



SURIYA
Appendix

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Appendix

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APPENDIX PURPOSE

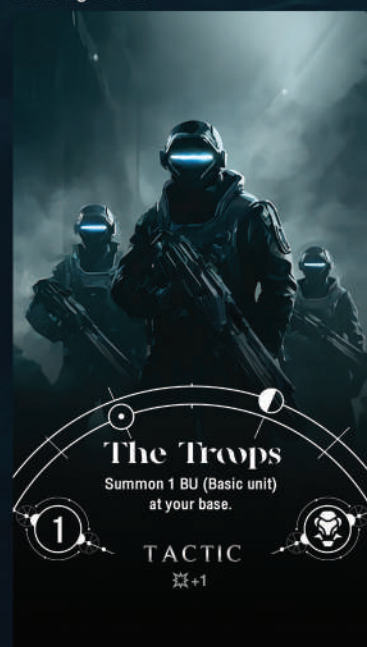
This appendix serves as a reference for rules and cards in Suriya. If you are new to the game, please start with the Suriya Rulebook before using this guide.

Card Clarifications

Starting & Central Cards

The Troops

Starting Cards



- Summons the leftmost BU from your Player Tray.
- No effect if no BU remain in your
- Cannot be placed if all eligible locations have 6 units.

The Weapon

Starting Cards



- Summons the leftmost EU from your Player Tray.
- No effect if no EU remain in your
- Cannot be placed if all eligible locations have 6 units.

The General

Starting Cards



- Cannot summon if a GU is already on the map.
- Does not replace or remove any GU.
- Cannot be placed if all eligible locations have 6 units.

First Base

Starting Cards



- Build only your first Base.
- Cannot build on a location with an existing base.

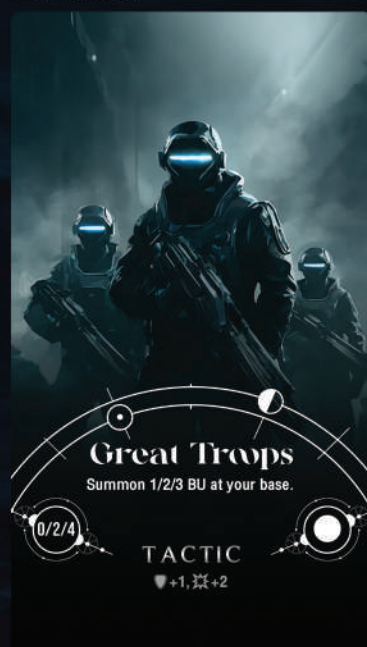
The Troops

Central Cards



Great Troops

Central Cards



- Summons the leftmost BU from your Player Tray.
- No effect if no BU remain in your
- Cannot be placed if all eligible locations have 6 units.

Great Weapon

Central Cards



- Summons the leftmost EU from your Player Tray.
- No effect if no EU remain in your
- Cannot be placed if all eligible locations have 6 units.

Great General

Central Cards



- Does not replace or remove any GU.
- Cannot be placed if all eligible locations have 6 units.

Settle Down

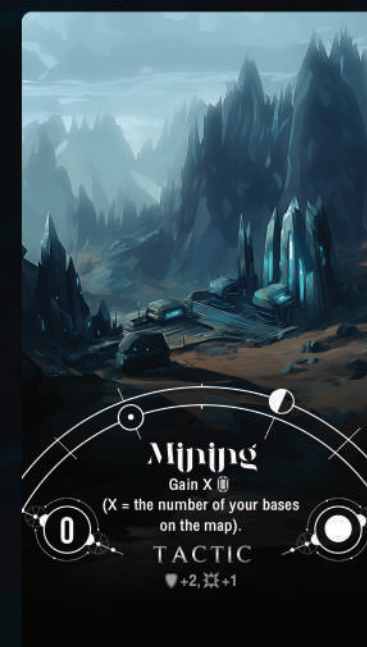
Central Cards



- Cannot build on a location with an existing base.

Mining

Central Cards



- Your Headquarter counts as 1 base.

