



Hale, the Cutthroat of Ideas



3

Glyxl Proliferator

CREATURE



MARTIAN • SOLDIER

Reap: If Glyxl Proliferator is on a flank, archive a Mars card from your discard pile.

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Glyxl Proliferator

CREATURE



MARTIAN • SOLDIER

Reap: If Glyxl Proliferator is on a flank, archive a Mars card from your discard pile.

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Mars Needs Æmber

ACTION

Play: Each damaged enemy non-Mars creature captures 1 from their own side.





Mars Needs Æmber

ACTION

Play: Each damaged enemy non-Mars creature captures 1 from their own side.





2

Mindwarper

CREATURE



MARTIAN • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Action: Choose an enemy creature.
It captures 1 from its own side.

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2

Mindwarper

CREATURE



MARTIAN • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Action: Choose an enemy creature.
It captures 1 from its own side.

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4

Tyxl Beambuckler

CREATURE

1

MARTIAN • SOLDIER

Play: Deal 2 to a creature
and move it to either flank of its
controller's battleline.

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Djib

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2

Nyzyk Resonator

CREATURE

1

MARTIAN • SOLDIER

For each neighbor Nyzyk Resonator has,
your opponent's keys cost +2◆.



Mothership Support

ACTION

Play: For each friendly ready Mars creature, deal 2 to a creature. (You may choose a different creature each time.)

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7

Zorg

CREATURE



BEAST

Zorg enters play stunned.

Before Fight: Stun the creature
Zorg fights and each of that
creature's neighbors.

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BalanceSheet

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Hypnotic Command

ACTION

Play: For each friendly Mars creature, choose an enemy creature to capture 1 from their own side.

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Andrew Bosley

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4

Yxlyx Stimrager

CREATURE

2

MARTIAN • SOLDIER

Fight: Deal 2 to a creature and move it to either flank of its controller's battleline.

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Eric Kenji Aoyagi

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3

Com. Officer Kirby

CREATURE



HUMAN

Play/Fight/Reap: You may play a non-Star Alliance artifact, upgrade, or action card this turn.

"Fleet Command has to be out there somewhere."

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Angelo Bortolini

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4

Commander Chan

CREATURE



HUMAN

Fight/Reap: Use another friendly creature.

"Our mission didn't end. It just changed."

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Colin Searle

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2

Sci. Officer Qincan

CREATURE



ALIEN • PROXIMAN • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

After a player chooses an active house which matches no cards in play, steal 1 ⚡.

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Alena Medovnikova

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3

Sensor Chief Garcia

CREATURE



HUMAN

Play/Fight/Reap: Keys cost +2█ during your opponent's next turn.

She hasn't taken the goggles off since the crash.

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Josh Corpuz

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3

Sensor Chief Garcia

CREATURE



HUMAN

Play/Fight/Reap: Keys cost +2█ during your opponent's next turn.

She hasn't taken the goggles off since the crash.

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Josh Corpuz

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4

Information Officer Gray

CREATURE



HUMAN

Play/Fight/Reap: You may reveal a non-Star Alliance card from your hand. If you do, archive it.

"Move along. Nothing to see here."

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2

Sci. Officer Morpheus

CREATURE

1

SHAPESHIFTER • SCIENTIST

After you play a creature with a play effect, trigger its play effect an additional time.

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Djib

◆ 318 ◆

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2

Sci. Officer Morpheus

CREATURE

1

SHAPESHIFTER • SCIENTIST

After you play a creature with a play effect, trigger its play effect an additional time.

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Djib

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Disruption Field

UPGRADE



Your opponent's keys cost +1  for each disruption counter on Disruption Field.

This creature gains "**Fight/Reap:**
Put a disruption counter on
Disruption Field."

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1

Special Agent "Fingers"

CREATURE



ELF • THIEF

Elusive.

Action: Steal 1

The Grand Star Alliance is happy to accept the best
and brightest from any world.

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Brandon Hunt

339 ★

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Chan's Blaster

UPGRADE

This creature gains, "**Fight/Reap:** You may deal 2  to a creature, or attach Chan's Blaster to Commander Chan."

After you attach Chan's Blaster to Commander Chan, you may use another friendly creature.

