

Joltstone

Station

1 Money

Exhaust 3: Amp target
Station 2.



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

PM Alpha 1/335 C

Goldstone

Station

1 Money

Fast — Exhaust 3: Fund
2.



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

PM Alpha 2/335 C

Cyclestone

Station

1 Money

Exhaust 3: Sell 5. (You
may discard a card. If
you do, Fund 5.)



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

PM Alpha 3/335 C

Lodestone

Station

3 Flow

Exhaust 3: Draw a card.



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

PM Alpha 4/335 C

Mindstone

Station

3 Flow

Exhaust 3: Supply 3.



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

PM Alpha 5/335 C

Magestone

Station

3 Flow

Fast — Exhaust 3:
Weave 3 Flow.



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

PM Alpha 6/335 C

Thaumauric Core

Station

5 Flow / 3 Money

5 Flow: Fund 3.



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

PM Alpha 7/335 C

Thaumagnostic Core

Station

5 Flow / 3 Money

5 Flow: Study target
Station.



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

PM Alpha 8/335 C

Aurathaumic Core

Station

5 Flow / 3 Money

3 Money: Weave 5 Flow.



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

PM Alpha 9/335 C

Auragnostic Core

Station

5 Flow / 3 Money

3 Money: Study target Station.



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

PM Alpha 10/335 C

Gnosthaumic Core

Station

5 Flow / 3 Money

1 Experience: Weave 5 Flow.



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

PM Alpha 11/335 C

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

Corrupt Patent Office

Station

3 Flow

2X Flow, Exhaust:
Supply X.
X Money, Exhaust:
Supply X.

*For the right price, any
idea was for sale.*



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

PM Alpha 13/335 C

Overflowing Library

Station

4 Flow

Enters with 1 Study.
7 Flow: Study target
Station {E}.
6 Flow: Study this
Station.
Experience Cap 3



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

PM Alpha 14/335 C

Staff of Domination

Station

9 Flow

Exhaust: Draw target
faceup card from the
Supply.



Trick
No Cost
Weave 1 Flow.

PM Alpha 15/335 C

Research Team

Station

X Money

Enters with X Study.
Exhaust, 2 Money:
Supply {E}.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 16/335 C

Quick Skim

Trick

1 Flow

Supply 1.
Draw Weight 2



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 17/335 C

Miniature Automaton

Station

4 Flow

Each Morning, you may
Exhaust a Generator
you control. If you don't,
sacrifice this Station.
Exhaust: Fund 4.

*Small automata worked
in every shop in Ixitor
that could afford them.*



Generator
2 Flow
Exhaust: Fund 2.

PM Alpha 18/335 C

Assassin's Den

Station

5 Flow / 2 Money

3 Flow, Exhaust:
Exhaust target Station.



Generator
No Cost
Exhaust: Weave 1 Flow.

PM Alpha 19/335 C

Emissary of Llanowar

Station

2 Flow

Fast — Exhaust: Weave
1 Flow.

"Elves? Why would they
be elves?"



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 20/335 C

Doubling Engine

Station

4 Flow

8 Flow: Double the
amount of unspent
Flow you have.
Exhaust: Double the
amount of unspent
Money you have.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 21/335 C

Replenish

Trick

6 Flow / 3 Money

Supply 8.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 22/335 C

Keen Observation

Trick

3 Flow

Look at the top two
cards of your deck. You
may discard any number
of them, then put the
remaining cards back on
top of your deck in any
order. Draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 23/335 C

Snatch

Trick

6 Flow / 3 Money

Supply 1 onto target
faceup Supply card. If
you have the most
counters on that card,
immediately draw it.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 24/335 C

Systematic Deconstruction

Trick

7 Flow / 4 Money

Exhaust target Station 3.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 25/335 C

Bribe the Commissary

Trick

5 Flow

Draw two cards. (from
the top of your deck.)



Trick
No Cost
Fund 2.

PM Alpha 26/335 C

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

Torch The Lab

Trick

7 Flow / 4 Money

Remove all Experience from any target.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 3 Flow.

PM Alpha 28/335 C

Open A New Draft

Trick

2 Flow

Supply 2.
Draw Weight 3

"Maybe this idea will be
the one that works..."
—Raf Jameson, Artificer



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 29/335 C

Wear Out

Trick

4 Flow

Exhaust target Station.



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

PM Alpha 30/335 C

Spark Of Brilliance

Trick

3 Flow

Study target Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 31/335 C

Soothing Balm

Trick

4 Flow

Remove an Exhaust
counter from any target.



