

Salun Gubeza

Player: Asvia Archmages



No effects.

Hitting: 3

Pitching: 2

A solid all-arounder rookie drafted from out of the Empyrra Planetary League. Ruvelans of her background generally take several years to reach their full potential, but we can expect a solid season out of her nonetheless.

Cera Daikon

Player: Asvia Archmages



This turn, you may keep an additional card from your hand.

Hitting: 2

Pitching: 2

Cera has been a perennial Hall of Fame candidate as one of CLB's most renowned technical players, able to swiftly make defensive plays and formulate plans.

Tulio "Shooter" Sallsman

Player: Asvia Archmages



Entrance: Draw a card.

Hitting: 2

Pitching: 2

After spending decades honing his skills in leagues across the five systems, Sallsman brings an incredible enthusiasm to the game, though his traditionalism may make him unreceptive to innovation.

Miz Daikon

Player: Asvia Archmages



The first card your opponent plays this round costs 1 more to play.

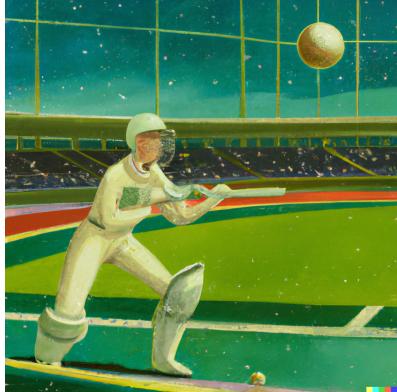
Hitting: 3

Pitching: 1

This rookie has much to live up to with her family name, but her strong desire to innovate her game combined with her ambitious coach may prove explosive.

Roab Elumin

Player: Asvia Archmages



No effects.

Hitting: 1

Pitching: 4

A high draft pick from nearly a decade ago, Elumin has largely failed to live up to the high expectation placed upon him, especially offensively. However, his pitching game remains one of the most fearsome in the five.

Kilm Daikon

Player: Asvia Archmages



Entrance: Add the opponent's stats to this

Hitting: 1

Pitching: 1

Decades ago, Kilm was the impetus for the "Shapeshifter Rush", in which teams realized the value of those capable of shapeshifting. Despite this, he remained the most skilled player of his kind in the league.

Ial Erenstroud

Player: Asvia Archmages



The first card your opponent plays this round is negated.

Hitting: 1

Pitching: 2

Inscrutable but formidable, Ial is the most successful of the Cephaliam species in the game's history. Their dexterity and speed with their tendrils is remarkable to see.

Quiltz Rumeni

Player: Asvia Archmages



Increases to pitching apply double.

Hitting: 2

Pitching: 1

Quiltz is a strange case of a great player whose greatness is shown only when motivated. In clutch moments, they'll pull through, but it seems they often just get bored of normal season games without stakes.

Gelu Reksar

Player: Baluron Brutes



No effects.

Hitting: 4

Pitching: 1

Reksar is a one-trick pony as one of the Brutes' best power hitters. He runs like a decommissioned cargo shuttle and pitches like a Ceronan Cramthoid, but he's a safe bet to clobber the ball whenever he steps up.

Kzakinar Revul

Player: Baluron Brutes



Entrance: Discard a random Action card.

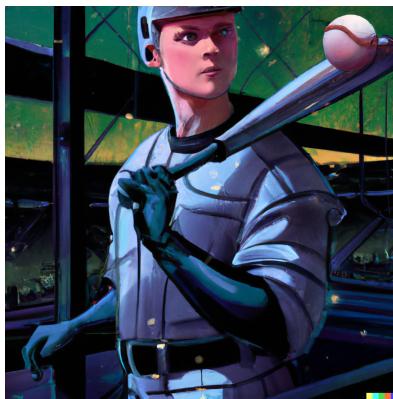
Hitting: 5

Pitching: 4

The star player of the Baluron Brutes talks a whole lot of smack, but her bite is just as bad as her bark. A force to be reckoned with on the mound or the plate, Revel is consistently voted a fan favorite... or a fan least favorite.

Cerut DeJozim

Player: Baluron Brutes



Increases to hitting apply double.

Hitting: 1

Pitching: 2

DeJozim is a controversial player. Analysts seem to either forecast an incredible season or a horrible performance. When he hits, he really hits, but the Brutes will need to catch him in a good mood to harness that.

Wer Ilkauben

Player: Baluron Brutes



You can only play 1 card this turn.

