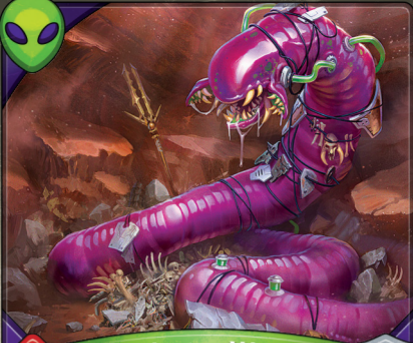




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**2**

Collector Worm

CREATURE

5

BEAST

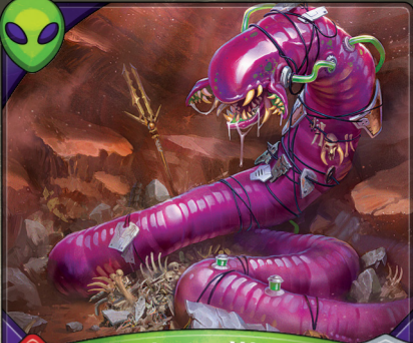
Fight: Archive the creature Collector Worm fights. If that creature leaves your archives, put it in its owner's hand instead.

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Caio Monteiro

♣ 162 ●

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**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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2

Ixyxli 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.

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Natalie Russo

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2

Ixyxli 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.

©2019 FFG



Mars First

ACTION

Play: Ready and use a friendly Mars creature.

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

©2019 FFG

Timur Shevtsov

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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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Timur Shevtsov

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Hypnobeam

ACTION

Play: Gain control of an enemy creature.

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Fábio Perez

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2

Nyzyk Resonator

CREATURE

1

MARTIAN • SOLDIER

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

©2019 FFG




2

Nyzyk Resonator

CREATURE

1

MARTIAN • SOLDIER

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

©2019 FFG



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 1 .

©2019 FFG



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!"

©2019 FFG

Marko Fiedler


♣ 202 ★

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Terms of Redress

ACTION

Play: Choose a friendly creature to capture 2 .

"Thou shalt wear pants."

©2018 FFG



4

Bulwark

CREATURE

2

HUMAN • KNIGHT

Each of Bulwark's neighbors gets
+2 armor.

"Let me be thy shield."

©2018 FFG

Eric Kenji Aoyagi

238

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4

Bulwark

CREATURE

2

HUMAN • KNIGHT

Each of Bulwark's neighbors gets
+2 armor.

"Let me be thy shield."

©2018 FFG

Eric Kenji Aoyagi

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4

Bulwark

CREATURE

2

HUMAN • KNIGHT

Each of Bulwark's neighbors gets
+2 armor.

"Let me be thy shield."

©2018 FFG

Eric Kenji Aoyagi

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6

Champion Tabris

CREATURE

2

HUMAN • KNIGHT

Fight: Capture 1 .

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

©2018 FFG

Matthew Mizak

240 ♦

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6

Champion Tabris

CREATURE

2

HUMAN • KNIGHT

Fight: Capture 1 .

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

©2018 FFG

Matthew Mizak

240 ♦

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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

244 ♦

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3

Grey Monk

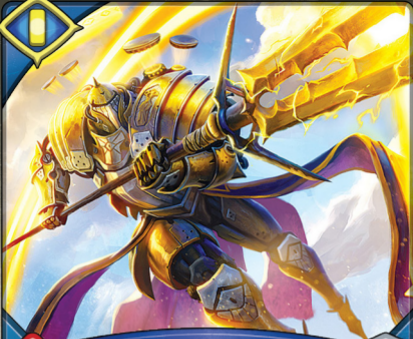
CREATURE

HUMAN • PRIEST

Each friendly creature gets +1 armor.

Reap: Heal 2 damage from a creature.

©2018 FFG




4

Raiding Knight

CREATURE

2

HUMAN • KNIGHT

Play: Capture 1 .

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

©2018 FFG

Caio Monteiro

255 ●

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4

Sequis

CREATURE

2

HUMAN • KNIGHT

Reap: Capture 1 .

"I follow the Æmber light of the Sanctum, the light of truth and hope. What is you follow?"

©2018 FFG

Josh Corpuz

257 ●

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4

Sequis

CREATURE

2

HUMAN • KNIGHT

Reap: Capture 1 .

"I follow the Æmber light of the Sanctum, the light of truth and hope. What is you follow?"

©2018 FFG

Josh Corpuz

 257 ●

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5

Gatekeeper

CREATURE

1

KNIGHT • SPIRIT

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

©2018 FFG

Grigory Serov

260 ♦

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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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Stanislav Dikolenko

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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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Stanislav Dikolenko

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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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Stanislav Dikolenko

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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

304 ●

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Observ-u-Max

UPGRADE

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

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

©2020 FFG




Vladimir Zyrianov

 309 ●

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Observ-u-Max

UPGRADE

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

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

©2020 FFG



Vladimir Zyrianov

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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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Gabriel Scavariello

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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.

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Dany Orizio

318

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Detention Coil

UPGRADE

This creature cannot fight.

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Nasrul Hakim

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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


329

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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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