The complete player guide







Your collection. Your next legend.

A complete visual catalog, pack guide and tabletop rulebook for Clash Duel. Built from the current website catalog, with permanent card codes and original approved artwork.

Inside this edition

259 catalog entries / 177 main collection cards / 41 Evolution / 32 Hero / 8 Fusion / 1 support item

English edition / 6 November 2026 / Quick Duel rules v1.2. Prices and availability can change; check the live order screen before purchasing.

Contents & navigation

Tap a section or use the PDF bookmarks. Every catalog card links to its full-size approved image. The alphabetical code index is at the back.

Start your collection	3
Read the card system	4
Choose your pack	5
Understand pull rates	6
Set up Quick Duel	7
Play a round	8
Use your optional Trap	9
Fair play & scoring	10
Evolution, Hero & Fusion	11
Use the collector app	12
Fighters	13
Tanks	19
Spells	21
Buildings	23
Tower Troops	24
Traps	25
Emotes	26
Champions	27
EX	28
Evolution	31
Hero	35
Fusion	38
Support items	39
Alphabetical card index	40
Ready for your next legend?	46

Start your collection

1. Choose a pack

Browse pack covers, prices and pull rates. Open a pack and tap Add to cart. Review quantities in the top cart, then continue to the order form and send your order through WhatsApp. Different covers do not guarantee a particular character. Founders and Secret packs are special categories, not ordinary zero-price orders.

2. Create your collector account

Sign in on clashduelcards.com using your own account. Keep the same account when switching devices so your collection remains linked to you.

3. Scan the sealed pack QR

Open Scan Pack and scan the unique QR card included with your pack, or enter its claim code in the scan window. The QR card is additional to the 11 cards in the pack.

4. Reveal and check your collection

A successful claim adds the cards assigned to that pack to your account. Use category filters, names or card codes to find them. Keep the physical cards for your collection and tabletop play.

5. Keep collecting

Copies can contribute toward Evolution eligibility, Hero requirements and Fusion progress. Follow the exact source codes shown for each reward; similar names do not make cards interchangeable.

One-time codes

A pack claim code is used once. Never post the QR or full claim code publicly. A permanent card identifier is a different thing: it names a design, not a redeemable pack.

Read the card system

Category	What it means
Fighter / Tank	Unit types used in a Quick Duel deck.
Champion	The eight-Champion main collection. Maximum one Champion in a Quick Duel deck.
Spell / Building / Emote	Collectible categories outside the Quick Duel unit deck.
Tower Troop	King and Princess tower setup cards. They stay outside the deck.
Trap	One optional separate Trap per match. Quick Duel cancellation overrides printed effects.
EX	A special edition, not a unit type. An EX may be a unit or a Trap.
Evolution / Hero / Fusion	Separate reward collections with their own prerequisites.
Fusion Core	A single-use item required alongside both Fusion source requirements.

Permanent identifiers

Example: S01-FT-031-N-EX identifies Berserker EX. S01 and S02 are legacy identifier prefixes kept after the collections were merged. FT is the category family, 031 the identifier, and EX the edition suffix. The catalog now groups both prefixes together by card type. EV2, HR and FU codes belong to their own reward catalogs. Always use the full code.

Printed values vs Quick Duel

Read the top elixir value and the base number beside the first named attack. HP, DEF, speed, range, targets, unit abilities, attack text and attack-cost droplets are not used in Quick Duel 1.2.

Choose your pack

11 cards per pack. The pack QR card is extra. Prices below match the website conversion to USD.



Common Pack

$1.36 USD / AED 5

Familiar faces. A new adventure.



Rare Pack

$2.72 USD / AED 10

Take your collection to new heights.



Epic Pack

$4.08 USD / AED 15

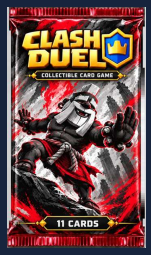
A striking addition to your collection.



Legendary Pack

$5.45 USD / AED 20

Make room for something extraordinary.



Evolution Pack

$8.17 USD / AED 30

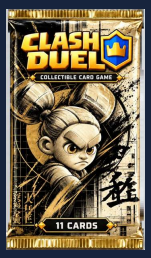
No completed Evolution cards inside.



Hero Pack

$13.61 USD / AED 50

No completed Hero cards inside.



Founders Pack

Reservation exclusive

For collectors who reserved before launch.

?

Secret Pack

Not offered for direct order

Some things stay a secret.



First Edition Pack

$1.36 USD / AED 5

A different cover. The same first chapter.

Shipping: UAE $8.17 USD (AED 30); international $40.84 USD (AED 150). Shipping is added per order. Final quantity, stock and totals are shown in the order screen.

Understand pull rates

These are percentages per collection-card slot, not the chance for the entire pack and not a promised count. Collection-card percentages do not specify a fixed count in each pack.

Pack	Normal	Legendary	EX	Champion	Emote
Common	75%	13%	2%	3%	7%
Rare	60%	25%	5%	4%	6%
Epic	45%	35%	10%	5%	5%
Legendary	25%	52%	13%	5%	5%
Evolution	15%	55%	20%	5%	5%
Hero	5%	55%	30%	5%	5%
First Edition	70%	17%	3%	3%	7%

