

COSMOCLASM



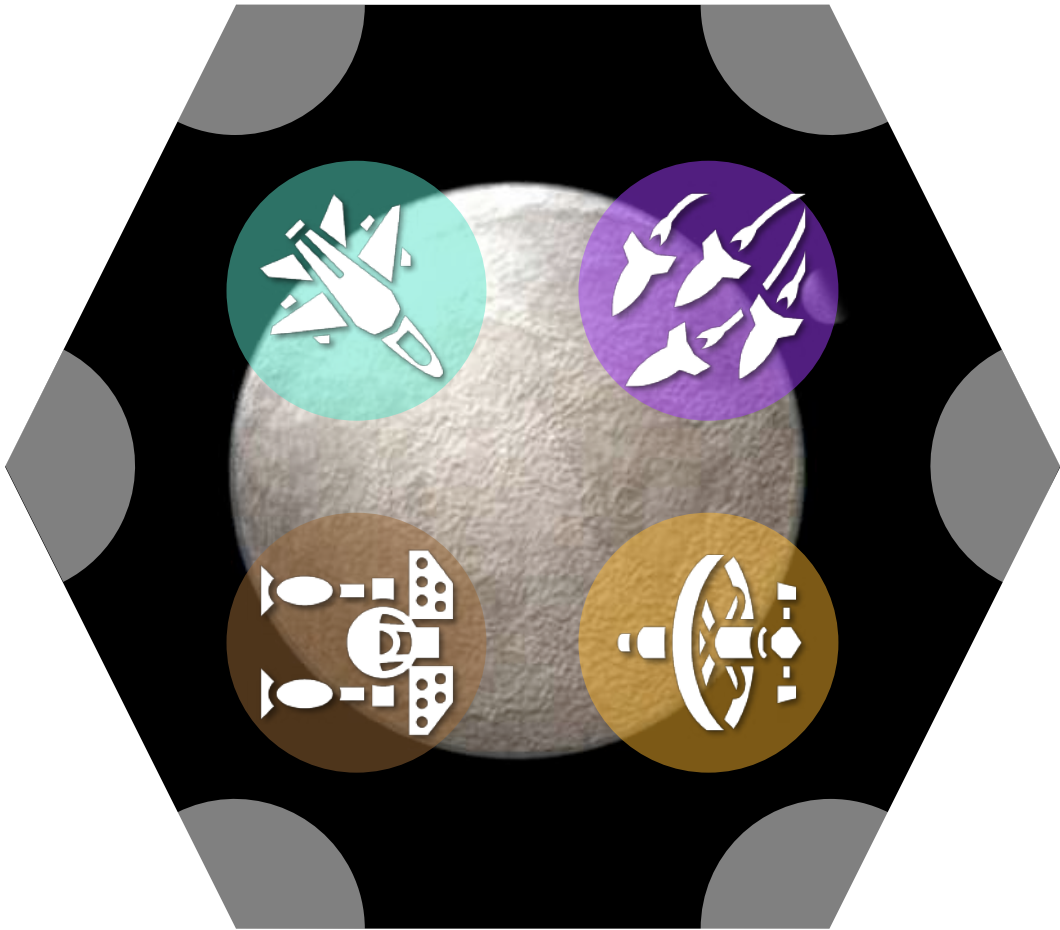
Instructions

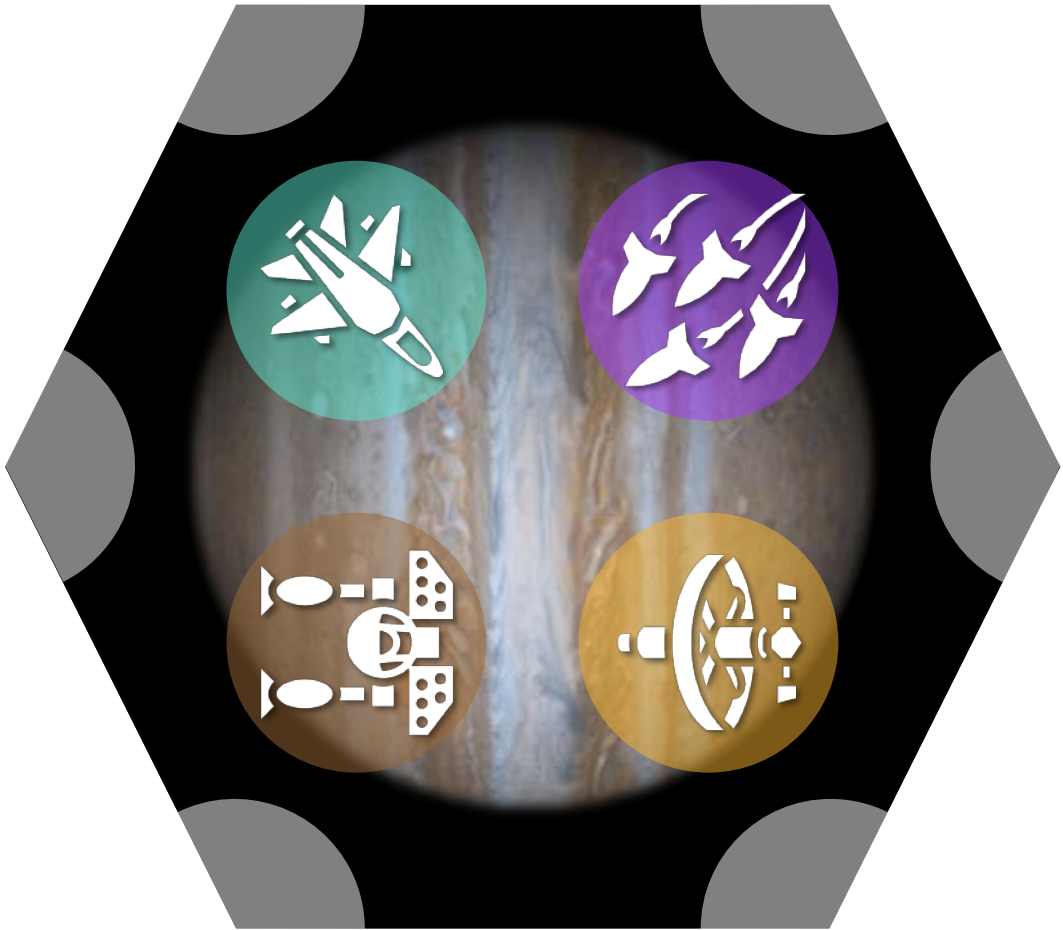
1. Print the following pages 2-7 single-sided on thick paper.
 - 2-7: Planet maps
2. Print the following pages 8-33 double-sided on thick paper.
 - 8-27: Faction cards / Force cards (85)
 - 28-35: Battle stations (110), Force tricks (5), Planet counters (12+1 spare), Planets (12, for 2 player version 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!

