



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



3



2



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:

1



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



1



•



1



•



2



•



+1



1



•



BASH



3





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



2



-1 DEF DICE



1



BASH



4

