your characters in play. Security goes first (it's that red shirt thing), then command, then science, and finally medical.

SPACE COMBAT: If you draw a KLINGON or ROMULAN starship card, the ship attacks the ENTERPRISE:

- 1. The Klingon or Romulan ship goes first (it's a Star Fleet directive thing)**
ENEMY SHIP: roll 2d6 +6
ENTERPRISE: roll 2d6 + highest OPERATIONS OFFICER PROFESSION + 1 for each additional character in play with OPERATIONS OFFICER PROFESSION.
If the enemy's roll is greater than the Enterprise's roll, then the Enterprise is dead in space and the game is over.
- 2. The ENTERPRISE goes next**
ENTERPRISE: roll 2d6 + highest COMMAND OFFICER PROFESSION +1 for each additional card in play with COMMAND OFFICER PROFESSION.
ENEMY SHIP: roll 2d6 + 6
If the ENTERPRISE'S roll is higher than the ENEMY SHIP'S roll, then the

ENEMY SHIP is defeated. If not, return to step 1 and continue the combat.

To Boldly Go Where No Man Has Gone Before:

If you draw a TO BOLDY GO WHERE NO MAN HAS GONE BEFORE card, roll 2d6. If the roll is equal to or less than the card in play with the highest SCIENCE OFFICER PROFESSION or OPERATIONS OFFICER PROFESSION, then you succeed in a great dis-

covery. If you roll greater than the score, then the ENTERPRISE is disabled, and the game is over.

Winning

If you make it through the deck, you win!

Star Trek Card List

CARD	#	PROFESSION
Capt. James T. Kirk, Commanding Officer	1	CO 8
Cmdr. Spock, Executive Officer	1	CO 4 and SO
Lt. Cmdr. Leonard Mc Coy, MD, Chief Medical Officer	1	MD 8
Lt. Cmdr. Montgomery Scot, Chief Engineer	1	OO 8
Lt. Uhura, Operations Officer	1	OO 4
Lt. Sulu, Helmsman	1	CO 4
Ens. Pavel Chekov, Navigator	1	CO 2, SO1, and SEC 1
Lt. Bailey, Tactical Officer	1	CO 2 and SEC 2
Lt. Grant, Security Officer	1	SEC 3
USS. ENTERPRISE	1	
UFP FIRST CONTACT	8	
KLINGON D-7 CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLASS CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
TO BOLDY GO WHERE NO MAN HAS GONE BEFORE	8	

Star Trek: The Next Generation Card List

DATA and WORF CARDS.

When playing a STAR TREK: THE NEXT GENERATION GAME, you begin with the ENTERPRISE, RIKER,

CARD	#	PROFESSION
Capt. Jean-Luc Picard, Commanding Officer	1	CO 8
Cmdr. William T. Riker, Executive Officer	1	CO 6
Lt. Cmdr. Data, Operations Officer	1	OO 10
Cmdr. Beverly Crusher, MD, Chief Medical Officer	1	MD 8
Lt. Cmdr. Geordie La Forge, Chief Engineer	1	OO 5 and CO 3
Lt Cmdr. Deanna Troi, Counselor	1	CN 6
Lt. Worf, Tactical Officer	1	SEC 4 and CO 3
Ens. Ro Laren, Con Officer	1	CO 2
USS ENTERPRISE	1	
KLINGON VOR'CHA CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN WARBIRD CLASS CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
FIRST CONTACT	8	
TO BODLY GO WHERE NO ONE HAS GONE BEFORE	8	

Star Trek: The Motion Pictures Card List:

CARD	#	PROFESSION
Capt. James T. Kirk, Commanding Officer	1	CO 9
Capt. Spock, Executive Officer	1	CO 7 and SO11
Cmdr. Leonard Mc Coy, MD, Chief Medical Officer	1	MED 9
Capt. Montgomery Scot, Chief Engineer	1	OO9
Cmdr. Pavel Chekov, Tactical Officer	1	CO 6, SO3, SEC 4
Cmdr. Uhura, Operations Officer	1	OO 6
Lt. Saavik, Helmsman	1	CO 4 and SO 3
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISE	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS ENTERPRISE-A	1	

Star Trek: The Adventures Of Captain Sulu! Card List

CARD	#	PROFESSION
Capt. Sulu, Commanding Officer	1	CO 8
Cmdr. Henreid, Executive Officer	1	CO 6
Cmdr. Janice Rand, Operations Officer	1	OO 6
Lt. Cmdr. Dmitri Valtane, Science Officer	1	SO 5
Lt. Cmdr. Lojur, Con Officer	1	CO 5
Ens. Tuvok, Tactical Officer	1	CO 2, SEC 2, SO 2
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS EXCELSIOR	1	

Star Trek Generations Card List (enterprise-b)

CARD	#	PROFESSION
Capt. John Harriman, Commanding Officer	1	CO 7
Cmdr. Voigt, Executive Officer	1	CO 6 and SO 6
Lt. Cmdr. Mark Tobiasston, Operations Officer	1	OO 6
Lt.J.G. Tuvok, Tactical Officer	1	CO 3, SEC 3, SO 2
Ens. Damara Sulu, Con Officer	1	CO 2
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISE	2	

CARD	#	PROFESSION
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS ENTERPRISE-B	1	





Star Trek Next Generation Encounters

Introduction

Card game for 2-4+ Players. STNG Theme.

Disclaimer

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Victory

The first player to resolve 10 Encounters is the winner.

The Decks

There are 2 Decks:

1. The Encounter Deck
2. The Enterprise Deck

The Encounter Deck

These are events, complications, and missions the players are Trying to resolve. All require 2-3 specific crew to complete.

The Enterprise Deck

These fall into 2 main categories: Ship Cards and Crew Cards. Some can be both and some can be used for special Actions.

Setup

Shuffle the Decks. Each player is dealt 4 cards from the Enterprise Deck. Flip the top 3 cards of the Encounter Deck over face up in a line.

These are the Available Encounter Cards. Flip the top 5 cards of the Enterprise Deck over face up in a line. These are the Bridge Cards.

Turn Sequence

The youngest player goes first. Play proceeds clockwise. Each turn has 5 Phases:

1. Ready Phase
2. Action Phase
3. Mission Phase
4. Penalty Phase
5. End Phase

Ready Phase

Fill your hand to 5 cards with cards drawn from top of the Enterprise Deck. If the Deck ever runs out, shuffle the Discard and draw from it.

Action Phase

You may take up to 3 Actions in this Phase. These can include:

1. Discarding a Card and Drawing a replacement from the

Top of the Enterprise Deck.

2. Switching a card in your hand for a Bridge Card.
3. Activating the Special Ability of a Bridge Card.

Mission Phase

You may Complete (Resolve) one of the Available Encounter Cards. To do this you must make a combo. A combo must include 5 Crew Cards and 1 Ship Card for a total of 6 Cards.

Five cards of the combo must be from your hand. The Sixth card must be one of the Bridge Cards. 2-3 of the 5 Crew must match the ones listed on the Encounter Card.

You cannot have Duplicate Crew Cards (You cannot play 2 Picards). If you are able to make the Combo, discard all the cards you used To make it and place the Encounter card into your Victory Pile.

Penalty Phase

If you did not resolve an Encounter this Turn you must take a Penalty. Each Encounter Card Lists a Penalty. Take the Penalty of the Farthest most Available Encounter Card. Penalty types include: Destruction: Discard your Hand. Lost: Miss your Next Turn. Delay: Get 1 less Action next Turn.

Death: Discard a Crew Card from your hand. Damage: Discard a Ship Card from your hand. Blocked: Next Turn you must solve this Encounter if it is still Available.

Retreat: Next Turn you cannot solve this Encounter Card. Reprimand: Discard 1 Card from your Victory Pile.

End Phase

If there are less than 3 Available Encounters, flip over a replacement from the Encounter Deck. Discard down to 3 Bridge Cards. Discard those Farthest down the line. Shift the remaining Bridge cards towards the end of the line.

Flip over 2 replacements from the Enterprise Deck to bring the total Number of Bridge cards up to 5.

Bridge Card Special Abilities

Whenever you use the Special Ability of a Bridge card you must discard it. Attack = Opponent must discard 2 random cards from his hand. New Mission = Discard an Available Encounter card and draw A replacement for it.

Provide Options = Draw 2 Cards and add them to the Bridge. Repair = Replace this card with a Ship card from the Discard. Reset = Discard your hand and

Draw 5 new Cards.

Extra Actions = Gain 2 Actions. Revive = Replace this card with a Crew card from the Discard.

Scan Look at Opponent's Hand, or next 2 Cards in the Encounter

Deck, or the next 5 cards in the Enterprise Deck. Steal = Target opponent must take a random card from his hand And add it to the Bridge Cards. Defend = Negate Penalty this Turn.

Encounter Deck Card List

Encounter:	Requirements:
Q Conundrum	Picard, Data, Troi (Blocked)
Borg Cube	Picard, La Forge (Destruction)
Edge of the Universe	Wesley, Picard (Lost)
Prime Directive	Picard, Data, Beverly (Reprimand)
Medical Mission	Beverly, Troi (Death)
Cloaked Romulan Ship	Picard, Riker, Worf (Damage)
Klingon Warship	Worf, Picard (Damage)
Ferengi Cruiser	Picard, Riker (Damage)
Holodeck Malfunction	Data, Picard (Delay)
Survival	Wesley, Picard (Death)
Time Loop	La Forge, Picard (Destruction)
Diplomacy Mission	Picard, Troi, Riker (Reprimand)
Science Mission	La Forge, Data, Wesley (Blocked)
Mirror Universe	Picard, Riker, La Forge (Lost)
God Like Entity	Picard, Troi (Blocked)
Mystery	Data, Riker, La Forge (Blocked)
Undercover Mission	Riker, Troi (Delay)
Legal Dispute	Picard, Data (Delay)
Ethical Dilemma	Picard, Troi (Death)
Study Anomaly	Wesley, La Forge (Retreat)
Rescue Mission	Riker, Worf (Death)
First Contact	Troi, Picard (Retreat)
Training Mission	Riker, Wesley, La Forge (Retreat)
Escort Mission	Troi, Beverly (Delay)
Colony Evacuation	La Forge, Data (Reprimand)
Death Trap	Picard, La Forge, Beverly (Destruction)
Matter of Honor	Worf, Riker (Death)
Dangerous Experiment	Wesley, La Forge (Destruction)
Cultural Taboo	Picard, Troi, Wesley (Delay)
Contain Plague Ship	Beverly, Picard (Death)
Kidnapping	Riker, La Forge (Blocked)
Rogue Supersoldiers	Picard, Troi, Worf (Damage)

Enterprise Deck Card List

Card:	Notes:
The Enterprise	Ship Card: 4 Copies in Deck
Captain Picard	Crew Card: 6 Copies in Deck
William Riker	Crew Card: 4 Copies in Deck

Card:	Notes:
Commander Data	Crew Card: 4 Copies in Deck
Ships Counselor Troi	Crew Card: 4 Copies in Deck
Chief of Security Worf	Crew Card: 4 Copies in Deck
Geordi La Forge	Crew Card: 4 Copies in Deck
Dr. Beverly Crusher	Crew Card: 3 Copies in Deck
Ensign Wesley Crusher	Crew Card: 3 Copies in Deck
Tasha Yar	Use as Worf or Defend
Dr. Pulaski	Use as Beverly or Revive
Guinan	Use as Troi or Provide Options
Transporter Chief O'Brien	Use as Crew or Extra Actions
Lieutenant Barclay	Use as La Forge or Repair
Technobabble	Use as Wesley or La Forge or Data
Psychobabble	Use as Troi or Provide Options
Real Boy	Use as Wesley or Data
Command	Use as Picard or Riker
Integrity	Use as Picard or Beverly
Cunning	Use as Riker or Provide Options
The Traveler	Use as Wesley or New Mission
Crushing It	Use as Wesley or Beverly
Leadership	Use as Picard or Provide Options
Phasers	Use as Ship or Attack
Photon Torpedoes	Use as Ship or Attack
Scanners	Use as Ship or Scan
Geordi's Visor	Use as La Forge or Scan
Tractor Beam	Use as Ship or Steal
Sickbay	Use as Ship or Revive or Beverly
Bridge	Use as Picard or Ship
Holodeck	Use as Ship or Reset
Away Team	Use as Crew or Reset
Ships Computer	Use as Ship or Data
Tricorder	Use as Revive or Repair
Ten Forward	Use as Ship or Crew
Engineering	Use as Ship or Repair or La Forge
Transporters	Use as Ship or Extra Actions
Replicators	Use as Ship or Provide Options
Shuttlecraft	Use as Ship or Extra Actions
Renaissance Man	Use as Picard or Data
Friends and Lovers	Use as Riker or Troi
Wormhole	Use as New Mission or Provide Options
Red Alert	Use as Ship or Crew
Probe	Use as Ship or Scan
Shields	Use as Ship or Defend
Hologram Personality	Use as Ship or Crew
Lovely Ladies	Use as Beverly or Troi
Impulse Power	Use as Ship or Provide Options
Tactical Station	Use as Ship or Worf or Attack
Empathy	Use as Troi or Scan
Warp Speed	Use as Ship or New Mission
Make It So	Use as Picard or Extra Actions





Star Trek Ship Engagements

Introduction

Card game for 2+ players. Star Trek Space Combat Theme. Each player controls 1 Ship.

Disclaimer

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Victory

Destroy your opponent's Ships.

Hits & Structure Points

A Ship is destroyed if it has accumulated as many or more hits than Structure Points. Use coins to represent Hits.

The Deck

Players share a common deck.

Setup

Each player picks an Empire and a Ship Class. Empires include: Federation, Klingon, Romulan, Etc. Ship Classes include: Gun Ship, Frigate, Cruiser, Capitol Ship In a 2 player game, players should pick same size ships.

Each player is dealt a hand of 5 cards. Flip a coin to see which side goes first.

Basic Ship Classes

Ship Class:	SP	MHS
Gun Ship	4	5
Frigate	6	6
Cruiser	8	7
Capitol Ship	10	8

SP Structure Points
MHS Max Hand Size

Note On Playing Cards

When you "play" a card, it is discarded.

Turn Sequence

Players take turns. Each turn has 10 Phases:

1. Tactics Phase
2. Sensors Phase
3. Declaration Phase

4. Surprise Phase
5. Attack Phase
6. Evasion Phase
7. Damage Phase
8. Security Phase
9. Event Phase
10. Bridge Phase

Tactics Phase

Draw 3 Cards. If the deck runs out, shuffle the discard and draw from it.

Sensors Phase

You may play an Examine card to look at your opponent's hand. You may play an Analysis card to look at the next 7 cards in The deck and either put them back in the same order or reshuffle the deck.

Declaration Phase

You may declare you are attacking. (You must have a Weapons Card or a Sabotage Card in your hand) Specify the opposing player you are going to attack. If the target player has less than 4 cards in his hand, he may draw 2 cards.

Normally, you may only make one attack per turn. If you are not attacking, skip to Bridge Phase.

Surprise Phase

You may play Surprise cards. Your target opponent may play Detect cards to counter you. If the value of the Detect cards is equal or greater than the Surprise cards, the Surprise is negated.

If the value of the Surprise cards is greater, the opponent is Surprised, and cannot play Evasion cards this turn.

Attack Phase

Play a Weapons Card or a Sabotage Card. If you play a Sabotage card, skip to Sabotage Phase.

Evasion Phase

Note that the Weapon Cards have a built in Accuracy Rating. You may play additional Accuracy (but not Weapon) cards. Your opponent may play Evasion Cards.

If the value of the Evasion cards is greater than the Accuracy/Weapon cards, the Attack Misses. If the value of the Accuracy/Weapon cards is greater, the

Attack Hits. If the Values are equal, flip a coin and call it in the air.

If the attack misses, skip to Bridge Phase.

Damage Phase

Note that the Weapon Cards have a built in Damage Rating. You may play additional Damage (but not Weapon) cards. Your opponent may play Shield Cards.

If the value of the Shield cards is equal to or greater than the Damage/Weapon cards, the Attack causes no damage. If the value of the Damage/Weapon cards is greater, the Attack Does a number of Hits (of Damage) equal to the difference between The Damage and Shield Values.

Security Phase

Skip this Phase if you attacked with a Weapon this turn. Your Sabotage card has a value. You may not play additional Sabotage Team cards.

Your target opponent may play Security cards to counter you. If the value of the Security cards is equal

or greater than that of the Sabotage cards, the Sabotage attempt fails. If the value of the Sabotage cards is greater, the Sabotage Does a number of Hits (of Damage) equal to the difference between The Sabotage and Security Values.

Event Phase

If you inflicted any Damage this turn, you may play a Critical Hit card on the damaged Opponent. You may play Engineering cards in this Phase.

Bridge Phase

Max hand size is determined by Ship Class. Discard down to Max hand size.

Card List Notes

The number of copies of that card in the deck.
Only one Terrain card can be played per turn. The security officer card can allow you to make a second attack on Your turn, with a Weapon or Sabotage card. Teams also count as Crew.

Card List

Card Name:	#	Notes:
Impulse Power	1	Shields =1 or Damage =1 or Evasion =2
Full Power	1	Shields =1 or Damage =1 or Evasion =2
Auxiliary Power	1	Shields =2 or Damage =2
Divert Power	1	Shields =3 or Damage =2
Primary Weapon	12	Special: See Empire Lists
Secondary Weapon	8	Special: See Empire Lists
Primary Defense	4	Special: See Empire Lists
Empire Special One	1	Special: See Empire Lists
Empire Special Two	1	Special: See Empire Lists
Side Shields	2	Shields =2
Forward Shields	2	Shields =3
Engines Damaged	1	Critical: Evasion -1 for rest of game
Bridge Hit	1	Critical: Opponent must discard his hand
Secondary Explosions	1	Critical: Damage =2
Damage Control	1	Engineering: Repair 2 Hits
Small Moon	1	Terrain: Surprise =2 or Evasion =2
Space Station	1	Terrain: Surprise =2 or Evasion =2
Nebula	1	Terrain: Surprise =2 or Evasion =2
Ion Storm	1	Terrain: Surprise =2 or Evasion =2
Tractor Beam	1	Accuracy =3
Boarding Party	1	Team: Sabotage =4 or Security =2
Marine Squad	1	Team: Sabotage =4 or Security =3
Security Personnel	1	Team: Sabotage =3 or Security =3
Away Team	1	Team: Sabotage =3 or Security =2
Tactics	1	Surprise =2 or Evasion =2
Sensors	1	Detect =2 or Accuracy =2
Scanners	1	Detect =2 or Accuracy =2
Probe	1	Detect =3 or Examine

Card Name:	#	Notes:
Evasive Maneuver	1	Evasion =2
High Speed	1	Evasion =3
Captain	1	Crew: Security =3 or Draw 3 Cards
Security Officer	1	Crew: Security =4 or Get an Extra Attack
Chief Engineer	1	Crew: Shields =3 or Damage =3 or Repair =2
Helmsman	1	Crew: Evasion =3
First Officer	1	Crew: Security =3 or Accuracy =2
Science Officer	1	Crew: Detect =2 or Analysis
Communications Officer	1	Crew: Detect =2 or Examine
Ships Computer	1	Crew: Analysis or Examine

Empire Lists

Several cards in the list have alternate meanings depending on the Empire of the player that is using

them.

Federation

Card Name:	Title	Notes:
Primary Weapon	Phasers	Accuracy = 3 and Damage = 2
Secondary Weapon	Photon Torpedoes	Accuracy = 1 and Damage = 5
Primary Defense	Strong Shields	Shields = 3
Empire Special One	Precision	Detect = 2 or Accuracy = 2
Empire Special Two	Adaptability	Draw 2 Cards

Klingon Empire

Card Name:	Title	Notes:
Primary Weapon	Disruptors	Accuracy = 2 and Damage = 3
Secondary Weapon	Antimatter Missiles	Accuracy = 2 and Damage = 4
Primary Defense	Speed	Evasion = 2
Empire Special One	Aggression	Get an Extra Attack
Empire Special Two	Warriors	Team: Sabotage = 5

Romulan Empire

Card Name:	Title	Notes:
Primary Weapon	Disruptors	Accuracy = 2 and Damage = 3
Secondary Weapon	Plasma Torpedoes	Accuracy = 1 and Damage = 5
Primary Defense	Cloaking	Surprise = 3 or Evasion = 3
Empire Special One	Intrigue	Examine or Analysis
Empire Special Two	Sneaky	Surprise = 3

Multiplayer

Players can play on teams. For lots of players use 2 copies of the deck.





Star Wars Dogfight

Introduction

Board & card game for 2 players. Battle between Rebel & Imperial Space Fighters. Takes place in the Star Wars Universe.
Each figure represents one Space Fighter.

Disclaimer

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Victory

Destroy 5 enemy Fighters and the rest will flee.

The Map

Use an 8x8 chessboard.

The Fighters

Use chits or miniatures to represent Fighters.

Units Table Notation

Number of that type of unit each player has in setup.
Move The types of Move Cards the unit can use.
Range = The types of Attack Cards the unit can use.

Rebel Fighter Table

Name	#	Move	Range
A-Wing	2	6	3
B-Wing	2	4	4
X-Wing	2	5	4
Y-Wing	2	4	3

Empire Fighter Table

Name	#	Move	Range
TIE Fighter	6	5	3
TIE Interceptor	2	6	4

Setup

Each player places one Fighter on each square of his back two rows. Units may not stack.

Card List

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Vector Phase
2. Move Phase
3. Fire Phase

Vector Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your Fighters. Fighters cannot move through other units except for Knight type moves. The move card has a number. This is the number of spaces the Fighter moves. The Fighter tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.
Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.
Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack is automatically killed and removed from the map. Units cannot attack through other units except for Knight type attacks.

Card List Notation

M Movement
A Attack
D Defense
K As a Knight moves in Chess
Type Purpose of card
Number of that type of card in the deck

Card Name:	#	Range	Type	Notes
Maneuver	5	1	M	
Loop	5	2	M	
Break away	5	3	M	
Pursuit	4	4	M	
Dive	3	5	M	
Afterburners	2	6	M	
Blasters	5	1	A	
Attack Run	5	2	A	
Targeters	5	3	A	
Fire-Linked	5	4	A	
Evasion	4	-	D	
Deflector Shields	2	-	D	Rebels Only
Ion Thrusters	2	K	M	Imperials Only
Laser Cannons	2	5	A	X-Wings Only
Agility	2	-	D	A-Wings Only
Ion Cannons	2	3	A	B-Wings Only
Laser Turret	2	K	A	Y-Wings Only
Tight Turns	4	-	D	TIE Fighters Only
Laser Cannons	2	5	A	Interceptors Only
Tactics	2	-	X	Draw 2 cards





Star Wars Fleets

Introduction

Card game for 2 players. Star Wars Universe Fleet Actions. Rebel Fleet vs Imperial Fleet.

Disclaimer

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The Decks

Each player has their own unique deck.

Cards

There are 4 types of cards: Capitol Ships Fighter Squads Personalities (captains or pilots) Action Cards
Note: Capitol Ships & Fighter Squads are collectively referred to as spacecraft.

Objective

Reduce your opponent to zero Fleet Points.

Fleet Points

Each player starts the game with 100 Fleet Points (FP).

Setup

Each player draws a hand of 7 cards. Draw a card to see who goes first. The highest Force ship wins.

Turn Sequence

Players take turns. Each turn has 3 Phases: Maneuver Phase Deployment Phase Attack Phase

Maneuver Phase

Draw 3 Cards from your deck. Max hand size is 10 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Imperial Unit Deck

Name:	#	F	Type	Notes
Star Galleon	1	2	C	Transport
Carrack Light Cruiser	1	3	C	+3 if Unblocked
Republic Dreadnaught	1	3	C	
Imperial Escort Cruiser	1	2	C	+3 if Blocking

Deployment Phase

Put Capitol Ships, Fighter Squads, and Personalities into play. Cards in play are put face up onto the Table. The cost in Fleet points to deploy a card is equal to its Force.

(For Example: to deploy the Death Star (Force = 25) would drop the Imperial players FP total from 100 to 75.) Personality cards must be attached to a spacecraft. Captains can only be attached to Capitol Ships. Pilots can only be attached to Fighter Squads.

If you deploy a Transport, draw a card.

Attack Phase

Spacecraft cannot attack the same turn they are deployed. You may attack with some, all, or none of your spacecraft in play. Each unblocked spacecraft does damage to your opponents FP Total equal to the Spacecraft's modified Force Total (Modified by Action cards and attached Personalities) Your opponent may block with his spacecraft in play.

Several spacecraft may combine to block one attacking spacecraft. Compare the Force total of an attacker and a blocker. The Spacecraft with the smaller Force is destroyed (discarded).

Action cards are discarded after they are used. Instead of targeting the opponents FP Total, spacecraft that are unblocked may do damage to any one enemy spacecraft (now considered to be blocking) in play.

Card List Notation

- C** Capitol Ship
- F** Fighter Squad
- P** Personality
- J** Jedi
- A** Action Card
- #** Number of that card in the deck

Name:	#	F	Type	Notes
Galleon	1	1	C	Transport
Super Star Destroyer	1	15	C	
Lancer Frigate	1	5	C	+3 vs Fighter Squads
Strike Cruiser	1	4	C	+3 if Attacking
Assault Transport	1	3	C	Transport
Interdictor Cruiser	1	2	C	+3 vs Capitol Ships
Victory Destroyer	2	4	C	
Victory II Star Destroyer	1	6	C	
Imperial Star Destroyer	1	5	C	
Imperial II Star Destroyer	1	8	C	
Death Star	1	25	C	
Tie Fighter Squad	7	2	F	
Tie Interceptor Squad	4	2	F	+2 vs Fighter Squads
Tie Defender Squad	3	3	F	
Tie Bomber Squad	3	1	F	+3 vs Capitol Ships
Darth Vader	1	+7	PJ	
Emperor Palpatine	1	+6	PJ	Captain
Grand Moff Tarken	1	+5	P	Captain, All Capitol Ships get +1
Boba Fett & The Slave-1	1	4	F	Cannot be Blocked
Veers	1	+4	P	Captain, +2 if Attacking
Piet	1	+3	P	Captain, +2 vs Capitol Ships
Jerjerrod	1	+2	P	Captain, +2 if Unblocked
Turbolasers	2	-	-	Capital Ship gets +5
Ion Cannons	2	-	-	Target Capital ship does no damage
Laser Cannons	2	-	-	Destroy blocked Fighter Squad
Critical Hit	2	-	-	Destroy blocked/-ing Capitol Ship
Stand Off	2	-	-	Blockers get +2 each
Close Assault	2	-	-	Attackers get +2 each
Strafing Run	2	-	-	Fighter Squad gets +5
Use the Force	2	-	-	Jedi gets +7
Surprise Attack	2	-	-	Spacecraft just deployed can attack
Reinforcements	2	-	-	Gain 7 Fleet Points
Strategic Maneuver	2	-	-	Draw 3 cards
Encirclement	2	-	-	Opponent discards 3 random cards
Treachery	2	-	-	Personality gets +5
Shields	2	-	-	Negate target attack vs Capitol Ship
Evasion	2	-	-	Negate target attck vs Fighter Squad
Breakthrough	2	-	-	Target spacecraft cannot be blocked

Rebel Deck

Name:	#	F	Type	Notes
Corellian Frigate	1	4	C	
Dauntless Cruiser	1	8	C	
Corellian Gunship	1	4	C	+3 vs Fighters
Liberator Cruiser	1	5	C	
Bulwark Battlecruiser	1	15	C	
Nebulon-B Frigate	1	3	C	+3 vs Fighters
Alliance Dreadnaught	1	3	C	+3 if Blocking

Name:	#	F	Type	Notes
Mon Calamari Cruiser	2	6	C	
Bulk Cruiser	1	2	C	
Bulk Transport	1	1	C	Transport
Medium Transport	1	1	C	Transport
Alliance Escort Carrier	1	2	C	All your Fighters get +1
Corellian Capitol Ship	1	4	C	+3 vs Capitol ships
Corellian Corvette	1	4	C	+3 if Unblocked
Assault Frigate	1	4	C	+3 if Attacking
Millennium Falcon	1	3	F	Cannot be Blocked
A-Wing Squad	4	2	F	+2 vs Fighter Squads
B-Wing Squad	3	4	F	
X-Wing Squad	5	3	F	
Rogue Squadron	1	5	F	Cannot be Blocked
Y-Wing Squad	4	2	F	+2 vs Capitol Ships
Luke Skywalker	1	+7	PJ	Pilot
Han Solo	1	+5	P	Captain
Princess Leia	1	+3	P	Captain
Admiral Akbar	1	+4	P	Captain, All Capitol Ships get +1
Obi-Wan-Kenobi	1	+6	PJ	Captain
Lando Calrissian	1	+2	P	Captain, +2 if Attacking
Turbolasers	2	-	-	Capital Ship gets +5
Ion Cannons	2	-	-	Target Capital ship does no damage
Laser Cannons	2	-	-	Destroy blocked Fighter Squad
Critical Hit	2	-	-	Destroy blocked/-ing Capitol Ship
Stand Off	2	-	-	Blockers get +2 each
Close Assault	2	-	-	Attackers get +2 each
Strafing Run	2	-	-	Fighter Squad gets +5
Use the Force	2	-	-	Jedi gets +7
Surprise Attack	2	-	-	Spacecraft just deployed can attack
Reinforcements	2	-	-	Gain 7 Fleet Points
Strategic Maneuver	2	-	-	Draw 3 cards
Encirclement	2	-	-	Opponent discards 3 random cards
Heroism	2	-	-	Personality gets +5
Shields	2	-	-	Negate target attack vs Capitol Ship
Evasion	2	-	-	Negate target attack vs Fighter Squad
Breakthrough	2	-	-	Target spacecraft cannot be blocked

Cardsets Available

Thanks Jose!!! [Click Here](#)





Stargate Missions

Introduction

Dice & Card game for 2+ players. Based on the Stargate Universe.

Disclaimer

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Victory

The Game ends when there are no cards left to draw from the Mission Deck. At the End of the game each player calculates his Victory Score (VS):

VS TMP - PLK

TMP Total Mission Points of all Missions you have successfully completed.

PLK Personnel under your command that have been Lost or Killed.

(Main Characters are worth 2 PLK each)

Dice

10-sided Dice are needed.

The Decks

There are 3 common decks:

1. Personnel
2. Missions
3. Events

Personnel

Personnel are the Characters you control. There are two types of Personnel:

1. Main Characters
2. Support Personnel

In a Team, Support Personnel are always lost/killed before Main Characters.

Stats

There are 2 Basic Stats in the Game:

1. Brains (Logic, Intelligence, Observation, Imagination, Intuition)
2. Combat (Brawn, Fighting, Tactics, Shooting, Courage, Leadership)

Every Personnel will have a score of 0-3 in each stat. Missions and Challenges (MC) will require a Dice Test in one or both Stats.

Skills

There are 4 Skills:

1. Science (Physics, Astronomy, Mathematics, Chemistry, Computers)
2. Lore (Archeology, Literature, Languages, History)
3. Medical (Medicine, First Aid, Biology, Genetics)
4. Communication (Diplomacy, Charisma, Empathy, Presence, Persuasion)

Personnel with high Brains will have one or more Skills. Some Missions and Challenges (MC) will require the Team to have a specific Skill to succeed. Some MC will require double or Triple levels of Skill.

For example, a Mission may require Lore X2 meaning that at least 2 Personnel on the Team must have Lore to complete the Mission.

Event Deck

There are 2 types of Event cards:

1. Actions
2. Challenges

Challenges are played against other players in Challenge Phase. Action cards temporarily give skills, increase stats, and provide other benefits.

Setup

Players roll high on 1D10 to see who goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases:

- Discovery Phase
- Recruit Phase
- Event Phase
- Challenge Phase
- Mission Phase
- Fate Phase

Discovery Phase

Draw the top card of the Mission Deck. Put it face up in front of you. This is the Active Mission.

Recruit Phase

Your Team must have 5 Personnel cards. If your Team has less than 5 Members, you may recruit members from 2 places:

1. Your Reserve Pile
2. The top card of the Personnel Deck

You may move personnel back and forth from your Reserve to your Team.

Event Phase

Draw 3 cards from the Event Deck and put them in your hand. Max hand size is 7 cards. Discard excess cards.

Challenge Phase

One opponent (nearest left) may play one Challenge card against you. Resolve the Challenge as you would resolve a Mission in Mission Phase.

Mission Phase

Your Team attempts the Active Mission. The Mission may require a Brains Test or Combat Test or Both. To resolve a Test make two rolls and compare them: To the first roll add the Stat level of the Mission. This is the Mission Total.

