

## AGGRO TERRAN



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## AGGRO TERRAN

**Difficulty:** Easy

**Faction:** Terrans

**Playstyle:** Aggressive

**Strategy:** Control the game's tempo by deploying threatening ships. Strike quickly and decisively to destroy your opponents before they can retaliate!

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## AGGRO TERRAN

**Difficulty:** Easy

**Faction:** Terrans

**Strategy:** Control the game's tempo by deploying threatening ships. Strike quickly and decisively to destroy your opponents before they can retaliate!

**Game plan:**

- Your win condition is directly hitting your opponents' bases from every direction until they succumb to the pressure
- In the early game, play fast and aggressively, use Laser Shots to clear the board and slow down your opponents' income
- In the midgame, maintain the pressure, a Double Strike can devastate exposed enemy structures while your Missile Cruisers chip at your opponents' bases
- In the late game, a Planet Destroyer or a Fusion Laser Battery can become an unstoppable threat

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## AGGRO TERRAN

**Arsenal composition:**

♣ 16 ♣ 6 ♣ 6 ♣ 2

- ♣ 2 Oil Tanker
- ♣ 2 Prospector
- ♣ 2 Scout
- ♣ 2 Resource Silo
- ♣ 2 Laser Shot
- ♣ 1 Assault Ship
- ♣ 1 Rocketship
- ♣ 1 Fuel Depot
- ♣ 2 Hullbreaker Frigate
- ♣ 2 Missile Cruiser
- ♣ 1 Overseer Station
- ♣ 1 Double Strike
- ♣ 1 Power Surge
- ♣ 1 Radar Jammer
- ♣ 1 Blackout Project
- ♣ 1 Ammunitions Depot
- ♣ 1 Hyper Beam
- ♣ 2 Carrier
- ♣ 1 Fusion Laser Battery
- ♣ 1 Artillery Barrage
- ♣ 1 Missile Strike
- ♣ 1 Planet Destroyer

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## AGGRO TERRAN

**Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

**Reserves composition:**

- ♣ 1 Mined Terrain
- ♣ 1 Assault Ship
- ♣ 1 Rocketship
- ♣ 1 Fuel Depot
- ♣ 2 Siphon
- ♣ 1 Double Strike
- ♣ 1 Power Surge
- ♣ 1 Radar Jammer
- ♣ 1 Structural Payload

**Reserves strategies:**

- Rocketship, Assault Ship, and Double Strike allow you to place extra pressure on the grid
- Fuel Depot increases your resource generation
- Siphon and Mined Terrain can slow down your opponents
- Radar Jammer and Power Surge give you more options to deal with actions and reactions
- Structural Payload can turn a loss into an unexpected opportunity

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## CONTROL INVADER



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## CONTROL INVADER

**Difficulty:** Average

**Faction:** Invaders

**Playstyle:** Slow

**Strategy:** Control the game by disrupting your opponents' plans, while your massive ships overpower them.

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## CONTROL INVADER

**Difficulty:** Average

**Faction:** Invaders

**Strategy:** Control the game by disrupting your opponents' plans, while your massive ships overpower them.

**Game plan:**

- Your win condition is to survive long enough to establish control over the game.
- In the early game, treat your base's durability a resource, and use the extra card draw option to build a large hand
- In the midgame, keep resources available whenever possible to react to your opponents' threats
- In the late game, use your Darts to steadily chip at your opponents' bases, reducing their durability enough for a Noble Sacrifice to finish them off

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## CONTROL INVADER

**Arsenal composition:**

♣ 13 ♣ 5 ♣ 6 ♣ 6

- ♣ 2 Dart
- ♣ 2 Drone
- ♣ 1 Supplier
- ♣ 1 Energy Cell
- ♣ 2 Warp Core
- ♣ 1 EMP
- ♣ 2 Energy Collector
- ♣ 2 Phantom Interceptor
- ♣ 1 Energy Bomb
- ♣ 1 Time Capsule
- ♣ 1 Hyperspeed Hunter
- ♣ 1 Warp Gate
- ♣ 1 Hollow Out
- ♣ 1 Solar Winds
- ♣ 2 Stall
- ♣ 1 Suppress
- ♣ 2 Warship
- ♣ 1 Black Hole
- ♣ 1 Noble Sacrifice
- ♣ 1 Reality Warp
- ♣ 1 Scrub Memory
- ♣ 1 Galactic Sovereign
- ♣ 1 Alternate Timeline

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# CONTROL INVADER

**Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

- Reserves composition:**
- ☛ 1 Supplier
  - ☛ 1 Energy Cell
  - ☛ 1 EMP
  - ☛ 1 Swap Places
  - ☛ 2 ☛ Disrupting Mesh
  - ☛ 1 ☛ Energy Bomb
  - ☛ 1 ☛ Emergency Manoeuvre
  - ☛ 1 ☛☛☛ Solar Winds
  - ☛ 1 ☛☛☛ Suppress

- Reserves strategies:**
- Supplier and Energy Cell help your resource generation
  - Disrupting Meshes and an Energy Bomb make you more threatening on the grid
  - EMP, Swap Places, and Emergency Manoeuvre are cheap alternative to your main reactions
  - Solar Winds and Suppress can relieve you of some pressure

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# SWARM ORGANIC



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# SWARM ORGANIC

**Difficulty:** Easy

**Faction:** Organics

**Playstyle:** Fast

**Strategy:** Take control of the board with a swarm of cheap, efficient ships and defeat your opponents before they have a chance to react.

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# SWARM ORGANIC

**Difficulty:** Easy

**Faction:** Organics

**Strategy:** Take control of the board with a swarm of cheap, efficient ships and defeat your opponents before they have a chance to react.

- Game plan:**
- Your win condition is to always have a rotation of ships ready to be deployed, keeping up the pressure until your opponents crumble
  - In the early game, play aggressively and don't worry about losing or sacrificing ships, you can always recycle them for resources
  - In the midgame, focus on using actions to draw cards and have access to a large number of ships
  - In the late game, if you find yourself in a stalemate, a Flesh Render can slowly grind down your opponents

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# SWARM ORGANIC

- Arsenal composition:**
- ☛ 15 ☛ 5 ☛ 7 ☛ 3
- ☛ 1 Biomass
  - ☛ 2 Observer
  - ☛ 2 Pod
  - ☛ 2 Hollow Asteroid
  - ☛ 1 Wild Charge
  - ☛ 2 ☛ Mind
  - ☛ 1 ☛ Space Runner
  - ☛ 1 ☛ Alter Fate
  - ☛ 1 ☛ Deep Roots
  - ☛ 2 ☛ Celestial Horror
  - ☛ 2 ☛ Infestor
  - ☛ 1 ☛ Flesh Render
  - ☛ 1 ☛ Regenerate
  - ☛ 1 ☛ Moon Eater
  - ☛ 1 ☛ Flesh Mender
  - ☛ 2 ☛ Explore
  - ☛ 1 ☛ Ram
  - ☛ 1 ☛ Friendly Winds
  - ☛ 1 ☛ Engulfing Cloud
  - ☛ 1 ☛ Dark Wave Generator
  - ☛ 1 ☛ Living Asteroid
  - ☛ 1 ☛ Hatch
  - ☛ 1 ☛ Infestation

