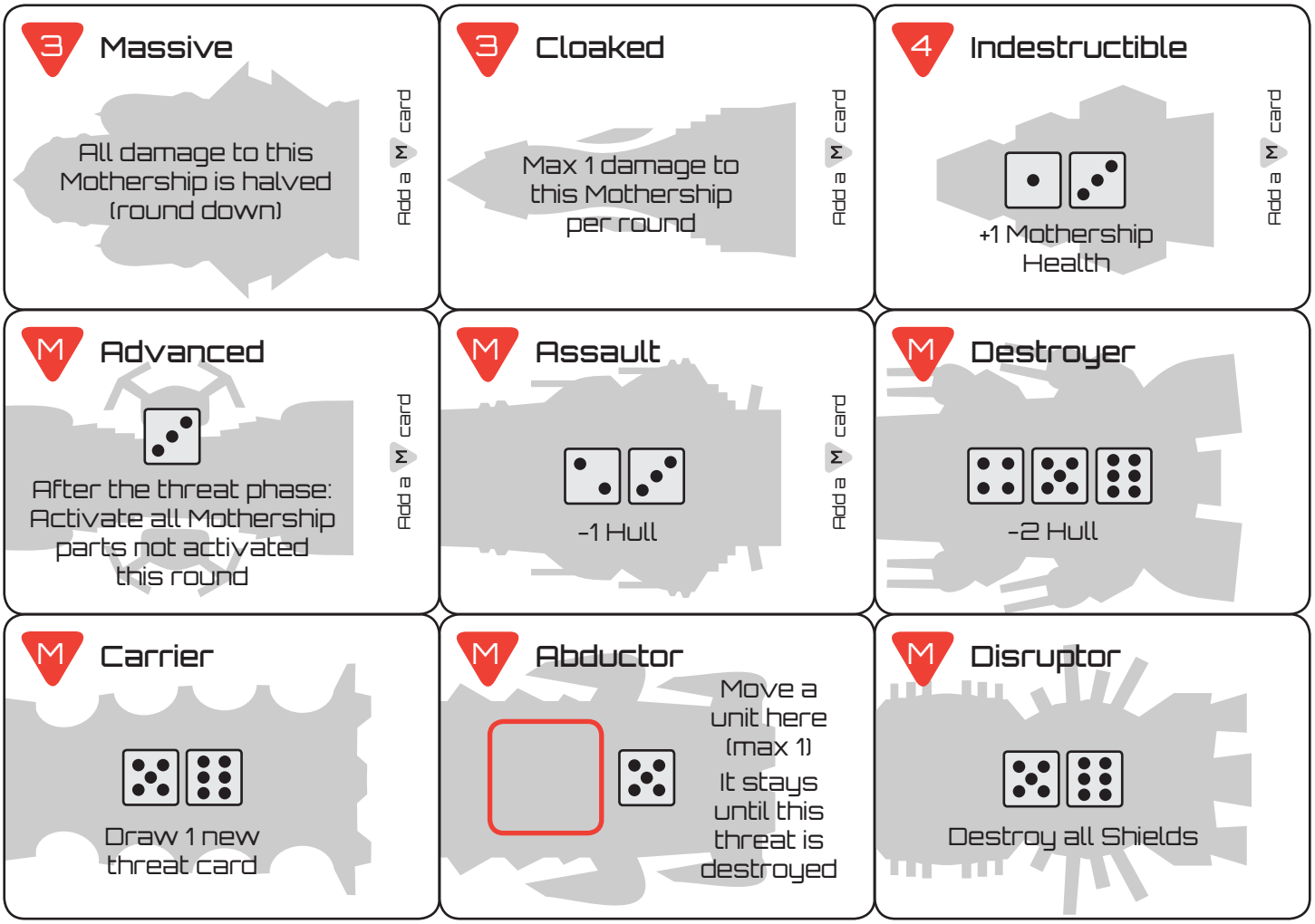
Motherships version 1.0



Setup: Shuffle 1-3 "head" cards (Massive/Cloaked/Indestructible) into your threat deck, depending on desired difficulty. Remove unused "heads" from the game.
Six remaining 'M' cards are shuffled to create separate 'M' deck.

Gameplay: When you draw a mothership "head" threat, immediately draw a card from the 'M' deck and add it to the "head" (to the left). Draw another 'M' card if the new card says so (Advanced/Assault).

- All cards from "head" to "tail" (2-4) are now part of single Mothership threat.
- Mothership's starting health is shown on "head" card
- Dealing damage to Mothership slides all cards down together (unlike Ouroboros, they are never separated).
- Each card is activated separately, like normal threats, in left-to-right order.
- Defeated 'M' cards are discarded (don't reshuffle them into the 'M' deck).