

### Markus Trent, Coalition Boss

Leader - Coalition



Whenever a Station you control is Amped, Amp this Leader that many times.  
Fast — Exhaust: Fund 1.  
Fast — 3 Experience: Fund 1.  
6 Experience: Remove an Exhaust counter from a Station you control.

*Markus' work is for higher wages for the workers—primarily so that he can keep himself elected, and thereby out of the factories.*

PM Alpha Leader 1

### Knox, Chief Blacksmith

Leader - Coalition



Exhaust: Remove a Station you control from play, then return it to play.  
Fast — Exhaust: Weave 1 Flow.

PM Alpha Leader 2

### Archibald Braxton, Industrialist

Leader - Industry



Each Morning, Fund {E}.  
Whenever you sacrifice a Station, Study this Leader.  
7 - {E}/2 Money, rounding up: Amp target Station.  
2 Experience: Amp target Station.  
Experience Cap 8

PM Alpha Leader 3

### Floor Boss Archimedes

Leader - Industry

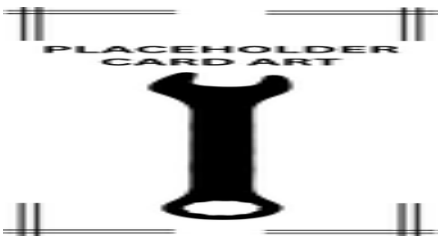


Whenever a Station you control is Exhausted, Study this Leader.  
Fast — Exhaust an unexhausted target you control: Study this Leader.  
Fast — 1 Money: Study this Leader.  
Fast — 3 Experience: Fund 1.  
6 Experience: Remove an Exhaust counter from any target.

PM Alpha Leader 4

### Violet Krawn, Head of Finance

Leader - Government



Each Morning, Fund X, where X is the number of Unexhausted Stations you control with Friendship counters on them.  
Exhaust: Add a Friendship counter to a Station you control.

*Violet juggles the responsibilities of state and his expansive social network expertly, using both to better the other in a feedback loop that, many suspect, will make him the most powerful man in Ixitor before long—if he isn't already.*

PM Alpha Leader 5

### The Spymaster

Leader - Government



Fast — Exhaust: Remove up to four Suspend counters from a card you control.  
Slow — Add four Suspend counters to a card with Suspend counters on it you control: Remove an Exhaust counter from this Leader.

*The Spymaster is head of Ixitor's sprawling intelligence department.*

PM Alpha Leader 6

### Academy President Brand

Leader - University



Your Supply has three cards in it instead of two.  
Whenever you Experiment, you may pay 2 Flow. If you do, Study target Station.

PM Alpha Leader 7

### Rhol, Theoretical Flow Analyst

Leader - University



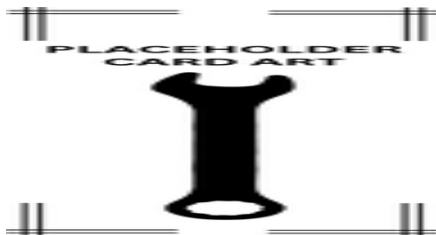
3 Flow, Exhaust: Draw a card, then Study this Leader.  
5 Flow, Exhaust: Draw target faceup Supply card immediately if this Leader has 3 or more Experience.

*Rhol's department worked to uncover the place Flow came from, trying to pull more energy from that mysterious source.*

PM Alpha Leader 8

### Raf Jameson, Backyard Inventor

Leader - Artificer



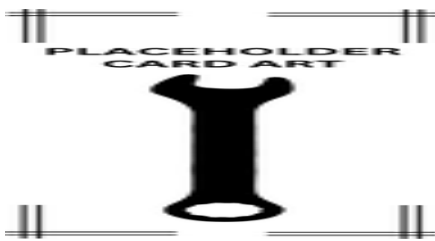
Whenever a Station you control enters, Study this Leader.  
Discard a card: Weave {E} Flow.

*Within the Artificer's Guild, Raf's made his name as a prominent, impartial inventor, resisting pressure from University and Revolution alike.*

PM Alpha Leader 9

### Marol, Curio Collector

Leader - Artificer



Exhaust: Remove a Station you control from play, then return it to play.  
Fast — Exhaust: Weave 1 Flow.

PM Alpha Leader 10

### Supplymaster Chara

Leader - Revolution



Each Morning, Burst 3, even if this Leader is Exhausted. *(Gain 3 Burst. You lose a Burst after each turn.)*  
Fast — Exhaust 2: Gain 1 Burst.

PM Alpha Leader 11

### Quick Ben, Revered Mage

Leader - Revolution

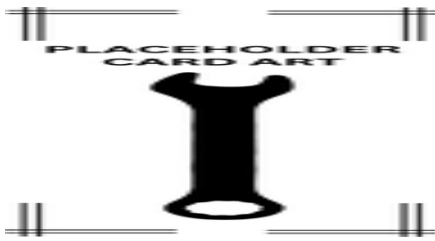


Each Morning, Burst 2. *(Gain 2 Burst. You lose a Burst after each turn.)*  
Whenever you play a Trick, Weave 1 Flow.

PM Alpha Leader 12

### The Gruff Foreman

Leader - Coalition Industry

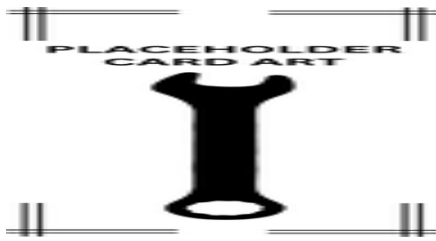


Fast — Exhaust two Unexhausted Stations you control: Burn a card in the Supply.

PM Alpha Leader 13

### Thomas Stoker, Steel Baron

Leader - Industry Government



Sacrifice a Station you control: Draw a card.  
Discard a card: Remove an Exhaust counter from a Station you control.

PM Alpha Leader 14

### Charlotte, Intrepid Researcher

Leader - Government University



Exhaust: Draw a card, then discard a card.  
Fast — Exhaust: Fund 1.

PM Alpha Leader 15

### Kaleen Shandal, Head of Flow Studies

Leader - University Artificer



Whenever you would draw a card, you may instead remove all Supply counters from it. When you do, Study this Leader.  
Each Morning, Weave {E} Flow and Supply {E}.  
3 Flow, Exhaust: Supply {E}.

PM Alpha Leader 16

### Makarn, Revolutionary Theorist

Leader - Artificer Revolution



Each Morning, you may pay {E} Flow. If you do, Supply {E}, then Study this Leader.

PM Alpha Leader 17

### Jolan Ferris, Outlaw

Leader - Revolution Coalition



Each Morning, you may add a Ransack counter to this Leader, then Burst X and burn the top X cards of your deck, where X is the number of Ransack counters on this Leader.

PM Alpha Leader 18