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

PM Alpha 32/335 C

Perfect Harmony

Attachment

6 Flow / 4 Money

Whenever attached
Station is Studied, put
one additional Study
counter on it.



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

PM Alpha 33/335 C

Refined Looting

Attachment

3 Money

Exhaust: Study this
Attachment.
When attached Station
Funds, it Funds {E} more.
Experience Cap 2



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

PM Alpha 34/335 C

No Card Title found

Attachment

No Cost Found



PM Alpha 35/335 C

Ritual Monolith

Station

5 Flow

4 + {E} Flow: Remove
an Exhaust counter from
any target. Study this
Station.
At Dusk, remove all
Experience from this
Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 36/335 U

Warehouse Of Trinkets

Station

3 Flow

Whenever you Fund,
you may pay 2 Flow. If
you do, Supply 2.
4 Flow: Fund 2.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 37/335 U

Production Accelerant

Station

4 Flow

3 Flow, Exhaust: Play a
Generator from your
hand. (This does not
count as your Generator
play for the day.)



Generator
No Cost
Enters Exhausted.
Exhaust: Play a Generator from your
hand.

PM Alpha 38/335 U

Dishonored Place

Station

4 Flow

Sacrifice a Generator:
Weave 3 Flow.

Nothing valued is here.



Generator
1 Flow
Exhaust: Weave 2 Flow.
Sacrifice this Generator: Destroy target Generator.
You and that Generator's controller may each play
a 0-cost Generator from your hand.

PM Alpha 39/335 U

No Card Title found

Station

No Cost Found



PM Alpha 40/335 U

No Card Title found

Station

No Cost Found



PM Alpha 41/335 U

No Card Title found

Station

No Cost Found



PM Alpha 42/335 U

No Card Title found

Station

No Cost Found



PM Alpha 43/335 U

No Card Title found

Station

No Cost Found



PM Alpha 44/335 U

Depose

Trick

8 - X Flow

X is the amount of
Experience on target
Station.
Exhaust target Station 5.



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

PM Alpha 45/335 U

Open The Libraries

Trick

3 Flow

When this card is turned faceup in the Supply, play it immediately. Each player Studies a Station of their choice. If you played this card from your hand, instead Study a Station of your choice.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 46/335 U

Excessive Tinkering

Trick

2 Flow

Immediately play a Generator from your hand (*paying its cost*), then you can't take more actions today (*you must pass whenever able*).



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 47/335 U

No Card Title found

No Top Type(s) Found

No Cost Found



PM Alpha 48/335 U

Needs Further Testing

Trick

4 Flow

If target Station is Exhausted, return it to the Supply faceup (as an extra card in its owner's part of the Supply). Otherwise, Exhaust it.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 49/335 U

Reprime

Trick

5 Flow

Fast — Remove an Exhaust counter from target Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 50/335 U

Refresh

Trick

5 Flow

Shuffle your discard pile, draw two cards from it, then shuffle it into your deck.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 51/335 U

Cast A Wide Net

Trick

6 Flow / 3 Money

Put 1 Supply counter on each faceup Supply card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 52/335 U

No Card Title found

Trick

No Cost Found



PM Alpha 53/335 U

No Card Title found

Attachment

No Cost Found



PM Alpha 54/335 U

No Card Title found

Attachment

No Cost Found



PM Alpha 55/335 U

Waterwheel

Station

5 Flow

Whenever you draw a card, Fund 1. *(This applies to cards drawn from the faceup Supply as well as your deck.)*



Generator
2 Flow
Exhaust: Draw a card.

PM Alpha 56/335 R

Reverberation Chamber

Station

7 Flow

Whenever you activate an ability that generates Flow, Weave 1 Flow.



Generator
2 Flow
Exhaust: Weave 4 Flow.

PM Alpha 57/335 R

Awakener's Gauntlet

Station

6 Flow

Exhaust 2: Remove an Exhaust counter from each other Station you control.



Generator
2 Flow
Exhaust: Remove an Exhaust counter from a Station you control.

PM Alpha 58/335 R

Sundial

Station

4 Flow / 3 Money

Whenever you would draw a card when your deck is empty, gain 40 Flow or 20 Money.



Generator
No Cost
Exhaust: Weave 2 Flow. Study this Generator.
Exhaust: Fund 1. Study this Generator.
When this Generator has 4 or more Experience, sacrifice it.