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# SWARM ORGANIC

**Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

- Reserves composition:**
- ☛ 1 Biomass
  - ☛ 1 ☛ Wild Charge
  - ☛ 1 ☛ Space Runner
  - ☛ 1 ☛ Consume
  - ☛ 1 ☛ Flesh Render
  - ☛ 1 ☛ Appropriation
  - ☛ 1 ☛ Regenerate
  - ☛ 1 ☛ Friendly Winds
  - ☛ 1 ☛ Engulfing Cloud
  - ☛ 1 ☛ Flesh Synthetizer

- Reserves strategies:**
- Biomass, Wild Charge, and Space Runner increase your aggression potential in the early stages
  - Engulfing Cloud, Regenerate, Friendly Winds, and Flesh Synthetizer can make your ships extremely hard to eliminate
  - Consume helps you survive against arsenals that try to wear you down
  - Appropriation can turn a game's momentum around
  - Flesh Render gives you the potential to finish off hard-to-kill opponents

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# DENIAL PIRATE



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# DENIAL PIRATE

**Difficulty:** Hard

**Faction:** Pirates

**Playstyle:** Reactive

**Strategy:** Identify your opponents' strategies and deny them the ability to play their key cards.

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# DENIAL PIRATE

**Difficulty:** Hard

**Faction:** Pirates

**Strategy:** Identify your opponents' strategies and deny them the ability to play their key cards.

- Game plan:**
- Your win condition is to disrupt your opponents' plans while gradually establishing your own
  - In the early game, identify your opponents' strategies, so you can attempt to deny their most valuable cards
  - In the midgame, skip deployments and draw an extra card whenever possible to expand your options
  - In the late game, a Magnetic Turbine or Bribe can save your Dream Crusher from destruction, letting you redeploy it at full durability

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# DENIAL PIRATE

**Arsenal composition:**

♣ 15 ♠ 6 ♣ 6 ♣ 3

- ♣ 2 Junker
- ♣ 2 Rustwing
- ♣ 1 Stolen Cruiser
- ♠ 2 Weapons Depot
- ♣ 2 ✖ Mecha Suit
- ♣ 1 ✖ Radioactive Debris
- ♣ 2 ✖ Smuggler
- ♠ 1 ✖ Contraband Storage
- ♠ 1 ✖ Negative Field
- ♣ 2 ✖ Control Override
- ♣ 1 ✖ Spy
- ♣ 2 ✖ ✖ Salvage Squad
- ♣ 2 ✖ ✖ Reinforced Cruiser
- ♣ 1 ✖ ✖ Reassemble
- ♣ 1 ✖ ✖ Outbid
- ♠ 1 ✖ ✖ ✖ Magnetic Turbine
- ♣ 1 ✖ ✖ ✖ Sabotage
- ♣ 1 ✖ ✖ ✖ Dream Crusher
- ♠ 1 ✖ ✖ ✖ Ring Station
- ♣ 1 ✖ ✖ ✖ Bribe
- ♣ 1 ✖ ✖ ✖ Nuclear Strike
- ♣ 1 ✖ ✖ ✖ Intercept Funds

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# DENIAL PIRATE

**Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

**Reserves composition:**

- ♣ 1 Stolen Cruiser
- ♣ 2 Hold Back
- ♣ 1 ✖ Radioactive Debris
- ♠ 1 ✖ Contraband Storage
- ♠ 1 ✖ Negative Field
- ♣ 1 ✖ Accelerate
- ♣ 1 ✖ Spy
- ♣ 1 ✖ ✖ Outbid
- ♣ 1 ✖ ✖ ✖ Scrapper

**Reserves strategies:**

- Stolen Cruiser and Contraband Storage help your early resource generation
- Hold Back, Outbid, Radioactive Debris can slow down the pace of a game
- Negative Field and Spy give you more opportunities to deny your opponents
- Scrapper and Accelerate offer more aggressive options if you struggle to keep a presence on the grid

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# MAD NEUTRAL



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# MAD NEUTRAL

**Difficulty:** Easy

**Factions:** Neutrals + a splash of Organics

**Playstyle:** Mutually Assured Destruction

**Strategy:** Delay your opponents long enough to deploy your Mobile Base, then defend it as it annihilates your enemies.

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# MAD NEUTRAL

**Difficulty:** Easy

**Factions:** Neutrals + a splash of Organics

**Strategy:** Delay your opponents long enough to deploy your Mobile Base, then defend it as it annihilates your enemies.

**Game plan:**

- Your win condition is to gradually build up resource production until you can deploy your Mobile Base, then protect it at all costs
- In the early game, Neutral ships are weak and disposable, don't expect them to achieve much on their own
- In the midgame, Unaffiliated Shipyards provide a power spike while you dig into your arsenal for your Mobile Base
- In the late game, a Warding Field, Swap Places, and Full Repairs can keep your Mobile Base alive while its ability destroys your opponents' bases one by one

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# MAD NEUTRAL

**Arsenal composition:**

♣ 14 ♠ 8 ♣ 5 ♣ 3

- ♣ 2 Exploration Vessel
- ♣ 2 Observer
- ♠ 1 Protective Shell
- ♠ 1 Warehouse
- ♣ 1 Swap Places
- ♣ 2 ✖ Light Cruiser
- ♠ 1 ✖ Biodome
- ♠ 1 ✖ Warding Field
- ♣ 2 ✖ Recruitment
- ♣ 2 ✖ Space Scanner
- ♠ 2 ✖ Supply Depot
- ♣ 1 ✖ Tax
- ♣ 2 ✖ Welder
- ♣ 2 ✖ Heavy Cruiser
- ♠ 2 ✖ Unaffiliated Shipyard
- ♣ 1 ✖ Full Repairs
- ♣ 1 ✖ Crash
- ♣ 1 ✖ Mutually Assured Destruction
- ♣ 1 ✖ Mobile Shipyard
- ♣ 1 ✖ Omega Protocol
- ♣ 1 ✖ Mobile Base

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# MAD NEUTRAL

**Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

**Reserves composition:**

- ♠ 2 Hollow Asteroid
- ♠ 1 Protective Shell
- ♣ 1 ✖ Mind
- ♣ 1 ✖ Alter Fate
- ♣ 2 ✖ Quick Repairs
- ♣ 2 ✖ Trader
- ♣ 1 ✖ ✖ Explore

**Reserves strategies:**

- Hollow Asteroid, Mind, Alter Fate, and Explore can help you find your key cards more reliably
- Quick Repairs replenishes the durability of both your base and your Mobile Base
- Traders and a Protective Shell add extra bodies on the grid to buy you more time

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# ARTILLERY BETRAYER



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# ARTILLERY BETRAYER

**Difficulty:** Average

**Factions:** Terrans + Invaders

**Playstyle:** Direct damage

**Strategy:** Assemble your artillery and let it wear down your opponents' bases until they eventually fall.

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# ARTILLERY BETRAYER

Difficulty: Average

Factions: Terrans + Invaders

Strategy: Assemble your artillery and let it wear down your opponents' bases until they eventually fall.