Human Clarification

General Units / Bases

Kingston
The High Commander



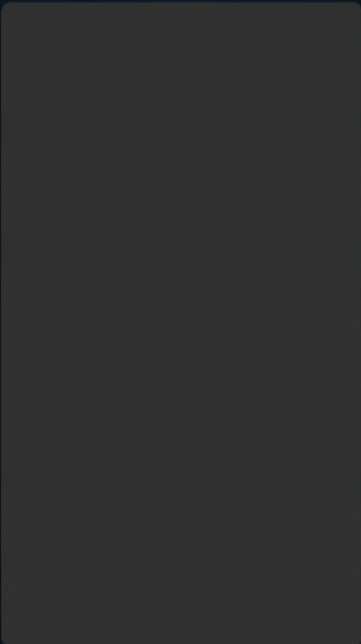
The High Commander
Kingston

PASSIVE Kingston may use a Command token to activate his Active skill.

ACTIVE Kingston's squad must have 2+ BU: Roll 1 [A] and deal 1 to an enemy squad within 2 spaces. If his squad has 4+ BU: +2 .

- Even if Kingston's Squad already has a Command or Exhaust Token, you may still activate his Active skill by using The General card.

Kingston
??



Claire
The Hawk General



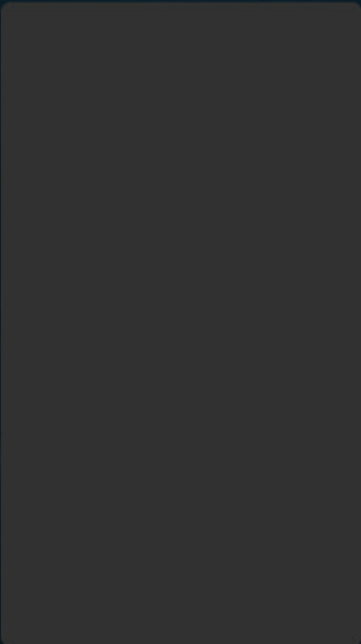
The Hawk General
Claire

PASSIVE After Claire's squad finishes combat, you may move her squad.

ACTIVE Search for 1 card from your deck and add it to your hand. Then, shuffle your deck.

- This move does not require a Command token.
- It still follows game rules, including discarding a card when moving into specified terrain.

Claire
??



 Barricade

- Each Barricade can absorb 1 damage before being destroyed.
- It can absorb any type of damage.
- If an enemy moves into an unoccupied terrain containing a Barricade, the Barricade is immediately destroyed.

 Landmine

- When an enemy moves into a Landmine's terrain, you roll 1 [A] die per Landmine to determine the damage dealt.
- Landmines only trigger when an enemy enters a terrain containing a Landmine Token.
- Human Faction units are unaffected by Landmines.

Nicolas
The Wolf General

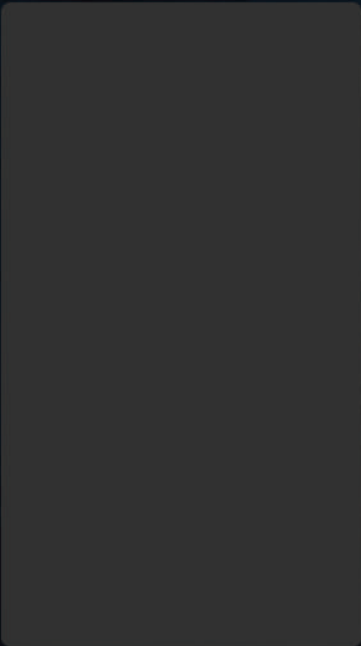


The Wolf General
Nicolas

PASSIVE Nicolas's squad +1 per 1 EU and +1 per 2 BU.

ACTIVE Place 1 Barricade token on Nicolas's squad and place 1 Landmine token on an adjacent terrain.

Nicolas
??



Medical Center

When your squad is the attacker: After combat, if any of your units survive, draw 1 card.

Engineering Depot

Your squad may move with Barricade tokens and every 2 Landmine tokens grant +1 .

Planet Fortress

When your squad is on your base and uses a [T], it gains all terrain effects from that card as if the terrain were Wild.