PM Alpha 59/335 R

No Card Title found

Station

No Cost Found



PM Alpha 60/335 R

Song That Shatters Metal

Trick

8 Flow

Destroy target Station.
Draw Weight 5



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

PM Alpha 61/335 R

Invert All That Is Known

Trick

10 Flow

Each permanent on the board switches its active side. *(Anything that becomes a Trick is played immediately, for free. The player who played Invert All That Is Known chooses the order of Tricks.)*
Draw Weight 5



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

PM Alpha 62/335 R

No Card Title found

Trick

No Cost Found



PM Alpha 63/335 R

No Card Title found

Trick

No Cost Found



PM Alpha 64/335 R

Gearshift

Attachment

6 Flow

Every number in attached Station's abilities is doubled. (Both costs and effects. Effects that do something like Study a Station have an implied "1", which is doubled to "2".)



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 65/335 R

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

No Card Title found

Station - Coalition

No Cost Found



PM Alpha 67/335 C

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

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

Dashing Courier

Station - Coalition Revolution

3 Flow

Whenever you play a Trick, Amp this Station.
2 Experience: Fund 2.
3 Experience: Weave 4 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 70/335 C

Riotous Looters

Station - Coalition

3 Flow + 1 Money

Whenever you play a Trick, Fund 1.
5 Money / burn 2 cards from your discard pile: Return a Trick from your discard pile to your hand.



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

PM Alpha 71/335 C

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

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

Seasoned Pyromancer

Station - Coalition

6 Flow

If this card is burned,
Fund 2.
When this Station
enters and whenever
you burn a card, Fund 2.
4 Money: Amp target
Station 2.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 74/335 C

Factory Behemoth

Station - Coalition Industry

6 Flow + 6 Money

When this Station
enters, Exhaust every
other Station 2.
2 Money: Amp another
Station.
1 Amp: Fund 3.



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

PM Alpha 75/335 C

Novice Blacksmith

Station - Coalition

2 Flow

Exhaust: Fund 1.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 76/335 C

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

Shower in Pennies

Trick - Coalition

1 Flow

Amp target Station,
then Fund 1.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 78/335 C

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

Delay

Trick - Coalition

5 Money

Exhaust target Station 3
unless its owner burns
two cards from their
hand.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 80/335 C

Redefine The Possible

Trick - Coalition

7 Flow

Move any number of
cards in the Supply to
their owners' discard
piles. Repeat this
process once after new
cards are dealt.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 81/335 C

Smash And Grab

Trick - Coalition

X Flow + Y Money

Burn X+Y cards from your hand. Draw X+Y cards.



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

PM Alpha 82/335 C

Meet The Day

Trick - Coalition Revolution

3 Flow

Amp target Station. If you have Burst, Amp target Station again. Draw Weight 3



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 83/335 C

No Card Title found

Trick - Coalition

No Cost Found



PM Alpha 84/335 C

Optimized Processes

Attachment - Coalition

3 Money

Whenever attached Station or Generator Funds, Fund 1 more.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 85/335 C

Pyrologer

Station - Coalition

5 Flow

Whenever you burn a card, Fund 1.
3 Money: Amp target Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 86/335 U

Scrap Swapper

Station - Coalition

3 Flow

Whenever you play a trick, Supply 1.
1 Experience: Fund 3.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 87/335 U

Amplifying Force

Station - Coalition

7 Flow

If you have Money, whenever you Fund, Fund 1 more.
If this Station has Amp, whenever you Amp, Amp 1 more.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 88/335 U

Metalwork Apprentice

Station - Coalition

1 Money

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



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 89/335 U

Streamline Circuits

Station - Coalition

4 Flow

Exhaust 2: Study this Station.
Whenever you Amp, instead Amp {E} times.



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

PM Alpha 90/335 U

No Card Title found

Station - Coalition

No Cost Found



PM Alpha 91/335 U

No Card Title found

Station - Coalition

No Cost Found



PM Alpha 92/335 U

Show of Force

Trick - Coalition

4X Flow

Choose X options. You may choose an option more than once.
—Supply 5.
—Burn target faceup Supply card.
—Draw two cards, then discard a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 93/335 U

Weaponized Incompetence

Trick - Coalition

6 Flow

Remove an Experience counter from each Station target player controls.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 94/335 U

Group Takedown

Trick - Coalition Industry

3 Flow

Exhaust X Stations you control. Exhaust target Station X, or if X is 4 or greater, burn that Station instead.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 95/335 U

Spread The Ashes

Trick - Coalition

4 Flow

Starting with your opponent, each player may burn any number of cards in their hand and Supply 6X, where X is the number of cards burned.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 96/335 U

Consign to Slag

Trick - Coalition

5 + X Flow

Burn target Station unless its controller pays X Flow.



