

# COSMOCLASM

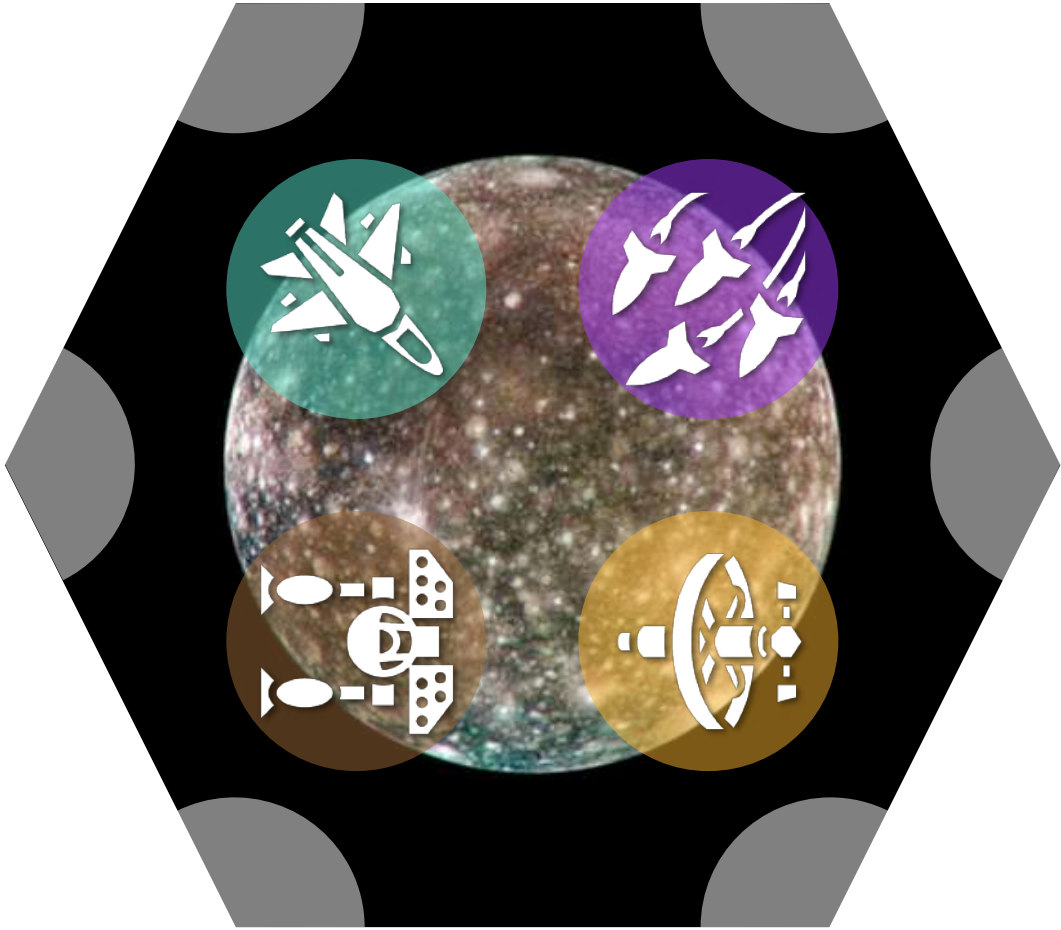


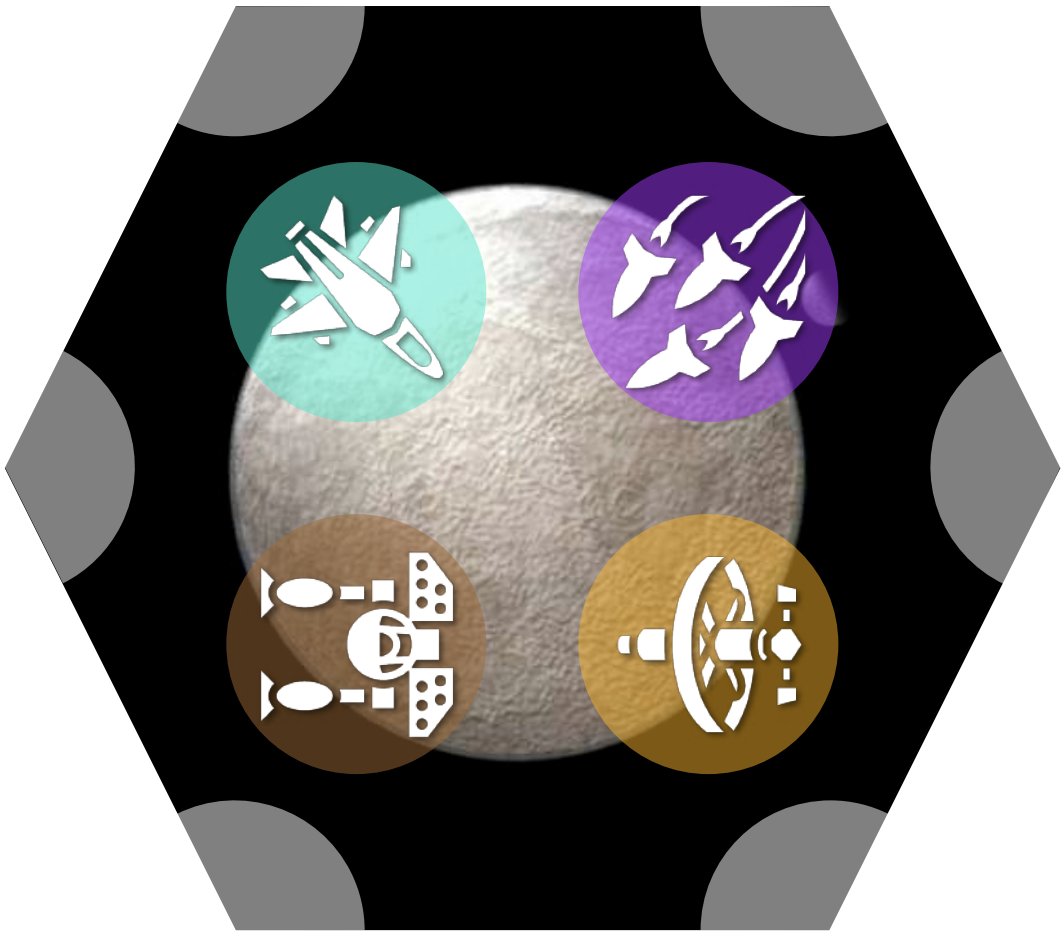
## Instructions

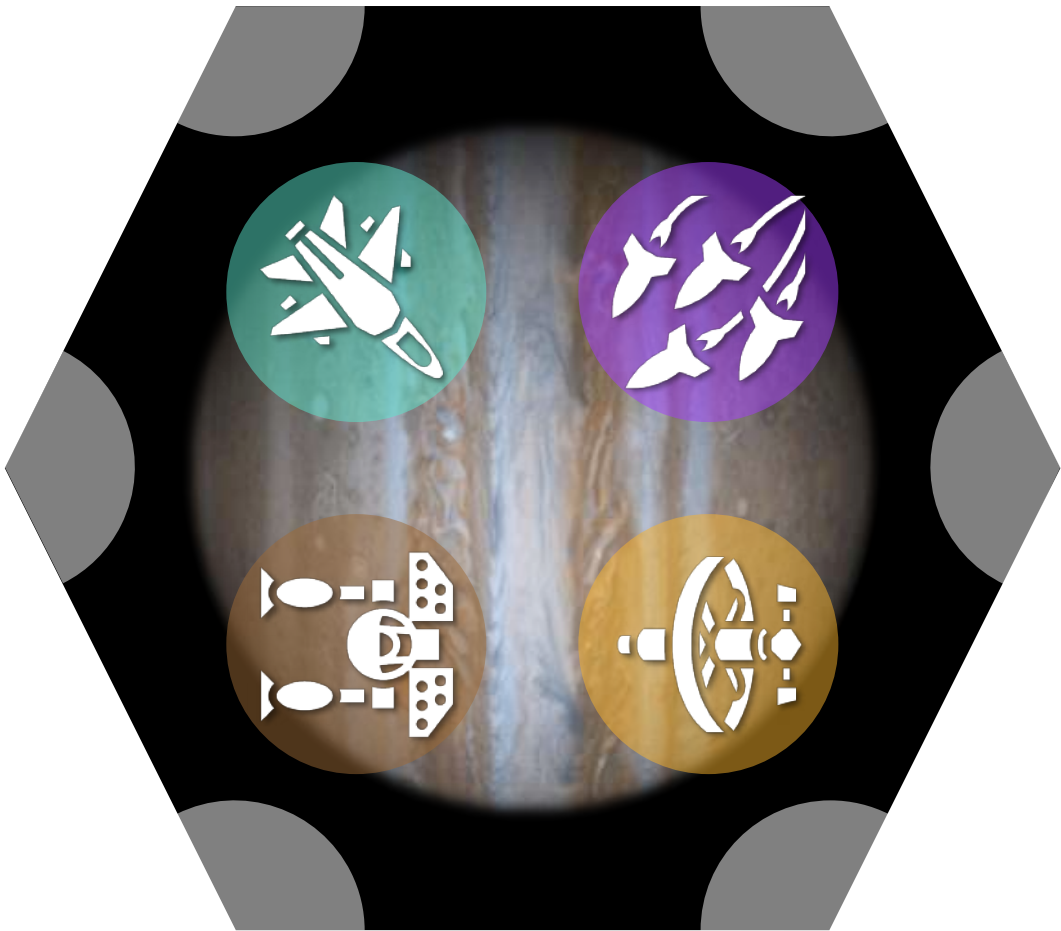
1. Print the following pages 2-7 single-sided on thick paper.
  - 2-7: Planet maps
