

6
FRIENDLY ALIEN



4

2

You may process this card counter-clockwise instead of clockwise.

5

SQUARE TACTICS

GAMES by Owen Strombeck

4
PACIFIST ALIEN



4

6

You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

3

SQUARE TACTICS

GAMES by Owen Strombeck

5
ANNOYED ALIEN



3

3

You may choose to start with the bottom side of this card when processing.

6

SQUARE TACTICS

GAMES by Owen Strombeck

5
FRIGHTENED ALIEN



6

3

You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

4

SQUARE TACTICS

GAMES by Owen Strombeck

4
ARTIST ALIEN



5

5

You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

3

SQUARE TACTICS

GAMES by Owen Strombeck

3
CAMPING ALIEN



5

4

You may skip one side on this card while processing.

5

SQUARE TACTICS

GAMES by Owen Strombeck

6
GRUMPY ALIEN



5

5

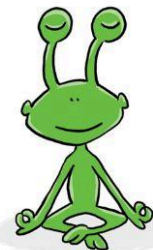
This card's Bottom and Right values are +1 when defending.

3

SQUARE TACTICS

GAMES by Owen Strombeck

5
PSYCHIC ALIEN



4

6

This card's Bottom and Left values are +1 when defending.

4

SQUARE TACTICS

GAMES by Owen Strombeck

5
BUSINESS ALIEN



4

4

This card's Top and Left values are +1 when defending.

6

SQUARE TACTICS

GAMES by Owen Strombeck

4
HOT TUB ALIEN



This card's Top and Right values are +1 when defending.

6 **5**
5

SQUARE TACTICS

GAMES by Owen Strombeck

3
TOURIST ALIEN



You may choose which side to start with when processing this card.

5 **4**
7

SQUARE TACTICS

GAMES by Owen Strombeck

4
SPORTY ALIEN



You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

7 **5**
3

SQUARE TACTICS

GAMES by Owen Strombeck

7
SKATER ALIEN



If your opponent processes a card against this card and loses, they stop processing and you capture their card.

6 **4**
5

SQUARE TACTICS

GAMES by Owen Strombeck

6
STRONG ALIEN



If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

6 **7**
3

SQUARE TACTICS

GAMES by Owen Strombeck

8
FEROCIOUS ALIEN



If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

5 **5**
3

SQUARE TACTICS

GAMES by Owen Strombeck

4
TELEKINETIC ALIEN



When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

3 **8**
6

SQUARE TACTICS

GAMES by Owen Strombeck

6
PIRATE ALIEN



If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

5 **3**
8

SQUARE TACTICS

GAMES by Owen Strombeck

5
SCIENTIST ALIEN



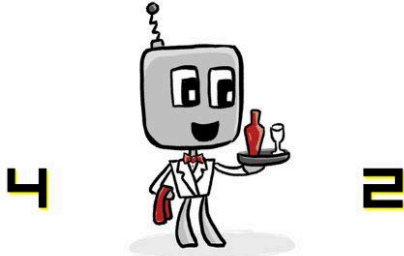
You win ties while processing this card. Capture cards you tie with and continue processing.

8 **6**
4

SQUARE TACTICS

GAMES by Owen Strombeck

6
BUTLER BOT



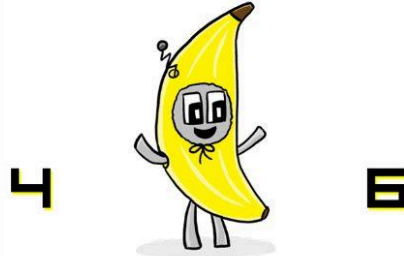
You may process this card counter-clockwise instead of clockwise.