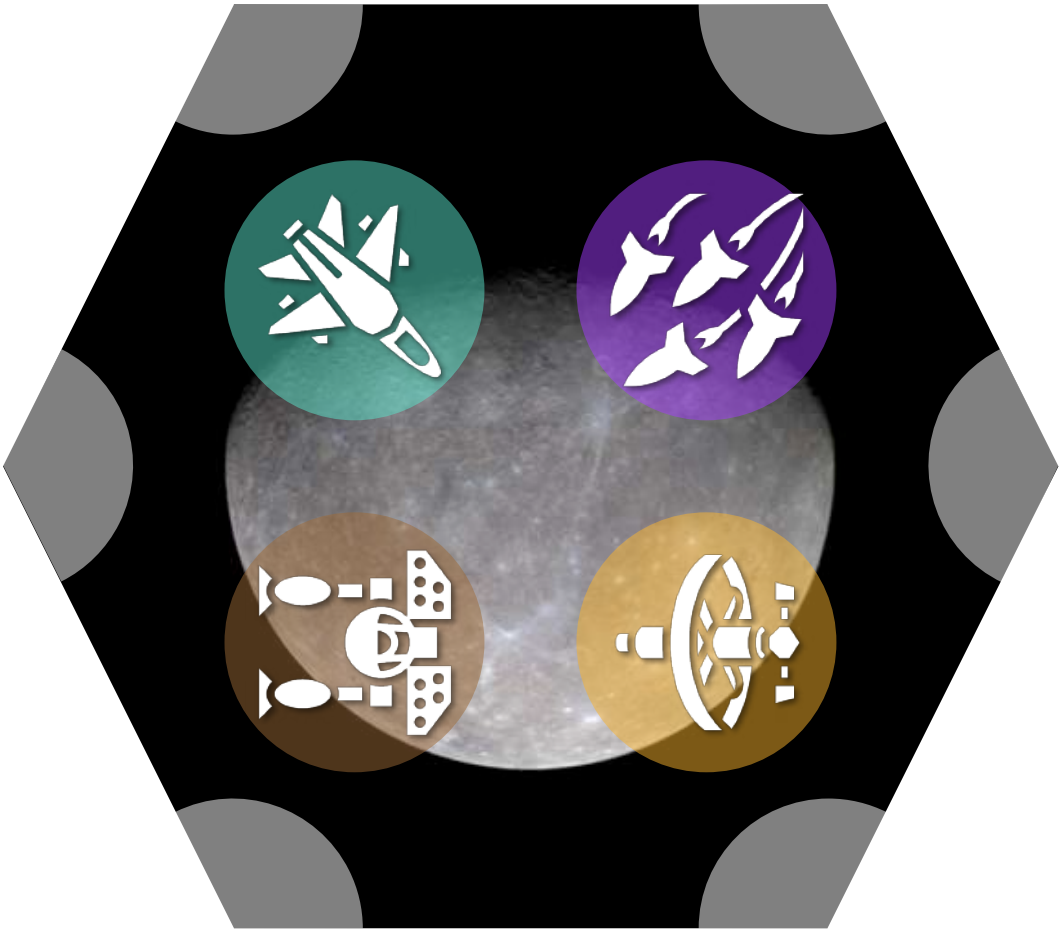
CosmoClasm - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to nicholas.hjelmberg@gmail.com.

