



Hodak the Bookish



Battle Fleet

ACTION

Play: Reveal any number of Mars cards from your hand. For each card revealed this way, draw 1 card.

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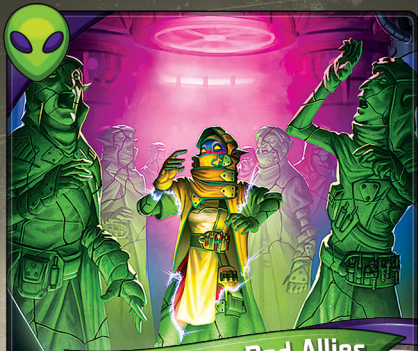


Battle Fleet

ACTION


Play: Reveal any number of Mars cards from your hand. For each card revealed this way, draw 1 card.

©2018 FFG



Martians Make Bad Allies

ACTION


Play: Reveal your hand. Purge each revealed non-Mars creature and gain 1  for each card purged this way.

©2018 FFG



Orbital Bombardment

ACTION

Play: Reveal any number of Mars cards from your hand. For each card revealed this way, deal 2  to a creature. (You may choose a different creature each time.)

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Ameen Naksewee



172 ♦

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Shatter Storm

ACTION

Play: Lose all your . Then, your opponent loses triple the amount of  you lost this way.

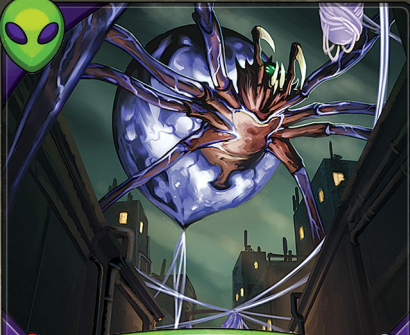
"It's working!"

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Andrew Bosley

176 ★

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7

Ether Spider

CREATURE

BEAST

Ether Spider deals no damage when fighting.

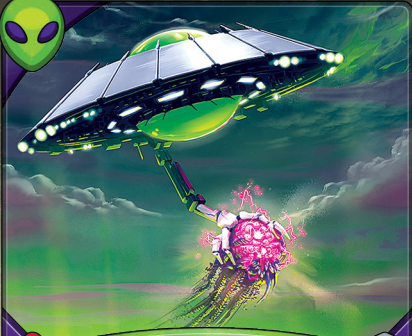
Each  that would be added to your opponent's pool is captured by Ether Spider instead.

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Randall Mackey

192

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4


Grabber Jammer

1

CREATURE

ROBOT

Your opponent's keys cost +1 .

Fight/Reap: Capture 1 .

"Mine!"

©2018 FFG

Regis Torres

193 ●

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1

Phylyx the Disintegrator

CREATURE

MARTIAN • SOLDIER

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

Action: Your opponent loses 1  for each other friendly Mars creature.

©2018 FFG



6

Tunk

1

CREATURE

ROBOT

After you play another Mars creature,
fully heal Tunk.

"Who's driving?"

"I thought you were."

"Let's...not tell the Elders."

©2018 FFG

Nicola Savori

199

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2

Yxili Marauder

CREATURE

MARTIAN • SOLDIER

Yxili Marauder gets +1 power for each  on it.

Play: Capture 1  for each friendly ready Mars creature.

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Matt Zeilinger

203

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2

Yxili Marauder

CREATURE

MARTIAN • SOLDIER

Yxili Marauder gets +1 power for each  on it.

Play: Capture 1  for each friendly ready Mars creature.

©2018 FFG

Matt Zeilinger

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Brain Stem Antenna

UPGRADE

This creature gains, "After you play a Mars creature, ready this creature and for the remainder of the turn it belongs to house Mars."

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Quentin de Warren

209 ★

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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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3

Crewman Jörg

CREATURE

HUMAN • THIEF

Enhance . (These icons have already been added to cards in your deck.)

Action: If Crewman Jörg has no Star Alliance neighbors, steal 1 .

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Gabriel Scavariello

 305 ●

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3

Dæmo-Alien

CREATURE

MUTANT • ALIEN

Fight: Look at the top 3 cards of your deck. Put 1 into your hand and 1 on the bottom of your deck.

Destroyed: Steal 1 .

