

Fortress

Excation core building

Spawn List

- Architect Pack
- Thumpers
- Great Sandbeast

18 SP**Traits:**

Link relay- Excation infantry within 3 tiles of this model gain +1 DEF.

Fusion core

Excation resources building

RP: 2**8 SP****Traits:**

reactor leak- when this building is destroyed, place a hazardous rubble tile on the tile it occupied

Mine scraper

Excation resources building

RP: 3**8 SP****Traits:**

Aggressive Reclamation- if at the start of your build phase you have a build unit adjacent to a resource pile, you may remove the resource pile and replace it with this building. This building generates two resource points during your next turn.

Nest

Excation spawn building

RP: 2**Spawn List**

- Hunter pack
- Trapper pack
- Djarlin pack

8 SP**Traits:**

Constructor Spire

Excation spawn building

RP: 3

Spawn List

- Heavy thumper
- Attack rig
- Transport rig

8 SP

Traits:

Beast pit

Excation spawn building

RP: 4

Spawn List

- Yeit flock
- Xalaki pack
- Herder pack

8 SP

Traits:

Skycaller

Excation support building

RP: 4

8 SP

Traits:

Call to war- while this building is on the board, Djarlin units loose the Unique trait.

Hunter pack

Excation infantry unit

RP: 1

ATK: 1S

DEF: 1

SPD: 3

Traits:

Agile

Trapper pack*Excation infantry unit***RP: 2****ATK: 2L****DEF: 1****SPD: 3****Traits:**

Agile

Harpoon launcher- *units damaged by this unit suffer -1 to their SPD until the start of their controlling players next end phase.***Djarlin Pack***Excation infantry unit***RP: 3****ATK: 3M****DEF: 2****SPD: 3****Traits:**

Unique, agile

Reaper- when this unit does damage to a unit that is destroyed this turn, you gain 1 resource point.

Herder pack*Excation infantry unit***RP: 1****ATK: 1M****DEF: 1****SPD: 3****Traits:**

Agile

Goad- *beast units adjacent to this unit at the start of the movement phase gain +1 SPD until the end phase.***Thumpers***Excation vehicle unit***RP: 1****ATK: 1M****DEF: 1****SPD: 4****Traits:**

Agile

Heavy Thumper*Excation vehicle unit***RP: 2****ATK: 2S****DEF: 2****SPD: 3****Traits:**

Agile

Transport rig*excation vehicle unit***RP: 3****ATK: 2S****DEF: 3****SPD: 3****Traits:**

Transport

Attack rig*excation vehicle unit***RP: 4****ATK: 4S****DEF: 3****SPD: 3****Traits:**

Wildfire missiles- when this unit attacks a unit or building, place a blaze effect on the tile the target is on.

Great Sandbeast*Excation beast unit***RP: 6****ATK: 4M****DEF: 4****SPD: 2****Traits:**

Burrow- at the start of any movement phase, remove this unit from the board and place a rubble tile on either of the tiles this unit took up. During any end phase you may remove any rubble tile on the board and place this unit so that it is placed over the tile the rubble was on.

Xalaki pack*Exaction beast unit***RP: 2****ATK: 3M****DEF: 2****SPD: 4****Traits:****Yeit flock***Exaction beast unit***RP: 1****ATK: 1M****DEF: 2****SPD: 4****Traits:**

Flying

Birdstrike- when this unit attacks a flying unit, you can choose to remove this unit and the flying unit it is attacking.