



Nautilus

Roll Chance: **6.25%**
Deck Quantity: **7**

Tips

This is the second-best value-for-money card in the game. As a Bio it synergizes with *Yggdrasil*. It is also the only card with a roll value of 2, so you will need it (or a Darkspace Hub) to maximise your *Transit Hub*.



M.E.R.V.

Roll Chance: **18.75%**
Deck Quantity: **7**

Tips

With seven copies in the deck, it is easy to get a second copy for *The Collective* and more for *Ancient Gate*.



Nebula Whale

Nebula Whale

Roll Chance: **18.75%**
Deck Quantity: **5**

Tips

This is the best value-for-money card in the game, but, as a Spirit, it does not synergize with many cards.



Ancient Gate

Ancient Gate

Roll Chance: **12.50%**
Deck Quantity: **5**

Ability

Ancient Gate's production is equal to the largest set of the same card you have. For example; with 1 *Nautilus* and 3 *T-Wings*, *Ancient Gate's* production is 3.

Tips

This card can get big fast, great if you can get two or three early.



World Ship

Roll Chance: **12.50%**
Deck Quantity: **5**

Tips

This card has one of the highest flat production values, great to scale your income and total production.



The Librarian

The Librarian

Roll Chance: **25.00%**
Deck Quantity: **7**

Tips

5 is the most likely roll value; this card is best if everyone has plenty of credits and will not be shifting their roll often.



The Collective

The Collective

Roll Chance: **18.75%**
Deck Quantity: **3**

Ability

Example: If you have a *T-Wing*, 2 *M.E.R.V.s*, 4 *Nautilus*, and a *Collective*, its production would be 4 since you have two "pairs".

Tips

This card has great potential, but you need to plan for it!



Beacon Hub

Beacon Hub

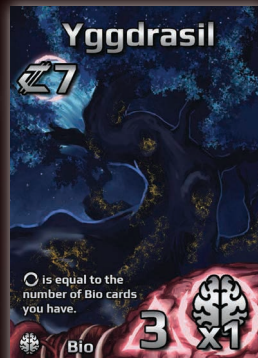
Roll Chance: **6.25%**
Deck Quantity: **5**

Ability

This cannot reduce costs to below 0 credits, but you can buy cards for free with this ability and multiple Beacon Hubs provide a cumulative discount.

Tips

Synergize this card with *Fabricator Belt* and churn out smaller mechs.



Yggdrasil

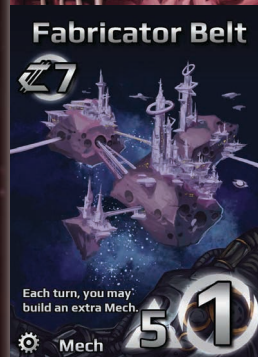
Roll Chance: **12.50%**
Deck Quantity: **5**

Ability

Yggdrasil counts itself as a Bio, so with 2 *Nautilus* and 1 *Yggdrasil*, your *Yggdrasil's* production is 3.

Tips

Grab all the Bios! You will probably be racing other Bio players for this card.



Fabricator Belt

Fabricator Belt

Roll Chance: **25.00%**
Deck Quantity: **5**

Ability

This does not count as an action; you may do this once per turn for each *Fabricator Belt* you own in addition to your normal actions. You must still pay the card's cost.

Tips

Great in combination with *Beacon Hub*.



T-Wing

T-Wing

Roll Chance: **12.50%**
Deck Quantity: **5**

Tips

Great card to get with *Fabricator Belt* and *Beacon Hub*.



Transit Hub

Transit Hub

Roll Chance: **6.25%**
Deck Quantity: **5**

Ability

Transit Hub counts itself when checking its set. For example; with 1 *Nautilus*, 3 *T-Wings* and a *Transit Hub*, it's production is 3.

Tips

This card gets large fast, but has a hard limit at 7 production.



Seraph Gate

Roll Chance: **18.75%**
Deck Quantity: **5**

Ability

This does not count as an action; you may do this once per turn for each *Seraph Gate* you own in addition to your normal actions.

Tips

Great if you have cards concentrated on a few roll values.



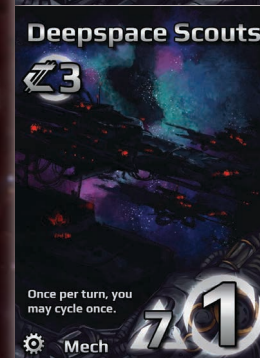
Discovery

Discovery

Roll Chance: **18.75%**
Deck Quantity: **5**

Tips

Great card to get with *Fabricator Belt* and *Beacon Hub*.



Deepspace Scouts

Deepspace Scouts

Roll Chance: **12.50%**
Deck Quantity: **5**

Ability

This does not count as an action; you may do this once per turn (after your roll) for each *Deepspace Scouts* you own, in addition to your normal actions. You do not take credits for this ability, unlike when cycling as an action.



Darkspace Hub

Darkspace Hub

Deck Quantity: **5**

Ability

You set this card's roll value to any number (2-8) when you build it and, once set, it cannot be changed. Use a die to mark the chosen number.

As the ability states, you cannot set it to match the roll value of any cards you already own. Note: this locks you out of ever buying other cards with that roll value.