



ARACNOS



ALIENS

SCYTHE  
PASSIVE

IGNORE STEALBALL. IF THE ARACNOS BEGINS BLEEDING WHILE CARRYING THE BALL, REMOVE THE BALL FROM THE PITCH AND TELEPORT A NEW BALL



PARALYZE

PARALYZE THE ATTACKED BASHER UNTIL THE NEXT REFRESH PHASE



1



2



3



3



+1



5





NEXUS



ALIENS

ALIEN ARMOR 1

PASSIVE

ALL WEAPONS INFLICT -1 

UNBREAKABLE

PASSIVE

NEXUS MAY IGNORE ANY BASH EFFECT





# SPINE CRITTER



**ALIENS**

**HANDLESS**  
**PASSIVE**

**MAY NOT PERFORM ANY BALL-RELATED  
ACTION**

**RUSH**  
**MOVE 1 HEX**

**DANGER GAME**  
**REMOVE SPINE CRITTER AND ONE ADJACENT  
ENEMY BASHER FROM THE MATCH**



/ • /



1



•



+1



1



•



2



•



-1 DEF DICE



3



XENO-ALPHA



ALIENS

CHAMPION  
PASSIVE

ONCE PER ROUND:  
RE-ROLL ANY DICE

TRACTOR BEAM

TARGET A BALL CARRIER WITHIN 1 AREA, ROLL:



IF A  RESULT IS ROLLED, **STEALBALL**  
[IGNORE ANY OTHER RESULT]





XENO-BETA



ALIENS

**SPRINT**

MAY SKIP COMBAT  
TO MOVE 2 HEXES

**HEALING**

MAY SKIP COMBAT TO HEAL 1 WOUND  
TO ONE ADJACENT TEAM BASHER



4





XENO-GREY



ALIENS

### MIND STRIKE

1 •

ON HIT EFFECTS:

TARGETED BASHER LOSES HIS POWER ZONE  
AND CANNOT BE ACTIVATED UNTIL THE  
NEXT REFRESH PHASE

### HIGH COMMAND

IF XENO-GREY IS ACTIVATED WHEN HE IS IN  
THE HEALING ROOM, THE COACH MAY CHOOSE  
TO ACTIVATE ANOTHER TEAM BASHER  
ON THE PITCH INSTEAD

1 •

2 •   
 -1 DEF DICE

2 •

1 •   
 BASH



4

