



Affluent "Gumshoe" Ricci



5

Ganger Chieftain

CREATURE

GIANT

Play: You may ready and fight with a neighboring creature.

It takes two to fight, but more is better.

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5

Groke

CREATURE

GIANT

Fight: Your opponent loses 1 .

*"Fierce as a Brutodon and about as sharp."
- Livia the Elder*

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 Djib

 008 ●

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**5**

Gron Nine-Toes

CREATURE

GIANT

Gron Nine-Toes gets +4 power while it is damaged. (*Gron Nine-Toes gets the power bonus only if he survives the damage.*)

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Anton Zemskov

009 ●

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Warriors' Refrain

ACTION

Play: Stun each creature with power 3 or lower.

*The Brobnar have 30 different words for "battle."
Conveniently, most of them rhyme.*

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Dong Cheng

016

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Warriors' Refrain

ACTION

Play: Stun each creature with power 3 or lower.

*The Brobnar have 30 different words for "battle."
Conveniently, most of them rhyme.*

©2019 FFG


Dong Cheng

016 ●

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Fyre-Breath

UPGRADE

This creature gets +3 power and gains, "**Before Fight:** Deal 2  to each neighbor of the creature this creature fights."

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Fábio Perez

020 ♦

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5

Gravelguts

CREATURE

GIANT

After an enemy creature is destroyed fighting Gravelguts, give Gravelguts two +1 power counters.

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Adam Vehige


022 ♦

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Power of Fire

ACTION


Play: Sacrifice a friendly creature. If you do, each player loses  equal to half that creature's power (rounding down the loss). Gain 1 chain.

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The Flex

ACTION

Play: Choose a ready friendly Brobnar creature. Exhaust it and gain  equal to half its power (rounding down the gain).

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Grigory Serov

032 ♦

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Cybergiant Rig

UPGRADE

This creature gains, "At the end of your turn, this creature loses a +1 power counter."

Play: Fully heal this creature and give it a +1 power counter for each damage healed.

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Jordan Kerbow

035 ★

Affluent "Gumshoe" Ricci



7

Mega Gron Nine-Toes

CREATURE

GIANT

Mega Gron Nine-Toes gets +4 power while it is damaged. (*Mega Gron Nine-Toes gets the power bonus only if he survives the damage.*)

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Anton Zemskov

058 ♦

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Gron's Brew

ACTION

Play: Give a creature two +1 power counters.

Tastes like feet made of explosions.

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Blast Shielding

UPGRADE

This creature gets +2 armor.
After this creature is used,
its controller may attach
Blast Shielding to one of this
creature's neighbors.

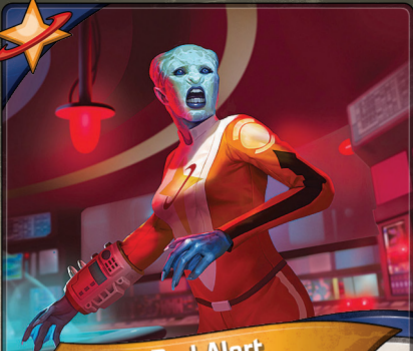
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Stanislav Dikolenko

303

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Red Alert

ACTION

Play: If there are more enemy creatures than friendly creatures, deal damage to each enemy creature equal to the difference.

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Ignatius Budi

310 ●

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4

Armory Officer Nel

CREATURE

ALIEN

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

After an upgrade enters play, draw a card.

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Chris Bjors

319 ♦

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2

Hayden Oswin

CREATURE

HUMAN

Reap: Gain 1  for each upgrade on Hayden Oswin.

"I made a few upgrades last night!"

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Angelina Chernyak

322

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3

Stealthster

CREATURE

ROBOT

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

Stealthster may be played as an upgrade instead of a creature, with the text: "This creature gains elusive."

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Roman Semenko

329

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Transporter Platform

ARTIFACT



LOCATION

Action: Return a friendly creature and each upgrade attached to it to their owners' hands.

"Don't be afraid."

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Marko Fiedler

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4

Commander Dhrxgar

CREATURE

MUTANT

After an upgrade is attached to Commander Dhrxgar or one of its neighbors, gain 1 .

"It's Dhrxgar. It rhymes with Rmqxyrx."

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Fábio Perez

 337 ★

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Encounter Suit

UPGRADE

After an action card is played, but before resolving its play effect, ward this creature.

Just because this sector's air is breathable, it doesn't mean the next one's will be.

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Hendry Iwanaga

339 ★

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5

Z-Force Agent 14

CREATURE

CYBORG

Fight: Gain 1  for each upgrade on Z-Force Agent 14.

*"The Logos didn't appreciate my genius.
Perhaps the Star Alliance will."*

© 2020 FFG

Vladimir Zyrianov

353 ★

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Z-Particle Tracker

UPGRADE

This creature gains, "**Fight:** Search your deck for an upgrade and put it into your hand. Shuffle your deck."

