

**SCAVENGER** II

ATK 1 **SPACESHIP SKAARGAN** DEF 2

During your End-Phase you may take one card from your Junkyard and put it under your Supply. **DPT**

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**STARCRUISER** III

ATK 3 **SPACESHIP ATTRAYID** DEF 3

Immunity: Events and Effects.

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ATK 3 **SPACESHIP ATTRAYID** DEF 3

Immunity: Events and Effects.

**Trenches** I

ATK 0 **STRUCTURE GROUND** DEF 3

**DPT**

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ATK 0 **STRUCTURE GROUND** DEF 3

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**Trenches** I

ATK 0 **STRUCTURE GROUND** DEF 3

**DPT**

**ROCKET SILO** II

ATK 1 **STRUCTURE GROUND** DEF 3

**Ranged Attack: 1**

**ROCKET SILO** II

ATK 1 **STRUCTURE GROUND** DEF 3

**Ranged Attack: 1**

**ROCKET SILO** II

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ATK 1 **STRUCTURE** DEF 3  
GROUND

**Ranged Attack: 1**

**SKAARGAN BERSERKER** I

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ATK 3 **TROOP** DEF 1  
SKAARGAN

**PE:** Put the top 2 cards from your Supply onto your Junkyard.

**SKAARGAN BERSERKER** I

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ATK 3 **TROOP** DEF 1  
SKAARGAN

**PE:** Put the top 2 cards from your Supply onto your Junkyard.

**SKAARGAN BERSERKER** I

---

ATK 3 **TROOP** DEF 1  
SKAARGAN

**PE:** Put the top 2 cards from your Supply onto your Junkyard.

**SKAARGAN WEAPONSMITH** II

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ATK 0 **TROOP** DEF 3  
SKAARGAN

**PE:** Search your Supply for a Cost I Equipment and put it into play attached to target Troop or Spaceship.

**SKAARGAN EMBERMAGE** III

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ATK 4 **TROOP** DEF 2  
SKAARGAN

**PE:** Put the top 2 cards from your Supply onto your Junkyard. Deal 2 damage to target Troop, Spaceship or Structure.

**SKAARGAN EMBERMAGE** III

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ATK 4 **TROOP** DEF 2  
SKAARGAN

**PE:** Put the top 2 cards from your Supply onto your Junkyard. Deal 2 damage to target Troop, Spaceship or Structure.

**ATTRAYID GUARD** I

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ATK 1 **TROOP** DEF 1  
ATTRAYID

**DPT:** Comes into play with a +1/+1 Counter.

**ATTRAYID GUARD** I

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ATK 1 **TROOP** DEF 1  
ATTRAYID

**DPT:** Comes into play with a +1/+1 Counter.

**ATTRAYID SCIENTIST** **I**

ATK 0 TROOP ATTRAYID DEF 1

PE: Draw 1 card.

**ATTRAYID SCIENTIST** **I**

ATK 0 TROOP ATTRAYID DEF 1

PE: Draw 1 card.

**SENTINEL** **II**

ATK 0 TROOP ATTRAYID DEF 4

**Destroy this:** Neutralize target Event.

**SENTINEL** **II**

ATK 0 TROOP ATTRAYID DEF 4

**Destroy this:** Neutralize target Event.

**SKAARGAN BATTLEAXE** **I**

**EQUIPMENT TROOP - SKAARGAN**

Troop gets +1 ATK. It gets -1 DEF if it is a non-Skaargan.  
**DPT**

**SKAARGAN SNIPER GUN** **II**

**EQUIPMENT TROOP - SKAARGAN**

Troop gets "Ranged Attack:1".

**SHIELDING SPHERE** **II**

**EQUIPMENT TROOP - ATTRAYID**

Troop cannot be target of Events or Effects.  
**DPT**

**MIND READER** **I**

**EQUIPMENT TROOP - ATTRAYID**

Whenever Troop deals damage to a Player, draw 1 card.

**SKAARGAN SNIPER GUN** **II**

**EQUIPMENT TROOP - SKAARGAN**

Troop gets "Ranged Attack:1".

SHIELDING SPHERE

II

EQUIPMENT  
TROOP - ATTRAYID

Troop cannot be target of  
Events or Effects.  
DPT

MIND RAY

III

EQUIPMENT  
SPACESHIP - ATTRAYID

Spaceship has "**Ranged  
Attack: 1**". You may draw 1  
card whenever this deals  
damage to a Player.

MIND RAY

III

EQUIPMENT  
SPACESHIP - ATTRAYID

Spaceship has "**Ranged  
Attack: 1**". You may draw 1  
card whenever this deals  
damage to a Player.

CUNNING OF SKAARG

I

EVENT - SKAARGAN

Put the top 5 cards from your  
Supply onto your Junkyard.  
Then take the top 3 cards from  
your Junkyard and put them  
under your Supply in any order.  
DPT

SCAVENGE

II

EVENT - SKAARGAN

Take target card from your  
Junkyard at put it into  
your hand.

SCAVENGE

II

EVENT - SKAARGAN

Take target card from your  
Junkyard at put it into  
your hand.

REASSEMBLE

III

EVENT - SKAARGAN

Put the top 3 cards from your  
Supply onto your Junkyard.  
Then take target Spaceship from  
any Junkyard and place it onto  
your Ground Zone.

RESEARCH

II

EVENT - ATTRAYID

Draw 2 cards.

RESEARCH

II

EVENT - ATTRAYID

Draw 2 cards.

CREATE A SINGULARITY

III



**EVENT - ATTRAYID**

Destroy all cards in all Space Zones.

