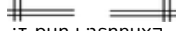


## Gnosauric Core

### Station

5 Flow / 3 Money

1 Experience: Fund 3.



Generator  
No Cost  
Enters Exhausted unless you pay 1 Money/2  
Flow.  
Exhaust: Weave 2 Flow.  
Exhaust: Fund 1.

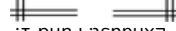
PM Alpha 12/335 C Coal SD

## Gnosauric Core

### Station

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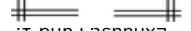
PM Alpha 12/335 C Coal SD

## Gnosauric Core

### Station

5 Flow / 3 Money

1 Experience: Fund 3.



Generator  
No Cost  
Enters Exhausted unless you pay 1 Money/2  
Flow.  
Exhaust: Weave 2 Flow.  
Exhaust: Fund 1.

PM Alpha 12/335 C Coal SD

## Swipe Notes

### Trick

3 Flow / 2 Money

Remove an Experience  
from any target.  
Draw Weight 3



Generator  
1 Flow  
Exhaust: Weave 2 Flow.  
Exhaust: Fund 1.

PM Alpha 27/335 C Coal SD

## Swipe Notes

### Trick

3 Flow / 2 Money

Remove an Experience  
from any target.  
Draw Weight 3



Generator  
1 Flow  
Exhaust: Weave 2 Flow.  
Exhaust: Fund 1.

PM Alpha 27/335 C Coal SD

## Factory Alchemist

### Station - Coalition

2 Flow

Enters with 2 Study.  
1 Experience: Fund {E}.  
Experience Cap 4



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 66/335 C Coal SD

## Factory Alchemist

### Station - Coalition

2 Flow

Enters with 2 Study.  
1 Experience: Fund {E}.  
Experience Cap 4



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 66/335 C Coal SD

## Greased Wheels

### Station - Coalition

4 Flow

Whenever this Station  
is Amped, Fund 1.  
6 - {E} Money: Amp  
another target Station.  
Experience Cap 3



Generator  
No Cost  
Exhaust: Weave 2 Flow.

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## Greased Wheels

### Station - Coalition

4 Flow

Whenever this Station  
is Amped, Fund 1.  
6 - {E} Money: Amp  
another target Station.  
Experience Cap 3



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 68/335 C Coal SD

## Hall of Mirrors

### Station - Coalition

9 Flow

Whenever you Amp another Station, Amp this Station.  
3 Experience: Amp target Station.



Generator  
1 Flow  
Exhaust: Weave 2 Flow.  
Exhaust: Fund 1.

PM Alpha 69/335 C Coal SD

## Hall of Mirrors

### Station - Coalition

9 Flow

Whenever you Amp another Station, Amp this Station.  
3 Experience: Amp target Station.



Generator  
1 Flow  
Exhaust: Weave 2 Flow.  
Exhaust: Fund 1.

PM Alpha 69/335 C Coal SD

## Scrap Salesman

### Station - Coalition

3 Flow

Enters with 2 Study.  
4 Money, Exhaust: Burn target faceup card in the Supply.  
Exhaust, 1 Experience: Supply 2.



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 72/335 C Coal SD

## Bribed Brawlers

### Station - Coalition

4 Flow

2 Money, Exhaust: Exhaust target Station.  
2 Money, Exhaust: Return target Exhausted Station to its controller's hand.



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 73/335 C Coal SD

## Bribed Brawlers

### Station - Coalition

4 Flow

2 Money, Exhaust: Exhaust target Station.  
2 Money, Exhaust: Return target Exhausted Station to its controller's hand.



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 73/335 C Coal SD

## Novice Blacksmith

### Station - Coalition

2 Flow

Exhaust: Fund 1.



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 76/335 C Coal SD

## Flare

### Trick - Coalition

2 Flow

Burn target faceup card in the Supply unless its owner pays 2 Flow.



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 77/335 C Coal SD

## Flare

### Trick - Coalition

2 Flow

Burn target faceup card in the Supply unless its owner pays 2 Flow.



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 77/335 C Coal SD

## Freeze

### Trick - Coalition

2 Money + 2X Flow

Exhaust target Station X.