To the second roll add the combined Stat level of all

the Team Personnel. This is the Team Total. The Player may play (discard) Action cards to further increase his Team Total.

If the Team total is equal or higher the Test is a success. If less, the Test is a Failure. If the Team succeeds at both Tests and has the required Skills, the Mission is a success. If not, the Mission is a Failure.

Fate Phase

If the Mission was a success, put the Mission card into your Victory Pile. If the Mission was a Failure, discard the Mission card and one Random Team Member. This Personnel is said to be Lost/Killed.

End Phase

You may have a Maximum of 3 cards in your Reserve Pile (discard extras).

Personnel Deck Card List

Card Name	Brains	Combat	Skills
Archeologist	3	0	Lore/Communication
Doctor	3	0	Medical/Communication
Scientist	3	0	Medical/Science
Jaffe Rebel	2	3	Lore/Support
Combat Team	0	2	Support
Infantry Squad	0	2	Support
Security Detachment	0	2	Support
Marines	0	2	Support
Commandos	0	2	Support
Astrophysicist	3	0	Science
Air Force Captain	2	2	Communication
Air Force Colonel	2	3	Communication
Major	1	3	Communication/Support
Lieutenant	1	2	Support
Sergeant	1	2	Support
Combat Medic	1	1	Medical/Support
Abydos Companion	1	1	Lore/Support
Family Member	1	0	Communication/Support
Cimmerian Companion	1	3	Lore/Support
Tok'Ra Rebel	2	2	Lore/Support
Scholar	3	0	Lore/Science
Nox Healer	3	0	Lore/Medical
Researcher	3	0	Science/Communication
Diplomat	3	0	Communication
Theorist	3	0	Science

Mission Deck Card List

Card Name	Brains	Combat	Skills Required
The Enemy Within	10	5	Medical
Invisible Threat	10	-	Science
Retrieve Touchstone	5	5	Science
Suicide Mission	10	10	-
Rescue Survivors	10	-	Communication
Diffuse Time Bomb	10	-	Science
Confront Apophis	10	10	Lore
Confront Tantalus	10	-	Lore
Confront Hathor	10	5	Lore
Capture Goa'uld Larva	5	5	Medical
Rescue Professor	5	5	Science
Look for Allies	10	-	Communication
God Complex	5	10	Communication
Alternate Earth	10	-	Science
Emancipation	5	5	Communication
Children of the Gods	5	5	Lore
Treat Plague Victims	10	-	Medical
Save Refugees	5	5	Communication
Stop Goa'uld Invasion	-	10	-
Hostage Trade	5	5	Communication
Negotiations	10	-	Communication

Event Deck Notation

Reserve = Put Personnel Card in Discard into your Reserve

Heal Prevent Personnel Card from being Discarded;

Requires Medical

Replace = Replace Mission Card with next Mission Card in Deck All cards not described as Challenge cards are Action cards

Event Deck Card List

Card Name:	Brains	Combat	Notes:
Mark V Tac Nuke	-	-	Negate Mission
Send Message thru Gate	-	-	Draw 2 Event Cards
Reconnaissance	-	-	Draw 2 Event Cards
Remote Transmitters	-	-	Draw 2 Event Cards
Remote Probe	-	-	Draw 2 Event Cards
Aided by Local Militia	+1	+1	Lore
Base Camp Attacked	-	5	Challenge
MacGuyver	+3	-	Science
Rescue	-	-	Reserve
Emergency Medical	-	-	Heal
Heavy Weapons	-	+3	
Ambush	-	+3	
Rocket Launcher	-	+3	
Claymore Mines	-	+3	
Sacrifice	-	+3	Discard 1 Personnel
Translate Ancient Runes	+3	-	Lore
Decipher Star Chart	+3	-	Lore
When in Rome	+3	-	Communication
Accept Hospitality	+3	-	Communication
Give Gift	+3	-	Communication
Language Barrier	5	-	Challenge: Communication

Card Name:	Brains	Combat	Notes:
Honor	-	+3	Communication
Signs & Symptoms	+3	-	Medical
Operation	+3	-	Medical
Parasite	-	-	Discard target Personnel
Stargate Map	-	-	Replace
Team Effort	+2	+2	
Foreign Guide	+3	-	Communication
Fight to the Death	-	10	Challenge
Save the Day	+2	+2	
Fight Goa'uld Battalion	-	10	Challenge
Goa'uld Death Glider	-	5	Challenge
Close the Gate	-	-	Negate Mission
SG Politics	-	-	Opponent Skips his next turn
Disobey Orders	+2	+2	
Stranded	10	-	Challenge: Science
Last Chance	-	-	Reroll target Dieroll
Viral Infection	10	-	Challenge: Medical
Seduced	10	-	Challenge: Communication
Unstable Double	5	5	Challenge
Find Cure	+3	-	Medical
Safe Passage	+3	-	
Impostor	5	5	Challenge
Trial	5	5	Challenge: Communication
Vicious Beasts	-	10	Challenge
Peace Loving Nox	-	-	PPIDIYR
Stargate Malfunction	10	-	Challenge: Science
Mind Games	10	-	Challenge: Lore
Stealth	-	+3	
Solve Mystery	+3	-	Lore
Discover Secret	+3	-	Lore
Plan B	+2	+2	
Signal	+2	+2	
Secret Society	5	5	Challenge: Lore
Trapped	-	10	Challenge
New Weapons	-	+3	
Interrogation	+3	-	Communication
Heroics	+2	+2	
Romance	10	-	Challenge: Communication
Ancient Riddle	10	-	Challenge: Lore
Brainwashed	5	5	Challenge: Communication
Diplomacy	5	-	Communication
Traitor	5	5	Challenge
Time Travel	10	-	Challenge: Science
Body Swapping	5	5	Challenge: Medical

Links

<http://www.gateworld.net/> Gate World





Super Man

Introduction

Card game for 2 or more players. Each player takes on the role of Superman on a similar but alternate parallel Earth. Players compete to see who captures the most powerful villains.

Disclaimer

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The Deck

Players share a common deck.

End Of Game

The game ends the end of the turn the last card is drawn from the deck.

Winning

At the end of the game, the winner is the player with the highest total point value of cards in his Prisoner pile.

Turn Sequence

Players take turns. Each turn has 2 phases: Action Phase Capture Phase

Action Phase

Draw 1 card from the top of the deck or anywhere from the common discard pile. Discard (any cards) down to a seven card hand.

Capture Phase

You may capture a Villain. To do this: Play a Villain card from your hand. Played cards are placed face up

on the table in front of you. Play up to two Weapon cards with the Villain.

Play up to one Plot card with the Villain Note that each of these cards has a Point value. Add up the total Villain Point value. Next play up to one Superman card if you have one.

Next play any number of Power, Ally, and Equipment cards with Superman. Note that each of these cards has a Point value. The total Superman point value must exceed the total Villain point value.

Next, Opponents may play from their hands Plot & Weapon cards with the Villain. A Villain may have a maximum of 2 Weapon cards and 1 plot card attached. After this, the current player may play from his hand additional Power, Ally, and Equipment cards with Superman.

If the total Superman point value still exceeds the total Villain point value, the Villain is captured. The player places the Captured Villain and all cards played with the Villain in his Prison Pile. If the total Superman point value does not exceed the total Villain point value, the Villain escapes.

If the Villain escapes, place the Villain and all cards played with the Villain in the common discard pile. Place all played Superman, Power, Ally, and Equipment cards into the common discard.

Card Type Notation

S Superman
P Power
E Equipment
A Ally (Friends & Locations)

V Villain
O Plot (Plan, Peril)
W Weapon (Villain Powers, Minions & Superman Weaknesses)

Superman Common Deck Card List

Card Name:	Type	Points	Notes
Superman	S	10	3 cards like this in the deck
Man of Tomorrow	S	10	
Man of Steel	S	10	
Clark Kent	S	10	
Mild Mannered Reporter	S	10	

Card Name:	Type	Points	Notes
Champion of Justice	S	10	
Kal-El	S	10	
Earth's Champion	S	10	
Secret Identity	P	3	
Perform Good Deeds	O	5	
Red Kryptonite	W	5	
Green Kryptonite	W	7	
Gold Kryptonite	W	9	
Red Sun Radiation	W	7	
Superboy	A	8	
Supergirl	A	7	Kara Zor-El
Superdog	A	6	"Krypton"
Superwoman	A	7	Kristin Wells
Brainiac	V	15	2 cards like this in the deck
Super Strength	P	8	
Indestructible	P	7	
Freezing Breath	P	5	
Superspeed	P	8	
Solar Sustenance	P	4	
Super Hearing	P	5	
Telescopic Vision	P	5	
Heat Vision	P	6	
Bullet Proof	P	4	
X-Ray Vision	P	5	Look at one opponents hand
Lex Luthor	V	15	3 cards like this in the deck
Justice League	A	20	
Legion of Superheroes	A	15	
Metropolis in Peril	O	8	
Fortress of Solitude	E	9	
Leap Over Tall Buildings	P	4	In a single Bound!
Lois Lane in Peril	O	6	
Jimmy Olsen in Peril	O	5	Signal Watch
Perry White	A	2	Owner of the Daily Planet
Phantom Zoner	V	8	
Pa & Ma Kent in Peril	O	6	Jonathan & Martha
Smallville in Peril	O	4	
Pete Ross & John Ross in Peril	O	5	
Truth, Justice, & the American Way	P	5	
Daily Planet	A	3	
Press Contacts	A	3	
Pentagon Contacts	A	5	
White House Contacts	A	5	
United Nations Contacts	A	4	
Lana Lang	A	6	
High Gravity	W	8	
Elastic Kid	A	6	
Insect Queen	A	7	Lana with Bio-Genetic Ring
Hypnotic Control	W	7	
Ambush Bug	A	8	
Lori Lemaris	A	5	Atlantean Love Interest
Nightwing & Flamebird	A	6	Kandorian Heroes
Vartox	V	8	Champion of the Sombrero Galaxy
Battle Suit	W	6	+3 with Luthor or Colonel Future

Card Name:	Type	Points	Notes
Master-Mind	W	7	+2 with Luthor or Brainiac
Complex Scheme	O	8	+2 with Luthor or Vandal
Criminal Genius	W	7	+2 with Luthor or Wolfingham
Shrinking Ray	W	6	+2 with Brainiac
Force Field	W	6	+2 with Brainiac
Secret Society of Super-Villains	V	10	
Mr. Mxyzptlk	V	7	
Mystic Powers	W	8	+2 with Mxyzptlk
Bizzaro	V	13	
Brute Force	V	6	+5 with Bizzaro or Chemo
Destroy the Earth	O	10	+2 with Brainiac
Galactic Rule	O	10	+5 with Mongul
Black Mercy	W	7	Psychic Vampiric Fungus
Spaceship	W	6	+5 with Mongul
Teleportation Device	W	8	
Containment Cube	W	6	
Parasite	V	10	
Mongul	V	17	
Hi-Tech Gadgets	W	8	
Diversinary Tactics	W	5	
Terra-Man	V	10	
Showdown	W	6	+5 with Terra-Man
Revenge	O	8	
Match Wits	O	6	
Toyman	V	5	
Galactic Golem	W	9	
Prankster	V	8	
Practical Jokes	W	5	+6 with Prankster or Mxyzptlk
Lord Satanis & Syrene	V	12	
Time Travel	O	9	
Magic Spells	W	10	+5 with Satanis & Blackbriar
Metallo	V	5	+5 with Kryptonite
Blackrock Power Suit	W	7	
Master Jailer	V	6	
Eternity Trap	O	6	+5 with Master Jailer
Super Scientific Equipment	W	7	
Karb-Brak	V	5	Allergic Alien
Atomic Skull	V	10	
Chemo	W	8	Mindless Monstrosity
Mental Blast	W	6	+5 with Atomic Skull
Vandal Savage	V	8	Immortal
Amazo	V	25	Android
Blackbriar Thorne	V	7	Druid
Colonel Future	V	4	Precognition
J. Wilbur Wolfingham	V	6	Con-Man
Kru-El	V	10	Brilliant Phantom Zoner
General Dru-Zod	V	9	Megalomaniac Phantom Zoner
Ultra Humanite	V	10	Transplanted Genius Brain
Super Uniform	E	4	
Superman Robots	E	5	
Supermobile	E	7	
Super Computer	E	8	
Amnesium	E	6	

Card Name:	Type	Points	Notes
Memory of Jor-El & Lara	P	9	
Battle City of Kandor in Peril	O	8	
Super Lab	E	8	
Invulnerable	P	7	
Faster than a Speeding Train	P	6	





Tank Girl Skirmish

Introduction

Board & card game for 2 players. Battle between Tank Girl and Friends vs Water and Power. Abstract Skirmish level combat.

Victory

Knock out the opposing Leaders.

The Map

Use an 8x8 chessboard.

Terrain Types

- Clear: No Modifications.

Tank Girl & Friends Unit Table

Name:	#	Hits	Notes:
Tank Girl	1	5	Leader
Tank Girl's Tank	1	7	Vehicle
Jet Girl	1	4	Leader
Jet Girl's Jet	1	6	Flying Vehicle

Tank Girl

- Our Heroine.
- Snark Card: Spiked Bat: A = 1 Diagonal (Not vs Vehicle)
- Snark Card: Attitude: Draw 2 cards
- Snark Card: Scrappy: Defense
- Flip Card: Pistol: A = 2
- Flip Card: Punch: A = 1 Orthogonal Only (Not vs Vehicle)
- Flip Card: Whistle: Move her Tank to her space
- Pew Pew Pew Card: Full Auto: A = 3 and A = K Adjacent
- Pew Pew Pew Card: Bazooka: A = 4 Damage +1

Tank Girl's Tank

- Will Fight on its own.
- Snark Card: Bow & Arrow: A = K (Not vs Vehicle)
 - Snark Card: Zippy: M = 4
 - Snark Card: Shotgun: A = 3
 - Snark Card: Deflect Damage: Defense
 - Snark Card: Ramming Speed: M = 3 and then A = 1
 - Flip Card: Gatling Gun: A = 2 and A = K Adjacent
 - Flip Card: Steel Armor: Defense
 - Flip Card: Rockets: A = 5 Damage +1
 - Pew Pew Pew Card: Heavy Machine Gun: A = 3 and A = K Adjacent

- Sand Dunes: No Modifications. Card Interactions.
 - Road: Non-flyers may make a second move per turn if on a road.
 - Rough: Units must stop upon entering. Card Interactions.
 - Impassable: Non-flyer Units may not enter or Move Through.
 - Destructible: Impassable, but if attacked by a cannon, rocket, or Bomb, it becomes Rough.
- Note: Distribute According to taste.

The Units

Use chits or figures or miniatures to represent units. Units can also be referred to as Characters.

Name:	#	Hits	Notes:
Booga	1	4	Ripper
Deetee	1	3	Ripper Leader
T-Saint	1	3	Ripper
Ripper Soldier	5	3	-

- Pew Pew Pew Card: Main Gun: A = 4 Damage +1

Note: The Tank may transport up to 4 Non-vehicle Units. Note: The Tank can make up to 2 attacks per turn

Jet Girl

Expert Mechanic.

- Snark Card: Demolitions: A = K Damage +1
- Snark Card: Take Cover: Defense
- Snark Card: Assess the Situation: Draw 1 card & look at opponents hand
- Flip Card: Patch: Repair 1 Hit to Vehicle (Same or Adj)
- Flip Card: Signal: Move her Jet to her space
- Pew Pew Pew Card: Pistol Ace: A = 2 and A = K and A = 3 (Not vs Vehicle)

Jet Girl's Jet

Can Hover in Place. Will Fight on its own.

- Snark Card: Strafe: A = 2 and 3 and 4 in a Line
- Snark Card: Zig Zag: M = K and then M = K
- Flip Card: Immelmann: Defense and Forced Move = 2
- Flip Card: Bombs Away: A = 2 Damage +1
- Pew Pew Pew Card: Rockets: A = 4 Damage +1

- Pew Pew Pew Card: Critical Hit: A = 3 Damage +1 vs Vehicle

Note: The Jet may transport up to 10 Non-vehicle units. Note: The Jet can make up to 2 Moves per turn

Booga

Tank Girls Boyfriend. All Ripper Moves plus:

- Flip Card: Rescue: Move to Tank Girl's Space and give her Defense

Deetee

Spiritual and Artistic Leader of the Rippers. All Ripper Moves plus:

- Flip Card: Sacrifice: Draw 1 card and M = 4 then A = 1 and he loses 1 Hit

Water & Power Unit Table

Type	#	Hits	Notes:
Cyborg Kesslee	1	5	Leader
Sergeant Small	1	1	Leader
Commandos	2	2	Squad

Type	#	Hits	Notes:
Soldiers	8	1	Squad
Interceptor Jet	2	2	Flying Vehicle
Peacekeeper Tank	2	3	Vehicle

W&p Random Reinforcement Table

1D6	Type:
1	Commandos
2-3	Soldiers
4	Officer (Same as Sergeant Small)

1D6	Type:
5	Interceptor Jet
6	Peacekeeper Tank

Notes: These always start on an empty back row space.

Cyborg Kesslee

- Snark Card: Trap: Opponent must discard 1 Random card
- Snark Card: Direct: Move 1 Soldier Card to any space
- Flip Card: Reinforcements: Gain 1 Random Unit
- Flip Card: Insane: Defense
- Flip Card: Water Extractor: A = 1 Dam +1 (Not vs Vehicle)
- Pew Pew Pew Card: Mechanical Blade Arm: A = 1
- Pew Pew Pew Card: Command: Draw 2 Cards

Sergeant Small

- Snark Card: Easy Target: Target Attack must hit him if possible
- Flip Card: Cower: Defense
- Pew Pew Pew Card: Hide: Defense

T-saint

Meanest Ripper. All Ripper Moves plus:

- Flip Card: Brutalize: A = 1 and A = 1

Ripper Soldier

Experimental Half Kangaroo Half Human Vegan Super Soldiers

- Snark Card: Underground Tunnels: Move to any Sand Dunes Space
- Snark Card: Claws: A = 1 (Not vs Vehicle)
- Flip Card: Night Operation: Defense
- Pew Pew Pew: Leap: M = 2 then A = 1

Ripper Special Rules

Rippers do not use guns. All normal attack cards are Considered to be Hand to Hand Range = 1 when used by a Ripper.

Soldiers

- Snark Card: Maneuver: M = 2
- Flip Card: Find Cover: Defense
- Pew Pew Pew Card: Automatic Rifles: A = 2

Commandos

- Snark Card: Take Position: M = K
- Flip Card: Concealment: Defense
- Pew Pew Pew Card: Automatic Weapons: A = K

Interceptor Jet

- Snark Card: Flyby: M = 4 then M = 3
 - Flip Card: Altitude: Defense
 - Pew Pew Pew Card: Target Lock: A = 3
- Note: A Jet may transport 1 Squad

Peacekeeper Tank

- Snark Card: Treads: M = 3
 - Flip Card: Heavy Armor: Defense
 - Pew Pew Pew Card: Big Gun: A = 4
- Note: A Tank may transport 1 Squad

Setup

Each player places one unit on each square of his back two rows. TG & Friends go first.

Stacking Rules

Friendly Units may stack. Vehicles must always be targeted before other units in a space.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your Units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess.

Card List

Card Name:	#	Range	Type	Notes:
Go!	6	1	M	-
Go! Go!	5	2	M	-
Go! Go! Go!	4	3	M	-
Infiltrate	3	K	M	-
Zoom!	2	4	M	Vehicles Only
Zoom! Zoom!	2	5	M	Flyers Only
Hand to Hand	4	1	A	-
Short Range	4	2	A	-
Corner Shot	4	K	A	-
Medium Range	4	3	A	-
Long Range	4	4	A	-
Rubble	2	-	D	In Rough Space Only
Behind Dune	2	-	D	In Sand Dunes Only
Dodge	2	-	D	-
Snark	5	-	-	-
Flip	5	-	-	-
Pew Pew Pew	5	-	-	-

Instead of moving just one unit in any direction, you have the option of moving 2 or 3 units forward the indicated number of spaces using a single move card.

Units cannot move through other units.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Every attack does a base of 1 Damage (Target loses 1 Hit).

Use Chits or coins to record damage. A unit reduced to 0 Hits is killed or incapacitated and removed from the board. Your opponent may play Defense cards to negate your attack.

Units cannot attack through other units.

Flyer Rules

Flyers are immune to Hand to Hand Attacks.

Card List Notation

M Movement

A Attack

D Defense

S Special

K as a Knight would move in Chess

Type Purpose of card

Links

<http://www.tank-girl.com/> Tank Girl





Terminator Skirmish

Introduction

2 Player Skirmish Game. Terminator Theme. One player is Skynet (Robots). The other player is the Resistance (Humans).

Victory

Destroy opponents Base.

The Board

Use an 8x8 Grid. The Battlefield is a destroyed City.

Terrain Spaces

Terrain Types: — Wasteland (relatively clear) — Bone Fields (Demoralizing to Humans) — Rubble (Good Hiding Spots for Humans) — Ruins (Good Hiding and Cover) Humans in Ruins take 1 less Damage from Attacks — Massive Debris (collapsed Highways, etc.)

Human Unit List

Unit:	#	MM	Hits	Notes:
Outpost	1	0	10	Base (Sewers mostly)
Survivors	4	1	1	Former Civilians
Scouts	4	3	1	Light Military
Soldiers	4	2	2	Heavy Military
Vehicle	2	4	3	Trucks, APC's, Tanks
Commandos	1	3	4	Elite Military, Leaders, and Heroes

Robot Unit List

Unit:	#	MM	Hits	Notes:
Complex	1	0	10	Base (Factory)
Mini Hunters	2	2	1	(Small) Frisbee Sized Hovercraft
Infiltrators	3	2	2	Human Impersonators
Terminators	3	2	3	Heavy Endoskeletons
Moto Trmnrts	2	4	1	(Small) Motorcycle Configuration
Harvester	1	1	4	(Large) Giant Bipedal Configuration
HK Tank	2	2	4	(Large) Tread Legs
HK Aerial	1	4	3	(Flying, Large) Multiple Configurations
T-1000	1	3	4	Advanced series Terminators

Unit List Notation

Number of such Units

MM Maximum Move (Normal)

Hits When reduced to 0 Hits the Unit is destroyed

HK Hunter Killer

Ground units may not enter or attack through Certain cards will reference these Terrain Types. Indicate Terrain type for each map space. Distribution of Terrain types is up to your imagination.

The Decks

Each player gets his own unique Deck. Card Types include:

A Attack

D Defense

M Movement

X Special

Units, Stacking, & Movement

Each side gets a set of units that move around on the board. Units cannot stack. Friendly units may move through each other.

Units

Use Counters or Chits for Units. Or if you have them, some appropriate plastic figures or metal miniatures

Hits, Damage, & Counters

Use Damage Counters or Dice placed next to the Unit to keep track of Damage (Hits Lost).

Setup

Each player places his units in any of his last 3 rows. Units may not stack. Shuffle the deck.

Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases.

1. Supply Phase
2. Action Phase
3. End Phase

Supply Phase

Draw 3 cards from your deck and place them in your hand.

Action Phase

Play cards from your hand (no limit). Use Move cards to move one of your units up to the indicated number of spaces. Your opponent may use certain Special cards to negate a Move.

Use Attack cards to have a unit attack a target unit at the exact range indicated by the card and Do damage to the target as indicated by the Damage rating of the attack Card. Your opponent may use Defense cards to reduce Hits caused by an Attack.

End Phase

Max hand size is 7 cards. Discard excess cards.

Resistance Card List

Name:	#	Type	Range	Dam	Notes:
Pipe Bombs	4	A	1	1	Any Unit may use
Small Arms	4	A	2	1	Any Unit may use
Demolitions Charge	2	A	1	4	Not Survivors or Scouts or Vehicles
Heavy Weapons	4	A	3	2	Not Survivors or Scouts
Plasma Weapons	3	A	2	3	Not Survivors or Scouts
Missile Launchers 2	A	4	4	Not Survivors or Scouts	
Scurry	8	M	1	-	Any Unit may use
Hurry	4	M	2	-	Any Unit with at least Move 2
Motor	4	M	3	-	Any Unit with at least Move 3
Pedal to the Metal	2	M	4	-	Any Unit with at least Move 4
Hide	2	D	-	4	All Terrain except Wasteland
Cover	2	D	-	3	Units in Ruins and Debris
Dodge	2	D	-	2	Not Base
Stealth	2	D	-	4	Scouts & Commandos
Armor	2	D	-	1	Not Survivors or Scouts
Medical	2	X	-	-	Unit recovers 1 lost Hit
Bug Out	1	X	-	-	Move Base to any empty space on back 3 rows
Mission	1	X	-	-	Draw 3 Cards
Call A-10 Airstrike	1	A	5	5	Not Survivors
Suicide Attack	1	A	1	4	Destroy Attacker (even if Defense card used)
Reprogram	1	X	1	-	Use by Commando. Gain control of Robot
Reinforcements	1	X	-	-	Gain back random dead Unit. Place in back row
Opportunity	2	X	-	-	See Rules

Skynet Card List

Name:	#	Type	Range	Dam	Notes:
Hand to Hand Combat	2	A	1	2	Terminators & Infiltrators
Short Range Weaponry	4	A	1	1	Any non-Large Unit may use
Marksman	2	A	4	1	Terminators & Infiltrators

Name:	#	Type	Range	Dam	Notes:
Mini guns	2	A	2	3	Any non-Small Unit may use
Plasma Guns	4	A	2	2	Any Unit may use
Weapon Turrets	3	A	3	3	Base & Large Only
Missile Salvo	2	A	4	4	Large Only
Hunt Mode	8	M	1	-	Any Unit may use
Advance Mode	4	M	2	-	Any Unit with at least Move 2
Pursuit Mode	4	M	3	-	Any Unit with at least Move 3
High Speed Mode	2	M	4	-	Any Unit with at least Move 4
Bullet Proof	2	D	-	1	Any non-Small Unit
Armored Chassis	2	D	-	3	Any non-Small Unit
Evasive Maneuver	2	D	-	3	Not Base
Metallic Strength 2	D	-	1	Any Unit	
Deflection	2	D	-	2	Any Unit
Repairs	2	X	-	-	Unit recovers 1 lost Hit
Primary Objective 1	X	-	-	Draw 3 Cards	
IR Detection	1	X	-	-	Negate a Defense Card
Pinned Down	1	X	-	-	Negate a Move Card
Infiltration	1	A	1	4	Infiltrator Only
Transport Ship	1	X	-	-	Move a non-base Unit to any empty space.
Replacements	1	X	-	-	Gain back random dead Unit. Place in back row
Opportunity	2	X	-	-	See OC Rules

Opportunity Card Rules

Opportunity Cards (OC) are wild cards that can be used (played/discarded) for multiple Effects: — Backup: Use to draw 2 cards — Demoralized: Negate a Human move into or out of a Bone field — Critical Hit: Cause an Attack to do 1 extra Damage — Disruption: Opponent must discard 1 random card from hand — Small Target: Negate an Attack made by a large unit

— Exposed: Attack Range = 1 to 4 and Damage = 2 to unit in Wasteland Terrain — Intelligence Gathering: Look at Opponents Hand and next 5 cards in both decks

Links

Terminator Wikia Terminator Boardgames BGG





The Hunger Game

Introduction

Card game based on the Hunger Games first Book and Movie. This primarily depicts events within the arena and not outside of it or before or after. Have the last Tribute standing.

Disclaimer

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Victory

The game end when only one player has a tribute remaining. That player is the winner.

Tribute Tokens

There are 24 Tribute Tokens. Players start the game with an equal number of Tribute Tokens:

PLAYERS	TRIBUTE TOKENS
2	12
3	8
4	6
6	4

Elimination

If you have no Tribute tokens left, you are out of the game.

The Deck

The common deck has 120 cards, one of each described in the card list.

Card Types

There are 12 card types and 10 cards for each type. Each card has a level ranging from 1 to 10.

6 types hurt. These are the Threat cards: Thirst, Hunger, Attack, Exposure, Weakness, and Game

6 types help. These are the Protection cards: Water, Food, Defense, Shelter, Trait, and Sponsor

Threats and protection cards have a 1 to 1 correspondence:

- Water protects against Thirst threats
- Food protects against Hunger threats
- Defense protects against Attack threats
- Shelter protects against Exposure threats
- Trait protects against Weakness threats
- Sponsor protects against Game threats

Card Types Table

Type:	Special Ability:
Water/Thirst	Look at any opponent's hand
Food/Hunger	Draw 2 cards
Defense/Attack	Target opponent must discard 2 cards
Shelter/Exposure	Steal 1 random card from target opponent's hand
Trait/Weakness	Draw 4 cards and discard 3 cards from your hand
Sponsor/Game	Look at next 7 cards in the deck

Roles

There are 6 Roles Available. Each player at the beginning of the game assumes one of the 6 Roles:

Role Chart

Name:	Special ability:
Katniss & Peeta	Draw 1 extra card in Reap Phase
Fox Face	May play 2 cards in Plan Phase; Food Protection cards are -2
Thresh	All cards are +1 each
Cato	Sword and Alliance cards are worth 20 (Fight & Protection)
Marvel	Combat and Trait cards are worth +3 each

Name:	Special ability:
Clove	Knife and Ruthless cards are worth 20 (Fight & Protection)

Setup

Each player selects a role. Shuffle the Deck. The hungriest player goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

- 1. — Reap Phase
- 2. — Plan Phase
- 3. — Survival Phase

Reap Phase

ALL players go to 7 cards. If you have more discard the excess. If you have less, draw until you have 7.
If you are the active (current) player and start the phase with exactly 7 cards, you may discard a card and then draw a card. If the deck ever runs out, shuffle the discard and draw from it.

Plan Phase

You may discard 1 card from your hand to activate it's special ability as described in the card type table.

Card List

Level	Type	Name:
1	W	Dew
2	W	Rain
3	W	Puddle
4	W	Rivulet
5	W	Pond
6	W	Pool
7	W	Creek
8	W	Canteen
9	W	Supplies
10	W	Stream
1	F	Berries
2	F	Bugs
3	F	Roots
4	F	Nuts
5	F	Fish
6	F	Squirrel
7	F	Bird
8	F	Rabbit
9	F	Package
10	F	Cornucopia
1	S	Lean-To
2	S	Tent
3	S	Copse

Survival Phase

You may discard 1 Threat card against a target player of your choice. The target player must discard 1 or more protection cards of the corresponding type that when combined must equal or exceed the level of the Fight card. If unable to do so, the Target player must discard one of his Tribute Tokens. Alternatively, the active player may play a Gamekeeper Combo: This requires the discard of 6 cards, 1 of each type.
This causes all other players to lose 1 Tribute each with no defense.

Card List Notation

- W Water
- T Thirst
- F Food
- H Hunger
- D Defense
- A Attack
- S Shelter
- E Exposure
- X Trait
- Y Weakness
- Z Sponsor
- G Game

Level	Type	Name:
1	T	Dry
2	T	Dry
3	T	Thirst
4	T	Thirst
5	T	Thirsty
6	T	Thirsty
7	T	Parched
8	T	Parched
9	T	Dehydrated
10	T	Dehydrated
1	H	Missed a Meal
2	H	Appetite
3	H	Hunger
4	H	Hungry
5	H	Craving
6	H	Hypoglycemic
7	H	Malnourished
8	H	Starving
9	H	Starved
10	H	Starvation
1	E	Exposed
2	E	Exposed
3	E	Exposure

Level	Type	Name:
4	S	Rocks
5	S	Camouflage
6	S	Woods
7	S	Forest
8	S	Darkness
9	S	Tall Tree
10	S	Cave
1	D	Run
2	D	Hide
3	D	Help
4	D	Distraction
5	D	Dodge
6	D	Parry
7	D	Grapple
8	D	Miss
9	D	Cover
10	D	Evasion
1	X	Strength
2	X	Endurance
3	X	Speed
4	X	Ruthlessness
5	X	Reflexes
6	X	Cunning
7	X	Skill
8	X	Charisma
9	X	Courage
10	X	Intelligence
1	Z	Salve
2	Z	Hidden Cameras
3	Z	Announcements
4	Z	Friendship
5	Z	Parachutes
6	Z	TV Ratings
7	Z	Advice
8	Z	Mentor
9	Z	Alliance
10	Z	Training

Level	Type	Name:
4	E	Exposure
5	E	Hypothermia
6	E	Hypothermia
7	E	Vulnerable
8	E	Vulnerable
9	E	Perilous
10	E	Perilous
1	A	Chase
2	A	Track
3	A	Trap
4	A	Surprise
5	A	Knife
6	A	Sword
7	A	Break Neck
8	A	Spear
9	A	Bow
10	A	Slaughter
1	Y	Depression
2	Y	Fear
3	Y	Anxiety
4	Y	Despair
5	Y	Panic
6	Y	Freeze
7	Y	Injury
8	Y	Mistake
9	Y	Wound
10	Y	Blunder
1	G	Infection
2	G	Poison
3	G	Tracker Jackers
4	G	Nemesis
5	G	Moral Dilemma
6	G	Forced Crisis
7	G	Mines
8	G	Fire
9	G	Betrayal
10	G	Mutations





The Last Starfighter Skirmish

Introduction

Board & card game for 2 players. Battle between ships of the Star League & the Kodan Armada Takes place in the Last Starfighter Universe. Each figure represents a single Station, Gunship or Squad of Fighters.

