



ARACNOS

ALIENS

SCYTHER
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



2



3



+1



5



NEXUS

ALIENS

ALIEN ARMOR 1

PASSIVE

ALL WEAPONS INFLECT -1 





SPINE CRITTER

ALIENS

HANDLESS
PASSIVE

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

RUSH
MOVE 1 HEX



/ • /



1



•



+1



1



•



2



•



-1 DEF DICE



3





XENO-ALPHA

ALIENS

CHAMPION
PASSIVE

ONCE PER ROUND:
RE-ROLL ANY DICE





XENO-BETA

ALIENS

SPRINT

MAY SKIP COMBAT
TO MOVE 2 HEXES



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

1 •

2 •

2 •
 -1 DEF DICE

1 •
 BASH



4