Game plan:

- Your win condition is to deploy structures that damage your opponents' bases each turn, and protect them until they finish their work
- In the early game, if you don't have access to reliable artillery, prioritize drawing extra cards whenever possible
- In the midgame, use your actions alongside your ships to keep them alive and defending your structures
- In the late game, an Energy Acceleration on a Hyper Beam can cause a surprisingly large durability loss to an opposing base

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# ARTILLERY BETRAYER

Arsenal composition:

13 9 4 4

- 2 Dart
- 1 Drone
- 1 Oil Tanker
- 2 Prospector
- 1 Scout
- 1 Resource Silo
- 2 Warp Core
- 1 Laser Shot
- 1 Swap Places
- 2 Assault Ship
- 2 Phantom Interceptor
- 2 Orbital Cannon
- 1 Hyperspeed Hunter
- 1 Missile Cruiser
- 1 Gauss Shot
- 1 Energy Acceleration
- 2 Control Station
- 2 Plasmasteel Cannon
- 1 Hyper Beam
- 1 Stall
- 1 Structural Payload
- 1 Omega Protocol

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# ARTILLERY BETRAYER

Reserves: If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

Reserves composition:

- 1 Drone
- 1 Resource Silo
- 1 Laser Shot
- 1 Energy Collector
- 1 Missile Cruiser
- 1 Gauss Shot
- 1 Energy Acceleration
- 1 Radar Jammer
- 1 Stall
- 1 Mutually Assured Destruction

Reserves strategies:

- Drone, Resource Silo, and Energy Collector make your early game resource generation more reliable
- Laser Shot, Gauss shot, Missile Cruiser, and Energy Acceleration increase your offensive potential
- Stall and Radar Jammer give you more counterplay against opponents who try to slow you down
- Mutually Assured Destruction might offer that one extra turn you need to end a game

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# ACID INFESTED



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# ACID INFESTED

Difficulty: Easy

Factions: Terrans + Organics

Playstyle: Ignore defenses

Strategy: Bombard through enemy defenses to directly threaten their bases.

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# ACID INFESTED

Difficulty: Easy

Factions: Terrans + Organics

Strategy: Bombard through enemy defenses to directly threaten their bases.

Game plan:

- Your win condition is to set up your Acid Generators, which will turn your weakest ships into massive threats
- In the early game, Explore and draw extra cards whenever possible until you have access to sources of bombardment
- In the midgame, your Overgrown Patrols can neutralize enemy ships, provided you have enough resources
- In the late game, if you're stuck in a stalemate, Digesting your own Acid Generators can help clear a problematic enemy structure

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# ACID INFESTED

Arsenal composition:

17 6 6 1

- 2 Observer
- 2 Oil Tanker
- 2 Pod
- 2 Scout
- 2 Hollow Asteroid
- 2 Resource Silo
- 1 Laser Shot
- 1 Assault Ship
- 1 Mind
- 1 Alter Fate
- 2 Celestial Horror
- 2 Missile Cruiser
- 1 Double Strike
- 2 Forgotten Frigate
- 1 Moon Eater
- 2 Acid Generator
- 1 Digest
- 2 Explore
- 1 Fake Intel

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# ACID INFESTED

Reserves: If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

Reserves composition:

- 1 Laser Shot
- 1 Assault Ship
- 1 Mind
- 1 Alter Fate
- 1 Double Strike
- 1 Digest
- 1 Fake Intel
- 1 Structural Payload
- 2 Heavy Cruiser

Reserves strategies:

- Laser Shot and Double Strike allow for more aggressive play
- Assault Ship and Mind offer more presence on the grid
- Alter Fate increases your chances of finding your key cards
- Fake Intel and Digest make you more flexible under pressure
- Heavy Cruisers can finish off a weakened opponent
- Structural Payload lets you get value out of losing your structures

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# INDUSTRIAL REBEL



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INDUSTRIAL REBEL

Difficulty: Average

Factions: Terrans + Pirates

Playstyle: Snowball effect

Strategy: Deploy endless waves of ships directly from your factories' assembly lines.

INDUSTRIAL REBEL

Difficulty: Average

Factions: Terrans + Pirates

Strategy: Deploy endless waves of ships directly from your factories' assembly lines.

Game plan:

- Your win condition is to set up Weapons Factories and let them transform your average ships into massive threats
- In the early game, only deploy the amount of ships required to keep you alive, try to keep some in your hand if possible
- In the midgame, once you've deployed a Weapons Factory, throw waves of buffed ships at your opponent
- In the late game, Jump and a Jumper Behemoth can finish an unsuspecting opponent by crushing them through an empty lane

INDUSTRIAL REBEL

Arsenal composition:  
19 6 3 2

- 2 Junker
- 2 Prospector
- 2 Rustwing
- 2 Scout
- 2 Resource Silo
- 2 Weapons Depot
- 2 Assault Ship
- 2 Smuggler
- 2 Hullbreaker Frigate
- 2 Salvage Squad
- 1 Double Strike
- 1 Jump
- 1 Power Surge
- 1 Blackout Project
- 2 Weapons Factory
- 1 Outbid
- 1 Bribe
- 1 Jumper Behemoth
- 1 Mobile Shipyard

INDUSTRIAL REBEL

Reserves: If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

- Reserves composition:
- 1 Mecha Suit
  - 2 Rocketship
  - 1 Fuel Depot
  - 1 Overseer Station
  - 1 Double Strike
  - 1 Jump
  - 1 Reinforced Cruiser
  - 1 Reassemble
  - 1 Outbid

Reserves strategies:

- Mecha Suit and Fuel Depot help you stabilize your resource generation in the midgame
- Reinforced Cruiser and Reassemble are solid defensive options against aggressive opponents
- Rocketships and Double Strike are aggressive options of your own
- Overseer Station and Jump allow you to exploit weaknesses in your opponent's lines
- Outbid is a useful tool against opponents trying to slow you down

DAUNTLESS ASCENDED



DAUNTLESS ASCENDED

Difficulty: Average

Factions: Invaders + Organics

Playstyle: Hard to kill

Strategy: Survive everything your opponents throw at you while drawing your way to victory.

DAUNTLESS ASCENDED

Difficulty: Average

Factions: Invaders + Organics

Strategy: Survive everything your opponents throw at you while drawing your way to victory.

Game plan:

- Your win condition is to let your Infested Stations gradually wear down opponents while your reactions neutralize their threats
- In the early game, focus on survival and keep drawing cards until you find an Infested Station
- In the midgame, catch opponents off guard by leaving lanes open, then using Containments and Solar Winds when they try to attack your base
- In the late game, protect your Infested Stations at all costs and keep drawing cards until you win the game

DAUNTLESS ASCENDED

- Arsenal composition:  
17 6 4 3
- 2 Drone
  - 2 Observer
  - 2 Pod
  - 2 Supplier
  - 1 Energy Cell
  - 2 Hollow Asteroid
  - 2 Mind
  - 2 Phantom Interceptor
  - 1 Alter Fate
  - 2 Celestial Horror
  - 1 Energy Leech
  - 1 Hyperspeed Hunter
  - 1 Last Resort
  - 1 Moon Eater
  - 1 Flesh Mender
  - 2 Explore
  - 1 Solar Winds
  - 2 Containment
  - 2 Infested Station

DAUNTLESS ASCENDED

Reserves: If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

- Reserves composition:
- 1 Dart
  - 1 Energy Collector
  - 1 Alter Fate
  - 1 Energy Bomb
  - 1 Energy Leech
  - 1 Appropriation
  - 1 Solar Winds
  - 1 Stall
  - 1 Flesh Synthetizer
  - 1 Hatch

Reserves strategies:

- Dart and Energy Collector give you more ways to generate Invader resources
- Solar Winds, Stall, and Flesh Synthetizer make you more resilient if you can afford their cost
- Alter Fate, Appropriation, and Hatch let you draw more cards
- Energy Bomb can channel your leftover resources into clearing a threat
- Energy Leech is an annoyance against arsenals relying heavily on actions

SCRAPPER TECHSMITH



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SCRAPPER TECHSMITH

**Difficulty:** Hard

**Factions:** Invaders + Pirates

**Playstyle:** Recycler

**Strategy:** Fill your scrap pile with ships, then unleash devastating payloads on your opponents.

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SCRAPPER TECHSMITH

**Difficulty:** Hard

**Factions:** Invaders + Pirates

**Strategy:** Fill your scrap pile with ships, then unleash devastating payloads on your opponents.

**Game plan:**

- Your win condition is to bombard your opponents' bases with massive Scrap Payloads
- In the early game, don't worry about losing ships and structures, your goal is to fill up your scrap pile
- In the midgame, use your Automated Scrapyards consistently to grow your scrap pile while your Scrap Accelerators use it to damage opponents
- In the late game, hold onto a Security Code to ensure your Scrap Payloads are unstoppable

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SCRAPPER TECHSMITH

- Arsenal composition:**  
♣ 17 6 4 3
- ♣ 2 Dart
  - ♣ 2 Drone
  - ♣ 2 Rustwing
  - ♣ 2 Warp Core
  - ♣ 2 Weapons Depot
  - ♣ 2 ✂ Mecha Suit
  - ♣ 2 🦋 Phantom Interceptor
  - ♣ 2 🌸 Recruitment
  - ♣ 2 ✂ Captured Frigate
  - ♣ 2 ✂ Salvage Squad
  - ♣ 2 🦋 Scrap Payloads
  - ♣ 1 ✂ Security Code
  - ♣ 1 ✂ Reinforced Cruiser
  - ♣ 2 🦋 Scrap Accelerator
  - ♣ 2 ✂ Automated Scrapyard
  - ♣ 1 ✂ Outbid
  - ♣ 1 🌸 Crash

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SCRAPPER TECHSMITH

- Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games
- Reserves composition:**
- ♣ 2 Junker
  - ♣ 2 🦋 Energy Collector
  - ♣ 2 ✂ Smuggler
  - ♣ 1 🦋 Hyperspeed Hunter
  - ♣ 1 ✂ Reinforced Cruiser
  - ♣ 1 ✂ Outbid
  - ♣ 1 🦋 Stall

**Reserves strategies:**

- Junkers, Energy Collectors, and Smugglers add extra bodies to the scrap pile
- Hyperspeed Hunter and Reinforced Cruiser can strengthen your presence on the grid against aggressive opponents
- Outbid and Stall might be required against arsenals relying heavily on actions

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SYMBIOTIC OVERGROWN



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SYMBIOTIC OVERGROWN

**Difficulty:** Easy

**Factions:** Organics + Pirates

**Playstyle:** Overwhelming

**Strategy:** Dominate the midgame with your powerful ships and overwhelm your opponents before they can regain control.

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SYMBIOTIC OVERGROWN

**Difficulty:** Easy

**Factions:** Organics + Pirates

**Strategy:** Dominate the midgame with your powerful ships and overwhelm your opponents before they can regain control.

**Game plan:**

- Your win condition is to deploy large ships early and keep relentless pressure on your opponents
- In the early game, capitalize on every chance to chip away at your opponents' bases, as you might struggle to damage them later on
- In the midgame, sacrificing one of your ships for a Targeted Charge is worth it if it clears a lane for another powerful ship to take its place
- In the late game, protect your Dark Wave Generator and Reassemble your most threatening ships to keep the tempo

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SYMBIOTIC OVERGROWN

- Arsenal composition:**  
♣ 19 6 3 2
- ♣ 2 Observer
  - ♣ 2 Pod
  - ♣ 2 Rustwing
  - ♣ 2 Hollow Asteroid
  - ♣ 2 Weapons Depot
  - ♣ 2 ✂ Mecha Suit
  - ♣ 2 🌸 Celestial Horror
  - ♣ 2 ✂ Salvage Squad
  - ♣ 1 ✂ Targeted Charge
  - ♣ 2 ✂ Biosteel Symbiote
  - ♣ 1 🌸 Moon Eater
  - ♣ 1 ✂ Reinforced Cruiser
  - ♣ 2 ✂ Scrap Eater
  - ♣ 1 🌸 Flesh Mender
  - ♣ 1 ✂ Reassemble
  - ♣ 1 🌸 Friendly Winds
  - ♣ 1 ✂ Outbid
  - ♣ 1 🌸 Dark Wave Generator
  - ♣ 1 ✂ Bribe
  - ♣ 1 🌸 Mobile Shipyard

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SYMBIOTIC OVERGROWN

**Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

**Reserves composition:**

- 1 Junker
- 1 Mind
- 1 Consume
- 1 Targeted Charge
- 2 Shell
- 1 Reinforced Cruiser
- 1 Friendly Winds
- 1 Outbid
- 1 Flesh Synthetizer

**Reserves strategies:**

- Junker and Mind can smooth out early game resource generation issues
- Reinforced Cruiser and Targeted Charge pair well together as a way to clear a lane
- Friendly Winds and Flesh Synthetizer make your wall of ships even more resilient
- Consume, Shell and Outbid protect your base while your ships exhaust your opponent's defenses

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SLEEK MERCENARY



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SLEEK MERCENARY

**Difficulty:** Easy

**Factions:** Pirates + Neutrals

**Playstyle:** Imposing

**Strategy:** Play cheap cards that replace themselves until you clear the way for your capital ships.

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SLEEK MERCENARY

**Difficulty:** Easy

**Factions:** Pirates + Neutrals

**Strategy:** Play cheap cards that replace themselves until you clear the way for your capital ships.

**Game plan:**

- Your win condition is your capital ships, deploy them and let your opponents struggle to find a way to deal with them
- In the early game, Salvage Squads can turn your Neutral resources into Pirate resources
- In the midgame, if you draw one of your capital ships with Recruitment, place it in your scrap pile and Reassemble it directly into play
- In the late game, once your capital ships get weakened, use Magnetic Turbine or Bribe to bounce them back into your hand and redeploy them at full durability

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SLEEK MERCENARY

**Arsenal composition:**

18 3 5 4

- 2 Junker
- 2 Rustwing
- 1 Stolen Cruiser
- 2 Weapons Depot
- 2 Mecha Suit
- 1 Contraband Storage
- 2 Recruitment
- 2 Accelerate
- 2 Salvage Squad
- 2 Space Scanner
- 2 Reinforced Cruiser
- 1 Reassemble
- 2 Outbid
- 2 Heavy Cruiser
- 1 Full Repairs
- 1 Dream Crusher
- 1 Scrapper
- 1 Bribe
- 1 Mobile Base

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SLEEK MERCENARY

**Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

**Reserves composition:**

- 2 Smuggler
- 1 Contraband Storage
- 1 Warding Field
- 1 Spy
- 2 Welder
- 1 Unaffiliated Shipyard
- 1 Nuclear Strike
- 1 Mobile Shipyard

**Reserves strategies:**

- Contraband Storage and Smugglers help your early game resource generation
- Spy thins out your arsenal even more, letting you draw more cards
- Nuclear Strike takes care of capital threats
- Warding Field protects your capital threats
- Welders, Mobile Shipyard and Unaffiliated Shipyard keep your other ships operational for longer

