

Gnosthaumic Core

Station

5 Flow / 3 Money

1 Experience: Weave 5 Flow.



PLACEHOLDER
CARD ART

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

PM Alpha 11/335 C Rev SD

Gnosthaumic Core

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Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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Ponderous Philosopher

Station - Revolution Artificer

3 Flow

Exhaust: Study this Station. If you have Burst, remove an Exhaust counter from this Station.

1 Experience: Weave {E}/2 Flow, rounding down.
Experience Cap 13



PLACEHOLDER
CARD ART

Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 292/335 C Rev SD

Ponderous Philosopher

Station - Revolution Artificer

3 Flow

Exhaust: Study this Station. If you have Burst, remove an Exhaust counter from this Station.

1 Experience: Weave {E}/2 Flow, rounding down.
Experience Cap 13



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Experience Cap 13



PLACEHOLDER
CARD ART

Generator
No Cost
Exhaust: Weave 2 Flow.

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Battlefield Medic

Station - Revolution

5 Flow

Exhaust: If you have Burst, Amp target Station 2.
5 Flow: Amp target Station 1. If you have Burst, Amp that Station again.



PLACEHOLDER
CARD ART

Generator
No Cost
Enters Exhausted.
Each Morning, Burst 1.
Exhaust: Weave 2 Flow.

PM Alpha 293/335 C Rev SD

Battlefield Medic

Station - Revolution

5 Flow

Exhaust: If you have Burst, Amp target Station 2.
5 Flow: Amp target Station 1. If you have Burst, Amp that Station again.



PLACEHOLDER
CARD ART

Generator
No Cost
Enters Exhausted.
Each Morning, Burst 1.
Exhaust: Weave 2 Flow.

PM Alpha 293/335 C Rev SD

Sparklight

Station - Revolution

3 Flow

1 Experience: Weave 2 Flow, or 4 Flow if you have Burst.
Whenever you Amp another Station, you may pay 2 Flow. If you do, Amp this Station.
Exhaust: If you have Burst, Study this Station.



PLACEHOLDER
CARD ART

Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 295/335 C Rev SD

Sparklight

Station - Revolution

3 Flow

1 Experience: Weave 2 Flow, or 4 Flow if you have Burst.

Whenever you Amp another Station, you may pay 2 Flow. If you do, Amp this Station. Exhaust: If you have Burst, Study this Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 295/335 C Rev SD

Sparklight

Station - Revolution

3 Flow

1 Experience: Weave 2 Flow, or 4 Flow if you have Burst.

Whenever you Amp another Station, you may pay 2 Flow. If you do, Amp this Station. Exhaust: If you have Burst, Study this Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 295/335 C Rev SD

Quick Ben's Staff

Station - Revolution

8 Flow / 6 Money

Whenever a source you control Weaves Flow, it Weaves 1 more.

4 Flow: Study target Station. If you have Burst, Fund 3.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 300/335 C Rev SD

Quick Ben's Staff

Station - Revolution

8 Flow / 6 Money

Whenever a source you control Weaves Flow, it Weaves 1 more.

4 Flow: Study target Station. If you have Burst, Fund 3.



Generator
No Cost
Exhaust: Weave 2 Flow.

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8 Flow / 6 Money

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4 Flow: Study target Station. If you have Burst, Fund 3.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 300/335 C Rev SD

Ramp Up

Trick - Revolution

2 Flow

Choose one. If you have Burst, instead choose two.

—Amp target Station.
—Fund 3.
—Weave 5 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 303/335 C Rev SD

Ramp Up

Trick - Revolution

2 Flow

Choose one. If you have Burst, instead choose two.

—Amp target Station.
—Fund 3.
—Weave 5 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 303/335 C Rev SD

Ramp Up

Trick - Revolution

2 Flow

Choose one. If you have Burst, instead choose two.

—Amp target Station.
—Fund 3.
—Weave 5 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 303/335 C Rev SD

Seize The Spoils

Trick - Revolution

2 Money + 3 Flow

Immediately draw target faceup Supply card.

If you have Burst, this Trick is Fast.



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

PM Alpha 306/335 C Rev SD

Seize The Spoils

Trick - Revolution

2 Money + 3 Flow

Immediately draw target faceup Supply card.

If you have Burst, this Trick is Fast.



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

PM Alpha 306/335 C Rev SD

Burnout

Trick - Revolution

2 Flow

If you have Burst, Exhaust target Station. Draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 308/335 C Rev SD

Burnout

Trick - Revolution

2 Flow

If you have Burst, Exhaust target Station. Draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 308/335 C Rev SD

Targeted Assault

Trick - Revolution

4 Flow

Choose one. If you have Burst, instead choose two.

- Lock target faceup Supply card.
- Exhaust target Station.
- Supply 4.



Generator
No Cost
Enters Exhausted.
Each Morning, Burst 1.
Exhaust: Weave 2 Flow.

PM Alpha 309/335 C Rev SD

Targeted Assault

Trick - Revolution

4 Flow

Choose one. If you have Burst, instead choose two.

- Lock target faceup Supply card.
- Exhaust target Station.
- Supply 4.



Generator
No Cost
Enters Exhausted.
Each Morning, Burst 1.
Exhaust: Weave 2 Flow.

PM Alpha 309/335 C Rev SD

Targeted Assault

Trick - Revolution

4 Flow

Choose one. If you have Burst, instead choose two.

- Lock target faceup Supply card.
- Exhaust target Station.
- Supply 4.



Generator
No Cost
Enters Exhausted.
Each Morning, Burst 1.
Exhaust: Weave 2 Flow.

PM Alpha 309/335 C Rev SD

Speed Driver

Attachment - Revolution

6 Flow

Attached Station's abilities activate as though you have Burst.



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

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Attachment - Revolution

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Attachment - Revolution

6 Flow

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

PM Alpha 310/335 C Rev SD

Magic Mirror

Station - Revolution

5 Flow

5 Flow: Amp target
Station.
Whenever you play a
Trick, Amp target
Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 311/335 U Rev SD

Magic Mirror

Station - Revolution

5 Flow

5 Flow: Amp target
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Whenever you play a
Trick, Amp target
Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

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Station - Revolution

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Generator
No Cost
Exhaust: Weave 2 Flow.

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