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Mental Attack / Power

Psi Scream

Deal 1d6 Mental Damage .
< or >
Add 1d6 to target die roll.
Play when base card is played.

Mental Attack

Mind Bomb

Deal 1d6 Mental Damage .
Opponent may discard
a card to negate this card

Mental Attack

Mental Blow

Deal 1d6 Mental Damage .

Mental Attack

Mind Twist

Deal 1d6 Mental Damage .

Mental Attack / Incapacitating Attack

Psychic Lobotomy

Deal 1d6 Mental damage .
< or >
Opponent may not play cards
until the end of their next turn.

Mental Attack

Psionic Blast

Deal 1d6 Mental damage .
Attacker loses 2 Mental points.

Mental Attack

1d Insinuation

Deal 1d6 Mental damage .

Mental Attack / E.S.P.

Dream Stalker

Deal 1d6 Mental
damage as Attack.
< or >
Scri as E.S.P.

Mental Attack

Mind
Stab

Deal 1d6 Mental Damage .

Mental Attack

Ego
Whip

Deal 1d6 Mental Damage .

Mental Defense

Trance
State

Prevent 1 Mental, Special Mental
or Incapacitating Attack.

Mental Defense

Thought
Shield

Prevent 1 Mental, Special Mental
or Incapacitating Attack.

Mental Defense

Mind
Wall

Prevent 1 Mental, Special Mental
or Incapacitating Attack.

Mental Defense

Mind
Barrier

Prevent 1 Mental, Special Mental
or Incapacitating Attack.

Mental Defense

Intellect
Fortress

Prevent 1 Mental, Special Mental
or Incapacitating Attack.

Mental Defense

Tower of
Iron Will

Prevent 1 Mental, Special Mental
or Incapacitating Attack.

Regeneration

Delta Waves

Regain 1d6 Mental Points.

Special Mental Attack

Drain

Steal 1d6 Mental Points from an opponent.

Special Mental Attack

Psychic Vampire

Steal 2 random cards from an opponent.

Special Mental Attack

Mind Switch

Switch hands with an opponent.

Special Mental Attack

Mind Trap

You may play this card when an opponent looks at your hand. Deal 1d6 Mental Damage to that opponent.

Special Mental Attack

Psychic Venom

Opponent takes 1 point of Mental damage during their Power Phase for the next 1d6 turns.

Special Mental Attack

Memory Lapse

Opponent discards 3 random cards.

Special Mental Attack

Amnesia

Opponent discards 3 random cards.

Special Mental Attack

Mind Wipe

Opponent discards
1d6 random cards.

Physical Attack

Electrokinesis

Deal 1d6 Physical damage.

Physical Attack / Incapacitating Attack

Cryokinesis

Deal 1d6 Physical damage.
< or >
Opponent may not play cards
until the end of their next turn.

Physical Attack

Pyrokinesis

Deal 1d6 Physical damage.

Physical Attack

Energy Bolt

Deal 1d6 Physical damage.

Physical Attack

Telekinetic Blow

Deal 1d6 Physical damage.

Physical Attack

Telekinesis

Deal 1d6 Physical damage.

Physical Attack

Molecular Agitation

Deal 1d6 Physical damage.

Physical Attack / Mental Attack

Mind over Matter

Deal 1d6 Physical damage.
< or >
Deal 1d6 Mental damage.

Physical Attack

Brain Burn

Deal 1d6 Physical damage.

Physical Attack / Incapacitating Attack

Suggestion

Deal 1d6 Physical damage.
< or >
Opponent may not play cards
until the end of their next turn.

Physical Attack / Incapacitating Attack

Domination

Deal 1d6 Physical damage.
< or >
Opponent may not play cards
until the end of their next turn.

Physical Attack / Physical Defense

Temporal Stasis

Deal 1d6 Physical damage.
< or >
Prevent 1 Physical Attack.

Physical Defense

Combat Sense

Prevent 1 Physical Attack.

Physical Defense

Levitation

Prevent 1 Physical Attack.

Physical Defense

Invisibility

Prevent 1 Physical Attack.

Physical Defense

Teleport

Prevent 1 Physical Attack.

Rejuvenation

Rejuvenation

Regain 1d6 Physical Points.

Defense

Sense Aura

Prevent any 1 attack.

Defense

Anti-Psi

Prevent any 1 attack.
Discard 1 additional card
when you play this card.

Defense

Neutralize

Play at any time to
negate any one card play.

Defense

Reflection

Damage/Effect from any
one Attack against you is
applied to attacker.

Incapacitating Attack

Mesmerize

Opponent may not play cards
until the end of their next turn.

Incapacitating Attack

Fugue State

Opponent may not play cards
until the end of their next turn.

Incapacitating Attack

Inflict
Pain

Opponent may not play cards
until the end of their next turn.

Incapacitating Attack

Fear

Opponent may not play cards
until the end of their next turn.

Incapacitating Attack

Seizure

Opponent may not play cards
until the end of their next turn.

Incapacitating Attack

Paralysis

Opponent may not play cards
until the end of their next turn.

Incapacitating Attack

Confusion

Opponent may not play cards
until the end of their next turn.

Incapacitating Attack

Images

Opponent may not play cards
until the end of their next turn.

E.S.P.

Astral
Projection

Search the draw deck,
put 1 card in your hand.

E.S.P.

Astral
Sight

Scry, look at next 2
cards in the draw deck.

E.S.P.

Clarivoyance

Scry, draw 1 card.

E.S.P.

Precognition

Look at next 5 cards
In the draw deck.

E.S.P.

Total
Recall

Search the discard pile,
Put 1 card in your hand.

E.S.P.

Telepathy

Scry all opponents

Power

Psi
Capacitor

Add 1d6 to target die roll.
Play when base card is played.

Power

Psi
Lens

Add 1d6 to target die roll.
Play when base card is played.

E.S.P.

Mental
Probe

Scry and discard one
of opponent's cards.

E.S.P.

Brain
Storm

Draw 3 cards.

Power

Psionic Surge

Add 1d6 to target die roll.
Play when base card is played.

Power

Reality Spike

Add 1d6 to target die roll.
Play when base card is played.

Power

Mental Reserves

Add 1d6 to target die roll.
Play when base card is played.

Power

Psionic Echo

Add 1d6 to target die roll.
Play when base card is played.

Power

Psionic Amplifier

Add 1d6 to target die roll.
Play when base card is played.

Power

Energy Wave

Add 1d6 to target die roll.
Play when base card is played.

Power

Sharp Focus

Add 1d6 to target die roll.
Play when base card is played.

Rules

Setup:

Players begin with 20 Mental points and 20 Physical points. If either is reduced to 0 at any time, that player is out of the game. Players each draw 3 cards from the deck. Determine who goes first at random.

Play:

First player must discard 1 card before starting. (optional in larger games)

Power Phase:

Draw 2 cards. Discard down to 7.

ESP Phase:

You may play 1 E.S.P. or Regen. card.

Attack Phase:

You may play 1 Attack card.
Defender may play 1 Defense card.

Reshuffle and use the discard pile as needed.

Power cards may be played before any die role. Certain other cards specify that they can be played at non-standard times.

Full Rules from:

www.angelfire.com/games2/warpspawn/