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SPRAWLING ALLIANCE



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SPRAWLING ALLIANCE

**Difficulty:** Hard

**Factions:** Terrans + Invaders + Organics

**Playstyle:** Structures

**Strategy:** Let your structures win the game while your weak ships focus on protecting them.

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SPRAWLING ALLIANCE

**Difficulty:** Hard

**Factions:** Terrans + Invaders + Organics

**Strategy:** Let your structures win the game while your weak ships focus on protecting them.

**Game plan:**

- Your win condition is to deploy as many threatening structures as possible
- In the early game, remember that losing ships isn't fatal, you can always recycle them for resources
- In the midgame, Digesting a large structure can be worth the sacrifice if it disrupts your opponent's game plan
- In the late game, do your best to keep your structures alive until they win you the game

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# SPRAWLING ALLIANCE

**Arsenal composition:**  
♣ 18 ♠ 9 ♣ 2 ♣ 1

- ♣ 2 Dart
- ♣ 1 Drone
- ♣ 2 Observer
- ♣ 1 Pod
- ♣ 1 Prospector
- ♣ 2 Scout
- ♠ 1 Hollow Asteroid
- ♠ 1 Warp Core
- ♣ 1 Assault Ship
- ♣ 1 Mind
- ♣ 2 Phantom Interceptor
- ♣ 1 Alter Fate
- ♣ 2 Celestial Horror
- ♣ 2 Trader
- ♣ 1 Forgotten Frigate
- ♠ 2 Acid Generator
- ♠ 2 Control Station
- ♠ 1 Tax Collector
- ♣ 1 Digest
- ♣ 1 Fake Intel
- ♠ 2 Infested Station

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# SPRAWLING ALLIANCE

**Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

- Reserves composition:**
- ♠ 1 Resource Silo
  - ♣ 1 Swap Resources
  - ♣ 1 Assault Ship
  - ♣ 1 Mind
  - ♣ 1 Alter Fate
  - ♣ 1 Energy Leech
  - ♣ 1 Hyperspeed Hunter
  - ♠ 1 Tax Collector
  - ♣ 1 Digest
  - ♣ 1 Containment

**Reserves strategies:**

- Swap Resources, Resource Silo and Tax Collector alleviate your struggles with resources
- Assault Ship, Mind, Energy Leech and Hyperspeed Hunter are cheap sources of extra presence on the grid
- Alter Fate can help you cycle away cards you can't afford
- Digest and Containment add some much-needed defensive options

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# FLOOD OMNI



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# FLOOD OMNI

**Difficulty:** Average

**Factions:** All of them

**Playstyle:** Unpredictability

**Strategy:** Leverage the strengths of all factions to hit your opponents with their best early and midgame options.

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# FLOOD OMNI

**Difficulty:** Average

**Factions:** All of them

**Strategy:** Leverage the strengths of all factions to hit your opponents with their best early and midgame options.

**Game plan:**

- This arsenal has 10 more cards than usual, making it harder to draw specific cards
- Your win conditions are varied, adapt to the cards you draw and find lethal combinations
- In the early game, use Traders and Tax Collectors to get access to all resource types
- In the midgame, you have access to a gallery of powerful ships and structures, leverage them efficiently
- In the late game, protect your key structures and let them gradually wear down your opponents' bases

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# FLOOD OMNI

- Arsenal composition:**  
♣ 25 ♠ 11 ♣ 2 ♣ 2
- ♣ 2 Drone
  - ♣ 2 Merchant Ship
  - ♣ 2 Observer
  - ♣ 2 Prospector
  - ♣ 1 Rustwing
  - ♠ 1 Hollow Asteroid
  - ♠ 1 Resource Silo
  - ♠ 1 Warp Core
  - ♠ 1 Weapons Depot
  - ♣ 1 Assault Ship
  - ♣ 2 Mecha Suit
  - ♣ 1 Mind
  - ♣ 1 Phantom Interceptor
  - ♣ 1 Captured Frigate
  - ♣ 1 Celestial Horror
  - ♣ 1 Hyperspeed Hunter
  - ♣ 1 Missile Cruiser
  - ♣ 2 Trader
  - ♣ 1 Jump
  - ♣ 1 Biosteel Symbiote
  - ♣ 1 Forgotten Frigate
  - ♣ 1 Scrap Accelerator
  - ♣ 1 Scrap Eater
  - ♠ 1 Acid Generator
  - ♠ 1 Control Station
  - ♠ 1 Plasmasteel Cannon
  - ♠ 2 Tax Collector
  - ♠ 2 Weapons Factory
  - ♣ 1 Digest
  - ♣ 1 Fake Intel
  - ♣ 1 Outbid
  - ♠ 1 Infested Station
  - ♣ 1 Mobile Shipyard

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# FLOOD OMNI

**Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

- Reserves composition:**
- ♣ 1 Dart
  - ♣ 1 Pod
  - ♣ 1 Rustwing
  - ♣ 1 Scout
  - ♣ 2 Swap Resources
  - ♣ 1 Energy Bomb
  - ♣ 1 Energy Leech
  - ♣ 1 Gauss Shot
  - ♣ 1 Heavy Cruiser

**Reserves strategies:**

- Dart, Pod, Rustwing, Scout can smooth out your early game
- Swap Resources helps fix your resource types
- Energy Bomb is an outlet for your extra resources, letting you clear a threat on the grid
- Energy Leech, Gauss Shot and Heavy Cruiser are sources of direct damage that can chip away at an opponent

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# CAPITAL OMNI



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# CAPITAL OMNI

**Difficulty:** Hard

**Factions:** All of them

**Playstyle:** Capital ships

**Strategy:** This large arsenal features the most powerful ships from each faction, but acquiring enough resources to deploy them will be a challenge.

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# CAPITAL OMNI

Difficulty: Hard

Factions: All of them

**Strategy:** This large arsenal features the most powerful ships from each faction, but acquiring enough resources to deploy them will be a challenge.

**Game plan:**

- This arsenal has 80 cards, compared to the minimum of 30, don't rely on drawing specific cards
- There are no reserves for this arsenal, but you can adjust it between games by removing some cards to make it more focused
- Your win condition is a mix of luck and strategy to deploy a fleet of massive ships, overwhelming opponents with more than they can handle
- In the early game, remember that your base's durability is a resource, taking some damage while you draw extra cards doesn't mean the game is lost
- In the late game, hold on to your resource-swapping actions unless they are needed to survive, as without them it will be harder to deploy your capital ships

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# CAPITAL OMNI

Arsenal composition (1/2):

- ✪ 2 Drone
- ✪ 1 Junker
- ✪ 2 Observer
- ✪ 2 Oil Tanker
- ✪ 2 Pod
- ✪ 2 Prospector
- ✪ 2 Rustwing
- ✪ 2 Supplier
- ⚙ 2 Energy Cell
- ⚙ 2 Hollow Asteroid
- ⚙ 2 Resource Silo
- ⚙ 1 Weapons Depot
- 🔄 1 Swap Places
- 🔄 2 Swap Resources
- ✪ 1 Assault Ship
- ✪ 2 Mecha Suit
- ✪ 2 Mind
- ✪ 1 Phantom Interceptor
- ⚙ 1 Contraband Storage
- ⚙ 1 Fuel Depot
- ⚙ 1 Alter Fate
- ⚙ 1 Energy Bomb
- ⚙ 2 Forced Trade
- ⚙ 2 Recruitment
- ✪ 1 Celestial Horror
- ✪ 1 Missile Cruiser
- ✪ 1 Salvage Squad
- ✪ 2 Trader
- ✪ 1 Jump