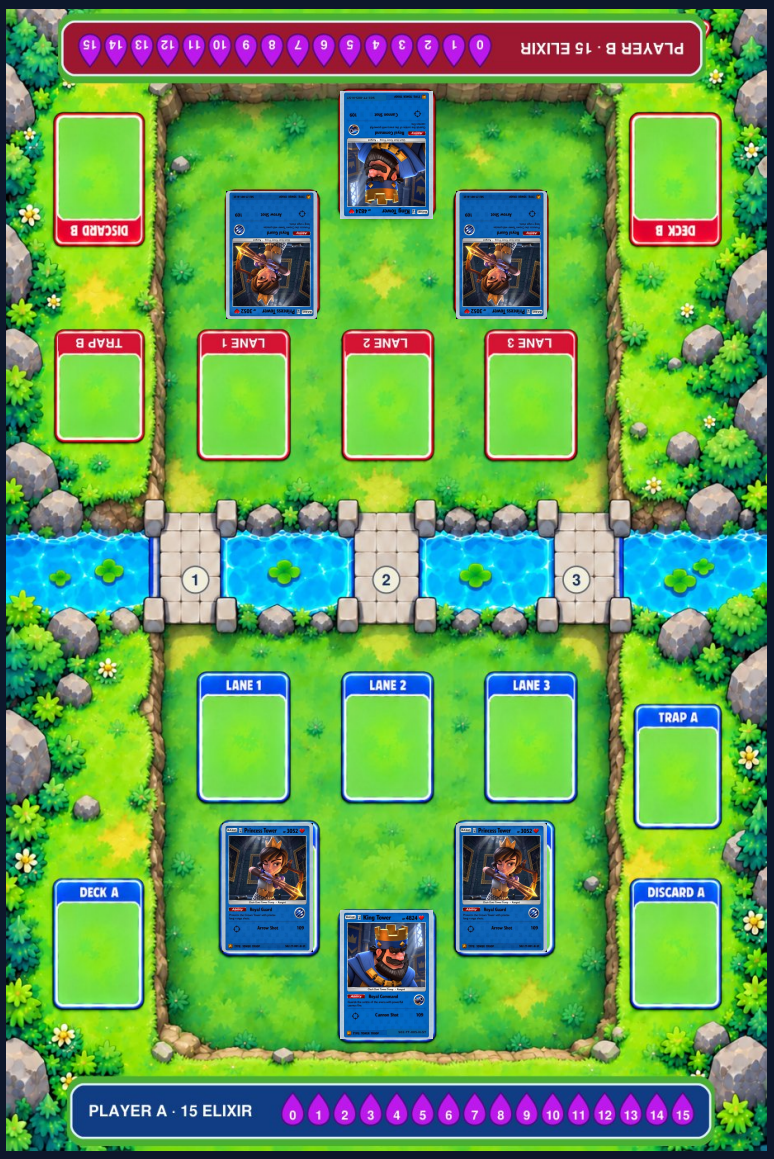
Within Normal: Traps 15%, Towers 10%, other categories 75%. Within Legendary: Traps 15%, other categories 85%. Within EX: Traps 30%, other EX 70%. These are internal category splits, not extra rarity odds.

What is not in ordinary pulls

Completed Evolution, Hero and Fusion cards have 0% pull rate. Champion is separate from Hero. Founders uses a special reservation distribution; ordinary rates do not apply. Secret pack details are intentionally undisclosed. The same code does not repeat within one pack; duplicates can occur across packs.

Set up Quick Duel

2 players / 3 rounds / 3 lanes / about 10 minutes. Most crowns after three rounds wins.



Build a nine-unit deck

Choose Fighters, Tanks or Champions. Maximum one Champion. One copy of each character across all versions.

Check every unit

A Hero, Evolution or EX unit may replace its normal version. It needs readable top elixir and attack values.

Keep these outside

Spells, Buildings, Emotes and Fusion do not enter the unit deck. Towers remain in setup slots. One optional Trap is separate.

Prepare the board

King behind two Princess Towers. Deck, Trap and discard at the sides. Use fixed bridge numbers from Player A's viewpoint.

Before the first reveal

Shuffle the nine units and let the opponent cut once. Towers cost no elixir and remain for all rounds; their HP and attacks are not used. Each tower is worth one crown, including the King.

Play a round

1. Draw three

Draw the top three units at the start of each round. No redraws, extra draws or carrying cards into later rounds.

2. Deploy within 15 elixir

Set up to three units face down, one per lane. Add their TOP elixir costs plus any set Trap. Total must be 15 or less. Empty lanes are allowed; unused elixir does not carry over.

3. Reveal together

When both players say ready, positions are locked. Reveal simultaneously. Resolve set Traps first, then compare each lane independently.

4. Compare base attack

Use the number beside the first named attack, without +, x or bonuses. Higher attack wins one crown. A unit against an empty lane wins one crown. A tied lane or two empty lanes award zero.

5. Clear and repeat

Discard all three drawn cards, including unplayed cards. Keep discards visible and record which units actually played. Repeat for three rounds.

Example: middle lane

Golden Knight has 220 base attack; Skeleton King has 200. Without a Trap, Golden Knight wins one crown against the opposing King Tower. Both empty lanes score zero. A King-lane win does not end the match.

Final tie: compare the total base attack of all units actually played across the match. If that also ties, the match is a draw.

Use your optional Trap

Choose one separate Trap

Keep one Trap face down beside you from setup, outside the nine-unit deck. Do not shuffle or replace it. Playing without a Trap is allowed.

Set it before saying ready

Put the Trap in the side TRAP zone. Write its selected fixed lane number on a face-down slip under it. That lane must contain your unit. Include the Trap top cost in the same 15-elixir budget. Perfect Deflection costs 3.

Reveal the Trap and lane slip

After units reveal but before attack comparison, reveal both. The opposing unit in that lane has zero attack for this round. Then compare normally. If both players set Traps in the same lane, both attacks become zero and it ties.

Discard after use

A Trap targeting an empty opposing lane has no effect but is still discarded and its cost paid. An unset Trap stays available for the next round. Traps without a clear top elixir value are excluded.

