

**RESEARCH FACILITY** III

ATK 0 STRUCTURE GROUND DEF 3

Draw an additional card during your Draw-Phase.

**BARRACKS** II

ATK 3 STRUCTURE GROUND DEF 3

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ATK 3 STRUCTURE GROUND DEF 3

**FIGHTER** I

ATK 1 SPACESHIP NEUTRAL DEF 1

**FIGHTER** I

ATK 1 SPACESHIP NEUTRAL DEF 1

**Troop Transporter** II

ATK 0 SPACESHIP NEUTRAL DEF 3

Carry: 2

**DESTROYER** II

ATK 2 SPACESHIP NEUTRAL DEF 2

**DESTROYER** II

ATK 2 SPACESHIP NEUTRAL DEF 2

**Troop Transporter** II

ATK 0 SPACESHIP NEUTRAL DEF 3

Carry: 2

**DREADNOUGHT** III

ATK 4 SPACESHIP HUMAN DEF 4

Bombardment: 3

**DREADNOUGHT** III

ATK 4 SPACESHIP HUMAN DEF 4

Bombardment: 3

**DREADNOUGHT** III

ATK 4 SPACESHIP HUMAN DEF 4

Bombardment: 3

**Troop Transporter** II

ATK 0 SPACESHIP NEUTRAL DEF 3

Carry: 2

**Invader** III

ATK 1 SPACESHIP NEUTRAL DEF 3

Bombardment: 2.  
Carry: 2

**Invader** III

ATK 1 SPACESHIP NEUTRAL DEF 3

Bombardment: 2.  
Carry: 2

**Invader** III

ATK 1 SPACESHIP NEUTRAL DEF 3

Bombardment: 2.  
Carry: 2

**SABOTEUR** I

ATK 1 TROOP HUMAN DEF 1

Infiltrator

**SABOTEUR** I

ATK 1 TROOP HUMAN DEF 1

Infiltrator

**SABOTEUR** **I**

ATK 1 TROOP HUMAN DEF 1

Infiltrator

**SPACE MARINE** **II**

ATK 3 TROOP HUMAN DEF 2

**SPACE MARINE** **II**

ATK 3 TROOP HUMAN DEF 2

**SPACE MARINE** **II**

ATK 3 TROOP HUMAN DEF 2

**TANK** **II**

ATK 4 TROOP HUMAN DEF 3

**TANK** **II**

ATK 4 TROOP HUMAN DEF 3

**TANK** **II**

ATK 4 TROOP HUMAN DEF 3

**PLASMA RIFLE** **I**

EQUIPMENT TROOP - HUMAN

Troop gets +2 ATK.

**PLASMA RIFLE** **I**

EQUIPMENT TROOP - HUMAN

Troop gets +2 ATK.

**MIND WREAKER**

**II**

**EQUIPMENT  
TROOP - HUMAN**

Whenever Troop deals damage to a Player, he or she discards one card.

**PLASMA GUN TURRET**

**I**

**EQUIPMENT  
SPACESHIP - NEUTRAL**

Spaceship gets +1 ATK.

**PLASMA GUN TURRET**

**I**

**EQUIPMENT  
SPACESHIP - NEUTRAL**

Spaceship gets +1 ATK.

**HYPERDRIVE**

**II**

**EQUIPMENT  
SPACESHIP - NEUTRAL**

Spaceship may move 2 Zones instead of 1 per turn.

**HYPERDRIVE**

**II**

**EQUIPMENT  
SPACESHIP - NEUTRAL**

Spaceship may move 2 Zones instead of 1 per turn.

**ENERGY HAMMER**

**III**

**EQUIPMENT  
SPACESHIP - HUMAN**

During your Combat-Phase instead of attacking, you may have target opponent return an ES of his or her choice to his or her hand.

**RAMPAGE**

**I**

**↵-EVENT - HUMAN**

Target Troop gets +3 ATK until end of turn.

**RAMPAGE**

**I**

**↵-EVENT - HUMAN**

Target Troop gets +3 ATK until end of turn.

HOMING MISSILE

II

HOMING MISSILE

II

HOMING MISSILE

II

EVENT - HUMAN

Deal 3 damage to target  
Structure, Spaceship,  
Troop or Player.  
DPT

EVENT - HUMAN

Deal 3 damage to target  
Structure, Spaceship,  
Troop or Player.  
DPT

EVENT - HUMAN

Deal 3 damage to target  
Structure, Spaceship,  
Troop or Player.  
DPT

WAR FRENZY

III

WAR FRENZY

III

P - EVENT - HUMAN

Human Troops you control  
get +2 ATK.