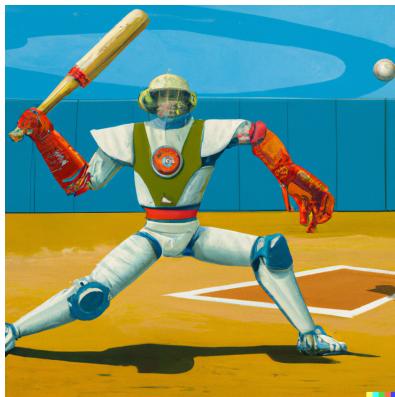
Hitting: 4

Pitching: 4

Ilkauben is a simple player. While her skill is undeniable, she knows how she likes to play and sticks to it. In a linear race for points she can carry you to victory, but you can't teach this old dog new tricks.

"Tungsten Arm" O'Doyle

Player: Baluron Brutes



No effects.

Hitting: 2

Pitching: 3

While cyborg players have slightly fallen out of favor in recent seasons, O'Doyle remains one of the Brutes' most reliable players. Cybernetic arms allow for extra torque in both pitches and on the plate.

Y.A.L.K.

Player: Baluron Brutes



Entrance: Get a Gadget counter.
Pay one Gadget: +1 Hitting.

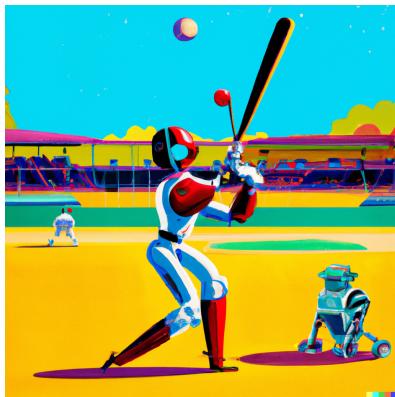
Hitting: 2

Pitching: 2

Decades after the legalization of AI in the league, another prominent player has finally reached the highest level of the game. Y.A.L.K. has surprised analysts at every turn.

Ormis Dulaza

Player: Baluron Brutes



Entrance: Get a Gadget counter.
Pay one Gadget: +1 Pitching.

Hitting: 2

Pitching: 2

Son of local inventing legend Kalli Dulaza, Ormis is an experienced machinist himself, patenting a unique bat design that powered his rise to the Cosmic League.

Gran "Slam" Gubeza

Player: Baluron Brutes



Pay three Gadgets when this scores a point to score an additional point.

Hitting: 2

Pitching: 1

The Brutes are a team of heels, but if any of them could be called beloved, it's Gran Slam. One of the league's oldest players, cybernetic enhancements enable her to still compete.

Tos Blymsgard

Coach: Baluron Brutes



Once per turn, whenever you increase a player's stat, if it becomes greater than 6, the next card you play this turn is free.

Intel: 7

Command: 3

Luck: 1

The Baluron Brutes are the heels of the Five division. The dense fog and blood red sky of their home planet is representative of their aggression and downright cockiness towards their competition. This attitude isn't unearned either, as they back up their smack talk with incredible performance. As both the team's coach and owner, Tos is all for being hated, because being hated puts butts in seats.

Gerren Yunwick

Coach: Asvia Archmages



After you play your third card of the round, draw two cards.

Intel: 6

Command: 3

Luck: 2

Gerren has been the coach of the Asvia Archmages for long enough to have coached both the up-and-comer Miz Daikon and her legendary parents. Gerren's background in investment banking and financial advising informs his approach to baseball, concerned with stats, analysis, and innovation. He's coming into this year with an approach he believes will revolutionize the game, though many analysts are skeptical anything can.

Ralfain's Order

Action

Cost: \$0

Discard Value: \$0



Discard a Player card from play. Its owner chooses a new Player. All previous cards they played this turn still apply.

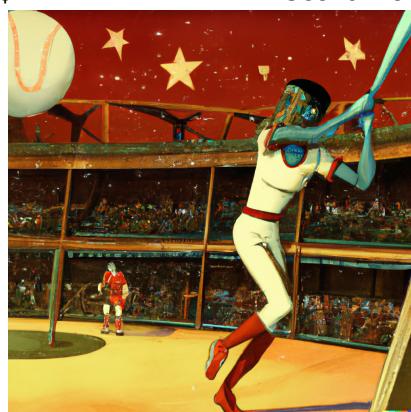
No matter what happens on the field, in the end, every team has to answer to their owner.

Finesse

Action

Cost: \$1

Discard Value: \$2



Add 2 Hitting or Pitching.

"Brute strength will only get you so far. Despite all appearances, baseball is a game of great subtlety."