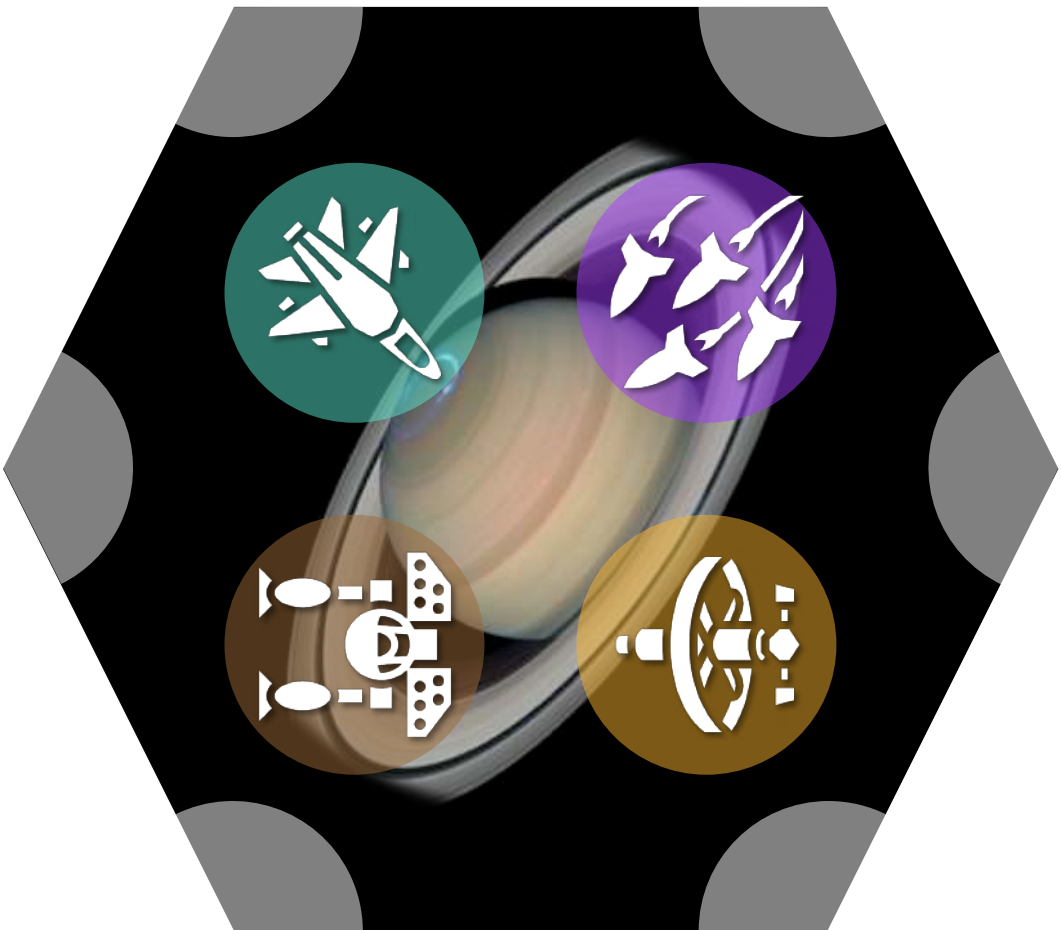
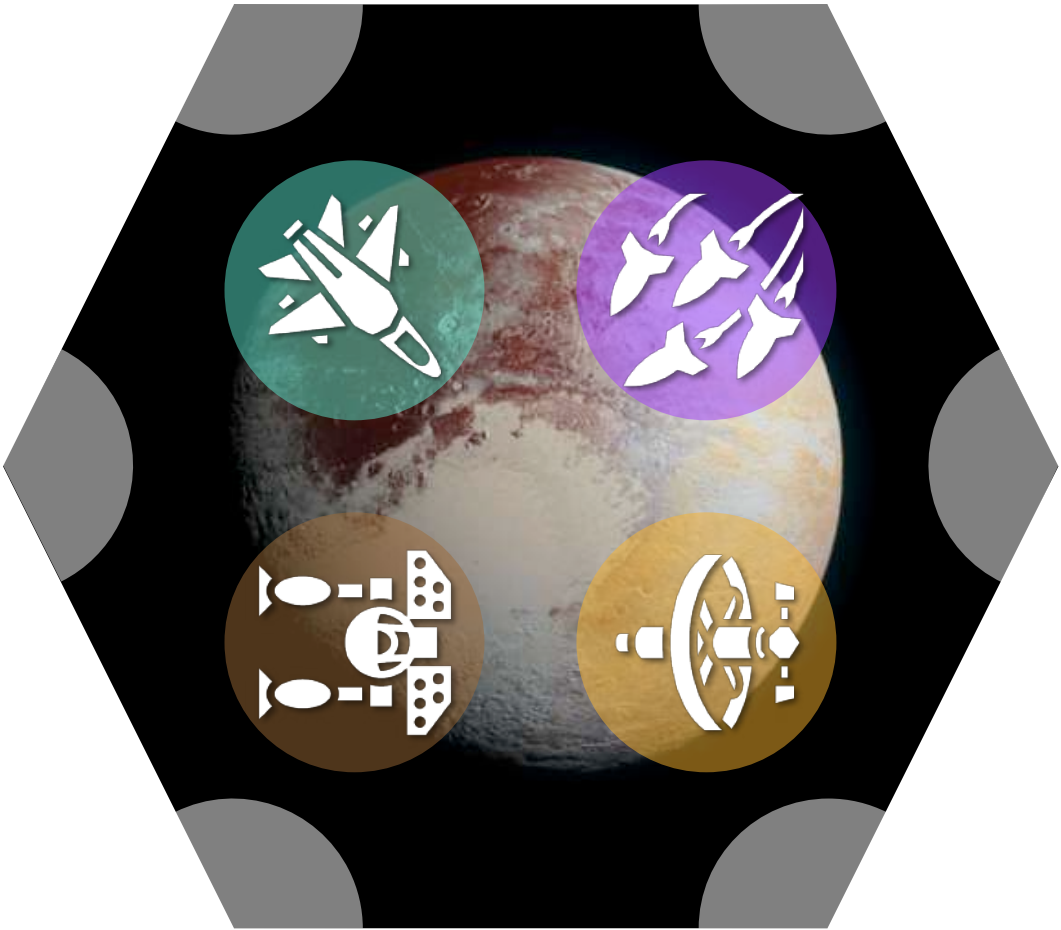
A printed version is available at <https://www.thegamecrafter.com/games/cosmoclasm>.