- The total damage is calculated after the roll, based on the number of Landmine tokens in that terrain.

- Wild terrain means that if a Tactic card grants a bonus when on a specific terrain (e.g., Mine), you will receive the bonus even if your squad is on a different terrain (e.g., Forest), as long as your base is there.

Human Clarifications

Faction Cards

Ship Upgrades

Faction Cards



- Ignore card discard when moving to any Terrain.
- Tactic conditions trigger as stated on the card (no need to meet both conditions).

Reinforcement

Faction Cards



- Can be summoned without a Base.
- Limited to 6 units per terrain; no more can be summoned if full.

Wolf Battalion

Faction Cards



- Limited to 6 units per terrain; no more can be summoned if full.

Sentinel Turret

Faction Cards



- Cancel 1 enemy tactic card after it is revealed.

Hawk Brigade

Faction Cards



- This can be used even if this squad has already placed a Command token.
- You may select how many units move.
- Units cannot be dropped off along the way.

Barricade

Faction Cards



- Ex. Pay 2 Minerals to place 3 Barricade Tokens.
- If there are not enough Barricade tokens, you may move existing ones from other terrains.

Nova Blast

Faction Cards



- Ex. Pay 2 Minerals to place 3 Nova Blast Tokens.

Landmine

Faction Cards



- Ex. Pay 2 Minerals to place 1 Landmine Token.
- If there are not enough Landmine tokens, you may move existing ones from other terrains.

Fusillade

Faction Cards



- Push: Control enemy squad to move 1 space away in any direction.
- If the pushed squad merges with another squad that exceeds the unit limit (6), the enemy must immediately choose which units to destroy.

Tracking Napalm

Faction Cards



- Ex. Pay 2 Minerals to place 3 Tracking Napalm Tokens.

Scarab Clarification

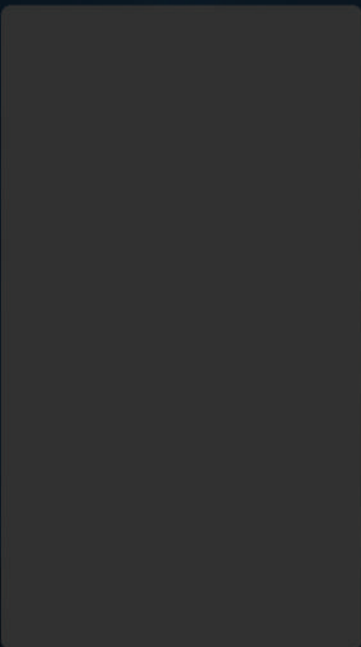
General Units / Bases

Arachnia
The Hive Queen



- Passive: This effect only triggers if Arachnia remains alive after combat.
- If there are not enough Egg tokens, you may move existing ones (side A) from other terrains.

Arachnia
??

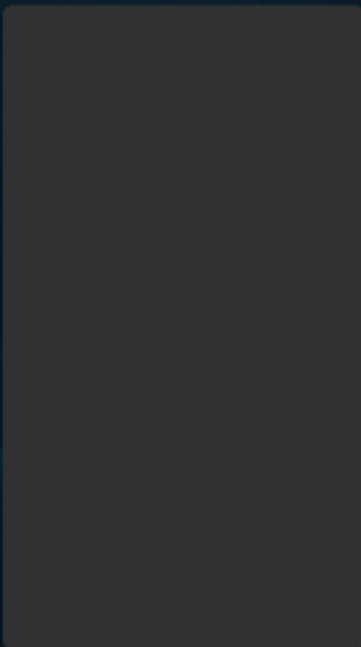


Buzzarax
The Doombringer



- Push: Control enemy squad to move 1 space away in any direction, ignoring terrain restrictions.
- If the pushed squad merges with another squad that exceeds the unit limit (6), the enemy must immediately choose which units to destroy.

Buzzarax
??



Egg

- When placing an Egg token, start with side A face up.
- Evolve: During each Upkeep, flip all Egg tokens on the map from side A to B. If already on B, remove the token and summon 1 BU.
- Egg tokens can take damage, including excess. When hit, they are destroyed.