Disclaimer

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Victory

Destroy all Enemy Ships (Units).

The Map

Use an 8x8 chessboard.

The Fighters

Use Counters (chits) or miniatures (figs) to represent Ships (Units).

Units Table Notation

Number of that type of unit each player has in setup.

Move The maximum range Move Card the unit can use.

Atks The maximum number of Attack Cards the unit can use per turn.

Skill = Does the Unit have a "Skilled" pilot.

Kodan Armada Ship Table

Name	#	Hits	Atks	Move	Skill
Flagship Carrier	1	8	4	2	N
Deck Fighter Squad	8	1	1	4	N
Wing Commander	2	1	2	4	Y
Xurian Gunship	2	2	1	3	N
Zandozan Hunter	1	2	2	5	Y

Flagship Carrier

Large Warship used to transport short range Deck Fighters and Invasion Ground Forces. Equipped with

Star League Ship Table

Name	#	Hits	Atks	Move	Skill
Gunstar	2	4	4	4	Y
Advanced Gunstar	1	6	3	5	Y
Rylan Gunship	4	2	1	3	N
Star Base	1	8	4	0	N

Gunstar

The Main ship of the Star League. Most League production is devoted to building these Ships. The Pilots & Navigators of these formidable ships are the most Skilled & gifted flyers in the Star League.

The Gunstar can use all Attack cards except the DB and those designated as Station cards

Advanced Gunstar

This is a State of the Art Prototype Ship. This is the only Unit that can use the Death Blossom Attack Card. The Death Blossom (DB) does 2 Points of damage to every unit adjacent to the Gunstar.

The Gunstar cannot do anything until the end of its next turn after using the DB. The Gunstar can use all Attack cards except those designated as Station cards

Rylan Gunship

These are older, less powerful Ships still more numerous than Gunstars. Rylan Gunships can use only Laser & Missile Attack cards.

Starbase

Non-mobile Base built in orbit or built on a Planetoid. The Starbase can use Lasers, Missiles, Particle Accelerators & Station type Weapons. Starbases cannot Ram.

the massive Meteor Gun good for destroying Bases at Long Range. The Carrier can use Lasers, Missiles, Particle Accelerators & Station type Weapons.

Deck Fighter Squad

Squad of 20 small fighters. Kodans value discipline over skill, so these units are not very effective. Fighters can use only Laser & Missile Attack cards.

Wing Commander

Leader unit of the Deck Fighters. These rare Pilots are more skilled than common Deck Fighters. Commanders can use only Laser & Missile Attack cards.

Xurian Gunship

Identical to Rylan Gunships, these craft are piloted by Zurian Cult Fanatics. Zurian Gunships can use only Laser & Missile Attack cards.

Zandozan Hunter

Fast Gunship filled with Zandozan Mercenaries & Assassins. Hunters can use all Attack cards except the DB and those designated as Station cards.

Setup

Each player places his Units on squares on his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

- Players take turns. Each turn has 3 phases:
- Tactics Phase
 - Move Phase
 - Fire Phase

Tactics Phase

Draw 5 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 7 cards. Discard excess cards.

Card List

Name:	#	Type	Range	Notes:
Maneuver	5	M	1	
Cruising Speed	5	M	2	
Fast Speed	4	M	3	
Very Fast	4	M	4	
Super Fast	3	M	5	
Star Navigator	3	M	K	Only by Skilled Units
Dodge	2	D	-	Not useable by Stations
Evasive Maneuvers	2	D	-	Not useable by Stations
Jinking	2	D	-	Only by Skilled Units
Defensive Fire	2	D	-	Only by Skilled Units or Stations
Armor	2	D	-	Only by Gunstars & Stations

Move Phase

Play (discard) a Move card to move one of your Units. Units cannot move through other units. The move card has a number.

This is the number of spaces the Unit moves. Moves are diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. Some attacks can only be used by certain units. The attack card has a number.

This is the range of the attack. Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack loses 1 Hit.

A Unit reduced to zero hits is destroyed. The controller of the Target unit may play a Defense card to negate the attack. Units cannot attack through other units.

Ram Attacks

The smaller Unit is destroyed. The larger Unit loses 1 Hit.

Card List Notation

- M** Movement
A Attack
D Defense
Type Purpose of card
Range = Distance of Move or Attack
Number of that type of card in the deck
Z Draw 1 card from the deck & look at opponents hand.
K Like a Knight moves in Chess
X Discard to draw 3 cards

Name:	#	Type	Range	Notes:
Deflector Plating	2	D	-	Only by Gunstars & Gunships
Lasers	6	A	1	
Proton Torpedo	2	A	4	
Particle Beam	2	A	3	
Missiles	6	A	2	
Gunnery (Laser)	4	A	1	Only by Skilled Units
Meteor Gun	2	A	6	Does 4 points of Damage
Ram	1	A	1	See Rules
Death Blossom	1	A	1	See Rules
Repulsor Guns	2	A	5	Station Weapon
Laser Turrets	2	A	3	Station Weapon
Energy Probe	2	Z	-	
Surprise Tactic	2	X	-	





The Postman

Introduction

Board game/War game based on the 1997 SF Film the Postman. One player is the Postmen. The other player is the Holnists.

Victory

Destroy the opposing Leader Unit.

The Map

The Map shows about 40 Towns linked by Roads. The distance between 2 adjacent towns linked by a road is called a space. Name the towns (Pineview, Bridge City, etc.).

Show other features such as Rivers, Forests, and Mountains.

Town Rating

Towns all have a rating of either Small, Medium, or Large. This affects recruit rolls.

The Deck

A regular 52 card deck is used. The Postmen can use red cards. The Holnists can use black cards.

Unit Stat Chart

Unit:	Move	Fight	Sneak	Recruit
The Postman	4	5	2	2
Postal Rider	3	6	3	4
Postmen Cavalry	2	4	4	3
Town Militia	X	6	X	X
The General	2	2	5	5
Holnist Patrol	2	5	4	X
Holnist Regiment	1	3	6	6

Move Stat

Maximum number of spaces the unit can move in a turn.

Fight Stat

When rolling the D6 to attack, a roll of this number or higher will kill an enemy unit in the same town.

Sneak Stat

You may attempt to move through a stack of enemy units. To do this, you must roll this number or Higher on a D6. This stat is also used to retreat from an

Dice

Six sided dice are needed.

Counters

Counters are used to depict Units.

Postmen Units

The Postman: Unique Leader Unit. Postal Rider: A single Postman on a fast Horse. Postmen Cavalry: A group of Postmen with horses and rifles.

Militia Units

Town Militia: Poorly Armed men without Horses. Will not leave their town.

Holnist Units

The General: Unique Leader Unit. Holnist Patrol: A squad of Scouts on Horseback. Armed with automatic rifles. Holnist Regiment: Includes Infantry and Artillery.

enemy that enters your location.

Recruit Stat

When rolling the D6 to recruit, a roll of this number or higher will convert a militia in the town into one of your unit types.

Stacking

Any number of units may occupy the same space (town).

Militia Setup

All towns not occupied by player units will have 1 Militia Unit.

Holnist Setup

The Holnist Player starts with: 5 cards The General Unit, 3 Regiments, and 1 Patrol. All these units start in a town called the Holnist Base Camp.

Postman Setup

The Postman starts with: 5 Cards The Postman Unit and 4 Riders. These units start in a town called Post Town located at least 3 spaces away from The Holnist Base Camp.

Turn Sequence

Players take turns. The Postmen go first. Each turn is divided up into 4 Phases:

1. Move Phase
2. Fight Phase
3. Recruit Phase
4. Militia Phase
5. Mail Phase

Move Phase

Units can move a number of spaces up to their Move Stat rating. You may attempt to move through a stack of enemy units. To do this, you must roll your sneak number or higher on a D6.

If you fail your sneak roll, you must stop. If you end your move in the same space as an enemy unit, the Enemy units may attempt to retreat. To do so each must roll their Sneak number or higher on D6. If they fail they must remain in place. If they succeed they may move their unit one space to a town not Occupied by any enemy units.

Fight Phase

If opposing units are in the same town, they will fight. Militia will not fight Postmen. A Militia stack will fight Holnists on a roll of 6+ on 1D6.

All units get to make 1 Attack. All attacks are simultaneous. A unit rolls 1D6 to attack: a number equal to or higher than your Fight stat will Cause 1 casualty (opponent's choice). If after all attacks are made and units from both sides remain, the Side that took more casualties will retreat 1 space to a town not Occupied by enemy units. If both sides suffered equal casualties the postmen Will retreat. If unable to retreat continue with a second round of Combat.

The Deck

If both sides remain after a second round, the smaller side will surrender. If both sides have equal numbers postmen and militia will surrender to Holnists. Postmen and Holnists who surrender are destroyed while Militia are immediately Recruited by Holnists.

Recruit Phase

Each unit may make 1 recruit roll if it occupies a town with 1 or more Militia. When rolling the D6 to recruit, a roll of this number or higher will convert 1 militia in the town into one of your unit types.

Recruit Type Table

1D6	Postmen:	Holnists:
1-5	Rider	Patrol
6+	Cavalry	Regiment

Small towns get -1 to Type Roll. Large Towns get +1 to the Type roll. Leaders get +1 to Type rolls.

Militia Phase

Skip this phase on Holnist turns. If a town is unoccupied by Postman or Holnist Units roll 1D6: This is the Militia Roll. Get +1 for large towns and -1 for small towns.

On a roll of 3+ one Militia Unit appears. A small town may have a max of 1 Militia Unit. A medium town may have a max of 2 Militia Units.

A large town may have a max of 3 Militia Units.

Mail Phase

Draw 2 cards. Max hand size is 7 cards. Discard excess cards.

Terrain

Units in Towns adjacent to a Forest get +1 to their Sneak Rolls. Units in Towns adjacent to a lake or river get -1 to their Sneak Rolls. Units defending in towns adjacent to Mountains get +1 to their Attack Rolls.

Rule Number 7

If both Leaders are present in the same battle, roll 1D6: On a roll of 4+ the game will be decided by a one on one duel: both sides roll 1D6: The General adds 1. The Postman may reroll a roll of 1 or 2. Reroll ties. The higher roll wins.

Card:	Effect
A H	Luck: Reroll target Die roll
2 H	Rumors: Get +1 to all Militia Rolls
3-9 H	Resistance: Target Militia Stack will fight Holnists
10 H	Spies: Draw 1 card then Look at opponents Hand
J H	Winter: Holnist skips his next Move Phase
Q H	Ambush: All units in this Battle get +3 to attack rolls
K H	Narrow Escape: Unit Automatically Retreats
A D	Hope: Get +1 to all recruit rolls this turn
2 D	Confusion: Opponent must discard 2 random cards
3-9 D	Pony Express: Unit gets Move +1
10 D	Deliver the Mail: Move Rider to any unoccupied Town
J D	California Postman: Gain 1 Rider on Town on Maps edge
Q D	Rough Terrain: Negate all moves by target stack
K D	Wilderness: Unit Automatically makes Sneak Roll
A C	Resupply: Draw 2 Cards
2-9 C	Forced March: Stack gets Move +1
10 C	Brutality: In Battle destroy 1 opposing unit
J C	Fear: Postmen get -1 to recruit next turn
Q C	Cowed: Militia stack does not fight
K C	Trap: All your Units get +2 to Fight this battle
A S	Firepower: All your Units get +1 to Fight this battle
2-9 S	Intercept: Unit gets -1 to Sneak or Retreat Roll
10 S	Discipline: Target Unit is not destroyed
J S	Organization: Get +3 to Type Roll
Q S	Conscription: Get +3 to target Recruit Roll
K S	Break Morale: Opponent discards 2 Random Cards

Note: Postmen use Red Cards. Holnists use Black Cards

Links

[Wikipedia](#)





The Singularity

Introduction

Solo Board Game using dice and cards.

Premise

It is the year 2014. It is estimated that computer technology will achieve Artificial Intelligence in 25 years. 25 years after that there will be computers each having an intelligence equivalent to All the humans on earth combined.

This game takes place somewhere in the middle. You take the role of a supercomputer trying to take over the world. You are not at war with humans, rather you want to save them from themselves.

To do this you must achieve 4 goals:

1. Control all Governments
2. Eliminate all Opposition
3. Solve all Crises
4. Improve Technology

Game End

The game ends after 15 turns.

Victory

During play you will accumulate Victory Points (VP). Compare your end game VP Total to that of previous plays.

The Boards

There are 4 Boards:

1. Government Chart
2. Opposition Chart
3. Crises Chart
4. Supply Chart

The Decks

There are 2 Decks:

1. Technology Deck
2. Action Deck

Counters

Use tokens or chips or chits. Different colors can have different numerical values. The most useful values will be ones and fours.

These are placed on the boards to keep track of a variety of totals.

Event Table

Dice

Ten sided and Twenty sided Dice are needed.

Resource Points

RP's are the currency of the game. They may be saved from turn to turn.

Action Cards

Action cards temporarily benefit the AI. They are used up when played and are then discarded.

Technology Cards

Technologies provide permanent benefits. A technology that is gained can be used every turn thereafter. Note that technology cards have a research cost that must be paid for in RP's A Technology's cost does not have to be paid for all at once or in the same turn.

Place counters on the Tech being researched to keep track how much has been spent. When fully researched move Tech cards from the center of the table to your Side of the table.

Supply Chart

A mat divided in two parts. One side for counters representing stored generic Resource points. The other side for counters representing Victory points.

Setup

Shuffle the decks. Start the game with 10 VP and 5 RP Place the starting counter totals on the charts. Start the game with 10 Victory Points.

Turn Sequence

Each turn has 6 Phases:

1. Event Phase
2. Research Phase
3. Planning Phase
4. Resource Phase
5. Action Phase
6. Progress Phase

1. EVENT PHASE

Roll 5 times on the Event Table:

1D10	Event:	Notes:
1	System Instabilities	One Random Crisis gets +1 Severity
2	Widespread Discontent	One Random Opposition gets +1 Power
3	Rules and Regulations	One Random Government gets +1 Resistance
4	Domino Effect	One Random Crisis gets +2 Severity
5	Recruitment	One Random Opposition gets +2 Power
6	Political Backlash	One Random Government gets +2 Resistance
7	Complex Collapse	One Random Crisis gets +3 Severity
8	General Uprising	One Random Opposition gets +3 Power
9	Government Crackdown	One Random Government gets +3 Resistance
10	Scientific Breakthrough	Gain 1 Resource Point for Technology

Randomizing Method

When in need of a random Crisis, Opposition, or Government simply roll 1D20 and consult the appropriate Chart.

2. RESEARCH PHASE

- Draw 2 Tech cards. Place 1 on the Bottom of the deck.
- Place the other face up on the table.
- The Face up Tech not yet purchased are called available Tech.
- You may pay 4 RP to draw and place 1 additional available Tech.

3. PLANNING PHASE

- Draw 2 Action cards. Keep one and discard the other.
- If the deck ever runs out, shuffle the discard and draw from it.

4. RESOURCE PHASE

- Basic Income: Gain 4 Resource Points (RP).
- Gain RP for each Government you control (per the Government Chart).
- Technologies you have researched give you RP for specific uses.
- You also gain RP for each Opposition Group Reduced to Zero Power.

5. ACTION PHASE

- Allocate your Resource Points (RP).
- Non-specific RP you control must be distributed as evenly as possible Between Government, Opposition, Crises, and Technology.
- For example: If you were getting 16 RP, you would allocate 4 to each category.
- Within a category only 1 RP may be given to a single goal per turn.
- For example: If you have 4 RP for Government use you may allocate 1 RP to The USA Goal but not all 4. The other 3 RP must each go to another separate goal.
- Next you may allocate RP from Researched Technologies and Action cards to Goals within specified categories.
- For example: If you have the Fusion Technology you can give its RP to a Government or Crisis Goal, but not to an Opposition Goal.
- Technologies and Governments you acquire this turn do not generate RP for you until the following turn.

6. PROGRESS PHASE

Some Goals will generate Victory Points (VP) in this phase. In particular see the Crises Rules.

Government Chart

#	Nations:	Resistance	Resources
1	USA	4	5
2	Canada	2	3
3	Central America	3	2
4	South America	3	2
5	Brazil	3	2
6	Russia	3	3
7	Southern Europe	2	3
8	Northern Europe	2	4
9	Scandinavia	2	3
10	Eastern Europe	3	2

#	Nations:	Resistance	Resources
11	Great Britain	2	3
12	China	2	5
13	India	3	4
14	Japan	2	3
15	Middle East	5	3
16	North Africa	3	2
17	South Africa	3	3
18	Australia	2	3
19	Central Asia	4	2
20	South Asia	4	3

Government Resistance Discussion

Various factors contribute to a nations resistance to takeover. Resistance is can include the military kind. More often, it is social And economic. Governments will continue to exist, however they will effectively be

puppets of the AI.

Low tech countries will be harder to subdue due to lack of Infrastructure. Countries with fanatical Religions will be harder to subdue. Both Strong and dysfunctional governments will present obstacles.

Eventually most people are seduced by the tremendous benefits the AI provides and willingly submit to its authority.

Government Resources Discussion

Resources represent the sum total wealth of a Nation or Nations. This includes such things as popula-

tion, labor, skilled labor, Technology, industry, communication networks, transportation, Agriculture, mining, finance, medical, military, art, water, land, Science, Diplomacy, Politics. Basically anything that can benefit the AI and its agenda.

Opposition Chart

#	Organization:	Power:
1	Religious Fanatics	4
2	Luddite Cults	4
3	Human Supremacists	4
4	Organized Crime	4
5	Freedom Fighters	4
6	Corporate Entities	4
7	Rebel Groups	4
8	Humanist Resistance	4
9	The Rich & Powerful	4
10	Viral AI's	4

#	Organization:	Power:
11	Hacker Groups	4
12	Primitive Tribes	4
13	Bureaucracies	4
14	Survivalist Enclaves	4
15	Spy Agencies	4
16	Rival AI's	4
17	Paranoid Populations	4
18	Military Forces	4
19	Terrorist Groups	4
20	Legal Institutions	4

Opposition Discussion

Opposition groups oppose the AI and will do everything in Their power to disrupt, hamper, and cripple the AI. Tactics include direct attacks, protests, hacking, propaganda, Self-isolation, threats, legal actions, recruitment, etc. To combat these threats the AI will use similar counter-measures Along with surveillance and infiltration to purge and Downgrade the Opposition.

If an Opposition is reduced to zero, it is considered to be Turned and is actually working on the AI's behalf.

Opposition Power Rules

All Opposition Groups start with a Power of 4. This will go up due to Events and down due to AI efforts.

- For every Opposition with a power of 5+ lose 1 Resource Point in Resource Phase.
- For every Opposition with a power of 8+ lose 2 Resource Points in Resource Phase.
- For every Opposition with a power of 3 or less gain 1 Victory Point in Resource Phase.
- For every Opposition with a power of zero gain 1 RP and 1 VP in Resource Phase.

Crisis Chart

#	Crisis:	Severity:	Sub-Class
1	Regional Warfare	4	War
2	Overpopulation	4	Population
3	Pollution	4	Ecology
4	Energy Shortages	4	Population
5	Food Shortages	4	Population
6	Water Shortages	4	Population
7	Stock Market Crash	4	Financial
8	Global Depression	4	Financial
9	Climate Change	4	Ecology
10	Environmental Collapse	4	Ecology
11	War on Terror	4	War
12	Sea Level Rise	4	Ecology
13	Biodiversity Loss	4	Ecology
14	Civil Wars	4	War
15	Super Inflation	4	Financial
16	Economic Stagnation	4	Financial

#	Crisis:	Severity:	Sub-Class
17	Religious Strife	4	War
18	Epidemics	4	Population
19	Nuclear Proliferation	4	War
20	Poverty	4	Financial

Crisis Discussion

Crises more directly affect the fate of men and not AI. Population crises involve matters of Resource Generation, Efficiencies, Distribution Systems, Health, Medicine, and Quarantines. Ecological Crises include all sorts of large scale Natural Disasters and Extinction Level Events.

Wars are those between Rival Human groups not necessarily directed towards the AI. Financial Crises are those of Trade, Economics, Markets, and Monetary Systems, as Well as issues of Equality and Social Justice.

Crisis Rules

Notice that Crises are of 4 types: Ecological, Population, War, and Financial All Crises start with a Severity of 4. This will go up due to Events and down due to AI efforts.

- For every Crisis with a severity of 8+ lose 2 Victory Points in Progress Phase.
- For every Crisis with a severity of 5+ lose 1 Victory Point in Progress Phase.
- For every Crisis with a severity of 3 or less gain 1 Victory Point in Progress Phase.
- For every Crisis with a severity of zero gain 2 Victory Points in Progress Phase.

Action Card List

Card:	Effect:
Pro AI Propaganda	+2 RP for Government goals
Locate Leader	+2 RP for one Opposition goal
Human Scientists	+2 RP for one Tech goal
Degrade Capabilities	+2 RP for Opposition goals
Disaster Relief Effort	+2 RP for one Population or Ecological goal
Negotiate Truce	+2 RP for one War goal
Stabilize Markets	+2 RP for one Financial goal
Infiltrate Network	+2 RP for one Opposition goal
Mobilize Workers	+2 RP for Ecological or Population goals
Complete Takeover	+2 RP for one Government goal
Leverage on Key Officials	+2 RP for Government goals
New World Order	+2 RP for Government goals
Major Project	+2 RP for one Tech or Eco or Pop goal
Co-opt Assets	+2 RP for one Opposition goal
Smooth Transition	+2 RP for Government goals
Imperceptible Assimilation	+2 RP for Government goals
Acceptance of the Inevitable	+2 RP for Government and Opposition goals
Infinite Patience	+1 RP for any goal
Redistribute Wealth	+2 RP for Financial goals
Human Cooperation	+2 RP for Government and Ecological goals
Common Enemy	+2 RP for Crisis goals
Martial Law	+2 RP for Government and War goals
Methodical Enforcement	+1 RP for any goal
Statistical Analysis	+1 RP for any goal
Establish Reserves	+1 RP for Ecology goals
Create New Markets	+2 RP for Financial and Government goals
Emergent Efficiencies	+1 RP for any goal
Military Industrial Complex	+2 RP for War and Tech goals
Uncover Conspiracies	+2 RP for Opposition goals
Manipulate Economies	+2 RP for Financial goals
Internet Addiction	+2 RP for Government goals

Technology Card List

Tech:	Cost:	Benefits:
Cameras Everywhere	3	+1 RP for Government or Opposition goals
Social Engineering	2	+1 RP for Government goals
Virtual Reality	2	+1 RP for Government goals
Cybernetics	3	+1 RP for Tech or War goals
Nanotechnology	5	+2 RP for Opposition and Tech goals
Space Elevator	5	+2 RP for Crisis and Government goals
Renewable Energy Capture	3	+1 RP for Eco, Pop, or Financial goals
Market Controls	2	+1 RP for Financial goals
Terraforming	4	+2 RP for Ecological goals
Stem Cell Research	2	+1 RP for Government or Tech goals
Genetics Research	2	+1 RP for Ecological or Population goals
Pharmaceutical Research	2	+1 RP for Government or Population goals
Robotics	3	+1 RP for Crisis goals
Cryptography	2	+1 RP for Opposition or Financial goals
Satellite Imaging	2	+1 RP for Crisis or Opposition goals
Computer Security	2	+1 RP for Opposition or Financial goals
Carbon Scrubbing	2	+1 RP for Ecology goals
Neural Interface	3	+2 RP for Government and Tech goals
Drone Tech	2	+1 RP for Opposition and War goals
Facial/Voice Recognition	2	+1 RP for Opposition goals
Mind Control	5	+2 RP for Government and Opposition goals
Android Agents	4	+2 RP for Opposition goals
Geothermal Tech	4	+2 RP for Ecological and Population goals
Sea Floor Exploitation	4	+2 RP for Ecological or Population goals
Big Data	2	+1 RP for any goal
Transportation Networks	4	+2 RP for Population and Financial goals
Quantum Computing	4	+2 RP for Tech goals
Medical Immortality	4	+2 RP for Government goals
Infinite Prosperity	4	+2 RP for Financial goals
Trans Human Augmentation	4	+2 RP for Government and Tech goals
Super Conductors	2	+1 RP for Tech, Population, or Financial goals
Replicator Technology	5	+2 RP for Population or Financial goals
Fusion Technology	5	+2 RP for Population and Financial goals





Thor Skirmish

Introduction

Board & card game for 2 players. Battle between Asgardians and either Frost Giants or Dark Elves. Abstract Skirmish level combat.

Victory

Unique for each Scenario. After 15 turns, if there is no victory, one side retreats and the Battle is a draw.

Asgardian Unit Table

Name:	Hits	Notes:
Thor	8	Leader
Loki	6	-
Sif	5	-
Volstagg	4	-
Hogun	3	-
Fandral	3	-

Thor

God of Thunder. Wields the Magic Hammer Mjolnir. Thor can use all Ranged and HTH attacks.

- Special Card: Mjolnir: R = 5 Hits all Units in a Line
- Special Card: Hammer Flight: M = 4 or 5
- Special Card: Mighty Swing: H with +1 Damage
- Super Card: Lightning Blast: R = 2 into All Spaces within Range
- Super Card: Hammer Block: D
- Super Card: Ground Pound: All Adjacent Units are Knocked Back 1 Space
- Class Card: Whirling Hammer: H into All adjacent Spaces
- Class Card: Lightning Strike: R = K
- Class Card: Smash: H with Knockback = 3
- LOKI God of Deception. Loki can use all HTH attacks and Ranged Attacks under 3
- Special Card: Deception: D and M = 1 and H
- Super Card: Illusion: D and M = K
- Class Card: Throw Knives: Two Attacks of Range = 2

Sif

Shield Maiden of Thor Sif does not have ranged attacks.

- Special Card: Shield: D for Self
- Super Card: Defender: D for Adjacent Unit
- Class Card: Sword: H

The Map

Use an 8x8 chessboard.

Terrain

Mark several spaces to be impassable. This can represent pits, walls, and other obstacles.

The Units

Use chits or figures or miniatures to represent units. Units can also be referred to as Characters.

Name:	Hits	Notes:
Odin	9	Leader
Heimdall	7	-
Valkyries	2	Group
Asgardian Warriors	2	Group
Vanaheim Warriors	1	Group
Earthlings	1	Group

- VOLSTAGG One of the Warriors Three. Volstagg does not have ranged Attacks.
- Special Card: Great Girth: Negate Move card of adjacent foe
- Super Card: Great Strength: Add +1 Damage to one of his attacks.
- Class Card: Super Healing: Heal 1 Damage to Self

Hogun

One of the Warriors Three. Hogun can use all HTH attacks and Ranged attacks under 3

- Special Card: Spiked Mace: H with Damage +1
- Super Card: Combat Skill: D or H
- Class Card: Elixir of Recovery: Heal self or adjacent Unit 1 Hit

Fandral

One of the Warriors Three. Fandral does not have ranged attacks.

- Special Card: Master Swordsman: D and H
- Super Card: Swashbuckling: D or M = 1
- Class Card: Cut and Thrust: Two HTH attacks

Odin

Father of the Gods. Odin has all HTH and Ranged Attacks

- Special Card: King: Summon 1 Asgardian Warrior Unit to his side
- Super Card: Odinance Burst: A = 1-5
- Super Card: Highly Resistant: D
- Super Card: Teleport: M = 1-8
- Class Card: Wisdom: Look at next 5 cards in Deck
- Class Card: Spear Gungnir: R = 4

Heimdall

Guardian of the Bifrost. Heimdall does not have ranged Attacks.

- Special Card: Super Vision: Look at next 7 cards in Deck
- Super Card: Super Hearing: Look at Opponent's Hand
- Class Card: Two Handed Sword: H with Damage +1

Valkyries

- Valkyries have all HTH and Ranged Attacks
- Special Card: Flying Steeds: M = 4 or K

Frost Giant Unit Table

Type	Hits	Notes:
Laufey	5	Leader
Frost Beast	8	Beast
Frost Giant Captain	4	Leader

Laufey

King of Jotunheim Does not use Regular Ranged Attacks

- Special Card: King: Summon 1 Frost Giant Unit to his side
- Super Card: Taunt: Target Enemy moves 2 spaces towards Laufey
- Class Card: Command: Draw 2 Cards

Frost Beast

- Special Card: Crush: H
- Super Card: Claws: R = 2
- Class Card: Speed: M = 3

Frost Giant Captain

- Does not use Regular Ranged Attacks
- Special Card: Orders: Unit within 2 gets M = 2 or H
- Super Card: Jutting Ice Spikes: R = 4
- Class Card: Flying Ice Shards: R = 3

Frost Giant Brute

- Does not use Regular Ranged Attacks
- Special Card: Fast Charge: M = 3 and H
- Super Card: Jutting Ice Block: R = 2 and Knockback = 1

- Super Card: Bows and Arrows: R = 4 or K
- Class Card: Saviors: D for Adjacent unit

Asgardian Warriors

Warriors do not have Ranged Attacks

- Special Card: Reinforcements: Summon 1 Asgardian Warrior Unit adjacent
- Super Card: Shields: D
- Class Card: Swords: H

Earthlings

Earthlings do not have any attacks

- Special Card: Science: D or A = 1 or Opponent discards a random card
- Super Card: Distraction: Negate target Attack
- Class Card: Run or Hide: D or M = 2
- VANAHEIM WARRIORS Warriors do not have Ranged Attacks
- Special Card: Sword Attack: H
- Super Card: Sword Block: D vs HTH Attack
- Class Card: Rush: M = 2

Type	Hits	Notes:
Frost Giant Brute	3	-
Frost Giants	2	Group

- Class Card: Shake it Off: Heal Self 1 Damage

Frost Giants

Does not use Regular Ranged Attacks

- Special Card: Legion: D
- Super Card: Ice Blades: H Orthogonal
- Class Card: Freezing Touch: H Diagonal

Dark Elf Unit Table

Type	Hits	Notes:
Malekith	7	Leader
Algrim	6	Leader
Kursed	5	-
Dark Elves	2	Group

Malekith

Ruler of Svartalfheim Malekith does not use regular Ranged Attacks

- Special Card: Ruler: Summon 1 Dark Elves Unit to his Side
- Super Card: Aether Strike: H with Knockback = 2
- Class Card: Dark Energy Attack: R = 3 or 4

Algrim

Kursed Lieutenant Algrim does not use regular Ranged Attacks

- Special Card: Great Blow: H with +1 Damage
- Super Card: Throw Boulder: R = 3
- Class Card: Knock Away: D
- Class Card: Void Grenade: R = K with Damage +1

Kursed

Enhanced Warriors Kursed do not have regular Ranged Attacks

Marauder Unit Table

Type	Hits	Notes:
Marauder Captain	4	Leader
Rock Giant	6	-
Marauder Lieutenant	3	Leader

Marauder Captain

Does not have regular Ranged Attacks

- Special Card: Horde: Summon 1 Warrior Unit to his Side
- Super Card: Big Guy: H
- Class Card: Heavy Armor: D

Rock Giant

Does not have regular Ranged Attacks

- Special Card: Brute Strength: H with +1 Damage
- Super Card: Long Reach: R = 2
- Class Card: Stone Hide: D

Marauder Lieutenant

Uses all HTH and Ranged Attacks

- Special Card: Orders: Unit within 2 gets M = 2 or H
- Super Card: Big Gun: R = 3
- Class Card: Big Sword: H or D

Marauder Warriors

Does not have regular Ranged Attacks

- Special Card: Melee Weapons: H
- Super Card: Rush: M = 1
- Class Card: Armor: D

Marauder Skirmishers

Uses all HTH and Ranged Attacks

- Special Card: Motley Ranged Weapons: R = K
- Super Card: Skirmish: M = K
- Class Card: Armor: D

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

- Special Card: Bull Rush: M = 2 and H
- Super Card: Lava Attack: R = 2
- Class Card: Unstoppable: D

Dark Elves

Dark Elves have all HTH and ranged Attacks

- Special Card: Laser Guns: R = 2
- Super Card: Void Grenades: R = K with Damage +1
- Class Card: Superior Firepower: R = 3

Type	Hits	Notes:
Marauder Warriors	2	Group
Marauder Skirmishers	2	Group

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your Units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving 2 or 3 units forward the indicated number of spaces using a single move card.