Generator  
No Cost  
Enters Exhausted.  
Exhaust: Weave 2 Flow.  
Exhaust: Fund 1.

PM Alpha 79/335 C Coal SD

### Freeze

#### Trick - Coalition

2 Money + 2X Flow

Exhaust target Station X.

PLACEHOLDER  
CARD ART



Generator  
No Cost  
Enters Exhausted.  
Exhaust: Weave 2 Flow.  
Exhaust: Fund 1.

PM Alpha 79/335 C Coal SD

### Optimized Processes

#### Attachment - Coalition

3 Money

Whenever attached  
Station or Generator  
Funds, Fund 1 more.

PLACEHOLDER  
CARD ART



Generator  
No Cost  
Exhaust: Fund 1.

PM Alpha 85/335 C Coal SD

### Optimized Processes

#### Attachment - Coalition

3 Money

Whenever attached  
Station or Generator  
Funds, Fund 1 more.

PLACEHOLDER  
CARD ART



Generator  
No Cost  
Exhaust: Fund 1.

PM Alpha 85/335 C Coal SD

### Metalwork Apprentice

#### Station - Coalition

1 Money

Exhaust, 2 Flow: Supply  
1.  
Exhaust 2: Amp target  
Station.

PLACEHOLDER  
CARD ART



Generator  
No Cost  
Exhaust: Fund 1.

PM Alpha 89/335 U Coal SD

### Metalwork Apprentice

#### Station - Coalition

1 Money

Exhaust, 2 Flow: Supply  
1.  
Exhaust 2: Amp target  
Station.

PLACEHOLDER  
CARD ART



Generator  
No Cost  
Exhaust: Fund 1.

PM Alpha 89/335 U Coal SD

### Consign to Slag

#### Trick - Coalition

5 + X Flow

Burn target Station  
unless its controller  
pays X Flow.

PLACEHOLDER  
CARD ART



Generator  
1 Flow  
Exhaust: Weave 2 Flow.  
Exhaust: Fund 1.

PM Alpha 97/335 U Coal SD

### Consign to Slag

#### Trick - Coalition

5 + X Flow

Burn target Station  
unless its controller  
pays X Flow.

PLACEHOLDER  
CARD ART



Generator  
1 Flow  
Exhaust: Weave 2 Flow.  
Exhaust: Fund 1.

PM Alpha 97/335 U Coal SD

### Erode

#### Trick - Coalition

6 Flow

Burn up to two cards  
from your hand. This  
Trick costs 2 Flow less  
for each card burned.  
Put target Exhausted  
Station on top of its  
owner's deck.

PLACEHOLDER  
CARD ART



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 98/335 U Coal SD

### Erode

#### Trick - Coalition

6 Flow

Burn up to two cards  
from your hand. This  
Trick costs 2 Flow less  
for each card burned.  
Put target Exhausted  
Station on top of its  
owner's deck.

PLACEHOLDER  
CARD ART



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 98/335 U Coal SD

## Erode

### Trick - Coalition

6 Flow

Burn up to two cards from your hand. This Trick costs 2 Flow less for each card burned. Put target Exhausted Station on top of its owner's deck.



Generator  
No Cost  
Exhaust: Weave 2 Flow.

PM Alpha 98/335 U Coal SD

## Endless Energizer

### Station - Coalition

4 Flow

Each Morning, Study this Station. This Station can't gain Experience in any other way.  
4 Money: Amp target Station {E}.  
Draw Weight 5



Generator  
No Cost  
Enters Exhausted.  
Exhaust: Weave 2 Flow.  
Exhaust: Amp target Station.

PM Alpha 107/335 R Coal SD

## Endless Energizer

### Station - Coalition

4 Flow

Each Morning, Study this Station. This Station can't gain Experience in any other way.  
4 Money: Amp target Station {E}.  
Draw Weight 5



Generator  
No Cost  
Enters Exhausted.  
Exhaust: Weave 2 Flow.  
Exhaust: Amp target Station.

PM Alpha 107/335 R Coal SD