



Finally Smooth Simone



2

Collector Worm

CREATURE

5

BEAST

Fight: Archive the creature Collector Worm fights. If that creature leaves your archives, put it in its owner's hand instead.

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Caio Monteiro

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BEAST

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2

Ixxyxli Fixfinger

CREATURE

2

MARTIAN • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Each other Martian creature gets +1 armor.



2

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CREATURE

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Mars First

ACTION

Play: Ready and use a friendly Mars creature.

"Mars second, third, and fourth, too, if you ask me."
- Ulyq Megamouth

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Mars First

ACTION

Play: Ready and use a friendly Mars creature.

"Mars second, third, and fourth, too, if you ask me."
- Ulyq Megamouth

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Hypnobeam

ACTION

Play: Gain control of an enemy creature.

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→ Fábio Perez

◆ 181 ◆

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2

Nyzyk Resonator

CREATURE

1

MARTIAN • SOLDIER

For each neighbor Nyzyk Resonator has,
your opponent's keys cost +2◆.



2

Nyzyk Resonator

CREATURE

1

MARTIAN • SOLDIER

For each neighbor Nyzyk Resonator has,
your opponent's keys cost +2◆.



7

Zorg

CREATURE



BEAST

Zorg enters play stunned.

Before Fight: Stun the creature
Zorg fights and each of that
creature's neighbors.

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BalanceSheet

191◆

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10

Grommid

CREATURE



BEAST

You cannot play creatures.

After an enemy creature is destroyed
fighting Grommid, your opponent
loses 10.

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Martian Generosity

ACTION

Play: Lose all of your ⚡. Draw 2 cards for each ⚡ lost.

"F-f-forgive me; I misspoke! Thirty-no, forty-percent discount!"

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Marko Fiedler

202 ★

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Play: Choose a friendly creature to capture 2.

"Thou shalt wear pants."

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4

Bulwark

2

CREATURE

HUMAN • KNIGHT

Each of Bulwark's neighbors gets
+2 armor.

"Let me be thy shield."

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4

Bulwark

2

CREATURE

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Each of Bulwark's neighbors gets
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©2018 FFG

Eric Kenji Aoyagi

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4

Bulwark

CREATURE

2

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Each of Bulwark's neighbors gets
+2 armor.

"Let me be thy shield."

©2018 FFG

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Fight: Capture 1 .

"All my skill in battle brings me not one step closer to Enlightenment."

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Matthew Mizak

240 ♦

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Fight: Capture 1

"All my skill in battle brings me not one step closer to Enlightenment."

©2018 FFG

Matthew Mizak

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3

Grey Monk

CREATURE



HUMAN • PRIEST

Each friendly creature gets +1 armor.

Reap: Heal 2 damage from a creature.

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Mads Ahm

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3

Grey Monk

CREATURE



HUMAN • PRIEST

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Reap: Heal 2 damage from a creature.

©2018 FFG

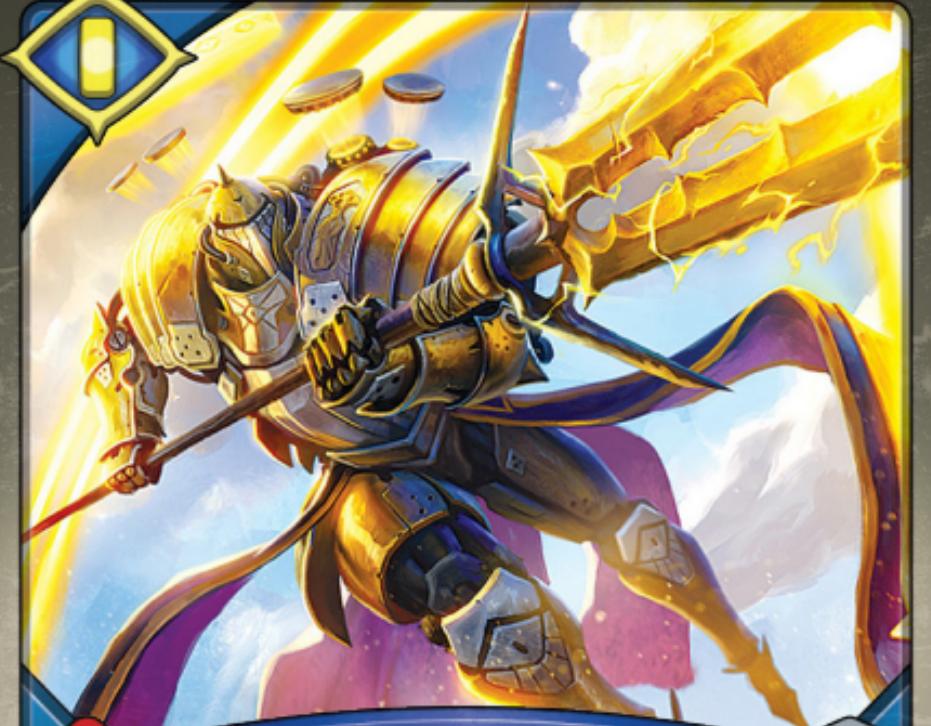
Mads Ahm

244 ♦

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4

2



Raiding Knight

CREATURE

HUMAN • KNIGHT

Play: Capture 1 .

