



Mechanical Butler

Avond-Pawn-Automaton

2

200ç

1

1

1

6

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Distribution

200ç, Act—Unexhaust another pawn and remove 2 damage from it.
Automata do not question their post, like men don't question their mortality.



Zi Manor Doorman

Avond-Pawn-Human

1

400ç

3

3

1

5

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Distribution

Patrol Guard

Innocuous as he may seem, no one may enter the house without his permission



Political Snare

Avond-Event-Diplomacy

2

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Distribution

Sabotage—The Saboteur's boss looses 2 Influence.

"Such attempts to interfere in the lawful operation of the Senate mustn't go unpunished."

Warhawk Gunship

Pawn-Vessel

1

500ç

4

2

3

8

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Distribution

Starworthy

Despite dating back the the mid-Last Golden Age, Warhawks ream popular combat vessels.



Diplomatic Convoy

Avond-Pawn-Vessel

3

400ç

2

4

2

6

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Distribution

Starborn *(This is Stellar.*

It takes half damage in combat from Planetary Pawns, and deals half damage to non-Stellar pawns.)



Pen of Policy

Avond-Pawn-Human

2

100ç

0

4

0

5

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Distribution

Act, 200ç—Search your deck for a Job, reveal it and add it to your hand. *(shuffle your deck afterwards)*
Avond employs the University of Olimpiav's brightest to engineer the letter of its law.

Rank-and-File Whiteshirt

Asset-Human, Navosc

2

200ç

2

2

1

5

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Distribution

Act—Remove all phys-wounds from an asset with 3 or fewer phys-wounds.
The white isn't for medical tradition or easy recognition. They wear white because it makes it easy to bleach out blood.



Soirée Fraternization

Avond-Job-Political, In

1

0

000ç

0

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Distribution

Increase this Loyalty Reward by 1 and Monetary Reward by 100 for every 3 Cunning Progress on it, to maximums of 2 Loyalty and 400ç.
"Have you met the Madam yet? She would like to meet you."



Drawing Room Chatter

Avond-Job-Political, In

1

0

000ç

2

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Distribution

"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



d·Cel's Serum No.3

Grim-Device-Drug

2

300ç

+1

+1

+1

+2

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Distribution

Alter Human

-At the start of your turn, refresh the altered pawn and add it to your employ until end of turn.

Jac d·Cel is famous for amazing drugs with unusual side effects.



Novice Senator

Avond-Pawn-Human

1

200ç

1

3

1

5

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Distribution

"He might not be able to do much, but he'll defend your case for you, and worst case, he's still another vote."



Pardon

Avond-Gambit-Diplomacy

2

1

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Distribution

Maneuver

Give a pawn **Political Immunity** this turn. (it does not suffer risk)

"No one is above the law... we simply are the law."



Back-Alley Laboratory

Grim-Location-R&D

3

500ç

Ambriav-Port

Trôjov

12

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Distribution

-The cost of your Drug assets is lowered by 100ç.

Exhaust-Search your deck for a Drug, reveal it, and put it into your hand.



Leverage Loved-One

Grim-Job-Psych, Kidnapping

3

5 | 1 1

1

300ç

1

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Distribution

Alter Human

-The altered pawn does not refresh at the start of its bosses turn.

Turn-The altered pawn's boss pays you 100ç.
She's happy where she is... so long as you keep paying for her Ambrosia.



d'Antontese Contract

Avond-Job-Legislation

3

20

4

800ç

1

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Distribution

Ongoing

Turn-Gain 100ç.

"I assure you my stake in the d'Antontese Company has nothing to do with this. I just think they made the best offer."



Shipboard Companion

d·Rôs-Pawn-Human

2

300ç

1

3

2

3

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Distribution

Sworn to Grim, Pilot

-If the asset this is altering would make an action, you may pay 100ç; if you do, prevent that action, and exhaust that asset.



Ambrosia Distributor

Grim-Pawn-Human

2

500ç

2

2

3

6

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Distribution

-Whenever another player pays to activate an ability on or to play a Drug asset, you gain that much ç.
No one from Dianov to Cjiú can have intoxicated fun without giving Grim a Dec.



Electorate Nomination

Avond-Job-Diplomacy

4

4

1

0ç

0

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Distribution

Give another player 2 Influence.

