

<div> <div>PROSPECTOR</div> <div>TERRAN SHIP</div> <div>  </div> </div> <div> <div>Reaction</div> <div>When you replace this ship, add  to your available resources</div> </div> <div> <div>  2 <div>©2024-2025 Future Invaders</div> 7  </div> </div>	<div> <div>PROSPECTOR</div> <div>TERRAN SHIP</div> <div>  </div> </div> <div> <div>Reaction</div> <div>When you replace this ship, add  to your available resources</div> </div> <div> <div>  2 <div>©2024-2025 Future Invaders</div> 7  </div> </div>	<div> <div>SCOUT</div> <div>TERRAN SHIP</div> <div>  </div> </div> <div> <div>Bombard 1</div> <div>(when this ship attacks a ship or structure, the next structure or base behind it loses 1 durability)</div> </div> <div> <div>  2 <div>©2024-2025 Future Invaders</div> 6  </div> </div>
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<div> <div>HULLBREAKER FRIGATE</div> <div> <div> <div></div> <div></div> </div> <div>TERRAN SHIP</div> <div> <div></div> </div> </div> </div> <div> </div> <div> <div> <div>Action Pay</div> <div> <div></div> <div></div> </div> <div>and destroy this ship, then another ship of your choosing loses 2 durability and cannot attack this turn</div> </div> <div> <div> <div></div> <div>4</div> </div> <div> <div>12</div> <div></div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div> </div>	<div> <div>BLACKOUT PROJECT</div> <div> <div> <div></div> <div></div> <div></div> </div> <div>TERRAN SHIP</div> <div> <div></div> </div> </div> </div> <div> </div> <div> <div> <div>Other players cannot play actions during your turn</div> <div>Reactions targetting your actions cost more</div> </div> <div> <div> <div></div> <div>5</div> </div> <div> <div>RENNOWNED</div> <div>14</div> <div></div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div> </div>	<div> <div>JUMPER BEHEMOTH</div> <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>TERRAN SHIP</div> <div> <div></div> </div> </div> </div> <div> </div> <div> <div> <div>Slow (does not attack on the turn it is deployed)</div> <div>Reaction When you deploy this ship, you may swap its place with another one of your ships</div> <div>Action Pay then destroy another one of your own ships, and move this ship to where your destroyed ship was located</div> </div> <div> <div> <div></div> <div>7</div> </div> <div> <div>PINNACLE</div> <div>28</div> <div></div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div> </div>
<div> <div>RESOURCE SILO</div> <div> <div></div> <div>TERRAN STRUCTURE</div> <div> <div></div> </div> </div> </div> <div> </div> <div> <div> <div>Cheap repairs (when this structure is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)</div> </div> <div> <div> <div></div> <div>6</div> </div> <div> <div></div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div> </div>	<div> <div>RESOURCE SILO</div> <div> <div></div> <div>TERRAN STRUCTURE</div> <div> <div></div> </div> </div> </div> <div> </div> <div> <div> <div>Cheap repairs (when this structure is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)</div> </div> <div> <div> <div></div> <div>6</div> </div> <div> <div></div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div> </div>	<div> <div>FUEL DEPOT</div> <div> <div> <div></div> <div></div> </div> <div>TERRAN STRUCTURE</div> <div> <div></div> </div> </div> </div> <div> </div> <div> <div> <div>When this structure is replaced or destroyed, your base loses 2 durability</div> </div> <div> <div> <div></div> <div>7</div> </div> <div> <div></div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div> </div>
<div> <div>OVERSEER STATION</div> <div> <div> <div></div> <div></div> </div> <div>TERRAN STRUCTURE</div> <div> <div></div> </div> </div> </div> <div> </div> <div> <div> <div>Action Pay then choose two of your ships and swap their positions</div> <div>Action Pay and destroy this structure, then deploy a Terran ship of your choosing from your hand for free, without paying its resource cost</div> </div> <div> <div> <div>RENNOWNED</div> <div>8</div> <div></div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div> </div>	<div> <div>WEAPONS FACTORY</div> <div> <div> <div></div> <div></div> </div> <div>TERRAN STRUCTURE</div> <div> <div></div> </div> </div> </div> <div> </div> <div> <div> <div>When you spend Terran resources or Pirate resources on a ship's deployment cost, the deployed ship's weapons are doubled until the end of the current turn</div> </div> <div> <div> <div></div> <div>9</div> </div> <div> <div></div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div> </div>	<div> <div>WEAPONS FACTORY</div> <div> <div> <div></div> <div></div> </div> <div>TERRAN STRUCTURE</div> <div> <div></div> </div> </div> </div> <div> </div> <div> <div> <div>When you spend Terran resources or Pirate resources on a ship's deployment cost, the deployed ship's weapons are doubled until the end of the current turn</div> </div> <div> <div> <div></div> <div>9</div> </div> <div> <div></div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div> </div>

DOUBLE STRIKE

TERRAN ACTION



A ship of your choosing attacks twice this turn

If the second attack causes a structure to lose durability, destroy that structure

This action cannot be used on **slow** ships on the turn they are deployed (*slow ships do not attack on the turn they are deployed*)