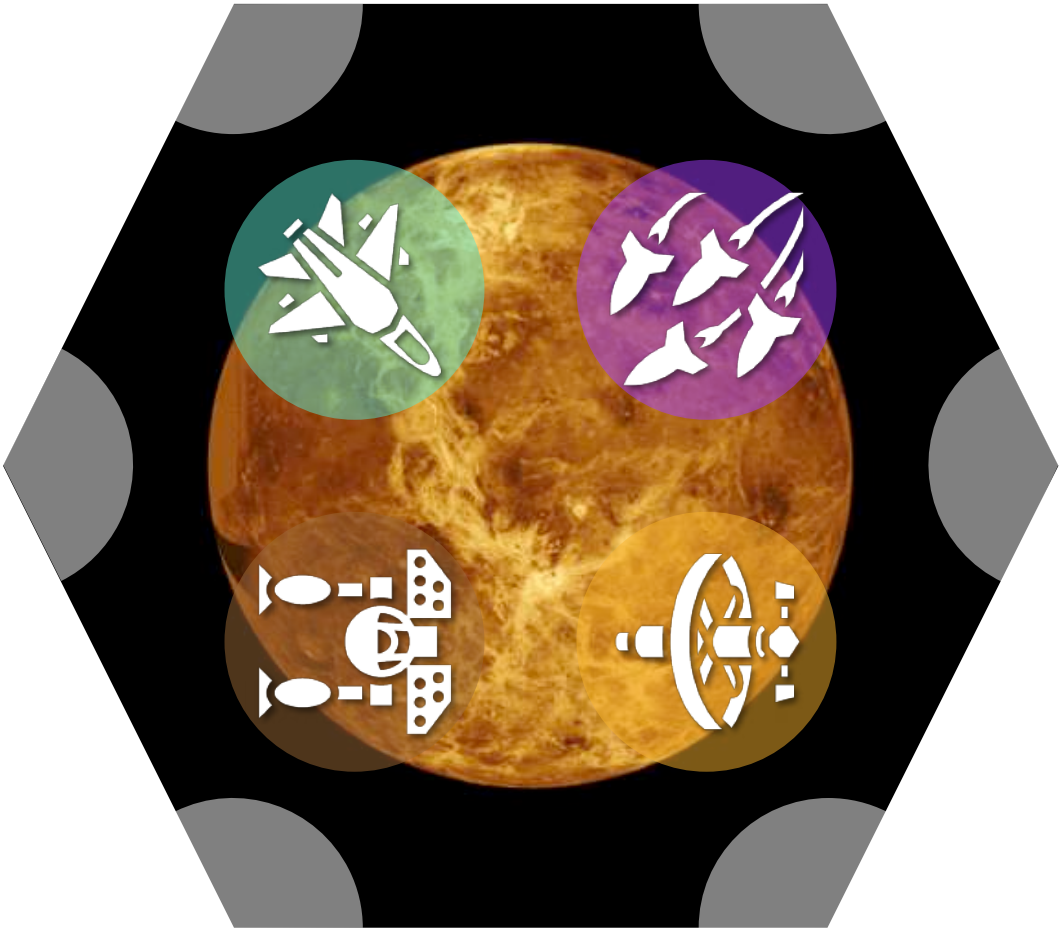
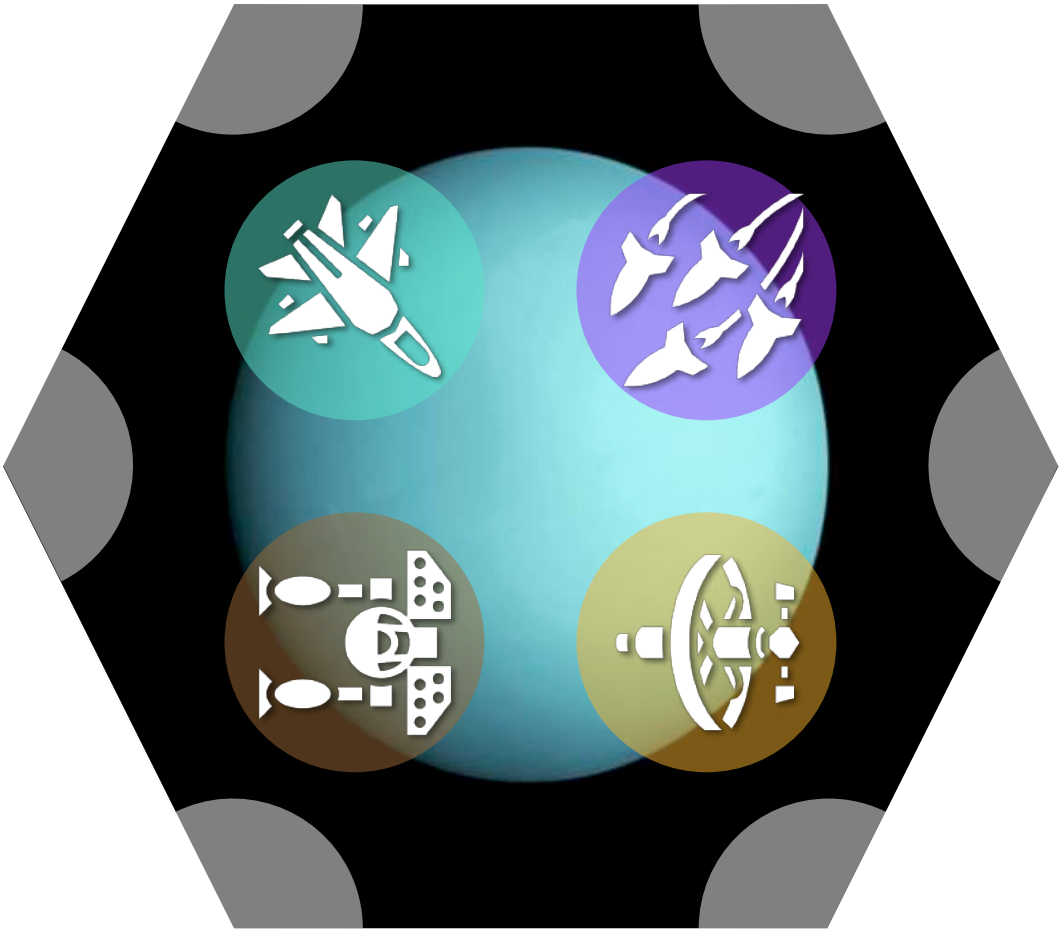












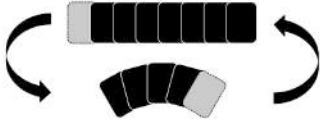


THE CYBORGS

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.

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.

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.

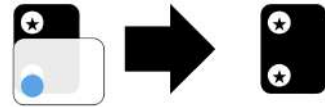


THE HUMANS

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.

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.

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.

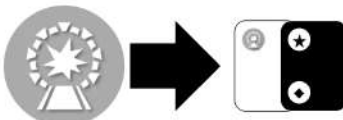


THE RADIANTS

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.

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.