Official cancellation overrides printed effects

Every Trap uses only the rule above in Quick Duel. Printed damage, special triggers and other effects do not apply. Perfect Deflection's printed 180 does not add damage because this mode does not use health.

Worked example

Player B: Skeleton King 200 + Perfect Deflection in the middle lane. B pays fighter 4 + Trap 3 = 7 elixir. The Trap reduces Golden Knight 220 to zero; Skeleton King wins B one crown.

Fair play & scoring

Check before resolving lanes

If a player exceeds 15 elixir or puts two units in one lane, that player forfeits the round. The opponent earns three crowns instead of normal lane results. If both violate, both earn zero.

Trap setup violations

A set Trap needs its side zone, a preselected lane containing your unit, and no more than one Trap for the whole match. Violations carry the same round penalty. Do not move or play a Trap after the reveal.

No cross-lane effects

Resolve lanes independently. Cards, attacks and damage never move between lanes. Printed unit abilities, descriptions and attack-cost droplets are inactive.

Playing nothing is allowed

There is no replacement draw. Discard all three drawn cards and finish the round normally. A unit opposite an empty lane still wins its crown.

Round	Left Princess lane	King lane	Right Princess lane
1	A / B / Tie	A / B / Tie	A / B / Tie
2	A / B / Tie	A / B / Tie	A / B / Tie
3	A / B / Tie	A / B / Tie	A / B / Tie

Record each lane winner and add crowns for both players. Record the base attack of played units separately for the final tiebreak.

Rule priority

Quick Duel v1.2 governs this mode and takes precedence over printed card effects. For the live interactive explanation and examples, visit clashduelcards.com/how-to-play?lang=en.

Evolution, Hero & Fusion

Evolution: follow the source code

Collect 20 copies of the exact listed source card to qualify for an Evolution reward request. Your copies remain in your account and are not deducted when you request the reward.

Hero: own all three forms

The current Hero interface checks ownership of the listed Normal, Evolution and EX forms. All three exact codes must be present. Your cards stay in your account. Some Hero designs are visible while a required form is not yet listed; these are not yet requestable. Check the live Hero page.

Fusion: two origins plus a Core

Each Fusion lists two source codes. The current site requires 500 copies of each and one single-use Fusion Core. The Core alone does not unlock the reward. Eligibility leads to a physical-card request; it is not an ordinary pack pull.

Fusion	Required origins
Arcane Archer	Wizard + Magic Archer
Ember Trickster	Mother Witch + Berserker
Frostfire Wizard	Wizard + Ice Wizard
Molten Storm Dragon	Electro Dragon + Lava Hound
Phantom Rider	Royal Ghost + Hog Rider
Royal Archer	Archer + Little Prince
Spark Bandit	Bandit + Firecracker
Thunder Titan	Electro Wizard + Electro Giant

The compact catalog shows each design and permanent code. See the website guide for each Evolution source and Hero prerequisite. QR claims for special cards use their own unique tokens; printed design codes do not redeem ownership.

Use the collector app

Search & collect

Search by name or full code. Category filters separate the main collection from Evolution, Hero and Fusion. A locked design is not automatically owned; check your copy count.

Notifications

The bell opens updates from Clash Duel. A red counter shows unread updates. Read status belongs to your account. These are in-site notifications, not phone Push notifications.

Support messages

Open the messages icon and choose Support to contact the administrator about an order or claim problem. Never send passwords or full claim codes.

Player messages

Open Players. Enable Allow player message requests to appear by collector name and random CD identifier. Your email remains private. Search a friend by name or CD ID, then send one introduction.

Accept, block or report

The recipient must accept the request before further messages. You can decline or block. Reporting explicitly shares the last 20 messages with the administrator. Turning off requests removes you from discovery and prevents new requests; existing conversations remain.

Keep your account safe

Use your own account and keep claim QR cards private. For a used or invalid code, check the account and spelling, then contact support with your order details. Do not publish the full claim token.