2. Print the following pages 8-33 double-sided on thick paper.
  - 8-27: Faction cards / Force cards (85)
  - 28-35: Battle stations (110), Force tricks (5), Planet counters (12+1 spare), Planets (12, for 2 player version only)
3. Cut out the components with a sharp knife or scissors.
4. Download the rules from <http://novasuecia.se/cosmoclasm/files/Cosmoclasm%20Rules.pdf>
5. Enjoy your game!

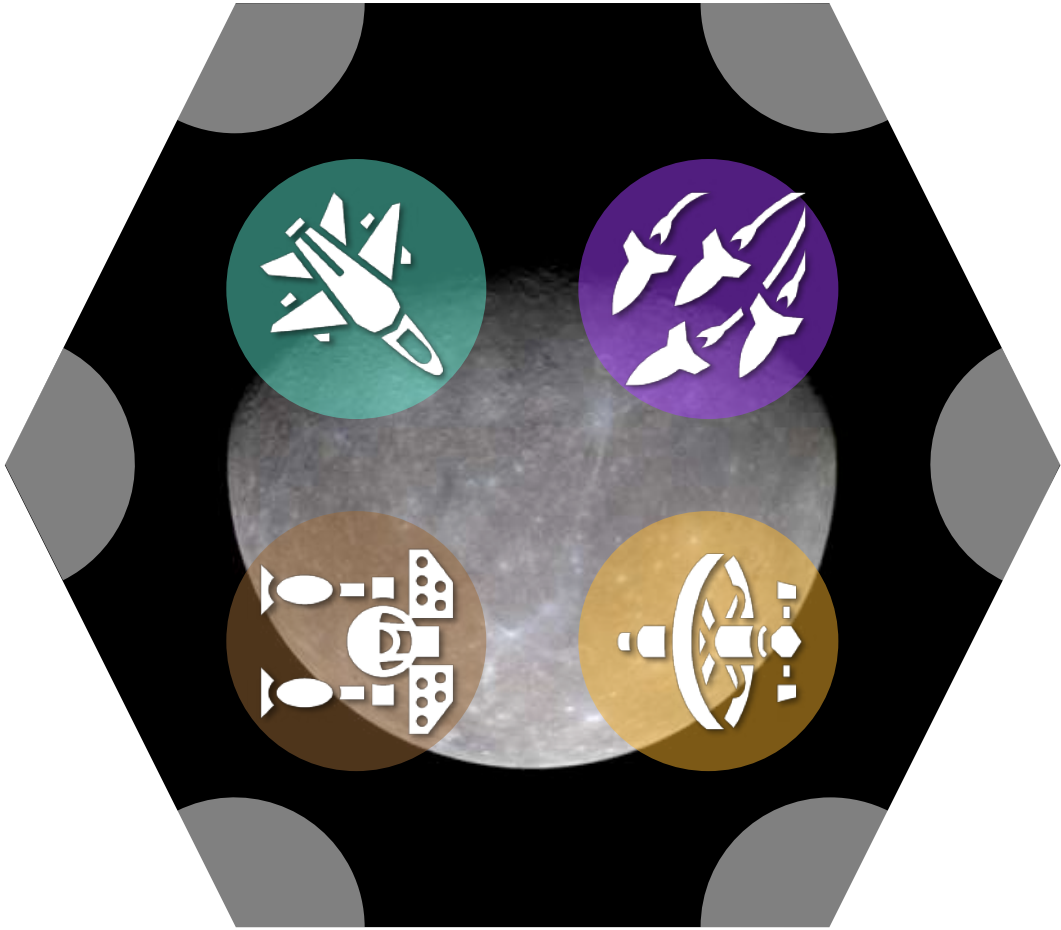
CosmoClasm - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to [nicholas.hjelmberg@gmail.com](mailto:nicholas.hjelmberg@gmail.com).

