

## Background

It is the year 4903 in the Andromeda galaxy. War has broken out between humans and aliens as each tries to colonize the newly discovered planet Invicta, which is rich in minerals and resources. Shortly after formal war declarations, a galaxy-wide artificial virus infected all sentient robot species, overriding their protocols to protect the planet Invicta from colonization. Many speculate that a human or alien unleashed the virus, but the robots have been attacking both sides equally, meaning that there could be another group behind their rebellion...

The player is a general of their chosen faction that is tasked with protecting their base from enemy attack. The player can move around to different planets and bases, taking their troops and resources (the cards) with them.

## Factions

- [Robots] Intergalactic Robot Alliance (IRA)
  - Example names
    - Extra-terrestrial eradication cyborgs species
    - Bio-electronic life protectors' species
- [Humans] Human Rights First (HRF)
  - Example names
    - Homo deus species
    - Homo ferox species
- [Aliens] Kraan Eelme (KE)
  - Example names
    - Bhuurzil species
    - Tuskid species

	Aliens	Humans	Robots
<b>Infantry</b>	Fot'ie	Private	Droid class #ACFB01
<b>Ranged</b>	Khe'et	Brigadier	Droid class #CDEE83
<b>Vehicle</b>	Oqu'an	Gunnery Sergeant	AI class #DAFC27
<b>Special Ops</b>	Lei'lat	Silver Seals	Super AI class #01

	Aliens	Humans	Robots
<b>Base</b>	Alva	Base	Motherboard
<b>Barracks</b>	Ucion	Barracks	Data center
<b>Fort</b>	Vengu	Fort	Central CPU
<b>Energy generator</b>	Graa	Generator	Power supply

<b>Hospital</b>	Arzu	Hospital	Operations
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