

OIL TANKER

TERRAN SHIP



Reaction When this ship is destroyed, the enemy structure facing it loses 5 durability

0

10

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OIL TANKER

TERRAN SHIP



Reaction When this ship is destroyed, the enemy structure facing it loses 5 durability

0

10

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SCOUT

TERRAN SHIP



Bombard 1 (when this ship attacks a ship or structure, the next structure or base behind it loses 1 durability)

2

7

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SCOUT

TERRAN SHIP



Bombard 1 (when this ship attacks a ship or structure, the next structure or base behind it loses 1 durability)

2

7

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MISSILE CRUISER

TERRAN SHIP



Bombard 2 (when this ship attacks a ship or structure, the next structure or base behind it loses 2 durability)

Reaction When you deploy this ship, the enemy base in front of it loses 3 durability

5

12

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MISSILE CRUISER

TERRAN SHIP



Bombard 2 (when this ship attacks a ship or structure, the next structure or base behind it loses 2 durability)

Reaction When you deploy this ship, the enemy base in front of it loses 3 durability

5

12

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HULLBREAKER FRIGATE

TERRAN SHIP



Lockdown (disables resource generation for any ship facing this ship)

6

RENOWNED

14

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OVERGROWN PATROL

TERRAN SHIP



This ship is Overgrown

Blossoming ships cannot cause Overgrown ships to lose durability

Action Pay then a ship of your choosing becomes Overgrown until the end of the current turn

Action Pay then a ship of your choosing becomes Blossoming until the end of the current turn

4

14

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OVERGROWN PATROL

TERRAN SHIP



This ship is Overgrown

Blossoming ships cannot cause Overgrown ships to lose durability

Action Pay then a ship of your choosing becomes Overgrown until the end of the current turn

Action Pay then a ship of your choosing becomes Blossoming until the end of the current turn

4

14

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CARRIER



TERRAN SHIP



Action Up to once per turn, on your turn, deploy a ship that costs 2 or fewer resources for free, without paying its resource cost

Action Pay then destroy this ship and draw a card

4

18

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RESOURCE SILO

TERRAN STRUCTURE



Cheap repairs (when this structure is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)

6

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RESOURCE SILO

TERRAN STRUCTURE



Cheap repairs (when this structure is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)

6

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FUEL DEPOT



TERRAN STRUCTURE



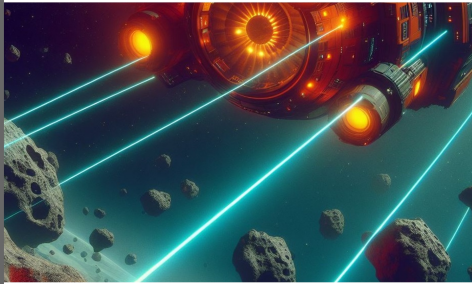
When this structure is replaced or destroyed, your base loses 2 durability

7

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LASER SHOT

TERRAN ACTION



Choose one of the following effects

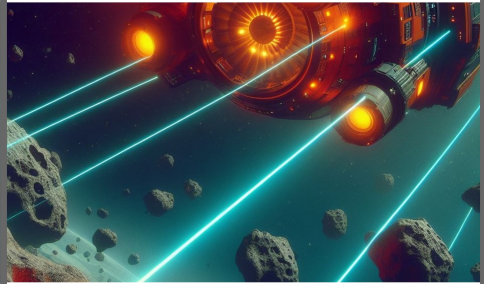
A ship of your choosing loses 6 durability

A base of your choosing loses 3 durability

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LASER SHOT

TERRAN ACTION



Choose one of the following effects

A ship of your choosing loses 6 durability

A base of your choosing loses 3 durability

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DOUBLE STRIKE



TERRAN ACTION



A ship of your choosing attacks twice this turn

If the second attack causes a structure to lose durability, destroy that structure

This action cannot be used on **slow** ships on the turn they are deployed (*slow ships do not attack on the turn they are deployed*)

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DOUBLE STRIKE



TERRAN ACTION



A ship of your choosing attacks twice this turn

If the second attack causes a structure to lose durability, destroy that structure

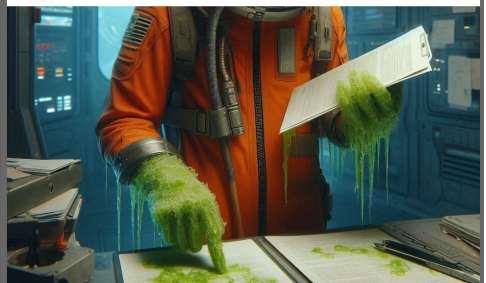
This action cannot be used on **slow** ships on the turn they are deployed (*slow ships do not attack on the turn they are deployed*)

