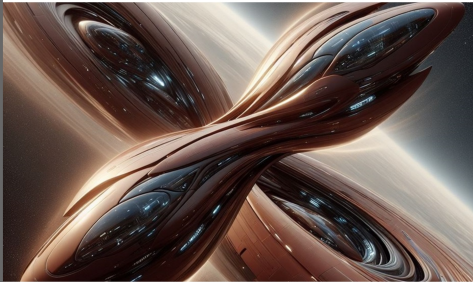


## SWAP PLACES

INVADER REACTION



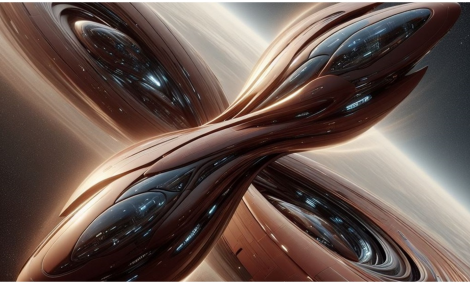
React to an action targeting a ship or a structure

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

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## SWAP PLACES

INVADER REACTION





React to an action targeting a ship or a structure


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



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## OBSERVER

ORGANIC SHIP 






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


 1 6 



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## OBSERVER

ORGANIC SHIP  



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

 1 6 

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## MIND

ORGANIC SHIP   





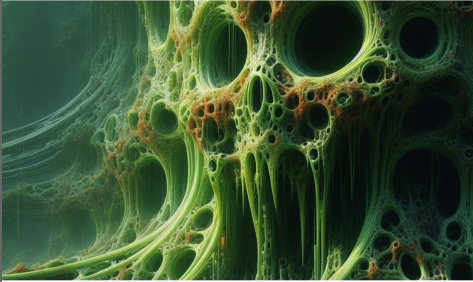
**Reaction** When this ship is destroyed, you may pay   then draw a card

 2 10 


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## HOLLOW ASTEROID

ORGANIC STRUCTURE  






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

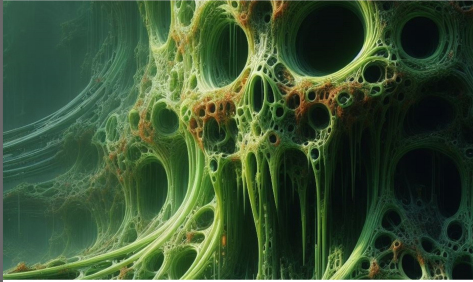
When you recycle this structure, it adds  to your available resources instead of its full income

 5 


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## HOLLOW ASTEROID

ORGANIC STRUCTURE   



**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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## ALTER FATE

ORGANIC ACTION 




Send another card from your hand to the bottom of your arsenal or this action fails


**Predict** (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)

Draw a card

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## ALTER FATE

ORGANIC ACTION 



Send another card from your hand to the bottom of your arsenal or this action fails

**Predict** (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)

Draw a card

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# EXPLORE



ORGANIC ACTION



Draw two cards

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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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# EXPLORATION VESSEL

NEUTRAL SHIP



At the start of each of your turns, you may choose to move this ship to one of your empty ship emplacements

1

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6



# EXPLORATION VESSEL

NEUTRAL SHIP



At the start of each of your turns, you may choose to move this ship to one of your empty ship emplacements

1

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6



# LIGHT CRUISER

NEUTRAL SHIP



3

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10



# LIGHT CRUISER

NEUTRAL SHIP



3

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10



# SPACE SCANNER

NEUTRAL SHIP



Reaction When you deploy this ship, draw a card

1

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8



# SPACE SCANNER

NEUTRAL SHIP



Reaction When you deploy this ship, draw a card

1

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8





# WELDER

NEUTRAL SHIP



**Repair 1** (at the beginning of each of your turns, your other ships regain 1 durability each)



1

12

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# WELDER

NEUTRAL SHIP



**Repair 1** (at the beginning of each of your turns, your other ships regain 1 durability each)



1

12

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# HEAVY CRUISER

NEUTRAL SHIP



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

**Spread shot 1** (when this ship attacks, all enemy ships facing you lose 1 durability each)



2

14

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# HEAVY CRUISER

NEUTRAL SHIP



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

**Spread shot 1** (when this ship attacks, all enemy ships facing you lose 1 durability each)



2

14

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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)



4

**RENOUNDED**

15

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# MOBILE BASE

NEUTRAL SHIP



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

**Spread shot 4** (when this ship attacks, all enemy ships facing you lose 4 durability each)

**Action** Up to once per turn, on your turn, before attacking, pay then this ship does not attack this turn and a base of your choosing loses 8 durability