P - EVENT - HUMAN

Human Troops you control  
get +2 ATK.

HUMAN

DEUTERIUM

Produces 1 Blue Energy.

HUMAN

HUMAN

HUMAN

DEUTERIUM

Produces 1 Blue Energy.

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**HUMAN**

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**HUMAN**

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**HUMAN**

**DEUTERIUM**

Produces 1 Blue Energy.

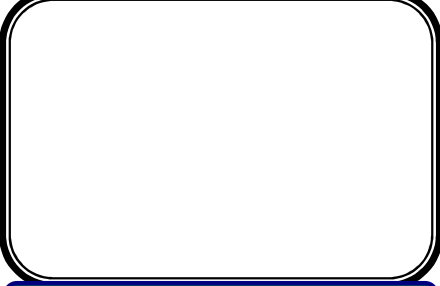
**DEUTERIUM**

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Produces 1 Blue Energy.

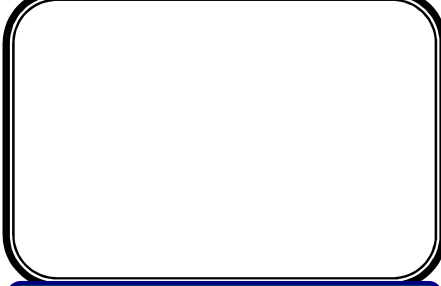
**HUMAN**



**DEUTERIUM**

Produces 1 Blue Energy.

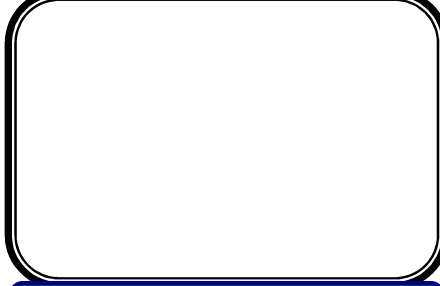
**HUMAN**



**DEUTERIUM**

Produces 1 Blue Energy.

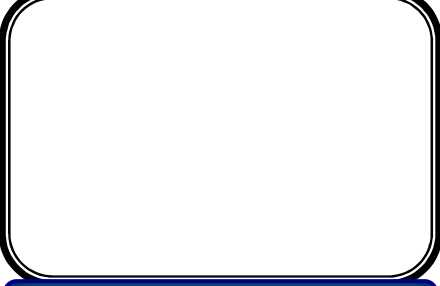
**HUMAN**



**DEUTERIUM**

Produces 1 Blue Energy.

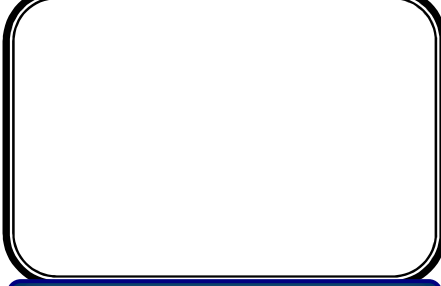
**HUMAN**



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Produces 1 Blue Energy.

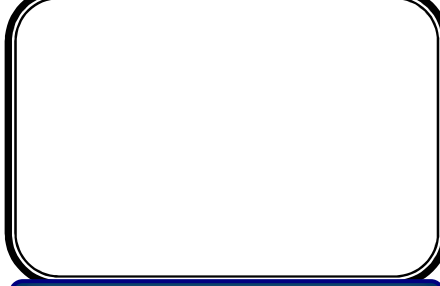
**HUMAN**



**DEUTERIUM**

Produces 1 Blue Energy.

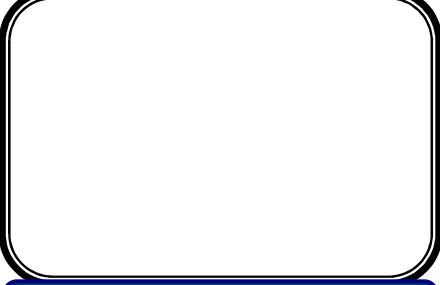
**HUMAN**



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**DEUTERIUM**

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