fewer phys-wounds.

The white isn't for medical

tradition or easy recognition.

it easy to bleach out blood.

They wear white because it makes



100 for every 3 Cunning

2 Loyalty and 400Ç.

Progress on it, to maximums of

"Have you met the Madam yet?

She would like to meet you."

"Well young woman, welcome to the House. I am very pleased you have enjoyed your time with us. Now, I hear you have some very interesting thoughts on Jupitev-Minor's taxes?" -Baron d·Jul

and exhaust that asset.



have intoxicated fun without

giving Grim a Dec.

highly exclusive and powerful

9





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Synth. Mind Enhancer

Grim-Device-Psych, Drug

Manüle Enanjor d.Mentüs

200ç

#### Alter Human

"What do you want? Smarts? To see clearer, process faster? No problem, step this way..."



Manüle Enanjor d·Velösse

#### Alter Human

"What do you want? Something different? How about seeing the world at half speed and twice the detail, react twice as fast..."



Stealth+2 this turn. Its

boss may activate this

ability.

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Sworn to Grim (Loyalty with Grim can fulfill this loyalty requirement)

Seduce-Deal damage to the mark equal to this Force.



## Street Vending

Grim-Job-Mercantile, In



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-Increase this Monetary Reward by 200¢ for every Drug in play.

"It may be a little inglorious, but it builds good business sense, and the promotion opportunities are to kill for." -Timottï Arjent, Head Recruiter



200ç

## Ämbriav Market Dealer

Grim-Pawn-Human



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Whenever another player pays to activate an ability on a Drug asset, if this is ready, you may exhaust it to gain 100ç.



#### Sworn to Grim

Oç-Exhaust a consenting pawn; if you do, remove 3 damage and an altering Psych cards from it.

"No psychiatrist is as effective or fragrant as your gardens." -Palrï ü·Grim to Julïa d·Rös



## Flytrap Abduction

Grim-Job-Kidnappino

3



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Kill a Human altered by a Drug. You may look at up to 2 of its boss's events. The "flytrap" is a favorite tactic of Grim lure persons of interest into their drug dens, then sneak them into the back room, never to be seen again.



## Small Medical Gift

Grim-Event-Device, Drug

2

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Remove 4 wounds from a pawn outside of your employ. Put 2 Stealth and 2 Cunning progress on an event.

The people of Tröjov are wary of free medicine. Often, victims wind up paying with their secrets, or worse.



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Hacker, Elusive (This may only be attacked by pawns with cunning greater than its stealth.)

Act, 100ç-Return a Digital or Hack card from your junkyard to your hand.



2

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Look at a face-down event. You may put 2 sabotage on it.

Your computer had a good reason to do that. There was a bug... or you hit the wrong key...



## Data Heist

Malïtus-Plot-Hack, Theft





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Draw 5 cards, then make another player discards 5 cards.



個

## Phantom-Moth Virus

Malïtus-Pawn-Digital

100ç

**1** 

之意

3

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#### Ethereal

The origin of the Phantom Moth seal is unknown. Leading theories say it stands for computer bugs, the quiet-observer nature of the House, or man being drawn irresistibly to progress.



## Data Leech

Malïtus-Pawn-Digital

300ç



3

(3) (3)

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#### Ethereal

Whenever this works to sabotage an event, you may put Cunning progress on an event equal to this Cunning.

Harö would tell you money is the life blood of the Systems.

Malïtus knows information is.



## Electronic Carnage

Malïtus-Job-Hack, In





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-You may only complete this if you have successfully sabotaged an even this turn. The Vorspěkïr looked at the mangled hologram. This was no glitch; this was a warning:

Malïtus was mobilized, and Gäld was next.



#### <u>Icy-Draft Virus</u>

Malïtus-Pawn-Digital

200ç



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#### Tormenting

-This gets Stealth+3 and Cunning+2 while working to sabotage an event with at least 1 sabotage damage on it. A flicker on your screen. A shiver. You know you shouldn't have left the window open...



Alter (Human or Automaton)
Turn-You may deal 1 psychdamage to the altered asset
and look at the top card of
its boss's deck. You may pay
100¢ to discard it.



## Information Gathering

Malïtus-Job-Espionage, In

2 2 3



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Look at up to three underway events with the same boss. Draw three cards.

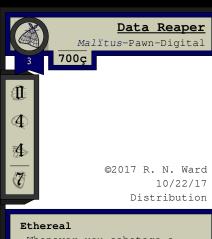
Once, people joked about walls having ears. Now, it is a terrifying reality that no secret

Malitus, Two Copies



Sneak-Reduce this cost by 100c for every Cunning progress on

Sometimes it is best not to let one's thoughts linger on the goings on of Malïtus labs



-Whenever you sabotage a Job, gain an additional Influence.

It never sleeps, never looks away. It is always prowling, consuming more and more...



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#### Maneuver, Alter Event

When the altered event is sabotaged, you may deal 1 damage to the saboteur for each Force progress on it.



