





























<div>JUNKER</div> <div>PIRATE SHIP</div> <div></div> <div>Retaliate 1 (any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)</div> <div>Cheap repairs (when this ship is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)</div> <div> 2</div> <div>©2024-2025 Future Invaders</div> <div>5 </div>	<div>JUNKER</div> <div>PIRATE SHIP</div> <div></div> <div>Retaliate 1 (any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)</div> <div>Cheap repairs (when this ship is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)</div> <div> 2</div> <div>©2024-2025 Future Invaders</div> <div>5 </div>	<div>RUSTWING</div> <div>PIRATE SHIP</div> <div></div> <div>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)</div> <div> 2</div> <div>©2024-2025 Future Invaders</div> <div>6 </div>
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
SALVAGE SQUAD


PIRATE SHIP






At the start of each of your turns, a ship of your choosing regains 2 durability

Action Up to once per turn, on your turn, pay  then add  to your available resources



 3


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11 



SALVAGE SQUAD


PIRATE SHIP






At the start of each of your turns, a ship of your choosing regains 2 durability

Action Up to once per turn, on your turn, pay  then add  to your available resources




 3


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11 

REINFORCED CRUISER


PIRATE SHIP






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

Your structure behind this ship cannot lose durability




 5


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19 

REINFORCED CRUISER


PIRATE SHIP






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

Your structure behind this ship cannot lose durability


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19 



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*)

When you draw a card other than the first card you draw on each of your turns, your base loses 1 durability

 8







PINNACLE


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25 

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

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23 

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



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



CONTRABAND STORAGE

PIRATE STRUCTURE










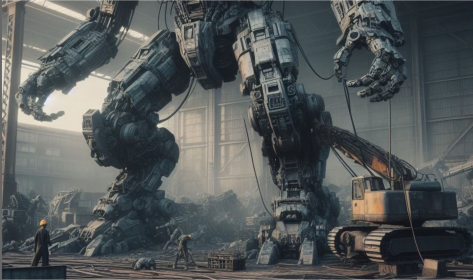
































When you recycle Neutral cards, they generate  Pirate resources instead of  Neutral resources

5



<div> <div>CONTRABAND STORAGE</div> <div>  <div>PIRATE STRUCTURE</div>  </div> </div> <div>  </div> <div> <p>When you recycle Neutral cards, they generate  Pirate resources instead of  Neutral resources</p> </div> <div> <div>5</div> <div></div> </div> <div>©2024-2025 Future Invaders</div>	<div> <div>REASSEMBLE</div> <div>    <div>PIRATE ACTION</div> </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> <div>PINNACLE</div> </div> <div>©2024-2025 Future Invaders</div>	<div> <div>BRIBE</div> <div>     <div>PIRATE ACTION</div> </div> </div> <div>  </div> <div> <p>Return a ship of your choosing to its owner's hand</p> </div> <div> <div>RENOWNED</div> </div> <div>©2024-2025 Future Invaders</div>
<div> <div>NUCLEAR STRIKE</div> <div>      <div>PIRATE ACTION</div> </div> </div> <div>  </div> <div> <p>Destroy a ship of your choosing</p> </div> <div> <div>RENOWNED</div> </div> <div>©2024-2025 Future Invaders</div>	<div> <div>ACCELERATE</div> <div>  <div>PIRATE REACTION</div> </div> </div> <div>  </div> <div> <p>React to a slow ship being deployed (<i>does not attack on the turn it is deployed</i>)</p> <p>That ship is no longer slow (<i>it can attack this turn</i>)</p> <p>Draw a card</p> </div> <div> <div>©2024-2025 Future Invaders</div> </div>	<div> <div>ACCELERATE</div> <div>  <div>PIRATE REACTION</div> </div> </div> <div>  </div> <div> <p>React to a slow ship being deployed (<i>does not attack on the turn it is deployed</i>)</p> <p>That ship is no longer slow (<i>it can attack this turn</i>)</p> <p>Draw a card</p> </div> <div> <div>©2024-2025 Future Invaders</div> </div>
<div> <div>SPY</div> <div>  <div>PIRATE REACTION</div> </div> </div> <div>  </div> <div> <p>React to an opponent drawing a card other than the first card they draw each turn</p> <p>That opponent reveals to you the last card they drew</p> <p>Deny this opponent (<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>Draw a card</p> </div> <div> <div>©2024-2025 Future Invaders</div> </div>	<div> <div>OUTBID</div> <div>    <div>PIRATE REACTION</div> </div> </div> <div>  </div> <div> <p>React to an action or reaction</p> <p>Pay the price your opponent paid for the action or reaction, except you may use  to pay for any other resource</p> <p>If you can afford to pay its price, the action or reaction fails</p> </div> <div> <div>©2024-2025 Future Invaders</div> </div>	<div> <div>OUTBID</div> <div>     <div>PIRATE REACTION</div> </div> </div> <div>  </div> <div> <p>React to an action or reaction</p> <p>Pay the price your opponent paid for the action or reaction, except you may use  to pay for any other resource</p> <p>If you can afford to pay its price, the action or reaction fails</p> </div> <div> <div>©2024-2025 Future Invaders</div> </div>