Tunnel

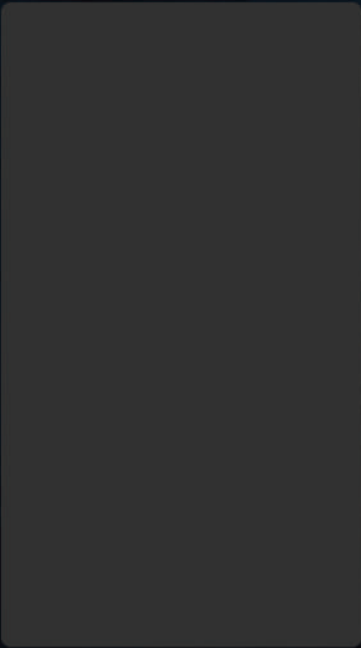
- Terrains with Tunnels are always adjacent to each other for Scarab (can Move and Attack through them) and ignore terrain restrictions.
- If a Scarab eliminates all enemies on a terrain with a tunnel, they may immediately move onto that tunnel via the Melee Attack ability.
- Tunnel Tokens cannot be destroyed. If all 4 are placed, you may move an existing one.
- Limited to 1 Tunnel per terrain.
- A Tunnel cannot be placed on an enemy Headquarter.

Vexikra
The Evolutionist



- Passive effect is applied at the end of combat. All 𐌹 are counted from dice rolls, Terrain bonuses, Tactic cards and Base effects.
- Transforming units does not count as being destroyed. You do not gain Cover Tray bonuses.

Vexikra
??



Melee Attack: As the Attacker: This movement still requires a discard if the terrain has restrictions. As the Defender: Your squad cannot counterattack but can still defend.

Evolution Dome

- Since Scarab cannot counterattack as a Defender, 𐌹 value still applies to this base's ability.

The Hatchery

- This effect increases the maximum size of all your squads from 6 to 8 Units.

Wormhole

- Moving into Forest and Lagoon does not require discarding a card.
- Forest still provides terrain bonuses and Lagoon no longer reduces 𐌹; instead, it grants +1 𐌹.

Scarab Clarifications

Faction Cards

Queen's Instinct

Faction Cards



- After removing Command tokens from those squads, they can be used again for issuing commands.
- If a squad has both a Command token and an Exhaust token, the Command token must be removed first.

Nesting

Faction Cards



- Place 2 Egg tokens on the HQ and 1 on each other Base on the map.
- Count all units destroyed in combat, regardless of type.

Titan Leaper

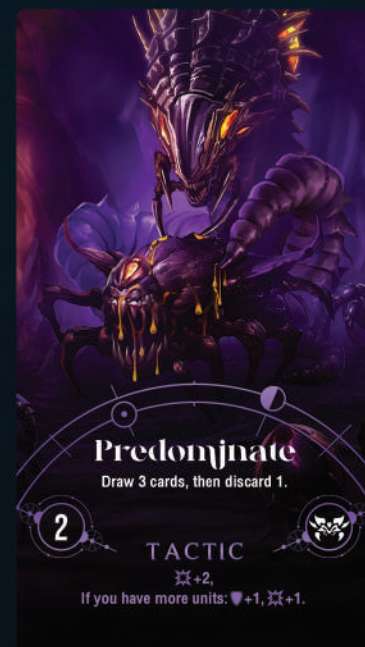
Faction Cards



- This effect allows each EU to move twice per turn for free: once at the start of your turn and once at the end.

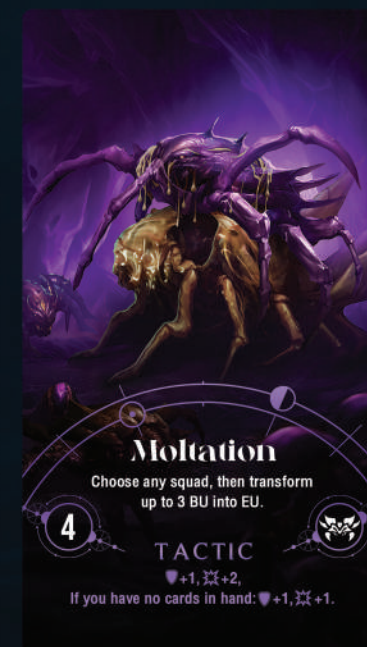
Predominate

Faction Cards



Moltation

Faction Cards



- Transforming units does not count as being destroyed. You do not gain Cover Tray bonuses.