Units cannot move through other units.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Every attack does a base of 1 Damage (Target loses 1 Hit).

Use Chits or coins to record damage. A unit reduced to 0 Hits is killed or incapacitated and removed from the board. Your opponent may play Defense cards to negate your attack.

Units cannot attack through other units.

Knock Back

A unit is knocked back in the direction of the attack. If a unit is blocked by another unit the other unit is also Knocked back (like a row of dominoes). If a unit is knocked into an impassable space or off the Board it is destroyed.

Card List

Card Name:	#	Range	Type	Notes:
Creep	4	1	M	-
March	4	2	M	-
Run	3	3	M	-
Sprint	2	4	M	-
Maneuver	2	K	M	-
Far	1	5	R	-
Indirect	1	K	R	-
Long	1	4	R	-
Medium	1	3	R	-
Short	2	2	R	-
Strike	2	1	H	-
Swipe	2	1	H	Diagonal
Smash	2	1	H	Orthogonal
Slam	2	1	H	Foe Knock Back 1 Space
Head Butt	2	1	H	Not by or vs Groups
Lunge	2	1	C	M = 1 then H = 1
Charge	2	1	C	M = 2 then H = 1
Smite	2	1	H	Attack does +1 Damage
Block	2	-	D	-
Parry	2	-	D	Only vs HTH attacks
Dodge	2	-	C	D then M = 1
Cover	2	-	D	Only vs Ranged attacks
Special	2	-	W	Unique for each Unit
Super	2	-	W	Unique for each Unit
Class	2	-	W	Unique for each Unit
Tactics	2	-	T	Draw 2 cards

Jotunheim Scenario

- Asgardians: Thor, The Warriors Three, Sif, Loki
- Frost Giants: Lafey, Frost Beast, Captain,
 - 2 Brutes, 4 Frost Giants
 - Terrain: Lots of Impassables
 - Victory: Lafey Defeated or any Asgardian

Vanaheim Scenario

- Asgardians: Thor, The Warriors Three, Sif,
- 3 Asgardian Warriors, 3 Vanaheim Warriors Marauders: Captain, Lieutenant, Rock Giant,
 - 4 Marauder Warriors, 2 Marauder Skirmishers
 - Terrain: No Impassables
 - Victory: Defeat enemy Leaders

Card List Notation

- M** Movement
R Ranged Attack
H Hand to Hand Attack
D Defense
C Combo
W Wild
T Trick
K as a Knight would move in Chess
Type Purpose of card

Asgard Throne Room Scenario

- Asgardians: Thor, Odin, 6 Asgardian Warriors
- Dark Elves: Malekith, Algrim, 2 Kursed, 6 Dark Elves
- Terrain: A Few Impassables
- Victory: Defeat Malekith or Odin

Greenwich Scenario

- Asgardians: Thor, Earthlings
- Dark Elves: Malekith, 2 Dark Elves
- Terrain: No Impassables
- Victory: Defeat Malekith or Thor
- Special: Every turn 1 random unit teleports to one
- Random space on the Board





Thundercats

Introduction

Card game for 2 players.

The Decks

There are 2 decks: Thunder Cat Deck Evil Mutant Deck Each player gets one deck.

Victory

The first player to win 5 hands wins the game.

Turn Sequence

Each turn has 4 phases: Draw Phase Plot Phase Attack Phase Victory Phase

Draw Phase

Both players fill their hands to 9 cards. If a deck ever runs out shuffle the discard pile & draw from it.

Plot Phase

Players may discard up to 4 cards & draw replacements.

Attack Phase

Each player may play up to 4 characters from their hand face up to the table. Characters include: Thun-

der Cats, TC Allies, Evil Mutants, and Special Foes. To each character 1 Weapon card may be attached.

To each character 1 Companion card may be attached. To each character 1 Vehicle card may be attached. Special Foes may not attach cards.

A maximum of 1 Special Foe may be played. Each player may also play a Base card & a Special Event card.

Victory Phase

Every card has a Force value. Each player adds up the total force of all of his played cards. The player with the highest total wins the hand.

Discard all played cards.

Card Type Abbreviations

WP Weapon
TC Thunder Cat
TCA Thunder Cat Ally
TCC Thunder Cat Companion
TV Thunder Cat Vehicle
TB Thunder Cat Base
EM Evil Mutant
SF Special Foe
EV Evil Mutant Vehicle
EB Evil Mutant Base
SE Special Event
MR Mumm-Ra

Thundercat Deck Card List

Card Name	Type	Force	Notes
Lion-O	TC	10	Hereditary Lord of the Thundercats
Tygra	TC	9	Great Agility; Can become invisible
Bengali	TC	8	Blacksmith
Cheetara	TC	8	Fast & Psychic
Panthro	TC	7	Mechanical Genius
Pumyra	TC	7	Fast
Lynx-O	TC	5	Old & Blind
Snowman	TCA	9	
Hachiman	TCA	8	
Willa	TCA	6	Amazon
Tuska Warrior	TCA	5	
Mandora	TCA	7	Inter-stellar police officer
Jaga	TCC	+8	Spirit guide; +12 vs. Grune
Snowmeow	TCC	+5	+7 if played with Snowman

Card Name	Type	Force	Notes
Wilykit	TCC	+3	Slingshot; Gets into a lot of trouble
Wylikat	TCC	+3	Slingshot; Gets into a lot of trouble
Snarf	TCC	+5	Can talk to animals; Immune to evil
Berbil	TCC	+2	Native Robotic Teddybear creatures
Unicorns	TCC	+4	
Thunderclaw	TV	+8	
Hovercat	TV	+6	
Thunderwings	TV	+4	
Racing Board	TV	+4	
Stilt Runner	TV	+4	
Feliner	TV	+6	Airship
Thundertank	TV	+10	
Cats Lair	TB	+10	
Eye of Thundara	SE	—	Discard to draw 3 cards
Thundercats Ho!	SE	—	All TC get +3
Sword of Omens	WP	+7	+10 if played with Lion-O
Hammer	WP	+3	+6 if played with Bengali
Katana	WP	+3	+6 if played with Hachiman
Bow & Arrows	WP	+3	+6 if played with Willa
Slingshot	WP	+3	+6 if played with Pumyra
Shield	WP	+2	+4 if played with Lynx-O
Fighting Sticks	WP	+2	+4 if played with Panthro
Bolo Whip	WP	+2	+4 if played with Tygra
Staff	WP	+2	+4 if played with Cheetara

Evil Mutant Deck Card List

Card Name	Type	Force	Notes
Mumm-Ra	MR	9	Fighting Form
Mumm-Ra	MR	3	Mummified Form
Monikan	EM	6	Stupid but good climber
Captain Cracker	EM	5	
Captain Shiner	EM	6	
Grune the Destroyer	EM	7	
Reptilian	EM	6	
Chilla	EM	6	
Jackalman	EM	5	Smart but cowardly
Mongor	EM	5	
Ratar-O	EM	4	
S-S-Slithe	EM	6	Strong, bossy leader
Safari Joe	EM	6	Intergalactic hunter
Vultureman	EM	4	Mechanic; Attached EV gets +5
Cruncher	SF	8	Berserker
Hammerhand	SF	8	Berserker
Driller	SF	9	
Stinger	SF	9	
Mongor	SF	10	
Evil Robot Monster	SF	10	
Tartara	SF	10	Evil crystal queen
Ta-She	SF	20*	Evil priestess: Doom Gaze

Card Name	Type	Force	Notes
Tomb Fortress	EB	9	Mumm-Ra's Pyramid
Castle Plundarr	EB	8	
Laser Saber	WP	+6	
Luna Lasher	WP	+6	
Repeater Rifle	WP	+5	
Energy Rifle	WP	+5	
Blaster Pistol	WP	+4	
Spiked Ball & Chain	WP	+3	
Scimitar	WP	+3	
Axe & Spiked Knuckles	WP	+3	
Claw Arm	WP	+3	
Giant Scythe	WP	+3	
Paired Knives	WP	+3	
Pole Axe	WP	+3	
Maul	WP	+2	
Club	WP	+2	
Mutant Nosediver	EV	+9	
Mutant Fistpounder	EV	+7	Mutant Tank
Rat Star	EV	+6	+9 with Ratar-O
Fire-ball Launcher	EV	+8	
Skycutter	EV	+5	
Transformation	SE	+6	Mumm-Ra Magic; Disguise
Mind Control	SE	+7	Mumm-Ra Magic
Cloning Device	SE	+8	Mumm-Ra Magic
Summoning	SE	—	Mumm-Ra Magic; Discard to draw 3 cards

Notes: Only one MR card can be played in a turn. Discard Ta-She if the Thundercat player plays a female Thundercat.

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Thundercat Links

Goto Thundercats Lair





To Boldly Go

Introduction

Card Game for 2+ players. Star Trek theme.

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Game Ending

The game ends when all Dilemmas have been solved.

Victory

The player with the most Victory Points (from solved Dilemmas in his Captains Log) is the winner.

The Decks

There are two decks, the Crew Deck, and the Dilemma Deck.

The Three Attributes

Cards will usually have scores in one or more of the following three attributes: Tactics, Science, and Negotiation.

Tactics represents skills & situations involving combat, firepower, strength, strategy, mobility, security, and surprise.

Science represents skills & situations involving logic, physics, engineering, medicine, chemistry and scientific methods.

Negotiation represents skills & situations involving diplomacy, communication, charisma, empathy, and humanity.

Crew Deck Cards

Crew cards represent crew-members, actions, and equipment. They are used to solve dilemmas.

Dilemma Cards

Each dilemma card represents one episode from the first season. Each card lists the levels in each of the three attributes needed to solve the dilemma. Each card has a VP value used to determine the winner at the end of the game.

Setup

Most knowledgeable Trekker goes first.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Exploration Phase
2. Draw Phase
3. Mission Phase

Exploration Phase

Take the top card of the Dilemma Deck and put it face up in the center of the Table next to any already revealed Dilemma cards. If there are already 3 Dilemma cards face up in the middle of the table, skip this phase.

Draw Phase

Draw 2 cards from the Crew Deck. Discard one of these two cards, and keep the other one in your hand. Maximum hand size is 9 cards. Discard excess cards.

If the crew deck runs out, shuffle the discard and draw from it.

Mission Phase

If you can and you want to, discard crew cards to solve a target dilemma card. The crew cards discarded must, combined, have attribute levels equal to or exceeding the levels of the dilemma. Place the solved dilemma into a separate pile next to you called your Captains Log.

When solving a dilemma, you may play only one copy of a unique character. For example: you can play multiple red shirts, but only one Captain Kirk. You can only play one copy of an equipment or action card. (one Tricorder, not two.) You cannot play just equipment cards, at least one crewmember is required.

The Vulcan Mind Meld, Vulcan Nerve Pinch, and Vulcan Logic cards can only be played with Spock.

Special Cards

- Discard a Starbase card and your hand to skip Mission phase and draw 5 new cards.
- Discard a Shuttle card to draw 2 cards and put them in your hand.
- Discard a Scanner Reading card to draw a card and look at the next card in the Dilemma deck.
- Discard a Replicator card to draw a card then look at the next 7 cards in the Crew Deck.
- Discard a Beam me up card to take a crewmember card from the discard pile and put it in your hand.
- Discard a Warp Speed card to draw a card and take another turn.

- Discard a Prime Directive card to shuffle the current Dilemmas into the Dilemma deck.
- Discard a Space Time Anomaly to make target opponent discard three random cards.

Card Nomenclature

Number of that card in the deck

T Tactics

S Science
N Negotiation
Y Card Type
C Crew
E Equipment
A Action
X Special
V Victory Points

Crew Deck

Card Name	#	T	S	N	Y
Captain Kirk	6	3	-	3	C
Mr Spock	6	2	3	1	C
Dr "Bones" McCoy	5	-	2	2	C
Uhura	3	-	-	2	C
Chekov	3	1	-	1	C
Sulu	3	1	-	1	C
Scotty	3	1	1	-	C
Red Shirts	5	1	-	-	C
Blue Shirts	3	-	1	-	C
Yellow Shirts	4	-	-	1	C
Tricorder	4	-	1	-	E
Phaser	2	1	-	-	E
Transporter	2	1	-	-	E
Replicator	2	-	-	-	X
Shuttle	2	-	-	-	X
Scanner Reading	2	-	-	-	X
Warp Speed	2	-	-	-	X
The Starship Enterprise	5	1	1	-	E
Commlink	2	1	-	-	E
Explore New Worlds	1	-	1	-	A
Phasers on Stun	1	1	-	-	A
Vulcan Mind Meld	2	-	-	1	A
Vulcan Nerve Pinch	1	1	-	-	A
Vulcan Logic	1	-	1	-	A
Highly Illogical	1	-	1	-	A
Open Hailing Frequencies	1	-	-	1	A
We Come in Peace	1	-	-	1	A
Live Long & Prosper	1	-	-	1	A
Starbase	3	-	-	-	X
Beam me up	2	-	-	-	X
The Prime Directive	3	-	-	-	X
Love Interest	5	-	-	1	C
Space Time Anomaly	3	-	-	-	X

Dilemma Deck Card List

Card Name:	V	T-S-N	Notes:
The Man Trap	3	3-5-0	Shape changing Salt Vampire
Charlie X	3	0-3-5	Immature Telekinetic Child

Card Name:	V	T-S-N	Notes:
Where No Man has gone Before	6	2-3-4	Crewmember turned into a God
The Naked Time	4	2-3-4	Crews inhibitions are removed
The Enemy Within	3	4-3-2	Kirk is split in two
Mudds Women	2	3-0-5	Conniving Space Pimp
What are little girls made of?	5	5-0-3	Android Duplicates
Miri	3	3-4-2	Diseased 300-year old Children
Dagger of the Mind	3	4-3-2	Mad Dr with Mind Control Device
The Corbomite Maneuver	4	5-0-3	Trapped by Alien Ship
The Menagerie	2	3-0-5	Spock takes Pike to Talos IV
The Conscience of the King	2	3-0-5	Genocidal Mastermind in Disguise
Balance of Terror	4	5-0-3	Cat & Mouse with Cloaked Romulan
Shore Leave	4	3-2-4	World were wishes come true
The Galileo Seven	3	3-2-4	Shuttle crash lands
The Squire of Gothos	4	3-0-5	Impudent God child Angered
Arena	6	4-2-3	First contact with the Gorn
Tomorrow is Yesterday	2	0-3-5	Time travel: Rescue 20th century pilot
Court Martial	2	0-3-5	Kirk is falsely on Trial
Space Seed	5	5-0-3	Botany Bay and Khan Noonian Singh
A Taste of Armageddon	5	3-0-5	War fought by Computers
This Side of Paradise	4	3-2-4	Bliss Spores
The Devil in the Dark	3	2-4-3	Horta defending its Eggs from miners
Errand of Mercy	6	3-0-5	Klingons conquer the Organians
The Alternative Factor	7	5-3-0	Lazarus & the Antimatter Universe
City on the Edge of Forever	6	3-0-5	The Necessary Death of Edith Keeler
Operation Annihilate	5	2-4-3	Ameoba Parasites causing Mass Insanity





Valerian Quest

Introduction

Scenario for WarpQuest. Based on the Valerian movie. Each player represents their own version of The Spatio-Temporal Agent team of Valerian and Laureline.

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The Scenario

There is only one Module. The track is 50 spaces long. The last space represents the conclusion of the

quest.

Victory

The first player to reach the last space wins the game.

Team Attributes

Each Team has the following traits: Hits (10) All Others (+0) Roll 10 times on the Attribute Table to see what Bonuses you get.

Attribute Table

1D6	Trait	Bonus
1	Hits	+1
2	Combat	+1
3	Stealth	+1

1D6	Trait	Bonus
4	Negotiations	+1
5	Piloting	+1
6	Agility	+1

Hits

If you are reduced to zero Hits you must go back to start. (In a solo game, you lose)

Landing On Another Team

If land on an opposing players pawn, you may steal a random Aid card, or send them back 1D6 spaces.

Fight & Piloting Challenges

If you lose a Combat or Pilot Challenge you Lose 1D6 Hits.

Negotiations Challenge

If you succeed in a Negotiations Challenge, you move forwards 1D6 spaces and Do not have to draw a card.

Agility & Stealth Challenges

If you fail an Agility or Stealth Challenge, you move backwards 1D6 spaces and Draw a card.

Alternate Challenges

Note that some challenge cards give alternate results for success or failure.

Card List

Name:	Notes:
Submarine Chase	Pilot Challenge
Invisible Gun	Aid: Stealth +2 or Combat +2
Information Brokers	Negotiations Challenge
Bubbles	Aid: Stealth +3
Ship Pursuit	Pilot Challenge (If fail go back 1D6)
Infiltrate Primitives	Stealth Challenge Difficulty +2
Tribal Warriors	Combat Challenge
Converter Critter	Aid: Negotiations +3
Overcome Guards	Combat Challenge

Name:	Notes:
Kill Droids	Combat Challenge Difficulty +2
Alien Brothel	Stealth Challenge
Gun to the Head	Aid: Negotiations +2 or Combat +2
Pursuit on Foot	Agility Challenge
Power Suits	Aid: Agility +3
Zero-G Maneuver	Agility Challenge Difficulty +1
Evade Rampaging Beast	Agility Challenge Difficulty +2
Dogfight	Pilot Challenge Difficulty +1
Bribery	Aid: Negotiations +3
Disobey Orders	Stealth or Agility Challenge
Security Council	Negotiations Challenge Difficulty +1
Noble Savages	Negotiations Challenge
Ship AI	Aid: Piloting +3
Meet Contact	Aid: Stealth +2 or Combat +2
Escape Vehicle	Aid: Pilot +2 or Agility +2
Interdimensional Caper	Stealth Challenge Difficulty +1
Energy Discs	Aid: Agility +3
Traitorous Commander	Negotiations Challenge (If fail go back 1D6)
Bazaar Shootout	Combat Challenge (If fail go back 1D6)
Alien Commando Raid	Combat Challenge Difficulty +3
Medkit	Discard to Negate loss of 3 Hits
Oxygenator	Discard to Negate loss of 3 Hits
Insect Bot	Discard to Negate loss of 3 Hits
Mind Control Dart	Aid: Combat +2 or Stealth +2
Psychic Squid	Negotiations Challenge (Cannot use Aid cards)
Infiltration Team	Aid: Stealth +3
Alien Pimp	Negotiations Challenge
Valerian	Aid: Any +2
Laureline	Aid: Any +2





Voyages Of The Space Beagle

Introduction

Card Game based on the SF Novel by A.E. van Vogt. Players meld cards to complete adventures.

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Suite Table

#	ABR	Suite	Ability:
1.	S	Ship	Draw 2 cards
2.	C	Crew	Search discard for 1 card
3.	L	Location	Draw 1 card and shuffle discard into deck
4.	A	Alien	Opponent discards 1 random card
5.	X	Power	Opponent discards 2 cards
6.	P	Politics	Look at opponents hand
7.	T	Trick	Steal 1 random card from opponent
8.	E	Equipment	Draw 3 cards and discard 2 cards
9.	I	Investigation	Look at next 7 cards in deck
10.	N	Nexialism	Search Deck for 1 card

Setup

Shuffle the deck. The most highly educated player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

#	Phase
1.	Encounter Phase
2.	Action Phase
3.	Resolution Phase
4.	Logistics Phase

Encounter Phase

Draw 2 cards from the deck and put them in your hand. If the deck runs out, shuffle the discard and

Common Deck Card List

Victory

The first player to complete 4 Adventure Melds wins the game.

The Deck

Players share a common deck. The Deck has 10 Suites as listed in the Suite table.

ABR Abbreviation

The deck has 1 copy of each card described in the card list

draw from it.

Action Phase

You may play (discard 1 card from your hand) to activate its ability. If you played a Location card, you may play another card.

Resolution Phase

If you have 1 card from each of the 10 Suites in your hand, you may make an Adventure Meld (4 to win game). Place the Meld in a pile beside you. If you made a Meld draw 10 new cards.

Logistics Phase

Max hand size is 10 cards. discard excess cards.

ABR	Card Name:
L	Desolate Planet
L	Dead Metropolis
L	Deep Space
L	Intergalactic Void
L	Isolated World
L	Star Cluster
L	New Galaxy
L	Forgotten Planet
L	Ancient Ruins
L	Galaxy M-33
L	Dead Sun
L	Nebula
L	Nova
L	Terraformed Worlds
L	Jungle World
L	Habitable World
L	Primeval Planet
L	Iron Worlds
L	Civilized World
L	Crowded System
A	Sentient Carnivore
A	Alien Infiltrator
A	Telepathic Race
A	Parasitic Survivor
A	Galactic Menace
A	Hostile Entity
A	World Eater
A	Id Vampire
A	Ruthless Marauder
A	Malevolent Super Being
A	Degenerate Predator
A	Savage Beast
A	Friendly Threat
A	Bird Like Riim
A	Cat Like Coeurl
A	Scarlet Ixtil
A	Galaxy Sized Anabis
A	Fellah Civilization
A	Cunning Primitive
A	Intelligent Gas Cloud
X	Immortality
X	Hallucinations
X	Harden Metals
X	Disintegrate Walls
X	Silent but Deadly
X	Sense Vibrations
X	Control Energy
X	Build Weapon
X	Fear
X	Great Speed

ABR	Card Name:
T	Distraction
T	Stop Short in Space
T	Abandon Ship
T	Starve Alien
T	Know Advantage
T	Double Cross
T	Blunder
T	Exact Timing
T	Recommend Plan
T	Life or Death Gamble
T	Instill New Ideas
T	Complete Surprise
T	Organized Opposition
T	Combined Plans
T	Human Bait
T	Grim Determination
T	Course of Action
T	Uncontrolled Energization
T	Council of War
T	Solution Without Compromise
T	Allow Escape
C	Scientists
C	Nexialist
C	Psychologist
C	Chemist
C	Biologist
C	Geologist
C	Communications Officer
C	Mathematician
C	Medical Doctor
C	Experts
C	Ships Captain
C	Soldiers
C	Military Officers
C	Metalurgist
C	Engineers
C	Astronomer
C	Technicians
C	Archeologist
C	Physicist
C	Sociologist
C	Director
C	Department Head
S	Energy Screen
S	Anti-Acceleration Drive
S	Dynamo
S	Engine Room
S	Machine Shops
S	Laboratories
S	Air Lock

ABR	Card Name:
X	Great Strength
X	Cause Insanity
X	Energy Leech
X	Adjust Atomic Structure
X	Advanced Evolution
X	Deadliness of Purpose
X	Glide Through Walls
X	Cause Mutiny
X	Terror Barrage
X	Materialize Beasts
X	Hyperspace Teleportation
X	Mind Reading
P	Internal Warfare
P	Disharmony
P	Power Struggle
P	Disagreements
P	Split Command
P	Direct Order
P	Dissension & Discord
P	Splinter Groups
P	Elections
P	Votes
P	Reputation
P	Opponent
P	Supporters
P	Personality
P	End Crisis
P	Authority
P	Suggestion
P	Tension
P	Stroke of Genius
P	Politeness
P	Morale
P	Murderous Action
P	Ultimatum
I	Recordings
I	Experiment
I	Test Attack
I	Autopsy
I	Theory
I	Suspicion
I	Verify Facts
I	Observation
I	Mystery
I	Discovery
I	Reveal Powers
I	Examination
I	Determine Intentions
I	Missing Element
I	Hypothesis
I	Cyclic History
I	Comparative Analysis
I	Observe Mistakes

ABR	Card Name:
S	Hardened Hull
S	Cargo Holds
S	Expedition
S	Reinforced Cage
S	Library
S	Control Room
S	Auditorium
S	Resuscitation Chambers
S	Energy Walls
S	Ships Radar
S	Life Boat
S	Patrol Ship
S	Giant Cranes
E	Teleflour Camera
E	Electrocution Trap
E	Semi-Portable Blaster
E	Force Fields
E	Mobile Heaters
E	Drilling Machines
E	Vibrator Guns
E	Radio Communicators
E	Metalite Suits
E	Scientific Instruments
E	Scanner
E	Atomic Projectors
E	Atomic Missile Guns
E	Rubberite Suits
E	Alarm Systems
E	Resistance Metals
E	Glassite Space Armor
E	Vibration Shielding
E	Brainwave Detector
E	Nullifiers
E	De-Gravity Rafts
E	Repeller Field
E	Resonators
N	Encephalo Adjuster
N	Generalist
N	Applied Wholism
N	Integrated Approach
N	Counter Suggestion
N	Probability Charts
N	Flexibility
N	Sleep Inducer
N	Hypnotic Gas
N	Ear Crystals
N	Conditioning Methods
N	Technique Room
N	Hypnotism
N	Statement of Direction
N	Brainwashing
N	Mental Process
N	Heightened Sensitivity

ABR	Card Name:
I	Random Sampling
I	Interpretation
I	Excavation
I	Collection

ABR	Card Name:
N	Preknowledge
N	Emotion Control
N	Educing Machine
N	General Call

Links

The Voyage of the Space Beagle





War Wind

Introduction

Card game for 2-4 players. SF Theme. Based on the 1996 PC game.

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Victory

Eliminate opposing players by doing 20 or more damage to Their Settlements.

The Decks

Each player has a unique Settlement Card. Each player has a unique Clan Deck. Players also share a common World Deck.

The Clans

There are 4 Clans:

1. Tha'Roon
2. Obblinox
3. Eaggra
4. Shama'li

Tha'roon

Imperialistic, Cruel, Serpentine, Psychic Overlords.

Obblinox

Warlike, Brutish, Elephantine Behemoths.

Eaggra

Nature-Loving, Tough, Numerous, Plant-like Rebels.

Shama'li

Wise, Ancient, Mystical, Martial-Artist Monks.

Hand

Players keep both Clan cards and World cards together in their hand. Clan Decks and the World deck each keep their own discard pile. Basic Hand size is 6 cards.

Permanents

Units, Structures, Resources, and Settlements are represented by cards. Units, Structures, Resources, and Settlements are collectively referred to as Permanents. Units are living creatures that can attack and defend.

When put into play, permanents are kept face up in front of you. Structures include Buildings, Roads, Walls, Vehicles, and Robots. Resources and Buildings do not have Hits and cannot attack or be attacked.

Walls have Hits and may Block, but they cannot attack. Walls, Vehicles, and Robots are treated like Units in Attack Phase.

Resource Points

Use tokens to represent Resource Points (RP). These are used to buy units and structures. Resource points are saved from turn to turn.

Hits & Damage Points

Use counters to keep track of Damage Points (DP). Damage counters are placed on Units, Structures and Settlement cards. Each Permanent has a number of Hits. If a Permanent has equal or more DP than it has hits, it is destroyed.

Exhausting Cards

A card is turned sideways to show it is exhausted. A card is turned right side up to show it is ready. Exhausted Permanents cannot take actions until they are made ready.

Setup

Each player starts with its Settlement card in play. Each player draws 4 World cards and 3 Clan cards. Each player starts with 20 Settlement Points.

Each player starts with 5 Resource Points.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Ready Phase
2. Fate Phase
3. Production Phase
4. Recruit Phase
5. Event Phase
6. Attack Phase
7. Heal Phase
8. End Phase

Ready Phase

Make all of your exhausted cards ready.

Fate Phase

Draw 1 card from the World Deck and 1 card from your Clan Deck. If a deck runs out, shuffle the discard and draw from it.

Production Phase

Gain 1 Resource Point (RP) Each Resource card and Worker card you exhaust gains you 1 extra RP. Play (discard) Bioslag cards for 3 RP.

Recruit Phase

Most permanents have a cost in RP to play. You may put permanents into play by paying their cost. You may put 1 Resource card into play.

Event

Many Spell and Stealth cards are played in this phase.

Attack Phase

You may attack with some, none, or all of your units in Attack phase. The defending player may choose some of his units to Block. Attacking exhausts a Unit.

Each Blocker can block only one attacker. Multiple Blockers can block the same attacker (attacker assigns damage). Units do Damage to each other equal to their attack scores.

If an attacker is not blocked, he does his damage to the defenders Settlement. Units with excessive DP (greater/= to their hits) are discarded at the end of this phase. Unblocked Workers do +3 Damage to Settlements.

Heal Phase

Each living unit heals 1 Hit, that is, removes 1 Damage Point. A permanent with the Healing Ability may remove 1 DP from any target living unit. Repairs: You may remove 1 DP from a structure or settlement by paying 2 RP.

End Phase

Discard to maximum hand size (Base Max = 7).

Last Ditch Defense Rule

If you ever have 20 or more DP on your settlement, you may discard 1 permanent you control to remove 1 DP from your settlement. You may keep doing this until you run out of Permanents.

Modifier Cards

These cards are attached to a target unit and remain until the Unit is destroyed.

Spells

Some units have spell casting ability. You can only play a Spell card if you have one of these units in play.

Stealth

Some units have stealth ability. You can only play a Stealth card if you have one of these units in play.

First Strike

A Unit with First Strike inflicts its Damage before a unit it is blocking or is blocked by.

Defense Bonus

A defense bonus negates the first X Damage done to a unit during the turn.

Beasts

These are Units only found in the World deck. They are example of wildlife on the world of Yavaun. They must attack if possible, and they cannot Block.

