










<div><div>OIL TANKER</div><div>TERRAN SHIP</div></div> <div></div> <div><div>Reaction</div><div>When this ship is destroyed, the enemy structure facing it loses 5 durability</div></div> <div><div>0</div><div>10</div></div> <div><div>©2024-2024 Future Invaders</div></div>	<div><div>OIL TANKER</div><div>TERRAN SHIP</div></div> <div></div> <div><div>Reaction</div><div>When this ship is destroyed, the enemy structure facing it loses 5 durability</div></div> <div><div>0</div><div>10</div></div> <div><div>©2024-2024 Future Invaders</div></div>	<div><div>PROSPECTOR</div><div>TERRAN SHIP</div></div> <div></div> <div><div>Reaction</div><div>When you replace this ship, add  to your available resources</div></div> <div><div>2</div><div>8</div></div> <div><div>©2024-2024 Future Invaders</div></div>
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<div><div>ASSAULT SHIP</div><div>TERRAN SHIP</div></div> <div></div> <div><div>Reaction</div><div>When an opponent deploys a ship in front of this ship, the deployed ship loses 3 durability</div></div> <div><div>Reaction</div><div>When an opponent deploys a structure in front of this ship, the deployed structure loses 2 durability</div></div> <div><div>3</div><div>11</div></div> <div><div>©2024-2024 Future Invaders</div></div>	<div><div>ASSAULT SHIP</div><div>TERRAN SHIP</div></div> <div></div> <div><div>Reaction</div><div>When an opponent deploys a ship in front of this ship, the deployed ship loses 3 durability</div></div> <div><div>Reaction</div><div>When an opponent deploys a structure in front of this ship, the deployed structure loses 2 durability</div></div> <div><div>3</div><div>11</div></div> <div><div>©2024-2024 Future Invaders</div></div>	<div><div>ROCKETSHIP</div><div>TERRAN SHIP</div></div> <div></div> <div><div>Reaction</div><div>When this ship is destroyed, the base of the player who destroyed it loses 3 durability</div></div> <div><div>3</div><div>8</div></div> <div><div>©2024-2024 Future Invaders</div></div>

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<div> <div>HULLBREAKER FRIGATE</div> <div>TERRAN SHIP</div> </div>  <div> <p>Lockdown (disables resource generation for any ship facing this ship)</p> <div> <div>6</div> <div>RENNED</div> <div>14</div> </div> </div>	<div> <div>OVERGROWN PATROL</div> <div>TERRAN SHIP</div> </div>  <div> <p>This ship is Overgrown</p> <p>Blossoming ships cannot cause Overgrown ships to lose durability</p> <p>Action Pay then a ship of your choosing becomes Overgrown until the end of the current turn</p> <p>Action Pay then a ship of your choosing becomes Blossoming until the end of the current turn</p> <div> <div>4</div> <div>14</div> </div> </div>	<div> <div>OVERGROWN PATROL</div> <div>TERRAN SHIP</div> </div>  <div> <p>This ship is Overgrown</p> <p>Blossoming ships cannot cause Overgrown ships to lose durability</p> <p>Action Pay then a ship of your choosing becomes Overgrown until the end of the current turn</p> <p>Action Pay then a ship of your choosing becomes Blossoming until the end of the current turn</p> <div> <div>4</div> <div>14</div> </div> </div>
<div> <div>CARRIER</div> <div>TERRAN SHIP</div> </div>  <div> <p>Action Up to once per turn, on your turn, deploy a ship that costs 2 or fewer resources for free, without paying its resource cost</p> <p>Action Pay then destroy this ship and draw a card</p> <div> <div>4</div> <div>18</div> </div> </div>	<div> <div>CARRIER</div> <div>TERRAN SHIP</div> </div>  <div> <p>Action Up to once per turn, on your turn, deploy a ship that costs 2 or fewer resources for free, without paying its resource cost</p> <p>Action Pay then destroy this ship and draw a card</p> <div> <div>4</div> <div>18</div> </div> </div>	<div> <div>PLANET DESTROYER</div> <div>TERRAN SHIP</div> </div>  <div> <p>Slow (does not attack on the turn it is deployed)</p> <p>When you deploy this ship, you must destroy one of your structures or it fails to deploy</p> <p>Action Pay then destroy a structure of your choosing</p> <div> <div>8</div> <div>PINNACLE</div> <div>27</div> </div> </div>

RESOURCE SILO

TERRAN STRUCTURE



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

6

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RESOURCE SILO

TERRAN STRUCTURE



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

6

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FUEL DEPOT

TERRAN STRUCTURE



When this structure is replaced or destroyed, your base loses 2 durability

7

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FUEL DEPOT

TERRAN STRUCTURE



When this structure is replaced or destroyed, your base loses 2 durability

7

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ORBITAL CANNON

TERRAN STRUCTURE



At the beginning of each of your turns, the enemy ship, the enemy structure, and the enemy base facing this structure lose 1 durability each

4

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ORBITAL CANNON

TERRAN STRUCTURE



At the beginning of each of your turns, the enemy ship, the enemy structure, and the enemy base facing this structure lose 1 durability each

4

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OVERSEER STATION

TERRAN STRUCTURE



Action Pay then choose two of your ships and swap their positions

Action Pay and destroy this structure, then deploy a Terran ship of your choosing from your hand for free, without paying its resource cost

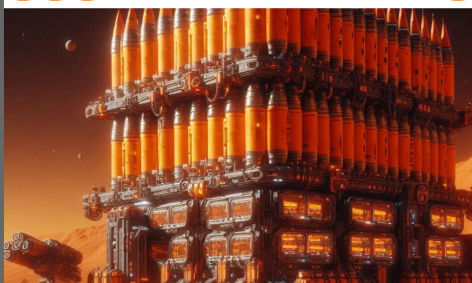
RENOWNED

8

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AMMUNITIONS DEPOT

TERRAN STRUCTURE



When you deploy this structure, draw a card

When this structure is destroyed, all structures and all bases lose 2 durability each

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PLASMASTEEL CANNON

TERRAN STRUCTURE



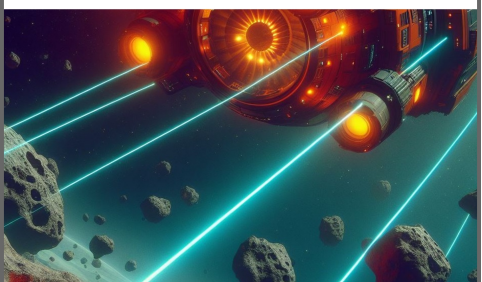











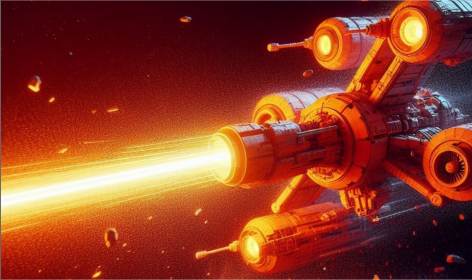














Plating 2 (any durability loss on this structure is reduced by 2)

At the beginning of each of your turns, the enemy base facing this structure loses 2 durability

6

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<div> <div>PLASMASTEEL CANNON</div> <div> <div> <div></div> <div></div> <div></div> </div> <div>TERRAN STRUCTURE</div> </div> <div>  </div> <div> <div>Plating 2 (any durability loss on this structure is reduced by 2)</div> <div>At the beginning of each of your turns, the enemy base facing this structure loses 2 durability</div> <div> <div>6</div> <div></div> </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div> </div>	<div> <div>FUSION LASER BATTERY</div> <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>TERRAN STRUCTURE</div> </div> <div>  </div> <div> <div>Lockdown (disables resource generation for any enemy ship facing this structure)</div> <div>When you deploy this structure, your base loses 3 durability</div> <div>When an enemy ship is destroyed, its owner's base loses 3 durability</div> <div> <div>PINNACLE</div> <div>8</div> <div></div> </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div> </div>	<div> <div>LASER SHOT</div> <div>TERRAN ACTION</div> </div> <div>  </div> <div> <div>Choose one of the following effects</div> <div>A ship of your choosing loses 6 durability</div> <div>A base of your choosing loses 3 durability</div> <div> <div>©2024-2024 Future Invaders</div> </div> </div>
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<div> <div>DOUBLE STRIKE</div> <div> <div> <div></div> <div></div> </div> <div>TERRAN ACTION</div> </div> <div>  </div> <div> <div>A ship of your choosing attacks twice this turn</div> <div>If the second attack causes a structure to lose durability, destroy that structure</div> <div>This action cannot be used on slow ships on the turn they are deployed (slow ships do not attack on the turn they are deployed)</div> <div> <div>©2024-2024 Future Invaders</div> </div> </div></div>	<div> <div>DOUBLE STRIKE</div> <div> <div> <div></div> <div></div> </div> <div>TERRAN ACTION</div> </div> <div>  </div> <div> <div>A ship of your choosing attacks twice this turn</div> <div>If the second attack causes a structure to lose durability, destroy that structure</div> <div>This action cannot be used on slow ships on the turn they are deployed (slow ships do not attack on the turn they are deployed)</div> <div> <div>©2024-2024 Future Invaders</div> </div> </div></div>	<div> <div>GAUSS SHOT</div> <div> <div> <div></div> <div></div> </div> <div>TERRAN ACTION</div> </div> <div>  </div> <div> <div>A ship of your choosing loses 8 durability</div> <div>A structure of your choosing loses 4 durability</div> <div> <div>©2024-2024 Future Invaders</div> </div> </div></div>