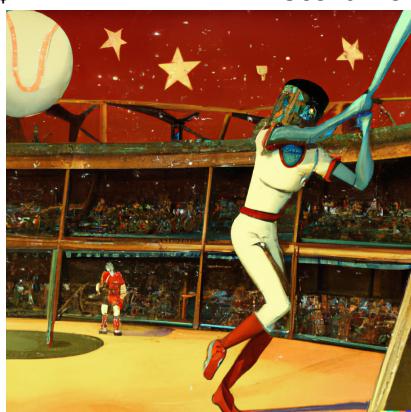
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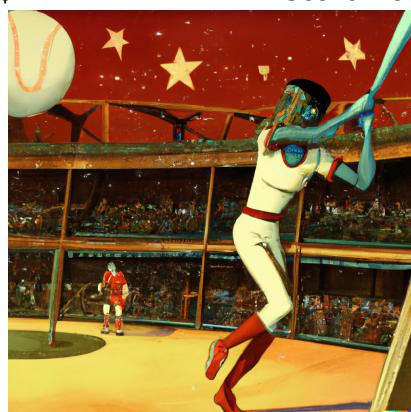
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Replay

Action
Cost: \$1

Discard Value: \$2



Return a card from your Action discard pile to your hand.

Every coach removes plays that prove ineffective. Only the smart ones never empty their Recycling Bin.

Film Study

Action
Cost: \$0

Discard Value: \$0



Look at your opponent's hand.

By season's end, Gerren and Miz's innovative strategy had taken the league by storm. It seemed the only way to defeat them was to play one step ahead.

Telekinetic Manipulation

Action
Cost: \$2

Discard Value: \$3



Add 2 Hitting or 3 Pitching.

All innate physical abilities are legal for use in the Cosmic League. Naturally, those with especially unique talents are drafted much more highly than average Joes.

Foresee Victory

Action
Cost: \$1

Discard Value: \$2



Leave this card in play until the end of next turn. During that turn, add 2 Hitting or Pitching.

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Yll's Meddling

Action

Cost: \$2

Discard Value: \$2



Remove any Action card from play.

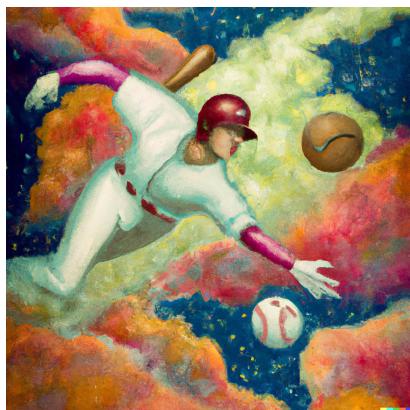
The predictions of the sportswriter Yll always seem to come true, although nobody knows their true identity, nor the true power they possess over time.

Dazzling Entrance

Action

Cost: \$1

Discard Value: \$1



Add 2 Hitting or Pitching. If you have 0 points, add 5 instead.

"Sports are a performance. Win or lose, it's best to put on a good show."

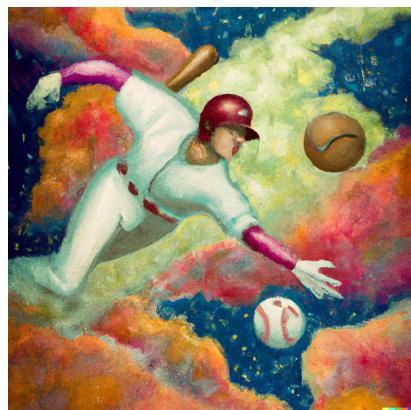
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Out of the Park

Action

Cost: \$2

Discard Value: \$2



Add 4 Hitting.

"Out of this world" is rarely a literal expression, but the Baluron Brutes' unprecedented lineup of power hitters regularly make it so.

Seal the Deal

Action

Cost: \$3

Discard Value: \$2



Add 3 Hitting or Pitching.

"Close out a victory early as often as possible. The sooner the game ends, the more time we can run ads."

- Tos Blymsgard

Clutch Play

Action

Cost: \$1

Discard Value: \$1



Add 2 Hitting or Pitching. If you're losing, add 3 instead.