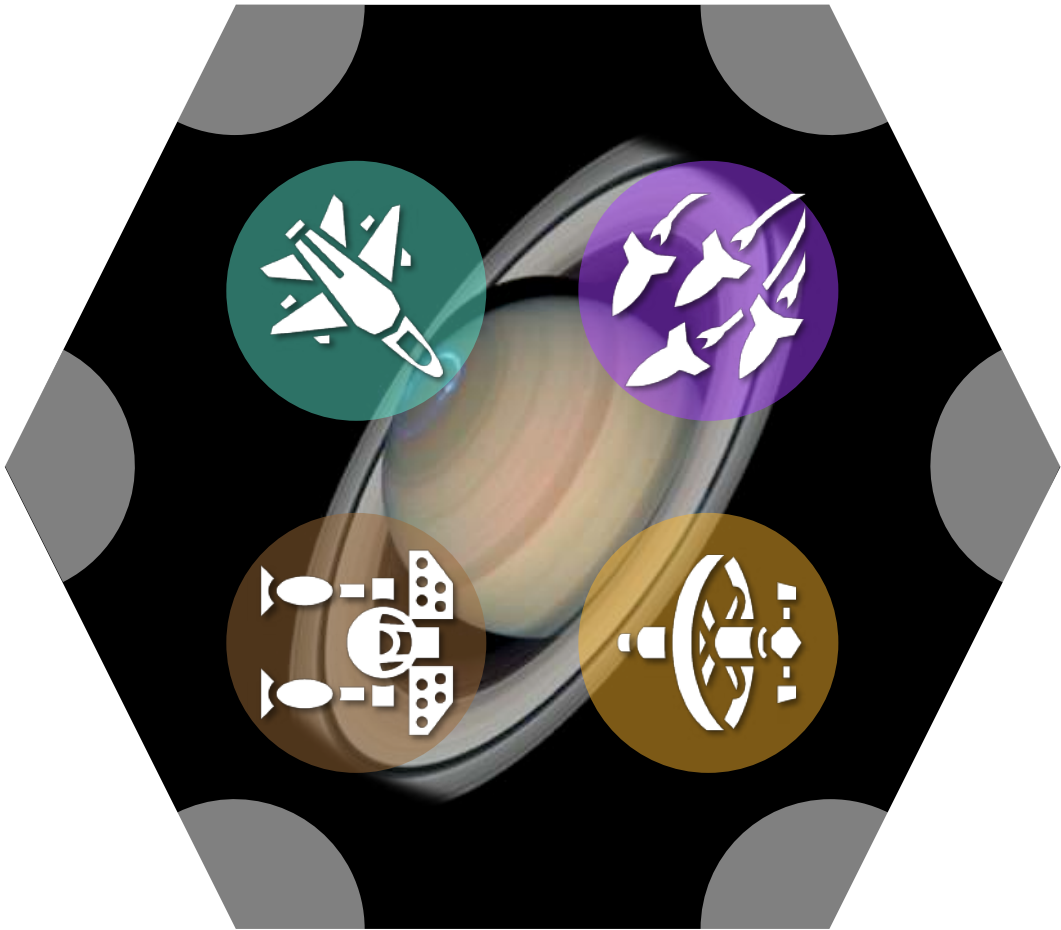
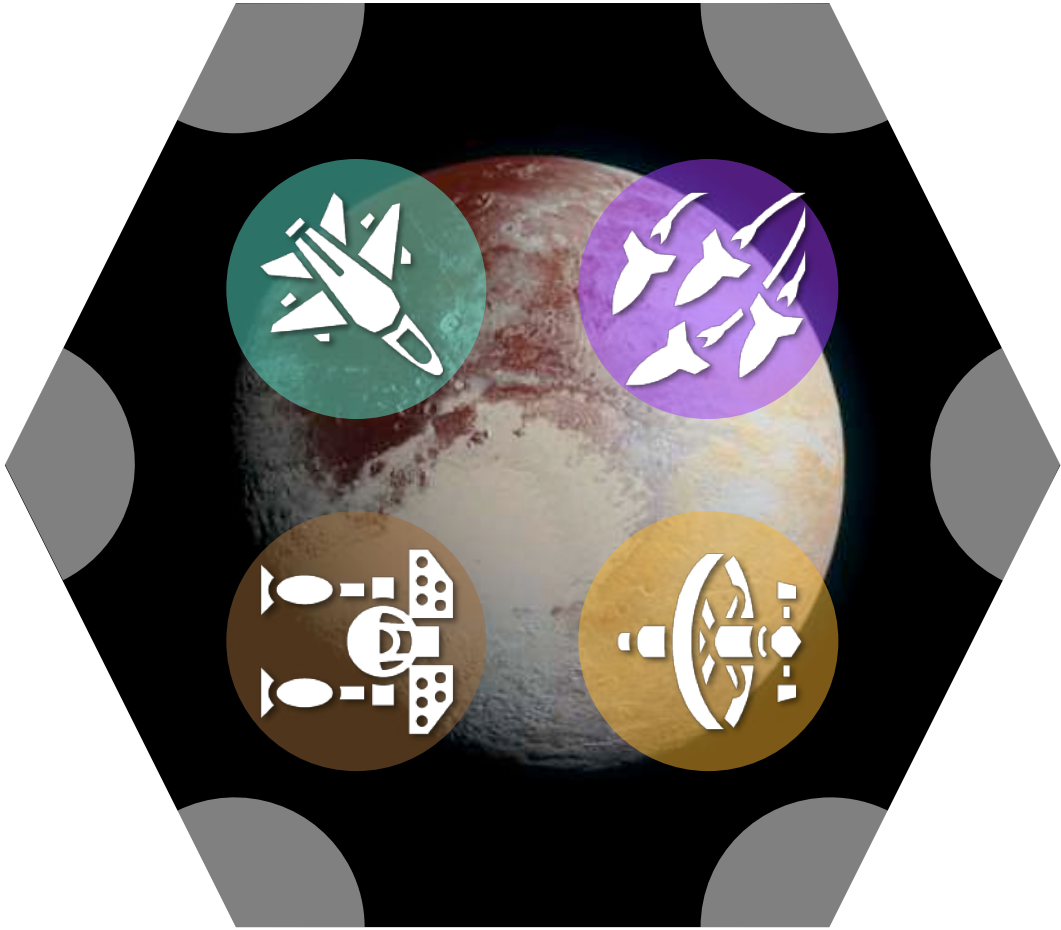
A printed version is available at <https://www.thegamecrafter.com/games/cosmoclasm>.

