

FIGHTER **I**

ATK 1 SPACESHIP NEUTRAL DEF 1

FIGHTER **I**

ATK 1 SPACESHIP NEUTRAL DEF 1

FIGHTER **I**

ATK 1 SPACESHIP NEUTRAL DEF 1

DESTROYER **II**

ATK 2 SPACESHIP NEUTRAL DEF 2

DESTROYER **II**

ATK 2 SPACESHIP NEUTRAL DEF 2

DESTROYER **II**

ATK 2 SPACESHIP NEUTRAL DEF 2

BATTLESHIP **III**

ATK 3 SPACESHIP NEUTRAL DEF 3

BATTLESHIP **III**

ATK 3 SPACESHIP NEUTRAL DEF 3

BATTLESHIP **III**

ATK 3 SPACESHIP NEUTRAL DEF 3

BOMBER **II**

ATK 1 SPACESHIP NEUTRAL DEF 2

Bombardment: 2

BOMBER **II**

ATK 1 SPACESHIP NEUTRAL DEF 2

Bombardment: 2

BOMBER **II**

ATK 1 SPACESHIP NEUTRAL DEF 2

Bombardment: 2

Troop Transporter **II**

ATK 0 SPACESHIP NEUTRAL DEF 3

Carry: 2

Troop Transporter **II**

ATK 0 SPACESHIP NEUTRAL DEF 3

Carry: 2

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

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

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**

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**

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**

HIVE III

ATK 2 **SPACESHIP XENOID** DEF 5

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

HIVE III

ATK 2 **SPACESHIP XENOID** DEF 5

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

HIVE III

ATK 2 **SPACESHIP XENOID** DEF 5

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

STARCRUISER III

ATK 3 SPACESHIP ATTRAYID DEF 3

Immunity: Spells and Events.

STARCRUISER III

ATK 3 SPACESHIP ATTRAYID DEF 3

Immunity: Spells and Events.

STARCRUISER III

ATK 3 SPACESHIP ATTRAYID DEF 3

Immunity: Spells and Events.

Bunker I

ATK 2 STRUCTURE GROUND DEF 2

Bunker I

ATK 2 STRUCTURE GROUND DEF 2

Bunker I

ATK 2 STRUCTURE GROUND DEF 2

Trenches I

ATK 0 STRUCTURE GROUND DEF 3

DPT

Trenches I

ATK 0 STRUCTURE GROUND DEF 3

DPT

Trenches I

ATK 0 STRUCTURE GROUND DEF 3

DPT

OBSERVATORY **I**

ATK 0 STRUCTURE GROUND DEF 2

You may look at your opponents hand at any time.

OBSERVATORY **I**

ATK 0 STRUCTURE GROUND DEF 2

You may look at your opponents hand at any time.

OBSERVATORY **I**

ATK 0 STRUCTURE GROUND DEF 2

You may look at your opponents hand at any time.

BARRACKS **II**

ATK 3 STRUCTURE GROUND DEF 3

BARRACKS **II**

ATK 3 STRUCTURE GROUND DEF 3

BARRACKS **II**

ATK 3 STRUCTURE GROUND DEF 3

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**

ATK 1 STRUCTURE GROUND DEF 3

Ranged Attack: 1

RESEARCH FACILITY III

ATK 0 STRUCTURE GROUND DEF 3

Draw an additional card during your Draw-Phase.

RESEARCH FACILITY III

ATK 0 STRUCTURE GROUND DEF 3

Draw an additional card during your Draw-Phase.

RESEARCH FACILITY III

ATK 0 STRUCTURE GROUND DEF 3

Draw an additional card during your Draw-Phase.

FORTIFICATION III

ATK 0 STRUCTURE GROUND DEF 6

FORTIFICATION III

ATK 0 STRUCTURE GROUND DEF 6

FORTIFICATION III

ATK 0 STRUCTURE GROUND DEF 6

ORBITAL LASER I

ATK 3 STRUCTURE ORBITAL DEF 1

ORBITAL LASER I

ATK 3 STRUCTURE ORBITAL DEF 1

ORBITAL LASER I

ATK 3 STRUCTURE ORBITAL DEF 1

ORBITAL LONG RANGE LASER **II**

ATK 0 STRUCTURE ORBITAL DEF 2

Ranged Attack: 2

ORBITAL LONG RANGE LASER **II**

ATK 0 STRUCTURE ORBITAL DEF 2

Ranged Attack: 2

ORBITAL LONG RANGE LASER **II**

ATK 0 STRUCTURE ORBITAL DEF 2

Ranged Attack: 2

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.