<div> <div>  </div> <div> <h2>GAUSS SHOT</h2> <p>TERRAN ACTION</p> </div> </div> <div>  </div> <div> <p>A ship of your choosing loses 8 durability</p> <p>A structure of your choosing loses 4 durability</p> <p>©2024-2024 Future Invaders</p> </div>	<div> <div>  </div> <div> <h2>HYPER BEAM</h2> <p>TERRAN ACTION</p> </div> </div> <div>  </div> <div> <p>Choose one of the following effects</p> <p>A ship of your choosing loses 12 durability</p> <p>A base of your choosing loses 6 durability</p> <p>REOWNED</p> <p>©2024-2024 Future Invaders</p> </div>	<div> <div>  </div> <div> <h2>ARTILLERY BARRAGE</h2> <p>TERRAN ACTION</p> </div> </div> <div>  </div> <div> <p>All your structures lose 2 durability each</p> <p>All enemy structures lose 4 durability each</p> <p>Any structure destroyed by this action causes its owner's base to lose 3 durability</p> <p>PINNACLE</p> <p>©2024-2024 Future Invaders</p> </div>
<div> <div>  </div> <div> <h2>MISSILE STRIKE</h2> <p>TERRAN ACTION</p> </div> </div> <div>  </div> <div> <p>Destroy a structure of your choosing</p> <p>REOWNED</p> <p>©2024-2024 Future Invaders</p> </div>	<div> <div>  </div> <div> <h2>MINED TERRAIN</h2> <p>TERRAN REACTION</p> </div> </div> <div>  </div> <div> <p>React to a structure being deployed</p> <p>The structure loses 4 durability</p> <p>Its owner's base loses 2 durability</p> <p>©2024-2024 Future Invaders</p> </div>	<div> <div>  </div> <div> <h2>MINED TERRAIN</h2> <p>TERRAN REACTION</p> </div> </div> <div>  </div> <div> <p>React to a structure being deployed</p> <p>The structure loses 4 durability</p> <p>Its owner's base loses 2 durability</p> <p>©2024-2024 Future Invaders</p> </div>
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POWER SURGE

TERRAN REACTION

React to a ship or a structure using an action or a reaction

The action or the reaction fails

The ship or structure loses 3 durability

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RADAR JAMMER

TERRAN REACTION

React to another reaction

The other reaction fails

Its owner is reimbursed the resources they spent on it

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RADAR JAMMER

TERRAN REACTION

React to another reaction

The other reaction fails

Its owner is reimbursed the resources they spent on it

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STRUCTURAL PAYLOAD

TERRAN REACTION

React to one of your own structures being destroyed

A structure of your choosing loses 10 durability

That structure's owner's base loses 4 durability

RENOWNED

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DRONE

INVADER SHIP

1

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9

DRONE

INVADER SHIP

1

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9

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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6

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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SUPPLIER




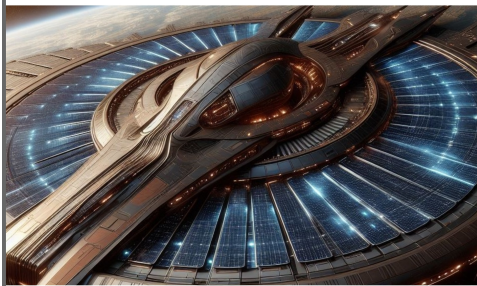
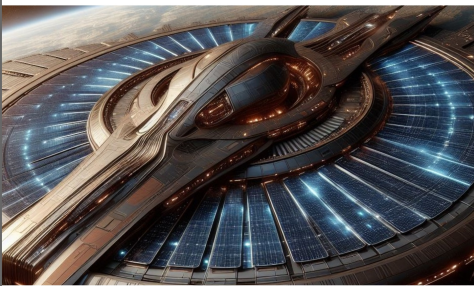




INVADER SHIP

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

0

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7


<p>SUPPLIER</p> <p>INVADER SHIP</p>  <p>Plating 1 (<i>any durability loss on this ship is reduced by 1</i>)</p> <p>0 7</p> <p>©2024-2024 Future Invaders</p>	<p>PHANTOM INTERCEPTOR</p> <p>INVADER SHIP</p>  <p>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</p> <p>3 14</p> <p>©2024-2024 Future Invaders</p>	<p>PHANTOM INTERCEPTOR</p> <p>INVADER SHIP</p>  <p>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</p> <p>3 14</p> <p>©2024-2024 Future Invaders</p>
<p>ENERGY COLLECTOR</p> <p>INVADER SHIP</p>  <p>When you spend one Invader resource this ship gains 1 durability</p> <p>This ship's durability can exceed its initial value, up to a maximum of 15</p> <p>3 10</p> <p>©2024-2024 Future Invaders</p>	<p>ENERGY COLLECTOR</p> <p>INVADER SHIP</p>  <p>When you spend one Invader resource this ship gains 1 durability</p> <p>This ship's durability can exceed its initial value, up to a maximum of 15</p> <p>3 10</p> <p>©2024-2024 Future Invaders</p>	<p>HYPERSPEED HUNTER</p> <p>INVADER SHIP</p>  <p>Weaken 2 (<i>at the beginning of each of your turns, the enemy ship facing this ship loses 2 durability</i>)</p> <p>Action On your turn, before attacking, pay then destroy this ship and another ship of your choosing</p> <p>3 RENOUNED 14</p> <p>©2024-2024 Future Invaders</p>
<p>SCRAP SYNTHETIZER</p> <p>INVADER SHIP</p>  <p>Retaliate 2 (<i>any ship reducing this ship's durability loses 2 durability, unless the durability loss was caused by another Retaliate</i>)</p> <p>Reaction When you deploy this ship, add to your available resources</p> <p>Reaction When you replace this ship, add to your available resources</p> <p>4 13</p> <p>©2024-2024 Future Invaders</p>	<p>SCRAP SYNTHETIZER</p> <p>INVADER SHIP</p>  <p>Retaliate 2 (<i>any ship reducing this ship's durability loses 2 durability, unless the durability loss was caused by another Retaliate</i>)</p> <p>Reaction When you deploy this ship, add to your available resources</p> <p>Reaction When you replace this ship, add to your available resources</p> <p>4 13</p> <p>©2024-2024 Future Invaders</p>	<p>WARSHIP</p> <p>INVADER SHIP</p>  <p>Plating 2 (<i>any durability loss on this ship is reduced by 2</i>)</p> <p>6 16</p> <p>©2024-2024 Future Invaders</p>

WARSHIP

INVADER SHIP




Plating 2 (any durability loss on this ship is reduced by 2)

 6

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GALACTIC SOVEREIGN


INVADER SHIP



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

Plating 3 (any durability loss on this ship is reduced by 3)


When one of your ships causes an opponent's base to lose durability, you and that opponent each draw a card

 8

PINNACLE


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25



ENERGY CELL


INVADER STRUCTURE



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


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5



ENERGY CELL


INVADER STRUCTURE



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

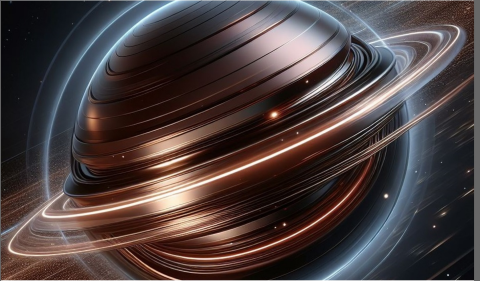
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WARP CORE

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

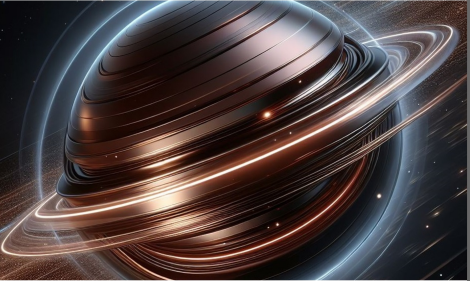
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WARP CORE

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

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DISRUPTING MESH


INVADER STRUCTURE



Weaken 2 (at the beginning of each of your turns, the enemy ship facing this structure loses 2 durability)

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DISRUPTING MESH


INVADER STRUCTURE



Weaken 2 (at the beginning of each of your turns, the enemy ship facing this structure loses 2 durability)