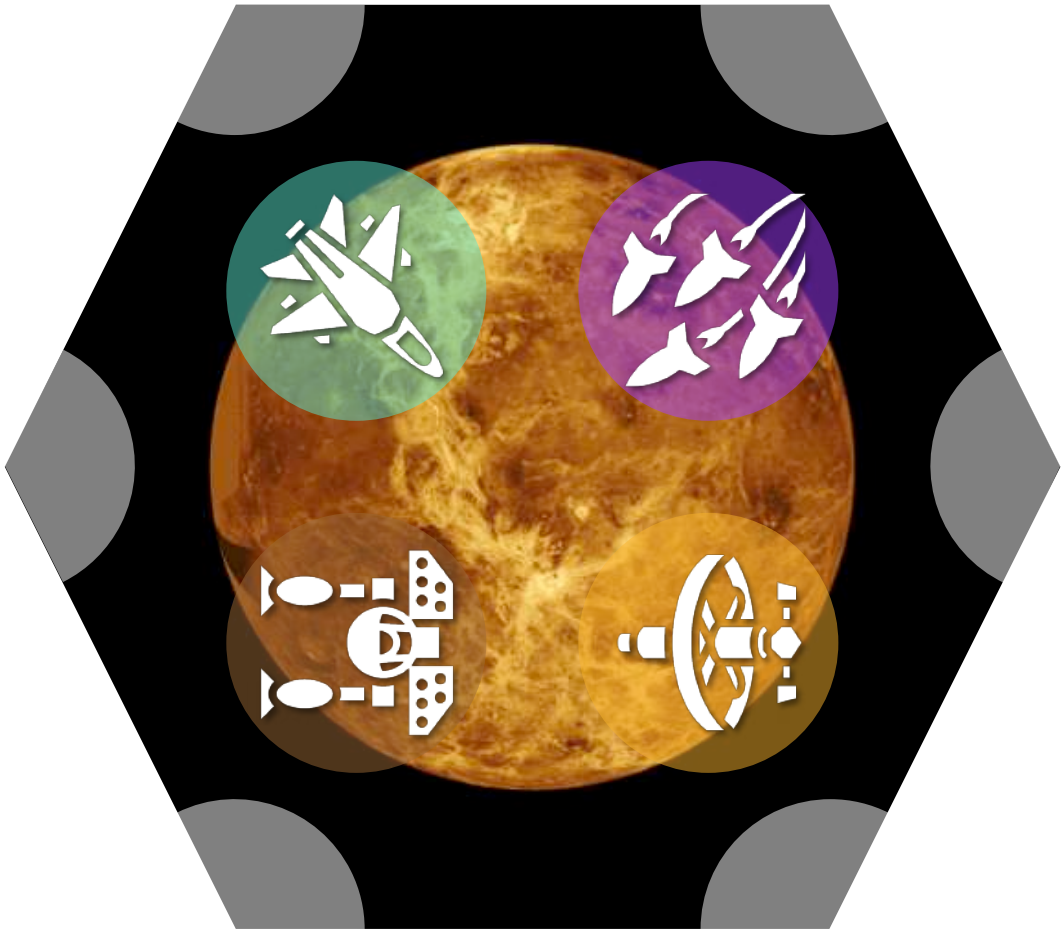
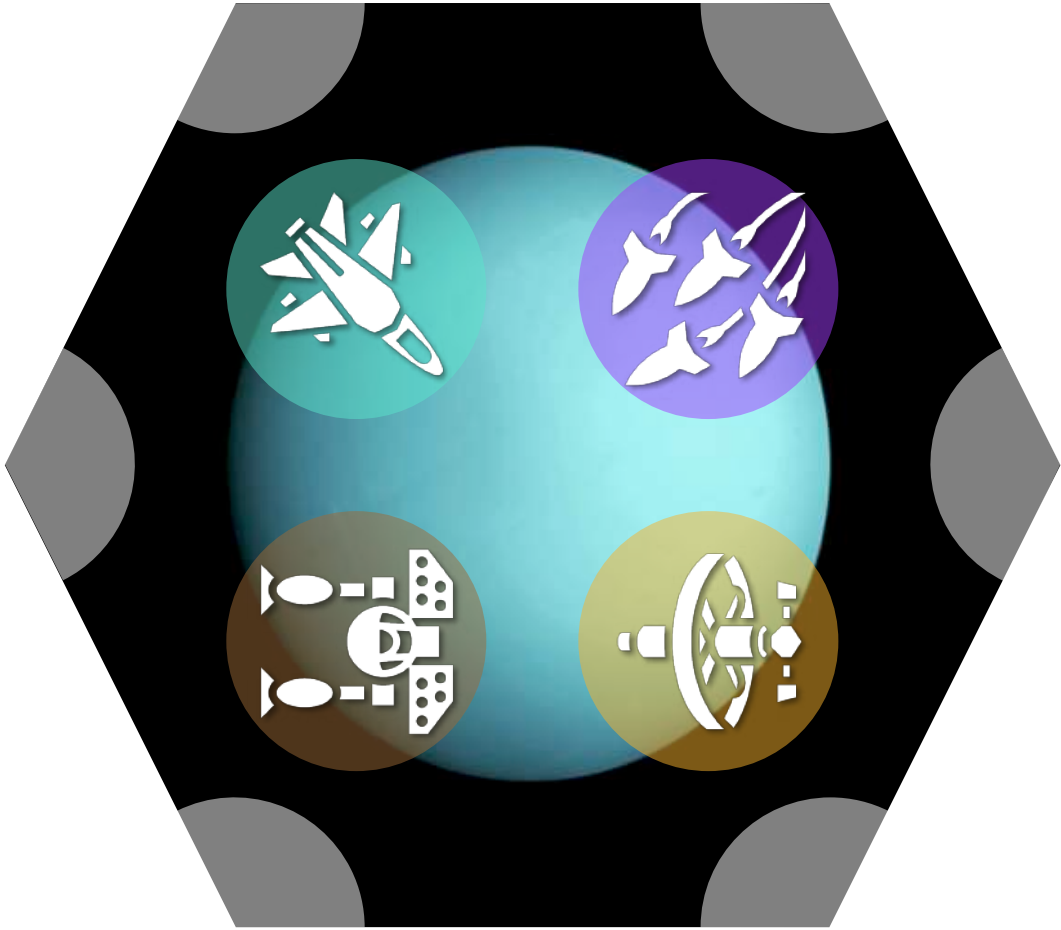












