

Mehitabel, Host of the Hustling Repository

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5

Bonesaw

CREATURE

DEMON



If a friendly creature was destroyed this turn, Bonesaw enters play ready.

"The most savage demon I have ever encountered."
- Inka the Spider

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Gabriel Rubio

& 002 ●

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2

Impspector

CREATURE



IMP

Destroyed: Your opponent purges a random card from their hand.

*"When you have eliminated the imp-ossible,
whatever remains, however imp-robable,
must be the truth."*

- Quixo the "Adventurer"

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Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Reap: Destroy a friendly creature.

**4**

Snarette

CREATURE

MUTANT



At the end of your turn, capture 1 .

Action: Move each  from Snarette to the common supply.

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Vladimir Zyrianov

#014 ●

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**4**

Snarette

CREATURE

MUTANT



At the end of your turn, capture 1 .

Action: Move each  from Snarette to the common supply.

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Vladimir Zyrianov

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Stirring Grave

ACTION

Play: Archive a creature from your discard pile.

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Michele Giorgi

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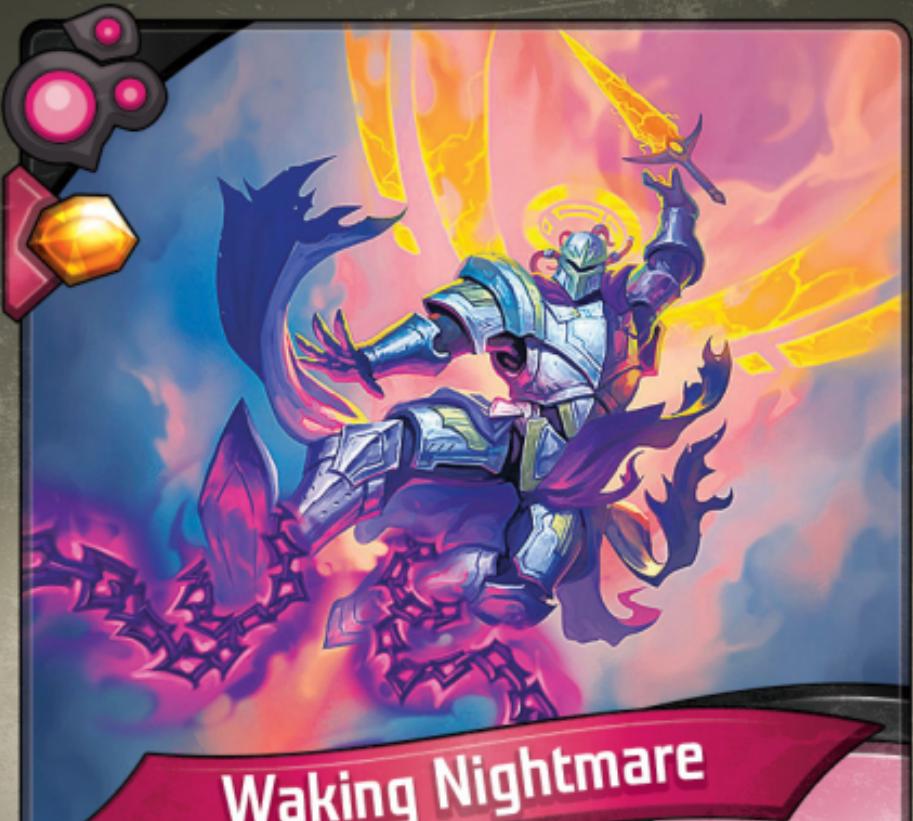
Play: Archive a creature from your
discard pile.

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Michele Giorgi

#015 ●

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Waking Nightmare

ACTION

Enhance . (These icons have already been added to cards in your deck.)

Play: Keys cost +1 for each Dis creature in play during your opponent's next turn.

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Konstantin Turovec

& 017 ●

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Double Doom

ACTION

Play: Return an enemy creature to its owner's hand. Your opponent discards a random card from their hand.

"They who deal with demons are twice cursed."
- The Sanctified Scroll

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Essence Scale

ARTIFACT



ITEM

Action: Destroy a friendly creature.
If you do, ready and use a friendly creature that shares a house with the destroyed creature.

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ACTION

Play: Choose a number. Destroy each creature with power equal to that number.

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Mihai Radu

• 034 •

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2

Umbra-Fiend

CREATURE



MUTANT • DEMON

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

Destroyed: Steal 1

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Grigory Serov

#063

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4

Bull-wark

CREATURE

1

MUTANT • KNIGHT

Assault 2. (Before this creature attacks,
deal 2 to the attacked enemy.)