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

HUMAN MARAUDER **I**

ATK 2 TROOP HUMAN DEF 1

HUMAN MARAUDER **I**

ATK 2 TROOP HUMAN DEF 1

HUMAN MARAUDER **I**

ATK 2 TROOP HUMAN DEF 1

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

SKAARGAN SCAVENGER **I**

ATK 0 TROOP SKAARGAN DEF 1

PE: Put target card from your Scrapheap under your Supply.

SKAARGAN SCAVENGER **I**

ATK 0 TROOP SKAARGAN DEF 1

PE: Put target card from your Scrapheap under your Supply.

SKAARGAN SCAVENGER **I**

ATK 0 TROOP SKAARGAN DEF 1

PE: Put target card from your Scrapheap under your Supply.

SKAARGAN BERSERKER **I**

ATK 3 TROOP SKAARGAN DEF 1

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

SKAARGAN BERSERKER **I**

ATK 3 TROOP SKAARGAN DEF 1

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

SKAARGAN BERSERKER **I**

ATK 3 TROOP SKAARGAN DEF 1

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

SKAARGAN WEAPONSMITH **II**

ATK 0 TROOP SKAARGAN DEF 3

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

SKAARGAN WEAPONSMITH **II**

ATK 0 TROOP SKAARGAN DEF 3

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

SKAARGAN WEAPONSMITH **II**

ATK 0 TROOP SKAARGAN DEF 3

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

SKAARGAN EMBERMAGE III

ATK 4 TROOP SKAARGAN DEF 2

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

SKAARGAN EMBERMAGE III

ATK 4 TROOP SKAARGAN DEF 2

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

SKAARGAN EMBERMAGE III

ATK 4 TROOP SKAARGAN DEF 2

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

WORKER I

ATK 1 TROOP XENOID DEF 2

WORKER I

ATK 1 TROOP XENOID DEF 2

WORKER I

ATK 1 TROOP XENOID DEF 2

DRONE II

ATK 1 TROOP XENOID DEF 3

DPT

DRONE II

ATK 1 TROOP XENOID DEF 3

DPT

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.

CATALYST SPAWN **I**

ATK 0 TROOP XENOID DEF 1

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

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.

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.

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.

ATTRAYID GUARD **I**

ATK 1 TROOP ATTRAYID DEF 1

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

ATTRAYID GUARD **I**

ATK 1 TROOP ATTRAYID DEF 1

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

ATTRAYID GUARD **I**

ATK 1 TROOP ATTRAYID DEF 1

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.

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.

SENTINEL **II**

ATK 0 TROOP ATTRAYID DEF 4

Destroy this: Neutralize target Event.

ELDER **III**

ATK 3 TROOP ATTRAYID DEF 3

Immunity: Events and Effects.

ELDER **III**

ATK 3 TROOP ATTRAYID DEF 3

Immunity: Events and Effects.

ELDER **III**

ATK 3 TROOP ATTRAYID DEF 3

Immunity: Events and Effects.

HANDGUN **I**

**EQUIPMENT
TROOP - NEUTRAL**

Troop gets +1 ATK.

HANDGUN **I**

**EQUIPMENT
TROOP - NEUTRAL**

Troop gets +1 ATK.

HANDGUN **I**

**EQUIPMENT
TROOP - NEUTRAL**

Troop gets +1 ATK.

PLASMA RIFLE **I**

**EQUIPMENT
TROOP - HUMAN**

Troop gets +2 ATK.

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.

MIND WREAKER **II**

**EQUIPMENT
TROOP - HUMAN**

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

MIND WREAKER **II**

**EQUIPMENT
TROOP - HUMAN**

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

SKAARGAN BATTLEAXE

I

SKAARGAN BATTLEAXE

I

SKAARGAN BATTLEAXE

I

EQUIPMENT
TROOP - SKAARGAN

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

EQUIPMENT
TROOP - SKAARGAN

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

EQUIPMENT
TROOP - SKAARGAN

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

SKAARGAN SNIPER GUN

II

SKAARGAN SNIPER GUN

II

SKAARGAN SNIPER GUN

II

EQUIPMENT
TROOP - SKAARGAN

Troop gets "Ranged Attack:1".

EQUIPMENT
TROOP - SKAARGAN

Troop gets "Ranged Attack:1".

EQUIPMENT
TROOP - SKAARGAN

Troop gets "Ranged Attack:1".

CHITIN SHELL

I

CHITIN SHELL

I

CHITIN SHELL

I

EQUIPMENT
TROOP - XENOID

Troop gets +3 DEF.

EQUIPMENT
TROOP - XENOID

Troop gets +3 DEF.

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.

VENOM GLAND

II

EQUIPMENT
TROOP - XENOID

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

MIND READER

I

EQUIPMENT
TROOP - ATTRAYID

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

MIND READER

I

EQUIPMENT
TROOP - ATTRAYID

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

MIND READER

I

EQUIPMENT
TROOP - ATTRAYID

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

SHIELDING SPHERE

II

EQUIPMENT
TROOP - ATTRAYID

Troop cannot be target of Events or Effects.
DPT

SHIELDING SPHERE

II

EQUIPMENT
TROOP - ATTRAYID

Troop cannot be target of Events or Effects.
DPT

SHIELDING SPHERE

II

EQUIPMENT
TROOP - ATTRAYID

Troop cannot be target of Events or Effects.
DPT

PLASMA GUN TURRET

I

EQUIPMENT
SPACESHIP - NEUTRAL

Spaceship gets +1 ATK.

PLASMA GUN TURRET

I

EQUIPMENT
SPACESHIP - NEUTRAL

Spaceship gets +1 ATK.

PLASMA GUN TURRET

I

EQUIPMENT
SPACESHIP - NEUTRAL

Spaceship gets +1 ATK.

SHIELD GENERATOR

I

EQUIPMENT
SPACESHIP - NEUTRAL

Spaceship gets +1 DEF.

SHIELD GENERATOR

I

EQUIPMENT
SPACESHIP - NEUTRAL

Spaceship gets +1 DEF.

SHIELD GENERATOR

I

EQUIPMENT
SPACESHIP - NEUTRAL

Spaceship gets +1 DEF.

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.

HYPERDRIVE

II

EQUIPMENT
SPACESHIP - NEUTRAL

Spaceship may move 2
Zones instead of 1 per turn.

A-BOMBS II

EQUIPMENT
SPACESHIP - HUMAN

Spaceship gets
"Bombardment: 3"

A-BOMBS II

EQUIPMENT
SPACESHIP - HUMAN

Spaceship gets
"Bombardment: 3"

A-BOMBS II

EQUIPMENT
SPACESHIP - HUMAN

Spaceship gets
"Bombardment: 3"

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.

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.

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.

LONG RANGE LASER TURRET III

EQUIPMENT
SPACESHIP - SKAARGAN

Spaceship has
"Ranged Attack: 2".

LONG RANGE LASER TURRET III

EQUIPMENT
SPACESHIP - SKAARGAN

Spaceship has
"Ranged Attack: 2".

LONG RANGE LASER TURRET III

EQUIPMENT
SPACESHIP - SKAARGAN

Spaceship has
"Ranged Attack: 2".

II

EQUIPMENT
SPACESHIP - SKAARGAN

(insert text here)

II

EQUIPMENT
SPACESHIP - SKAARGAN

(insert text here)

II

EQUIPMENT
SPACESHIP - SKAARGAN

(insert text here)

BIOFLUX HULL

I

EQUIPMENT
SPACESHIP - XENOID

Spaceship gets +3 DEF

BIOFLUX HULL

I

EQUIPMENT
SPACESHIP - XENOID

Spaceship gets +3 DEF

BIOFLUX HULL

I

EQUIPMENT
SPACESHIP - XENOID

Spaceship gets +3 DEF

SPAWNING MODULE

II

EQUIPMENT
SPACESHIP - XENOID

During your Standby-Phase,
you may bring a 1/1 Xenoid
Spawn Space-ship token into
an adjacent Space Zone.

SPAWNING MODULE

II

EQUIPMENT
SPACESHIP - XENOID

During your Standby-Phase,
you may bring a 1/1 Xenoid
Spawn Space-ship token into
an adjacent Space Zone.

SPAWNING MODULE

II

EQUIPMENT
SPACESHIP - XENOID

During your Standby-Phase,
you may bring a 1/1 Xenoid
Spawn Space-ship token into
an adjacent Space Zone.

STEALTH CLOAK

II

STEALTH CLOAK

II

STEALTH CLOAK

II

EQUIPMENT
SPACESHIP - ATTRAYID

Spaceship can neither be attacked nor be target of Events or Effects. When it attacks, Spaceship loses this abilities until end of turn.

EQUIPMENT
SPACESHIP - ATTRAYID

Spaceship can neither be attacked nor be target of Events or Effects. When it attacks, Spaceship loses this abilities until end of turn.

EQUIPMENT
SPACESHIP - ATTRAYID

Spaceship can neither be attacked nor be target of Events or Effects. When it attacks, Spaceship loses this abilities until end of turn.

MIND RAY

III

MIND RAY

III

MIND RAY

III

EQUIPMENT
SPACESHIP - ATTRAYID

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

EQUIPMENT
SPACESHIP - ATTRAYID

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

EQUIPMENT
SPACESHIP - ATTRAYID

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

RAMPAGE

I

RAMPAGE

I

RAMPAGE

I

↵- EVENT - HUMAN

Target Troop gets +3 ATK until end of turn.

↵- EVENT - HUMAN

Target Troop gets +3 ATK until end of turn.

↵- EVENT - HUMAN

Target Troop gets +3 ATK until end of turn.

DEADLY SHOT

I

↵-EVENT - HUMAN

Deal 2 damage to target
Structure, Spaceship,
Troop or Player.

DEADLY SHOT

I

↵-EVENT - HUMAN

Deal 2 damage to target
Structure, Spaceship,
Troop or Player.

DEADLY SHOT

I

↵-EVENT - HUMAN

Deal 2 damage to target
Structure, Spaceship,
Troop or Player.

HOMING MISSILE

II

EVENT - HUMAN

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

HOMING MISSILE

II

EVENT - HUMAN

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

HOMING MISSILE

II

EVENT - HUMAN

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

WAR FRENZY

III

P - EVENT - HUMAN

Human Troops you control
get +2 ATK.

WAR FRENZY

III

P - EVENT - HUMAN

Human Troops you control
get +2 ATK.

WAR FRENZY

III

P - EVENT - HUMAN

Human Troops you control
get +2 ATK.

CUNNING OF SKAARG

I

CUNNING OF SKAARG

I

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

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

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

QUICK REPAIRS

I

QUICK REPAIRS

I

QUICK REPAIRS

I

↶ EVENT - SKAARGAN

If one of your Spaceships would be destroyed, it is not destroyed.
Draw 1 card.

↶ EVENT - SKAARGAN

If one of your Spaceships would be destroyed, it is not destroyed.
Draw 1 card.

↶ EVENT - SKAARGAN

If one of your Spaceships would be destroyed, it is not destroyed.
Draw 1 card.

SCAVENGE

II

SCAVENGE

II

SCAVENGE

II

EVENT - SKAARGAN

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

EVENT - SKAARGAN

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

EVENT - SKAARGAN

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

MANUFACTURE

II

MANUFACTURE

II

MANUFACTURE

II

EVENT - SKAARGAN

Put the top 2 cards from your Supply and put them into your Junkyard. Then search your Supply for an Equipment card and take it into your hand. Shuffle your Supply afterwards.

EVENT - SKAARGAN

Put the top 2 cards from your Supply and put them into your Junkyard. Then search your Supply for an Equipment card and take it into your hand. Shuffle your Supply afterwards.

EVENT - SKAARGAN

Put the top 2 cards from your Supply and put them into your Junkyard. Then search your Supply for an Equipment card and take it into your hand. Shuffle your Supply afterwards.

REASSEMBLE

III

REASSEMBLE

III

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.

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.

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.

FORTIFY

I

FORTIFY

I

FORTIFY

I

↵- EVENT - XENOID

Target Troop, Structure or Spaceship gets +4 DEF until end of turn.

↵- EVENT - XENOID

Target Troop, Structure or Spaceship gets +4 DEF until end of turn.

↵- EVENT - XENOID

Target Troop, Structure or Spaceship gets +4 DEF until end of turn.

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.

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**

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.

BIOFLUX SHELL MUTATION

III

P - EVENT - XENOID

Troops and Spaceship
you control get +2 DEF.

MACHINATION

I

EVENT - ATTRAYID

Look at the top 3 cards of
your Supply and put them
back in any order. You may
draw 1 card.

DPT

MACHINATION

I

EVENT - ATTRAYID

Look at the top 3 cards of
your Supply and put them
back in any order. You may
draw 1 card.

DPT

MACHINATION

I

EVENT - ATTRAYID

Look at the top 3 cards of
your Supply and put them
back in any order. You may
draw 1 card.

DPT

RESEARCH

II

EVENT - ATTRAYID

Draw 2 cards.

RESEARCH

II

EVENT - ATTRAYID

Draw 2 cards.

RESEARCH

II

EVENT - ATTRAYID

Draw 2 cards.

WISDOM OF ATTRAYIR

II

EVENT - ATTRAYID

Search your Supply for a card, shuffle your Supply and put the chosen card on top of it.

WISDOM OF ATTRAYIR

II

EVENT - ATTRAYID

Search your Supply for a card, shuffle your Supply and put the chosen card on top of it.

WISDOM OF ATTRAYIR

II

EVENT - ATTRAYID

Search your Supply for a card, shuffle your Supply and put the chosen card on top of it.

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.

CREATE A SINGULARITY

III

EVENT - ATTRAYID

Destroy all cards in all Space Zones.

WILL OF THE ELDERS

III

EVENT - ATTRAYID

Neutralize target non-Energy-Source card while it is played. Draw 1 card.

WILL OF THE ELDERS

III

EVENT - ATTRAYID

Neutralize target non-Energy-Source card while it is played. Draw 1 card.

WILL OF THE ELDERS

III

EVENT - ATTRAYID

Neutralize target non-Energy-Source card while it is played. Draw 1 card.

HUMAN

HUMAN

HUMAN

DEUTERIUM

Produces 1 Blue Energy.

DEUTERIUM

Produces 1 Blue Energy.

DEUTERIUM

Produces 1 Blue Energy.

HUMAN

HUMAN

HUMAN

DEUTERIUM

Produces 1 Blue Energy.

DEUTERIUM

Produces 1 Blue Energy.

DEUTERIUM

Produces 1 Blue Energy.

HUMAN

HUMAN

HUMAN

DEUTERIUM

Produces 1 Blue Energy.

DEUTERIUM

Produces 1 Blue Energy.

DEUTERIUM

Produces 1 Blue Energy.

SKAARG

SKAARG

SKAARG

CRYSTALS

CRYSTALS

CRYSTALS

Produces 1 Red Energy.

Produces 1 Red Energy.

Produces 1 Red Energy.

SKAARG

SKAARG

SKAARG

CRYSTALS

CRYSTALS

CRYSTALS

Produces 1 Red Energy.

Produces 1 Red Energy.

Produces 1 Red Energy.

SKAARG

SKAARG

SKAARG

CRYSTALS

CRYSTALS

CRYSTALS

Produces 1 Red Energy.

Produces 1 Red Energy.

Produces 1 Red Energy.

XENOID

XENOID

XENOID

BIOFLUX

BIOFLUX

BIOFLUX

Produces 1 Green Energy

Produces 1 Green Energy

Produces 1 Green Energy

XENOID

XENOID

XENOID

BIOFLUX

BIOFLUX

BIOFLUX

Produces 1 Green Energy

Produces 1 Green Energy

Produces 1 Green Energy

XENOID

XENOID

XENOID

BIOFLUX

BIOFLUX

BIOFLUX

Produces 1 Green Energy

Produces 1 Green Energy

Produces 1 Green Energy

ATTRAYID

ATTRAYID

ATTRAYID

DARK MATTER

DARK MATTER

DARK MATTER

Produces 1 Purple 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

ATTRAYID

ATTRAYID

DARK MATTER

DARK MATTER

DARK MATTER

Produces 1 Purple Energy.

Produces 1 Purple Energy.

Produces 1 Purple Energy.