Fighters

1-12 of 66 / 42 mm wide / Tap artwork for full-size card



Archer / S01-FT-003-N-ST



Baby Dragon / S01-FT-005-N-ST



Bandit / S01-FT-007-L-ST



Barbarians / S02-FT-001-N-ST



Bats / S02-FT-002-N-ST



Battle Healer / S01-FT-012-N-ST



Berserker / S02-FT-003-N-ST



Bomber / S01-FT-011-N-ST



Bowler / S02-FT-004-N-ST



Cannon Cart / S02-FT-005-N-ST



Dark Prince / S01-FT-008-N-ST



Dart Goblin / S02-FT-006-N-ST

Fighters

13-24 of 66 / 42 mm wide / Tap artwork for full-size card



Electro Dragon / S01-FT-009-N-ST



Electro Spirit / S02-FT-007-N-ST



Electro Wizard / S02-FT-008-L-ST



Elite Barbarians / S02-FT-009-N-ST



Executioner / S02-FT-010-N-ST



Fire Spirit / S02-FT-011-N-ST



Firecracker / S01-FT-010-N-ST



Fisherman / S01-FT-020-L-ST



Flying Machine / S02-FT-012-N-ST



Furnace / S02-FT-013-N-ST



Giant Skeleton / S01-FT-013-N-ST



Goblin Demolisher / S02-FT-014-N-ST

Fighters

25-36 of 66 / 42 mm wide / Tap artwork for full-size card



Goblin Gang / S01-FT-014-N-ST



Goblin Machine / S02-FT-015-N-ST



Goblins / S02-FT-016-N-ST



Guards / S02-FT-017-N-ST



Heal Spirit / S02-FT-018-N-ST



Hunter / S01-FT-015-N-ST



Ice Spirit / S02-FT-019-N-ST



Ice Wizard / S02-FT-020-L-ST



Inferno Dragon / S02-FT-021-L-ST



Knight / S01-FT-001-N-ST



Lumberjack / S01-FT-021-L-ST



Magic Archer / S01-FT-019-L-ST

Fighters

37-48 of 66 / 42 mm wide / Tap artwork for full-size card



Mega Knight / S01-FT-023-L-ST



Mega Minion / S02-FT-022-N-ST



Miner / S01-FT-018-L-ST



Mini P.E.K.K.A / S01-FT-006-N-ST



Minion Horde / S02-FT-023-N-ST



Minions / S02-FT-024-N-ST



Mother Witch / S01-FT-022-L-ST



Musketeer / S02-FT-025-N-ST



Night Witch / S02-FT-026-L-ST



P.E.K.K.A. / S02-FT-027-N-ST



Phoenix / S01-FT-024-L-ST



Prince / S01-FT-016-N-ST

Fighters

49-60 of 66 / 42 mm wide / Tap artwork for full-size card



Princess / S01-FT-017-L-ST



Rascal / S02-FT-028-N-ST



Ronin / S02-FT-042-N-ST



Royal Ghost / S02-FT-029-L-ST



Royal Recruits / S02-FT-030-N-ST



Rune Giant / S02-FT-031-N-ST



Skeleton Army / S02-FT-032-N-ST



Skeleton Dragons / S02-FT-033-N-ST



Skeletons / S02-FT-034-N-ST



Sparky / S02-FT-035-L-ST



Spear Goblins / S02-FT-036-N-ST



Spirit Empress / S02-FT-037-L-ST

Fighters

61-66 of 66 / 42 mm wide / Tap artwork for full-size card



Suspicious Bush / S02-FT-038-N-ST



Three Musketeers / S02-FT-039-N-ST



Valkyrie / S01-FT-002-N-ST



Witch / S02-FT-040-N-ST



Wizard / S01-FT-004-N-ST



Zappies / S02-FT-041-N-ST

Tanks

1-12 of 16 / 42 mm wide / Tap artwork for full-size card



Balloon / S02-TK-001-N-ST



Battle Ram / S02-TK-002-N-ST



Electro Giant / S02-TK-003-N-ST



Elixir Golem / S02-TK-004-N-ST



Giant / S02-TK-005-N-ST



Goblin Giant / S02-TK-006-N-ST



Golem / S02-TK-007-N-ST



Hog Rider / S02-TK-008-N-ST



Ice Golem / S02-TK-009-N-ST



Lava Hound / S02-TK-010-L-ST



Minion Giant / S02-TK-016-N-ST



Ram Rider / S02-TK-011-L-ST

Tanks

13-16 of 16 / 42 mm wide / Tap artwork for full-size card



Royal Giant / S02-TK-012-N-ST



Royal Hogs / S02-TK-013-N-ST



Skeleton Barrel / S02-TK-014-N-ST



Wall Breakers / S02-TK-015-N-ST

Spells

1-12 of 21 / 42 mm wide / Tap artwork for full-size card



Arrows / S01-SP-001-N-ST



Barbarian Barrel / S01-SP-002-N-ST



Clone / S02-SP-001-N-ST



Earthquake / S01-SP-003-N-ST



Fireball / S02-SP-002-N-ST



Freeze / S01-SP-004-L-ST



Giant Snowball / S01-SP-010-N-ST



Goblin Barrel / S01-SP-005-N-ST



Goblin Curse / S02-SP-003-N-ST



Graveyard / S02-SP-004-L-ST



Lightning / S02-SP-005-N-ST



Mirror / S02-SP-006-N-ST

Spells

13-21 of 21 / 42 mm wide / Tap artwork for full-size card



Poison / S01-SP-006-L-ST



Rage / S02-SP-007-N-ST



Rocket / S01-SP-007-N-ST



Royal Delivery / S02-SP-008-N-ST



The Log / S01-SP-008-L-ST



Tornado / S02-SP-009-N-ST



Vines / S02-SP-010-N-ST



Void / S02-SP-011-N-ST



Zap / S01-SP-009-N-ST

