

BATTLESHIP III

ATK 3 SPACESHIP DEF 3
NEUTRAL

BATTLESHIP III

ATK 3 SPACESHIP DEF 3
NEUTRAL

BATTLESHIP III

ATK 3 SPACESHIP DEF 3
NEUTRAL

Troop Transporter II

ATK 0 SPACESHIP DEF 3
NEUTRAL

Carry: 2

Troop Transporter II

ATK 0 SPACESHIP DEF 3
NEUTRAL

Carry: 2

Troop Transporter II

ATK 0 SPACESHIP DEF 3
NEUTRAL

Carry: 2

HIVE III

ATK 2 SPACESHIP DEF 5
XENOID

During your Standby-Phase you may place a 1/1 Xenoid Spawn Troop token into an adjacent Ground Zone.

HIVE III

ATK 2 SPACESHIP DEF 5
XENOID

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ATK 2 SPACESHIP DEF 5
XENOID

During your Standby-Phase you may place a 1/1 Xenoid Spawn Troop token into an adjacent Ground Zone.

FORTIFICATION III

ATK 0 STRUCTURE GROUND DEF 6

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ATK 0 STRUCTURE GROUND DEF 6

PLANETARY SHIELD II

ATK 0 STRUCTURE ORBITAL DEF 3

Cards in your Ground and Energy Zones cannot be target of Events or Effects.

PLANETARY SHIELD II

ATK 0 STRUCTURE ORBITAL DEF 3

Cards in your Ground and Energy Zones cannot be target of Events or Effects.

PLANETARY SHIELD II

ATK 0 STRUCTURE ORBITAL DEF 3

Cards in your Ground and Energy Zones cannot be target of Events or Effects.

DRONE II

ATK 1 TROOP XENOID DEF 3

DPT

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ATK 1 TROOP XENOID DEF 3

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DRONE II

ATK 1 TROOP XENOID DEF 3

DPT

CATALYST SPAWN **I**

ATK 0 TROOP XENOID DEF 1

PE: Put 1 Energy Source from your hand into play.

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CATALYST SPAWN **I**

ATK 0 TROOP XENOID DEF 1

PE: Put 1 Energy Source from your hand into play.

BROOD QUEEN **III**

ATK 3 TROOP XENOID DEF 4

During your Standby-Phase you may place a 1/1 Xenoid Spawn Troop token onto the Ground-Zone Brood Queen is in.

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ATK 3 TROOP XENOID DEF 4

During your Standby-Phase you may place a 1/1 Xenoid Spawn Troop token onto the Ground-Zone Brood Queen is in.

BROOD QUEEN **III**

ATK 3 TROOP XENOID DEF 4

During your Standby-Phase you may place a 1/1 Xenoid Spawn Troop token onto the Ground-Zone Brood Queen is in.

CHITIN SHELL **I**

EQUIPMENT TROOP - XENOID

Troop gets +3 DEF.

CHITIN SHELL **I**

EQUIPMENT TROOP - XENOID

Troop gets +3 DEF.

CHITIN SHELL **I**

EQUIPMENT TROOP - XENOID

Troop gets +3 DEF.

VENOM GLAND II

EQUIPMENT
TROOP - XENOID

Whenever Troop deals damage to a Troop that Troop is destroyed.

VENOM GLAND II

EQUIPMENT
TROOP - XENOID

Whenever Troop deals damage to a Troop that Troop is destroyed.

BIOFLUX HULL I

EQUIPMENT
SPACESHIP - XENOID

Spaceship gets +3 DEF

BIOFLUX HULL I

EQUIPMENT
SPACESHIP - XENOID

Spaceship gets +3 DEF

BIOFUEL I

EVENT - XENOID

Search your Supply for an Energy Source and put it into play immediately.

BIOFUEL I

EVENT - XENOID

Search your Supply for an Energy Source and put it into play immediately.

FLESH-EATING VIRUS II

↵- EVENT - XENOID

Destroy target Non-Xenoid Troop.

FLESH-EATING VIRUS II

↵- EVENT - XENOID

Destroy target Non-Xenoid Troop.

FLESH-EATING VIRUS II

↵- EVENT - XENOID

Destroy target Non-Xenoid Troop.

DISASSEMBLE II

↵-EVENT - XENOID

Return target Troop or Spaceship to its owner's hand. **DPT**

DISASSEMBLE II

↵-EVENT - XENOID

Return target Troop or Spaceship to its owner's hand. **DPT**

BIOFLUX SHELL MUTATION III

P - EVENT - XENOID

Troops and Spaceship you control get +2 DEF.

BIOFLUX SHELL MUTATION III

P - EVENT - XENOID

Troops and Spaceship you control get +2 DEF.

XENOID

BIOFLUX

Produces 1 Green Energy

XENOID

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XENOID

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BIOFLUX

BIOFLUX

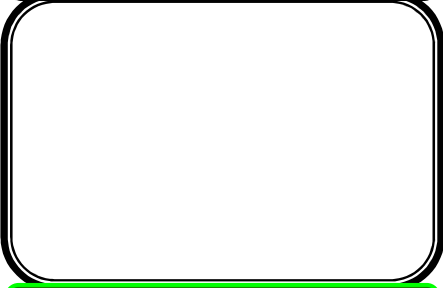
BIOFLUX

Produces 1 Green Energy

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Produces 1 Green Energy

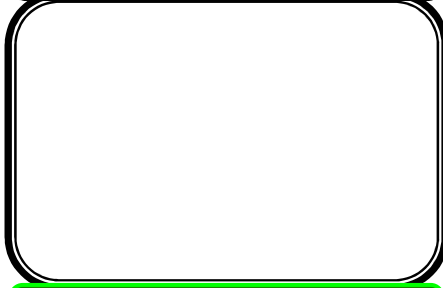
XENOID



BIOFLUX

Produces 1 Green Energy

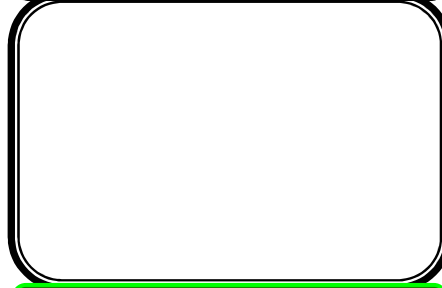
XENOID



BIOFLUX

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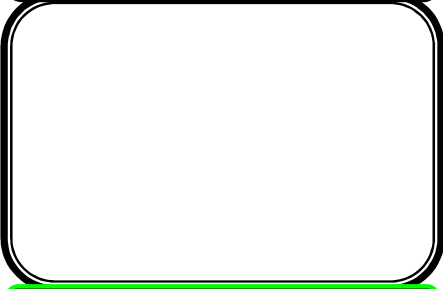
XENOID



BIOFLUX

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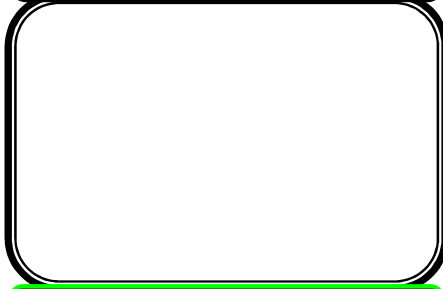
XENOID



BIOFLUX

Produces 1 Green Energy

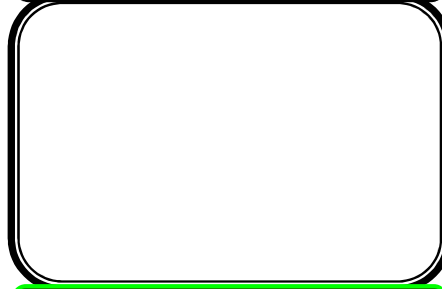
XENOID



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