5

SQUARE TACTICS

GAMES by Owen Strombeck

4
BANANA BOT



You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

3

SQUARE TACTICS

GAMES by Owen Strombeck

5
EMO BOT



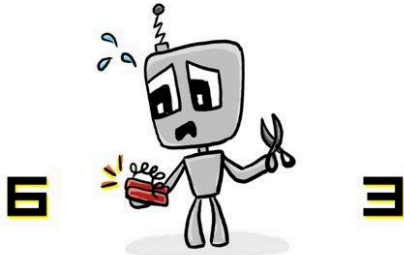
You may choose to start with the bottom side of this card when processing.

6

SQUARE TACTICS

GAMES by Owen Strombeck

5
DIFFUSER BOT



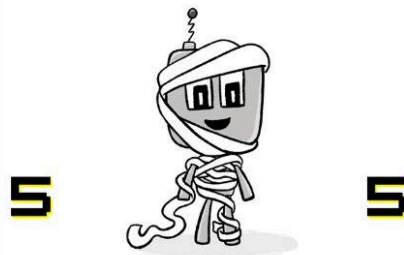
You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

4

SQUARE TACTICS

GAMES by Owen Strombeck

4
MUMMY BOT



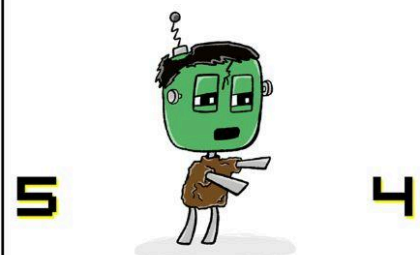
You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

3

SQUARE TACTICS

GAMES by Owen Strombeck

3
FRANKEN BOT



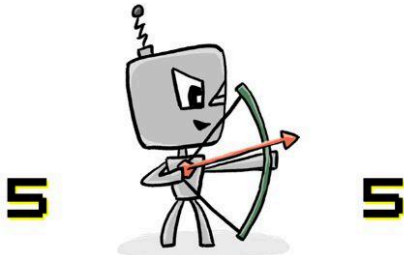
You may skip one side on this card while processing.

5

SQUARE TACTICS

GAMES by Owen Strombeck

6
ARCHER BOT



This card's Bottom and Right values are +1 when defending.

3

SQUARE TACTICS

GAMES by Owen Strombeck

5
CHEF BOT



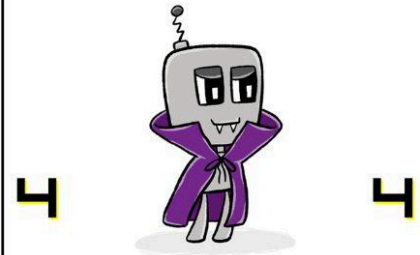
This card's Bottom and Left values are +1 when defending.

4

SQUARE TACTICS

GAMES by Owen Strombeck

5
VAMPIRE BOT



This card's Top and Left values are +1 when defending.

6

SQUARE TACTICS

GAMES by Owen Strombeck

5
TURTLE BOT



This card's Top and Right values are +1 when defending.

5

SQUARE TACTICS

GAMES by Owen Strombeck

3
PRINCESS BOT



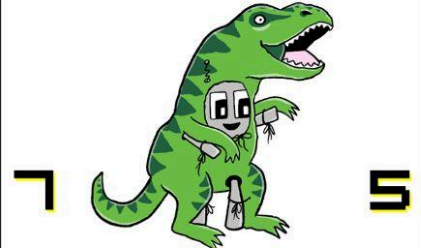
You may choose which side to start with when processing this card.

7

SQUARE TACTICS

GAMES by Owen Strombeck

4
DINO BOT



You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

3

SQUARE TACTICS

GAMES by Owen Strombeck

7
SNOWBOARDER BOT



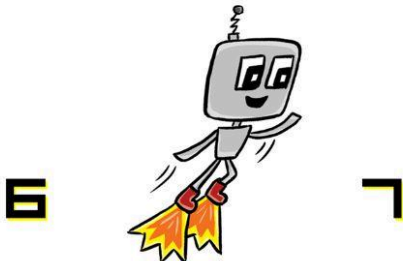
If your opponent processes a card against this card and loses, they stop processing and you capture their card.

