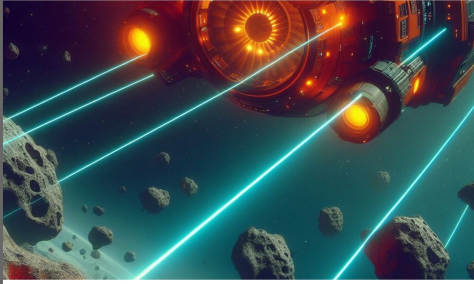


LASER SHOT

TERRAN ACTION



Choose one of the following effects

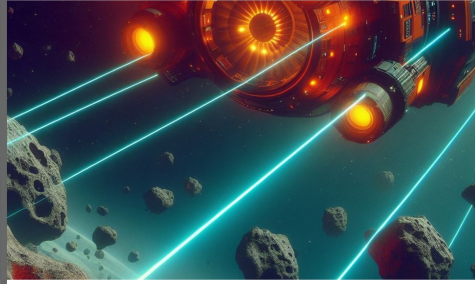
A ship of your choosing loses 6 durability

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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DRONE

INVADER SHIP



1

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9

DRONE

INVADER SHIP



1

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9

DART

INVADER SHIP



1

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6

DART

INVADER SHIP



1

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6

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

When attacking, you may have this ship attack the enemy structure or base in front of it instead of the enemy ship facing it

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

When attacking, you may have this ship attack the enemy structure or base in front of it instead of the enemy ship facing it

SUPPLIER

INVADER SHIP



Plating 1 (any durability loss on this ship is reduced by 1)

0

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7

SUPPLIER

INVADER SHIP



Plating 1 (any durability loss on this ship is reduced by 1)

0

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7

PHANTOM INTERCEPTOR

INVADER SHIP



Up to once per turn, redirect up to 4 points of a durability loss suffered by one of your other ships, structures, or your base towards this ship

3

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14

PHANTOM INTERCEPTOR
INVADER SHIP



Up to once per turn, redirect up to 4 points of a durability loss suffered by one of your other ships, structures, or your base towards this ship

3 14

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ENERGY COLLECTOR
INVADER SHIP



When you spend one Invader resource this ship gains 1 durability

This ship's durability can exceed its initial value, up to a maximum of 15

3 10

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ENERGY COLLECTOR
INVADER SHIP



When you spend one Invader resource this ship gains 1 durability

This ship's durability can exceed its initial value, up to a maximum of 15

3 10

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HYPERSPEED HUNTER
INVADER SHIP



Weaken 2 (at the beginning of each of your turns, the enemy ship facing this ship loses 2 durability)

Action On your turn, before attacking, pay then destroy this ship and another ship of your choosing

3 **RENOWNED** 14

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WARSHIP
INVADER SHIP



Plating 2 (any durability loss on this ship is reduced by 2)

6 16

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WARSHIP
INVADER SHIP



Plating 2 (any durability loss on this ship is reduced by 2)

6 16

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GALACTIC SOVEREIGN
INVADER SHIP



Slow (does not attack on the turn it is deployed)


Plating 3 (any durability loss on this ship is reduced by 3)

When one of your ships causes an opponent's base to lose durability, you and that opponent each draw a card

8 **PINNACLE** 25

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ENERGY CELL
INVADER STRUCTURE




Plating 1 (any durability loss on this structure is reduced by 1)

5

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ENERGY CELL
INVADER STRUCTURE



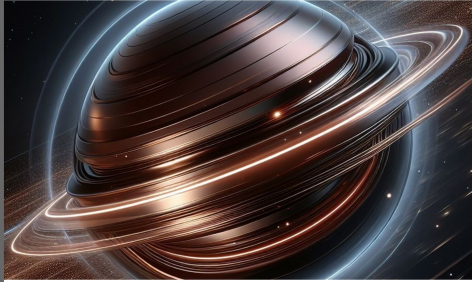
Plating 1 (any durability loss on this structure is reduced by 1)

5

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WARP CORE

INVADER STRUCTURE



Reaction When you deploy this structure, you may swap its place with another one of your structures

Reaction When this structure is destroyed, you may move one of your structures to one of your empty structure slots

5

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DISRUPTING MESH

INVADER STRUCTURE



Weaken 2 (at the beginning of each of your turns, the enemy ship facing this structure loses 2 durability)

4

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DISRUPTING MESH

INVADER STRUCTURE



Weaken 2 (at the beginning of each of your turns, the enemy ship facing this structure loses 2 durability)

4

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WARP GATE

INVADER STRUCTURE



Your Invader cards cost less to deploy or use

Reaction When you replace this structure, draw a card

RENOWNED

9

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BLACK HOLE

INVADER STRUCTURE



This structure cannot lose durability

At the start of each of your turns, choose one of your ships, the chosen ship loses 5 durability