When this ship is replaced or destroyed, you lose the game



4

**PINNACLE**

30

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# WAREHOUSE

NEUTRAL STRUCTURE



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

5

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# WARDING FIELD

NEUTRAL STRUCTURE



Your ship in front of this structure cannot be the target of actions

4

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# WARDING FIELD

NEUTRAL STRUCTURE



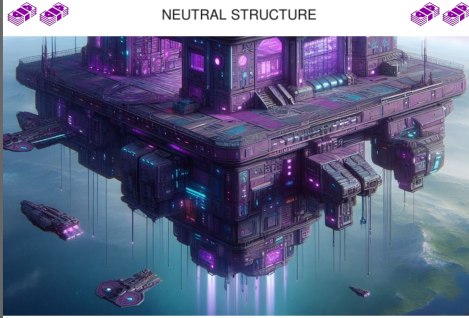
Your ship in front of this structure cannot be the target of actions

4

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# SUPPLY DEPOT

NEUTRAL STRUCTURE



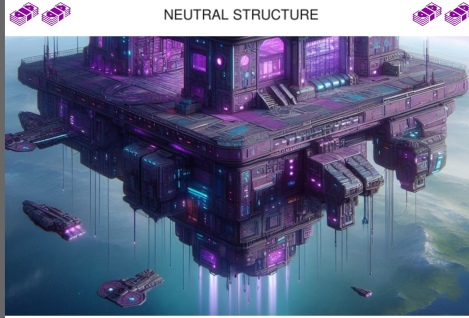
Neutral ships or actions cannot cause this structure to lose durability

7

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# SUPPLY DEPOT

NEUTRAL STRUCTURE



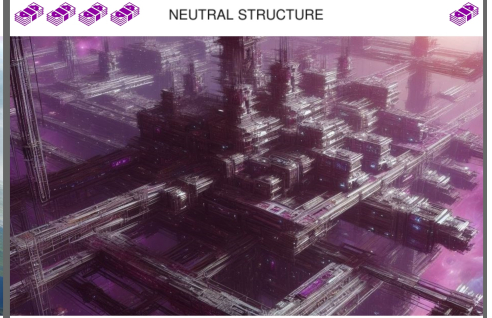
Neutral ships or actions cannot cause this structure to lose durability

7

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# UNAFFILIATED SHIPYARD

NEUTRAL STRUCTURE



**Repair 1** (*at the beginning of each of your turns, all of your ships regain 1 durability each*)

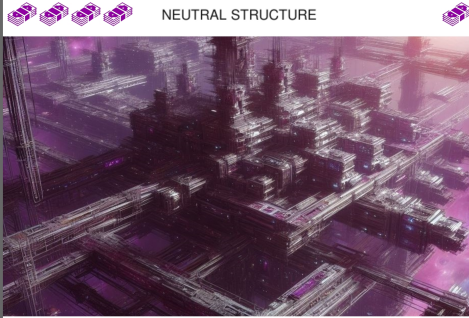
All Neutral ships have their weapons increased by 2

6

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# UNAFFILIATED SHIPYARD

NEUTRAL STRUCTURE



**Repair 1** (*at the beginning of each of your turns, all of your ships regain 1 durability each*)

All Neutral ships have their weapons increased by 2

6

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# QUICK REPAIRS

NEUTRAL ACTION



A ship of your choosing regains 3 durability

Your base regains 3 durability

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# QUICK REPAIRS

NEUTRAL ACTION



A ship of your choosing regains 3 durability

Your base regains 3 durability

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# RECRUITMENT

NEUTRAL ACTION



Draw a card

If the card you've drawn generates resources, you may choose to place it in your scrap pile instead of your hand

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# RECRUITMENT

NEUTRAL ACTION



Draw a card

If the card you've drawn generates resources, you may choose to place it in your scrap pile instead of your hand

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# TAX

NEUTRAL ACTION



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

Ships and structures cost more to deploy until the end of the current turn

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## FULL REPAIRS



NEUTRAL ACTION



Use this action on your turn, before attacking

Choose one of your ships, it regains its maximum durability

That ship does not attack this turn

**RENOWNED**

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## SURPRISE ASSAULT



NEUTRAL REACTION



React to a ship, structure, or base regaining durability

It does not regain any durability

Instead, it loses as much durability as it would have gained

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## CRASH



NEUTRAL REACTION



React to a ship being deployed

Send a ship from your hand to your scrap pile or this reaction fails

The ship fails to deploy

**RENOWNED**

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## MUTUALLY ASSURED DESTRUCTION



NEUTRAL REACTION



React to your base's durability falling to zero or below

You do not lose the game from your base being destroyed

If you have not won the game by the end of your next turn, you lose the game

**PINNACLE**

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