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CONTROL STATION

INVADER STRUCTURE





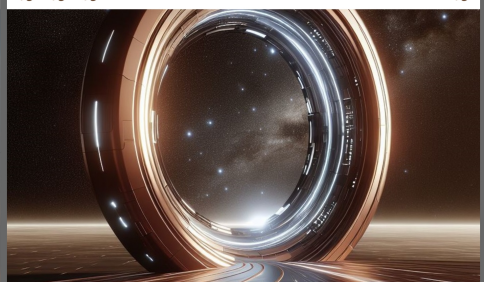







When you draw a card, this structure regains 1 durability




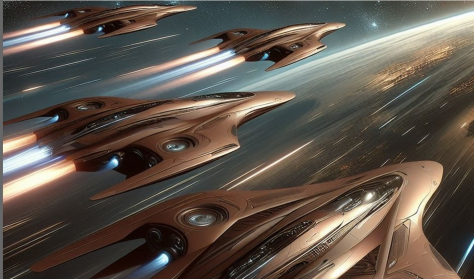
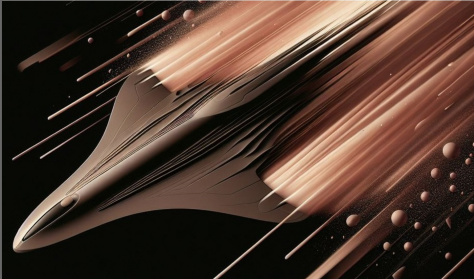
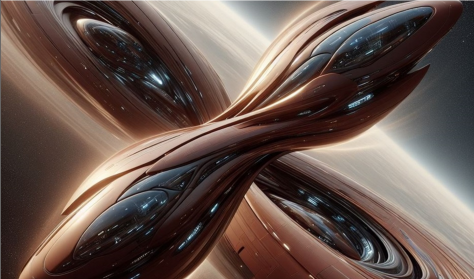



When an opponent draws a card, their base loses 1 durability

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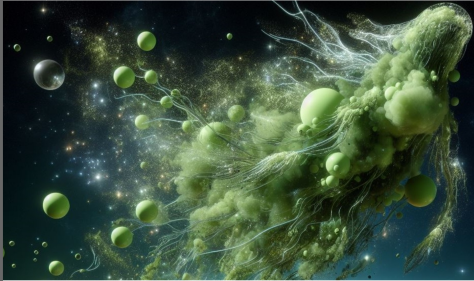


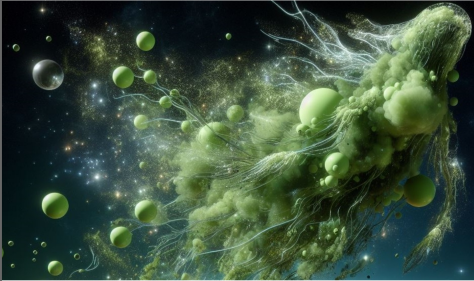








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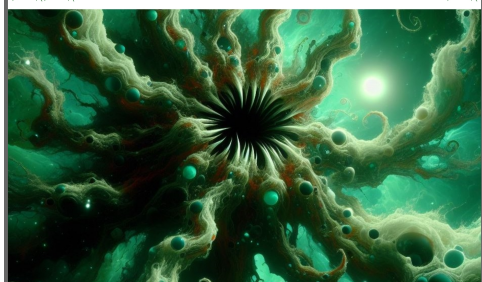
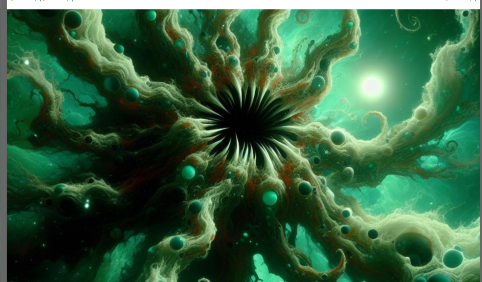



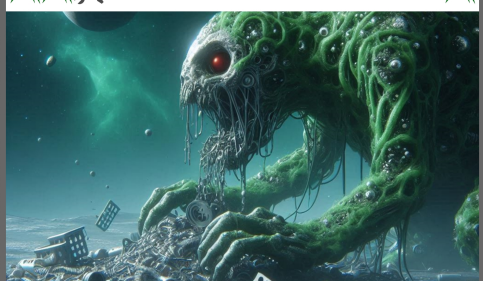
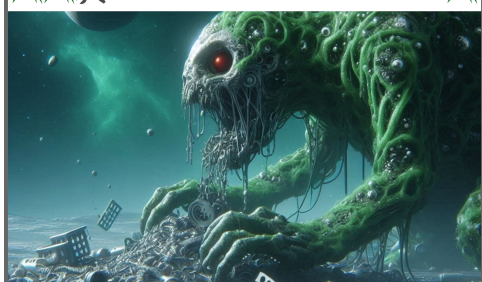
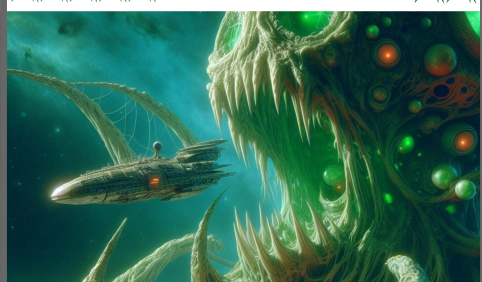



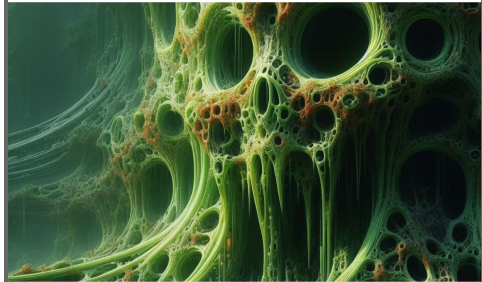


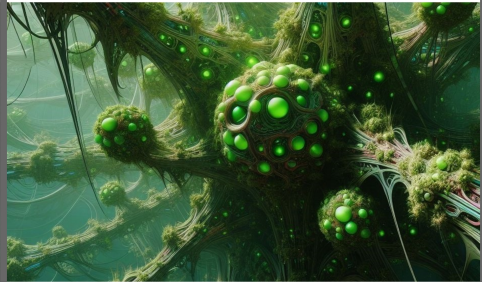

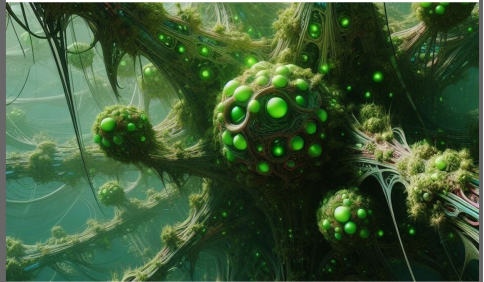









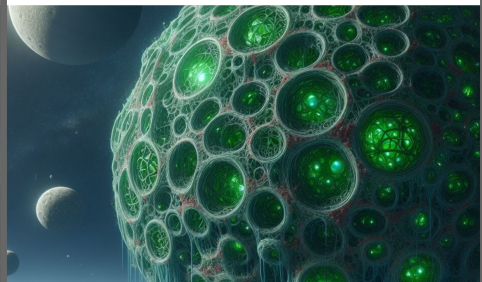



<div> <div>CONTROL STATION</div> <div> <div>INVADER STRUCTURE</div> <div>  </div> </div> </div> <div> <p>When you draw a card, this structure regains 1 durability</p> <p>When an opponent draws a card, their base loses 1 durability</p> <div> <div>6</div> <div> </div> </div> </div>	<div> <div>WARP GATE</div> <div> <div>INVADER STRUCTURE</div> <div>  </div> </div> </div> <div> <p>Your Invader cards cost less to deploy or use</p> <p>Reaction When you replace this structure, draw a card</p> <div> <div>RENOWNED</div> <div>9</div> <div> </div> </div> </div>	<div> <div>BLACK HOLE</div> <div> <div>INVADER STRUCTURE</div> <div>  </div> </div> </div> <div> <p>This structure cannot lose durability</p> <p>At the start of each of your turns, choose one of your ships, the chosen ship loses 5 durability</p> <p>Reaction When an opponent uses an action, you may pay and send a card from your hand to the bottom of your arsenal, then the action fails</p> <div> <div>PINNACLE</div> <div>1</div> <div> </div> </div> </div>
<div> <div>EMP</div> <div>INVADER ACTION</div> <div>  </div> </div> <div> <p>Choose a ship, its weapons are lowered by 5 until the end of the current turn</p> <div> <div>©2024-2024 Future Invaders</div> </div> </div>	<div> <div>EMP</div> <div>INVADER ACTION</div> <div>  </div> </div> <div> <p>Choose a ship, its weapons are lowered by 5 until the end of the current turn</p> <div> <div>©2024-2024 Future Invaders</div> </div> </div>	<div> <div>ENERGY BOMB</div> <div>INVADER ACTION</div> <div>  </div> </div> <div> <p>Lose all your remaining resources</p> <p>A structure or base of your choosing loses 1 durability for each resource lost due to this action</p> <div> <div>©2024-2024 Future Invaders</div> </div> </div>
<div> <div>ENERGY BOMB</div> <div>INVADER ACTION</div> <div>  </div> </div> <div> <p>Lose all your remaining resources</p> <p>A structure or base of your choosing loses 1 durability for each resource lost due to this action</p> <div> <div>©2024-2024 Future Invaders</div> </div> </div>	<div> <div>TIME CAPSULE</div> <div>INVADER ACTION</div> <div>  </div> </div> <div> <p>During your next turn, after resetting your resources, add to your available resources</p> <div> <div>©2024-2024 Future Invaders</div> </div> </div>	<div> <div>TIME CAPSULE</div> <div>INVADER ACTION</div> <div>  </div> </div> <div> <p>During your next turn, after resetting your resources, add to your available resources</p> <div> <div>©2024-2024 Future Invaders</div> </div> </div>