5

SQUARE TACTICS

GAMES by Owen Strombeck

6
FLYING BOT



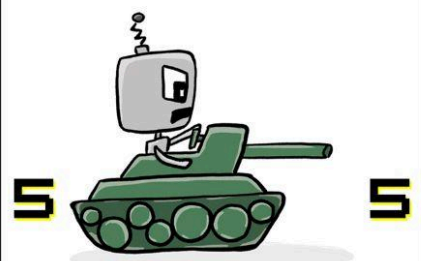
If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

3

SQUARE TACTICS

GAMES by Owen Strombeck

8
TANK BOT



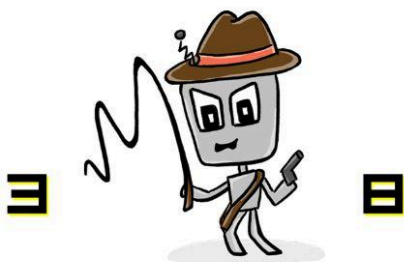
If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

3

SQUARE TACTICS

GAMES by Owen Strombeck

4
ARCHAEOLOGIST BOT



When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

6

SQUARE TACTICS

GAMES by Owen Strombeck

6
DJ BOT



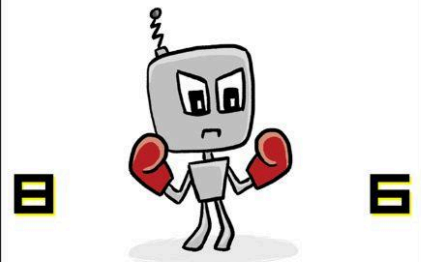
If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

8

SQUARE TACTICS

GAMES by Owen Strombeck

5
BOXER BOT



You win ties while processing this card. Capture cards you tie with and continue processing.

4

SQUARE TACTICS

GAMES by Owen Strombeck

6
SCAREDY CAT



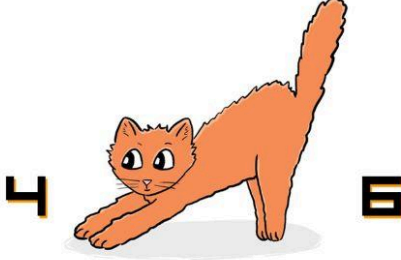
You may process this card counter-clockwise instead of clockwise.

5

SQUARE TACTICS

GAMES by Owen Strombeck

4
FLUFFY CAT



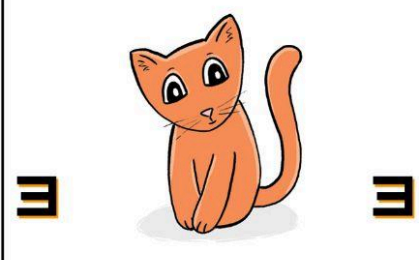
You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

3

SQUARE TACTICS

GAMES by Owen Strombeck

5
CUTE CAT



You may choose to start with the bottom side of this card when processing.

6

SQUARE TACTICS

GAMES by Owen Strombeck

5
SLEEPY CAT



You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

4

SQUARE TACTICS

GAMES by Owen Strombeck

4
BIRTHDAY CAT



You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

3

SQUARE TACTICS

GAMES by Owen Strombeck

3
BOX CAT



You may skip one side on this card while processing.

5

SQUARE TACTICS

GAMES by Owen Strombeck

6
SMELLY CAT



This card's Bottom and Right values are +1 when defending.

3

SQUARE TACTICS

GAMES by Owen Strombeck

5
CURIOUS CAT



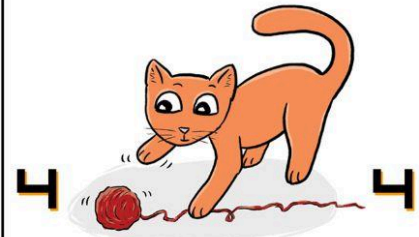
This card's Bottom and Left values are +1 when defending.