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# CAPITAL OMNI

Arsenal composition (2/2):

- ✪ 1 🔄✪✪ Biosteel Symbiote
- ✪ 1 🟠🟠 Blackout Project
- ✪ 1 🟠🟠 Forgotten Frigate
- ✪ 1 🟢🟢 Moon Eater
- ✪ 1 🔄✪✪ Reinforced Cruiser
- ✪ 1 🔄✪✪ Scrap Accelerator
- ✪ 1 🔄✪✪ Scrap Eater
- ⚙ 1 🟢🟢 Control Station
- ⚙ 1 🟢🟢 Flesh Mender
- ⚙ 2 🟢🟢 Tax Collector
- ⚙ 1 🔄✪✪ Warp Gate
- 🔄 1 🔄✪✪ Reassemble
- 🔄 1 🟠🟠 Fake Intel
- 🔄 1 🟢🟢 Friendly Winds
- 🔄 1 🔄✪✪ Outbid
- 🔄 1 🔄✪✪ Stall
- ✪ 2 🟠🟠 Carrier
- ✪ 2 🔄✪✪ Warship
- ⚙ 2 🔄✪✪ Conversion
- ✪ 1 🟢🟢 Full Repairs
- ✪ 1 🔄✪✪ Dream Crusher
- ✪ 1 🟢🟢 Living Asteroid
- ✪ 1 🟠🟠 Planet Destroyer
- ✪ 1 🔄✪✪ Scrapper
- ⚙ 1 🟢🟢 Flesh Synthetizer
- ⚙ 1 🔄✪✪ Trading Station
- ✪ 1 🔄✪✪ Bribe
- ✪ 1 🟠🟠 Jumper Behemoth
- ✪ 1 🔄✪✪ Mobile Shipyard
- ✪ 1 🔄✪✪ Galactic Sovereign
- ✪ 1 🔄✪✪ Mobile Base

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# ARCHITECT 150



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# ARCHITECT 150

**Architect** is a game mode where players build their own arsenals from a shared pool of cards, then battle to see who the best architect is.

The Architect 150-card collection is designed for **3 to 4 players**, but you can also play variants for any number of players.

Shuffling a 150-card deck can be a challenge, especially if your cards are sleeved. A helpful tip is to split the deck into smaller piles and shuffle each pile separately.

Feel free to mix up this Architect collection by adding more cards of your own or by tweaking the arsenal drafting and building rules. You can even create your own variants to make it more exciting for your group!

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# ARCHITECT 150

**Standard Architect draft rules:**

1. Shuffle the 150-card pack. Pass the top 10 cards face down to the player on your right.
2. This player looks at the 10 cards they've received, selects one to add to a personal pile, and passes the remaining cards face down to their right.
3. Repeat step 2 until all 10 cards have been distributed.
4. Start a new round by passing a fresh set of 10 cards to the next player on the right of the first one.
5. Continue these steps until each player has a pile of 40 cards or all 150 cards have been distributed.
6. Each player then builds an arsenal of 30 or more cards from their personal pile, respecting arsenal building rules.
7. Once all arsenals are ready, play a regular game of Future Invaders. May the best architect win!

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# ARCHITECT 150

**Architect arsenal building rules:**

- Your arsenal must have **at least 30** cards
- You can mix cards from any number of different factions
- Include no more than **two copies** of any single card
- Include no more than **one copy** of any single rare card (labeled "renowned" or "pinnacle")
- Ensure your arsenal contains **at least one** card playable on the first turn (a ship or structure with no cost and some income)
- If you can't build a valid arsenal following these rules, inform other players and try to trade cards in the spirit of fair play

**Architecturing tips:**

- Include enough free cards (no cost) to avoid a poor or unplayable early game
- Focusing on one or two factions tends to work better than including a bit of everything
- If your arsenal spans more than two factions, prioritize drafting neutral cards that can convert one faction's resources to another
- Expensive cards and capital ships are only effective if you have enough resource-generating cards to support them
- Architect games tend to be slower with lower power levels compared to preassembled arsenals, making long-term effects (such as recurring damage) particularly valuable
- During the draft, when a pack of cards returns to you, try to remember the missing cards to adjust your strategy based on your opponents' choices

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# ARCHITECT 150

**Two player draft:** A two-player version of the standard draft can be played with slightly adjusted rules. After shuffling the pack of 150 cards, the top three cards are given to a player face down. The player looks at the three cards, chooses one, and passes the remaining two face down to the other player. The second player selects one of those cards, and the last remaining card is set aside. Continue distributing cards three at a time, alternating which player picks first, until both players have 40 cards each. Each player then builds an arsenal and uses it to play a game.

**Common arsenal:** This variant is suitable for any number of players. Instead of drafting cards, all players use the 150 cards as a shared arsenal. Players draw from a common pile, and any used or scrapped cards are returned to the bottom of the common arsenal pile.

**Anti-draft:** In this twist on the standard architect draft, each player drafts cards for their neighbor to the right instead of themselves. The objective is to draft the worst possible collection of cards, making it a challenge for your neighbor to build a viable arsenal.

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# ARCHITECT 150

**Architect 150 card list (Terrans):**

- ✪ 15 ⚙ 6 🔄 5 🟠 4
- ✪ 2 Oil Tanker
  - ✪ 2 Prospector
  - ✪ 2 Scout
  - ⚙ 2 Resource Silo
  - 🔄 1 Laser Shot
  - 🔄 1 Mined Terrain
  - ✪ 1 Assault Ship
  - ✪ 1 Rocketship
  - ⚙ 1 Orbital Cannon
  - ✪ 1 Hullbreaker Frigate
  - ✪ 1 Missile Cruiser
  - ✪ 1 Double Strike
  - 🔄 1 Gauss Shot
  - 🔄 1 Power Surge
  - 🔄 1 Radar Jammer
  - ✪ 1 Blackout Project
  - ✪ 1 Forgotten Frigate
  - ⚙ 1 Plasmasteel Cannon
  - ⚙ 1 Weapons Factory
  - ✪ 1 Hyper Beam
  - 🔄 1 Fake Intel
  - ✪ 1 Carrier
  - ⚙ 1 Fusion Laser Battery
  - ✪ 1 Missile Strike
  - ✪ 1 Planet Destroyer
  - ✪ 1 Jumper Behemoth

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# ARCHITECT 150

Architect 150 card list (Invaders):  
♣ 13 ♠ 6 ♣ 5 ♣ 6

- ♣ 2 Dart
- ♣ 2 Drone
- ♣ 2 Supplier
- ♠ 1 Energy Cell
- ♠ 1 Warp Core
- ♣ 1 EMP
- ♣ 1 Swap Places
- ♣ 1 Energy Collector
- ♣ 2 Phantom Interceptor
- ♠ 1 Disrupting Mesh
- ♣ 1 Energy Bomb
- ♣ 1 Time Capsule
- ♣ 1 Emergency Manoeuver
- ♣ 1 Hyperspeed Hunter
- ♣ 1 Last Resort
- ♣ 1 Scrap Payloads
- ♣ 1 Energy Acceleration
- ♣ 1 Scrap Accelerator
- ♣ 1 Control Station
- ♠ 1 Warp Gate
- ♣ 1 Solar Winds
- ♣ 1 Stall
- ♣ 1 Suppress
- ♣ 1 Warship
- ♣ 1 Infested Station
- ♣ 1 Galactic Sovereign