Feast

Faction Cards



- Ex: Discard 3 Egg tokens to gain 4 Minerals.

Ambush

Faction Cards



- You may place the Tunnel token on an unoccupied terrain or one with your Squad.
- You may also place it on a terrain with an enemy squad, but no summon or attack will occur.
- After summoning, the attack is mandatory and this attack does not require a Command token.

Scales

Faction Cards



- While this card is active, EU must always take damage first before any other units.
- If the damage does not destroy the EU, nothing else happens.
- This card can stack. Ex: If 2 Scales cards are active, each EU gains +2 HP.

Rampage

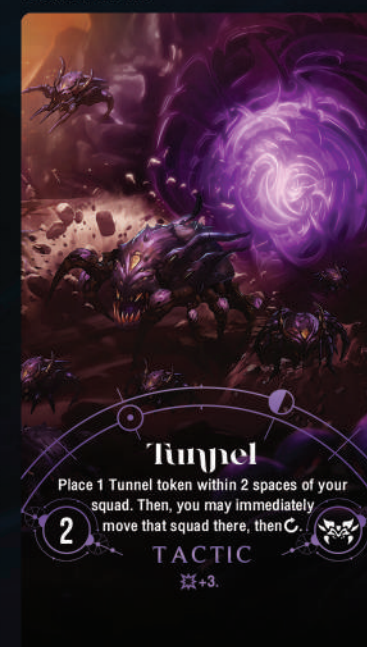
Faction Cards



- Deals damage equal to the total HP of your destroyed Units, including any HP bonuses they had.

Tunnel

Faction Cards



- You may place the Tunnel token on an unoccupied terrain or one with your Squad. After placement, you may move there without using a Command token, or choose not to move.
- You may also place it on a terrain with an enemy Squad, but no movement will occur.

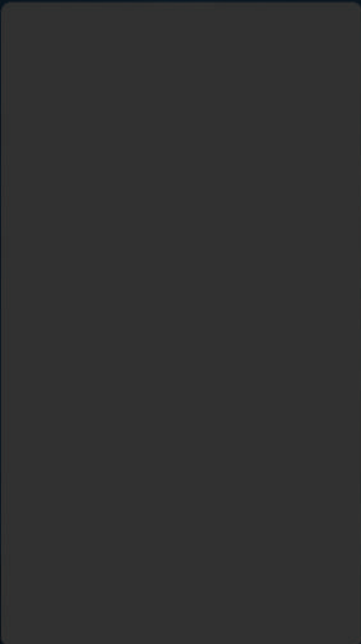
Syntron Clarification

General Units / Bases

Themaa
The Overseer



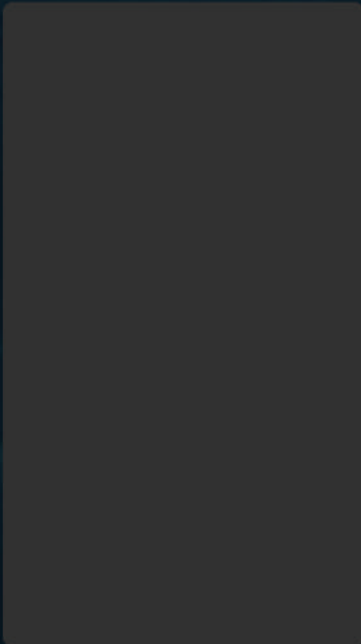
Themaa
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Zeathus
The Conqueror



Zeathus
??