4

SQUARE TACTICS

GAMES by Owen Strombeck

5
PLAYFUL CAT



This card's Top and Left values are +1 when defending.

6

SQUARE TACTICS

GAMES by Owen Strombeck

4
SPA CAT



6 5

This card's Top and Right values are +1 when defending.

5

SQUARE TACTICS

GAMES by Owen Strombeck

3
PAJAMA CAT



5 4

You may choose which side to start with when processing this card.

7

SQUARE TACTICS

GAMES by Owen Strombeck

4
BEACH CAT



7 5

You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

3

SQUARE TACTICS

GAMES by Owen Strombeck

7
HACKER CAT



6 4

If your opponent processes a card against this card and loses, they stop processing and you capture their card.

5

SQUARE TACTICS

GAMES by Owen Strombeck

6
ROCKER CAT



6 7

If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

3

SQUARE TACTICS

GAMES by Owen Strombeck

8
NINJA CAT



5 5

If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

3

SQUARE TACTICS

GAMES by Owen Strombeck

4
HUNGRY CAT



3 8

When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

6

SQUARE TACTICS

GAMES by Owen Strombeck

6
SPY CAT



5 3

If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

8

SQUARE TACTICS

GAMES by Owen Strombeck

5
ASTRONAUT CAT



8 6

You win ties while processing this card. Capture cards you tie with and continue processing.

4

SQUARE TACTICS

GAMES by Owen Strombeck

6
CLUMSY NINJA



You may process this card counter-clockwise instead of clockwise.

5

SQUARE TACTICS

GAMES by Owen Strombeck

4
NOISY NINJA



You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

3

SQUARE TACTICS

GAMES by Owen Strombeck

5
SLEEPY NINJA



You may choose to start with the bottom side of this card when processing.

6

SQUARE TACTICS

GAMES by Owen Strombeck

5
SAD NINJA



You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

4

SQUARE TACTICS

GAMES by Owen Strombeck

4
FRIENDLY NINJA



You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

3

SQUARE TACTICS

GAMES by Owen Strombeck

3
CAREFREE NINJA



You may skip one side on this card while processing.

5

SQUARE TACTICS

GAMES by Owen Strombeck

6
QUICK NINJA



This card's Bottom and Right values are +1 when defending.

3

SQUARE TACTICS

GAMES by Owen Strombeck

5
STEALTHY NINJA



This card's Bottom and Left values are +1 when defending.

4

SQUARE TACTICS

GAMES by Owen Strombeck

5
VIGILANT NINJA



This card's Top and Left values are +1 when defending.

6

SQUARE TACTICS

GAMES by Owen Strombeck

4
TIDY NINJA



This card's Top and Right values are +1 when defending.

5

SQUARE TACTICS

GAMES by Owen Strombeck

3
JUGGLING NINJA



You may choose which side to start with when processing this card.

7

SQUARE TACTICS

GAMES by Owen Strombeck

4
HANDY NINJA



You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

3

SQUARE TACTICS

GAMES by Owen Strombeck

7
CLIMBING NINJA



If your opponent processes a card against this card and loses, they stop processing and you capture their card.

5

SQUARE TACTICS

GAMES by Owen Strombeck

6
UNDERPANTS NINJA



If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

3

SQUARE TACTICS

GAMES by Owen Strombeck

8
MASTER NINJA



If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

3

SQUARE TACTICS

GAMES by Owen Strombeck

4
ACROBATIC NINJA



When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

6

SQUARE TACTICS

GAMES by Owen Strombeck

6
ELITE NINJA



If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

8

SQUARE TACTICS

GAMES by Owen Strombeck

5
DEADLY NINJA



You win ties while processing this card. Capture cards you tie with and continue processing.

4

SQUARE TACTICS

GAMES by Owen Strombeck