Despite the power of the Senate of Olimpiav waning, the body that elects its members remains a highly exclusive and powerful group.



Market Ambrosia

Grim-Device-Psych, Drug

2

100ç

1

2

1

+0

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Distribution

Alter Human

Deploy or 100ç—Give the altered pawn Force+2 and Stealth+2 this turn. Its boss may activate this ability.



Synth. Mind Enhancer

Grim-Device-Psych, Drug

1

200ç

+0

+2

+0

3

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Distribution

Manüle Enanjor d·Mentüs

Alter Human

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



Synth. Speed Enhancer

Grim-Device-Drug

1

200ç

+0

+0

+2

3

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Distribution

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..."



Nine-Tailed Maiden

d·Rös-Pawn-Human

1

300ç

2

3

2

5

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Distribution

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

1

1 | 2 | 3

1

000ç

1

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Distribution

—Increase this Monetary Reward by 200ç 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."

—Timotti Arjent, Head Recruiter



Ämbriav Market Dealer

Grim-Pawn-Human

1

200ç

1

1

2

5

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Distribution

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



d·Rös Manor Greenhouse

d·Rös-Location-Leisure

2

400ç

Cericü-Hinter
Ämattio

7



Sworn to Grim

0ç—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."

—Palri ü·Grim to Julia d·Rös



Flytrap Abduction

Grim-Job-Kidnapping

2

8 | 3 | 3

2

700ç

1

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Distribution

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

1

2

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Distribution

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.



Scrapware Technician

Malitus-Pawn-Human

1

400ç

1

1

4

5

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Distribution

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.



Petty Hacking

Malitus-Event-Hack

1

2

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Distribution

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

Malitus-Plot-Hack, Theft

2

6

7

5

3

600ç

1

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Distribution

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



Phantom-Moth Virus

Malitus-Pawn-Digital

1

100ç

1

2

2

3

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Distribution

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

Malitus-Pawn-Digital

3

300ç

1

3

3

3

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Distribution

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.
Malitus knows information is.



Electronic Carnage

Malitus-Job-Hack, In

1

1

1

1

1

200ç

1

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Distribution

-You may only complete this if you have successfully sabotaged an even this turn.
The Vorspëkir looked at the mangled hologram. This was no glitch; this was a warning: Malitus was mobilized, and Gäld was next.



Icy-Draft Virus

Malitus-Pawn-Digital

1

200ç

1

1+

0+

4

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Distribution

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...



It Watches You Always

Malitus-Device-Psych, Digital

2

200ç

1

1

1

1

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Alter (Human or Automaton)

Turn-You may deal 1 psych-damage to the altered asset and look at the top card of its boss's deck. You may pay 100ç to discard it.



Information Gathering

Malitus-Job-Espionage, In

1

2

2

2

4

200ç

1

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Distribution

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 is safe.



Experiment 106:I

Malitus-Pawn-Digital

1200ç

3

4

7

8

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Distribution

Unique, Doubly Notorious, Long Ranged, Low Ethereal

Sneak—Reduce this cost by 100ç for every Cunning progress on it.

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



Data Reaper

Malitus-Pawn-Digital

700ç

3

4

4

7

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Distribution

Ethereal

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

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



Explosive Cargo

Harö-Event-Shipping

2

3

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Distribution

Maneuver, Alter Event

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



Patient 106:I

Malitus-Pawn-Human

600ç

2

3

6

6

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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 other event.



Ripper Engine Overload

Malitus-Plot-Hack, Destruction

6 | 9 | 7

4

600ç

1

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Distribution

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 destruction waiting to go off.



Baron J. or Stantem

Harö-Pawn-Human

500ç

2

2

2

8

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Distribution

Famed Lord of Trade

Unique, Notorious

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

Hidden Pipe-Ways

Location

400ç

0

Slum

Central

7

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Distribution

Scheme—Whenever a pawn would intercept a planetary pawn, you may buy this.

Purchase or (Maneuver, 100ç, EX)—Prevent a pawn from intercepting a planetary pawn. Planetary pawns may not be intercepted this action.



