



# FRIENDLY WINDS ORGANIC REACTION React to a ship you own being destroyed The destroyed ship goes back to your hand

# FRIENDLY WINDS

XXX

ORGANIC REACTION

# **JUNKER**

PIRATE SHIP





React to a ship you own being destroyed

The destroyed ship goes back to your hand

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)

**%** 2

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## RUSTWING

PIRATE SHIP



PIRATE SHIP



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)

**%** 2

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6 ₩

**%** 2

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**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)

6 🕸 📑

You may pay this ship's deployment cost using sinstead of \*\*

Slow (does not attack on the turn it is

**Reaction** When you deploy this ship, another ship of your choosing loses 4 durability

**%** 2

deployed)

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13 ₩

# MECHA SUIT

PIRATE SHIP

XX

SALVAGE SQUAD

PIRATE SHIP

# SALVAGE SQUAD

XX

PIRATE SHIP



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

You may pay this ship's deployment cost using  $\ref{Mathematics}$  instead of  $\ref{Mathematics}$ 

**Reaction** When you deploy this ship, another ship of your choosing loses 4 durability

**¾** 4

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13 ₩



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

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11 ₩

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 ₩

## BIOSTEEL SYMBIOTE

PIRATE SHIP



REINFORCED CRUISER





PIRATE SHIP



PIRATE SHIP



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

Regenerate 2 (at the beginning of each of your turns, this ship regains 2 durability)

At the start of each of your turns, your base regains 1 durability

**%** 6

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14 ₩



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

Regenerate 2 (at the beginning of each of your turns, this ship regains 2 durability)

At the start of each of your turns, your base regains 1 durability

**%** 6

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**5** 

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19 ₩

14 ₩

Your structure behind this ship

Slow (does not attack on the

turn it is deployed)

cannot lose durability

# REINFORCED CRUISER



PIRATE SHIP

WEAPONS DEPOT

PIRATE STRUCTURE



PIRATE STRUCTURE



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

Your structure behind this ship cannot lose durability

**5** 

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19 ₩

Retaliate 1 (any ship reducing

this structure's durability loses 1 durability. unless the durability loss was caused by another Retaliate)

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Retaliate 1 (any ship reducing this structure's durability loses 1 durability. unless the durability loss was caused by another Retaliate)

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6 ₩

## TARGETED CHARGE

PIRATE ACTION

## TARGETED CHARGE

PIRATE ACTION

# REASSEMBLE



6 ₩

PIRATE ACTION



Use this action on your turn, before attacking

Destroy one of your ships or this action fails

Choose a ship with less maximum durability than your destroyed ship's maximum durability, and destroy that ship

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Use this action on your turn, before attacking

Destroy one of your ships or this action fails

Choose a ship with less maximum durability than your destroyed ship's maximum durability, and destroy that ship

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You can only pay for this action's cost by recycling cards

Deploy for free one of the ships or structures remaining in your scrap pile after paying this action's cost

**PINNACLE** 

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PIRATE REACTION



PIRATE REACTION





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

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

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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### **RENOWNED**

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# MOBILE SHIPYARD



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

This ship cannot regain durability

**¾** 4

**RENOWNED** ©2024-2025 Future Invaders

14 ₩