Distribution

#### Unique, Long Ranged

Sneak-When you buys this, discard any amount of Cunning progress from it. Draw a card for every two progress discarded this way. Move the remaining Cunning progress to any one



Destroy a Vessel, and deal 1 damage each of its employer's

other Pawns.

Each of the thousands of Ripper Engines driving vessels across the Systems is a small weapon of mass



#### Famed Lord of Trade Unique, Notorious

800ç-Exhaust 2 exhausted vessels in your employ; if you do, gain 1 Influence.



Purchase or (Maneuver, 100Ç,

Planetary pawns may not be

intercepting a planetary pawn.

EX) - Prevent a pawn from

intercepted this action



event, you many pay 100Ç. If you do, look at that event. For Malïtus and its victims, freighter passing a network relay can be life and death.

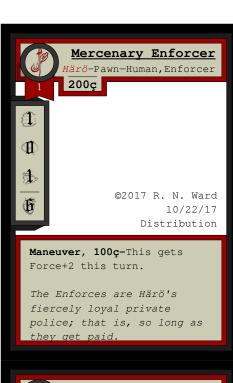


You may take 200¢ from each of any combination of other players.

To Härö, "tariff" is a loose term to describe taking money on loose justification vaguely related to stellar travel.

3

Starborn







## Labor Intimidation

*Härö-*Event-Diplomacy



#### <u>Intimidation</u>

Härö-Event-Diplomacy

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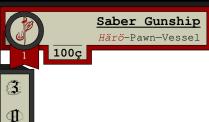
#### Maneuver

No progress may be placed on events during this action. "I'm sure you think you're very loyal, doing this. But if you finish, we'll have to kill your boss." -V. Admiral Sengir

#### Maneuver

Shuffle an asset being bought into its boss's deck. "Oh yes, Warhawks last forever. Of course, if you buy one, we'll see to it that it won't."

-V. Admiral Sengir



The ranks of Härö are filled

with sailors and pilots,

who's ferocity in person

pales compared to their skills in a Vessel.

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## Bladed Attack Ship

Härö-Pawn-Vessel

200ç



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Maneuver, 100c-This gets Force+4 this turn. Kill it at end of action. Do this only once per turn.



#### Make an Example

*Härö-*Job-Murder, Media





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Give an asset Force+2, Cunning+2 and Interceptor until end of action, and unexhaust it.

Whenever a non-Härö asset dies this action, gain 1 Influence.



## Smuggler's Station

*Härö*-Location-Port

400ç



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-Your Vessels have: Act-Gain 200¢ and take 1 risk damage

Moving contraband outside the protection of the blockades is risky but rewarding work.



## Trade Commissioner

*Härö-*Pawn-Human, In

200ç



4

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#### Sworn to Avond

600ç-Gain 1 Loyalty with Härö. As much as Härö despises the law, they have reached a truce with Avond; they follow a couple laws, and Avond helps enforce their trade regulations.



#### Hinter Raider

*Härö-*Pawn-Human







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-Whenever this kills an asset, gain 200Ç.

Out beyond the reach of the Navosc, there is only one true law: that the weak feed the strong





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You may kill any number of your humans. For each human killed this way, increase this monetary reward by 300ç.

Sen Rattis grinned; another successful auction.



Mark a pawn working on an event. Kill it, and sabotage the event it is working on. (if that event is a job, gain an influence) According to the Navosc, it was an accident; according to everyone else, it was a warning.

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Distribution



Mlái, Three Copies

## Alter Planetary Pawn

**Sneak-**When a pawn sabotages one your your events, including this, you may buy this and discard it to deal 3 damage to that saboteur.

Distribution

2

1



## Heavy Foq

Blái-Task-Hack





#### Careful Eavesdropping

Blái-Task-Hack





Petty Purse-Cutting

Blái-Job-Theft, In





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Draw 2 cards.

Slip a knife in their coat, and see what falls out.

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Your Pawns have Stealth+2 until your next turn. The wise do not wander the streets on a fogy night. They never know who is lurking just out of sight.



The agents of Blái are everywhere, on every world, listening.



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Turn-If you have 4 or more Pawns, drawn a card.

Every word said in the Triangle is heard, recorded and reported. No exceptions.



#### Burjle Debtor

*Blái-*Pawn-Human

1

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Turn-If you have 3 or more Influence, loose 100ç.

"When this thing is over, you and I, we'll be debtor's no more."



## Common Waif

*Blái-*Pawn-Human



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Deploy-Draw a card. The ranks of Blái are filled with the destitute and downtrodden, who are willing

to give everything for a shot at a better life.

# Industry-World Ravager

Pawn-Human

300ç

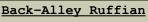
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h

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-This gets Force+2 while fighting a Vessel, Automaton or Digital asset.

Whenever this kills a Vessel, Automaton, Digital or Device asset, gain 100Ç



Pawn-Human



200ç





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Sneak-When a pawn makes an act that this could intercept, you may buy this and have it intercept. (You may play this face down as an event. While its face down, its "Sneak" rules apply.)



## Junkyard Lurker

Blái-Pawn-Vessel

100ç









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#### Starborn

-This has Stealth+2 while there are 3 or more assets in you scrapheap.

"Don't mind that. Its just space debris."