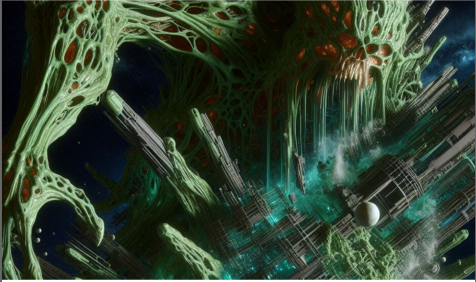

<div>SCRAP PAYLOADS</div> <div>INVADER ACTION</div> <div></div> <div><p>Until the end of the current turn, recycling cards from your scrap pile generates no resources</p><p>Until the end of the current turn, recycling a card from your scrap pile causes a structure or base of your choosing to lose 2 durability</p></div> <div>©2024-2024 Future Invaders</div>	<div>SCRAP PAYLOADS</div> <div>INVADER ACTION</div> <div></div> <div><p>Until the end of the current turn, recycling cards from your scrap pile generates no resources</p><p>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</p></div> <div>©2024-2024 Future Invaders</div>	<div>HOLLOW OUT</div> <div>INVADER ACTION</div> <div></div> <div><p>A ship or structure of your choosing loses half its maximum durability, rounded up</p></div> <div>RENOWNED</div> <div>©2024-2024 Future Invaders</div>
<div>NOBLE SACRIFICE</div> <div>INVADER ACTION</div> <div></div> <div><p>Destroy all of your ships</p><p>For each ship destroyed by this action, the enemy base facing it loses 3 durability</p></div> <div>PINNACLE</div> <div>©2024-2024 Future Invaders</div>	<div>ALTERNATE TIMELINE</div> <div>INVADER ACTION</div> <div></div> <div><p>Use this action during your turn</p><p>You take another turn after the current turn ends</p><p>Once your extra turn has ended, destroy one of your structures or lose the game</p></div> <div>PINNACLE</div> <div>©2024-2024 Future Invaders</div>	<div>SWAP PLACES</div> <div>INVADER REACTION</div> <div></div> <div><p>React to an action targeting a ship or a structure</p><p>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</p></div> <div>©2024-2024 Future Invaders</div>
<div>SWAP PLACES</div> <div>INVADER REACTION</div> <div></div> <div><p>React to an action targeting a ship or a structure</p><p>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</p></div> <div>©2024-2024 Future Invaders</div>	<div>EMERGENCY MANOEUVR</div> <div>INVADER REACTION</div> <div></div> <div><p>React to an action targeting one of your ships</p><p>The action fails</p><p>Your ship loses 3 durability</p></div> <div>©2024-2024 Future Invaders</div>	<div>EMERGENCY MANOEUVR</div> <div>INVADER REACTION</div> <div></div> <div><p>React to an action targeting one of your ships</p><p>The action fails</p><p>Your ship loses 3 durability</p></div> <div>©2024-2024 Future Invaders</div>






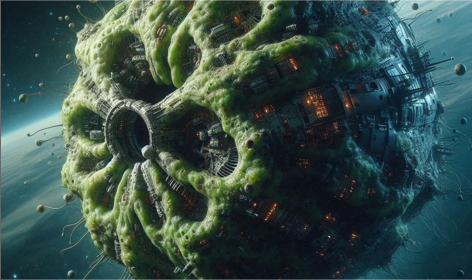


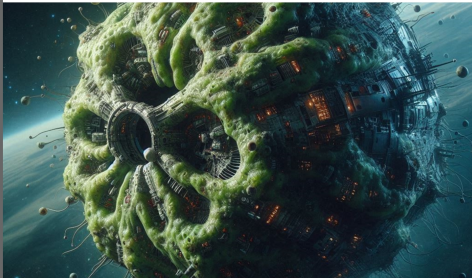





















<div>ENERGY ACCELERATION</div> <div> INVADER REACTION</div> <div></div> <div><p>React to a base losing durability</p><p>That base loses twice as much durability</p><p>©2024-2024 Future Invaders</p></div>	<div>ENERGY ACCELERATION</div> <div> INVADER REACTION</div> <div></div> <div><p>React to a base losing durability</p><p>That base loses twice as much durability</p><p>©2024-2024 Future Invaders</p></div>	<div>SOLAR WINDS</div> <div> INVADER REACTION</div> <div></div> <div><p>React to one of your structures or your base losing durability</p><p>Instead of losing durability, it gains that much durability</p><p>©2024-2024 Future Invaders</p></div>
<div>SOLAR WINDS</div> <div> INVADER REACTION</div> <div></div> <div><p>React to one of your structures or your base losing durability</p><p>Instead of losing durability, it gains that much durability</p><p>©2024-2024 Future Invaders</p></div>	<div>STALL</div> <div> INVADER REACTION</div> <div></div> <div><p>React to an action or a reaction</p><p>It fails</p><p>Its owner draws a card</p><p>©2024-2024 Future Invaders</p></div>	<div>STALL</div> <div> INVADER REACTION</div> <div></div> <div><p>React to an action or a reaction</p><p>It fails</p><p>Its owner draws a card</p><p>©2024-2024 Future Invaders</p></div>
<div>REALITY WARP</div> <div> INVADER REACTION</div> <div></div> <div><p>React to an action</p><p>Change one of the action's targets to another target of the same type</p><p>All your structures lose 2 durability</p><p>Draw a card</p><p>PINNACLE</p><p>©2024-2024 Future Invaders</p></div>	<div>SCRUB MEMORY</div> <div> INVADER REACTION</div> <div></div> <div><p>React to a ship or structure being deployed</p><p>The ship or structure fails to deploy</p><p>Instead of going to the scrap pile or the bottom of their owner's arsenal, the ship or structure is removed from the game</p><p>RENOWNED</p><p>©2024-2024 Future Invaders</p></div>	<div>BIOMASS</div> <div>ORGANIC SHIP</div> <div></div> <div></div> <div><p>3</p><p>4</p><p>©2024-2024 Future Invaders</p></div>








































<div>BIOMASS</div> <div>ORGANIC SHIP</div> <div></div> <div></div> <div></div> <div> 3</div> <div>©2024-2024 Future Invaders</div> <div>4 </div>	<div>OBSERVER</div> <div>ORGANIC SHIP</div> <div></div> <div>Reaction When you deploy this ship, add  to your available resources</div> <div></div> <div> 1</div> <div>©2024-2024 Future Invaders</div> <div>6 </div>	<div>OBSERVER</div> <div>ORGANIC SHIP</div> <div></div> <div>Reaction When you deploy this ship, add  to your available resources</div> <div></div> <div> 1</div> <div>©2024-2024 Future Invaders</div> <div>6 </div>
<div>POD</div> <div>ORGANIC SHIP</div> <div></div> <div>Reaction When this ship is replaced or destroyed, predict (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)</div> <div> 2</div> <div>©2024-2024 Future Invaders</div> <div>6 </div>	<div>POD</div> <div>ORGANIC SHIP</div> <div></div> <div>Reaction When this ship is replaced or destroyed, predict (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)</div> <div> 2</div> <div>©2024-2024 Future Invaders</div> <div>6 </div>	<div>MIND</div> <div>ORGANIC SHIP</div> <div></div> <div>Reaction When this ship is destroyed, you may pay  then draw a card</div> <div> 2</div> <div>©2024-2024 Future Invaders</div> <div>10 </div>
<div>MIND</div> <div>ORGANIC SHIP</div> <div></div> <div>Reaction When this ship is destroyed, you may pay  then draw a card</div> <div> 2</div> <div>©2024-2024 Future Invaders</div> <div>10 </div>	<div>SPACE RUNNER</div> <div>ORGANIC SHIP</div> <div></div> <div></div> <div> 6</div> <div>©2024-2024 Future Invaders</div> <div>2 </div>	<div>SPACE RUNNER</div> <div>ORGANIC SHIP</div> <div></div> <div></div> <div> 6</div> <div>©2024-2024 Future Invaders</div> <div>2 </div>