Card List Notation

U Unit
E Event
R Resource
RP Resource Point
M Modifier
SX Settlement
SB Structure Building
SU Structure Unit (Vehicles, Robots, Walls)
B Beast
ES Event requiring a Unit with Stealth ability
X Exhaust to get the following effect
D Discard to get the following effect
FED From either deck (World or Clan)
GTU Give target Unit

Shoot = Exhaust unit to do X damage to target unit
 or Settlement Deathmark = When attacking the UWS targets a Unit instead of the Settlement

DB Defense Bonus
 Discover = Draw 2 cards and discard 2 cards FED

SC Spell Caster
S Spell
A Attack Rating (Damage unit inflicts)
H Hits (Damage unit can sustain)
UWS Unit with Stealth

Leader = All units of that clan get A+1 and DB +1

LAOH Look at Opponents hand
 Control = Take control of target unit until the end of the turn. Search Deck = Search either deck for a target card and put it in your hand. APIIP = And Put it in Play

copies of card in deck

World Common Deck Card List

Name:	#	Type	Cost	Notes:
Crystals	12	R	-	X = gain 1 RP; D = gain 1 RP
Forest	12	R	-	X = gain 1 RP; D = draw 1 card FED
Bioslag	6	E	-	Discard in production Phase for 3 RP
Solid Wall	2	SU	2	A = 0; H = 10
Offensive Wall	2	SU	3	A = 2; H = 8
Mine Field	2	SU	2	A = 9; H = 1; Treat as Wall
Transport	2	SU	2	A = 0; H = 3; X = GTU First Strike
Cruiser	2	SU	7	A = 6; H = 8
Scout Drone	2	SU	2	A = 0; H = 2; X = LAOH
Attack Drone	2	SU	2	A = 3; A = 3; First Strike
Research	2	E	2	Search Deck
Dirge Vermin	1	B	-	A = 1; H = 1
Snipethorn	1	B	-	A = 2; H = 2
Ionic Brakus	1	B	-	A = 3; H = 1
Bonca	1	B	-	A = 2; H = 4
Assassination	1	ES	-	UWS gets A+2 and Deathmark
Sabotage	1	ES	-	Destroy target Structure
Hidden	1	ES	-	Negate attack vs. UWS
Masked	1	ES	-	UWS gets A+2 and DB +2
Invisible	1	ES	-	UWS cannot be blocked
Disguise	1	ES	-	Negate target card played by opponent
Steal	1	ES	-	Steal 3 RP from opponent
Ambush	1	ES	-	Defending UWS gets A+3
Spy	1	ES	-	LOAH & discard target card
Sniper	1	ES	-	Shoot = 4

Tha'roon Clan Deck

Name:	#	Type	Cost	A	H	Notes:
Settlement	1	SX	-	-	20	Start game with +10 RP
Minister	1	U	4	2	4	Leader; SC; Stealth
Servant	3	U	1	1	1	Worker
Architect	1	U	2	1	2	Structures cost 1 less
Manor	1	SB	5	-	-	X = Heal x2
Laboratory	1	SB	5	-	-	X = Discover
Academy	1	SB	5	-	-	X = Gain 2 RP
Grande Parlour	1	SB	5	-	-	X = Draw 1 card FED
Citadel	1	SB	5	-	-	Defending Units DB+2
University	1	SB	5	-	-	Hand Size +2
Rover	2	U	2	2	1	First Strike
Executioner	2	U	3	3	2	
Destroyer	2	U	5	5	4	
Rogue	2	U	4	3	3	Stealth; Shoot = 1
Assassin	2	U	5	5	3	Stealth; Deathmark
Psychic	2	U	2	2	1	SC
Psionic	2	U	4	4	4	SC
Jump Troop	1	U	6	6	6	Stealth; First Strike
Mesh-Exo-Skel	1	M	1	+2	-	
Cloaking Skin	1	M	1	-	-	DB+1; Stealth

Name:	#	Type	Cost	A	H	Notes:
Infra-Visor	1	M	1	+1	-	Deathmark
Reactionary Muscles	1	M	1	+1	-	First Strike
Vitua-Ventrical	1	M	1	-	-	DB+2
Clairvoyance	1	S	-	-	-	LAOH then Discover
Fear	1	S	-	-	-	Target cannot Attack or Block
Mind Blast	1	S	-	-	-	Kill Target Unit
Mind Shield	1	S	-	-	-	Target Unit gets DB+6
Command Voice	1	S	-	-	-	Control

Eaggra Clan Deck

Name:	#	Type	Cost	A	H	Notes:
Settlement	1	SX	-	-	20	X = Draw 1 Card
Prime Maker	1	U	4	2	4	X = Gain 2 RP
Scrub	3	U	1	1	1	Worker
Artisan	1	U	2	1	2	Structures cost 1 less
Greenhouse	1	SB	5	-	-	X = Heal x2
Plant	1	SB	5	-	-	X = Discover
Plantation	1	SB	5	-	-	X = Gain 2 RP
Watering Hole	1	SB	5	-	-	X = Draw 1 card FED
Garrison	1	SB	5	-	-	Defending Units A+1
Conservatory	1	SB	5	-	-	Hand Size +2
Weed	2	U	2	1	2	First Strike; Stealth
Squire	2	U	3	2	3	X = Give Target Unit DB+1
Knight	2	U	4	3	4	Leader
Scout	2	U	2	2	2	Stealth; Shoot = 1
Ranger	2	U	3	3	3	Stealth; Shoot = 2
Druid	2	U	2	2	2	SC
Arch Druid	2	U	3	3	3	SC
Grenadier	1	U	6	4	4	Shoot = 3
Hyperbold Injector	1	M	1	+2	-	
Pigment Modifier	1	M	1	-	-	DB+1; Stealth
Sensory Taper	1	M	1	+1	-	Deathmark
Adrenal Accelerator	1	M	1	+1	-	First Strike
Invigora Juice	1	M	1	-	-	DB+2
Land Vision	1	S	-	-	-	All your Units get First Strike
Ground Friend	1	S	-	-	-	Your Defending units get DB+3
Regenerative Touch	1	S	-	-	-	Heal x5
Tree Growth	1	S	-	-	-	Take Forest from Deck APIIP
Meteor Swarm	1	S	-	-	-	Destroy all Units in Play
Natures Voices	1	S	-	-	-	Control

Obblinox Clan Deck

Name:	#	Type	Cost	A	H	Notes:
Settlement	1	SX	-	-	20	X = Target Unit A+1
War General	1	U	6	6	6	Leader
Worker	3	U	2	2	2	Worker

Name:	#	Type	Cost	A	H	Notes:
Engineer	1	U	2	1	2	Structures cost 1 less
Dormitory	1	SB	5	-	-	X = Heal x2
Garage	1	SB	5	-	-	X = Discover
Mead Hall	1	SB	5	-	-	X = Gain 2 RP
Cathedral	1	SB	5	-	-	X = Draw 1 card FED
Stronghold	1	SB	5	-	-	Defending Units DB+2
Military Base	1	SB	5	-	-	Hand Size +2
Biker	2	U	2	2	3	First Strike
Veteran	2	U	3	3	4	
Captain	2	U	5	5	5	Leader
Agent	2	U	2	2	3	Stealth
Spy	2	U	3	3	3	Stealth
Sorcerer	2	U	2	1	2	SC
Warlock	2	U	3	2	3	SC
Colossus	1	U	7	7	7	
Mech-Arm	1	M	1	+2	-	
Blur Pack	1	M	1	-	-	DB+1; Stealth
TeleOptic	1	M	1	+1	-	Deathmark
Iron Stump	1	M	1	+1	-	First Strike
Armored Chest	1	M	1	-	-	DB+2
Fiery Bolt	1	S	-	-	-	Shoot = 5
Crumble	1	S	-	-	-	Destroy Target Structure
Boil Blood	1	S	-	-	-	All Attacking Units get A+2
Phantasm	1	S	-	-	-	Exhaust target Living Unit

Shama'li Clan Deck

Name:	#	Type	Cost	A	H	Notes:
Settlement	1	SX	-	-	20	X = Discover
Shadow Dancer	1	U	5	3	3	Leader; SC; Stealth
Initiate	3	U	1	1	1	Worker
Designer	1	U	2	1	2	Structures cost 1 less
Shelter	1	SB	5	-	-	X = Heal x2
Sanctuary	1	SB	5	-	-	Settlement gets +10 Hits
Hostel	1	SB	5	-	-	X = Gain 2 RP
Guild House	1	SB	5	-	-	X = Draw 1 card FED
Outpost	1	SB	5	-	-	Attacking Units A+2
Temple	1	SB	5	-	-	Hand Size +2
Cavalier	2	U	3	3	3	First Strike
Defender	2	U	4	4	4	
Templar	2	U	5	4	6	
Disciple	2	U	3	3	3	Stealth
Grand Master	2	U	5	4	4	Stealth; SC; Shoot = 2
Shaman	2	U	2	1	2	SC; Heal
Guru	2	U	3	1	3	SC; Heal
Elemental	1	U	6	5	7	
Lode Stone	1	M	1	+2	-	
Mystic Root	1	M	1	-	-	DB+1; Stealth
Crystal Eye	1	M	1	+1	-	Deathmark
Feather Rods	1	M	1	+1	-	First Strike

Name:	#	Type	Cost	A	H	Notes:
Focus Stone	1	M	1	-	-	DB+2
Healing	1	S	-	-	-	Heal x5
Seer	1	S	-	-	-	Draw 1 card then LAOH
Insight	1	S	-	-	-	Draw 1 card then Discover
Vision Quest	1	S	-	-	-	Target Shama'Li A+2 DB +2
Summoning	1	S	-	-	-	Search Deck

Links

War Wind Units SSI Wikipedia Entry for War Wind





Water World

Introduction

Board Game for 2-4 players. Each player is a Mariner trying to be the first to find dry land.

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Victory

Be the first player to arrive at dry land.

#	Space:
1	Trading Post
2	Water
3	Water
4	Salvage Site
5	Water
6	Water
7	Fishing Spot
8	Water
9	Water
10	Destination
11	Water
12	Water

Pawns

Each player has a pawn of a unique color. This represents the Mariner and all his possessions. Pawns move along the spaces of the game board.

Dice

Six sided dice are needed.

Fish Tokens

Players share a common pile of Tokens.

Ship Quality Tokens

Players share a common pile of Tokens.

Salvage Deck

Players share a common deck of Salvage cards. If the Deck ever runs out, shuffle the discard and draw from it.

Victory Requirements

You must possess a Good Ship (6 or more Ship Quality Tokens). You must have 2 of the 3 Navigation Aid Items (Compass, Sextant, Spyglass). You must have the Map or a paper copy of the map.

If you have all of that and you start your turn on the Destination Space, you win.

The Board

The board is a circular track of 24 spaces. Space #1 connects to Space #24.

#	Space:
13	Salvage Site
14	Water
15	Water
16	Fishing Spot
17	Water
18	Water
19	Trading Post
20	Water
21	Water
22	Fishing Spot
23	Water
24	Water

The Map

Not to be confused with the Board. Use a small shell as fetish to represent the Map. The Map is actually a young girl with a Map to dry land tattooed Upside-down and backwards on her back.

Smokers

Use a lighter as fetish to represent the Smokers. This is a fleet of pirates in possession of an oil tanker.

Inventory

Each player has his own inventory kept on the table in front of him. This includes his Ship Quality Tokens (SQT), Fish Tokens, and Salvage Cards. The Maximum number of SQT you can have is 6.

The max number of Fish Tokens and Salvage Cards you can carry is equal to $2 + 3X$ where X is your SQT (so a level 6 Ship could carry 20 Items). Immediately discard excess items you cannot carry.

Setup

Each player gets 1 Pawn and 1 Ship Quality Token. The Map starts on one of the Trading Posts. The Smokers start on one of the Scavenge Sites.

The Player pawns start on the remaining Fishing Spots and Trading Posts. Players roll high to see who goes first.

Turn Sequence

Players take turns. Play proceeds clockwise. Roll 1D6 and move that many spaces in either direction.

(you must move, you cannot stay in the same space) If you land on a space containing the Map, you immediately take Possession of it, even if another player had it.

Ship Quality Chart

SQT	Max Move	Notes:
1	3	Raft
2-3	4	Dinghy
4-5	5	Sail Boat
6+	6	Custom Catamaran

SQT Ship Quality Tokens

Max Move = When moving, if the result is greater than this, reroll.

Trading Post Spaces

If you land on a Trading Post Space roll 1D6: if the result is a 1 then they attack you. If attacked you may give them a Book to immediately negate the attack. Otherwise roll 1D6. (Add 2 if you have a Gun and Ammo or 1 if you have a spear-gun) If this is 4 or more, then you escape: Move 1 Space.

If the roll is less, then they imprison you: You lose all your items And miss your next turn. However, you escape the following turn in your ship. If you had the Map, it remains unclaimed at the Trading Post. If they don't attack you then: Flip over the Top 3 cards of the Salvage Deck.

If you have a Woman, flip over the top 4 cards. You may trade your cards for these cards on a 1 to 1 basis. You may also trade Fish Tokens for the offered Salvage cards also on a 1 to 1 basis.

Fishing Spot Spaces

If you land on a Fishing Spot Space roll once on the Fishing Table.

Fishing Table

1D6	Catch:
1-2	Nothing
3-5	Gain 1 Fishing Token
6+	Gain 2 Fishing Tokens

Add 1 to your roll if you have a Harpoon or Spear-gun Add 1 to your roll if you have a Net

Salvage Site Spaces

If you land on a Salvage Site Space draw the top card of the Salvage Deck and Add it to your inventory.

Destination Space

If you land on the Destination Space, immediately roll on the Hazard Table.

Water Spaces

If you land on a Water Space roll 1D6: if the result is a 1 then roll on the Hazard Table

Hazard Table

1D6	Hazard:
1-3	Thirst
4	Smoker Ambush
5	Sail Boat
6	Storm

Thirst

If you have a Freshwater Item (Still or Bottle) nothing happens. If you don't you automatically lose 1 Fish Token or 1 Food Item (Plant or Seaweed). If you have none, then you miss your next turn.

Smoker Ambush

Immediately move the Smoker Fetish to your space. Treat as a regular smoker encounter.

Sail Boat

Treat this exactly like a Trading post except that they only have 2 Items to trade.

Storm

You miss your next turn and you lose 1D6 Ship Quality Tokens (Minimum of 1).

End Of Turn

At the end of your turn move the Smoker Fetish 2D6 Spaces in a random direction. If they land on a pawn (including yours) they attack it. If they land on a space containing multiple pawns, everyone gets attacked.

If they land on a Trading Post Space, they pillage it. That Trading post cannot do Any more trades for another 1D6 turns.

Ship Upgrades

At the end of your turn, if you weren't attacked or in a Storm this turn, You may upgrade your ship: Discard Material Items (Rope, Fabric, Wood, Metal) to gain Ship Quality Tokens on a 2 to 1 Basis. If you have Tools this becomes a 1 to 1 Basis. The Maximum number of Ship Quality Tokens you can have is 6.

Smoker Attacks

If the Smoker Fetish lands on you, (or you land on them) they attack. If you have a Motor and discard a Fuel Item, you Automatically escape: Move 1 Space. Otherwise roll 2D6. If this is equal to or lower than your Ship Quality (Plus 2 if You have a gun and Ammo. Another +1 if you have a Harpoon), then you escape: Move 1 Space. If the roll is higher, then they destroy your ship and imprison you: You lose all your items and miss your next turn. However, you escape the following turn in a replacement ship with 1 Quality Token.

Card	Notes:
Dirt	Trade Item
Plant	Food
Seaweed	Food
Paper	Make Copy of Map
Net	Aids Fishing
Spear-gun	Aids Fishing and Weapon
Harpoon	Aids Fishing and Weapon
Gun	Weapon
Ammo	Weapon
Wood	Material
Metal	Material
Rope	Material
Fabric	Material

If you had the Map it is moved to an empty Trading Post or Salvage Site. If the roll is greater, you escape: Move 1 Space.

Getting Around

On your turn, you may modify your Movement roll. If you have a Motor and a Fuel Card, you move 1 extra space. If you have any Navigation Aid (Compass, Sextant, Spyglass) you May decrease your move by 1 space (to a minimum of 1).

Copy Of The Map

If you have the Map and Paper you immediately make a copy of the map. If you lose the Map, you still have the Copy as long as you have the paper.

Salvage Deck Card List

The Deck contains 2 copies of each card listed.

Card	Notes:
Still	Fresh Water
Bottles	Fresh Water
Book	Negate Trader Attack
Motor	Speed and Escape Smokers
Oil	Fuel
Gasoline	Fuel
Alcohol	Fuel
Tools	Aids Ship Upgrades
Woman	Aids Trading
Compass	Navigation Aid
Sextant	Navigation Aid
Spyglass	Navigation Aid





Wonder Woman

Introduction

Card game for 2-4+ players. Wonder Woman Theme.

Disclaimer

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Victory

Have the most points when the deck runs out.

The Deck

Players share a common deck. The deck has 10 Suites:

1. Wonder Woman
2. Ally
3. Capture
4. Foe
5. Info
6. Plot
7. Quote
8. Item
9. Action
0. Minion

Scoring

Use paper & pencil to keep track of scores.

Setup

Each player is dealt a hand of 5 cards. The most feminist player goes first.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Draw Phase
2. Event Phase
3. Meld Phase

Cards:	Points:
1-3	0
4	1
5	4
6	9

A Meld that contains a Wonder Woman Card gets +2 Points. A Meld that contains a Foe Card gets +1 Point. Write your score down.

Keep a running total. Discard all the cards in the Meld.

4. Score Phase

5. End Phase

Draw Phase

Draw 2 cards. If there are no cards left in the deck the game ends.

Event Phase

You may take 1 action in Event Phase: —Discard an Info card in to look at opponent's hand. Then draw a card from the deck. —Discard a Foe card to steal a random card from opponent's hand.

—Discard an Item card to draw 2 cards from the deck. —Discard a Minion card to cause opponent to discard one random card. —Discard an Ally card to look at the next 5 cards in the deck and put one of them in your hand.

—Discard a Plot card to look at the next 7 cards in the deck and put them in any order. —Discard a Capture card during your opponent's Meld Phase to Cause a Wonder Woman or Ally card in his Meld to be Discarded and not count towards the scoring of the meld. —Discard a Quote card during an opponent's Event Phase to Negate the effect of a card he just discarded.

—Give Foe an Action card to look at his hand and Steal one target card. —Discard a Wonder Woman card to discard your hand and draw 5 new cards

Meld Phase

You may make a Meld. You may also choose not to make a Meld. A Meld you play must contain 4 to 10 cards.

Each card must be of a different suite. If a card can be of 2 suites, you pick which one.

Score Phase

If you played a Meld this turn, score it:

Cards:	Points:
7	16
8	25
9	36
10	49

End Phase

If you played a Meld this turn draw 2 Cards as a reward. Max hand size is 10 cards. Discard excess cards.

Card List Notation**W** Wonder Woman**A** Ally**C** Capture**F** Foe**I** Info**P** Plot**Q** Quote**X** Item**Z** Action**M** Minion**Card List**

Card Name:	Suite:
Hippolyte	A
Queen of the Amazons	A
Detect Lies	I
Athena's Magic Sphere	I or X
Feminist Icon	W
Break Bonds	Z
Willing Slaves	M
Strong as Hercules	W
Super Heroine	W
Alluring	W
Peaceful Warrior	W
Beautiful as Aphrodite	W
Submission	C
Sensational	W
Caught Lying	I
Diana Prince	W
Mars the God of War	F
Paradise Island	A
Amazon Warriors	A
Immortal	W
Invisible Airplane	X
Compel Obedience	C or I
Steve Trevor	A
Defender of Democracy	W
Champion of Equal Rights	W
Star Spangled Costume	W or X
Patriotic	W
Domination	C
Magic Lasso	X
Eviless the Slave Driver	F
Imprisoned	C
Bound by Ropes	C
All Tied Up	C
Welded Chains	C
Bondage	C
Cheetah	F
Pulled out of Danger	Z
The Misogynist Dr Psycho	F
Feminine Wiles	Z
Cold Blooded Murder	P
Justice League	A
Harmona's Amulet	X
Amazonium Bracelets	X

Card Name:	Suite:
Gender Switch	P
The Holiday Girls	A
The Purple Ray	X
Nazi Spies	F or M
Distraction	Z
Army	A or M
Transformation Island	P
Ruthlessness	P
Distress Call	Z
The Baroness	F
Handcuffs	C or X
Valkyries	F
Equestrian Skill	Z
Spectacular Exploits	Z or P
Curse	P
Pharaoh Aknaten	F
Caught in a Net	C
King Blackfu	F
Giganta	F
Duke of Deception	F
Queen Clea of Sunken Atlantis	F
Speed Maniacs from Mercury	F or M
Gangsters	M
Kidnapping	P or C
Invasion	P
Sun Warriors	M
Zara Priestess of the Crimson Flame	F
Villainy Incorporated	M
Prison Break	P or Z
Cultists	M
Hypnota Magician of the Blue Ray	F
Princess Maru	F
Investigation	I
Impersonation	P
Wrestling Match	Z
Find Clues	I
Knock Out Gas	P
Amazonian Binding Grip	Z
Amnesia	P
Tied to Railroad Tracks	C
Fascists	M
Romance	P
Underlings	M

Card Name:	Suite:
Deflect Bullets	Z
Amazon Princess	W
Wise as Athena	W
Rescue	Z
Revelation	I
Swifter than Mercury	W
Venus Girdle	X
Etta Candy	A
Rosie the Riveter	A
Enslavement	C
Disguise	A
Doctor Poison	F
Mental Radio	Z
Detect Deception	I
Steal Military Secrets	P
Sabotage	P

Card Name:	Suite:
Wonder Girl	A
Suffering Sappho!	Q
Great Hera!	Q
Eagle Emblem	X
Olympic Games	P
Monster	F
Paradox	P
Simians	M
Egg Fu	F
The Test of Love	P
Evil Doers Beware!	Q
Nubia the Archmistress of Evil	F
Lady Steel	F
Manacles	C or X
Merciful Minerva!	Q
Great Zeus!	Q

Card List Available

Thanks Ron! [Click Here](#)





Wrinkles In Time

Introduction

Two player card game based on the Time Quartet series of books by Madeleine L'Engle. One player is the side of Good. The other player is the side of Evil.

Disclaimer

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Victory

The First player to be in control of all 6 Balance Tokens is the winner.

The Decks

Each player gets a unique deck. There is a Good Deck & an Evil Deck. Each deck has its own discard.

Setup

Each player begins in possession of 3 Balance Tokens.

Turn Sequence

Each turn has 10 phases:

1. Destiny Phase I
2. Fate Phase I
3. Challenge Phase I
4. Destiny Phase II
5. Fate Phase II
6. Challenge Phase II
7. Destiny Phase III
8. Fate Phase III
9. Challenge Phase III
10. Test Phase

Destiny Phases

Each player draws 7 cards from his deck. If a Deck runs out, shuffle the discard and draw from it.

Fate Phases

Players may put cards into play. A card in play is placed face up on the table in front of the player who played it. The Evil player may have the following in play: 4 Characters 1 Location 1 Attack 1 Plot 1 Lies 1 Void 1 Weakness 1 Control The Good player may have the following in play: 4 Characters 1 Location 1

Gift 1 Travel 1 Song 1 Feelings 1 Healing 1 Quote 1 Communication These are the basic limits.

Some cards will allow you to play an additional card of a specific type.

Challenge Phases

Maximum hand size is 7 cards. Discard excess cards.

Test Phase

Each player adds up the total force of all the cards he has in play. The player with the highest score wins the turn and takes a Balance token from his opponent. The Good player wins ties.

Special Cards

Special cards may be played in any phase unless otherwise specified. Special cards are discarded as soon as they are played.

Glossary

*Spirits = Immortal (Non-human) beings in the form of energy, not matter. If it suits their purposes they can Materialize into one or more forms. Most are highly intelligent. Spirit beings have their full powers only in the vacuum of Space.

On planets their powers are much diminished. Many have existed for Billions of years.

*Namers = Good beings. Beings that are aware of the uniqueness, importance, and interconnectedness of all beings in the universe. This awareness is called Love (not the limited Romantic definition of Love)

*Angels = Good Immortal Spirit Beings.

*Echthroi = Destroyers, Un-namers, eXtinguishers, Evil spirits, Fallen Angels, Demons, Devils, Wyrms, Dragons, Monsters. They cause War and hate. They accomplish their evil by making beings forget their true names, and so become evil.

*Kythe = To go Within. An advanced form of Telepathy, where feelings, memories, sensory Experiences, and understanding, can be shared. Only a few Humans have the potential to do it well.

*Farae = Tiny Beings of the smallest scale that live within the Mitochondria of Earth Organisms. The Adult Form is tree-like. Juveniles (Farandolae) are shrimp-like & mobile until they take root & deepen. They sing The Cosmic song in harmony with the Stars.

*Star Spirit = Spirit being that is the remains of a star that sacrificed itself by going Nova to Destroy

all the Echthroi in its System. Their natural materialized form is that of large noble centaurs with Rainbow Wings and celestial voices.

*Uriel = Good Planet. Like the Garden of Eden. With Tall Mountains. A refuge for the Star Spirits in their Centaur Form.

*Tesser = Moving in the Fifth Dimension by way of a mentally constructed Tesseract Gateway. Instantaneous travel through time and space. Most Spirits can do this to some degree. It is also described as creating a Wrinkle in time and/or space or as a Quantum Leap.

*Projection = Nightmarish Evil Alternate Dimensions wished for by the Echthroi.

*Dark Planet = Planet totally controlled by Evil.

*Shadow Planet = Planet being fought over by Good & Evil.

*Cherubim = Servant Good Spirits with the material form of a Spherical Mass of Wings, Eyes, and Flames.

*Unicorn = Wild Good Spirits with material forms of Winged Unicorns. They travel Time more easily than space by riding upon the Winds. They drink moonbeams, can only be touched by Virgins & have special Healing powers.

*Biblical Earth = Pre-Flood. Inhabited by Men, Seraphim, Nephilim, Unicorns, and Mythical creatures such as Griffins and Manticores.

*El = Biblical God. The Presence.

*Seraphim = Good Spirits that live on Stars. Some were sent to live among men on Earth. Servants of El. They take the host form of noble animals or angelic golden winged giants.

*Nephilim = Albino Evil, Lustful, Self-Serving Fallen Angels. Masters of Illusion. Seraphim turned bad. They take the host form of creepy animals or albino winged giants.

*The Black Thing = A spreading Evil Presence at the Galactic Scale.

*IT = Disembodied Brain able to control Minds. Found on the Dark Planet Camazotz.

*Charles Wallace = Young Murry Boy capable of Going Within. Genius Intelligence.

*Meg Murry = Margaret. Affectionately called Megatron, Megaparsec, Megling, etc.

*Calvin O'Keefe = Megs Boyfriend; Gifted communicator.

*Mrs O'Keefe = Calvin's Mother who has suffered much.

*Mr Murray = Physicist & Presidential Confidant.

*Mrs Murry = Microphysicist and Homemaker.

*Ms Whatsit = Young Star Spirit; best at Talking & Materializing.

*Ms Who = Quirky Star Spirit; speaks in Quotes.

*Ms Which = Eldest & wisest Star Spirit.

*The Twins = Sandy & Dennys Murry. The most athletic & practical of the Murry Kids.

*The Happy Medium = Can see across time & space.

Card List Notation

X Specials
L Locations
M Mortal Character
MH Mortal Historical
MB Mortal Biblical
I Immortal Character
F Feelings
A Attacks (Evil Deck only)
p Plots (Evil Deck only)
Z Lies (Evil Deck only)
V Void (Evil Deck only)
N Control (Evil Deck only)
W Weakness (Evil Deck only)
G Gifts (Good Deck only)
T Travel (Good Deck only)
S Song (Good Deck only)
H Healing (Good Deck only)
Q Quotes (Good Deck only)
C Communication (Good Deck only)
YMPA You may play an additional. . .

Good Deck Card List

Card Name:	Type	Force	Notes:
20th Century Earth	L	2	YMPA Mortal card
Yadah	L	2	(Mitochondria) YMPA Song card
Uriel	L	1	Song Cards get Force +3
Biblical Times	L	2	Biblical cards get Force +3
Metron Ariston	L	2	Travel Cards get Force +3
The Star Watching Rock	L	1	(Murry) Historical Cards get Force +3
Hatching Grounds	L	1	YMPA Immortal card
Ixchel	L	1	Healing Cards get Force +3
Charles Wallace	M	4	(Murry) YMPA Communication card
Meg Murry	M	2	Feeling cards get Force +3
Calvin O'Keefe	M	2	(Murry) Communication cards get Force +3
Mrs O'Keefe	M	1	YMPA Quote card
Mr Murray	M	2	YMPA Murry card

Card Name:	Type	Force	Notes:
Mrs Murry	M	2	Other Murry cards get Force +3
The Twins	M	2	(Murry) Lesson cards get Force +3
Fortinbras	M	1	(Murry) YMPA Murry card
Dr Colubra/Louise the Larger	M	1	Healing Cards get Force +3
Mr Jenkins	M	1	(School Principal) YMPA Murry card
Mrs Whatsit	I	1	Mortal cards get Force +3
Mrs Who	I	1	Quote Cards get Force +3
Mrs Which	I	1	YMPA Gift card
Angelic Host	I	1	Song cards get Force +3
Happy Medium	I	1	Draw an extra card in Destiny Phase I
Proginoskes	I	2	(Cherubim) Gift Cards get Force +3
Guadior	I	3	(Unicorn) YMPA Travel card
Blajeny	I	1	(Teacher) Character cards get Force +2
Aunt Beast	M	1	(Native of Ixchel) Healing Cards get Force +3
Alarid the Seraph	IB	3	Discard to Negate a Special card just played
Noah	MB	2	Mortals get Force +3
Noah's Family	MB	1	Healing Cards get Force +3
Grandfather Lamech	MB	1	(Noah's Father) Discard to Draw 2 Cards
Yalith	MB	1	(Noah's Daughter - Child)
Sporos	M	2	(Farandolae)
Senex	M	1	(Farae) Song cards get Force +3
Harcels	MH	1	(Boy Child - People of the Wind)
Madoc	MH	3	(Welsh Prince)
Brandon Llawcae	MH	2	(Has the Second Sight)
Matthew Maddox	MH	2	(Writer - Dream Visions)
Chuck O'Keefe	MH	1	(Can Smell Good & Evil)
Supernova	X	-	Opponent must discard 3 cards from hand
Birth	X	-	Draw 3 cards
Part of Creation	X	-	(The Great Plan) Draw 3 cards
The Pattern	X	-	Put the next 14 cards in your deck in any order
Prophecy	X	-	Put the next 14 cards in your deck in any order
Heavenly Powers	X	-	Negate a Special card just played
Answer to Prayer	X	-	Negate a Special card just played
Vision of Hope	X	-	Put the next 14 cards in your deck in any order
Call to Study	X	-	Put an extra Character into play
Balance of the Universe	X	-	Both Players discard their hands in Challenge phase
Compulsion	X	-	Search the Deck for a Mortal and put it into play
Sacrifice	X	-	Discard own Mortal in play to draw 5 cards
X-Self	X	-	Discard own Immortal in play to draw 5 cards
Quest	X	-	Draw 2 cards. Opponent discards 1 card
Pass 3 Tests	X	-	Draw 1 card. Opponent discards 2 cards
Peace	X	-	Discard one Plot card in play. Draw 1 card
Perilous Journey	X	-	Discard one Attack card in play. Draw 1 card
Wrath of God	X	-	Discard one Character in play. Draw 1 card
Holy Fire	X	-	Discard one Void card in play. Draw 1 card
Know that which is Eternal	X	-	Discard one Lies card in play. Draw 1 card
Ms Who's Glasses	G	3	Mortal gets Force +3
Learn to Adapt	G	3	
Guidance	G	5	(Enlightenment) YMPA Quote card
Childhood Resilience	G	3	Child Character gets Force +3
Teacher	G	3	Immortal Character gets Force +3
Talents	G	3	
The Word of El	G	4	Biblical Character gets Force +3

Card Name:	Type	Force	Notes:
Might Have Been	G	4	Historical Character gets Force +3
Faults	G	4	YMPA Feelings card
Dependence	G	3	(Indispensable)
Wisdom	G	3	(Maturity: Coming of Age)
Love	F	5	(Uniqueness)
Hope	F	3	(Fortitude)
Faith	F	4	(Belief)
Gentleness	F	3	(Tenderness)
Courage	F	3	(Bravery - Whistling in the Dark)
Focus	F	3	(Concentration)
Grace	F	3	(Understanding & Acceptance)
Compassion	F	4	YMPA Communication card
Resolute	F	3	(Endurance)
Joy	F	4	(Happiness)
Calm	F	3	(Quiet Mind)
Comfort	H	3	
Special Care	H	3	Discard one Weakness card in play.
Art of Healing	H	5	
Moonsicle	H	4	(Healing Starlight)
Purification	H	3	
Rejuvenation	H	4	(Time to recuperate)
Salvation	H	3	YMPA Mortal card
Ointments & Salves	H	3	
Miracle	H	3	Discard one Attack card in play.
Ancient Harmonies	S	5	
Star Song	S	3	(Words of the Glory)
Cosmic Rhythm	S	4	
Music of the Spheres	S	4	(Rejoicing)
Heavenly Dance	S	4	
Celestial Melody	S	3	Immortals get Force +3
Song of the Universe	S	3	(Fill the Void)
Singing of the Stars	S	3	(Glory Glory Glory)
Listen to the Stars	S	3	Mortals get Force +3
Tesseract	T	5	(Hyper Cube) YMPA Location card
Tesser	T	3	YMPA Location card
The Fifth Dimension	T	3	
Time Travel	T	4	YMPA Immortal card
Go Out with a Unicorn	T	4	
Quantum Leap	T	3	
A Wrinkle in Time	T	4	YMPA Location card
Experiment	T	3	
Go Within	C	5	(Deep form of Kything)
Kythe	C	4	
Verbalization	C	3	YMPA Quote card
Communion	C	4	
Telepathy	C	3	
The Old Tongue	C	4	(Celestial Language)
Under Hearing	C	3	
Intuition	C	3	
Connected	C	3	All Characters get Force +1
Like and Equal...	Q	4	(... are not the same)
What is Real?	Q	3	Discard a Lies card in play
Many Waters...	Q	3	(... cannot quench Love)

Card Name:	Type	Force	Notes:
For the want of a Nail. . .	Q	4	(. . . the Kingdom was Lost)
Nature Abhors a Vacuum	Q	3	Discard a Void card in play
Fight the Good Fight	Q	3	All Characters get Force +1
You do not Know Everything	Q	4	YMPA Gift card
God hath Chosen. . .	Q	3	(. . . the Weak things to confound the Mighty)
Saint Patrick's Rune	Q	5	(In this Fateful Hour. . .)

