

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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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 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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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 card list (Terrans):

♣ 28 ♠ 13 ♣ 11 ○ 8

- ♣ 4 Oil Tanker
- ♣ 4 Prospector
- ♣ 4 Scout
- ♠ 4 Resource Silo
- ♣ 3 Laser Shot
- 1 Mined Terrain
- ♣ 2 Assault Ship
- ♣ 2 Rocketship
- ♠ 2 Fuel Depot
- ♠ 2 Orbital Cannon
- ♣ 1 Siphon Funds
- ♣ 4 Missile Cruiser
- ♠ 1 Overseer Station
- ♣ 2 Double Strike
- ♣ 2 Gauss Shot
- 2 Fake Intel
- 2 Power Surge
- 2 Radar Jammer
- ♣ 2 Hullbreaker Frigate
- ♣ 2 Overgrown Patrol
- ♠ 1 Ammunitions Depot
- ♠ 2 Plasmasteel Cannon
- ♣ 1 Hyper Beam
- 1 Structural Payload
- ♣ 3 Carrier
- ♠ 1 Fusion Laser Battery
- ♣ 1 Artillery Barrage
- ♣ 1 Missile Strike
- ♣ 1 Planet Destroyer

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Architect 300 card list (Invaders):

♣ 25 ♠ 12 ♣ 10 ○ 13

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

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Architect 300 card list (Organics):

♣ 28 ♠ 12 ♣ 13 ○ 7

- ♣ 4 Biomass
- ♣ 4 Observer
- ♣ 4 Pod
- ♠ 4 Hollow Asteroid
- ♣ 2 Wild Charge
- ♣ 3 Mind
- ♣ 2 Space Runner
- ♣ 2 Alter Fate
- ♣ 1 Consume
- 1 Deep Roots
- 1 Regenerate
- ♣ 4 Celestial Horror
- ♣ 2 Infestor
- ♠ 2 Flesh Mender
- ♠ 1 Flesh Render
- ♣ 2 Digest
- 2 Explore
- 1 Appropriation
- 2 Friendly Winds
- 2 Shell
- ♣ 2 Moon Eater
- ♣ 2 Scrap Eater
- ♠ 2 Acid Generator
- ♠ 2 Flesh Synthetizer
- ♠ 1 Ram
- ♠ 1 Dark Wave Generator
- ♣ 2 Infestation
- ♣ 1 Living Asteroid
- ♣ 1 Hatch

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Architect 300 card list (Pirates):

♣ 27 ♠ 13 ♣ 10 ○ 10

- ♣ 4 Junker
- ♣ 4 Rustwing
- ♣ 3 Stolen Cruiser
- ♠ 4 Weapons Depot
- ♣ 1 Scrap Shot
- 2 Hold Back
- ♣ 4 Mecha Suit
- ♣ 2 Radioactive Debris
- ♣ 3 Smuggler
- ♠ 3 Contraband Storage
- ♠ 2 Negative Field
- ♣ 2 Control Override
- 1 Accelerate
- 1 Spy
- ♣ 2 Targeted Charge
- 2 Security Code
- ♣ 2 Biosteel Symbiote
- ♣ 3 Reinforced Cruiser
- ♠ 1 Automated Scrapyard
- ♣ 2 Reassemble
- 3 Outbid
- ♠ 2 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 card list (Neutrals):

♣ 18 ♠ 15 ✦ 18 ○ 9

- ♣ 2 Exploration Vessel
- ♠ 2 Protective Shell
- ♠ 1 Warehouse
- ♣ 2 Call the Fleet
- 5 Swap Resources
- ♣ 2 Light Cruiser
- ♠ 1 Warding Field
- ♣ 5 Forced Trade
- ♠ 1 Quick Repairs
- ♣ 2 Recruitment
- 1 Irradiate
- ♣ 2 Space Scanner
- ♣ 5 Trader
- ♠ 1 Supply Depot
- ♣ 1 Tax
- ♣ 2 Welder
- ♠ 6 Tax Collector
- ♣ 1 Treaty
- ♣ 3 Heavy Cruiser
- ♠ 1 Unaffiliated Shipyard
- ♣ 4 Conversion
- ♣ 1 Full Repairs
- ♣ 1 Negotiation
- 1 Surprise Assault
- ♠ 3 Trading Station
- 1 Crash
- 1 Mutually Assured Destruction
- ♣ 1 Mobile Shipyard
- ♣ 1 Mobile Base