























<div>PROSPECTOR</div> <div>TERRAN SHIP</div> <div></div> <div>Reaction When you replace this ship, add  to your available resources</div> <div> 2<div>©2024-2025 Future Invaders</div>7 </div>	<div>SCOUT</div> <div>TERRAN SHIP</div> <div></div> <div>Bombard 1 (when this ship attacks a ship or structure, the next structure or base behind it loses 1 durability)</div> <div> 2<div>©2024-2025 Future Invaders</div>6 </div>	<div>SCOUT</div> <div>TERRAN SHIP</div> <div></div> <div>Bombard 1 (when this ship attacks a ship or structure, the next structure or base behind it loses 1 durability)</div> <div> 2<div>©2024-2025 Future Invaders</div>6 </div>
<div>ASSAULT SHIP</div> <div>TERRAN SHIP</div> <div></div> <div>Reaction When an opponent deploys a ship in front of this ship, the deployed ship loses 3 durability</div> <div> 3<div>©2024-2025 Future Invaders</div>11 </div>	<div>ASSAULT SHIP</div> <div>TERRAN SHIP</div> <div></div> <div>Reaction When an opponent deploys a ship in front of this ship, the deployed ship loses 3 durability</div> <div> 3<div>©2024-2025 Future Invaders</div>11 </div>	<div>FORGOTTEN FRIGATE</div> <div>TERRAN SHIP</div> <div></div> <div>This ship cannot be the target of actions or reactions</div> <div>This ship's durability can only be reduced by other ships' weapons</div> <div> 4<div>©2024-2025 Future Invaders</div>15 </div>
<div>RESOURCE SILO</div> <div>TERRAN STRUCTURE</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>©2024-2025 Future Invaders</div>6 </div>	<div>FAKE INTEL</div> <div>TERRAN REACTION</div> <div></div> <div>React to an action which has at least one target</div> <div>Choose one of the action's targets, the action's owner must choose a different target of the same type</div> <div>If there are no other valid targets, the action fails and its owner's base loses 5 durability</div> <div><div>©2024-2025 Future Invaders</div></div>	<div>DRONE</div> <div>INVADER SHIP</div> <div></div> <div>As long as this ship is your only ship, its weapons are doubled</div> <div> 1<div>©2024-2025 Future Invaders</div>8 </div>



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


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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


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PHANTOM INTERCEPTOR


INVADER SHIP






Up to once per turn, redirect up to 2 points of a durability loss suffered by one of your other ships, structures, or your base towards this ship

If this durability loss redirection destroys this ship, your base loses 3 durability


 3


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PHANTOM INTERCEPTOR


INVADER SHIP






Up to once per turn, redirect up to 2 points of a durability loss suffered by one of your other ships, structures, or your base towards this ship

If this durability loss redirection destroys this ship, your base loses 3 durability


 3


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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


 2

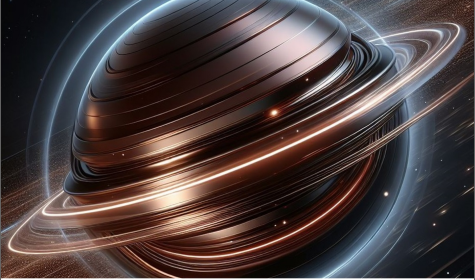
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**RENOWNED** 14 