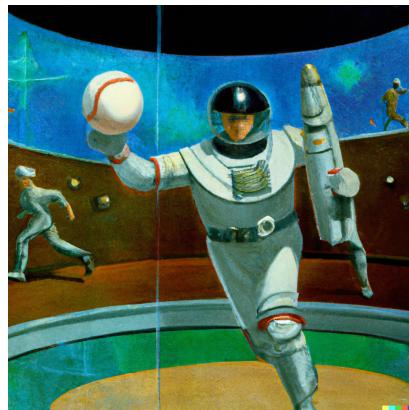
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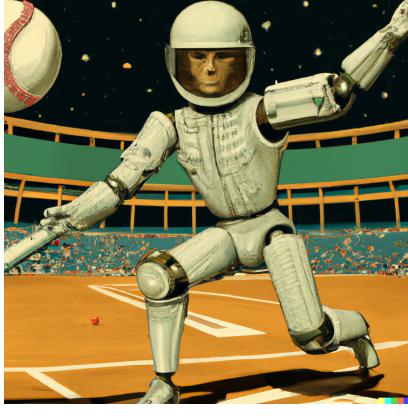
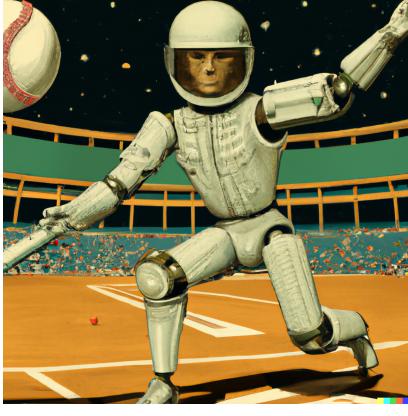
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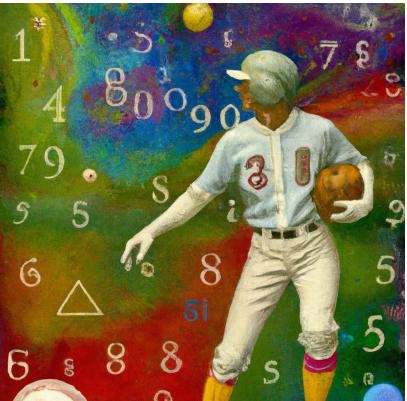
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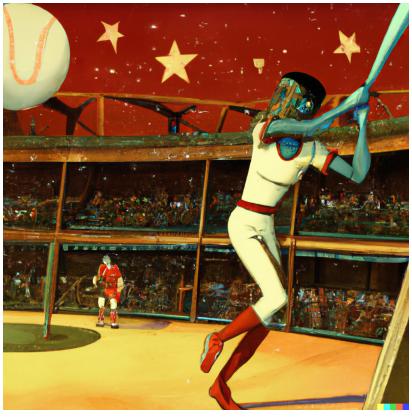
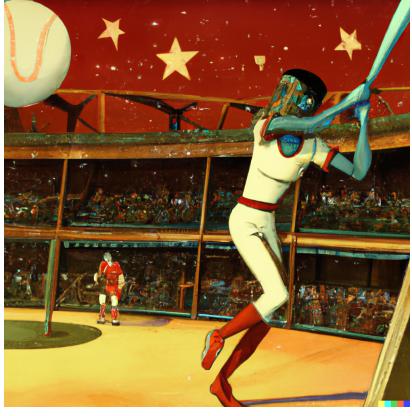
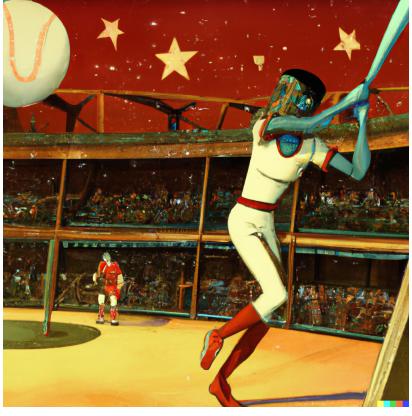