Each of Bull-wark's neighbors gains
assault 2.

"Let me be thy horns."

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Dong Cheng

• 127

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6

Champion Anaphiel

1

CREATURE

SPIRIT • KNIGHT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

"Steel thyself, Knave. To harm them you must first defeat me."

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Forrest Imel

• 129 ●

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6

Champion Anaphiel

1

CREATURE

SPIRIT • KNIGHT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

"Steel thyself, Knave. To harm them you must first defeat me."

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Cleansing Wave

ACTION

Play: Heal 1 damage from each creature. Gain 1 for each creature healed this way.

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Font of the Eye

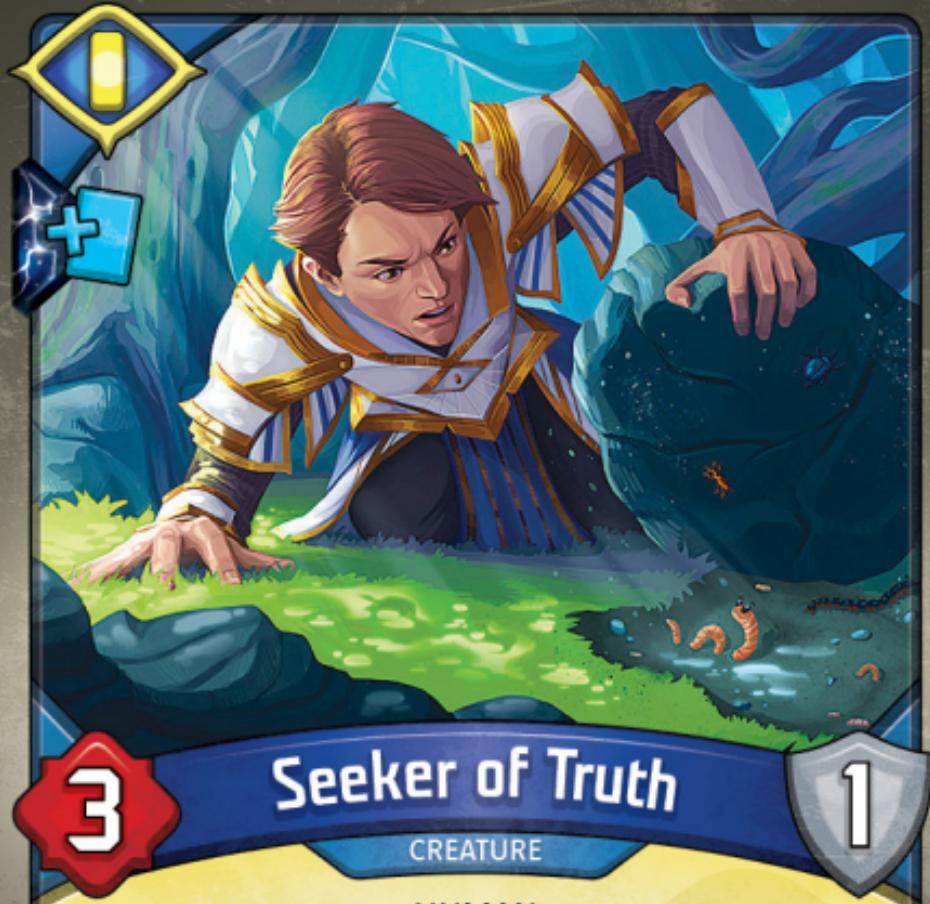
ARTIFACT



LOCATION

Omni: If an enemy creature was destroyed this turn, a friendly creature captures 1

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3

Seeker of Truth

CREATURE

1

HUMAN

Fight: You may fight with a friendly non-Sanctum creature.

"Nope, not here either."

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Gabriela Marchioro

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2

Squire Alys

CREATURE

2

HUMAN

Play: Capture 2

"I think I misunderstood the assignment."

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Helena Butenkova

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5

1

Barrister Joya

CREATURE

HUMAN • KNIGHT

Enemy creatures cannot reap.

"A righteous law will enforce itself."





Shoulder Armor

UPGRADE

While this creature is on a flank, it gets +2 armor and +2 power.

"I can't see anything. Do I look cool?"

©2020 FFG



Josh Corpuz

156 ♦

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3

Exchange Officer

CREATURE



HUMAN

Play/Fight/Reap: Use a friendly Star Alliance card.