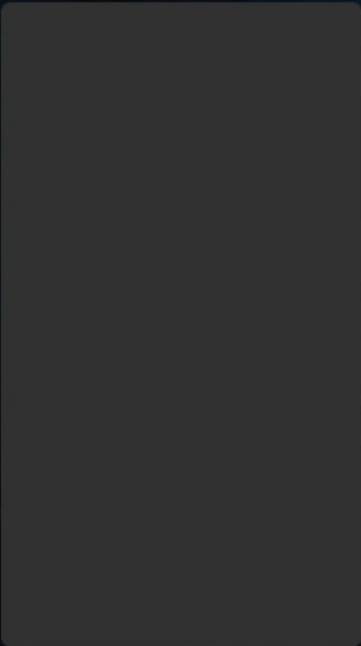


- You may move to any unoccupied terrain or one of your squads, limited to 6 units per terrain. Cannot move into a squad with another GU.
- Themaa must move but may choose how many units move with him.

Clydra
The Creator



Clydra
??



- You cannot pay multiple Minerals to summon more than one EU in a single activation.



Shield Generator

- You may force your enemy to reroll after they finish rolling their dice, but before either player uses any Tactic cards.

Command Center

- After combat, return all used Tactic cards to your hand instead.

Electrical Plant

- During the Preparing Phase, sum up the cost of all active [C] cards, then pay only half the total cost (rounded up).

Syntron Clarifications

Faction Cards

Sustain Module

Faction Cards



- This card can stack.

Ex: If 2 Sustain Module cards are active, each EU and GU gain +2 HP.

Reinforcement

Faction Cards



- This card can stack.

Ex: If 2 Recycle cards are active, when 1 EU is destroyed, immediately summon 2 BU.

- If you change a die face to [T], you can use additional Tactic cards.

Hex Gate

Faction Cards



- This can be used even if this squad has already placed a Command token.

- You may select how many units move.

- Units cannot be dropped off along the way.

Combine

Faction Cards



- Ex. If you pay 1 Mineral, use this ability twice: Transform 4 BU into 2 EU, then deal 2 damage to an adjacent enemy squad.

- Transforming units does not count as being destroyed. You do not gain Cover Tray bonuses.

Defensive Mode

Faction Cards



- This card can stack.

- Ex. In combat, if you have 5 defend and your enemy deals 3 damage, the remaining 2 defend is converted into 2 damage instead.

Over Clock

Faction Cards



- You must destroy your base first for this effect to occur.

- Also deal damage to this squad and all adjacent squads, including your own Syntron squads.

Last Stand

Faction Cards



- Ex. If you roll 2 [T], gain +2 damage.

Offensive Mode

Faction Cards



- This card can stack.

Overload

Faction Cards



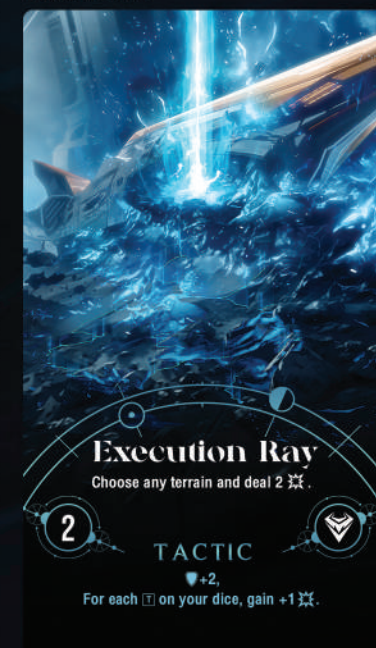
- Deal 2 damage if there is no EU.

- If there is an EU, deal 3 damage instead.

- Also deal damage to all adjacent squads, including your own Syntron squads.