CREATE A SINGULARITY

III



**EVENT - ATTRAYID**

Destroy all cards in all Space Zones.

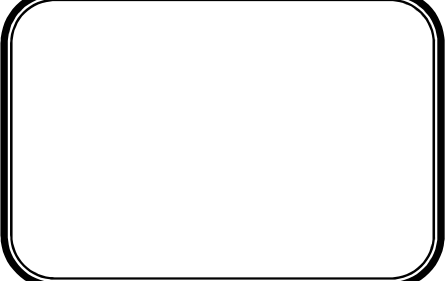
**SKAARG**



**CRYSTALS**

Produces 1 Red Energy.

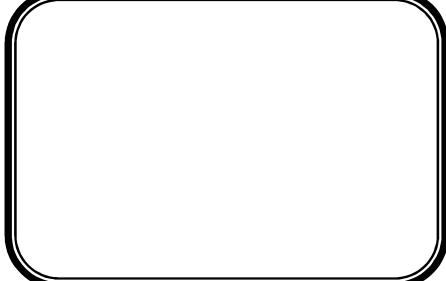
**SKAARG**



**CRYSTALS**

Produces 1 Red Energy.

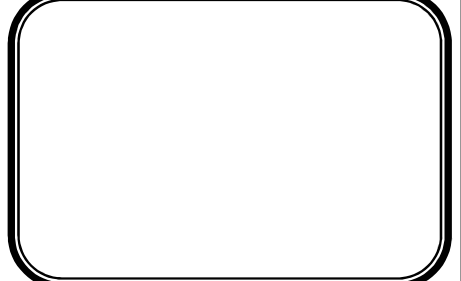
**SKAARG**



**CRYSTALS**

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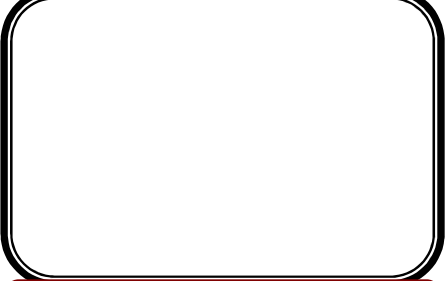
**SKAARG**



**CRYSTALS**

Produces 1 Red Energy.

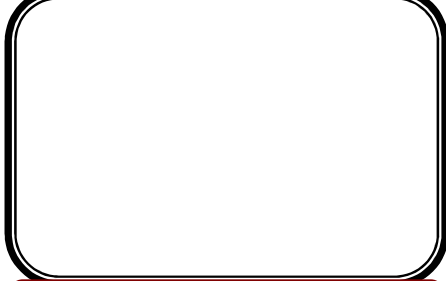
**SKAARG**



**CRYSTALS**

Produces 1 Red Energy.

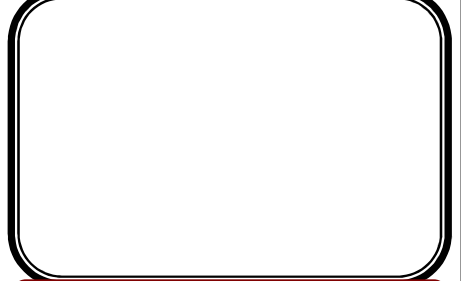
**SKAARG**



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**SKAARG**

**ATTRAYID**

**ATTRAYID**

**CRYSTALS**

**DARK MATTER**

**DARK MATTER**

Produces 1 Red Energy.

Produces 1 Purple Energy.

Produces 1 Purple Energy.

**ATTRAYID**

**ATTRAYID**

**ATTRAYID**

**DARK MATTER**

**DARK MATTER**

**DARK MATTER**

Produces 1 Purple Energy.

Produces 1 Purple Energy.

Produces 1 Purple Energy.

**ATTRAYID**



**DARK MATTER**

Produces 1 Purple Energy.

**ATTRAYID**



**DARK MATTER**

Produces 1 Purple Energy.

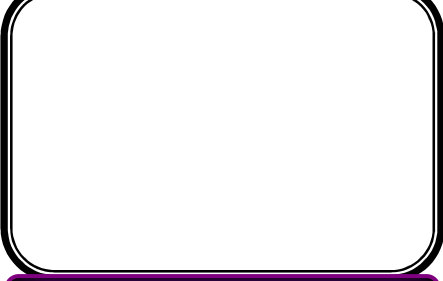
**ATTRAYID**



**DARK MATTER**

Produces 1 Purple Energy.

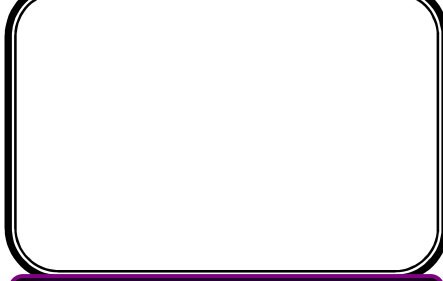
**ATTRAYID**



**DARK MATTER**

Produces 1 Purple Energy.

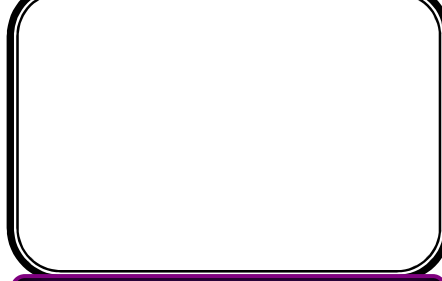
**ATTRAYID**



**DARK MATTER**

Produces 1 Purple Energy.

**ATTRAYID**



**DARK MATTER**

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