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

PM Alpha 97/335 U

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

Up In Smoke

Trick - Coalition

9 Flow

Put all Supply cards into a faceup pile and two cards from the top of each player's deck into a facedown pile. Target opponent chooses one of those piles; you draw all cards in it. Burn all cards in the other pile.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 99/335 U

Overload

Trick - Coalition

10 Flow

Amp each Station you control 10.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 100/335 U

Recursive Alacrity

Trick - Coalition

1 Flow

Amp target Station. You may pay 4 Flow. If you do, return this Trick to your hand.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 101/335 U

Eternalize

Trick - Coalition Industry

5 Flow

All Amp counters become Study counters.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 102/335 U

Whirling Minds

Attachment - Coalition

1 Money

Attached Station's Experience Cap is raised by 1.
Any Study on attached Station becomes Amp.



Generator
2 Money
Exhaust: Weave 3 Flow.
Exhaust: Fund 2.

PM Alpha 103/335 U

Shock And Awe

Station - Coalition Revolution

9 Flow / 6 Money

Exhaust: Remove an Experience counter from each Station.
Draw Weight 5

The Revolution's raids, with insiders from the Coalition feeding them information, were devastating.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 104/335 R

Pyroclasm

Trick - Coalition Industry

8 Flow

Suspend 6. (When this is played, put 6 Suspend counters on it. Remove one each time it becomes your turn. When it has none, its effects immediately occur.)
Burn every Station that has no Exhaust counters on it.



Generator
No Cost
Exhaust: Weave 1 Flow.

PM Alpha 105/335 R

Pyromantic Ritualist

Station - Coalition

4 Flow

This Station can't gain Experience from sources other than itself.
Whenever you burn a card, Study this Station.
20 Experience: Fund 40, Weave 40 Flow, immediately draw any number of faceup Supply cards.

Where there's fire, there's dangerous pyromantic cults.



Generator
2 Flow
Slow — Exhaust: Burn target faceup Supply card.
Exhaust: Amp target Station.

PM Alpha 106/335 R

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

No Card Title found

Coalition

No Cost Found



PM Alpha 108/335 R

No Card Title found

Coalition

No Cost Found



PM Alpha 109/335 R

No Card Title found

Coalition

No Cost Found



PM Alpha 110/335 R

Factory Floor Boss

Station - Industry

3 Money

Fast — Exhaust an unexhausted Station you control: Fund 1.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 111/335 C

Trash Compactor

Station - Industry

2 Money

Whenever a Station you control is Exhausted, Study this Station.
1 Amp: Fund {E}/4, rounding down.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 112/335 C

Stress Deflectors

Station - Industry

4 Money

Whenever this Station is Exhausted, remove an Exhaust counter from another Station you control.
Draw Weight 5



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 113/335 C

Backburners

Station - Industry

6 Money

Whenever a Station you control is Exhausted, Amp this Station.
3 Experience: Fund 4.



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

PM Alpha 114/335 C

Roaring Furnace

Station - Industry

3 Flow / 2 Money

1 Amp: Fund 3.
Sacrifice this Station: Fund 5.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 115/335 C

Cinderspark Foundry

Station - Industry

4 Flow / 4 Money

Exhaust: Fund 2.
Exhaust: Remove an Exhaust counter from another target Station.
3 Money: Amp target Station.



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

PM Alpha 116/335 C

Brass Depot Gang

Station - Industry

2 Money

Whenever this Station is Exhausted, remove a Supply counter from target faceup Supply card.
Exhaust, 2 Money: Supply 1.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 117/335 C

Ironforge Enforcers

Station - Industry

3 Money

Whenever this Station is Exhausted, Exhaust another target Station unless its owner pays 1 Money or 3 Flow.

Work—You may Exhaust this Station as a Fast Action.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 118/335 C

Cogsmiths Collective

Station - Industry

3 Money

Whenever a Station you control is Exhausted, Fund 1.

Whenever a Station you control is destroyed, Fund 2.

Fast — Exhaust: Fund 1.
Exhaust: Remove an Exhaust counter from another target Station.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 119/335 C

Power Leech

Station - Industry

8 Money

Sacrifice a Station: Fund 4.

4 Money: Return a card from your discard pile to your hand.

3 Money: Amp target Station.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 120/335 C

Sprocket

Station - Industry

0 Money

Work—You may Exhaust this Station as a Fast Action.