Buildings

1-12 of 12 / 42 mm wide / Tap artwork for full-size card



Barbarian Hut / S02-BD-001-N-ST



Bomb Tower / S02-BD-002-N-ST



Cannon / S02-BD-003-N-ST



Elixir Collector / S02-BD-004-N-ST



Goblin Cage / S02-BD-005-N-ST



Goblin Drill / S02-BD-006-N-ST



Goblin Hut / S02-BD-007-N-ST



Inferno Tower / S02-BD-008-N-ST



Mortar / S02-BD-009-N-ST



Tesla / S02-BD-010-N-ST



Tombstone / S02-BD-011-N-ST



X-Bow / S02-BD-012-N-ST

Tower Troops

1-5 of 5 / 42 mm wide / Tap artwork for full-size card



Cannoneer / S02-TT-003-N-ST



Dagger Duchess / S02-TT-002-N-ST



King Tower / S02-TT-005-N-ST



Princess Tower / S02-TT-001-N-ST



Royal Chef / S02-TT-004-N-ST

Traps

1-8 of 8 / 42 mm wide / Tap artwork for full-size card



Clash Showdown / S01-TR-006-L-ST



Clouded Judgement / S01-TR-001-N-ST



Decoy Distraction / S01-TR-007-N-ST



Disguise / S01-TR-005-N-ST



Gang's Burden / S01-TR-003-N-ST



Magical Spin / S01-TR-008-N-ST



Winter Break / S01-TR-004-L-ST



Witch's Braid / S01-TR-002-N-ST

Emotes

1-8 of 8 / 42 mm wide / Tap artwork for full-size card



Archer Emote / S01-EM-006-E-ST



Bandit Emote / S01-EM-002-E-ST



Bowler Emote / S01-EM-001-E-ST



Dab Emote / S01-EM-008-E-ST



Goblin Emote / S01-EM-005-E-ST



King Emote / S01-EM-003-E-ST



Mega Emote / S01-EM-007-E-ST



Suspicious Emote / S01-EM-004-E-ST

Champions

1-8 of 8 / 42 mm wide / Tap artwork for full-size card



Archer Queen / S01-CH-005-H-ST



Boss Bandit / S01-CH-008-H-ST



Goblinstein / S01-CH-004-H-ST



Golden Knight / S01-CH-006-H-ST



Little Prince / S01-CH-003-H-ST



Mighty Miner / S01-CH-002-H-ST



Monk / S01-CH-007-H-ST



Skeleton King / S01-CH-001-H-ST

EX

1-12 of 33 / 42 mm wide / Tap artwork for full-size card



Archer Queen EX / S01-CH-005-H-EX



Bandit EX / S01-FT-007-L-EX



Bandit EX — Quiet Recovery / S01-FT-034-N-EX



Barbarian EX — Battle Cry / S01-FT-035-N-EX



Berserker EX / S01-FT-031-N-EX



Boss Bandit EX / S01-FT-028-N-EX



Boss Bandit EX — Cosmic Ambush / S01-TR-024-N-EX



Cosmic Rest EX / S01-TR-023-N-EX



Dewlight Ambush EX / S01-TR-018-N-EX



Electro Dragon EX / S01-FT-009-N-EX



Electro Wizard EX / S02-FT-008-L-EX



Elixir Golem EX — Elixir Split / S01-FT-037-N-EX

EX

13-24 of 33 / 42 mm wide / Tap artwork for full-size card



Fierce Resolve EX / S01-TR-019-N-EX



Lava Hound EX — Lava Canyon / S01-FT-033-N-EX



Lava Hound EX — Volcano / S01-FT-032-N-EX



Lost Berserker EX / S01-TR-022-N-EX



Midnight Standoff EX / S01-TR-020-N-EX



Mini P.E.K.K.A EX / S01-FT-006-N-EX



Minion Giant EX — Toxic Hide / S01-FT-036-N-EX



Night Witch EX / S01-FT-029-N-EX



Perfect Deflection EX / S01-TR-017-N-EX



Phoenix Springs EX / S01-TR-021-N-EX



Quiet Wisdom EX / S01-TR-013-N-EX



Rainy Detour EX / S01-TR-012-N-EX

EX

25-33 of 33 / 42 mm wide / Tap artwork for full-size card



Royal Autograph EX / S01-TR-011-N-EX



Royal Rainfall EX / S01-TR-014-N-EX



Shocking Reveal EX / S01-TR-025-N-EX



Silent Retreat EX / S01-TR-015-N-EX



Sleeping Giant EX / S01-TR-016-N-EX



Spear Goblins EX / S01-FT-030-N-EX



Valkyrie EX / S01-FT-002-N-EX



Whirlwind EX / S01-TR-009-N-EX



Witch EX / S01-FT-027-N-EX

Evolution

1-12 of 41 / 42 mm wide / Tap artwork for full-size card



Evolved Archer / EV2-S01-FT-003



Evolved Baby Dragon / EV2-S01-FT-005



Evolved Barbarians / EV2-S02-FT-001



Evolved Bats / EV2-S02-FT-002



Evolved Battle Healer / EV2-S01-FT-012



Evolved Battle Ram / EV2-S02-TK-002



Evolved Bomber / EV2-S01-FT-011



Evolved Bowler / EV2-S02-FT-004



Evolved Dart Goblin / EV2-S02-FT-006



Evolved Electro Giant / EV2-S02-TK-003



Evolved Electro Wizard / EV2-S02-FT-008



Evolved Firecracker / EV2-S01-FT-010

Evolution

13-24 of 41 / 42 mm wide / Tap artwork for full-size card



Evolved Furnace / EV2-S02-FT-013



Evolved Giant / EV2-S02-TK-005



Evolved Goblin Demolisher / EV2-S02-FT-014



Evolved Golem / EV2-S02-TK-007