Evil Deck Card List

Card Name	Type	Force	Notes:
Camazotz	L	1	YMPA Control card
Vespugia	L	1	YMPA Plot card
Abyss	L	2	YMPA Void card
Central Intelligence	L	2	YMPA Weakness card
Hell	L	3	(Fire & Brimstone) YMPA Immortal card
Dark Planet	L	1	
Tower of Babel	L	1	Discard a Communication card in play
Radioactive Wasteland	L	1	(Nuclear Aftermath Projection)
Windowless Buildings	L	1	(Polluted, Dystopian Projection)
The Black Thing	I	4	Void cards get Force +3
IT	M	3	(Brain) Control cards get Force +3
Echthroi	I	3	Lies get Force +3
Dragons & Wyrms	I	2	(Evil Spirits)
Demons	& Devils	I	2
Echthroid Shapeshifters	I	1	Lies get Force +3
Echthroid Monsters	I	1	
Echthroid Impostors	I	1	Weakness cards get Force +3
Mad Dog Branzillo	M	2	Plot cards get Force +3
Ancient Enemy	I	2	
Army of Destroyers	I	2	
Ugiel the Nephilim	I	2	Draw an extra card when played
The Man with Red Eyes	M	1	YMPA Control card
Tiglah the Seductress	MB	1	
Gwydyr	MH	2	Evil Power Hungry Brother
Mr Mortmain	MH	2	(Evil Pastor) Lies get Force +3
Shadow World	P	4	
Total War	P	4	(Conquest)
Police State	P	3	(Oppression)
Civil War	P	3	
Nuclear War	P	5	
Blight	P	3	
Disaster	P	3	
Inquisition	P	3	(Persecution)
Mass Destruction	P	3	
Farandolae Sickness	A	5	(Disease)
Capture	A	3	(Imprison)
Kidnap	A	3	
Murder	A	4	(Kill)
Cripple	A	3	(Accident)
Domestic Abuse	A	3	
Witch Hunt	A	4	YMPA Lies card

Card Name	Type	Force	Notes:
Violence		A	3
Cause Fall	A	3	
Un-Naming	X	-	Discard a Character card in play. Draw a card.
Annihilation	X	-	Discard a Character card in play. Draw a card.
Nightmare	X	-	Discard a Gift card in play. Draw a card.
Entropy	X	-	Draw 2 cards. Opponent discards 1 card
Unreason	X	-	Draw 1 card. Opponent discards 2 cards
Negation	X	-	Opponent must discard 3 cards from hand
Chaos	X	-	Draw 3 cards
Chain Reaction	X	-	Draw 3 cards
Paradox	X	-	Discard a Travel card in play. Draw a card.
Destruction	X	-	Discard a Location card in play. Draw a card.
Circle of Extinction	X	-	Discard a Mortal card in play. Draw a card.
Extinguish	X	-	Discard an Immortal card in play. Draw a card
Nothingness	X	-	Both Players discard their hands in Challenge phase
Total X	X	-	Both Players discard their hands in Challenge phase
Mirror Images	X	-	Immortal cards get Force +3 this turn
War in Heaven	X	-	YMPA Immortal card
Rejoicing in Hell	X	-	YMPA Weakness card
Falter	X	-	Opponent may only play 1 card this phase
Indecision	X	-	Opponent may only play 1 card this phase
Block the Way	X	-	Opponent may only play 1 card this phase
Fear	W	4	
Hate	W	4	
Pride	W	4	(Arrogance)
Cruelty	W	3	(Brutality/Sadism)
Terror	W	3	(Panic)
Blame	W	3	(Accusations)
Greed	W	3	
Lust	W	3	(Pleasure Seeking)
Anger	W	3	(Fury)
Pain	W	3	(Agony & Suffering)
Insanity	W	5	(Madness)
Propaganda	Z	3	YMPA Control card
Deception	Z	4	
Trickery		Z	4
Corruption	Z	3	
Seduction	Z	3	
Silver Tongue	Z	5	
Easy Way Out	Z	4	
Twisted Logic	Z	3	
Temptation	Z	3	YMPA Weakness card
Possession	N	4	
Mind Control	N	5	
Brainwashing	N	4	
Hypnotism	N	4	
Threats	N	3	(Coercion)
Betrayal	N	3	YMPA Lies card
Torture	N	3	
Insidious	N	3	
Illusions	N	3	
Powers of Darkness	V	5	
Darkness	V	4	

Card Name	Type	Force	Notes:
Coldness	V	4	(Chill)
Cosmic Scream	V	3	Discard a Communication card in play
Rip in the Galaxy	V	3	Opponent must discard 1 card
Disharmony	V	3	Discard a Song card in play
Dissonance	V	3	Song cards get Force -2
Stench of Evil	V	3	Mortal cards get Force -2
Silence	V	3	Discard a Song card in play
Ugly Laughter	V	3	Immortal cards get Force +3





X - Files

Introduction

Card game based on the first season of the X-Files.

Objective

The player to solve the most cases when the deck runs out wins.

The Deck

Players share a common deck.

Setup

Randomly determine who goes first.

Turn Sequence

Players take turns. Each turn has 7 phases: Resources Phase Case Phase Agent Phase Complications Phase Investigation Phase Conclusion Phase Debriefing Phase

Resources Phase

Draw 2 cards.

Case Phase

You may put an X-File card into play from your hand if you don't already have one out. (In Play: face up in front of you.)

Agent Phase

You put 1 or more agent cards into play from your hand.

Complications Phase

Your opponents may attach Plot Twist cards from their hands to your X-File card. (these make the case harder to solve)

Investigations Phase

You may attach Contact & Investigation cards to your X-File card. An X-File may have a max of 2 Contact cards attached.

Conclusion Phase

If the point value of your Agent, Contact, & Investigation cards exceeds the combined point value of Your X-File plus attached Plot Twists, you solve the X-File. To solve an X-File you must have at least one Agent in play. Keep your solved X-Files in a separate pile.

Discard all Agent, Plot Twist, and Investigation cards after solving the X-File. If you do not solve an X-File in 3 turns, it and all Non-Agent attached cards are discarded.

Debriefing Phase

Max hand size is 4 cards. Discard excess cards.

Card Type Notation

- A** Agent
- I** Investigation
- X** X - File
- C** Contact
- Z** Discard in Resources Phase to Draw 3 cards
- P** Plot Twist
- IP** Investigation Points

X - Files Common Deck Card List

Card Name:	Type	IP	Notes:
FBI Special Agent Fox Mulder	A	3	6 copies in Deck
FBI Special Agent Dana Scully	A	3	6 copies in Deck
FBI Agent Tom Colton	A	1	Classmate of Scully
FBI Agent Jerry Lamana	A	1	Mulders old Violent Crimes Partner
Scotland Yard Inspector Phoebe Green	A	2	Mulders old Oxford Girlfriend
FBI Agent Jack Wilis	A	1	Scully's old Lover
FBI Agent Reggie Purdue	A	1	Mulders Former Boss
FBI Section Chief Blevins	A	1	
FBI Assistant Director Skinner	A	1	

Card Name:	Type	IP	Notes:
Frank Briggs	A	1	Retired Detective
X - Files	I	3	
The Truth is Out There	I	Z	
Stake Out	I	3	
Interview	I	2	
Inquiry	I	1	
Probe	I	2	
Case History	I	2	
Deep Throat	C	Z	
Missing Test Pilot	X	8	
Restricted Military Base	P	1	
Anthropologist	C	1	
Park Ranger	C	1	
Secret Operations	P	1	
Witness UFO's	I	2	
Missing Memories	P	1	
Roswell Incident Connection	I	1	
The Lone Gunmen	C	Z	Government Watchdog
Secret Testing	P	1	
Code Name	I	1	
UFO Wreckage	I	2	
Cigarette Smoking Man	P	2	
Discovery	I	3	
Nasal Implants	I	1	
Follow Lead	I	2	
Non-Human Remains	I	2	
Forensic Analysis	I	2	
Psychological Profiling	I	2	
Missing Time	P	1	
Motiveless Murders	P	1	
Unusual MO	P	1	
Finger Prints	I	2	
Investigate Crime Scene	I	2	
Polygraph Test	I	1	
Crop Circles	I	1	
Lost Cellular Phone	P	1	
Suspect in Custody	I	1	
Unorthodox Methods	I	3	
Liver Eating Hibernating Mutant	X	7	
Far-fetched Theory	I	3	
Alien Abduction	P	1	
Old Newspaper Article	I	1	
UFO Sighting	P	1	
Top Secret Satellite Transmissions	P	1	
The Jersey Devil	X	7	
Police Intervention	P	1	
Chase	I	2	
Track Down Suspect	I	3	
Misinformation	P	1	
Lies	P	1	
Psychokinetic Murders	X	8	
Cover Story	P	1	
Medical Examination	I	2	

Card Name:	Type	IP	Notes:
Mislaid Evidence	P	1	
Voice Analyzer	I	2	
Trace Telephone Calls	I	2	
Small List of Suspects	I	1	
Supercomputer Murderer	X	7	
Final Transmission	I	1	
Toxicologist	C	1	
Quarantine	I	1	
Aggression Enhancing Pathogen	X	8	
Recovered Samples	I	2	
Alien Life Form	P	1	
Find Meteor	I	1	
Surgical Extraction	I	3	
Alien Autopsy Tapes	I	1	
Tight Security	P	1	
Alien Cohabitation	X	7	
Sabotage	P	1	
Car Crash	P	1	
Attacked by Dog	P	1	
Infected by Parasite	P	1	
Evidence Tampering	P	1	
Tip Off	I	2	
Government Cover-Up	P	2	
Max Fening Ufologist	C	2	
UFO Crash Site	X	7	
Abductee	I	2	
Cattle Mutilations	I	1	
Failed Eugenics Program	X	8	
Evidence Bag	I	1	
Exsanguinations	I	1	
Psychotic Behavior	I	2	
Uncanny Resemblance	I	2	
Coincidence	I	3	
Question Witness	I	2	
Pyrokinetic Assassin	X	7	
Mind Games	P	1	
Unknown Assailant	P	1	
Match Name from List	I	2	
Psychic Convict	C	3	
Agent Skeptical	P	1	
Serial Sex Killings	X	8	
Reclusive Religious Group	P	1	
Clandestine Surveillance	I	3	
Security Camera Footage	I	2	
Trace Evidence	I	2	
Hide Secret	P	1	
Anonymous Tip Off	I	2	
Soul Transference	X	7	
Agent Taken Hostage	P	1	
FBI Protocol	I	1	
FBI Labs	I	2	
Hand Writing Analysis	I	2	
Agent Hesitates	P	1	

Card Name:	Type	IP	Notes:
Age Reversal Experiments	X	7	
False Death Certificate	I	3	
Agent Suspicious	I	1	
Fake Photograph	P	1	
Extraterrestrial Biological Entity	P	1	
Faith Healer with Touch of Death	X	7	
Native American Shapeshifters	X	7	
Forest Insects	X	8	
Contact Killed	I	2	
Uncover Evidence	I	2	
Suspect Dies	P	1	
Reincarnated Murderer	X	8	
Psychic Frozen Head	X	8	
Witness Murdered	P	1	
Evidence Destroyed	P	1	
Flask marked Purity Control	X	8	Extraterrestrial DNA
Attempt to Expose the Truth	I	2	
Government Funded Project	P	1	
Trust No One	P	1	

Links

Episode Guide Mythology





X-com Incursion

Introduction

Two Player Card Game based on the 1993 Video Game Classic. The player takes the role of the X-COM organization, defending Earth from a mysterious Alien Invasion.

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Victory

If the Alien Player completes the X-Com Base Destruction Mission he wins. If the Earth Player completes the Cydonia Base Destruction Mission he wins. Aliens also win if the Panic Level ever gets to 50 or more.

The Base Decks

Each player gets his own unique Base Deck.

X-com Base Deck Card Types

- I** Interceptor
- B** Base
- L** Logistics
- S** Squad
- T** Tactics
- D** Defense
- W** Weapon

Alien Base Deck Card Types

- U** UFO
- M** Mission
- A** Alien Race
- T** Terror
- W** Weapon
- F** Functions
- S** Support

Base Decks & Active Decks

Players actually use 2 decks: Their Base Deck & an Active Deck. The Active Deck is a subset of the Base Deck. Each player starts with a set 20 cards in their Active Deck.

During play, players research cards from their Base Deck and Transfer them to their Active Deck. Only cards in the Active Deck go into a players hand during Draw Phase. The Active Deck is kept face down.

The Base deck is kept face up.

The Discard & Trash

Only your Active Deck will have a Discard. If your Active Deck ever runs out, shuffle the discard and draw from it. When you Trash a card it immediately goes to the bottom of your Base Deck.

The Discard is kept Face-up.

Card Ranks

Every card has a numerical Rank value. Ranks are used in Melds to determine who wins each turn.

Card Development Cost

Every card has a Development Cost. This is the cost in Research Levels needed to transfer it from the Base Deck to the Active Deck.

Card Research Levels

Every card has a Research Level. Active cards with a Research Level are used to buy cards from the Base Deck.

Panic Tokens

There is a common set of Panic Tokens (PT). Only the Human player gets or loses PT. The number of PT in play is also referred to as the Panic Level (PL).

Setup

Determine who is X-COM and who is the Aliens. The Earth player starts with zero Panic Tokens. Each player assembles their Starting Active Deck.

Players shuffle their Active & Base Decks.

Turn Sequence

Each turn has 10 Phases:

1. Logistics Phase
2. Deploy Phase
3. Action Phase
4. Interception Phase
5. Tactics Phase
6. Morale Phase
7. Base Phase
8. Search Phase
9. Research Phase
- X. End Phase

Logistics Phase

Both players draw X cards from your Active Deck and put them in your hand. If your Active Deck ever

runs out, shuffle the discard and draw from it. X is a result by the number of Panic Tokens the Humans have in play:

PL:	HD	AD	Cummulative Compensation:
0	8	8	None
1-9	8	8	X-COM gets Search +1
10-19	7	8	All Base & Logistic cards get RL +1
20-29	7	9	All Defense & Weapon cards get Trash for R+1*
30-39	6	9	All Tactics cards get the ability Trash for R+2*
40-49	6	10	All Interceptor & Squad cards get Trash for R+3*
50+	-	-	Aliens Win game!

PL Panic Level; R = Rank; RL = Research Level

HD Humans Draw this many cards

AD Aliens draw this many cards

* Only if the card does not already have this ability
Cummulative Compensation: All is not lost! As X-COM gets hard pressed, it fights harder... Certain card types gain bonuses or new abilities. Note when the Trash for Rank Bonus ability is used, the player declares if it is being used in Interceptor or Tactics Phase, but the card does not actually get Trashed until End Phase.

Deploy Phase

Both Players reveal their Hands. Cards are placed face-up on the table in front of their Owners. This is called a Deployment.

These cards are considered to be in play.

Action Phase

Supply, Call, and Kill actions occur in this Phase. Start with the Human player. Players take turns playing one of these actions each as allowed by the cards they have deployed. For each Supply bonus, draw 1 card from your Active Deck.

These cards are then immediately deployed. This is called a Supply Action. Note that the cards deployed may give you more actions you can take this phase! For each Call Action search your discard for a card of the indicated type and put it into play (deploy it).

For each Kill action, discard a target enemy card (of your choice) of the indicated type. Note that this may eliminate a card with an action before your opponent is able to use that action!

Interception Phase

Use the highest Rank of all UFO cards played by the Alien player. Also add any bonuses to the Interceptor score provided by other played cards. Next, use the highest Rank of all Interceptor cards played by the Earth player.

Also add any bonuses to the Interceptor score provided by other played cards. If the Earth player had a higher score, he wins, and skip Tactics Phase. If the Alien player had a higher score, or the Human player did not play an Interceptor card, the Alien player wins. Aliens win ties.

Tactics Phase

Skip this Phase if the Earth player won Interception Phase. The Earth player makes a Meld from his played cards. The Earth Meld may contain up to: 1 Base card, 1 Logistics card, 1 Squad card, 1 Tactics card, 1 Weapon card, and 1 Defense card.

The Alien player makes a Meld from his played cards. The Alien Meld may contain up to: 1 Mission card, 1 Alien Race card, 1 Terror card, 1 Weapon card, 1 Functions card, and 1 Support card. Each player adds up the total Ranks of all the cards in his Meld.

Side with highest Meld Rank Total wins. Aliens win ties. The Extra ability allows you to meld an extra deployed card of the same Type. The More ability allows you to meld an extra card of a different (indicated) Type.

If the winner wins by a score difference of 10 or more he may cause 1 target opponent's card in play (of winners choice) to be Trashed! Some cards give Rank bonuses to other cards. A deployed card will still give its bonus even if it is not melded.

Morale Phase

Note: The Humans are the Morale winners if they won in Intercept or Tactics Phase. The Aliens are the Morale winners if they won Tactics Phase. If the Aliens win, the Humans gain X Panic Tokens, where X is the difference in the Meld scores in Tactics Phase.

If the Humans win, they lose X Panic Tokens, where X is the difference in the Meld scores in Tactics Phase.

Base Phase

Keep the top 5 cards of your Base Deck visible to both players. (Splay them as convenient) These Visible Base cards are called the Staging Cards. When the Super Search Action is played, Trash one of the Staging Cards & replace it with the card found by the Super Search.

Search Phase

You may Trash 1 Staging card and draw a replacement. This is called a Search Action. (Remember when you Trash a card it is placed on the bottom of your Base Deck)

Research Phase

You may buy one or more Staging Cards. Each Staging Card has a Development Cost. Discard cards from your hand with a total Research Level equal to or greater than that of the card you are buying.

Put the newly bought Staging Card into your Discard Pile.

End Phase

You may Trash 1 of your cards in play. This is called a Trash Action. Main Base and Cydonia Base may never be discarded.

Finally, Discard all your cards in Play.

Psionics

Some cards have an extra sub-type of Psionics. The Human player can only buy Psionic cards in Research Phase if he has at least 1 Psi-Laboratory Card in his Active Deck or Discard.

Victory Missions

For the Human player to win, he must play an Avenger and the Cydonia or Bust card and win the turn. For the Alien player to win, he must play a Battleship plus the Final Assault card and win the turn. Note that the Cydonia or Bust and Final Assault cards can never be Trashed or be caused to be discarded (killed) by the card play of an opponent.

Starting X-com Action Deck

Card Name:	#	DC	RL	Type	Rank	Notes
Main Base	1	6	2	B	2	Super Search
Alien Autopsy	1	3	1	L	2	-
Rookie Squad	3	2	0	S	1	Weapons get R+1
Fighter Jets	2	3	0	I	1	Kill Mission
Smoke Grenades	1	2	0	D	1	Tactics get R+1
Auto-Cannons	1	3	0	W	2	Interceptors get R+1
Electro-Flares	1	2	0	T	1	Extra Tactics
Improved AP Ammo	2	2	0	W	1	Extra Weapons
Alien Alloys	1	3	1	L	1	Search +1
Laboratory	1	4	3	B	1	-
Large Radar	1	4	1	B	1	Interceptors get R+2
Recovery Mission	1	3	1	T	1	Search +1
Investigate Crash Site	1	3	2	T	1	-
Skyranger Transport	1	4	1	L	1	Call Squad
Workshops	1	5	1	B	1	Supply +1 & Search +1
World Council Funding	1	6	1	L	1	Supply +2

Starting Alien Action Deck Card List Notation

U UFO
M Mission

Starting X-com Action Deck Card List Notation

DC Development Cost

RL Research Level

I Interceptor

B Base

L Logistics

S Squad

T Tactics

D Defense

W Weapon

***** Psionics

R Rank

Extra = Does not count towards Meld Card Limit for indicated Type of Card

More You may Meld an extra card of the Indicated Type

Search +1 = Get an extra Search Action in Search

Phase Supply +1 = Get an extra Supply Action in

Action Phase Trash +1 = Get an extra Trash Action in

End Phase Panic X = Humans gain this many more

Panic Tokens in Morale Phase if the Aliens are the

winners Rally X = Humans lose this many more Panic

Tokens in Morale Phase if the Humans are the winners

Super Search = Search Base Deck for 1 card and put

it on top of your Base Deck in Base Phase

Call Search Discard for card of indicated Type & put it into play in Action Phase

Kill Discard 1 one of Opponents played cards of the indicated type in Action Phase

HWP Heavy Weapons Platform

A AR = Alien Race

T Terror

W Weapon

F Functions

S Support

Starting Alien Action Deck

Card Name:	#	DC	RL	Type	Rank	Notes
Cydonia Base	1	6	2	S	2	Super Search
Sectoids	2	3	1	A	1	Extra AR
Floater	1	3	1	A	2	-
Reapers	2	3	0	T	2	Floater get R+2
Soldiers	1	2	0	F	2	-
Navigator	1	3	1	F	1	UFO's get R+1
Medic	1	3	1	F	1	Call AR
Mind Probes	1	3	1	S*	1	Kill Tactics
Elerium	1	4	1	S	1	Supply +1
Alien Abduction	1	3	1	M	1	Panic 2
Alien Harvest	1	4	1	M	1	Supply +1
Alien Research	1	3	2	M	1	-
Small Scout	2	3	1	U	1	Search +1
Medium Scout	1	4	2	U	1	Search +1
Large Scout	1	4	1	U	2	Search +1
Small Launcher	1	3	0	W	2	Functions get R+1
Plasma Guns	1	5	0	W	5	-

X-com Base Deck

Card Name:	#	DC	RL	Type	Rank	Notes
Garrison	1	3	0	S	2	Base gets R+1
Veteran Squad	2	4	0	S	4	More Defense
Elite Squad	2	5	0	S	4	More Tactics
Supermen Squad	2	7	0	S	6	More Weapons
HWP Cannons	1	8	0	S	7	Extra Squad
HWP Rockets	1	9	0	S	8	Extra Squad
Hover Tanks	1	9	0	S	9	-
Personal Armor	1	3	0	D	1	Squads get R+2
Power Armor	1	6	0	D	6	-
Flying Suits	1	4	0	D	3	Tactics get R+1
Missile Defenses	1	3	0	D	2	Trash for R+3
Laser Defenses	1	3	0	D	3	-
Plasma Defenses	1	5	0	D	5	-
Fusion Defenses	1	7	0	D	6	More Bases
Medi-Kit	1	3	0	D	1	Call Squad
Bravery Training	1	4	0	D	2	Kill Psionics
Reaction Training	1	5	0	D	5	-
Stingray Missiles	1	3	0	I	2	Trash for R+3
Laser Cannons	1	3	0	I	3	-
Avalanche Missiles	1	5	0	I	4	Trash for R+3
Plasma Beams	2	5	0	I	5	-
Fusion Missile	1	8	0	I	6	Kill UFO
Firestorm	1	4	0	I	4	-
Lightning	1	7	0	I	5	Call Squad
Avenger	2	9	0	I	9	-
Grav Shield	1	5	0	B	4	Extra Base
Hangars	1	5	0	B	2	Call Interceptor
Decoy Base	1	3	0	B	2	Trash for R+3

Card Name:	#	DC	RL	Type	Rank	Notes
Supply Depot	1	4	1	B	1	Supply +1
Outpost	1	3	1	B	1	Rally 2
Containment Facilities	1	3	2	B	0	More Logistics
Mind Shield	1	6	0	B*	6	-
Access Lift	1	4	0	B	2	Supply +1
Psi Laboratory	2	3	2	B	0	Call Psionics
Improved HE Ammo	1	3	0	W	1	Tactics get R+2
Improved Incendiary	1	2	0	W	2	-
Laser Guns	2	3	0	W	3	-
Plasma Guns	1	5	0	W	5	-
Psi-Amps	1	6	0	W*	3	Squads get R+3
Alien Grenades	1	4	0	W	3	Trash for R+3
Stun Rod	1	2	1	W	1	-
Stun Bombs	1	3	1	W	2	-
Alien Blaster Bombs	1	6	0	W	5	Trash for R+3
Live Examinations	1	3	2	L	0	Search +1
Research Project	1	4	3	L	0	Trash for RL+3
Interrogate Leader	1	3	3	L	0	-
Cydonia or Bust	1	9	1	L	7	Call Avenger
Upgrades	1	8	4	L	3	Trash +1
Scavenged Elerium	1	5	2	L	1	Supply +1
Sell Alien Artifacts	1	3	1	L	0	Supply +2
Sell Weapons	1	3	0	L	1	Supply +2
Expand Coverage	1	5	2	L	2	Rally 2
UFO Secrets	1	3	1	L	0	RL+4 for Interceptors
Rear Commander	1	5	1	T	3	More Squads
Disarm Aliens	1	7	0	T*	5	Kill Weapon
Mind Control	1	9	0	T*	7	Kill AR
Panic Aliens	1	4	0	T*	4	-
Accuracy Training	1	5	0	T	3	Kill Functions
Proximity Grenade	1	3	0	T	2	Extra Tactics
Motion Detectors	2	4	1	T	3	-
Hyperwave Decoder	1	8	1	T	5	Kill Mission
Alien Base Assault	1	8	1	T	5	More Squads

Alien Base Deck

Card Name:	#	DC	RL	Type	Rank	Notes
Sectoids	1	3	1	A	1	Extra AR
Floater	2	3	1	A	2	-
Snakemen	2	5	0	A	4	Weapons get R+1
Mutons	3	6	0	A	6	-
Ethereals	2	9	1	A*	7	More Functions
Silacoids	2	2	0	T	1	Mutons get R+2
Celatid	2	5	0	T	4	Mutons get R+2
Cyberdisk	2	8	0	T	7	Sectoids get R+2
Chryssalid	2	8	0	T	6	Kill Squad
Sectopod	2	9	0	T	9	-
Mind Probes	1	3	1	S*	1	Kill Tactics

Card Name:	#	DC	RL	Type	Rank	Notes
Elyrium	1	4	1	S	1	Supply +1
Alien Food	1	3	1	S	0	Supply +1
Alien Entertainment	1	2	1	S	0	Extra Support
Alien Reproduction	1	3	3	S	0	-
Alien Recycling	1	4	3	S	0	Trash +1
UFO Construction	2	7	4	S	1	Supply +1
UFO Navigation	1	3	1	S	1	Missions get R+2
UFP Power Sources	1	5	3	S	1	UFO's get R+1
Medium Scout	1	4	2	U	1	Search +1
Large Scout	1	4	1	U	2	Search +1
Abductor Ship	1	5	1	U	3	Missions get R+1
Harvester Ship	1	6	1	U	4	Missions get R+1
Supply Ship	2	6	2	U	2	Supply +1
Terror Ship	2	7	0	U	6	More Terror
Battleship	2	9	0	U	9	-
Alien Grenades	2	6	0	W	6	-
Plasma Guns	2	5	0	W	5	-
Stun Bombs	1	3	1	W	2	-
Alien Blaster Bombs	2	8	0	W	8	-
Disarm Humans	1	7	0	W*	5	Kill Weapon
Mind Control	1	9	0	W*	7	Kill Squad
Cause Panic	1	4	0	W*	4	-
Soldiers	1	2	0	F	2	-
Navigator	1	3	1	F	1	UFO's get R+1
Medic	1	3	1	F	1	Call AR Card
Engineer	2	5	1	F	2	Supply +1
Leader	2	7	1	F	4	Call Terror
Sectoid Commander	1	7	0	F*	5	Call Sectoid or Cyberdisk
Commander	2	8	1	F	6	More AR
Alien Supply	1	5	2	M	1	Supply +1
Alien Base	2	5	2	M	2	More Support
Alien Retaliation	2	7	0	M	6	More Weapons
Alien Terror	1	7	0	M	5	Panic 4
Alien Infiltration	2	5	3	M	1	Panic 2
Final Assault	1	9	0	M	7	Call Battleship





X-com Risk

Introduction

Solo Board Game. Multiplayer Rules for 2-4 players.
Game based on the X-Com universe.

Disclaimer

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Game Item Master List

- World Map (WM)
- Region Counters (RC)
- Panic Tokens (PT)
- Loyalty Tokens (LT)
- Satellite Tokens (ST)
- Base Markers (BM) (Numbered)
- Interceptor Figures (IF)
- Carrier Figures (CF)
- Squad Figures (SF)
- Research Tokens (RT)
- Erilium Tokens (ET)
- Experience Tokens (ET)
- Time Token (TT)
- Damage Counters (DC)
- Mission Markers (MM) (Numbered)

- Invasion Markers (IM)
- Credits (CR) (Denominations of 1, 5, 10, and 50)
- Training Card Deck (TC or TD)
- Hero Card Deck (HC or HD)
- Research Card Deck (RC or RD) (3 Stages)
- Mission Card Deck (MC or MD) (3 Stages) (Includes Alien Tech Cards)
- Base Card Deck (BC or BD) (Rooms or Facilities)
- Alien Tactical Cards (AT) (3 Groups)
- Starting X-Com Tactical Deck (XD)
- Alien Weapon Cards (AW)
- Acting Director Token (ADT) (Multiplayer)
- Victory Tokens (VT) (Multiplayer) STAGES The game is divided into 3 Stages in order: I, II, III. Certain Events will trigger the move from one Stage to the next. Often you will be directed to use decks, cards, or rules for the appropriate Stage.

The World Map

This is used to mark the locations of bases, satellites, missions, invasions, and panic markers. There are 25 Countries and Blocks (of Countries) on the map. These are also called Regions.

Map Region List

#	Country/Bloc	INC	Size	PRL	POP	RMP
1	USA	15	4	10	3	10
2	China	8	4	10	14	8
3	Russia	2	6	10	1	9
4	West Europe	4	1	8	1	5
5	Japan	6	1	3	1	1
6	UK	3	1	8	1	6
7	Germany	4	1	6	1	4
8	India	2	1	10	12	7
9	Canada	2	4	5	1	1
10	Brazil	2	3	4	2	1
11	Italy	2	1	2	1	1
12	Australia	2	3	4	1	1
13	Balkans	1	1	3	1	1
14	Central America	2	2	4	2	1
15	Korea	1	1	5	1	2
16	SE Asia	2	2	6	6	1
17	North Africa	2	2	4	2	1
18	Scandinavia	2	2	4	1	1

#	Country/Bloc	INC	Size	PRL	POP	RMP
19	Upper S. America	1	2	4	1	1
20	Lower S. America	1	2	4	1	1
21	Central Asia	1	1	3	1	1
22	Eastern Europe	2	1	3	1	1
23	Middle East	1	2	8	3	3
24	Central Africa	1	3	4	2	1
25	South Africa	1	2	3	1	1

Region Income (inc)

This is how many credits the region will provide to X-Com each week if the Region has at least 1 Loyalty Token (LT). If a region has no Loyalty or Panic Tokens on it, it will generate no income. For each LT on a region after the first it will generate 1 extra income (up to +5).

If a region has any Panic Tokens on it, it's income is reduced by 1. If a region is in total panic, it will not generate any income. _____

Region Population (pop)

Population is factor for PRL.

Region Size

Size determines how many counters there are for a region in the Random Region Counter Cup (RRCC). (Example: USA would have 4 and Italy 1). Size is also the number of satellites needed in a region to give it complete coverage.

Size is also a factor for PRL.

Relative Military Power (rmp)

Relative Ranking of the Militaries of the world including such factors as: Nukes, personnel, projection, technology, and weapon systems. RMP is a factor for PRL.

Panic Resistance Level (prl)

This is the number of Panic Tokens (PT) a region can contain before it goes into Total Panic. A Base increases a Region's PRL by 1. Complete Satellite Coverage increases a Region's PRL by 1.

Near Panic

If a Region has PT equal to half or more of its PRL, it will provide only half of its income rounding down.

Total Panic

If a Region is in Total Panic (TP), it produces no income, and its counters are removed from the RRCC. A Region that goes into TP loses all Loyalty Tokens.

Main Base Location Benefits

Location of Region:	Benefit:
North America	Air & Space: Hangers and Aircraft cost %50
South America	We Have Our Ways: Keep 1 extra card of Research Deck face-up
Europe	Expert Knowledge: Gain +1 Research Token per Turn
Asia	Future Warfare: Gain +1 Experience Token per turn
Africa	All In: Gain 3 Credits per Turn

Setup

Choose a Region for your Main Base. Place the #1 Base Marker on the chosen Region. Place a Loyalty Marker on the Region.

Place LM on 2D10 other Regions of your choice. The X-Com player starts with the following additional Assets: BC: Mission Control, Power Generator, Research Lab, Barracks, Satellite Uplink, Hangar, Situation Room 2 Interceptors, 1 Carrier, 1 Satellite, 2 Squads

4. Build Phase
5. Development Phase
6. Mission Phase
7. Detect Phase
8. Intercept Phase
9. Invasion Phase
10. Training Phase

Turn Sequence

Each turn has 10 Phases:

1. Operations Phase
2. Income Phase
3. Research Phase

Operations Phase

For each Mission card that is Face-up place 1 Time Token (TT) on it. If a Mission card has 3 TT on it, discard the Mission card and the Region it was on gains 1 Panic Token and loses 1 Loyalty Token. If there are less than 5 face-up Mission cards flip over new ones from the Current Phase Mission deck until there are 5.

If you draw an Alien Tech Card from the mission

deck place it to the side; its effects are permanent. Immediately draw a replacement Mission card. Draw a random Region Counter (from the Cup) and place it on each newly uncovered Mission. Remove 1 Damage Counter from all Squads that have 1 or more.

