







Reaction When an opponent destroys this ship, **deny** them (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

 2  7

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Reaction When an opponent destroys this ship, **deny** them (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)



 2  7

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Retaliate 1 (any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)

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



 2  5

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Retaliate 1 (any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)

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



 2  5

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If you deploy another ship, send this ship back to the bottom of your arsenal

This ship cannot go to your scrap pile and cannot be recycled



 3  13

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If you deploy another ship, send this ship back to the bottom of your arsenal



This ship cannot go to your scrap pile and cannot be recycled

 3  13



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

You may pay this ship's deployment cost using  instead of 



Reaction When you deploy this ship, another ship of your choosing loses 4 durability

 4  13



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

You may pay this ship's deployment cost using  instead of 

Reaction When you deploy this ship, another ship of your choosing loses 4 durability



 4  13

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Retaliate 5 (any ship reducing this ship's durability loses 5 durability, unless the durability loss was caused by another Retaliate)

You may deploy this ship at any time, even during your opponents' turns

 0  5

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RADIOACTIVE DEBRIS
PIRATE SHIP




Retaliate 5 (any ship reducing this ship's durability loses 5 durability, unless the durability loss was caused by another Retaliate)

You may deploy this ship at any time, even during your opponents' turns

0 5

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SMUGGLER
PIRATE SHIP




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

Reaction When this ship is destroyed, you may pay then return it to your hand

2 6

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SMUGGLER
PIRATE SHIP




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

Reaction When this ship is destroyed, you may pay then return it to your hand

2 6

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REINFORCED CRUISER
PIRATE SHIP




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

Your structure behind this ship cannot lose durability

5 19

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REINFORCED CRUISER
PIRATE SHIP




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

Your structure behind this ship cannot lose durability

5 19

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DREAM CRUSHER
PIRATE SHIP



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


Action Pay then **deny** an opponent of your choosing (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

You may not draw more than one card on each of your turns and may not draw any cards during your opponents' turns

8 **PINNACLE** 24

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SCRAPPER
PIRATE SHIP



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

Retaliate 3 (any ship reducing this ship's durability loses 3 durability, unless the durability loss was caused by another Retaliate)

When you deploy this ship, choose another of your ships and destroy it or this ship fails to deploy

When you recycle a card, this ship regains 2 durability

5 **PINNACLE** 23

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WEAPONS DEPOT
PIRATE STRUCTURE



Retaliate 1 (any ship reducing this structure's durability loses 1 durability, unless the durability loss was caused by another Retaliate)

6

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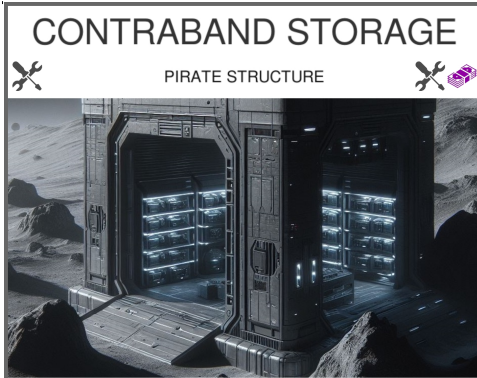
WEAPONS DEPOT
PIRATE STRUCTURE



Retaliate 1 (any ship reducing this structure's durability loses 1 durability, unless the durability loss was caused by another Retaliate)

6

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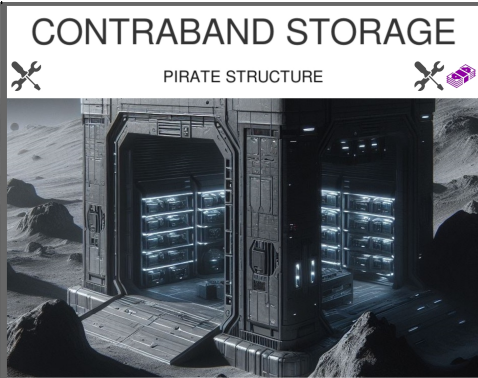


Cheap repairs (when this structure is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)

When an opponent recycles a card, add to your available resources

5

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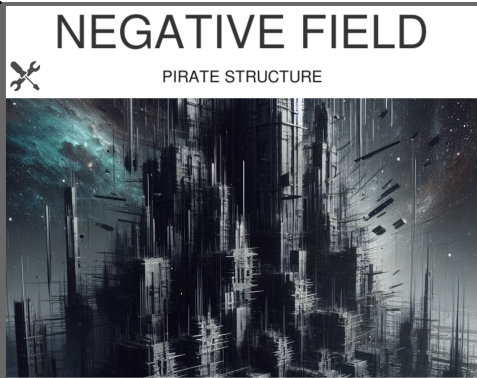


Cheap repairs (when this structure is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)