"I can't wait to tell everyone about this!"

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Brandon Hunt

341 ★

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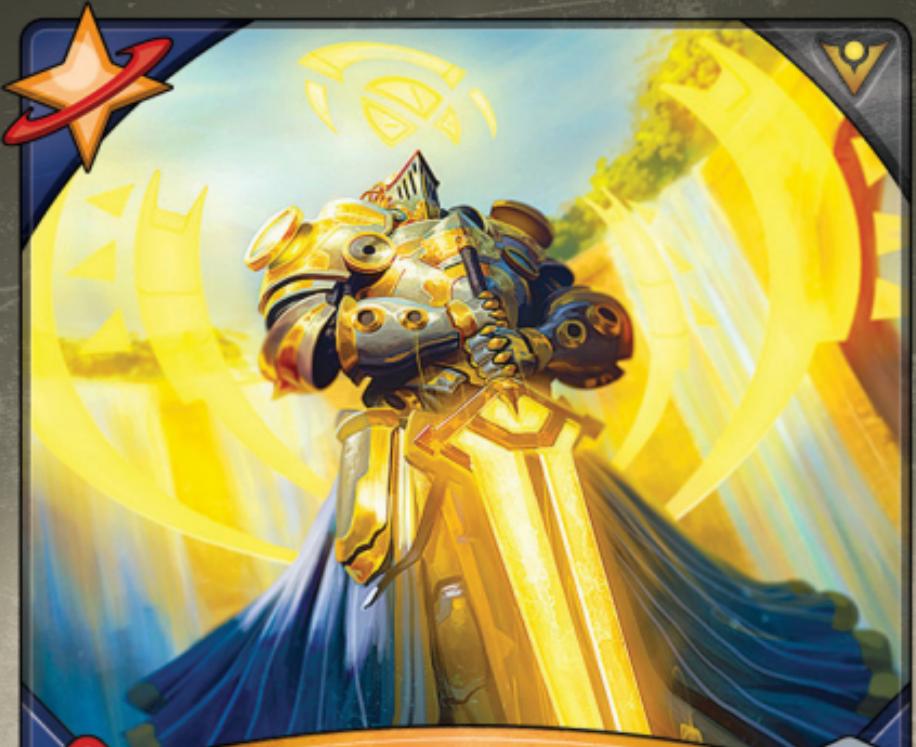
Matter Maker

ARTIFACT



ITEM

You may play upgrades as if they were in the active house.



6

Champion Anaphiel

CREATURE

1

SPIRIT • KNIGHT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

"Steel thyself, Knave. To harm them you must first defeat me."

©2020 FFG

Forrest Imel

• 129 ●

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Access Denied

UPGRADE



This creature cannot reap.

Red flashing lights mean the same thing on
every world in the Grand Star Alliance.

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Marko Fiedler

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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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4

Scout Pete

CREATURE

ALIEN



Play/Fight/Reap: Look at the top card of your deck. You may discard that card.

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4

Securi-Droid

CREATURE



ROBOT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Securi-Droid may be played as an upgrade instead of a creature, with the text: "This creature gains taunt."

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Natalie Russo

& 312 ●

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2

Subject Kirby

CREATURE



MUTANT

Play/Fight/Reap: You may play a non-Star Alliance creature this turn.

"Seriously, I feel fine!"

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Gabriel Scavariello

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Survey

ACTION

Enhance . (These icons have already been added to cards in your deck.)

Play: Look at the top 2 cards of your deck. Discard 1 of them.



2

Teleporter Chief Tink

CREATURE



ALIEN

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

Action: Swap Teleporter Chief Tink with another friendly creature in the battleline. You may use that other creature this turn.

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6

ANT1-10NY

CREATURE



ROBOT

Play: Capture all of your opponent's ☽.

At the end of your turn, move 1☽ from ANT1-10NY to your opponent's pool.



5

Away Team

CREATURE



ALIEN • HUMAN • ROBOT

Destroyed: Put each upgrade on Away Team into its owner's archives.

After the disaster on Roddenfruit-5, red uniforms were discontinued.

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3

Mutagenesis Researcher

CREATURE



MUTANT • SCIENTIST

Enhance . (These icons have already been added to cards in your deck.)

"I wonder what you'll turn into."

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Tomek Larek

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3

Ensign El-Samra

CREATURE



MUTANT

Enhance .

Action: Reveal a card from your hand.
Resolve its bonus icons as if you had
played it.

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Colin Searle

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