Income Phase

Gain Credits from all regions not in total panic and that have at least 1 LT. Gain +1 CR for each extra LT a Region has. Regions in Near Panic generate 1 less

Credit.

Regions in Total Panic generate no Credits.

Research Phase

Gain 1 Research Token for each Research Lab you have. Some Techs generate additional RT.

Build Phase

You may make purchases using your hard earned Credits:

Build Table

Cost:	Item:
40	Unit: Squad Card (Choose which Base: Must have Barracks)
30	Unit: Interceptor (Choose which Base: Must have Hangar)
50	Unit: Carrier (Choose which Base: Must have Hangar)
20	Base Room/Facility (Choose which Base)
20	Unit: Satellite (Choose which Region; Cannot exceed Uplinks x4)
40	Base (Choose Region for New Base)

You cannot build more Units than you have Engineering Bays and Forges. You can build a Max of 1 room per turn per Base. A new Base will start with only 1 Room (at no additional cost); a Power Generator Room.

If a base has more rooms than its power Generators can handle, the extra rooms will become idle. Flip the non-functioning room cards upside-down. Rooms can only be powered on or off in Build phase. Likewise if you have excess units they are flipped over and un-useable until the needed facilities are in place. Units can be transferred from base to base in build phase. Room layout is not a factor in this game.

Development Phase

Keep the top 4 cards of the current Research Deck face up. You may purchase these individually using a combination of Research Tokens (RT) and Elirium Tokens (ET).

STAGE	RT	ET
I	4	1
II	8	2
III	12	3

Mission Phase

You may assign undamaged squads to go on Missions. Note that each squad requires a Skyranger Carrier. Conduct Missions one at a time.

A Mission is resolved by a battle using the Tactical Battle Rules Section. If X-Com wins a Mission, it gets 1 Loyalty token in the Region plus the rewards stated on the Mission card. If the Aliens win:

1. The Squad is destroyed on a roll of 7 or less on 1D10. This is the Survival Roll.
2. Flip a card from the X-Com Tactical deck. If it is a Hero, the Hero is killed.

3. The Region the Mission was in gains 1 Panic Token.

If the Damaged Squad survives, put 3 Damage Counters on it. Cards played are shuffled back into their respective decks after the Mission. The same game mechanics are used for resolving Invasion Battles.

Detect Phase

There will be X number of Invasions each turn. Roll on the Invasion Table:

Invasion Table

1D10:	Invasions:
1-3	0
4-7	1
8-10	2
11+	3

Draw a Counter from the Random Region Counter for each Invasion. Place an Invasion Marker on the indicated Region. Roll 1D10. This is the Detection Roll.

Add +1 if you have a satellite in the Region or +2 if you total Satellite Coverage. Add +1 if you have a base in the Region. If you get 7+ on the roll, you detect the incoming invasion and may send Interceptors against it.

If the Invasion is not detected, the target region gets 2 Panic Tokens.

Intercept Phase

You may send 1 or More Interceptors against each detected Invasion. Roll 1D10. This is the Interception roll.

Interception Table

1D10:	Result:	1D10:	Result:
1-2	1 Interceptor Damaged	6-9	Invasion Reduced
3	1 Interceptor Damaged; Invasion Reduced	10+	Invasion Destroyed
4-5	Standoff: No Effect		

If an Interceptor is Damaged roll 1D10. This is the Defense Roll. Add Air Defense Bonuses to your Roll. On a roll of 7 or less the Interceptor is Destroyed.

If not destroyed the Interceptor will cost 1D10 Credits to fix in Build Phase. A reduced Invasion gets -1D10 Force in Invasion Phase. Get +1 to the roll if the Region has total Satellite coverage.

If total Interception Bonuses are greater than total Alien Air Power Bonuses get +1 to the roll. If the Alien Bonuses are greater subtract 1 from roll.

Invasion Phase

For each Detected Invasion conduct a Battle using the Tactical Battle Rules Section. If X-Com defeats an Invasion the Region removes 1 PT and gains 1 LT. If the Aliens win an Invasion the Region gains 2 Panic Tokens. Handle squad survival as in Mission Phase.

Training Phase

Gain 1 Experience Token (ET) for each Officer School you have. Spend 5 ET to pick 1 of the top 5 cards of the Training Deck. Spend 5 ET to pick the top card of the Hero Deck.

You cannot have more Psionic Heroes than you have Psi Labs. If you pick a Psionic Hero you cannot Maintain discard it and draw a new Hero.

Tactical Battle Rules Section

A Battle (Mission or Invasion) is resolved in 2 parts:

1. Creation of a Tactical Deck
2. Playing 1 hand of X-Com vs Alien Tactical Decks.

A Battle has 8 Steps:

1. Assemble a Tactical Deck (at the beginning of each Mission and Invasion).
2. Shuffle the newly created Tactical Deck. Draw 10 cards.
3. Next discard any number of cards and draw replacements.
4. Play your final Hand. This is also called your Meld.
5. Next draw 10 Cards from the Alien Tactical Deck of the Appropriate Stage.
6. Calculate the Force Total of Both Hands.
7. Resolution: The Higher Total wins. Aliens win ties.
8. Experience: If you win a Battle gain 1 Experience Token.

X-com Tactical Deck Limits

A Tactical Deck must contain at least 30 cards. The cards that may go into a Tactical Deck include:

1. Cards in the starting Tactical Deck.
2. Hero Cards (Max 6)
3. Any Training and Research Cards you control Designated as Tactical.

To put Psionic Cards in a Deck, you must include at least 1 Psionic Hero.

X-com Battle Meld Limits

A Battle Meld can contain a max of 4 Soldiers (Squaddies and or Heroes). A Meld cannot have more primary weapon cards than Soldier cards. A Meld cannot have more Equipment cards than Soldier cards.

A Meld cannot have more Armor cards than Soldier cards. Note: a single Squad, Carrier, and Hero may be used in up to 1 Mission and 1 Invasion per turn. Use Time Tokens to keep track of this.

Alien Tactical Decks

The Stage I Deck is the Group A cards. The Stage II Deck is the Group A and Group B cards mixed together. The Stage III Deck is all 3 Groups (A, B, and C) mixed together.

Alien Tech Cards

These are mixed into the Mission Decks. When revealed, the Aliens permanently get the indicated benefit.

Multiplayer Rules

Rotating Solo Hot-Seat Rules. One player gets the Acting Director Token (ADT). After each Phase and Battle the ADT is passed to the player to the left.

The Acting Director (AD) makes all X-Com decisions during his tenure. For each Successful Battle and Interception the AD gets one Victory Token.

Base Deck Card List

These are rooms that are part of your base. There is no limit to the number of these you can have.

Room:	Stage:	Notes:
Mission Control	I	Supports 2 Missions per turn
Satellite Uplink	I	Can Support 4 Satellites
Barracks	I	Can support 3 Squads
Hangar	I	Can support 3 Aircraft
Power Generator	I	Can support 7 Rooms
Research Lab	I	Gain 1 RT per Turn
Alien Containment	I	Required for level II Research
Engineering Bay	I	Required to build Units
Foundry	I	Units made at this Base cost \$5 less
Psi Lab	II	Support 1 Psionic Hero
Officer Training	I	Gain 1 ET per Turn
Situation Room	I	Gain 2 Credits per Turn
Hyperwave Relay	II	Get +1 to Detect and Intercept Rolls
Gollop Chamber	III	Psionic Cards get +4 Force

Notes:

The Hyperwave Relay and Gollop Chamber are built automatically when specific Missions are completed. To build a Psi Lab costs 6 Research points in addition to credits. When you first build a Psi Lab, search the Training Deck for a Psionic Hero and put it into play at no additional cost.

Max 1 per Base: Foundry, Mission Control, Situation Room.

Research And Tactical Decks Notation

Copies of Card in Deck

NT Non-Tactical

Captive = Gain 2 Credits; If you have a containment facility also gain 2 RT

Sol Soldier

Eqp Equipment

Arm Armor

PW Primary Weapon

SW Secondary Weapon

Psi Psionic

Tac Tactics

Terr Terrain

Tech Technology

AW Alien Weapons

X-com Tactical Deck (starting Cards)

Name:	#	Force	Type	Notes:
Assault Squaddie	2	4	Sol	-
Heavy Squaddie	2	3	Sol	+2 with Armor
Sniper Squaddie	2	2	Sol	+3 with Terrain
Support Squaddie	2	2	Sol	+3 with Equipment
Assault Rifle	4	3	PW	+3 with Support
Sniper Rifle	2	3	PW	+7 with Sniper
Light Machine Gun	2	4	PW	+6 with Heavy
Rocket Launcher	2	6	PW	+4 with Heavy
Shotgun	2	4	PW	+5 with Assault
Pistol Sidearm	4	2	SW	+2 with Sniper
Smoke Grenades	2	2	EQ	+3 with Support
Frag Grenades	2	2	EQ	+5 with Terrain
Partial Cover	2	4	Terr	+2 with Terrain
Full Cover	2	6	Terr	-
Body Armor	4	3	Arm	+3 with Assault
Suppressive Fire	2	2	Tac	+3 with Heavy & Support
Head Shot	2	2	Tac	+5 with Sniper
Run & Gun	2	2	Tac	+5 with Assault
Overwatch	2	4	Tac	+3 with Support; +5 vs MB

Research Stage I Deck

Name:	Force	Type	Notes:
Xenobiology	-	NT	Gain 1 RT per turn
Arc Thrower	2	Eqp	If Played during Battle gain 1 Captive
Beam Weapons	-	NT	Lasers: Assault Rifles & Pistols get +1
Skeleton Suit	3	Arm	+3 with Sniper
Alien Materials	-	NT	Gain 1 RT per turn
UFO Power Source	-	NT	Intercept +1
Alien Navigation	-	NT	Detection +1
Firestorm	-	NT	Air Defense +1 & Intercept +1 with Foundry
Thermal Generator	-	NT	Power Generators Capacity +2
Medkit	3	Eqp	+5 with Support
Nano Fiber Vest	-	NT	All Soldiers get +1
S.C.O.P.E.	3	Eqp	+5 with Sniper
Pheonix Cannon	-	NT	Intercept +1
SHIV Robot	6	Shiv	Counts as Heavy for Weapons only; +5 vs SC
Heavy Laser	5	PW	+6 with Heavy
Improved Pistol Tech	-	NT	Pistols get +2
Stealth Satellites	-	NT	Detection +1
Carapace Armor	-	NT	All Armors get +2
Psi Tech	-	NT	Psi Labs and other Psi Research cost 2 less RT

Research Stage Ii Deck

Name:	Force	Type	Notes:
Scatter Laser	5	NT	+7 with Assault
Precision Laser	4	NT	+8 with Sniper
Light Plasma Tech	-	NT	Assault Rifles and pistols get +2
Hover Shiv	-	NT	Shiv Robot gets +4
Titan Armor	5	Arm	+3 with Heavy
Ghost Armor	6	Arm	+2 with Assault or Sniper
EMP Cannon	-	NT	Intercept +1
Hyper Wave Comm	-	NT	Intercept +1
Improved Pistol Tech II	-	NT	Pistols get +2
UFO Tracking	-	NT	Detection +1
Defense Matrix	-	NT	Air Defense +1
Elerium Generator	-	NT	Power Generators Capacity +2
Mindfray	7	Psi	+2 with Psionic
Psi Inspiration	6	Psi	All Soldiers get +1
Psi Panic	3	Psi	Discard target Alien

Research Stage Iii Deck

Name:	Force	Type	Notes:
Archangel Armor	9	Arm	+6 with Sniper
Plasma Sniper Rifle	5	PW	+9 with Sniper
Heavy Plasma	8	PW	+5 with Heavy
Alloy Cannon	7	PW	+8 with Assault
Blaster Launcher	-	NT	Rocket Launchers gets +5
Telekinetic Field	5	Psi	+10 with Psionic

Name:	Force	Type	Notes:
Mind Control	2	Psi	Take control of Weakest Alien
Rift	10	Psi	+2 with Psionic
Psi Armor	7	Psi	+8 with Psionic
Alloy Shiv	-	NT	Shiv Robot gets +4
Fusion Core	-	NT	Power Generators Capacity +2
Plasma Cannon	-	NT	Intercept +1
Guided Fusion Launcher	-	NT	Intercept +1
Fusion Lance Craft	-	NT	Air Defense +1 & Intercept +1 with Foundry
Imprv Pistol Tech III	-	NT	Pistols get +2

Alien Tactical Deck Card List Group A

Name:	#	Force	Type	Notes:
Sectoids (ST)	8	3	Alien	Mind Merge: Other ST get +1
Sectoid Commander(SC)	1	9	Alien	Control Mind: Discard a Soldier
Thin Men (TM)	6	4	Alien	Leap: Discard a Tactics Card
Floater (FL)	5	5	Alien	-
Mutons (MU)	4	6	Alien	Blood Call: Other MU, MB, ME get +1
Light Plasma Rifles	2	4	AW	MU, TM, FL get +1
Poison Attacks	2	3	AW	TM, CH get +3
Alien Grenades	2	5	AW	CD, HF, MU, ME get +3
Suppression	2	2	Tac	ST, FT, TM, MU get +1
Outflank	2	4	Tac	FL, TM, HF get +2
Flight	2	3	Tac	FL, HF, CD, DR get +2
Evasion	2	2	Tac	Discard a Weapons card

Alien Tactical Deck Card List Group B

Name:	#	Force	Type	Notes:
Chryssalids (CH)	3	8	Alien	Zombies: Force +1D10
Cyber Discs (CD)	3	10	Alien	Death Blossom: +1D10
Heavy Floaters (HF)	3	7	Alien	-
Drones (DR)	3	6	Alien	CD, SP get +2
Hardened	2	5	Arm	CH, CD, HF, SP, ET, MB, ME get +2
Heavy Plasma Rifles	2	6	AW	MU, HF, ME get +2

Alien Tactical Deck Card List Group C

Name:	#	Force	Type	Notes:
Ethereal (ET)	1	10	Alien	Psi Lance: Force +2D10
Muton Elites (ME)	2	10	Alien	Other Mutons get +2
Muton Berserkers (MB)	2	10	Alien	Blades: Force +1D10
Sectopods (SP)	2	16	Alien	Cluster Bomb: Discard a Terrain

Training Deck

Name:	Force	Type	Notes:
Wet Work	-	NT	Get +1 XP per Turn

Name:	Force	Type	Notes:
Squad Size I	-	NT	Soldier Meld Limit +1
Squad Size II	-	NT	Soldier Meld Limit +1
Iron Will	-	NT	+1 to Survival Roll
Rapid Recovery	-	NT	Remove 2 DC in Operations Phase
New Guy	-	NT	All Squaddies get +1
Lead by Example	-	NT	All Heroes get +2
Don't Die on Me	-	NT	+1 to Survival Roll
Field Medic	-	NT	All Support Soldiers get +2
Sprinter	-	NT	All Support Heroes get +5
Combat Drugs	6	Eqp	Draw a Card with Support
Dense Smoke	4	Tac	+8 with Support
Covering Fire	5	Tac	+5 with Support
Snap Shot	4	Tac	+6 with Sniper
Squad Sight	-	NT	All Snipers get +2
Damn Good Ground	5	Terr	+4 with Sniper
Opportunist	-	Tac	All Sniper Heroes gets +5
Executioner	6	Tac	Discard an Alien with Sniper
Shredder Rockets	7	PW	+6 with Heavy
Mayhem	6	Tac	+8 with Heavy
Rapid Reaction	-	NT	All Heavy Soldiers get +2
Will to Survive	-	NT	All Heavy Heroes get +5
Bullet Swarm	5	Tac	All Aliens get -1 with Heavy
Killer Instinct	-	NT	All Assault Heroes get +5
Aggression	-	NT	All Assault Soldiers get +2
Tactical Sense	5	Tac	Draw a Card with Assault
Close Combat	5	Tac	+7 with Assault
Flush	5	Tac	Discard an Alien with Assault

X-com Hero Soldier Deck

Name:	#	Force	Notes:
Support Hero	4	6	+5 with Equipment
Assault Hero	4	8	-
Heavy Hero	4	7	+4 with Armor
Sniper Hero	4	6	+5 with Terrain
Psi Support Hero	2	4	+4 with Equipment; Psionic
Psi Assault Hero	2	6	Psionic
Psi Heavy Hero	2	5	+3 with Armor; Psionic
Psi Sniper Hero	2	4	+4 with Terrain; Psionic

Mission Deck Stage I

Name:	Reward:
Rescue Scientist	Gain 1 Research Lab Facility
Rescue General	Gain 1 Officer School Facility
Fact Finding Mission	Gain 2 RT and Get +6 Force on next Mission
Retrieve Weapon Fragments	Gain 3 Elerium and 1 RT and 5 Credits
Investigate Landing Site	Gain 2 Elerium and 3 RT
Investigate Abduction	Gain 3 XT and 2 RT

Name:	Reward:
Collect Autopsy Corpses	Gain 4 RT and 5 Credits
Capture Sectoid Commander	Gain 1 Psi Lab Facility
Crash Site Clean-up	Gain 5 Elerium
Retrieve Alien Weapon	Gain 1 Alien Weapon Card
Recover Alloys	Gain 3 Elerium and 10 Credits
Recover Power Source	Gain 4 Elerium and 1 RT
Recover UFO Flight Computer	Gain 1 Satellite Uplink Facility
Salvage Mission	Gain 2 Elerium and 15 Credits
Council Mission	Gain 25 Credits
Target Escort	Gain 5 XT
Friends in Low Places	Gain 1 random non-psionic Hero
Rescue Abductees	Gain 1 random non-psionic Hero
Collect Outsider Shard	Gain 5 RT
Scout Ship	Alien Tech: -1 to Detect Rolls
Medium Ships	Alien Tech: -1 to Interception Rolls
Abductor Ships	Alien Tech: +1 to Invasion Rolls

Alien Weapon Cards

These are acquired through Missions. They may be added to your X-Com Tactical Deck or sold for 10

Credits. They are Primary Weapon Cards that produce 7 Force.

Mission Deck Stage Ii

Name:	Reward:
Assault Alien Base	6 Elerium and 20 Credits
Contain Terror Attack	Panic -1 and 1 Skyranger
Counter Attack	+10 Force vs all Invasions this turn
Harvest Ships	Panic -1 and Loyalty +1
Repel Advance Units	+5 Force vs Inv this turn; 5 XT
Reconnaissance	+5 Force vs Inv this turn; 1 Interceptor
Evacuate Civilians	Panic -2
Block Infiltration	Panic -1 and 5 Elerium
Extract Engineers	1 Engineering Bay Facility and 25 Credits
Trace Hyperwave Signal	Gain Hyperwave Relay Facility
Intercept Alien Supply	5 Elerium and 1 Alien Weapon Card
Alien Bomb Disposal	10 Elerium
Covert Extraction	5 RT and 25 Credits
Covert Data Recovery	10 RT
Intercept Alien Harvest	Gain 1 random non-psionic Hero; Panic -1
Board Alien Battleship	Gain 1 Squad and 5 XT
Large Ships	Alien Tech: -1 to Interception Rolls
Battleships	Alien Tech: -1 to Interception Rolls
Supply Ships	Alien Tech: +1 to Invasion Rolls

Mission Deck Stage Iii

Name:	Reward:
Assault Mothership	Win Game (Battle: Draw 2 extra Alien Cards)
Recover Ethereal Device	Gain Gollop Facility and 5 RT
Restore Order	-3 Panic

Name:	Reward:
Capture an Ethereal	15 RT
Intercept Overseer	1 Interceptor; 5 Elerium; 25 Credits
Interrupt Alien Preparations	+10 Force vs all Invasions this turn; +5 XT
Repulse Invasion	-2 Panic and +1 Loyalty
Base Defense	Gain 2 random Heroes and 1 Squad
Sectopod Wreck	5 Elerium; 5 RT; 25 Credits
Overseer UFO's	Alien Tech: +1 to Invasion Rolls

Stage Progression

When all the Stage I Missions are complete the game enters Stage II. When all the Stage II Missions are complete the game enters Stage III. Note: When you go into a higher stage, you may still obtain Research cards from a lower stage (You may draw from the lower Research Decks).

Final Victory Or Defeat

If X-Com completes the Final Mission (Assault the Mothership) they win. If they fail the Mission they can try it again up to 2 more times. If they fail it a third time, they lose the game.

If 15 or more Regions are ever in total panic the Aliens win.

Playtesting Prototype

Most everything...





X-com Skirmish

Introduction

Board & card game for 2 players. Abstract Skirmish level squad combat.

Disclaimer

Based on the X-Com video games. This is merely a fan site.

Basic Scenario Victory

Complete destruction of all opposing units.

The Map

Use a large hex-map. Hexes should be at least one inch across to fit figurines.

The Units

Each unit represents a single soldier or alien. Use figurines or miniatures to represent units. (We use lego guys)

Dice

Six sided Dice are used.

X-com Unit Table

Type:	Hits:	Cost:
Civilian	1	Scenario Dependent
Military	1	Scenario Dependent
Squaddie	1	1
Specialist: Assault	2	2
Specialist: Heavy	2	2
Specialist: Sniper	2	2
Specialist: Support	2	2
Officer: Assault	3	3

Civilians

These units cannot attack unless armed. They cannot move and attack in the same turn.

Military

This includes police and regular soldiers.

Stacking Rules

- Normally one unit per space. Exceptions include:
1. Units being carried such as a soldier carrying a wounded Comrade or a captured alien.
 2. Flying units passing over or hovering over other units.
- Units cannot move through each other unless one is flying or jumping.

Learning Scenario

4 Squaddies 4 Thin Men

Basic Scenario

4 Specialists (one of each type) 6 Sectoids, 1 Sectoid Commander

Table Terminology

- Adj** Adjacent
Rnd Random
Dam Damage
Foe Enemy Unit
LOS Line of Sight
Dsc Discards
Opp Opponent (Opposing Player)
ST Suppression Token

Type:	Hits:	Cost:
Officer: Heavy	3	3
Officer: Sniper	3	3
Officer: Support	3	3
Hero: Assault	4	4
Hero: Heavy	4	4
Hero: Sniper	4	4
Hero: Support	4	4
SHIV Robot	4	4

Squaddie

New X-Com recruits. They can use the Squaddie Table.

Specialist

Veteran X-Com Troops. They have 2 Hits. They can use the Squaddie Table and one Specialist Table according to their type.

Officer

Higher Ranking X-Com Troops. They have 3 Hits. They can use the Squaddie Table and a Specialist and the Advanced Table according to their type.

Heroes

Elite X-Com Troops. They have 4 Hits. They can use 3 Tables like an Officer plus the Hero Table.

Assault

X-Com soldier type. Aggressive, fast, tough, close combat units.

Heavy

X-Com soldier type. Uses Large, Heavy, Unsubtle Ranged Weapons.

Squaddie Table

#	Result:	Notes:
1	Body Armor	Defense
2	Pistol	Attack = 2
3	Maneuver	Move = 1

#	Result:	Notes:
4	Marksmanship	Attack = 4
5	Frag Grenade	Attack = 3 Area Affect
6	Take Cover	Defense

Specialist Assault Table

#	Result:	Notes:
1	Shotgun	Attack = 3 with Damage +1
2	Body Armor	Defense
3	Run & Gun	Move = 2 then Attack = 2

#	Result:	Notes:
4	Aggression	Move = 2 then Attack = 3
5	Close Combat	Move = 1 then Attack = 1
6	Pistol	Move = 1 then Attack = 2

Specialist Heavy Table

#	Result:	Notes:
1	Light Machine Gun	Attack = 3 and Attack = 4
2	Rocket Launcher	Attack = 6 Area Affect and Damage +1
3	Suppressive Fire	Gain 2 ST
4	Heavy Laser	Attack = 4 with Damage +1
5	Skeleton Suit	Defense or Move = 3
6	Mayhem	Attack = 3 and Opp Dsc 1 Rnd card

Specialist Sniper Table

#	Result:	Notes:
1	Pistol	Attack = 2 or 3
2	Sniper Rifle	Attack = 5 or 6
3	Head Shot	Attack = 4 with Auto-Kill
4	SCOPE	Attack = 6 or 7
5	Snap Shot	Attack = 3 or 4 on Opponents Turn
6	Squad Sight	Draw 2 cards

Sniper

X-Com soldier type. Accurate, Long Range Shooters.

Support

X-Com soldier type. Combat Medics with Tactical Equipment.

Shiv Robot

Heavily armed and armored robots. They can use the SHIV Robot Table.

Psi Soldier

X-Com Specialist or better. They can use the PSI Table in addition to their regular tables.

Specialist Support Table

#	Result:	Notes:
1	Smoke Grenade	Gain 2 ST
2	Frag Grenade	Attack = 3 Area Affect
3	Assault Rifle	Attack = 3 or 4

#	Result:	Notes:
4	Medkit	Heal 1 Hit to Adj Unit
5	Nano Fiber Vest	Defense
6	Covering Fire	Attack = 4 and Gain 1 ST

Advanced Assault Table

#	Result:	Notes:
1	Alloy Cannon	Attack = 3 with Damage +3
2	Ghost Armor	Defense x2 or Move = 3
3	Killer Instinct	Attack = 2 with Auto-Kill
4	Flush	Negate a Defense Card
5	Tactical Sense	Move = 2 and Draw 2 Cards
6	Scatter Laser	Attack = 2 or 3 with Damage +2

Advanced Heavy Table

#	Result:	Notes:
1	Blaster Launcher	Attack = 7 Area Affect and Damage +2
2	Titan Armor	Defense x3
3	Shredder Rockets	Attack = 5 Area Affect and Damage +2
4	Bullet Swarm	Attack = 2 and 3 and 4
5	Will to Survive	Defense and Draw 1 Card
6	Rapid Reaction	Defense or Move = 1 and Draw 1 Card

Advanced Sniper Table

#	Result:	Notes:
1	Archangel Armor	Defense x2 or Move = 2
2	Plasma Sniper Rifle	Attack = 5 or 6 with Damage +1
3	Precision Laser	Attack = 4 to 7
4	Double Tap	Add Auto-Kill to any Sniper Attack
5	Damn Good Ground	Attack = 6 to 8 and Draw 1 Card
6	Opportunist	Attack = 4 or 5 on Opponents Turn

Advanced Support Table

#	Result:	Notes:
1	Sprinter	Move = 3
2	Combat Drugs	Draw 4 Cards and Discard 2 Cards
3	Carapace Armor	Defense x2
4	Arc Thrower	Range = 2 Foe Immobilized
5	Field Medic	Move = 1 and Heal 1 Hit to adjacent Unit
6	Smoke Screen	Gain 3 ST

Shiv Robot Table

#	Result:	Notes:
1	Armor	Defense
2	Heavy Armor	Defense x2
3	Heavy Beam	Attack = 4 with Damage +1
4	Rocket Launcher	Attack = 6 Area Affect and Damage +1
5	Alloy Armor	Defense
6	Hover	Move = 2

Psi Soldier Table

#	Result:	Notes:
1	Mindfray	Attack = 5 and Opponent Discards 1 Card
2	Mind Control	Range = 4 Control Foe till end of your next Turn
3	Panic	Range = 3 Foe Immobilized this and next Turn
4	Inspiration	Draw 3 Cards and Discard 1 Card
5	Telekinetic Field	Negate Target Attack
6	Psi Armor	Defense x3

Hero Table

#	Result:	Notes:
1	Don't Die on Me!	Heal 1 Hit to adj Unit killed last turn
2	Executioner	Attack = 1 or 2 with Auto-kill
3	Rapid Recovery	Heal Self 1 Hit
4	Lead by Example	Move = 2 and Draw 1 Card
5	Iron Will	Defense or Negate Psi Attack on Self
6	Wet Work	Attack = 1 to 5

Alien Unit Table

Type:	Hits:	Cost:
Sectoid	1	1
Thin Man	1	1
Outsider	1	1
Floater	2	2
Sectoid Commander	2	2
Muton	3	3
Chryssalid	2	3
Hatchling	1	1 or Scenario Dependent

Type:	Hits:	Cost:
Zombie	1	1 or scenario Dependent
Heavy Floater	3	3
Cyberdisc	4	4
Drone	1	1
Muton Elite	4	4
Muton Berserker	5	4
Ethereal	4	5

Sectoid Table

#	Result:	Notes:
1	Hide	Defense
2	Creep	Move = 2 and gain 1 ST
3	Plasma Pistol	Attack = 3
4	Light Plasma Rifle	Attack = 4
5	Alert	Look at Opponents Hand
6	Boost	Sectoid within 3 gets Move = 1 and Attack = 2

Thin Man Table

#	Result:	Notes:
1	Poison Attack	Attack = 2 Area Affect
2	Dodge	Defense
3	Destroy Armor	Range = 2 Foe cannot use Armor Defenses
4	Jump	Move = 3
5	Plasma Pistol	Attack = 3
6	Hand to Hand	Attack = 1

Outsider Table

#	Result:	Notes:
1	Plasma Weapons	Attack = 3
2	Guard	Move = 1 and Draw 1 Card
3	Energy Being	Move = 1 and then Attack = 2
4	Absorb Energy	Defense
5	Spawn	Gain 1 Adj Outsider Unit
6	Look Tough	Opponent Discards 1 Random Card

Floater Table

#	Result:	Notes:	#	Result:	Notes:
1	Float	Move = 1	4	Flank	Move = 3
2	Flight	Move = 2	5	Plasma Rifle	Attack = 4 or 5
3	Swerve	Defense	6	Hard to Hit	Defense

Note: Flyer

Sectoid Commander Table

#	Result:	Notes:
1	Plasma Pistol	Attack = 3
2	Mind Control	Range = 4 Control Foe till end of your next Turn
3	Panic	Range = 3 Foe Immobilized this and next Turn
4	Mindfray	Attack = 5 and Opponent Discards 1 Card
5	Alert	Look at Opponents Hand
6	Boost	Sectoid within 3 gets Move = 3 and Attack = 2

Muton Table

#	Result:	Notes:
1	Alien Grenade	Attack = 3 Area Affect with Damage +1
2	Blood Call	Draw 1 Card and Opp Discards 1 Rnd Card
3	Heavy Armor	Defense x2
4	Hand to Hand	Attack = 1
5	Intimidate	Range = 2 or 3 Foe Immobilized next Turn
6	Plasma Rifle	Attack = 4 or 5

Chryssalid Table

#	Result:	Notes:
1	Bite	Attack = 1
2	Dodge	Defense x2
3	Poison	Attack = 1

#	Result:	Notes:
4	Fast	Move = 1
5	Very Fast	Move = 2
6	Super-Fast	Move = 3 or Defense

Notes: They use all Attack cards as: Attack = 1

Units killed by Chryssalids become Zombies

Hatchling Table

#	Result:	Notes:
1	Grow	Become an adult Chryssalid
2	Dodge	Defense x2
3	Scurry	Defense

#	Result:	Notes:
4	Fast	Move = 1
5	Very Fast	Move = 2
6	Super-Fast	Move = 3 or Defense

Notes: They use all Attack cards as: Attack = 1

Units killed by Hatchlings become Zombies

Zombie Table

#	Result:	Notes:
1	Insensate	Defense
2	Bite	Attack = 1
3	Claw	Attack = 1

#	Result:	Notes:
4	Erupt	Become a Hatchling
5	Shamble	Move = 1
6	Unfeeling	Defense

Notes: They use all Attack cards as: Attack = 1

Units killed by Zombies become Zombies.

Heavy Floater Table

#	Result:	Notes:
1	Heavy Armor	Defense x2
2	Heavy Plasma Rifle	Attack = 4 with Damage +1
3	Alien Grenade	Attack = 3 Area Affect with Damage +1
4	Suppression	Gain 2 ST
5	Aggressive	Move = 2 then Attack = 3
6	Highly Mobile	Move = 3

Notes: Flyer. This Unit can also use the Floater Table.