Execution Ray

Faction Cards



Crytaas Clarification

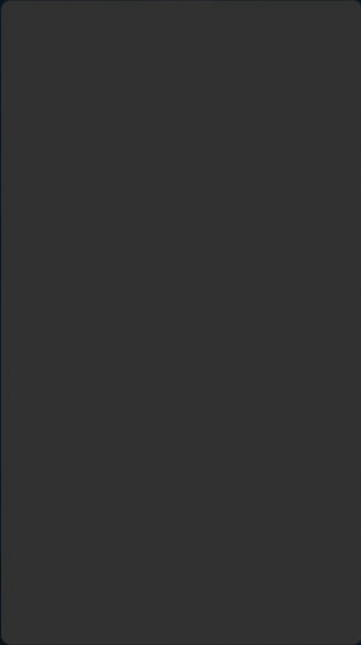
General Units / Bases

De' Eramus
The Prophet



- Only the printed Cost on the card is counted. The effect still triggers if the total is 8, even if you paid less due to cost reductions.
- Your Headquarter counts as 1 base.

De' Eramus
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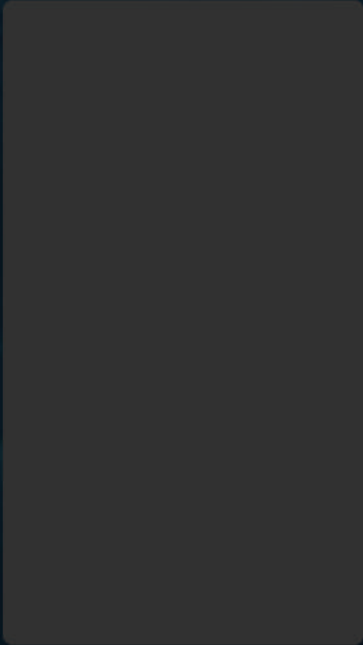


Haranek
The Archranger



- Although Haranek's squad takes damage only from combat, it can still be targeted by other control effects, such as Push.
- Also deals damage to all adjacent squads, including your own Cystaas squads (except Haranek's squad).

Haranek
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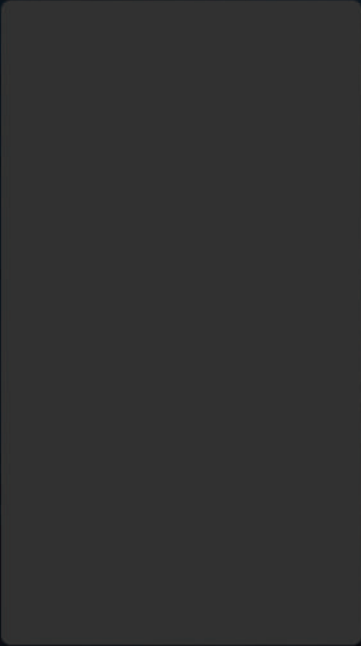


Yedu
The Incarnation



- Including a base on Yedu's squad or multiple bases adjacent to him, each base and Yedu gain +1 HP. Ex. A base normally has 3 HP, it will increase to 4 HP instead.
- The Headquarter is also considered a Base.

Yedu
??



Extraction Mill

- The Headquarter is also considered a base.

Omega Crucible

- When you move a squad, if a Base is on the same terrain as that squad, you may move the Base along with it.
- You cannot move the Base to a terrain that already has a Base or to an HQ.
- The HQ cannot be moved.

Forbidden Temple

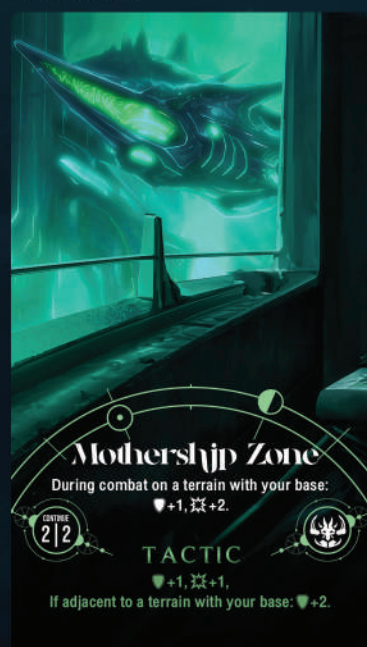
- Whenever you gain a card, you may choose to place it in the discard pile or on top of the draw pile.

Crytaas Clarifications

Faction Cards

Mothership Zone

Faction Cards



- This card can stack.

Ex: If 2 Mothership Zone cards are active, during combat on a terrain with your Base, you gain +2 defend and +4 damage.

