



OBSERVER

ORGANIC SHIP



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

1

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6



OBSERVER

ORGANIC SHIP

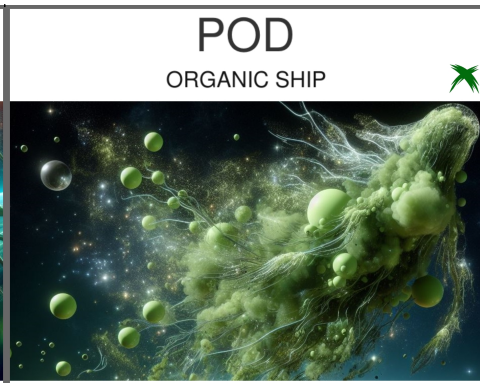


Reaction When you deploy this ship, add to your available resources

1

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6



POD

ORGANIC SHIP

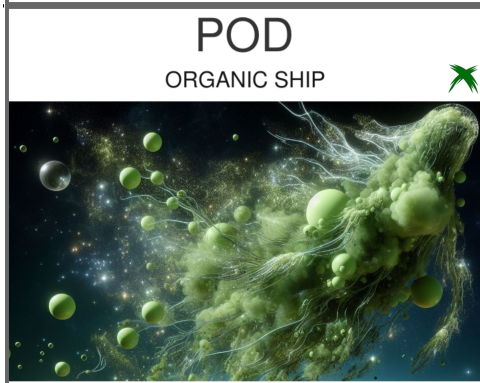


Reaction When this ship is replaced or destroyed, **predict** (*look at the card on top of your arsenal, you may put it on the bottom of your arsenal*)

2

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6



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*)

2

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6



MIND

ORGANIC SHIP



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

2

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10



CELESTIAL HORROR

ORGANIC SHIP



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

5

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13



CELESTIAL HORROR

ORGANIC SHIP



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

5

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13



INFESTOR

ORGANIC SHIP



Durability losses caused by this ship cannot be reduced or prevented

Durability losses caused by this ship to structures or bases are doubled

4

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11



INFESTOR

ORGANIC SHIP



Durability losses caused by this ship cannot be reduced or prevented

Durability losses caused by this ship to structures or bases are doubled

4

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11



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

6 **RENOWNED** 15

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When an opponent recycles a card, this ship regains 2 durability and their base loses 1 durability

This ship's durability can exceed its initial value, up to a maximum of 20

5 16

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When an opponent recycles a card, this ship regains 2 durability and their base loses 1 durability

This ship's durability can exceed its initial value, up to a maximum of 20

5 16

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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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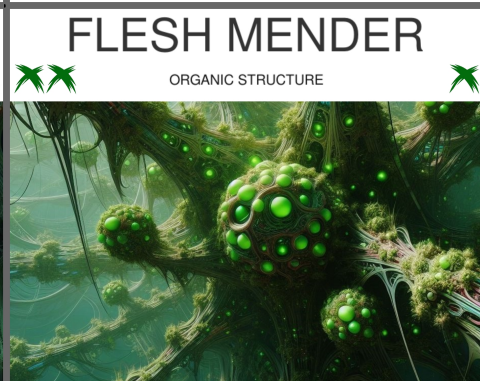


Regenerate 1 (at the beginning of each of your turns, this structure regains 1 durability)

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

5

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Reaction When one of your ships or structures is destroyed, your base regains 2 durability

5

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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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Use this action on your turn, before deploying or using any other cards

Destroy all Renowned and Pinnacle ships

You cannot use any other actions this turn

PINNACLE


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React to a ship you own being destroyed

The destroyed ship goes back to your hand

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<p>FRIENDLY WINDS ORGANIC REACTION</p>  <p>React to a ship you own being destroyed</p> <p>The destroyed ship goes back to your hand</p> <p>©2024-2024 Future Invaders</p>	<p>SHELL ORGANIC REACTION</p>  <p>React to an action or a reaction</p> <p>Any durability loss caused by the action or reaction is reduced to 0</p> <p>The opponent you are reacting to may pay   </p> <p>If they do not pay, your base regains 3 durability and you draw a card</p> <p>©2024-2024 Future Invaders</p>	<p>SHELL ORGANIC REACTION</p>  <p>React to an action or a reaction</p> <p>Any durability loss caused by the action or reaction is reduced to 0</p> <p>The opponent you are reacting to may pay   </p> <p>If they do not pay, your base regains 3 durability and you draw a card</p> <p>©2024-2024 Future Invaders</p>
<p>RUSTWING PIRATE SHIP</p>  <p>Reaction When an opponent destroys this ship, deny them <i>(look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)</i></p> <p> 2  7 </p> <p>©2024-2024 Future Invaders</p>	<p>RUSTWING PIRATE SHIP</p>  <p>Reaction When an opponent destroys this ship, deny them <i>(look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)</i></p> <p> 2  7 </p> <p>©2024-2024 Future Invaders</p>	<p>JUNKER PIRATE SHIP</p>  <p>Retaliate 1 <i>(any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)</i></p> <p>Cheap repairs <i>(when this ship is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)</i></p> <p> 2  5 </p> <p>©2024-2024 Future Invaders</p>
<p>JUNKER PIRATE SHIP</p>  <p>Retaliate 1 <i>(any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)</i></p> <p>Cheap repairs <i>(when this ship is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)</i></p> <p> 2  5 </p> <p>©2024-2024 Future Invaders</p>	<p>MECHA SUIT PIRATE SHIP</p>  <p>Slow <i>(does not attack on the turn it is deployed)</i></p> <p>You may pay this ship's deployment cost using   instead of </p> <p>Reaction When you deploy this ship, another ship of your choosing loses 4 durability</p> <p> 4  13 </p> <p>©2024-2024 Future Invaders</p>	<p>MECHA SUIT PIRATE SHIP</p>  <p>Slow <i>(does not attack on the turn it is deployed)</i></p> <p>You may pay this ship's deployment cost using   instead of </p> <p>Reaction When you deploy this ship, another ship of your choosing loses 4 durability</p> <p> 4  13 </p> <p>©2024-2024 Future Invaders</p>



BIOSTEEL SYMBIOTE
 PIRATE SHIP 



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

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

At the start of each of your turns, your base regains 1 durability

 6  15

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BIOSTEEL SYMBIOTE
 PIRATE SHIP 



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

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

At the start of each of your turns, your base regains 1 durability

 6  15



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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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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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CONTRABAND STORAGE
 PIRATE STRUCTURE 



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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TARGETED CHARGE
 PIRATE ACTION 



Use this action on your turn, before attacking

Destroy one of your ships or this action fails

Choose a ship with less maximum durability than your destroyed ship's maximum durability, and destroy that ship

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TARGETED CHARGE
 PIRATE ACTION 



Use this action on your turn, before attacking

Destroy one of your ships or this action fails

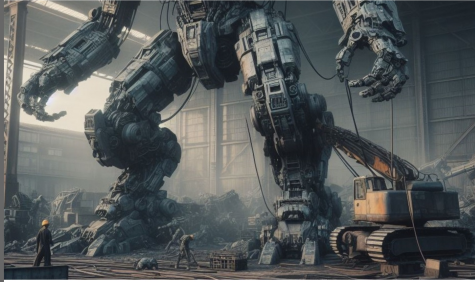
Choose a ship with less maximum durability than your destroyed ship's maximum durability, and destroy that ship

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REASSEMBLE



PIRATE ACTION



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

RENOWNED

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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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