Reaction When an opponent uses an action, you may pay and send a card from your hand to the bottom of your arsenal, then the action fails

PINNACLE

1

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EMP

INVADER ACTION



Choose a ship, its weapons are lowered by 5 until the end of the current turn

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EMP

INVADER ACTION



Choose a ship, its weapons are lowered by 5 until the end of the current turn

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ENERGY BOMB

INVADER ACTION



Lose all your remaining resources

A structure or base of your choosing loses 1 durability for each resource lost due to this action

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ENERGY BOMB

INVADER ACTION



Lose all your remaining resources

A structure or base of your choosing loses 1 durability for each resource lost due to this action

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<h2 style="text-align: center;">TIME CAPSULE</h2> <p style="text-align: center;">  INVADER ACTION </p>  <p>During your next turn, after resetting your resources, add  to your available resources</p> <p style="text-align: center;"><small>©2024-2024 Future Invaders</small></p>	<h2 style="text-align: center;">HOLLOW OUT</h2> <p style="text-align: center;">  INVADER ACTION </p>  <p>A ship or structure of your choosing loses half its maximum durability, rounded up</p> <p style="text-align: center;">RENOWNED</p> <p style="text-align: center;"><small>©2024-2024 Future Invaders</small></p>	<h2 style="text-align: center;">NOBLE SACRIFICE</h2> <p style="text-align: center;">  INVADER ACTION </p>  <p>Destroy all of your ships</p> <p>For each ship destroyed by this action, the enemy base facing it loses 3 durability</p> <p style="text-align: center;">PINNACLE</p> <p style="text-align: center;"><small>©2024-2024 Future Invaders</small></p>
<h2 style="text-align: center;">ALTERNATE TIMELINE</h2> <p style="text-align: center;">  INVADER ACTION </p>  <p>Use this action during your turn</p> <p>You take another turn after the current turn ends</p> <p>Once your extra turn has ended, destroy one of your structures or lose the game</p> <p style="text-align: center;">PINNACLE</p> <p style="text-align: center;"><small>©2024-2024 Future Invaders</small></p>	<h2 style="text-align: center;">SWAP PLACES</h2> <p style="text-align: center;">INVADER REACTION</p>  <p>React to an action targeting a ship or a structure</p> <p>Change one of the action's targets, the new target must be of the same type and belong to the same player as the initial one</p> <p style="text-align: center;"><small>©2024-2024 Future Invaders</small></p>	<h2 style="text-align: center;">SWAP PLACES</h2> <p style="text-align: center;">INVADER REACTION</p>  <p>React to an action targeting a ship or a structure</p> <p>Change one of the action's targets, the new target must be of the same type and belong to the same player as the initial one</p> <p style="text-align: center;"><small>©2024-2024 Future Invaders</small></p>
<h2 style="text-align: center;">EMERGENCY MANOEUVRE</h2> <p style="text-align: center;">  INVADER REACTION </p>  <p>React to an action targeting one of your ships</p> <p>The action fails</p> <p>Your ship loses 3 durability</p> <p style="text-align: center;"><small>©2024-2024 Future Invaders</small></p>	<h2 style="text-align: center;">SOLAR WINDS</h2> <p style="text-align: center;">  INVADER REACTION </p>  <p>React to one of your structures or your base losing durability</p> <p>Instead of losing durability, it gains that much durability</p> <p style="text-align: center;"><small>©2024-2024 Future Invaders</small></p>	<h2 style="text-align: center;">SOLAR WINDS</h2> <p style="text-align: center;">  INVADER REACTION </p>  <p>React to one of your structures or your base losing durability</p> <p>Instead of losing durability, it gains that much durability</p> <p style="text-align: center;"><small>©2024-2024 Future Invaders</small></p>

STALL



INVADER REACTION



React to an action or a reaction

It fails

Its owner draws a card

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STALL



INVADER REACTION



React to an action or a reaction

It fails

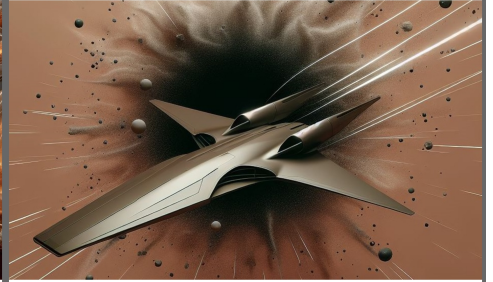
Its owner draws a card

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REALITY WARP



INVADER REACTION



React to an action

Change one of the action's targets to another target of the same type

All your structures lose 2 durability

Draw a card

PINNACLE

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SCRUB MEMORY



INVADER REACTION



React to a ship or structure being deployed

The ship or structure fails to deploy

Instead of going to the scrap pile or the bottom of their owner's arsenal, the ship or structure is removed from the game

REOWNED

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