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


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CONTROL STATION

INVADER STRUCTURE






When you draw a card, this structure regains 1 durability

When an opponent draws a card, their base loses 1 durability

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CONTROL STATION

INVADER STRUCTURE





When you draw a card, this structure regains 1 durability


When an opponent draws a card, their base loses 1 durability


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INFESTED STATION

INVADER STRUCTURE



















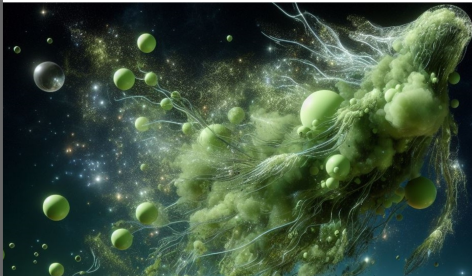





















When you draw a card, an opponent's base of your choosing loses 1 durability

When an opponent draws a card, this structure regains 1 durability

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<div> <div>INFESTED STATION</div> <div>  INVADER STRUCTURE  </div> </div>  <div> <p>When you draw a card, an opponent's base of your choosing loses 1 durability</p> <p>When an opponent draws a card, this structure regains 1 durability</p> <div> <div>©2024-2025 Future Invaders</div> <div>6</div> <div></div> </div> </div>	<div> <div>OBSERVER</div> <div> <div>ORGANIC SHIP</div>  </div> </div>  <div> <p><b>Reaction</b> When you deploy this ship, add  to your available resources</p> <div> <div>©2024-2025 Future Invaders</div> <div>5</div> <div></div> </div> </div>	<div> <div>OBSERVER</div> <div> <div>ORGANIC SHIP</div>  </div> </div>  <div> <p><b>Reaction</b> When you deploy this ship, add  to your available resources</p> <div> <div>©2024-2025 Future Invaders</div> <div>5</div> <div></div> </div> </div>
<div> <div>POD</div> <div> <div>ORGANIC SHIP</div>  </div> </div>  <div> <p><b>Reaction</b> When this ship is replaced or destroyed, <b>predict</b> (<i>look at the card on top of your arsenal, you may put it on the bottom of your arsenal</i>)</p> <div> <div>©2024-2025 Future Invaders</div> <div>6</div> <div></div> </div> </div>	<div> <div>MIND</div> <div> <div>ORGANIC SHIP</div>  </div> </div>  <div> <p><b>Reaction</b> When this ship is destroyed, you may pay  then draw a card</p> <div> <div>©2024-2025 Future Invaders</div> <div>10</div> <div></div> </div> </div>	<div> <div>MIND</div> <div> <div>ORGANIC SHIP</div>  </div> </div>  <div> <p><b>Reaction</b> When this ship is destroyed, you may pay  then draw a card</p> <div> <div>©2024-2025 Future Invaders</div> <div>10</div> <div></div> </div> </div>
<div> <div>CELESTIAL HORROR</div> <div>  <div>ORGANIC SHIP</div>  </div> </div>  <div> <p><b>Regenerate 2</b> (<i>at the beginning of each of your turns, this ship regains 2 durability</i>)</p> <div> <div>©2024-2025 Future Invaders</div> <div>12</div> <div></div> </div> </div>	<div> <div>CELESTIAL HORROR</div> <div>  <div>ORGANIC SHIP</div>  </div> </div>  <div> <p><b>Regenerate 2</b> (<i>at the beginning of each of your turns, this ship regains 2 durability</i>)</p> <div> <div>©2024-2025 Future Invaders</div> <div>12</div> <div></div> </div> </div>	<div> <div>ENERGY LEECH</div> <div>  <div>ORGANIC SHIP</div>  </div> </div>  <div> <p>When an opponent uses an action from their hand, their base loses 2 durability</p> <p>When you use a reaction from your hand, your base regains 2 durability</p> <div> <div>©2024-2025 Future Invaders</div> <div>13</div> <div></div> </div> </div>





<div> <div>HOLLOW ASTEROID</div> <div>ORGANIC STRUCTURE</div> <div> </div> </div> <div> </div> <div> <div>Regenerate 1 (at the beginning of each of your turns, this structure regains 1 durability)</div> <div>5</div> <div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div>	<div> <div>ACID GENERATOR</div> <div>ORGANIC STRUCTURE</div> <div> </div> </div> <div> </div> <div> <div>If your ship in front of this structure does not have <b>bombard</b>, it gains <b>bombard 2</b> (when this ship attacks a ship or structure, the next structure or base behind it loses 2 durability)</div> <div>8</div> <div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div>	<div> <div>ACID GENERATOR</div> <div>ORGANIC STRUCTURE</div> <div> </div> </div> <div> </div> <div> <div>If your ship in front of this structure does not have <b>bombard</b>, it gains <b>bombard 2</b> (when this ship attacks a ship or structure, the next structure or base behind it loses 2 durability)</div> <div>8</div> <div> </div> </div> <div> <div>©2024-2025 Future Invaders</div> </div>
<div> <div>ALTER FATE</div> <div>ORGANIC ACTION</div> <div> </div> </div> <div> </div> <div> <div>Send another card from your hand to the bottom of your arsenal or this action fails</div> <div>Predict (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)</div> <div>Draw a card</div> </div> <div> <div>©2024-2025 Future Invaders</div> </div>	<div> <div>ALTER FATE</div> <div>ORGANIC ACTION</div> <div> </div> </div> <div> </div> <div> <div>Send another card from your hand to the bottom of your arsenal or this action fails</div> <div>Predict (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)</div> <div>Draw a card</div> </div> <div> <div>©2024-2025 Future Invaders</div> </div>	<div> <div>DIGEST</div> <div>ORGANIC ACTION</div> <div> </div> </div> <div> </div> <div> <div>Destroy one of your structures or this action fails</div> <div>Your base regains as much durability as the structure had remaining</div> <div>If the destroyed structure cost 3 resources or more, destroy another structure of your choosing</div> </div> <div> <div>©2024-2025 Future Invaders</div> </div>
<div> <div>DIGEST</div> <div>ORGANIC ACTION</div> <div> </div> </div> <div> </div> <div> <div>Destroy one of your structures or this action fails</div> <div>Your base regains as much durability as the structure had remaining</div> <div>If the destroyed structure cost 3 resources or more, destroy another structure of your choosing</div> </div> <div> <div>©2024-2025 Future Invaders</div> </div>	<div> <div>CONTAINMENT</div> <div>ORGANIC REACTION</div> <div> </div> </div> <div> </div> <div> <div>React to your base losing durability</div> <div>It does not lose any durability</div> <div>Draw a card</div> </div> <div> <div>©2024-2025 Future Invaders</div> </div>	<div> <div>TRADER</div> <div>NEUTRAL SHIP</div> <div> </div> </div> <div> </div> <div> <div>Action Up to once per turn, pay   then add a resource of your choosing to your available resources</div> </div> <div> <div>  2           11  </div> <div> <div>©2024-2025 Future Invaders</div> </div> </div>



TRADER


NEUTRAL SHIP



**Action** Up to once per turn, pay   then add a resource of your choosing to your available resources


 2


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11 


TAX COLLECTOR

NEUTRAL STRUCTURE



When this structure generates resources, you may have it generate a resource of your choosing instead of 


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


6 


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TAX COLLECTOR

NEUTRAL STRUCTURE



When this structure generates resources, you may have it generate a resource of your choosing instead of 


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

6 

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SWAP RESOURCES

NEUTRAL REACTION



React to recycling a card from your own scrap pile

You may change the type of each resource generated by recycling the card

Draw a card

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