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# ARCHITECT 150

Architect 150 card list (Organics):  
♣ 15 ♠ 6 ♣ 5 ♣ 4

- ♣ 2 Biomass
- ♣ 2 Observer
- ♣ 2 Pod
- ♠ 2 Hollow Asteroid
- ♣ 1 Wild Charge
- ♣ 1 Mind
- ♣ 1 Space Runner
- ♣ 1 Alter Fate
- ♣ 1 Celestial Horror
- ♣ 1 Energy Leech
- ♣ 1 Infestor
- ♣ 1 Appropriation
- ♣ 1 Shell
- ♣ 1 Moon Eater
- ♣ 1 Scrap Eater
- ♠ 1 Acid Generator
- ♠ 1 Flesh Mender
- ♣ 1 Digest
- ♣ 1 Explore
- ♣ 1 Friendly Winds
- ♣ 1 Engulfing Cloud
- ♠ 1 Dark Wave Generator
- ♣ 1 Containment
- ♣ 1 Living Asteroid
- ♠ 1 Flesh Synthetizer
- ♣ 1 Infestation

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# ARCHITECT 150

Architect 150 card list (Pirates):  
♣ 14 ♠ 6 ♣ 6 ♣ 4

- ♣ 2 Junker
- ♣ 2 Rustwing
- ♣ 1 Stolen Cruiser
- ♠ 2 Weapons Depot
- ♣ 1 Scrap Shot
- ♣ 1 Hold Back
- ♣ 1 Mecha Suit
- ♣ 1 Radioactive Debris
- ♣ 1 Smuggler
- ♠ 1 Contraband Storage
- ♠ 1 Negative Field
- ♣ 1 Control Override
- ♣ 1 Captured Frigate
- ♣ 1 Salvage Squad
- ♣ 1 Jump
- ♣ 1 Targeted Charge
- ♣ 1 Security Code
- ♣ 1 Biosteel Symbiote
- ♣ 1 Reinforced Cruiser
- ♣ 1 Automated Scrapyard
- ♣ 1 Outbid
- ♠ 1 Magnetic Turbine
- ♣ 1 Sabotage
- ♣ 1 Dream Crusher
- ♣ 1 Scrapper
- ♣ 1 Bribe
- ♣ 1 Nuclear Strike

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# ARCHITECT 150

Architect 150 card list (Neutrals):  
♣ 10 ♠ 6 ♣ 10 ♣ 4

- ♣ 1 Exploration Vessel
- ♣ 1 Merchant Ship
- ♣ 1 Call the Fleet
- ♣ 2 Swap Resources
- ♣ 1 Light Cruiser
- ♠ 1 Biodome
- ♣ 2 Borrow
- ♣ 2 Forced Trade
- ♣ 1 Quick Repairs
- ♣ 1 Recruitment
- ♣ 1 Space Scanner
- ♣ 2 Trader
- ♣ 1 Welder
- ♠ 1 Framework
- ♣ 2 Tax Collector
- ♣ 1 Heavy Cruiser
- ♣ 1 Unaffiliated Shipyard
- ♣ 1 Conversion
- ♣ 1 Full Repairs
- ♣ 1 Trading Station
- ♣ 1 Crash
- ♣ 1 Mutually Assured Destruction
- ♣ 1 Mobile Shipyard
- ♣ 1 Omega Protocol
- ♣ 1 Mobile Base

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# ARCHITECT 300



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# ARCHITECT 300

**Architect** is a game mode where players build their own arsenals from a shared pool of cards, then battle to see who the best architect is.

The Architect 300-card collection is designed for **3 to 8 players**, but you can also play variants for any number of players.

Shuffling a 300-card deck can be a challenge. A helpful tip is to split the deck into smaller piles and shuffle each pile separately.

Feel free to mix up this Architect collection by adding more cards of your own or by tweaking the arsenal drafting and building rules. You can even create your own variants to make it more exciting for your group!

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# ARCHITECT 300

## Standard architect draft rules:

1. Shuffle the 300-card pack. Pass the top 10 cards face down to the player on your right.
2. This player looks at the 10 cards they've received, selects one to add to a personal pile, and passes the remaining cards face down to their right.
3. Repeat step 2 until all 10 cards have been distributed.
4. Start a new round by passing a fresh set of 10 cards to the next player on the right of the first one.
5. Continue these steps until each player has a pile of 40 cards or all 300 cards have been distributed.
6. Each player then builds an arsenal of 30 or more cards from their personal pile.
7. Once all arsenals are ready, play a regular game of Future Invaders. May the best architect win!

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# ARCHITECT 300

## Architect arsenal building rules:

- Your arsenal must have **at least 30** cards
- You can mix cards from any number of different factions
- Include no more than **two copies** of any single card
- Include no more than **one copy** of any single rare card (labeled "renowned" or "pinnacle")
- Ensure your arsenal contains **at least one** card playable on the first turn (a ship or structure with no cost and some income)
- If you can't build a valid arsenal following these rules, inform other players and try to trade cards in the spirit of fair play

## Architecting tips:

- Include enough free cards (no cost) to avoid a poor or unplayable early game
- Focusing on one or two factions tends to work better than including a bit of everything
- Expensive cards and capital ships are only effective if you have enough resource-generating cards to support them
- If your arsenal spans more than two factions, prioritize drafting neutral cards that can convert one faction's resources to another
- Architect games tend to be slower with lower power levels compared to preassembled arsenals, making long-term effects (such as recurring damage) particularly valuable
- During the draft, when a pack of cards returns to you, try to remember the missing cards to adjust your strategy based on your opponents' choices

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# ARCHITECT 300

**Two player draft:** A two-player version of the standard draft can be played with slightly adjusted rules. After shuffling the pack of 300 cards, the top three cards are given to a player face down. The player looks at the three cards, chooses one, and passes the remaining two face down to the other player. The second player selects one of those cards, and the last remaining card is set aside. Continue distributing cards three at a time, alternating which player picks first, until both players have 40 cards each. Each player then builds an arsenal and uses it to play a game.

**Common arsenal:** This variant is suitable for any number of players. Instead of drafting cards, all players use the 300 cards as a shared arsenal. Players draw from a common pile, and any used or scrapped cards are returned to the bottom of the common arsenal pile.

**Anti-draft:** In this twist on the standard architect draft, each player drafts cards for their neighbor to the right instead of themselves. The objective is to draft the worst possible pile of cards, making it a challenge for your neighbor to build a viable arsenal.