<div> <div>CELESTIAL HORROR</div> <div> <div>XX</div> <div>ORGANIC SHIP</div> <div>X</div> </div> </div>  <div> <div>Regenerate 2 (at the beginning of each of your turns, this ship regains 2 durability)</div> <div> <div>5</div> <div>13</div> </div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>CELESTIAL HORROR</div> <div> <div>XX</div> <div>ORGANIC SHIP</div> <div>X</div> </div> </div>  <div> <div>Regenerate 2 (at the beginning of each of your turns, this ship regains 2 durability)</div> <div> <div>5</div> <div>13</div> </div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>INFESTOR</div> <div> <div>XX</div> <div>ORGANIC SHIP</div> <div>X</div> </div> </div>  <div> <div>Durability losses caused by this ship cannot be reduced or prevented</div> <div>Durability losses caused by this ship to structures or bases are doubled</div> <div> <div>4</div> <div>11</div> </div> <div>©2024-2024 Future Invaders</div> </div>
<div> <div>INFESTOR</div> <div> <div>XX</div> <div>ORGANIC SHIP</div> <div>X</div> </div> </div>  <div> <div>Durability losses caused by this ship cannot be reduced or prevented</div> <div>Durability losses caused by this ship to structures or bases are doubled</div> <div> <div>4</div> <div>11</div> </div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>MOON EATER</div> <div> <div>XXX</div> <div>ORGANIC SHIP</div> <div>X</div> </div> </div>  <div> <div>Reaction When this ship is destroyed, destroy the enemy structure in front of it</div> <div> <div>6</div> <div>15</div> </div> <div> <div>RENNOWNED</div> <div>©2024-2024 Future Invaders</div> </div> </div>	<div> <div>SCRAP EATER</div> <div> <div>XXX</div> <div>ORGANIC SHIP</div> <div>X</div> </div> </div>  <div> <div>When an opponent recycles a card, this ship regains 2 durability and their base loses 1 durability</div> <div>This ship's durability can exceed its initial value, up to a maximum of 20</div> <div> <div>5</div> <div>16</div> </div> <div>©2024-2024 Future Invaders</div> </div>
<div> <div>SCRAP EATER</div> <div> <div>XXX</div> <div>ORGANIC SHIP</div> <div>X</div> </div> </div>  <div> <div>When an opponent recycles a card, this ship regains 2 durability and their base loses 1 durability</div> <div>This ship's durability can exceed its initial value, up to a maximum of 20</div> <div> <div>5</div> <div>16</div> </div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>LIVING ASTEROID</div> <div> <div>XXXXXX</div> <div>ORGANIC SHIP</div> <div>XX</div> </div> </div>  <div> <div>Slow (does not attack on the turn it is deployed)</div> <div>Regenerate 3 (at the beginning of each of your turns, this ship regains 3 durability)</div> <div>When you deploy this ship, all other Organic ships lose 5 durability</div> <div>Action Pay XXXXX and destroy this ship, then all bases lose 8 durability each</div> <div> <div>7</div> <div>25</div> </div> <div> <div>PINNACLE</div> <div>©2024-2024 Future Invaders</div> </div> </div>	<div> <div>HOLLOW ASTEROID</div> <div> <div>XX</div> <div>ORGANIC STRUCTURE</div> <div>XX</div> </div> </div>  <div> <div>Regenerate 1 (at the beginning of each of your turns, this structure regains 1 durability)</div> <div>When you recycle this structure, it adds X to your available resources instead of its full income</div> <div> <div>5</div> </div> <div>©2024-2024 Future Invaders</div> </div>

<div> <div>HOLLOW ASTEROID</div> <div>ORGANIC STRUCTURE</div> <div>  </div> </div> <div> <p>Regenerate 1 (at the beginning of each of your turns, this structure regains 1 durability)</p> <p>When you recycle this structure, it adds  to your available resources instead of its full income</p> <div>5 </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>FLESH MENDER</div> <div>ORGANIC STRUCTURE</div> <div>  </div> </div> <div> <p>Reaction When one of your ships or structures is destroyed, your base regains 2 durability</p> <div>5 </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>FLESH MENDER</div> <div>ORGANIC STRUCTURE</div> <div>  </div> </div> <div> <p>Reaction When one of your ships or structures is destroyed, your base regains 2 durability</p> <div>5 </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>
<div> <div>FLESH RENDER</div> <div>ORGANIC STRUCTURE</div> <div>  </div> </div> <div> <p>Reaction When you replace one of your ships or structures, a base of your choosing loses 2 durability, then you predict (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)</p> <div>6 </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>FLESH RENDER</div> <div>ORGANIC STRUCTURE</div> <div>  </div> </div> <div> <p>Reaction When you replace one of your ships or structures, a base of your choosing loses 2 durability, then you predict (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)</p> <div>6 </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>ACID GENERATOR</div> <div>ORGANIC STRUCTURE</div> <div>  </div> </div> <div> <p>If your ship in front of this structure does not have bombard, it gains bombard 2 (when this ship attacks a ship or structure, the next structure or base behind it loses 2 durability)</p> <p>When you deploy this structure, your base regains 4 durability</p> <div>8 </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>
<div> <div>ACID GENERATOR</div> <div>ORGANIC STRUCTURE</div> <div>  </div> </div> <div> <p>If your ship in front of this structure does not have bombard, it gains bombard 2 (when this ship attacks a ship or structure, the next structure or base behind it loses 2 durability)</p> <p>When you deploy this structure, your base regains 4 durability</p> <div>8 </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>FLESH SYNTHETIZER</div> <div>ORGANIC STRUCTURE</div> <div>  </div> </div> <div> <p>Regenerate 2 (at the beginning of each of your turns, this structure regains 2 durability)</p> <p>All your ships which do not regenerate now have regenerate 2 (at the beginning of each of your turns, that ship regains 2 durability)</p> <p>When you deploy this structure, all your ships lose 2 durability</p> <div> <div>PINNACLE</div> <div>7 </div> </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>DARK WAVE GENERATOR</div> <div>ORGANIC STRUCTURE</div> <div>  </div> </div> <div> <p>All enemy ships are slow (they cannot attack on the turn they are deployed)</p> <div> <div>RENOWNED</div> <div>9 </div> </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>

<div><div>WILD CHARGE</div><div>ORGANIC ACTION</div><div></div><div><p>Use this action on your turn, before attacking</p><p>Choose and destroy one of your Organic ships or this action fails</p><p>Another ship of your choosing loses 8 durability</p><p>©2024-2024 Future Invaders</p></div></div>	<div><div>WILD CHARGE</div><div>ORGANIC ACTION</div><div></div><div><p>Use this action on your turn, before attacking</p><p>Choose and destroy one of your Organic ships or this action fails</p><p>Another ship of your choosing loses 8 durability</p><p>©2024-2024 Future Invaders</p></div></div>	<div><div>ALTER FATE</div><div>ORGANIC ACTION</div><div></div><div><p>Send another card from your hand to the bottom of your arsenal or this action fails</p><p>Predict (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)</p><p>Draw a card</p><p>©2024-2024 Future Invaders</p></div></div>
<div><div>ALTER FATE</div><div>ORGANIC ACTION</div><div></div><div><p>Send another card from your hand to the bottom of your arsenal or this action fails</p><p>Predict (look at the card on top of your arsenal, you may put it on the bottom of your arsenal)</p><p>Draw a card</p><p>©2024-2024 Future Invaders</p></div></div>	<div><div>CONSUME</div><div>ORGANIC ACTION</div><div></div><div><p>Choose and destroy one of your Organic ships or structures with at least 6 remaining durability or this action fails</p><p>Another Organic ship or structure of your choosing regains 8 durability</p><p>Your base regains 4 durability</p><p>©2024-2024 Future Invaders</p></div></div>	<div><div>CONSUME</div><div>ORGANIC ACTION</div><div></div><div><p>Choose and destroy one of your Organic ships or structures with at least 6 remaining durability or this action fails</p><p>Another Organic ship or structure of your choosing regains 8 durability</p><p>Your base regains 4 durability</p><p>©2024-2024 Future Invaders</p></div></div>
<div><div>DIGEST</div><div>ORGANIC ACTION</div><div></div><div><p>Destroy one of your structures or this action fails</p><p>Your base regains as much durability as the structure had remaining</p><p>If the destroyed structure cost 3 resources or more, destroy another structure of your choosing</p><p>©2024-2024 Future Invaders</p></div></div>	<div><div>DIGEST</div><div>ORGANIC ACTION</div><div></div><div><p>Destroy one of your structures or this action fails</p><p>Your base regains as much durability as the structure had remaining</p><p>If the destroyed structure cost 3 resources or more, destroy another structure of your choosing</p><p>©2024-2024 Future Invaders</p></div></div>	<div><div>EXPLORE</div><div>ORGANIC ACTION</div><div></div><div><p>Draw two cards</p><p>©2024-2024 Future Invaders</p></div></div>