Evolved Hog Rider / EV2-S02-TK-008



Evolved Hunter / EV2-S01-FT-015



Evolved Ice Golem / EV2-S02-TK-009



Evolved Ice Wizard / EV2-S02-FT-020



Evolved Knight / EV2-S01-FT-001



Evolved Lava Hound / EV2-S02-TK-010



Evolved Mega Knight / EV2-S01-FT-023



Evolved Mini P.E.K.K.A. / EV2-S01-FT-006

Evolution

25-36 of 41 / 42 mm wide / Tap artwork for full-size card



Evolved Minion Giant / EV2-S02-TK-016



Evolved Mother Witch / EV2-S01-FT-022



Evolved Musketeer / EV2-S02-FT-025



Evolved Night Witch / EV2-S02-FT-026



Evolved P.E.K.K.A. / EV2-S02-FT-027



Evolved Phoenix / EV2-S01-FT-024



Evolved Princess / EV2-S01-FT-017



Evolved Ronin / EV2-S02-FT-042



Evolved Royal Ghost / EV2-S02-FT-029



Evolved Royal Recruits / EV2-S02-FT-030



Evolved Skeleton Army / EV2-S02-FT-032



Evolved Skeleton Barrel / EV2-S02-TK-014

Evolution

37-41 of 41 / 42 mm wide / Tap artwork for full-size card



Evolved Skeletons / EV2-S02-FT-034



Evolved Suspicious Bush / EV2-S02-FT-038



Evolved Three Musketeers / EV2-S02-FT-039



Evolved Witch / EV2-S02-FT-040



Evolved Wizard / EV2-S01-FT-004

Hero

1-12 of 32 / 42 mm wide / Tap artwork for full-size card



Archer HERO / HR-S01-FT-003



Baby Dragon HERO / HR-S01-FT-005



Bandit HERO / HR-S01-FT-007



Barbarian Barrel HERO / HR-S01-SP-002



Barbarian HERO / HR-S02-FT-001



Battle Healer HERO / HR-S01-FT-012



Berserker HERO / HR-S02-FT-003



Electro Wizard HERO / HR-S02-FT-008



Executioner HERO / HR-S02-FT-010



Giant Skeleton HERO / HR-S01-FT-013



Goblin Machine HERO / HR-S02-FT-015



Goblins HERO / HR-S02-FT-016

Hero

13-24 of 32 / 42 mm wide / Tap artwork for full-size card



Hog Rider HERO / HR-S02-TK-008



Ice Wizard HERO / HR-S02-FT-020



Lumberjack HERO / HR-S01-FT-021



Magic Archer HERO / HR-S01-FT-019



Mega Knight HERO / HR-S01-FT-023



Mini P.E.K.K.A HERO / HR-S01-FT-006



Mother Witch HERO / HR-S01-FT-022



Musketeer HERO / HR-S02-FT-025



Night Witch HERO / HR-S02-FT-026



Phoenix HERO / HR-S01-FT-024



Princess HERO / HR-S01-FT-017



Ram Rider HERO / HR-S02-TK-011

Hero

25-32 of 32 / 42 mm wide / Tap artwork for full-size card



Rascals HERO / HR-S02-FT-028



Ronin HERO / HR-S02-FT-042



Royal Ghost HERO / HR-S02-FT-029



Spirit Rider HERO / HR-S02-FT-037



Three Musketeers HERO / HR-S02-FT-039



Valkyrie HERO / HR-S01-FT-002



Witch HERO / HR-S02-FT-040



Wizard HERO / HR-S01-FT-004

Fusion

1-8 of 8 / 42 mm wide / Tap artwork for full-size card



Arcane Archer Fusion EX / FU-007



Ember Trickster Fusion / FU-001



Frostfire Wizard Fusion EX / FU-006



Molten Storm Dragon Fusion EX / FU-008



Phantom Rider Fusion EX / FU-003



Royal Archer Fusion EX / FU-002



Spark Bandit Fusion EX / FU-004



Thunder Titan Fusion EX / FU-005

Support items

1-1 of 1 / 42 mm wide / Tap artwork for full-size card



Fusion Core / FUSION-CORE-001

Alphabetical card index

Arcane Archer Fusion EX FU-007 38

Archer S01-FT-003-N-ST 13

Archer Emote S01-EM-006-E-ST 26

Archer HERO HR-S01-FT-003 35

Archer Queen S01-CH-005-H-ST 27

Archer Queen EX S01-CH-005-H-EX 28

Arrows S01-SP-001-N-ST 21

Baby Dragon S01-FT-005-N-ST 13

Baby Dragon HERO HR-S01-FT-005 35

Balloon S02-TK-001-N-ST 19

Bandit S01-FT-007-L-ST 13

Bandit Emote S01-EM-002-E-ST 26

Bandit EX S01-FT-007-L-EX 28

Bandit EX - Quiet Recovery S01-FT-034-N-EX 28

Bandit HERO HR-S01-FT-007 35

Barbarian Barrel S01-SP-002-N-ST 21

Barbarian Barrel HERO HR-S01-SP-002 35

Barbarian EX - Battle Cry S01-FT-035-N-EX 28

Barbarian HERO HR-S02-FT-001 35

Barbarian Hut S02-BD-001-N-ST 23

Barbarians S02-FT-001-N-ST 13

Bats S02-FT-002-N-ST 13

Battle Healer S01-FT-012-N-ST 13

Battle Healer HERO HR-S01-FT-012 35

Battle Ram S02-TK-002-N-ST 19

Berserker S02-FT-003-N-ST 13

Berserker EX S01-FT-031-N-EX 28

Berserker HERO HR-S02-FT-003 35

Bomb Tower S02-BD-002-N-ST 23

Bomber S01-FT-011-N-ST 13

Boss Bandit S01-CH-008-H-ST 27