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# ARCHITECT 300

Architect 300 card list (Terrans):

- ♣ 27 ≡ 14 ♠ 11 ○ 8
- ♣ 4 Oil Tanker
  - ♣ 4 Prospector
  - ♣ 4 Scout
  - ≡ 4 Resource Silo
  - ♠ 3 Laser Shot
  - 2 Mined Terrain
  - ♣ 2 ≡ Assault Ship
  - ♣ 1 ≡ Rocketship
  - ≡ 2 Fuel Depot
  - ≡ 1 Orbital Cannon
  - ♠ 1 ≡ Siphon
  - ♣ 2 ≡ Hullbreaker Frigate
  - ♣ 2 ≡ Missile Cruiser
  - ≡ 1 Overseer Station
  - ♠ 2 ≡ Double Strike
  - ♠ 2 ≡ Gauss Shot
  - 2 ≡ Power Surge
  - 1 ≡ Radar Jammer
  - ♣ 2 ≡ Blackout Project
  - ♣ 2 ≡ Forgotten Frigate
  - ≡ 1 Ammunitions Depot
  - ≡ 2 ≡ Plasmasteel Cannon
  - ♠ 2 ≡ Weapons Factory
  - ♠ 1 ≡ Hyper Beam
  - 2 ≡ Fake Intel
  - 1 ≡ Structural Payload
  - ♣ 2 ≡ Carrier
  - ≡ 1 Fusion Laser Battery
  - ♠ 1 ≡ Artillery Barrage
  - ♠ 1 ≡ Missile Strike
  - ♣ 1 ≡ Planet Destroyer
  - ♣ 1 ≡ Jumper Behemoth

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# ARCHITECT 300

Architect 300 card list (Invaders):

- ♣ 24 ≡ 13 ♠ 10 ○ 13
- ♣ 4 Dart
  - ♣ 4 Drone
  - ♣ 4 Supplier
  - ≡ 2 Energy Cell
  - ≡ 2 Warp Core
  - ♠ 2 EMP
  - 2 Swap Places
  - ♣ 2 ≡ Energy Collector
  - ♣ 3 ≡ Phantom Interceptor
  - ≡ 2 Disrupting Mesh
  - ♠ 2 ≡ Energy Bomb
  - ♠ 1 ≡ Time Capsule
  - 1 ≡ Emergency Manoeuvre
  - ♣ 2 ≡ Hyperspeed Hunter
  - ♣ 1 ≡ Last Resort
  - ♠ 1 ≡ Scrap Payloads
  - 2 ≡ Energy Acceleration
  - ♣ 2 ≡ Scrap Accelerator
  - ≡ 2 ≡ Control Station
  - ♠ 1 ≡ Warp Gate
  - ♠ 1 ≡ Hollow Out
  - 2 ≡ Solar Winds
  - 2 ≡ Stall
  - 2 ≡ Suppress
  - ♣ 2 ≡ Warship
  - ≡ 1 ≡ Black Hole
  - ≡ 2 ≡ Infested Station
  - ♠ 1 ≡ Noble Sacrifice
  - 1 ≡ Reality Warp
  - 1 ≡ Scrub Memory
  - ♣ 1 ≡ Galactic Sovereign
  - ♠ 1 ≡ Alternate Timeline

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# ARCHITECT 300

Architect 300 card list (Organics):

- ♣ 29 ≡ 11 ♠ 12 ○ 8
- ♣ 4 Biomass
  - ♣ 4 Observer
  - ♣ 4 Pod
  - ≡ 4 Hollow Asteroid
  - ♠ 2 Wild Charge
  - ♣ 2 ≡ Mind
  - ♣ 2 ≡ Space Runner
  - ♠ 2 ≡ Alter Fate
  - ♠ 1 ≡ Consume
  - 1 ≡ Deep Roots
  - ♣ 2 ≡ Celestial Horror
  - ♣ 2 ≡ Energy Leech
  - ♣ 2 ≡ Infestor
  - ≡ 1 ≡ Flesh Render
  - 1 ≡ Appropriation
  - 1 ≡ Regenerate
  - 1 ≡ Shell
  - ♣ 2 ≡ Moon Eater
  - ♣ 2 ≡ Scrap Eater
  - ≡ 2 ≡ Acid Generator
  - ≡ 2 ≡ Flesh Mender
  - ♠ 2 ≡ Digest
  - ♠ 2 ≡ Explore
  - ♠ 1 ≡ Ram
  - 2 ≡ Friendly Winds
  - ♣ 2 ≡ Engulfing Cloud
  - ≡ 1 ≡ Dark Wave Generator
  - 2 ≡ Containment
  - ♣ 1 ≡ Living Asteroid
  - ≡ 1 ≡ Flesh Synthetizer
  - ♠ 1 ≡ Hatch
  - ♠ 1 ≡ Infestation

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# ARCHITECT 300

Architect 300 card list (Pirates):

- ♣ 27 ≡ 12 ♠ 11 ○ 10
- ♣ 4 Junker
  - ♣ 4 Rustwing
  - ♣ 2 Stolen Cruiser
  - ≡ 4 Weapons Depot
  - ♠ 2 Scrap Shot
  - 2 Hold Back
  - ♣ 3 ≡ Mecha Suit
  - ♣ 2 ≡ Radioactive Debris
  - ♣ 2 ≡ Smuggler
  - ≡ 2 ≡ Contraband Storage
  - ≡ 2 ≡ Negative Field
  - ♠ 2 ≡ Control Override
  - 2 ≡ Accelerate
  - 1 ≡ Spy
  - ♣ 2 ≡ Captured Frigate
  - ♣ 2 ≡ Salvage Squad
  - ♣ 2 ≡ Jump
  - ♠ 1 ≡ Targeted Charge
  - 2 ≡ Security Code
  - ♣ 2 ≡ Biosteel Symbiote
  - ♣ 2 ≡ Reinforced Cruiser
  - ≡ 2 ≡ Automated Scrapyard
  - ♠ 1 ≡ Reassemble
  - 2 ≡ Outbid
  - ≡ 1 ≡ Magnetic Turbine
  - 1 ≡ Sabotage
  - ♣ 1 ≡ Dream Crusher
  - ♣ 1 ≡ Scrapper
  - ≡ 1 ≡ Ring Station
  - ♠ 1 ≡ Bribe
  - ♠ 1 ≡ Nuclear Strike
  - ♠ 1 ≡ Intercept Funds

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# ARCHITECT 300

Architect 300 card list (Neutrals):

- ♣ 18 ≡ 16 ♠ 18 ○ 8
- ♣ 1 Exploration Vessel
  - ♣ 2 Merchant Ship
  - ≡ 1 Protective Shell
  - ≡ 1 Warehouse
  - ♠ 2 Call the Fleet
  - 4 Swap Resources
  - ♣ 2 ≡ Light Cruiser
  - ≡ 1 ≡ Biodome
  - ≡ 1 ≡ Warding Field
  - ♠ 3 ≡ Borrow
  - ♠ 4 ≡ Forced Trade
  - ♠ 2 ≡ Quick Repairs
  - ♠ 2 ≡ Recruitment
  - 1 ≡ Irradiate
  - ♣ 2 ≡ Space Scanner
  - ♣ 5 ≡ Trader
  - ≡ 1 ≡ Supply Depot
  - ♠ 1 ≡ Tax
  - ♣ 2 ≡ Welder
  - ≡ 2 ≡ Framework
  - ≡ 5 ≡ Tax Collector
  - ♣ 2 ≡ Heavy Cruiser
  - ≡ 2 ≡ Unaffiliated Shipyard
  - ♠ 2 ≡ Conversion
  - ♠ 1 ≡ Full Repairs
  - 1 ≡ Surprise Assault
  - ≡ 2 ≡ Trading Station
  - 1 ≡ Crash
  - 1 ≡ Mutually Assured Destruction
  - ♣ 1 ≡ Mobile Shipyard
  - ♣ 1 ≡ Omega Protocol
  - ♣ 1 ≡ Mobile Base

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