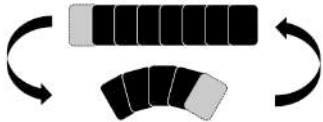


### THE CYBORGS

Special ability:  
Production

Play this card instead of a white card to

Immediately draw 1 force card from the Recruitment market and replace it with any 1 force card from your hand.



Take it back at the end of the round.

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Noone knows what came first - the flesh or the machine. Their ability to mass produce themselves leaves no other option than total annihilation - for both sides.



### THE HIVEMINDS

Special ability:  
Adaptation

Play this card instead of a white card to

Ignore the suit requirement for the accompanying black card. Following black cards must follow the original suit.



Take it back at the end of the round.

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No matter of environment, Hiveminds are sure to lurk. Their ability to adapt helps them serve the will of the Mother Mind under any circumstances.

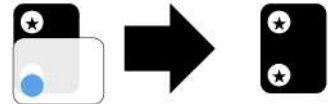


### THE HUMANS

Special ability:  
Innovation

Play this card instead of a white card to

Cover 1 force of the accompanying black card. Do not count the covered force but count the uncovered force twice.



Take it back at the end of the round.

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Competition evolved the Humans from the animals. Their ability to innovate lets them overcome the limitations of their fragile bodies and travel through space.



### THE MARTIANS

Special ability:  
Regeneration

Play this card instead of a white card to

Take back 1 previously placed card to your hand (including the card just played).



Take it back at the end of the round.

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Mars was only the first conquest of the Martians. Their ability to regenerate enables them to quickly recover and turn tactical losses into strategic victories.

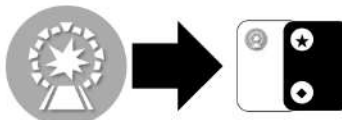


### THE RADIANTS

Special ability:  
Infiltration

Play this card instead of a white card to

Count it as 1 extra stargate force to your played force cards.



Take it back at the end of the round.

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The Radiants are pure energy - they are everywhere and nowhere. Their ability to infiltrate any body or machine puts them one step ahead of any adversary.