When an opponent recycles a card, add to your available resources

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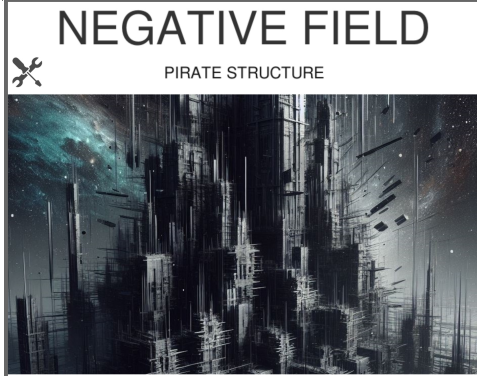
Reaction When you deploy this structure, **deny** an opponent of your choosing (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

Reaction When this structure is destroyed by an opponent, **deny** them (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

Reaction When you replace this structure, draw a card

4

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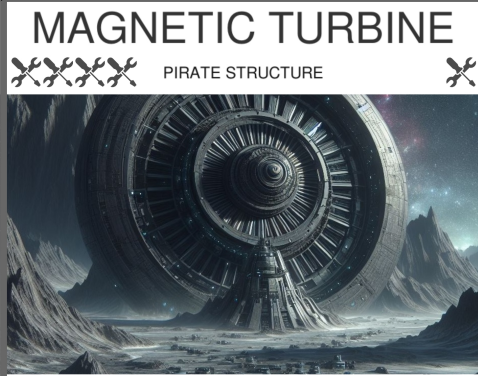
Reaction When you deploy this structure, **deny** an opponent of your choosing (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

Reaction When this structure is destroyed by an opponent, **deny** them (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

Reaction When you replace this structure, draw a card

4

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When you deploy this structure, return one of your ships to your hand or this structure fails to deploy

Reaction When an opponent chooses to draw a second card instead of deploying ships and structures, you may pay then draw a card

Reaction When a ship destroys this structure, destroy that ship

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Deploy this structure behind one of your ships

When you deploy this structure, destroy your ship in front of this structure or it fails to deploy

Action Once per turn, on your turn, if you have no more cards in hand, you may draw a card

PINNACLE 10

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Deny an opponent (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

If you choose to leave the card on top of their arsenal, that opponent's base loses 3 durability

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Deny an opponent (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

If you choose to leave the card on top of their arsenal, that opponent's base loses 3 durability

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You can only pay for this action's cost by recycling cards

Deploy for free one of the ships or structures remaining in your scrap pile after paying this action's cost

PINNACLE

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BRIBE

 PIRATE ACTION



Return a ship of your choosing to its owner's hand

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NUCLEAR STRIKE

 PIRATE ACTION



Destroy a ship of your choosing

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INTERCEPT FUNDS

 PIRATE ACTION



Use this action at the beginning of an opponent's turn

That opponent cannot gain any resources this turn

You lose all your remaining resources

PINNACLE

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HOLD BACK

PIRATE REACTION



React to a ship being deployed

That ship becomes **slow** (*does not attack on the turn it is deployed*)

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HOLD BACK

PIRATE REACTION



React to a ship being deployed

That ship becomes **slow** (*does not attack on the turn it is deployed*)

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SPY

PIRATE REACTION



React to an opponent drawing a card other than the first card they draw each turn

That opponent reveals to you the last card they drew

Deny this opponent (*look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal*)

Draw a card

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SPY

PIRATE REACTION



React to an opponent drawing a card other than the first card they draw each turn

That opponent reveals to you the last card they drew


Deny this opponent (*look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal*)

Draw a card


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OUTBID

PIRATE REACTION



React to an action or reaction


Pay the price your opponent paid for the action or reaction, except you may use  to pay for any other resource

If you can afford to pay its price, the action or reaction fails, then you **deny** your opponent (*look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal*)


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OUTBID

PIRATE REACTION



React to an action or reaction

Pay the price your opponent paid for the action or reaction, except you may use  to pay for any other resource

If you can afford to pay its price, the action or reaction fails, then you **deny** your opponent (*look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal*)

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SABOTAGE



PIRATE REACTION



React to a ship being deployed

The ship fails to deploy

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PROTECTIVE SHELL

NEUTRAL STRUCTURE



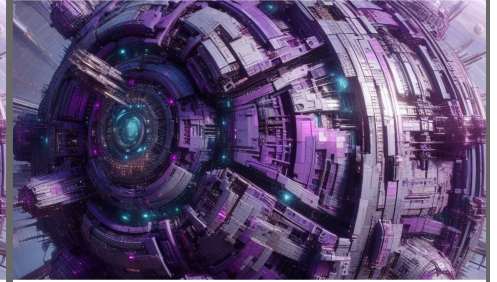
Reaction When this structure is destroyed, draw a card

5

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PROTECTIVE SHELL

NEUTRAL STRUCTURE



Reaction When this structure is destroyed, draw a card

5

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TRADING STATION



NEUTRAL STRUCTURE



When this structure generates resources, you may have it generate a resource of your choosing instead of

Action Up to once per turn, put a card from your hand on the bottom of your arsenal, then add

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8