



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



2



3



+1



5



3





NEXUS

ALIENS

ALIEN ARMOR 1

PASSIVE

ALL WEAPONS INFLICT -1 



2





# 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



3



XENO-BETA

ALIENS

**SPRINT**

MAY SKIP COMBAT  
TO MOVE 2 HEXES



**STEALBALL**



**BASH**



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