SPACE SCANNER

NEUTRAL SHIP



Reaction When you deploy this ship, draw a card

1 8

SPACE SCANNER

NEUTRAL SHIP



Reaction When you deploy this ship, draw a card

1 8

WELDER

NEUTRAL SHIP

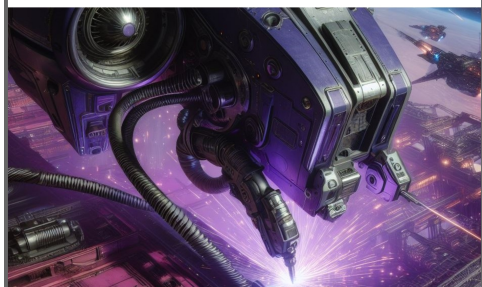


Repair 1 (at the beginning of each of your turns, your other ships regain 1 durability each)

2 12

WELDER

NEUTRAL SHIP



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

2 12

HEAVY CRUISER

NEUTRAL SHIP



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

When this ship attacks, the enemy base facing it loses 2 durability

2 14

HEAVY CRUISER

NEUTRAL SHIP



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

When this ship attacks, the enemy base facing it loses 2 durability

2 14

MOBILE SHIPYARD

NEUTRAL SHIP



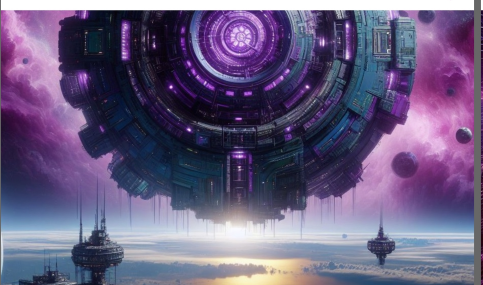
Repair 2 (at the beginning of each of your turns, your other ships regain 2 durability each)

This ship cannot regain durability

4 14

MOBILE BASE

NEUTRAL SHIP



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

Action Up to once per turn, on your turn, before attacking, pay 6 then this ship does not attack this turn and a base of your choosing loses 6 durability

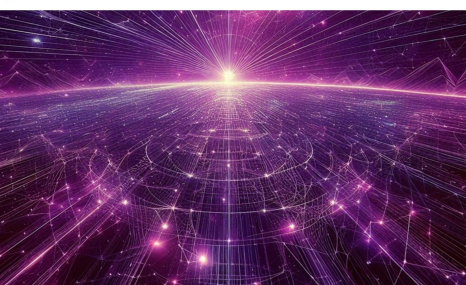
When your base regains durability, this ship regains the same amount of durability

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

6 30

WARDING FIELD

NEUTRAL STRUCTURE



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

4

UNAFFILIATED SHIPYARD

NEUTRAL STRUCTURE



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


All your Neutral ships have their weapons increased by 2

6

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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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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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