Boss Bandit EX S01-FT-028-N-EX 28

Boss Bandit EX - Cosmic Ambush S01-TR-024-N-EX 28

Bowler S02-FT-004-N-ST 13

Bowler Emote S01-EM-001-E-ST 26

Cannon S02-BD-003-N-ST 23

Cannon Cart S02-FT-005-N-ST 13

Cannoneer S02-TT-003-N-ST 24

Clash Showdown S01-TR-006-L-ST 25

Clone S02-SP-001-N-ST 21

Clouded Judgement S01-TR-001-N-ST 25

Cosmic Rest EX S01-TR-023-N-EX 28

Dab Emote S01-EM-008-E-ST 26

Dagger Duchess S02-TT-002-N-ST 24

Alphabetical card index

Dark Prince S01-FT-008-N-ST 13

Dart Goblin S02-FT-006-N-ST 13

Decoy Distraction S01-TR-007-N-ST 25

Dewlight Ambush EX S01-TR-018-N-EX 28

Disguise S01-TR-005-N-ST 25

Earthquake S01-SP-003-N-ST 21

Electro Dragon S01-FT-009-N-ST 14

Electro Dragon EX S01-FT-009-N-EX 28

Electro Giant S02-TK-003-N-ST 19

Electro Spirit S02-FT-007-N-ST 14

Electro Wizard S02-FT-008-L-ST 14

Electro Wizard EX S02-FT-008-L-EX 28

Electro Wizard HERO HR-S02-FT-008 35

Elite Barbarians S02-FT-009-N-ST 14

Elixir Collector S02-BD-004-N-ST 23

Elixir Golem S02-TK-004-N-ST 19

Elixir Golem EX - Elixir Split S01-FT-037-N-EX 28

Ember Trickster Fusion FU-001 38

Evolved Archer EV2-S01-FT-003 31

Evolved Baby Dragon EV2-S01-FT-005 31

Evolved Barbarians EV2-S02-FT-001 31

Evolved Bats EV2-S02-FT-002 31

Evolved Battle Healer EV2-S01-FT-012 31

Evolved Battle Ram EV2-S02-TK-002 31

Evolved Bomber EV2-S01-FT-011 31

Evolved Bowler EV2-S02-FT-004 31

Evolved Dart Goblin EV2-S02-FT-006 31

Evolved Electro Giant EV2-S02-TK-003 31

Evolved Electro Wizard EV2-S02-FT-008 31

Evolved Firecracker EV2-S01-FT-010 31

Evolved Furnace EV2-S02-FT-013 32

Evolved Giant EV2-S02-TK-005 32

Evolved Goblin Demolisher EV2-S02-FT-014 32

Evolved Golem EV2-S02-TK-007 32

Evolved Hog Rider EV2-S02-TK-008 32

Evolved Hunter EV2-S01-FT-015 32

Evolved Ice Golem EV2-S02-TK-009 32

Evolved Ice Wizard EV2-S02-FT-020 32

Evolved Knight EV2-S01-FT-001 32

Evolved Lava Hound EV2-S02-TK-010 32

Evolved Mega Knight EV2-S01-FT-023 32

Evolved Mini P.E.K.K.A. EV2-S01-FT-006 32

Evolved Minion Giant EV2-S02-TK-016 33

Evolved Mother Witch EV2-S01-FT-022 33

Alphabetical card index

Evolved Musketeer EV2-S02-FT-025 33

Evolved Night Witch EV2-S02-FT-026 33

Evolved P.E.K.K.A. EV2-S02-FT-027 33

Evolved Phoenix EV2-S01-FT-024 33

Evolved Princess EV2-S01-FT-017 33

Evolved Ronin EV2-S02-FT-042 33

Evolved Royal Ghost EV2-S02-FT-029 33

Evolved Royal Recruits EV2-S02-FT-030 33

Evolved Skeleton Army EV2-S02-FT-032 33

Evolved Skeleton Barrel EV2-S02-TK-014 33

Evolved Skeletons EV2-S02-FT-034 34

Evolved Suspicious Bush EV2-S02-FT-038 34

Evolved Three Musketeers EV2-S02-FT-039 34

Evolved Witch EV2-S02-FT-040 34

Evolved Wizard EV2-S01-FT-004 34

Executioner S02-FT-010-N-ST 14

Executioner HERO HR-S02-FT-010 35

Fierce Resolve EX S01-TR-019-N-EX 29

Fire Spirit S02-FT-011-N-ST 14

Fireball S02-SP-002-N-ST 21

Firecracker S01-FT-010-N-ST 14

Fisherman S01-FT-020-L-ST 14

Flying Machine S02-FT-012-N-ST 14

Freeze S01-SP-004-L-ST 21

Frostfire Wizard Fusion EX FU-006 38

Furnace S02-FT-013-N-ST 14

Fusion Core FUSION-CORE-001 39

Gang's Burden S01-TR-003-N-ST 25

Giant S02-TK-005-N-ST 19

Giant Skeleton S01-FT-013-N-ST 14

Giant Skeleton HERO HR-S01-FT-013 35

Giant Snowball S01-SP-010-N-ST 21

Goblin Barrel S01-SP-005-N-ST 21

Goblin Cage S02-BD-005-N-ST 23

Goblin Curse S02-SP-003-N-ST 21

Goblin Demolisher S02-FT-014-N-ST 14

Goblin Drill S02-BD-006-N-ST 23

Goblin Emote S01-EM-005-E-ST 26

Goblin Gang S01-FT-014-N-ST 15

Goblin Giant S02-TK-006-N-ST 19

Goblin Hut S02-BD-007-N-ST 23

Goblin Machine S02-FT-015-N-ST 15

Goblin Machine HERO HR-S02-FT-015 35

Goblins S02-FT-016-N-ST 15

Alphabetical card index

Goblins HERO 35
HR-S02-FT-016

Goblinstein 27
S01-CH-004-H-ST

Golden Knight 27
S01-CH-006-H-ST

Golem 19
S02-TK-007-N-ST

Graveyard 21
S02-SP-004-L-ST

Guards 15
S02-FT-017-N-ST

Heal Spirit 15
S02-FT-018-N-ST

Hog Rider 19
S02-TK-008-N-ST

Hog Rider HERO 36
HR-S02-TK-008

Hunter 15
