



# DRONE

INVADER SHIP



1 9

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INVADER SHIP



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# DART

INVADER SHIP



**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

1 6

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# SUPPLIER

INVADER SHIP



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

0 7

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# 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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# 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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# 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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# SCRAP SYNTHETIZER

INVADER SHIP



**Retaliate 2** (any ship reducing this ship's durability loses 2 durability, unless the durability loss was caused by another Retaliate)

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

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

4 13

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## SCRAP SYNTHETIZER

INVADER SHIP



**Retaliate 2** (any ship reducing this ship's durability loses 2 durability, unless the durability loss was caused by another Retaliate)

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

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

♣ 4

13 ♠

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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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## ENERGY CELL

INVADER STRUCTURE



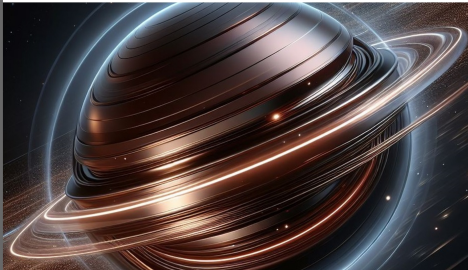
**Plating 1** (any durability loss on this structure is reduced by 1)

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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## 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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## SCRAP PAYLOADS

INVADER ACTION



Until the end of the current turn, recycling cards from your scrap pile generates no resources

Until the end of the current turn, recycling a card from your scrap pile causes a structure or base of your choosing to lose 2 durability

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## SCRAP PAYLOADS

INVADER ACTION



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Until the end of the current turn, recycling a card from your scrap pile causes a structure or base of your choosing to lose 2 durability

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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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<p><b>STALL</b> INVADER REACTION</p>  <p>React to an action or a reaction It fails Its owner draws a card</p> <p>©2024-2024 Future Invaders</p>	<p><b>RUSTWING</b> PIRATE SHIP</p>  <p>Reaction When an opponent destroys this ship, <b>deny</b> them (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)</p> <p>2 7</p> <p>©2024-2024 Future Invaders</p>	<p><b>RUSTWING</b> PIRATE SHIP</p>  <p>Reaction When an opponent destroys this ship, <b>deny</b> them (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)</p> <p>2 7</p> <p>©2024-2024 Future Invaders</p>
<p><b>JUNKER</b> PIRATE SHIP</p>  <p><b>Retaliate 1</b> (any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)</p> <p><b>Cheap repairs</b> (when this ship is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)</p> <p>2 5</p> <p>©2024-2024 Future Invaders</p>	<p><b>JUNKER</b> PIRATE SHIP</p>  <p><b>Retaliate 1</b> (any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)</p> <p><b>Cheap repairs</b> (when this ship is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)</p> <p>2 5</p> <p>©2024-2024 Future Invaders</p>	<p><b>MECHA SUIT</b> PIRATE SHIP</p>  <p><b>Slow</b> (does not attack on the turn it is deployed)</p> <p>You may pay this ship's deployment cost using instead of</p> <p><b>Reaction</b> 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><b>MECHA SUIT</b> PIRATE SHIP</p>  <p><b>Slow</b> (does not attack on the turn it is deployed)</p> <p>You may pay this ship's deployment cost using instead of</p> <p><b>Reaction</b> 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><b>SMUGGLER</b> PIRATE SHIP</p>  <p><b>Reaction</b> When you deploy this ship, add to your available resources</p> <p><b>Reaction</b> When this ship is destroyed, you may pay then return it to your hand</p> <p>2 6</p> <p>©2024-2024 Future Invaders</p>	<p><b>SMUGGLER</b> PIRATE SHIP</p>  <p><b>Reaction</b> When you deploy this ship, add to your available resources</p> <p><b>Reaction</b> When this ship is destroyed, you may pay then return it to your hand</p> <p>2 6</p> <p>©2024-2024 Future Invaders</p>

## 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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## 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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## 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

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## AUTOMATED SCRAPYARD

PIRATE STRUCTURE



**Action** Send a card from your hand into your scrap pile


**Action** Up to once per turn, on your turn, pay then reveal the top card of your arsenal to your opponents, if it can go into your scrap pile place it into your scrap pile, otherwise place it at the bottom of your arsenal

8

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## AUTOMATED SCRAPYARD

PIRATE STRUCTURE



**Action** Send a card from your hand into your scrap pile

**Action** Up to once per turn, on your turn, pay then reveal the top card of your arsenal to your opponents, if it can go into your scrap pile place it into your scrap pile, otherwise place it at the bottom of your arsenal

8

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## SECURITY CODE

PIRATE REACTION



React to a reaction

The opponent you are reacting to may pay

This payment must be from available resources, it cannot be financed by recycling cards

If they do not pay, the reaction fails

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## SECURITY CODE

PIRATE REACTION



React to a reaction

The opponent you are reacting to may pay

This payment must be from available resources, it cannot be financed by recycling cards

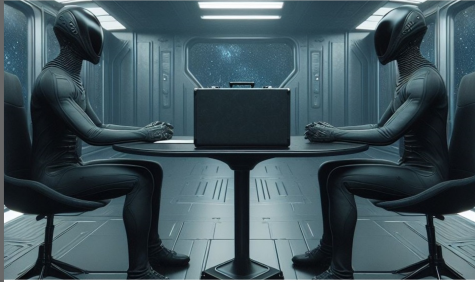
If they do not pay, the reaction fails

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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, 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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# 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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# 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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