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Vladimir Zyrianov

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Z-Ray Blaster

UPGRADE

This creature gets +3 power and gains, "**Before Fight:** Deal 3  to each neighbor of the creature this creature fights."

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Vladimir Zyrianov

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Z-Wave Emitter

UPGRADE

At the start of your turn, ward this creature.

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Vladimir Zyrianov

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4


Aubade the Grim

1

CREATURE

SPIRIT • KNIGHT

Play: Capture 3 .

Reap: Discard 1  from Aubade the Grim.

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Marko Fiedler

213

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4


Aubade the Grim

1

CREATURE

SPIRIT • KNIGHT

Play: Capture 3 .

Reap: Discard 1  from Aubade the Grim.

©2019 FFG

Marko Fiedler

☛ 213 ●

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An illustration of a purple-skinned, elf-like character with glowing yellow eyes and a wide, open-mouthed expression. She is wearing a green and gold outfit with a red cape and is holding a glowing yellow sword. The background is a vibrant, swirling blue and green space with stars and planets. In the top left corner, there is a yellow diamond-shaped icon containing a glowing yellow bar.

Golden Aura

ACTION

Play: Choose a creature. Fully heal the chosen creature. For the remainder of the turn, the chosen creature is considered to be in house Sanctum and cannot be dealt damage.

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Natalie Russo


☼ 217 ●

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Healing Blast

ACTION

Play: Fully heal a creature. If you healed 4 or more damage this way, gain 2 .

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Quentin de Warren

♣ 219 ●

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**5**

Maruck the Marked

1

CREATURE

SPIRIT • KNIGHT

After Maruck the Marked prevents damage with its armor, capture 1  for each damage just prevented.

What weapon can scar a being of pure light?

©2019 FFG

David Auden Nash

☛ 220 ●

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Protect the Weak

UPGRADE

This creature gets +1 armor and gains taunt. *(This creature's neighbors cannot be attacked unless they have taunt.)*



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Doorstep to Heaven

ACTION

Play: Each player with 6  or more is reduced to 5 .

The cities of the Sanctum are safe, clean, and vibrant like few others on the Crucible. But few are judged worthy to enter.

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Mark Bulahao

231 ◆

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5

Gatekeeper

CREATURE

1

SPIRIT • KNIGHT

Play: If your opponent has 7 or more , capture all but 5 of it.

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Grigory Serov

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**4**


Rothais the Fierce

2

CREATURE

HUMAN • KNIGHT

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

Hazardous 4. (Before this creature is attacked, deal 4  to the attacking enemy.)

"Verily, I say unto thee; bring it on."

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Rodrigo Camilo

☛ 242 ◆

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Armageddon Cloak

UPGRADE

This creature gains hazardous 2 and, "**Destroyed:** Fully heal this creature and destroy Armageddon Cloak instead."

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Andreas Zafiratos

♣ 249 ★

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One Stood Against Many

ACTION

Play: Ready and fight with a friendly creature 3 times, each time against a different enemy creature. Resolve these fights one at a time.

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Agri Karuniawan

♣ 259 ★

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Seraphic Armor

UPGRADE

This creature gets +1 armor.

Play: Fully heal this creature.

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John Silva

♣ 263 ★

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Brobnar



Star Alliance



Sanctum

Affluent "Gumshoe" Ricci

DECK LIST



Brobnar

- 007 Ganger Chieftain
- 008 Groke
- 009 Gron Nine-Toes
- 016 Warriors' Refrain
- 016 Warriors' Refrain
- ◇ 020 Fyre-Breath
- ◇ 022 Gravelguts
- ◇ 026 Power of Fire
- ◇ 032 The Flex
- ☆ 035 Cybergiant Rig
- ◇ 058 Mega Gron Nine-Toes
- ◇ 065 Gron's Brew



Star Alliance

- 303 Blast Shielding
- 310 Red Alert
- ◇ 319 Armory Officer Nel
- ◇ 322 Hayden Oswin
- ◇ 329 Stealthster
- ◇ 331 Transporter Platform
- ☆ 337 Commander Dhrxgar
- ☆ 339 Encounter Suit
- ☆ 353 Z-Force Agent 14

◇ 354 Z-Particle Tracker

◇ 355 Z-Ray Blaster

◇ 356 Z-Wave Emitter



Sanctum

- 213 Aubade the Grim
- 213 Aubade the Grim
- 217 Golden Aura
- 219 Healing Blast
- 220 Maruck the Marked
- 221 Protect the Weak
- ◇ 231 Doorstep to Heaven
- ◇ 234 Gatekeeper
- ◇ 242 Rothais the Fierce
- ☆ 249 Armageddon Cloak
- ☆ 259 One Stood Against Many
- ☆ 263 Seraphic Armor

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