Sacrifice this Station: Supply 2.

Draw Weight 2



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

PM Alpha 121/335 C

Disrupt Supply Lines

Trick - Industry

3 Flow / 2 Money

Choose one—

—Remove 2 Supply counters from target faceup Supply card.

—Supply 3.



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

PM Alpha 122/335 C

Acquire Funds

Trick - Industry

2 Flow / 1 Money

Fund 3.



Trick
1 Money
Amp target Station.

PM Alpha 123/335 C

Aether Overload

Trick - Industry

6 Money

As you play this Trick, Exhaust any number of Stations you control. For each one, it costs 2 Money less.

Exhaust target Station 2.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 124/335 C

Trigger Pressure Surge

Trick - Industry

8 Money

As you play this Trick, you may sacrifice a Station. If you do, it costs 5 Money less. Remove all Experience from target Station, then Exhaust it 3.



Generator
No Cost
Exhaust: Fund 1.

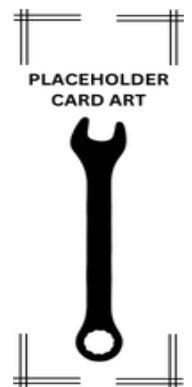
PM Alpha 125/335 C

Divert Resources

Trick - Industry

8 Flow / 5 Money

Supply 8, then remove up to four Supply counters.



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

PM Alpha 126/335 C

Reinforce Infrastructure

Trick - Industry

2 Money

Remove all Exhaust counters from a Station you control, then Exhaust that Station.



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

PM Alpha 127/335 C

Jam Clockwork

Trick - Industry

1 Money

Exhaust two target Stations. This Trick costs 5 more Money if it isn't targeting a Station you control.



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

PM Alpha 128/335 C

Rebuild

Trick - Industry

3 Money

Return a Station that costs 2 Money or less from your discard pile to play. *(If it has a Flow cost, that's not less.)*



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

PM Alpha 129/335 C

Steelweave Interface

Attachment - Industry

3 Money

When you play a Trick, remove an Exhaust counter from attached Station.



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

PM Alpha 130/335 C

General-Purpose Contractors

Station - Industry

5 Flow / 4 Money

2 Money: Weave 3 Flow.
3 Money: Amp target Station.
Exhaust: Fund 2.



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

PM Alpha 131/335 U

Ore Miller

Station - Industry

2 Money

1 Experience: Fund 3.
Exhaust, discard the top two cards of your deck: Fund 1.



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

PM Alpha 132/335 U

Whirling Turbine

Station - Industry

6 Money

Exhaust 4: Remove an Exhaust counter from another Station you control.
Whenever another Station you control is Exhausted, remove an Exhaust counter from this Station.



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

PM Alpha 133/335 U

Quick Boost

Station - Industry

1 Money

Exhaust: Supply 1, Study this Station.
Exhaust, 2 Money: Supply 3, Study this Station.
When this Station has three or more Experience, sacrifice it.
When you sacrifice this Station, Fund 2.



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

PM Alpha 134/335 U

River Of Molten Gold

Station - Industry

6 Flow / 5 Money

Whenever a Station you control Funds, Fund 1 more.



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

PM Alpha 135/335 U

Ashworks

Station - Industry

4 Money

If a Station you control has been destroyed today, you may play this Station without paying its cost.
Exhaust: Fund 2.
Sacrifice this Station: Fund 4.

Building on the bones of fallen factories was frequent practice for the rapidly evolving industries of Ixitor.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 136/335 U

Autoreassembling Framework

Station - Industry

2 Money

Sacrifice this Station:
Weave 4 Flow.
3 Money: Return this card from the discard pile to play with an Exhaust counter on it.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 137/335 U

Patent The Future

Trick - Industry

2X Money

Choose X. You may choose the same option more than once.
—Burn target faceup card in the Supply.
—Remove two Supply counters from the Supply.
—Supply 4.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 138/335 U

No Card Title found

Trick - Industry

No Cost Found



PM Alpha 139/335 U

Widespread Shutdown

Trick - Industry

2X Money / 3X Flow

Repeat this process X times, choosing a different target each time: Exhaust target Station.



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

PM Alpha 140/335 U

Mechanized Production

Trick - Industry

3 Money

Choose one—
—Draw two cards.
—Return a card from your discard pile to your hand.



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

PM Alpha 141/335 U

Overheat

Trick - Industry

5 Money / 6 Flow

As an additional cost to play this card, sacrifice a Station you control.
Destroy target Station.