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Garcia's Blaster

UPGRADE

This creature gains, "**Fight/Reap:**
You may deal 2  to a creature, or
attach Garcia's Blaster to Sensor
Chief Garcia."

After you attach Garcia's Blaster to
Sensor Chief Garcia, steal 1 .

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Ghostly Hand

ACTION

Play: If your opponent has exactly 1[◆], steal it.

"I felt a little bad stealing from the Microputians, but only a little." - Noddy the Thief

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Preston Stone

270 ●

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Nerve Blast

ACTION

Play: Steal 1 . If you do, deal 2 to a creature.

"Don't look so shocked to see me!"

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Relentless Whispers

ACTION

Play: Deal 2 to a creature. If this damage destroys that creature, steal 1 .

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Tey Bartolome

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Relentless Whispers

ACTION

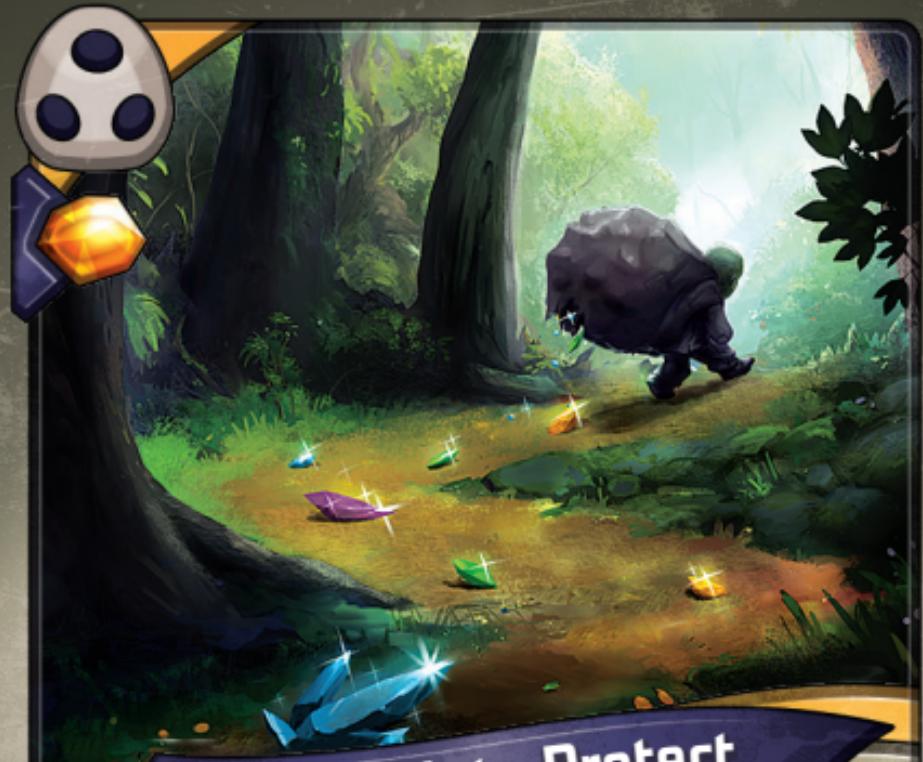
Play: Deal 2 to a creature. If this damage destroys that creature, steal 1 .

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Tey Bartolome

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Too Much to Protect

ACTION

Play: Steal all but 6 of your opponent's .

Not taking it would be the real crime.

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Seeker Needle

ARTIFACT



WEAPON

Action: Deal 1  to a creature. If this damage destroys that creature, gain 1 .

"What was that?"

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3

Faygin

CREATURE



HUMAN • THIEF

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Reap: Return an Urchin from play or from your discard pile to your hand.

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300 ★

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1

Urchin

CREATURE



ELF • THIEF

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Play: Steal 1

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Preston Stone

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1

Urchin

CREATURE



ELF • THIEF

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Play: Steal 1

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Preston Stone

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1

Urchin

CREATURE



ELF • THIEF

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Play: Steal 1

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1

Urchin

CREATURE



ELF • THIEF

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Play: Steal 1

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Duskrunner

UPGRADE

This creature gains, "**Reap: Steal 1** .

"Call me Night-Haunter and Duskrunner, call
me Who-Goes-There? and Just-The-Wind."

- 'The First Thief', a Shadows children's tale

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