



**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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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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## Mars Needs Amber

ACTION

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


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## Mars Needs Amber

ACTION

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

©2019 FFG



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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**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🔑.

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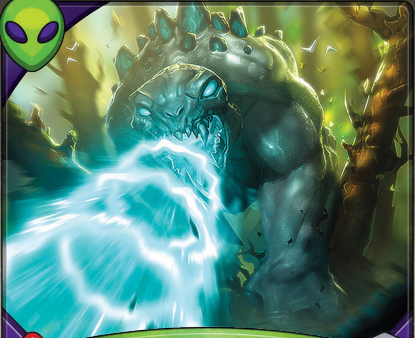


## Mothership Support

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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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

296

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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

304 ●

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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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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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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

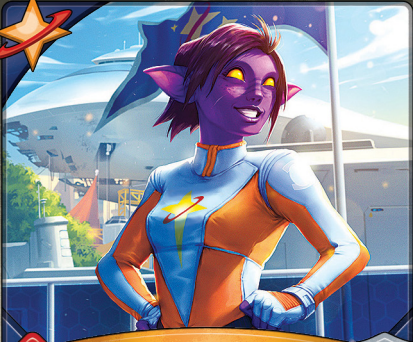
UPGRADE

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



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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 .



©2018 FFG





## Relentless Whispers

ACTION

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

©2018 FFG



## 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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Preston Stone

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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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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 Preston Stone

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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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Matt Zeilinger

316 ♦

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Mars



Star Alliance



Shadows

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## DECK LIST



### Mars

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- 163 Glyxl Proliferator
- 163 Glyxl Proliferator
- 166 Mars Needs Æmber
- 166 Mars Needs Æmber
- 167 Mindwarper
- 167 Mindwarper
- 171 Tyxl Beambuckler
- ◆ 184 Nyzyk Resonator
- ◆ 183 Mothership Support
- ◆ 191 Zorg
- ☆ 198 Hypnotic Command
- ☆ 209 Yxlyx Stimrager



### Star Alliance

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- 295 Com. Officer Kirby
- 296 Commander Chan
- 304 Sci. Officer Qincan
- 305 Sensor Chief Garcia
- 305 Sensor Chief Garcia
- ◆ 312 Information Officer Gray
- ◆ 318 Sci. Officer Morpheus
- ◆ 318 Sci. Officer Morpheus
- ☆ 328 Disruption Field

☆ 339 Special Agent "Fingers"

◆ 345 Chan's Blaster

◆ 347 Garcia's Blaster



### Shadows

---

- 270 Ghostly Hand
- 276 Nerve Blast
- 281 Relentless Whispers
- 281 Relentless Whispers
- ◆ 283 Too Much to Protect
- 290 Seeker Needle
- ☆ 300 Faygin
- 315 Urchin
- 315 Urchin
- 315 Urchin
- 315 Urchin
- ◆ 316 Duskrunner

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CON**

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