S01-FT-015-N-ST

Ice Golem 19
S02-TK-009-N-ST

Ice Spirit 15
S02-FT-019-N-ST

Ice Wizard 15
S02-FT-020-L-ST

Ice Wizard HERO 36
HR-S02-FT-020

Inferno Dragon 15
S02-FT-021-L-ST

Inferno Tower 23
S02-BD-008-N-ST

King Emote 26
S01-EM-003-E-ST

King Tower 24
S02-TT-005-N-ST

Knight 15
S01-FT-001-N-ST

Lava Hound 19
S02-TK-010-L-ST

Lava Hound EX - Lava Canyon 29
S01-FT-033-N-EX

Lava Hound EX - Volcano 29
S01-FT-032-N-EX

Lightning 21
S02-SP-005-N-ST

Little Prince 27
S01-CH-003-H-ST

Lost Berserker EX 29
S01-TR-022-N-EX

Lumberjack 15
S01-FT-021-L-ST

Lumberjack HERO 36
HR-S01-FT-021

Magic Archer 15
S01-FT-019-L-ST

Magic Archer HERO 36
HR-S01-FT-019

Magical Spin 25
S01-TR-008-N-ST

Mega Emote 26
S01-EM-007-E-ST

Mega Knight 16
S01-FT-023-L-ST

Mega Knight HERO 36
HR-S01-FT-023

Mega Minion 16
S02-FT-022-N-ST

Midnight Standoff EX 29
S01-TR-020-N-EX

Mighty Miner 27
S01-CH-002-H-ST

Miner 16
S01-FT-018-L-ST

Mini P.E.K.K.A 16
S01-FT-006-N-ST

Mini P.E.K.K.A EX 29
S01-FT-006-N-EX

Mini P.E.K.K.A HERO 36
HR-S01-FT-006

Minion Giant 19
S02-TK-016-N-ST

Minion Giant EX - Toxic Hide 29
S01-FT-036-N-EX

Minion Horde 16
S02-FT-023-N-ST

Minions 16
S02-FT-024-N-ST

Alphabetical card index

Mirror 21
S02-SP-006-N-ST

Molten Storm Dragon Fusion EX 38
FU-008

Monk 27
S01-CH-007-H-ST

Mortar 23
S02-BD-009-N-ST

Mother Witch 16
S01-FT-022-L-ST

Mother Witch HERO 36
HR-S01-FT-022

Musketeer 16
S02-FT-025-N-ST

Musketeer HERO 36
HR-S02-FT-025

Night Witch 16
S02-FT-026-L-ST

Night Witch EX 29
S01-FT-029-N-EX

Night Witch HERO 36
HR-S02-FT-026

P.E.K.K.A. 16
S02-FT-027-N-ST

Perfect Deflection EX 29
S01-TR-017-N-EX

Phantom Rider Fusion EX 38
FU-003

Phoenix 16
S01-FT-024-L-ST

Phoenix HERO 36
HR-S01-FT-024

Phoenix Springs EX 29
S01-TR-021-N-EX

Poison 22
S01-SP-006-L-ST

Prince 16
S01-FT-016-N-ST

Princess 17
S01-FT-017-L-ST

Princess HERO 36
HR-S01-FT-017

Princess Tower 24
S02-TT-001-N-ST

Quiet Wisdom EX 29
S01-TR-013-N-EX

Rage 22
S02-SP-007-N-ST

Rainy Detour EX 29
S01-TR-012-N-EX

Ram Rider 19
S02-TK-011-L-ST

Ram Rider HERO 36
HR-S02-TK-011

Rascal 17
S02-FT-028-N-ST

Rascals HERO 37
HR-S02-FT-028

Rocket 22
S01-SP-007-N-ST

Ronin 17
S02-FT-042-N-ST

Ronin HERO 37
HR-S02-FT-042

Royal Archer Fusion EX 38
FU-002

Royal Autograph EX 30
S01-TR-011-N-EX

Royal Chef 24
S02-TT-004-N-ST

Royal Delivery 22
S02-SP-008-N-ST

Royal Ghost 17
S02-FT-029-L-ST

Royal Ghost HERO 37
HR-S02-FT-029

Royal Giant 20
S02-TK-012-N-ST

Royal Hogs 20
S02-TK-013-N-ST

Royal Rainfall EX 30
S01-TR-014-N-EX

Royal Recruits 17
S02-FT-030-N-ST

Rune Giant 17
S02-FT-031-N-ST

Shocking Reveal EX 30
S01-TR-025-N-EX

Alphabetical card index

Silent Retreat EX S01-TR-015-N-EX 30

Skeleton Army S02-FT-032-N-ST 17

Skeleton Barrel S02-TK-014-N-ST 20

Skeleton Dragons S02-FT-033-N-ST 17

Skeleton King S01-CH-001-H-ST 27

Skeletons S02-FT-034-N-ST 17

Sleeping Giant EX S01-TR-016-N-EX 30

Spark Bandit Fusion EX FU-004 38

Sparky S02-FT-035-L-ST 17

Spear Goblins S02-FT-036-N-ST 17

Spear Goblins EX S01-FT-030-N-EX 30

Spirit Empress S02-FT-037-L-ST 17

Spirit Rider HERO HR-S02-FT-037 37

Suspicious Bush S02-FT-038-N-ST 18

Suspicious Emote S01-EM-004-E-ST 26

Tesla S02-BD-010-N-ST 23

The Log S01-SP-008-L-ST 22

Three Musketeers S02-FT-039-N-ST 18

Three Musketeers HERO HR-S02-FT-039 37

Thunder Titan Fusion EX FU-005 38

Tombstone S02-BD-011-N-ST 23

Tornado S02-SP-009-N-ST 22

Valkyrie S01-FT-002-N-ST 18

Valkyrie EX S01-FT-002-N-EX 30

Valkyrie HERO HR-S01-FT-002 37

Vines S02-SP-010-N-ST 22

Void S02-SP-011-N-ST 22

Wall Breakers S02-TK-015-N-ST 20

Whirlwind EX S01-TR-009-N-EX 30

Winter Break S01-TR-004-L-ST 25

Witch S02-FT-040-N-ST 18

Witch EX S01-FT-027-N-EX 30

Witch HERO HR-S02-FT-040 37

Witch's Braid S01-TR-002-N-ST 25

Wizard S01-FT-004-N-ST 18

Wizard HERO HR-S01-FT-004 37

X-Bow S02-BD-012-N-ST 23

Zap S01-SP-009-N-ST 22

Zappies S02-FT-041-N-ST 18

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