*"Sacred Æmber is not meant for
hands such as thine."*

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Josh Corpuz

• 257 •

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5

Gatekeeper

1

CREATURE

KNIGHT • SPIRIT

Play: If your opponent has 7 or more , capture all but 5 of it.

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Grigory Serov

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Blast Shielding

UPGRADE

This creature gets +2 armor.

After this creature is used,
its controller may attach
Blast Shielding to one of this
creature's neighbors.

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Blast Shielding

UPGRADE

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4

Commander Chan

CREATURE



HUMAN

Fight/Reap: Use another friendly creature.

"Our mission didn't end. It just changed."

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Colin Searle

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Observe-u-Max

UPGRADE

This creature gains, "**Fight/Reap:**
Capture 1 .

When attuned to the vibro-frequency
of æmber, the *Observe-u-Max*
is a scout's best friend.

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Vladimir Zyrianov

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Observe-u-Max

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Capture 1 .

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2

Subject Kirby

CREATURE



MUTANT

Play/Fight/Reap: You may play a non-
Star Alliance creature this turn.

"Seriously, I feel fine!"

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6

ANT1-10NY

CREATURE



ROBOT

Play: Capture all of your opponent's

At the end of your turn, move 1 from ANT1-10NY to your opponent's pool.



Detention Coil

UPGRADE

This creature cannot fight.

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Nasrul Hakim

& 321 ◆

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3

Stealthster

CREATURE



ROBOT

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Stealthster may be played as an upgrade instead of a creature, with the text: "This creature gains elusive."

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Roman Semenenko

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Xenotraining

ACTION

Play: For each house represented among friendly creatures, a friendly creature captures 1 .

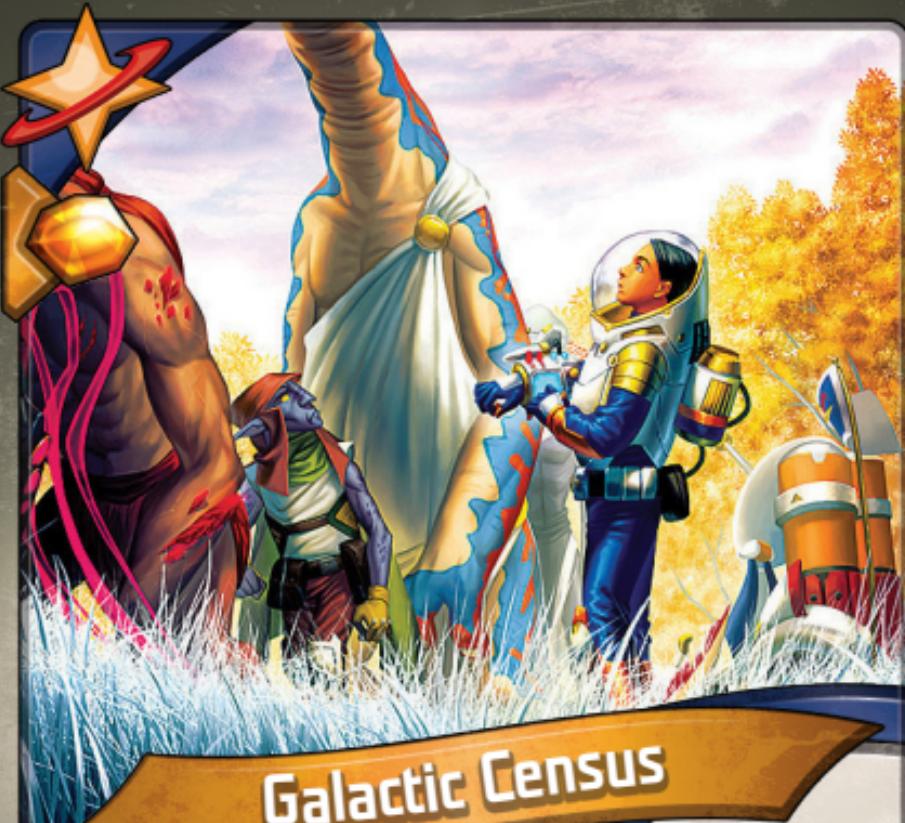
Blending in with the locals sounded easier on paper.

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Regis Torres

333 ♦

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Galactic Census

ACTION

Play: If there are exactly 3 or exactly 4 houses represented among creatures in play, gain 1 . If there are exactly 5, gain 2 . If there are 6 or more, gain 3 .

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Mars



Sanctum



Star Alliance

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DECK LIST



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