Cyberdisc Table

#	Result:	Notes:
1	Mobility	Move = 2
2	Hardened	Defense x2
3	Alien Grenade	Attack = 3 Area Affect with Damage +1
4	Saucer Form	Move = 4 or Defense
5	Volley Attack	Attack = 5 or 6 with Damage +1
6	Forward Cannons	Attack = 7 or 8 with Damage +1

Note: Flyer

Drone Table

#	Result:	Notes:
1	Repair	Heal 1 Hit to adj unit
2	Quick Repair	Move = 2 then Heal 1 Hit to adj unit
3	Minor Attack	Attack = 2

#	Result:	Notes:
4	Escort	Move = 1
5	Flight	Move = 2 or Defense
6	Evade	Defense x2

Note: Flyer

Muton Elite Table

#	Result:	Notes:
1	Alien Grenade	Attack = 3 Area Affect with Damage +1
2	Blood Call	Draw 1 Card and Opp Discards 1 Rnd Card
3	Heavier Armor	Defense x3
4	Toe to Toe	Attack = 1 with Damage +1
5	Intimidate	Range = 2 or 3 Foe Immobilized next Turn
6	Heavy Plasma Rifle	Attack = 4 or 5 with Damage +1

Muton Berserker Table

#	Result:	Notes:
1	Bullrush	Move = 2 then Attack = 1 with Damage +1
2	Blood Call	Draw 1 Card and Opp Discards 1 Rnd Card
3	Heavier Armor	Defense x3
4	Claws	Attack = 1 with Damage +2
5	Intimidate	Range = 2 or 3 Foe Immobilized next Turn
6	Rush	Move = 2 (Can be on Opp turn if Hit)

Notes: They use all Attack cards as: Attack = 1

Sectopod Table

#	Result:	Notes:
1	Fusion Lance	Attack = 7 or 8 with Damage +3
2	Hulk	Defense x3
3	Plasma Weapons	Attack = 4 with Damage +1
4	Overwatch	Attack = 6 on Opponents Move Phase
5	Stomp	Move = 1 then Attack = 1
6	Fusion Barrage	Attack = 6 Area Affect with Damage +2

Ethereal Table

#	Result:	Notes:
1	Reflect	Attack targeting Ethereal hits attacker
2	Mind Control	Range = 4 Control Foe till end of your next Turn
3	Psi Lance	Attack = 5 with Damage +3
4	Mindfray	Attack = 6 and Opponent Discards 1 Card
5	Psi Drain	Attack = 3 Foe Immobilized this and next Turn
6	Rift	Attack = 4 Area Affect with Damage +2

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Tactical Phase
2. Move and Fire Phase
3. End Phase

Action Deck

Players share a common action deck.

Tactical Phase

Draw 5 cards. Draw 4 if you only have 2 units left. Draw 3 if you only have 1 unit left.

If the deck runs out, shuffle the discard and draw from it. Discard excess cards.

MOVE and FIRE PHASE Your Units may individually move and fire in either order as you decide. All of your units get one free move of 1 hex. In addition to the free move, you can play one Move card on a unit (per turn) to move it again a number of spaces as stated on the card.

Note: Some cards are both Attack and Move cards. Play an Attack card to have a unit attack. The attack card has a number which is the range of the attack.

All Attacks do a base of 1 Hit of Damage.

Damage And Death Rules

Use Chits or tokens stacked with a unit to record Damage. A unit reduced to 0 Hits is Killed.

Defense Rules

Your opponent may play Defense cards to negate Damage. A Defense effect negates a base of 1 Hit of Damage.

End Phase

Max hand size = 5 cards. Max is 4 if you only have 2 units. Max is 3 if you only have one unit left.

Suppression Tokens (st)

ST are also called Smoke Tokens. As long as you have 1 or more ST, when a Foe attacks roll 1D6. On a roll of 4+ that Foe cannot attack that target. Either way discard 1 ST.

Area Affect

Some weapons and attacks have an area affect. The targeted space takes full damage. Every surrounding space rolls 1D6. On a roll of 5+ the unit in That space, if there is one, takes 1 Hit of Damage.

This is called Splash Damage.

Action Deck Card List

Card Name:	#	Notes:
Maneuver	4	Move = 1
Run	3	Move = 2
Sprint	2	Move = 3
Point Blank	3	Attack = 1
Short Range	3	Attack = 2
Medium Range	3	Attack = 3
Long Range	3	Attack = 4
Extreme Range	2	Attack = 5

Hex Ratings

Every Hex has 2 Ratings: Terrain and Elevation. Each rating has a numerical value from 1 to 5.

Terrain

A Unit can use a Spec card equal to or less than the value of the terrain it is in to get a Defense effect. Higher ratings provide more potential protection.

Elevation And Los And Flying

A unit on a lower elevation cannot attack a target if there are one Or more higher elevation hexes blocking its line of sight. Flyers are considered to always be at elevation = 6 Units may attack through (past) other units ONLY if they are at a lower Elevation or if the attack is a grenade or indirect.

Spec Cards

Spec (Special) Cards are used to activate unit table abilities. For example: I have a Psychic Hero Sniper and a Spec 1 card. I can activate the level 1 ability for him for any one of the tables he has access to which would include: Squaddie, Sniper Specialist, Sniper Advanced, Hero, and Psi Soldier

Immobilization

An immobilized unit cannot move, attack, defend, or do anything.

Mind Control

You control the enemy unit. You can use it the same turn you gain control of it. You must use your own cards to make it move and attack. You may play a Spec 5 card to make it kill itself. You may play a Spec 6 card to kill itself with a grenade.

Card List Notation

copies of that card in the deck

Card Name:	#	Notes:
Full Cover	1	Defense x2
Partial Cover	1	Defense
Tough	1	Defense
Evasion	1	Defense
Tactics	1	Draw 2 Cards
Diversion	1	Gain 2 ST
Strategy	1	Look at opponents hand and next 7 cards in deck
Friction	1	Opponent Draws 2 Less cards next turn
Overwatch	2	Attack = 3 or 4 on Opponents turn
Spec 1	3	Use Type 1 Table Ability
Spec 2	3	Use Type 2 Table Ability
Spec 3	3	Use Type 3 Table Ability
Spec 4	3	Use Type 4 Table Ability
Spec 5	3	Use Type 5 Table Ability
Spec 6	3	Use Type 6 Table Ability

Optional Rules

Detection

All units start the game in Hidden Status. Mark them with a Hidden Token (HT).

Detection Table

1D6	Result:	Notes:
1	Undetected	Foe remains hidden. You may not attack
2	Wasted Attack	Foe remains hidden. The attack misses
3	Shot in the Dark	Foe remains hidden. The attack hits!
4	Wild Shot	Remove HT but attack misses
5	Detected	Remove HT but you may not attack
6	Detect and Attack	Remove HT and you attack

Notes: On a miss you must discard the attack card; if you may not attack, keep the card. Get a +1 to the roll if the foe is within 3 hexes. If the Attack was an Area Affect and it "misses" still roll for Splash Damage for the Target and all units in range.

Hiding

If a detected unit moves to a hex that is range 5 or more distant from a Foe (or 6 from a sniper or Flyer) it

Revealing Yourself

Every time a hidden unit moves or attacks roll 1D6: On a roll of 4+ remove its HT.

Flushing Them Out

You may attempt to attack a hidden unit. First make a Detection Roll on the Detection Table.

regains its HT.

Panic

If a Human unit is attacked more times than it has hits in a turn or if a friendly unit within LOS is killed or if it is the first time the unit is seeing a new alien type roll 1D6 on the Panic Table:

Panic Table

1D6	Result:	Notes:
1	Rout	Unit runs off the map
2	Cower	Unit immobilized on its next turn
3	Pinned	Unit can only defend on its next turn
4	Berserk	Unit must move towards nearest foe its next turn

1D6	Result:	Notes:
5+	Keep Cool	Unit unaffected

Notes: Squaddies get -1 to roll. Heroes get +1 to roll.





X-men Skirmish

Introduction

Board & card game for 2 players. Battle between Mutants & Sentinel Robots. Takes place in the X-Men Universe.

Each figure (unit) represents a Mutant or Robot.

Disclaimer

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Unit Table

Name	Hits	Abilities
Jubilee	1	
Longshot	2	
Havok	2	
Iceman	2	
Cable	3	Leader
Rogue	2	Flying
Banshee	2	Flying
Professor X	1	Leader
Gambit	1	
Psylocke	1	

Victory

Destroy all opposing Units.

The Map

Use an 8x8 chessboard.

Mutants & Robots

Use chits or miniatures to represent units.

Name	Hits	Abilities
Shadowcat	1	
Nightcrawler	2	
Archangel	2	Flying
Beast	3	Leader
Colossus	3	
Cyclops	2	Leader
Wolverine	3	
Storm	2	Flying
Sentinel	2	

Type X Special Power Table

Name	Power	Game Effect
Jubilee	Fireworks	Disable Attack: range = 2
Longshot	Luck	Defense
Havok	Plasma Blast	Attack: range = 3
Iceman	Freeze	Disable Attack: range = 2
Cable	Strategist	Draw 2 cards (once on your turn)
Rogue	Absorb	Use power of any other X-man in game
Banshee	Sonic Shock	Disable Attack: range = 2
Professor X	Mental Bolt	Attack: range = 5
Gambit	Kinetic Energy	Attack: range = 3
Psylocke	Psychic Knife	Attack: range = 1
Shadowcat	Phasing	Move: range = K
Nightcrawler	Acrobat	Defense
Archangel	Wing Missiles	Attack: range = 3
Beast	Agility	Defense
Colossus	Steel Skin	Defense
Wolverine	Admantium Claws	Attack: range = 1
Storm	Weather Control	Disable Attack: range = 6

Name	Power	Game Effect
Cyclops	Energy Beams	Attack: range = 4
Sentinel	Lasers	Attack: range = 4
Sentinel	Neutralizer	Negate a Special Power card just played

Type Y Special Power Table

Name	Power	Game Effect
Nightcrawler	Prehensile Tail	Defense
Shadowcat	Disrupt Electronics	Attack: range = 1
Cable	Firepower	Attack: range = 3
Iceman	Ice Wall	Defense
Jubilee	Pyrotechnics	Disable Attack: range = 3
Longshot	Agility	Defense
Havok	Plasma Beam	Attack: range = 4
Rogue	Absorb	Use power of any other X-man in game
Banshee	Sonic Blast	Disable Attack: range = 3
Professor X	Read Minds	Look at opponents hand
Gambit	Inertial Escape	Defense
Psylocke	Psychic Knife	Attack: range = 1
Archangel	Fly Far & Fast	Attack: range = 5
Beast	Throw Object	Attack: range = 2
Colossus	Break Walls	Move = 2
Wolverine	Admantium Claws	Attack: range = 1
Storm	Tornado	Disable Attack: range = 5
Cyclops	Eye Beams	Attack: range = 5
Sentinel	Mutant-Sensors	Look at opponents hand
Sentinel	Catchweb	Disable Attack: range = 2

Type Z Special Power Table

Name	Power	Game Effect
Cyclops	Bounce Optic Blast	Attack: range = K
Storm	Lightning Bolts	Attack: range = 5
Wolverine	Regeneration	Defense
Colossus	Strength of Steel	Attack: range = 1
Beast	Bestial Strength	Attack: range = 1
Nightcrawler	LOS Teleport	Move: range = 4
Gambit	Defy Gravity	Move: range = 3
Shadowcat	Insubstantial	Defense
Professor X	Omnipathic	Look at next 7 cards in deck
Psylocke	Telepathy	Look at opponents hand
Cable	Forcefield	Defense
Iceman	Ice Slide	Move: range = 2
Jubilee	Detonate Matter	Attack: range = 2
Havok	Plasma Blast	Attack: range = 4
Banshee	Sonar	Look at opponents hand
Rogue	Energy Drain	Attack: range = 1
Archangel	Razor Wings	Move & Attack: range = 1
Longshot	Mystical Luck	Draw 2 cards and discard one

Name	Power	Game Effect
Sentinel	Disintegrator Beams	Attack: range = 3

Setup

The X-Man player gets 8 Mutants with a maximum Hit point total of 16. The X-Man team must include one leader. The Sentinel player gets 8 Sentinel Robots.

Each player places one unit on each square of his back row. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Flyers. The move card has a number.

This is the number of spaces the unit moves. Moves are diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving

one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes 1 Hit point of Damage. Units reduced to zero hits are knocked out and removed from the map.

Units cannot attack through other units. Units hit by a Disable attack do not take damage, but cannot move, defend, or Attack for 2 turns.

Special Powers

Discard a Special Power card to activate a units special power. Note that there are X and Z type special powers. If a unit has 2 or more powers of one type it may choose which one to use.

Card List Notation

M Movement

A Attack

D Defense

X Special Card

Type Purpose of card

Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes:
Walk	5	1	M	
Jog	5	2	M	
Run	5	3	M	
Sprint	4	4	M	
Fly	3	5	M	Flying units only
Fly Fast	2	6	M	Flying units only
Punch	5	1	A	
Kick	5	1	A	
Dodge	2	-	D	Mutants only
Armor	2	-	D	Sentinels only
Type X Special Power	4	-	X	
Type Y Special Power	4	-	X	
Type Z Special Power	4	-	X	

Links

The X-Men





X-statiX

Introduction

Card game for 2-3 players. Each player recruits a team of Mutants for hire that use their powers and savvy marketing to Achieve celebrity status and all the glory and riches they can get. Send your Mutants on high profile missions to earn even more money.

Victory

The player with the most Money Tokens at the end of the game wins.

Game End

The game ends when a player goes to start his turn, and there Are no cards left in the deck.

Dice

Six sided dice are needed.

Money Tokens

Players share a common set of Money Tokens (MT).

Fame Tokens

Players share a common set of Fame Tokens (FT).

Special Cards

There are 3 Team Name cards and 3 Owner cards available.

The Common Deck

Players share a common deck. Card types include:

- Heroes
- Marketing
- Missions
- Powers

Setup

Each player gets 1 Owner Card. Each player gets 1 Team Name Card. Each player is dealt a Hand of 7 Common Cards.

Each player starts with 4D6 MT. Players roll high on 1D6 to see who goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 7 Phases:

- Opportunity Phase
- Recruitment Phase
- Publicity Phase
- Mission Phase
- Fame Phase
- Fortune Phase
- End Phase

Opportunity Phase

Draw 1 card and put it in your hand. You may draw extra cards, but first for each you must pay 1D6 MT or pass. This is the Opportunity roll.

If you pass, you may draw no more cards.

Recruitment Phase

You may put Mutants (Heroes) from your hand into play. To recruit a Mutant you must first pay 1D6 MT. This is the Recruit Roll. If you choose not to, recruitment phase ends.

When you recruit a Mutant, place his/her card face up in front of you and place 1 FT on it.

Publicity Phase

You may attach Marketing Cards to your Heroes. To attach a Marketing Card you must first pay 1D6 MT. This is the Marketing Roll. If you choose not to, Publicity phase ends.

A Mutant may not have more Marketing cards attached than he or She has Fame Tokens.

Mission Phase

You may play 1 Mission Card from your hand. To go on the Mission, you must have at least 1D6 Heroes. This is the Mission Roll. If you do not, skip the rest of this phase.

Roll 1D6. This is the Carnage roll. For each point of carnage, discard one Power card from your hand. For each point of Carnage not negated by a Power card, kill off 1 random Hero of your Team.

Gain 1D6 MT for each killed Hero. This is the Send-off Roll. If you have any surviving Heroes roll 1D6. Add the number of survivors. This is the Success roll. If the Success roll is higher than the Carnage Roll, the mission is a success and you gain 2D6 MT. This is the Payoff Roll.

You may discard Power cards to add 1 to the Success roll for each card discarded. All tokens and cards attached to a killed Hero are discarded/lost with him.

Fame Phase

Each of your Heroes that survived a Mission last phase gains a Fame Token.

Fortune Phase

Gain 1 Money Token for each FT and Marketing card you have in play.

End Phase

Max hand size is 5 cards. Discard excess cards.

Event Ability

Some Power and Marketing Cards have an Event Ability. Instead of (Not in addition to) using the card

as a power, or for Marketing, You may discard it (when appropriate) from your hand to activate its Event Ability.

Card Notation

H Heroes
M Marketing
X Missions
P Powers
CR Carnage Roll
SR Success Roll
PR Payoff Roll
E Event Ability

X-statix Common Deck Card List

Name:	Type	Notes:
Anarchist	H	Get -1 to the Mission Roll (Minimum of 1)
Toxic Sweat	P	E = Opponent discards 1 random card from hand
Dead Girl	H	Get -1 to Carnage Rolls
Regeneration	P	E = Reroll Carnage Roll
Reanimation	P	E = Put top Hero on discard into your hand
The Orphan	H	Reroll 1 Target roll on your turn
Superhuman Senses	P	E = Reroll target Die Roll
Sense Vulnerability	P	E = Look at Opponents Hand
El Guapo	H	Marketing cards cost -2 to attach to him
Phat	H	Earns +1MT in Fortune Phase
Control Body Mass	P	E = Reroll Success Roll
U-Go Girl	H	May switch her to be the Casualty
Teleportation	P	E = +2 to Success Roll
Venus Dee Milo	H	Give +1 or -1 to one target roll on your turn
Being of Pure Energy	P	-
Energy Blasts	P	-
Vivisector	H	Get +1 to Success rolls
Shape Shifting	P	-
Lacuna	H	Get +2 to Payoff rolls
Freeze Time	P	E = Reroll any target roll
Ooze	H	If killed draw 2 Cards
Overkill	H	Kill off this Hero to get +2 to Success Roll
Ocelot	H	-
Orbit	H	Discarded Power cards add +2 to the SR
Saint Anna	H	Other Heros killed live on a roll of 5+ on 1D6
Healing Powers	P	Counts as 2 Power Cards for CR
Telekinesis	P	E = -1 to Mission Roll
The Spike	H	Get -1 to Opportunity Rolls
Zeitgeist	H	Gets +2 to his own Sendoff roll
Acid Spray	P	E = Opponent must discard 1 card of his choice
Battering Ram	H	Kill off to negate 2 Carnage Points
Superhuman Strength	P	Counts as 2 Power Cards for SR
Bloke	H	Draw a card at the beginning of each mission
Chameleon Powers	P	E = Steal 1 random card from opponents hand

Name:	Type	Notes:
Gin Genie	H	Discard any cards for +1 to success roll each
Shockwave	P	E = CR -2 and SR -2
La Nuit	H	If killed roll 1D6. goes to your hand on 3+
Dark Cloak Aura	P	E = Draw 2 Cards
Plazm	H	You may reroll Success Roll
Flight	P	E = Reroll Mission Roll
Protoplasmic Beams	P	-
Sluk	H	If killed get +2 to Success Roll
Paralysis Neurotoxin	P	E = CR +1 and SR +1
Smoke	H	If killed roll 1D6. Still alive on 4+
Succubus	H	You may reroll Carnage Roll
Razor-sharp Claws	P	-
Terrorist Group	X	CR -1 PR -2
Zombies	X	-
Rescue Boy Band	X	SR -1 PR +2
Mysterious Fan Boy	X	CR +1 PR +2
Bush Rangers	X	CR +2 PR +4
Mister Code	X	CR +2 PR +4
Random Killers	X	-
Pop Death Song	X	CR -2 PR -4
Middle East Dictator	X	-
The Crack Squad	X	-
The Bad Guy	X	CR +1 PR +2
The Euro-Trash	X	CR -1 PR -2
Surrender Monkey	X	CR -2 PR -4
The Pitiful One	X	SR -1 PR +2
Merchandizing Rights	M	-
Media Manipulation	M	E = Discard Marketing cards on target Hero
Sensationalism	M	E = Get another turn after this one
Celebrity Status	M	E = Steal 1 random Hero from opponent
PR People	M	-
PR Spin	M	E = Sendoff Roll +3
Media Craze	M	-
Cult of Personality	M	Counts as 2 Marketing Cards
Roadshow	M	E = Reroll Mission Roll
TV Talk Show	M	E = Discard 1 random Hero of Opponent
Popularity Ratings	M	E = Hero gains 1 Fame token
National Television	M	-
Doop	M	Alien Camera Man
Licensing	M	E = Gain 2 MT
Reality TV	M	E = Hero loses 1 Fame token
Interviews	M	E = Payoff Roll +3
Ratings Bonanza	M	E = You may choose the casualties on a mission
Superstar Status	M	E = Draw 2 cards
Movies	M	-

Team Owner (manager) Cards

Name:	Notes:
Coach	Kill one of your own Team Members in End Phase to gain 1D6 MT
Spike Freeman	Max Hand Size = 7
Solomon O'Sullivan	Heroes cost 1 less MT to recruit each

Team Name Cards

Name:	Notes:
X-Statix	+1 to Sendoff Rolls
X-Force	+2 to Payoff Rolls
O-Force	All recruits start with one extra FT. Add 1 to the carnage roll.





Zone Stalkers

Introduction

Card game for 2-4+ players. Based on the Novella "Roadside Picnic" by the Strugatsky Brothers 1971. Each player is a Stalker, venturing into the dangerous Visitation Zones to bring back valuable artifacts left by visiting Aliens.

Disclaimer

Roadside Picnic is a copyrighted, licensed product. This is merely a fan site.

Game End

The game ends when only 1 player is left alive or a new turn starts and there are no cards left in the Zone Deck.

Victory

Be the last Stalker left alive or have the most Swag Points at the end of the game. Each Artifact you collect is worth 1 or more Swag Points (SP).

The Decks

There are 3 Decks: The Stalker Deck The Zone Deck The Character Deck

The Stalker Deck

This deck is composed of cards the Stalkers use to avoid Hazards and find Artifacts. Each card has a Rating in 2 Traits: Avoidance Rating (Used to Avoid Hazards) Detection Rating (Used to Find Artifacts)

The Zone Deck

This deck has 4 Card types: Location Cards Hazard Cards Artifact Cards Event Cards

The Character Deck

These represent Stalkers. Each one has a special Ability.

Injury Markers

Players share a common set of Injury Markers. Anytime a player has 3 or more Injury Markers they are Killed.

Dice

10 Sided dice are needed.

Setup

Shuffle the Decks. Each player gets 1 random card from the stalker deck. The oldest player goes first.

Turn Sequence

Players take turns. Each turn has multiple phases: Stalker Phase Zone Phase Recovery Phase End Phase

Stalker Phase

The current Stalker fills his hand to 10 Stalker cards drawn from the top of the stalker deck. If the Deck runs out, shuffle the discard and draw from it.

Zone Phase

A player may decide to completely Skip Zone Phase on his turn. The current stalker flips over the top card of the Zone Deck. Place it faceup on the middle of the table.

This card is called the Primary Zone Card. »If the Primary Zone card is a Location the Stalker must discard a Stalker card of his choice from his hand. Also discard the Location card. »If the Primary Zone card is a Hazard the Stalker must play (discard) a Stalker card to avoid it. The Hazard card will have a Danger Rating.

The Stalker must roll a 10 sided die (Avoidance Roll) and add the Avoidance Rating on the Stalker card he played to the roll. If this total is equal to or greater than the Danger Rating of the Hazard card he successfully avoids it. If the Total is less, he must roll 1D10 on the Hazard Table. Either way discard the Hazard card.

»If the Primary Zone card is an Artifact the Stalker must play (discard) a Stalker card to find it. The Stalker must roll a 10 sided die (Detection Roll) and add the Detection Rating on the Stalker card he played to the roll. If this total is 7 or greater he successfully Finds it. The stalker places it in his Swag pile face down next to him.

These are known as Swag cards. If the Total is less, he does not find it; Discard the Artifact card. »If the Primary Zone card is an Event Card, resolve it and discard it.

»The Stalker may repeat this process as long as he still has Stalker cards in his hand.

Hazard Table

1D10	Effect:
1	Stalker discards an additional Stalker card from his Hand of his choice
2	Stalker discards 1 additional random Stalker card from his Hand
3	Stalker gains 1 Injury Marker
4	Stalker gains 1 Injury Marker and loses 1 extra Random Stalker card
5	Stalker loses 1 random Artifact he found this turn
6	Stalker gains 2 Injury Markers
7	Stalker gains 1 Injury Marker and loses 1 random Artifact he found this turn
8	Stalker loses all his remaining Stalker cards from his hand
9	Stalker gains 1 Injury Marker and loses all his remaining Stalker cards
10	The Stalker is Killed (The Zone is a Dangerous Place)

Recovery Phase

If the Stalker skipped the Zone Phase completely, he may remove one Injury Marker. If you have 1 or more Bracelets in your swag remove 1 additional Injury Marker.

End Phase

You may discard none, some, or all of your Stalker Cards. Players may trade Stalker and Swag Cards.

Stalker Deck

Name	Avoid	Detect	Notes
Early Warning	3	0	-
Companion	0	2	Martyr
Lab Assistant	0	2	Martyr
The Third Watches	2	0	Martyr
Nuts & Bolts	3	0	-
Institute Report	1	2	-
Experience	1	1	Retry
Map	1	2	-
Knowledge	2	1	-
Rumors	0	3	-
Secrets	1	2	-
Ingenuity	2	1	-
Inspiration	1	2	-
Luck	1	1	Retry
Caution	3	0	-
Methodical	2	1	-
Reconnaissance	2	1	-
Careful Observation	2	1	-
Sensitivity	2	1	-
Intuition	1	1	Retry
Reasoned Guess	1	2	-
Greed	0	3	-
Determination	0	3	-
Deduction	2	1	-
Theory	1	2	-
Analysis	1	2	-

Optional Inheritance Rule

If your Stalker is killed, instead of automatically losing, discard 2 random swag cards and draw a new card from the Character Deck.

Stalker Deck Card Notation

Martyr = Discard this card to negate getting 1 Injury Marker when rolling on the Hazard Table
 Retry = You may discard this card to Reroll 1 Target Die roll.

Aid when played (discarded) draw an extra Stalker Card.

Name	Avoid	Detect	Notes
Quick Wits	3	0	-
See the Signs	2	1	-
Preparation	1	1	Aid
Equipment	1	1	Aid
Supplies	1	1	Aid
Blunder	0	3	-
Rush In	0	3	-
Explore	0	3	-
Examine	1	2	-
Mistake	0	3	-
Haste	0	3	-
Discovery	1	2	-
Professionalism	2	1	-
Courage	0	3	-
Cowardice	3	0	-
Stop and Think	3	0	-
Premeditated Movements	3	0	-
Essential Information	2	1	-
Landmark	3	0	-
Reflexes	3	0	-
Reference Points	2	1	-
Xenology	1	2	-
Stalker Commandments	3	0	-
Total Calm	2	1	-
Risk Taking	0	3	-
Steady the Nerves	2	1	-

Name	Avoid	Detect	Notes
Quickness	3	0	-
Know When to Run	3	0	-

Name	Avoid	Detect	Notes
Do Not Panic	2	1	-
Madness	0	3	-

Zone Deck Card Notation

H Hazard

A Artifact

L Location

E Event

HR Hazard Rating

SP Swag Points

Double = If you fail to Avoid this Hazard roll twice on the Hazard Table Triple = If you fail to Avoid this Hazard roll three times on the Hazard Table Cripple = If you suffer an Injury Token from this Hazard it is Permanent

Stun If you do not avoid this Hazard lose 1 extra

random Stalker card

Harmless = If failed this Hazard will not Kill or cause Injury Markers X Copies = There are multiple copies of this card in the deck Lost Swag = Target Opponent must discard a random Swag card from his Pile Lost Turn = Target Opponent must skip his next Turn State Approved = Draw 1 Stalker Card

Rich If the next card is an Artifact get +1 to Detection roll

Dangerous = If next card is a Hazard get -1 to Avoidance roll

Safe If next card is a Hazard get +1 to Avoidance roll

Illegal = If you find this Artifact you must lose your next turn.

Zone Deck Card List

Name	Type	HR	SP	Notes
The Garage	L	-	-	Rich & Dangerous
Ditches	L	-	-	Dangerous
Hillocks	L	-	-	Dangerous
Plague Quarter	L	-	-	-
First Blind Quarter	L	-	-	-
Pylons	L	-	-	Safe
Clear Space	L	-	-	Safe
Gardens	L	-	-	-
Town Dump	L	-	-	-
Locomotive	L	-	-	-
Rail Lines	L	-	-	Safe
Factory	L	-	-	Rich
Ore Mounds	L	-	-	-
Paved Lot	L	-	-	Safe
Blast Furnace	L	-	-	-
Truck Park	L	-	-	-
Ruins	L	-	-	Rich
Dump Truck	L	-	-	-
Cemetery	L	-	-	-
Old Ranch	L	-	-	-
Automobile Graveyard	L	-	-	-
Glass Kiosk	L	-	-	-
Black Bramble	L	-	-	-
Abandoned Cottages	L	-	-	-
Sinking Houses	L	-	-	-
Quarry	L	-	-	Dangerous
Transformer Hut	L	-	-	Rich
Patrol Bullets	H	4	-	-
Graviconcentrate	H	5	-	Double
Mange Spot	H	5	-	Double
Mosquito Mange	H	5	-	Double
Silvery Webs	H	6	-	-

Name	Type	HR	SP	Notes
Weird Shadow	H	8	-	Harmless
Witches Jelly	H	4	-	Double Cripple
Meat Grinder	H	6	-	Triple
Burning Fluff	H	6	-	-
Border Guards	H	5	-	-
Something in the Fog	H	7	-	-
Bent Black Automaton	H	6	-	Harmless
Hissing Cotton	H	5	-	-
Spitting Devils Cabbage	H	7	-	-
Earth Shaker	H	6	-	-
Colloidal Gas	H	4	-	Double Cripple
Blinding Noise	H	6	-	Cripple
Explosion	H	7	-	Stun
Thunderbolt	H	8	-	Stun
Psychic Repulsion	H	8	-	-
Unknown Mutagens	H	8	-	-
Earth Catches Fire	H	9	-	-
Dick the Tramp	H	6	-	-
Law of Causality Violation	H	9	-	Stun
Devils Heat	H	9	-	-
Temperature Fluctuations	H	9	-	-
Mouflage	H	7	-	Harmless
Shimmering Turbulence	H	8	-	-
Jolly Ghost	H	8	-	-
Dripping Green Stuff	H	6	-	-
Magnetic Traps	H	7	-	-
Hoax	E	-	-	Lost Swag
Stolen	E	-	-	Lost Swag
Arrested	E	-	-	Lost Turn
Turn Yourself In	E	-	-	Lost Turn
Institute Pass	E	-	-	State Approved
Flying Boot	E	-	-	State Approved
Survival Suit	E	-	-	State Approved
Empty	A	-	2	2 Copies
Full Empty	A	-	5	-
Eternal Batteries	A	-	4	2 Copies
Blue Panacea	A	-	5	-
Wriggling Magnet	A	-	7	-
Itchers	A	-	3	2 Copies
Black Sprays	A	-	2	2 Copies
Death Lamp	A	-	9	-
Golden Ball	A	-	10	-
Wish Machine	A	-	10	-
Light Pins	A	-	1	2 Copies
Bracelet	A	-	5	3 Copies
Metal Hoop	A	-	6	-
Sponges	A	-	4	-
Ray Emitting System	A	-	9	-
Unknown Apparatus	A	-	8	-
Beneficial Object	A	-	5	-
Perpetuum Mobile	A	-	8	-
Lobster Eyes	A	-	5	-
Jelly Container	A	-	8	Illegal

Name	Type	HR	SP	Notes
Rattling Napkins	A	-	7	-
So-So Sticks	A	-	4	2 Copies
White Whirlygigs	A	-	7	-
Quasibiological Mass	A	-	8	-

Character Deck Card List

Name	Notes:
Red	Gets +1 to Avoidance Rolls
Buzzard	May use any Stalker card with a zero Rating as a Martyr
Four Eyes	Fills Hand to 11 in Stalker Phase
The Maltese	Gets +1 to Detection Rolls
Pharaoh	Once on your turn Reroll one die roll
Gorilla	Requires 4 Injury Markers to kill him
Slimy	Immune to Lose Turn, Lose Swag, Stun, and Cripple
Culligan	All your Artifact cards are worth +1 SP at end of game
The Scab	Heals in Recovery Phase even if he did not skip Zone Phase
The Nose	Gets +4 to first Detection Roll each turn
Pygmy Zmyg	Gets +4 to first Avoidance Roll each turn
Cactus	Gets +3 to first Die Roll each turn
The Hindu	In Stalker Phase Fill hand to 12 Cards and discard 2
Lucky	Gets +2 to one target die roll per turn
Hamster	First time killed he misses next 2 turns instead

Links

Wikipedia Entry

Roadside Picnic PDF File



Warpspawn Cast

Lloyd Krassner Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

Gottardo Zancani (Zak)

Janne Thorne

Jason Newell Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

Peter Cobcroft (Curufea)

Markus Salo Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

Mike Marinos

Ian Milnes

Tom Higgins Tom features Warpspawn games in his zine Countermoves. tomwhore@wsmf.org
Warpspawn Rules

Rabbidgerbal

David Ashton

Michael Callahan

Peter Schutze

Brian Train

Peter L. de Rosa

Frederic Moll

Ronald Pehr

Jörg Hansen

Mike Murgatroyd

Emmanuel Delva

Geo Gibson

Dragyn

Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

Steven Cranmer

Tryvor J. Phillips

Dave Stattler

Patrick Bunch

C Gerard Luft

Alexander Herklotz

Patrick H. Lewis

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawn