

**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

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ATK 4 **SPACESHIP HUMAN** DEF 4

Bombardment: 3

**DREADNOUGHT** III

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ATK 4 **SPACESHIP HUMAN** DEF 4

Bombardment: 3

**DREADNOUGHT** III

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ATK 4 **SPACESHIP HUMAN** DEF 4

Bombardment: 3

**SCAVENGER** II

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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: Events and Effects.

STARCruiser **III**

ATK 3 SPACESHIP ATTRAYID DEF 3

Immunity: Events and Effects.

STARCruiser **III**

ATK 3 SPACESHIP ATTRAYID DEF 3

Immunity: Events and Effects.

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

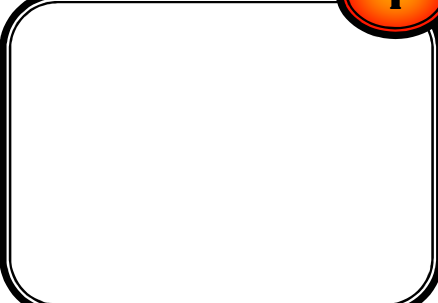


EQUIPMENT  
TROOP - SKAARGAN

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

SKAARGAN BATTLEAXE

I

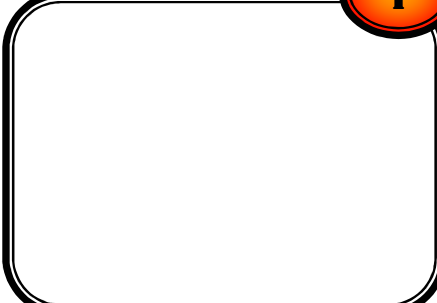


EQUIPMENT  
TROOP - SKAARGAN

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

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".

SKAARGAN SNIPER GUN

II

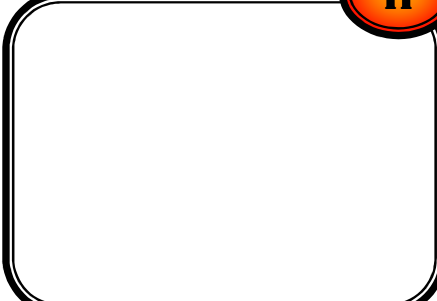


EQUIPMENT  
TROOP - SKAARGAN

Troop gets "Ranged Attack:1".

SKAARGAN SNIPER GUN

II

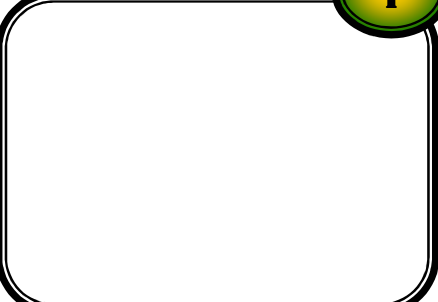


EQUIPMENT  
TROOP - SKAARGAN

Troop gets "Ranged Attack:1".

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.

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** 


EQUIPMENT  
SPACESHIP - HUMAN

Spaceship gets  
"Bombardment: 3"

**A-BOMBS** 


EQUIPMENT  
SPACESHIP - HUMAN

Spaceship gets  
"Bombardment: 3"

**A-BOMBS** 


EQUIPMENT  
SPACESHIP - HUMAN

Spaceship gets  
"Bombardment: 3"

**ENERGY HAMMER** 


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** 


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** 


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** 

EQUIPMENT  
SPACESHIP - SKAARGAN

Spaceship has  
"Ranged Attack: 2".

**LONG RANGE LASER TURRET** 

EQUIPMENT  
SPACESHIP - SKAARGAN

Spaceship has  
"Ranged Attack: 2".

**LONG RANGE LASER TURRET** 

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**

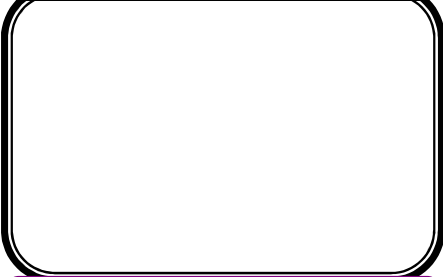
**BIOFLUX**

Produces 1 Green Energy

Produces 1 Green Energy

Produces 1 Green Energy

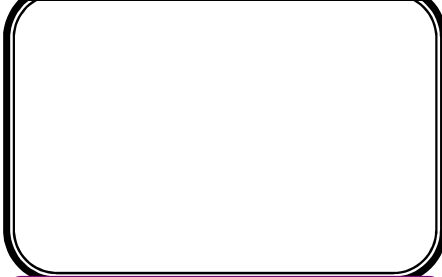
**ATTRAYID**



**DARK MATTER**

Produces 1 Purple Energy.

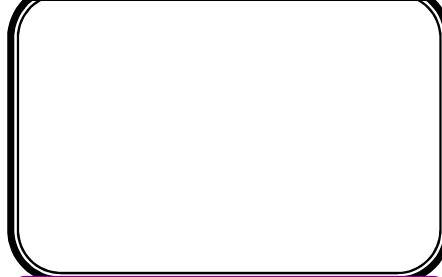
**ATTRAYID**



**DARK MATTER**

Produces 1 Purple Energy.

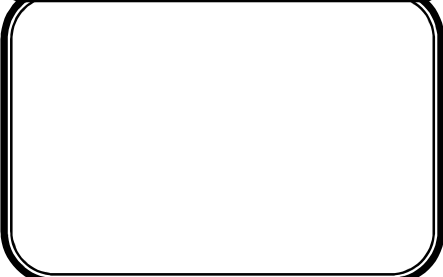
**ATTRAYID**



**DARK MATTER**

Produces 1 Purple Energy.

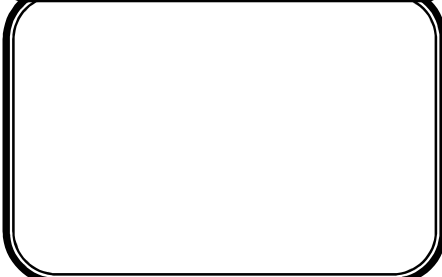
**ATTRAYID**



**DARK MATTER**

Produces 1 Purple Energy.

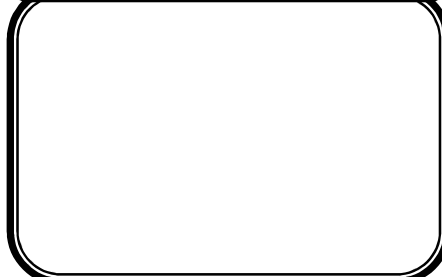
**ATTRAYID**



**DARK MATTER**

Produces 1 Purple Energy.

**ATTRAYID**



**DARK MATTER**

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.