<div> <div>FRIENDLY WINDS</div> <div>  <div>ORGANIC REACTION</div> </div> </div> <div>  </div> <div> <div>React to a ship you own being destroyed</div> <div>The destroyed ship goes back to your hand</div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>FRIENDLY WINDS</div> <div>  <div>ORGANIC REACTION</div> </div> </div> <div>  </div> <div> <div>React to a ship you own being destroyed</div> <div>The destroyed ship goes back to your hand</div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>SHELL</div> <div>  <div>ORGANIC REACTION</div> </div> </div> <div>  </div> <div> <div>React to an action or a reaction</div> <div>Any durability loss caused by the action or reaction is reduced to 0</div> <div>The opponent you are reacting to may pay </div> <div>If they do not pay, your base regains 3 durability and you draw a card</div> <div>©2024-2024 Future Invaders</div> </div>
<div> <div>SHELL</div> <div>  <div>ORGANIC REACTION</div> </div> </div> <div>  </div> <div> <div>React to an action or a reaction</div> <div>Any durability loss caused by the action or reaction is reduced to 0</div> <div>The opponent you are reacting to may pay </div> <div>If they do not pay, your base regains 3 durability and you draw a card</div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>RUSTWING</div> <div> <div>PIRATE SHIP</div>  </div> </div> <div>  </div> <div> <div>Reaction When an opponent destroys this ship, deny them</div> <div><i>(look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)</i></div> <div>  2 <div>©2024-2024 Future Invaders</div> 7  </div> </div>	<div> <div>RUSTWING</div> <div> <div>PIRATE SHIP</div>  </div> </div> <div>  </div> <div> <div>Reaction When an opponent destroys this ship, deny them</div> <div><i>(look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)</i></div> <div>  2 <div>©2024-2024 Future Invaders</div> 7  </div> </div>
<div> <div>JUNKER</div> <div> <div>PIRATE SHIP</div>  </div> </div> <div>  </div> <div> <div>Retaliate 1 <i>(any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)</i></div> <div>Cheap repairs <i>(when this ship is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)</i></div> <div>  2 <div>©2024-2024 Future Invaders</div> 5  </div> </div>	<div> <div>JUNKER</div> <div> <div>PIRATE SHIP</div>  </div> </div> <div>  </div> <div> <div>Retaliate 1 <i>(any ship reducing this ship's durability loses 1 durability, unless the durability loss was caused by another Retaliate)</i></div> <div>Cheap repairs <i>(when this ship is destroyed, you may choose to place it on top of your arsenal instead of your scrap pile)</i></div> <div>  2 <div>©2024-2024 Future Invaders</div> 5  </div> </div>	<div> <div>STOLEN CRUISER</div> <div> <div>PIRATE SHIP</div>  </div> </div> <div>  </div> <div> <div>If you deploy another ship, send this ship back to the bottom of your arsenal</div> <div>This ship cannot go to your scrap pile and cannot be recycled</div> <div>  3 <div>©2024-2024 Future Invaders</div> 13  </div> </div>

<div>STOLEN CRUISER</div> <div>PIRATE SHIP</div> <div></div> <div><p>If you deploy another ship, send this ship back to the bottom of your arsenal</p><p>This ship cannot go to your scrap pile and cannot be recycled</p></div> <div><div> 3</div><div>13 </div></div> <div><small>©2024-2024 Future Invaders</small></div>	<div>MECHA SUIT</div> <div>PIRATE SHIP</div> <div></div> <div><p>Slow (does not attack on the turn it is deployed)</p><p>You may pay this ship's deployment cost using   instead of </p><p>Reaction When you deploy this ship, another ship of your choosing loses 4 durability</p></div> <div><div> 4</div><div>13 </div></div> <div><small>©2024-2024 Future Invaders</small></div>	<div>MECHA SUIT</div> <div>PIRATE SHIP</div> <div></div> <div><p>Slow (does not attack on the turn it is deployed)</p><p>You may pay this ship's deployment cost using   instead of </p><p>Reaction When you deploy this ship, another ship of your choosing loses 4 durability</p></div> <div><div> 4</div><div>13 </div></div> <div><small>©2024-2024 Future Invaders</small></div>
<div>RADIOACTIVE DEBRIS</div> <div>PIRATE SHIP</div> <div></div> <div><p>Retaliate 5 (any ship reducing this ship's durability loses 5 durability, unless the durability loss was caused by another Retaliate)</p><p>You may deploy this ship at any time, even during your opponents' turns</p></div> <div><div> 0</div><div>5 </div></div> <div><small>©2024-2024 Future Invaders</small></div>	<div>RADIOACTIVE DEBRIS</div> <div>PIRATE SHIP</div> <div></div> <div><p>Retaliate 5 (any ship reducing this ship's durability loses 5 durability, unless the durability loss was caused by another Retaliate)</p><p>You may deploy this ship at any time, even during your opponents' turns</p></div> <div><div> 0</div><div>5 </div></div> <div><small>©2024-2024 Future Invaders</small></div>	<div>SMUGGLER</div> <div>PIRATE SHIP</div> <div></div> <div><p>Reaction When you deploy this ship, add  to your available resources</p><p>Reaction When this ship is destroyed, you may pay   then return it to your hand</p></div> <div><div> 2</div><div>6 </div></div> <div><small>©2024-2024 Future Invaders</small></div>
<div>SMUGGLER</div> <div>PIRATE SHIP</div> <div></div> <div><p>Reaction When you deploy this ship, add  to your available resources</p><p>Reaction When this ship is destroyed, you may pay   then return it to your hand</p></div> <div><div> 2</div><div>6 </div></div> <div><small>©2024-2024 Future Invaders</small></div>	<div>BIOSTEEL SYMBIOTE</div> <div>PIRATE SHIP</div> <div></div> <div><p>Slow (does not attack on the turn it is deployed)</p><p>Regenerate 2 (at the beginning of each of your turns, this ship regains 2 durability)</p><p>At the start of each of your turns, your base regains 1 durability</p></div> <div><div> 6</div><div>15 </div></div> <div><small>©2024-2024 Future Invaders</small></div>	<div>BIOSTEEL SYMBIOTE</div> <div>PIRATE SHIP</div> <div></div> <div><p>Slow (does not attack on the turn it is deployed)</p><p>Regenerate 2 (at the beginning of each of your turns, this ship regains 2 durability)</p><p>At the start of each of your turns, your base regains 1 durability</p></div> <div><div> 6</div><div>15 </div></div> <div><small>©2024-2024 Future Invaders</small></div>

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

✂ 5

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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)

You may not draw more than one card on each of your turns and may not draw any cards during your opponents' turns

✂ 8

PINNACLE

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24

♥♥♥

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)

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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)

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6

♥♥♥

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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5

♥♥♥

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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5

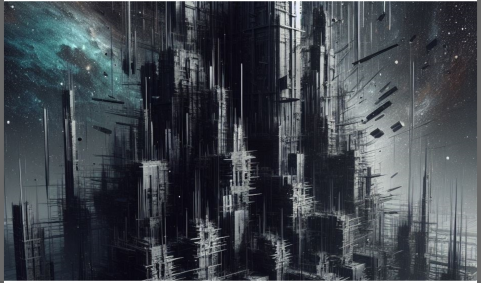
♥♥♥

NEGATIVE FIELD

✂

PIRATE STRUCTURE

✂



Reaction When you deploy this structure, **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)








Reaction When this structure is destroyed by an opponent, **deny** them (look at the card on top of your opponent's arsenal, you may put it on the bottom of their arsenal)

Reaction When you replace this structure, draw a card

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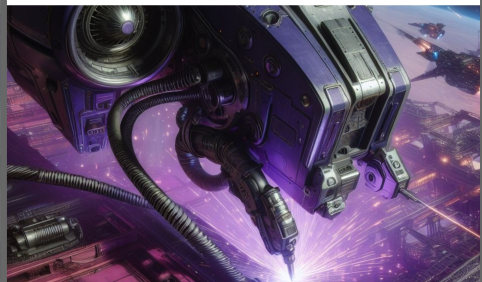

4

♥♥♥

<div> <div>NEGATIVE FIELD</div> <div>  <div>PIRATE STRUCTURE</div> </div> </div> <div>  </div> <div> <p>Reaction When you deploy this structure, deny an opponent of your choosing (<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>Reaction When this structure is destroyed by an opponent, deny them (<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>Reaction When you replace this structure, draw a card</p> <div> <div>4</div>  </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>AUTOMATED SCRAPYARD</div> <div>  <div>PIRATE STRUCTURE</div> </div> </div> <div>  </div> <div> <p>Action Send a card from your hand into your scrap pile</p> <p>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</p> <div> <div>8</div>  </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>AUTOMATED SCRAPYARD</div> <div>  <div>PIRATE STRUCTURE</div> </div> </div> <div>  </div> <div> <p>Action Send a card from your hand into your scrap pile</p> <p>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</p> <div> <div>8</div>  </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>
<div> <div>MAGNETIC TURBINE</div> <div>  <div>PIRATE STRUCTURE</div> </div> </div> <div>  </div> <div> <p>When you deploy this structure, return one of your ships to your hand or this structure fails to deploy</p> <p>Reaction When an opponent chooses to draw a second card instead of deploying ships and structures, you may pay  then draw a card</p> <p>Reaction When a ship destroys this structure, destroy that ship</p> <div> <div>RENOWNED</div> <div>7</div>  </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>RING STATION</div> <div>  <div>PIRATE STRUCTURE</div> </div> </div> <div>  </div> <div> <p>Deploy this structure behind one of your ships</p> <p>When you deploy this structure, destroy your ship in front of this structure or it fails to deploy</p> <p>Action Once per turn, on your turn, if you have no more cards in hand, you may draw a card</p> <div> <div>PINNACLE</div> <div>10</div>  </div> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>SCRAP SHOT</div> <div>PIRATE ACTION</div> </div> <div>  </div> <div> <p>Lower the weapons of all ships by 1 until the end of the current turn</p> </div> <div> <div>©2024-2024 Future Invaders</div> </div>
<div> <div>SCRAP SHOT</div> <div>PIRATE ACTION</div> </div> <div>  </div> <div> <p>Lower the weapons of all ships by 1 until the end of the current turn</p> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>CONTROL OVERRIDE</div> <div>  <div>PIRATE ACTION</div> </div> </div> <div>  </div> <div> <p>Deny an 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>If you choose to leave the card on top of their arsenal, that opponent's base loses 3 durability</p> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>CONTROL OVERRIDE</div> <div>  <div>PIRATE ACTION</div> </div> </div> <div>  </div> <div> <p>Deny an 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>If you choose to leave the card on top of their arsenal, that opponent's base loses 3 durability</p> </div> <div> <div>©2024-2024 Future Invaders</div> </div>

<div> <div>TARGETED CHARGE</div> <div>  <div>PIRATE ACTION</div> </div> </div> <div>  </div> <div> <p>Use this action on your turn, before attacking</p> <p>Destroy one of your ships or this action fails</p> <p>Choose a ship with less maximum durability than your destroyed ship's maximum durability, and destroy that ship</p> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>TARGETED CHARGE</div> <div>  <div>PIRATE ACTION</div> </div> </div> <div>  </div> <div> <p>Use this action on your turn, before attacking</p> <p>Destroy one of your ships or this action fails</p> <p>Choose a ship with less maximum durability than your destroyed ship's maximum durability, and destroy that ship</p> </div> <div> <div>©2024-2024 Future Invaders</div> </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>©2024-2024 Future Invaders</div> </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>©2024-2024 Future Invaders</div> </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>©2024-2024 Future Invaders</div> </div>	<div> <div>INTERCEPT FUNDS</div> <div>  <div>PIRATE ACTION</div> </div> </div> <div>  </div> <div> <p>Use this action at the beginning of an opponent's turn</p> <p>That opponent cannot gain any resources this turn</p> <p>You lose all your remaining resources</p> </div> <div> <div>PINNACLE</div> <div>©2024-2024 Future Invaders</div> </div>
<div> <div>HOLD BACK</div> <div> <div>PIRATE REACTION</div> </div> </div> <div>  </div> <div> <p>React to a ship being deployed</p> <p>That ship becomes slow (<i>does not attack on the turn it is deployed</i>)</p> </div> <div> <div>©2024-2024 Future Invaders</div> </div>	<div> <div>HOLD BACK</div> <div> <div>PIRATE REACTION</div> </div> </div> <div>  </div> <div> <p>React to a ship being deployed</p> <p>That ship becomes slow (<i>does not attack on the turn it is deployed</i>)</p> </div> <div> <div>©2024-2024 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>©2024-2024 Future Invaders</div> </div>

<div>  <h2>ACCELERATE</h2> <p>PIRATE REACTION</p>  </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> <p>©2024-2024 Future Invaders</p> </div>	<div>  <h2>SPY</h2> <p>PIRATE REACTION</p>  </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> <p>©2024-2024 Future Invaders</p> </div>	<div>  <h2>SPY</h2> <p>PIRATE REACTION</p>  </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> <p>©2024-2024 Future Invaders</p> </div>
<div>   <h2>SECURITY CODE</h2> <p>PIRATE REACTION</p>  </div> <div> <p>React to a reaction</p> <p>The opponent you are reacting to may pay   </p> <p>This payment must be from available resources, it cannot be financed by recycling cards</p> <p>If they do not pay, the reaction fails</p> <p>©2024-2024 Future Invaders</p> </div>	<div>   <h2>SECURITY CODE</h2> <p>PIRATE REACTION</p>  </div> <div> <p>React to a reaction</p> <p>The opponent you are reacting to may pay   </p> <p>This payment must be from available resources, it cannot be financed by recycling cards</p> <p>If they do not pay, the reaction fails</p> <p>©2024-2024 Future Invaders</p> </div>	<div>    <h2>OUTBID</h2> <p>PIRATE REACTION</p>  </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, then you deny your 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>©2024-2024 Future Invaders</p> </div>
<div>    <h2>OUTBID</h2> <p>PIRATE REACTION</p>  </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, then you deny your 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>©2024-2024 Future Invaders</p> </div>	<div>      <h2>SABOTAGE</h2> <p>PIRATE REACTION</p>  </div> <div> <p>React to a ship being deployed</p> <p>The ship fails to deploy</p> <p>RENOWNED</p> <p>©2024-2024 Future Invaders</p> </div>	<div> <h2>EXPLORATION VESSEL</h2> <p>NEUTRAL SHIP </p>  </div> <div> <p>At the start of each of your turns, you may choose to move this ship to one of your empty ship emplacements</p> <p> 1</p> <p>©2024-2024 Future Invaders</p> <p>6 </p> </div>

<div>EXPLORATION VESSEL</div> <div>NEUTRAL SHIP</div>  <p>At the start of each of your turns, you may choose to move this ship to one of your empty ship emplacements</p> <div> <div>1</div> <div>6</div> </div> <div>©2024-2024 Future Invaders</div>	<div>LIGHT CRUISER</div> <div>NEUTRAL SHIP</div>  <div> <div>3</div> <div>10</div> </div> <div>©2024-2024 Future Invaders</div>	<div>LIGHT CRUISER</div> <div>NEUTRAL SHIP</div>  <div> <div>3</div> <div>10</div> </div> <div>©2024-2024 Future Invaders</div>
<div>SPACE SCANNER</div> <div>NEUTRAL SHIP</div>  <p>Reaction When you deploy this ship, draw a card</p> <div> <div>1</div> <div>8</div> </div> <div>©2024-2024 Future Invaders</div>	<div>SPACE SCANNER</div> <div>NEUTRAL SHIP</div>  <p>Reaction When you deploy this ship, draw a card</p> <div> <div>1</div> <div>8</div> </div> <div>©2024-2024 Future Invaders</div>	<div>TRADER</div> <div>NEUTRAL SHIP</div>  <p>Action Up to once per turn, pay   then add a resource of your choosing to your available resources</p> <div> <div>2</div> <div>11</div> </div> <div>©2024-2024 Future Invaders</div>
<div>TRADER</div> <div>NEUTRAL SHIP</div>  <p>Action Up to once per turn, pay   then add a resource of your choosing to your available resources</p> <div> <div>2</div> <div>11</div> </div> <div>©2024-2024 Future Invaders</div>	<div>WELDER</div> <div>NEUTRAL SHIP</div>  <p>Repair 1 (at the beginning of each of your turns, your other ships regain 1 durability each)</p> <div> <div>1</div> <div>12</div> </div> <div>©2024-2024 Future Invaders</div>	<div>WELDER</div> <div>NEUTRAL SHIP</div>  <p>Repair 1 (at the beginning of each of your turns, your other ships regain 1 durability each)</p> <div> <div>1</div> <div>12</div> </div> <div>©2024-2024 Future Invaders</div>

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

RENNOWNED

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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PROTECTIVE SHELL

NEUTRAL STRUCTURE



Reaction When this structure is destroyed, draw a card

5

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PROTECTIVE SHELL

NEUTRAL STRUCTURE



Reaction When this structure is destroyed, draw a card

5

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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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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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<div> <div>WARDING FIELD</div> <div>NEUTRAL STRUCTURE</div> <div> </div> </div> <div> <p>Your ship in front of this structure cannot be the target of actions</p> </div> <div> <div>©2024-2024 Future Invaders</div> <div>4</div> <div> </div> </div>	<div> <div>SUPPLY DEPOT</div> <div>NEUTRAL STRUCTURE</div> <div> </div> </div> <div> <p>Neutral ships or actions cannot cause this structure to lose durability</p> </div> <div> <div>©2024-2024 Future Invaders</div> <div>7</div> <div> </div> </div>	<div> <div>SUPPLY DEPOT</div> <div>NEUTRAL STRUCTURE</div> <div> </div> </div> <div> <p>Neutral ships or actions cannot cause this structure to lose durability</p> </div> <div> <div>©2024-2024 Future Invaders</div> <div>7</div> <div> </div> </div>
<div> <div>TAX COLLECTOR</div> <div>NEUTRAL STRUCTURE</div> <div> </div> </div> <div> <p>When this structure generates resources, you may have it generate a resource of your choosing instead of </p> <p>Reaction When you deploy this structure, add to your available resources</p> </div> <div> <div>©2024-2024 Future Invaders</div> <div>6</div> <div> </div> </div>	<div> <div>TAX COLLECTOR</div> <div>NEUTRAL STRUCTURE</div> <div> </div> </div> <div> <p>When this structure generates resources, you may have it generate a resource of your choosing instead of </p> <p>Reaction When you deploy this structure, add to your available resources</p> </div> <div> <div>©2024-2024 Future Invaders</div> <div>6</div> <div> </div> </div>	<div> <div>UNAFFILIATED SHIPYARD</div> <div>NEUTRAL STRUCTURE</div> <div> </div> </div> <div> <p>Repair 1 (at the beginning of each of your turns, all of your ships regain 1 durability each)</p> <p>All Neutral ships have their weapons increased by 2</p> </div> <div> <div>©2024-2024 Future Invaders</div> <div>6</div> <div> </div> </div>
<div> <div>UNAFFILIATED SHIPYARD</div> <div>NEUTRAL STRUCTURE</div> <div> </div> </div> <div> <p>Repair 1 (at the beginning of each of your turns, all of your ships regain 1 durability each)</p> <p>All Neutral ships have their weapons increased by 2</p> </div> <div> <div>©2024-2024 Future Invaders</div> <div>6</div> <div> </div> </div>	<div> <div>TRADING STATION</div> <div>NEUTRAL STRUCTURE</div> <div> </div> </div> <div> <p>When this structure generates resources, you may have it generate a resource of your choosing instead of </p> <p>Action Up to once per turn, put a card from your hand on the bottom of your arsenal, then add to your available resources</p> </div> <div> <div>©2024-2024 Future Invaders</div> <div>8</div> <div> <div>RENOWNED</div> </div> </div>	<div> <div>CALL THE FLEET</div> <div>NEUTRAL ACTION</div> <div> </div> </div> <div> <p>Reveal the top cards of your arsenal to your opponents one by one until you reveal a ship</p> <p>Put the ship in your hand</p> <p>Put all other cards revealed by this action at the bottom of your arsenal</p> </div> <div> <div>©2024-2024 Future Invaders</div> </div>

CALL THE FLEET

NEUTRAL ACTION



Reveal the top cards of your arsenal to your opponents one by one until you reveal a ship

Put the ship in your hand

Put all other cards revealed by this action at the bottom of your arsenal

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FORCED TRADE

NEUTRAL ACTION



Choose two different resources and add them to your available resources

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FORCED TRADE

NEUTRAL ACTION



Choose two different resources and add them to your available resources

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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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TAX

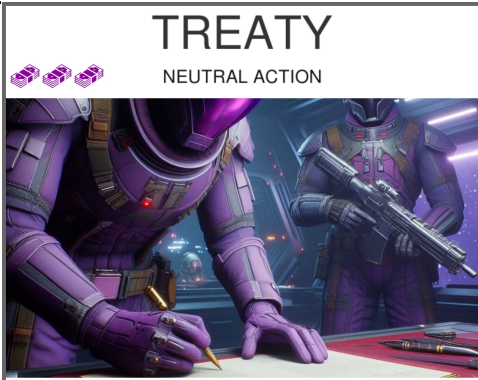
NEUTRAL ACTION



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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TREATY

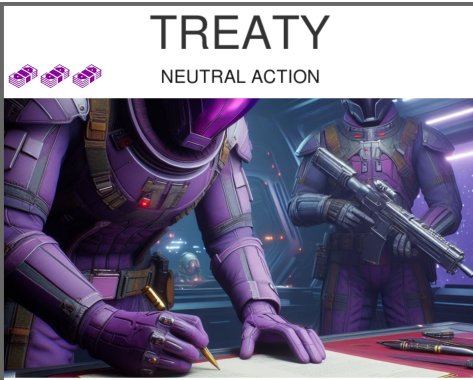
NEUTRAL ACTION

Destroy a Neutral structure of your choosing

The structure's owner may pay 🟡🟡🟡

If they pay, this action fails

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TREATY

NEUTRAL ACTION

Destroy a Neutral structure of your choosing

The structure's owner may pay 🟡🟡🟡

If they pay, this action fails

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CONVERSION

NEUTRAL ACTION

Add 🟡🟡🟡🟡🟡 to your available resources

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CONVERSION

NEUTRAL ACTION

Add 🟡🟡🟡🟡🟡 to your available resources

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FULL REPAIRS

NEUTRAL ACTION

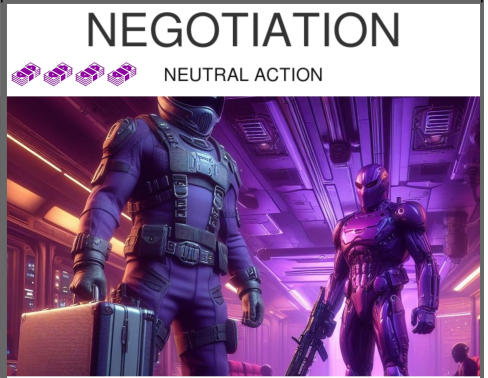
Use this action on your turn, before attacking

Choose one of your ships, it regains its maximum durability

That ship does not attack this turn

RENOWNED

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NEGOTIATION

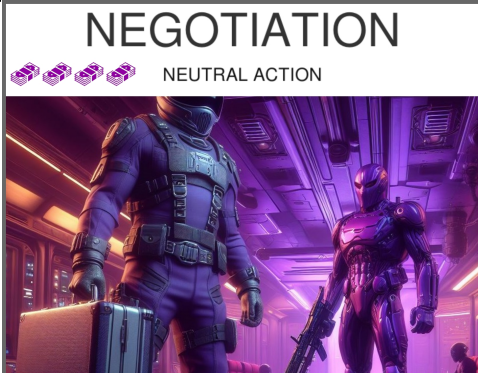
NEUTRAL ACTION

Destroy a Neutral ship of your choosing

The ship's owner may pay 🟡🟡🟡🟡

If they pay, this action fails

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NEGOTIATION

NEUTRAL ACTION

Destroy a Neutral ship of your choosing

The ship's owner may pay 🟡🟡🟡🟡

If they pay, this action fails

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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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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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<div>IRRADIATE</div> <div>NEUTRAL REACTION</div> <div></div> <div>React to an opponent deploying a ship</div> <div>All of that opponent's ships and their base lose 1 durability each</div> <div>©2024-2024 Future Invaders</div>	<div>IRRADIATE</div> <div>NEUTRAL REACTION</div> <div></div> <div>React to an opponent deploying a ship</div> <div>All of that opponent's ships and their base lose 1 durability each</div> <div>©2024-2024 Future Invaders</div>	<div>SURPRISE ASSAULT</div> <div>NEUTRAL REACTION</div> <div></div> <div>React to a ship, structure, or base regaining durability</div> <div>It does not regain any durability</div> <div>Instead, it loses as much durability as it would have gained</div> <div>©2024-2024 Future Invaders</div>
<div>SURPRISE ASSAULT</div> <div>NEUTRAL REACTION</div> <div></div> <div>React to a ship, structure, or base regaining durability</div> <div>It does not regain any durability</div> <div>Instead, it loses as much durability as it would have gained</div> <div>©2024-2024 Future Invaders</div>	<div>CRASH</div> <div>NEUTRAL REACTION</div> <div></div> <div>React to a ship being deployed</div> <div>Send a ship from your hand to your scrap pile or this reaction fails</div> <div>The ship fails to deploy</div> <div>RENOWNED</div> <div>©2024-2024 Future Invaders</div>	<div>MUTUALLY ASSURED DESTRUCTION</div> <div>NEUTRAL REACTION</div> <div></div> <div>React to your base's durability falling to zero or below</div> <div>You do not lose the game from your base being destroyed</div> <div>If you have not won the game by the end of your next turn, you lose the game</div> <div>PINNACLE</div> <div>©2024-2024 Future Invaders</div>