

Harbinger

3 1 2

Servitor.

Cyberspace Spawn – Any location

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Cyberspace Spawn – Any location



ENEMY



Illus. Adam S. Doyle

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Illus. Adam S. Doyle

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Servitor.

Cyberspace Spawn – Any location (empty, if able).



ENEMY



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Servitor.

Cyberspace Spawn – Any location (empty, if able).



ENEMY



Illus. Adam S. Doyle

Harbinger

3 1 2

Servitor.

Cyberspace Spawn – Any location (empty, if able).



ENEMY



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Harbinger

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Mysterious Signal

Scheme.

Revelation – Trigger the forced ability of the nearest **Servitor** enemy. If there are no **Servitor** enemies in play, search the encounter deck and discard pile for a **Servitor** enemy, draw it, and shuffle the encounter deck.

Mysterious Signal

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Revelation – Trigger the forced ability of the nearest **Servitor** enemy. If there are no **Servitor** enemies in play, search the encounter deck and discard pile for a **Servitor** enemy, draw it, and shuffle the encounter deck.

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Mysterious Signal

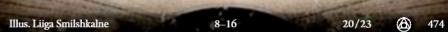
Scheme.

Revelation – Trigger the forced ability of the nearest **Servitor** enemy. If there are no **Servitor** enemies in play, search the encounter deck and discard pile for a **Servitor** enemy, draw it, and shuffle the encounter deck. Trigger the forced ability of the nearest **Servitor** enemy.

Mysterious Signal

Scheme.

Revelation – Trigger the forced ability of the nearest **Servitor** enemy. If there are no **Servitor** enemies in play, search the encounter deck and discard pile for a **Servitor** enemy, draw it, and shuffle the encounter deck. Trigger the forced ability of the nearest **Servitor** enemy.



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