Strategic Gain

Faction Cards



- You may choose to gain a card from either the Central or Faction cards. Place it in the discard pile.

- After using this as a Tactic, place it into your discard pile, following the Tactic card rules.

Solarium Trade

Faction Cards

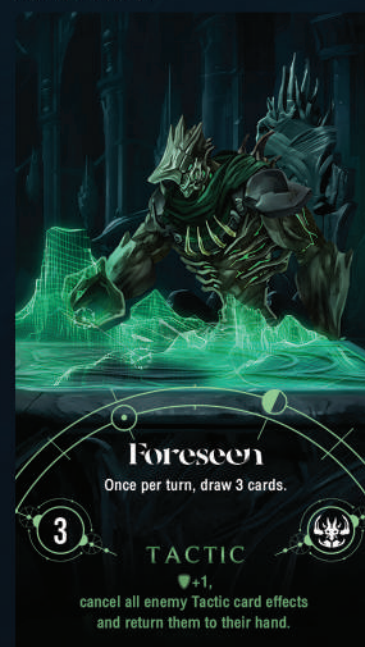


- You cannot discard a card with an X cost symbol.

- If you discard a card with a Continue cost, gain minerals based on its active cost (left side).

Foreseen

Faction Cards

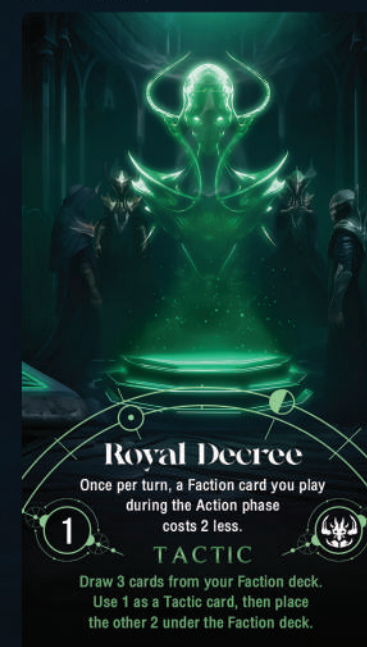


- During the Action phase, you can use only one Foreseen card.

- However, you may use any number of Foreseen cards as Tactic cards.

Royal Decree

Faction Cards



- During the Action phase, you can use only one Royal Decree card.

- This effect cannot reduce the cost of Starting or Central cards.
- However, you may use any number of Royal Decree cards as Tactic cards.

Magnetic Field

Faction Cards



- This card can stack.

Ex: If 2 Magnetic Field cards are active, an enemy must discard 2 cards per move instead.

- The HQ is also considered a base.

Plasma Shower

Faction Cards



Atomic Radiation

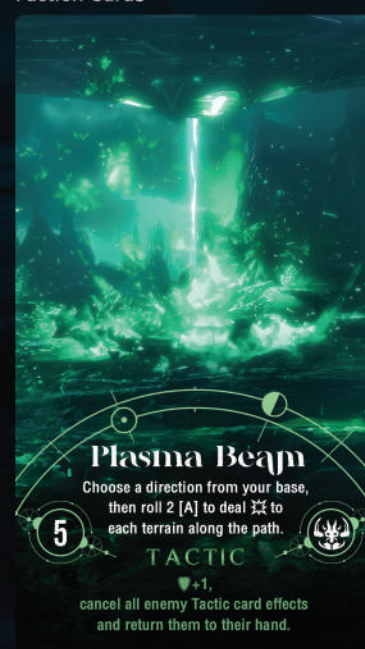
Faction Cards



- The HQ is also considered a base.

Plasma Beam

Faction Cards



- Damage starts from the first terrain adjacent to your base. Then, continue dealing damage in a straight line to all terrains in that direction until the path ends. Also, deal damage to all squads in those terrains, including your own Crytaas squads.

- The HQ is also considered a base.

Relocation

Faction Cards



- This can be used even if this squad has already placed a Command token.

- You may select how many units move.

- You cannot move the Base to a terrain that already has a Base or to an HQ.

- The HQ cannot be moved.