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Colin Searle

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Red Alert

ACTION

Play: If there are more enemy creatures than friendly creatures, deal damage to each enemy creature equal to the difference.

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Ignatius Budi

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Red Alert

ACTION

Play: If there are more enemy creatures than friendly creatures, deal damage to each enemy creature equal to the difference.

© 2020 FFG

Ignatius Budi

310 ●

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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!"

© 2020 FFG

Gabriel Scavariello

315 ●

Hodak the Bookish



2

Subject Kirby

CREATURE

MUTANT

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

"Seriously, I feel fine!"

© 2020 FFG

Gabriel Scavariello

315 ●

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Lay of the Land

ACTION

Play: Look at the top 3 cards of your deck and put them back in any order. Draw a card.

*"We're optimistic, not naive."
- Captain Val Jericho*

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New Frontiers

ACTION

Play: Choose a house. Reveal the top 3 cards of your deck. Archive each card of the chosen house and discard the others.

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Matheus Schwartz

326 ◆

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**5**

Captain Val Jericho

1

CREATURE

HUMAN • LEADER

During your turn, if Captain Val Jericho is in the center of your battleline, you may play 1 card that is not of the active house.

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David Auden Nash



336 ★

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Forging an Alliance

ACTION

Play: Forge a key at +7  current cost, reduced by 1  (to a maximum of 6) for each house represented among cards in play.

"Welcome to the Grand Star Alliance!"

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Chris Bjors

 342 ★

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Quixxle Stone

ARTIFACT

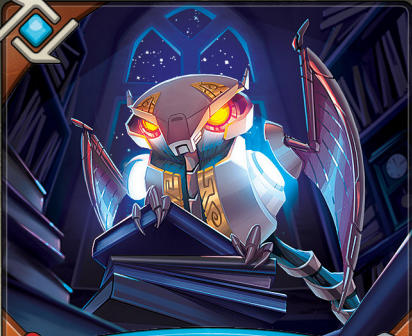


ITEM

If a player has more creatures in play than their opponent, they cannot play creatures.

The so-called Quixxle Stone was the first piece of æmber discovered by the Quantum's crew.

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2

Archimedes

CREATURE

CYBORG • BEAST

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

Each of Archimedes's neighbors gains, "**Destroyed:** Archive this creature."

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Natalie Russo

108 ●



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Binate Rupture

ACTION

Alpha. (You can only play this card before doing anything else this step.)

Play: Each player gains  equal to the  in their pool.

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Hans Krill

109 ●



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Binate Rupture

ACTION

Alpha. (You can only play this card before doing anything else this step.)

Play: Each player gains  equal to the  in their pool.

©2019 FFG

 Hans Krill

 109 ●

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2

Eyegor

CREATURE

CYBORG

Play: Look at the top 3 cards of your deck. Add 1 to your hand and discard the others.

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Bogdan Tauciu

111

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2

Eyegor

CREATURE

CYBORG

Play: Look at the top 3 cards of your deck. Add 1 to your hand and discard the others.

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Bogdan Tauciuc

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Labwork

ACTION

Play: Archive a card.

Attention to detail is the key to all progress.

©2019 FFG

Hans Krill

114

Hodak the Bookish



Labwork

ACTION

Play: Archive a card.

Attention to detail is the key to all progress.

©2019 FFG

Hans Krill

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Standardized Testing

ACTION

Play: Destroy each creature with the lowest power and each creature with the highest power.

The Logos like to call it aggressive motivation.

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4

Titan Librarian

CREATURE

CYBORG • SCIENTIST

At the end of your turn, if Titan Librarian is not on a flank, archive a card.

Titan Fabrication Labs: Building a Bigger Tomorrow.

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Nasrul Hakim

120 ●

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3

Director of Z.Y.X.

CREATURE

CYBORG • SCIENTIST

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

At the start of your turn, archive the top card of your deck.


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Eureka!

ACTION

Alpha.

Play: Gain 2 . Archive 2 random cards from your hand.

15 years, 40 million UX credits, and a 3% improvement on the real duck.

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Nasrul Hakim

128 ♦

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Sloppy Labwork

ACTION

Play: Archive a card. Discard a card.

*Don't fret the details. Progress happens
when you least expect it.*

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Hans Krill

138 ♦

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Mars



Star Alliance



Logos

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DECK LIST



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