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POWER SURGE

TERRAN REACTION



React to a ship or a structure using an action or a reaction

The action or the reaction fails

The ship or structure loses 3 durability

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JUNKER


PIRATE SHIP






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*)

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JUNKER


PIRATE SHIP






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*)

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RUSTWING


PIRATE SHIP





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*)

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RUSTWING


PIRATE SHIP





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*)

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MECHA SUIT

PIRATE SHIP







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

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SMUGGLER


PIRATE SHIP














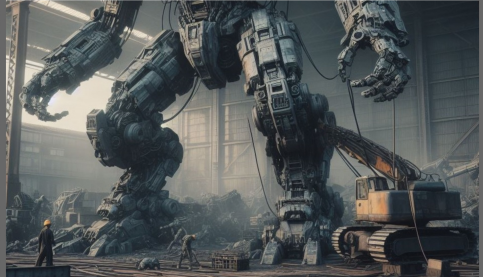
Reaction When you deploy this ship, add  to your available resources

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


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<div> <div> <div>✂</div> <div>SMUGGLER</div> <div>PIRATE SHIP</div> <div>✂</div> </div> <div>  </div> <div> <p>Reaction When you deploy this ship, add ✂ to your available resources</p> <p>Reaction When this ship is destroyed, you may pay 💜💜 then return it to your hand</p> <div> <div>✂ 2</div> <div>©2024-2025 Future Invaders</div> <div>6</div> <div>♥</div> </div> </div> </div>	<div> <div> <div>✂✂</div> <div>SALVAGE SQUAD</div> <div>PIRATE SHIP</div> <div>✂</div> </div> <div>  </div> <div> <p>At the start of each of your turns, a ship of your choosing regains 2 durability</p> <p>Action Up to once per turn, on your turn, pay 💜 then add ✂ to your available resources</p> <div> <div>✂ 3</div> <div>©2024-2025 Future Invaders</div> <div>11</div> <div>♥</div> </div> </div> </div>	<div> <div> <div>✂✂</div> <div>SALVAGE SQUAD</div> <div>PIRATE SHIP</div> <div>✂</div> </div> <div>  </div> <div> <p>At the start of each of your turns, a ship of your choosing regains 2 durability</p> <p>Action Up to once per turn, on your turn, pay 💜 then add ✂ to your available resources</p> <div> <div>✂ 3</div> <div>©2024-2025 Future Invaders</div> <div>11</div> <div>♥</div> </div> </div> </div>
<div> <div> <div>✂✂💜</div> <div>REINFORCED CRUISER</div> <div>PIRATE SHIP</div> <div>✂</div> </div> <div>  </div> <div> <p>Slow (does not attack on the turn it is deployed)</p> <p>Your structure behind this ship cannot lose durability</p> <div> <div>✂ 5</div> <div>©2024-2025 Future Invaders</div> <div>19</div> <div>♥</div> </div> </div> </div>	<div> <div> <div>✂</div> <div>WEAPONS DEPOT</div> <div>PIRATE STRUCTURE</div> <div>✂</div> </div> <div>  </div> <div> <p>Retaliate 1 (any ship reducing this structure's durability loses 1 durability, unless the durability loss was caused by another Retaliate)</p> <div> <div>©2024-2025 Future Invaders</div> <div>6</div> <div>♥</div> </div> </div> </div>	<div> <div> <div>✂</div> <div>WEAPONS DEPOT</div> <div>PIRATE STRUCTURE</div> <div>✂</div> </div> <div>  </div> <div> <p>Retaliate 1 (any ship reducing this structure's durability loses 1 durability, unless the durability loss was caused by another Retaliate)</p> <div> <div>©2024-2025 Future Invaders</div> <div>6</div> <div>♥</div> </div> </div> </div>
<div> <div> <div>✂🗑</div> <div>JUMP</div> <div>PIRATE ACTION</div> </div> <div>  </div> <div> <p>Choose two of your ships and swap their positions</p> <p>You may pay an extra ✂💜</p> <p>If you paid the extra cost, draw a card</p> <div> <div>©2024-2025 Future Invaders</div> </div> </div> </div>	<div> <div> <div>✂🗑</div> <div>JUMP</div> <div>PIRATE ACTION</div> </div> <div>  </div> <div> <p>Choose two of your ships and swap their positions</p> <p>You may pay an extra ✂💜</p> <p>If you paid the extra cost, draw a card</p> <div> <div>©2024-2025 Future Invaders</div> </div> </div> </div>	<div> <div> <div>✂✂💜</div> <div>REASSEMBLE</div> <div>PIRATE ACTION</div> </div> <div>  </div> <div> <p>You can only pay for this action's cost by recycling cards</p> <p>Deploy for free one of the ships or structures remaining in your scrap pile after paying this action's cost</p> <div> <div>PINNACLE</div> <div>©2024-2025 Future Invaders</div> </div> </div> </div>

BRIBE



PIRATE ACTION




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


REOWNED

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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

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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

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MOBILE SHIPYARD



NEUTRAL SHIP





Repair 2 (at the beginning of each of your turns, your other ships regain 2 durability each)

This ship cannot regain durability

 4

REOWNED

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