Modified Stellar Relay

Malitus-Location-Hack

400ç

2

Starways

10

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Distribution

—Whenever a pawn in your employs works to sabotage an event, you may pay 100ç. If you do, look at that event. *For Malitus and its victims, freighter passing a network relay can be life and death.*



Levy Tariff

Harö-Job-Policy

2

4

6

2

000ç

0

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Distribution

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

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



Mercenary Enforcer

Härö-Pawn-Human, Enforcer

200ç

1

Q

A

G

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Distribution

Maneuver, 100ç—This gets Force+2 this turn.

The Enforces are Härö's fiercely loyal private police; that is, so long as they get paid.



Labor Intimidation

Härö-Event-Diplomacy

2

3

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Distribution

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



Intimidation

Härö-Event-Diplomacy

2

3

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Distribution

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



Saber Gunship

Härö-Pawn-Vessel

100ç

3

Q

A

3

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Distribution

Starborn

The ranks of Härö are filled with sailors and pilots, who's ferocity in person pales compared to their skills in a Vessel.



Bladed Attack Ship

Härö-Pawn-Vessel

200ç

1

1

2

4

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Distribution

Maneuver, 100ç—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

1

2

2

Q

000ç

1

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Distribution

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

Slum, Port
The Starways

G

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Distribution

—Your Vessels have:
Act—Gain 200ç 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

2

2

A

4

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Distribution

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

400ç

3

1

3

G

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Distribution

—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.

**Jon de-Livle-t**

Blái-Pawn-Human

500ç

4

2

+1

5

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Distribution

The Ripper of Lenten Street

Unique, Notorious, Long-Range,
Hardened

-This gets Stealth+1 for every
Human in your employ.

"Did you know there has been a
killer on Lenten? And the Navosc
hasn't bothered to catch him!"

**Meek Dependent**

Blái-Device-Human, Child

100ç

+0

+0

+1

+2

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Distribution

Alter (Human or Vessel)

-Whenever a pawn attacks the
altered pawn, deal 2 psych-
damage to it.

Sneak-Whenever one of your
pawns that this can alter is
attacked, you may buy this.

**Púčov Beggar Girl**

Blái-Pawn-Human, Child

100ç

0

0

1

2

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Distribution

Act-Mark an exhausted Human.
Its boss may pay you 100ç.
If they don't, put 1 psych-
damage on it. (*noninterceptable*)
Master ü·Grim dreads Púčov,
for fear he'll let a let a
child starve, or feed Blái.

House Parley

Job-Diplomacy

2

3

000ç

1

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Distribution

The Prince grimaced. He did
not like working with Calitus,
but they were in far better
position than he to move on
Céricü. Julia was waiting for
his men, but the fanatics
could catch her off guard.

**Stelno Rë**

Blái-Pawn-Human

300ç

2

1

3

6

Helmswoman of the Arüs Ar

Unique, Notorious, Pilot

While this is altering a
Vessel, your Humans have
Force+1 and Stealth+1 while
attacking Vessels.

**Sickly Space-Rat**

Blái-Pawn-Beast

000ç

2

0

2

1

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Distribution

Stowaway

-Whenever this unexhausts,
kill it.

Space-Rats are vermin adapted to
life in space; most see them as
monsters, but the poor sometimes
take them as pets.

**Slave Auction**

Blái-Job

2

6

3

5

000ç

1

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Distribution

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.

**Violent Accident**

Härö-Job-Destruction

2

4

4

4

4

300ç

1

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Distribution

Maneuver

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.

**Portable Mines**

Härö-Device-Explosive

100ç

+1

+0

+1

+0

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Distribution

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.



Heavy Fog

Blái-Task-Hack

2



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Distribution

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



Careful Eavesdropping

Blái-Task-Hack

1



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Distribution

Draw 2 cards.
The agents of Blái are everywhere, on every world, listening.



Petty Purse-Cutting

Blái-Job-Theft, In

1

4



1
400ç

1

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Distribution

Draw 2 cards.
Slip a knife in their coat, and see what falls out.



Master of Ears

Blái-Pawn-Human

2

400ç

2
1
3
5

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Distribution

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

2

100ç

2
1
3
4

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Distribution

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

1

100ç

1
0
2
2

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Distribution

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

2

300ç

2+
1
3
6

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Distribution

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

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

Back-Alley Ruffian

Pawn-Human

0

200ç

2
1
3
4

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Distribution

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

1

100ç

2
0
1
4

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Distribution

Starborn
-This has Stealth+2 while there are 3 or more assets in you scrapheap.
"Don't mind that. Its just space debris."