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<p>Ruthless Power</p> <p>Action Cost: \$2 Discard Value: \$2</p> 	<p>Seal the Deal</p> <p>Action Cost: \$3 Discard Value: \$2</p>  <p>Add 3 Hitting or Pitching.</p> <p><i>"Close out a victory early as often as possible. The sooner the game ends, the more time we can run ads."</i></p> <p>- Tos Blymsgard</p>
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<h3>Screwball</h3> <p>Action Cost: \$2 Discard Value: \$2</p>  <p>Add 4 Pitching.</p> <p><i>"This is exactly what the game of baseball was missing! Power drills!"</i></p> <p>- Ormis Dulaza</p>	<h3>Fiddle</h3> <p>Action Cost: \$0 Discard Value: \$2</p>  <p>Add 1 Hitting or Pitching.</p> <p><i>"Even a team as concerned with a "tough guy" image as the Baluron Brutes still needs strategy to win. Their definition of strategy just also happens to include cyborg eyes."</i></p>
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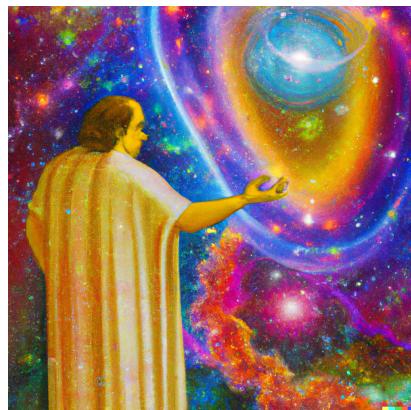
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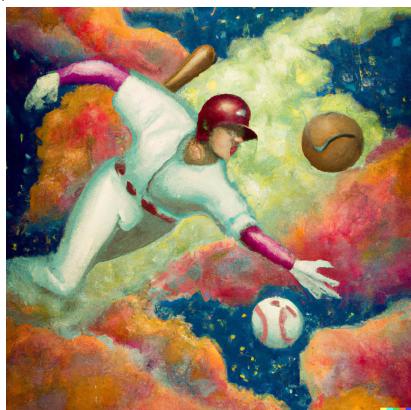
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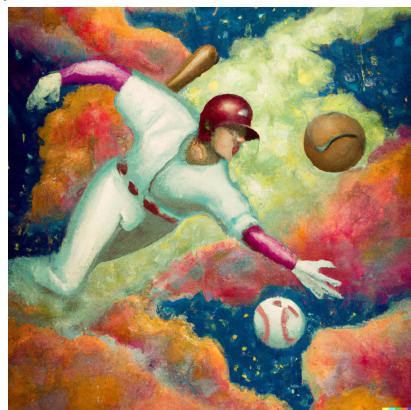
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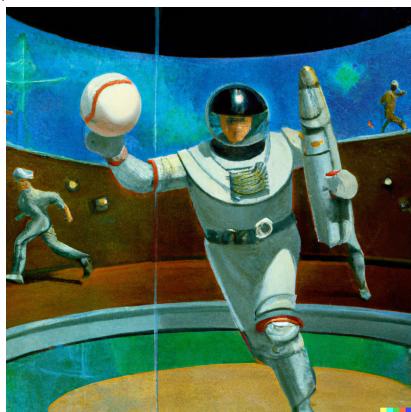
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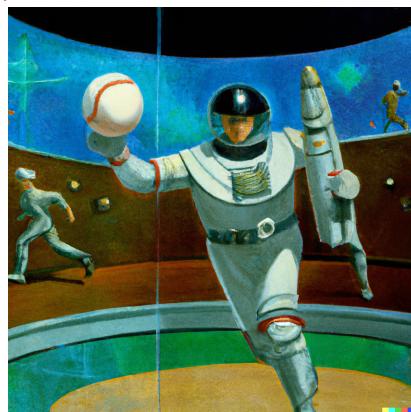
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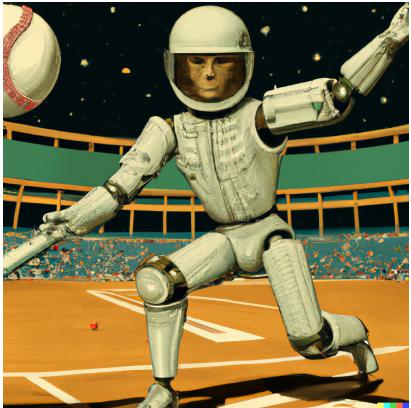
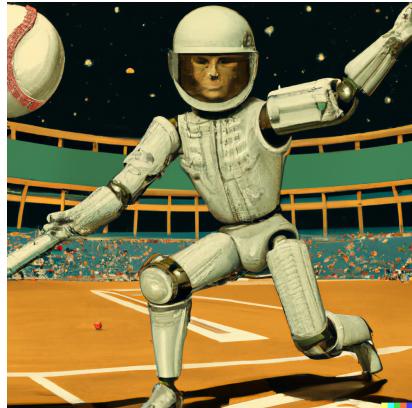
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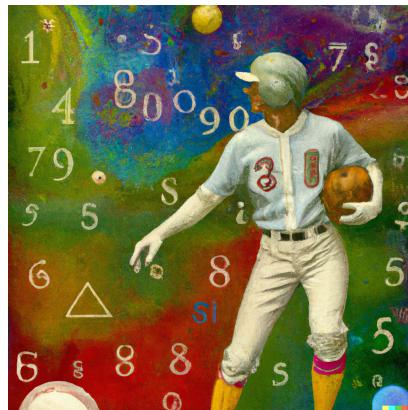
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