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FAKE INTEL



TERRAN REACTION



React to an action which has at least one target


Choose one of the action's targets, the action's owner must choose a different target of the same type

If there are no other valid targets, the action fails and its owner's base loses 5 durability

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FAKE INTEL

TERRAN REACTION



React to an action which has at least one target


Choose one of the action's targets, the action's owner must choose a different target of the same type

If there are no other valid targets, the action fails and its owner's base loses 5 durability

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RADAR JAMMER

TERRAN REACTION



React to another reaction


The other reaction fails


Its owner is reimbursed the resources they spent on it

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OBSERVER

ORGANIC SHIP





Reaction When you deploy this ship, add  to your available resources

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OBSERVER

ORGANIC SHIP

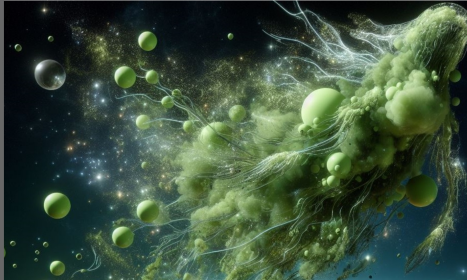


Reaction When you deploy this ship, add  to your available resources

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POD

ORGANIC SHIP

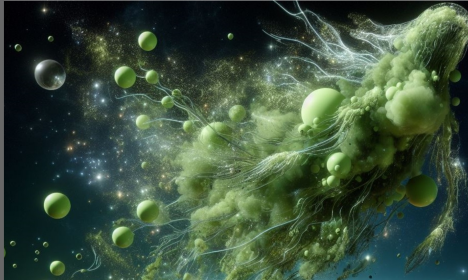


Reaction When this ship is replaced or destroyed, **predict** (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)

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POD

ORGANIC SHIP



Reaction When this ship is replaced or destroyed, **predict** (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)

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MIND

ORGANIC SHIP






Reaction When this ship is destroyed, you may pay   then draw a card

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MIND

ORGANIC SHIP




Reaction When this ship is destroyed, you may pay   then draw a card

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CELESTIAL HORROR

ORGANIC SHIP



Regenerate 2 (at the beginning of each of your turns, this ship regains 2 durability)

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CELESTIAL HORROR
ORGANIC SHIP

Regenerate 2 (at the beginning of each of your turns, this ship regains 2 durability)

5 13

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MOON EATER
ORGANIC SHIP

Reaction When this ship is destroyed, destroy the enemy structure in front of it

6 **RENOWNED** 15

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HOLLOW ASTEROID
ORGANIC STRUCTURE

Regenerate 1 (at the beginning of each of your turns, this structure regains 1 durability)

When you recycle this structure, it adds to your available resources instead of its full income

5

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HOLLOW ASTEROID
ORGANIC STRUCTURE

Regenerate 1 (at the beginning of each of your turns, this structure regains 1 durability)

When you recycle this structure, it adds to your available resources instead of its full income

5

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ACID GENERATOR
ORGANIC STRUCTURE

If your ship in front of this structure does not have **bombard**, it gains **bombard 2** (when this ship attacks a ship or structure, the next structure or base behind it loses 2 durability)

When you deploy this structure, your base regains 4 durability

8

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ACID GENERATOR
ORGANIC STRUCTURE

If your ship in front of this structure does not have **bombard**, it gains **bombard 2** (when this ship attacks a ship or structure, the next structure or base behind it loses 2 durability)

When you deploy this structure, your base regains 4 durability

8

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FLESH SYNTHETIZER
ORGANIC STRUCTURE

Regenerate 2 (at the beginning of each of your turns, this structure regains 2 durability)

All your ships which do not **regenerate** now have **regenerate 2** (at the beginning of each of your turns, that ship regains 2 durability)

When you deploy this structure, all your ships lose 2 durability

PINNACLE 7

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ALTER FATE
ORGANIC ACTION

Send another card from your hand to the bottom of your arsenal or this action fails

Predict (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)

Draw a card

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ALTER FATE
ORGANIC ACTION

Send another card from your hand to the bottom of your arsenal or this action fails

Predict (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)

Draw a card

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DIGEST



ORGANIC ACTION



Destroy one of your structures or this action fails

Your base regains as much durability as the structure had remaining

If the destroyed structure cost 3 resources or more, destroy another structure of your choosing

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EXPLORE



ORGANIC ACTION



Draw two cards

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EXPLORE



ORGANIC ACTION



Draw two cards

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APPROPRIATION



ORGANIC REACTION



React to any effect causing an opponent to draw one or more cards

Your opponent does not draw any cards

You draw as many cards as your opponent would have drawn

RENOWNED

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