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

PM Alpha 142/335 U

Workers' Strike

Trick - Industry Coalition

4X Money

Choose X. You may choose the same option more than once.
—Return target Station that costs X Money or less from your discard pile to play.
—Exhaust target Station X.
—Remove X Supply counters from cards in the Supply.



Generator
No Cost
Enters Exhausted.
Exhaust: Fund 1.
4 Money; Exhaust: Fund 6.

PM Alpha 143/335 U

Tiebreak

Trick - Industry

4 Money

Fast — Remove 1 Supply counter from a faceup Supply card.
(This can be played after allocation.)



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

PM Alpha 144/335 U

Catastrophic Meltdown

Trick - Industry

12 Money

Exhaust each Station 3, then for each Station, its owner may pay any amount of Money to remove that many Exhaust counters from it.



Generator
2 Money
Exhaust 2: Exhaust target Station.

PM Alpha 145/335 U

No Card Title found

Trick - Industry

No Cost Found



PM Alpha 146/335 U

No Card Title found

Attachment - Industry

No Cost Found



PM Alpha 147/335 U

Gearshifter

Attachment - Industry

4 Money

Whenever you Exhaust another Station, remove an Exhaust counter from attached Station.



Generator
1 Money
Exhaust: Fund 2.

PM Alpha 148/335 U

Evolving Framework

Station - Industry Government

X Money

Enters with X Study. When you play a Station, you may sacrifice this Station. If you do, pay {E} Money towards that Station's cost.



Generator
No Cost
Exhaust: Fund 1, Study this Generator.
4 Money: Flip this card. (It keeps counters.)

PM Alpha 149/335 R

Clockwork Automaton

Station - Industry Coalition

6 Money

This Station can't gain Study counters.
4 Money: Weave {E} Flow.
8 Money: Amp target Station {E}.
Experience Cap 15



Generator
2X Money
Enters with X Study.
Exhaust: Study this Generator.
Exhaust: Fund {E}.

PM Alpha 150/335 R

Fires of Invention

Station - Industry

6 Flow / 4 Money

Whenever you Exhaust a Station, you may pay 1 Money. If you do, draw a card.



Generator
No Cost
Enters Exhausted.
Exhaust: Fund 1.
Exhaust, 4 Money: Draw a card.

PM Alpha 151/335 R

Clockburn Nexus

Station - Industry

4 Money

You don't allocate Supply counters during your Supply phase. Whenever you Exhaust or sacrifice a Station, Supply 1. If you have 5 or more Supply on a card, draw it immediately.



Generator
No Cost
Enters Exhausted.
Exhaust: Supply 2.

PM Alpha 152/335 R

No Card Title found

Industry

No Cost Found



PM Alpha 153/335 R

No Card Title found

Industry

No Cost Found



PM Alpha 154/335 R

No Card Title found

Industry

No Cost Found



PM Alpha 155/335 R

Apprentice Tax Collector

Station - Government

3 Flow

Exhaust: Fund {E}, then
Study this Station.

1 Experience: Fund {E}.
Experience Cap 4



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 156/335 C

Promising Researcher

Station - Government

2 Money

3 Money: Study this
Station. If this Station
has at least 2
Experience, instead
Study target Station. If
this Station has at least
8 Experience, instead
Study target Station 2.
Experience Cap 8



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

PM Alpha 157/335 C

Patent Office

Station - Government

5 Flow

Whenever a Station you
control is Studied, you
may Sell 5.
3 Money: Study target
Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 158/335 C

Shining Pillar

Station - Government

7 Flow

Whenever this Station
is Studied, Fund 1.
1 Experience: Study
another target Station.



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

PM Alpha 159/335 C

Accountant

Station - Government

3 Flow

2 Flow: Study this
Station.
Exhaust: Fund {E}.
2 Experience: Fund {E}.
Experience Cap 10

*Balancing the books
wasn't glamorous, but
without it the city
wouldn't function.*



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 160/335 C

The Spymaster's Eyes

Station - Government Industry

4 Flow

Exhaust: Study this
Station.
1 Experience: Fund 2.
3 Experience: Fund 9.



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

PM Alpha 161/335 C

Madcap Experimenter

Station - Government University

4 Flow

Each Morning, you may
discard a card. If you do,
draw a card or draw a
faceup card from the
Supply that no player
has more counters on
than you do.
2 Flow: Sell 6. (You may
discard a card. If you do,
Fund 6.)



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 162/335 C

Thaumic Dampener

Station - Government

4 Flow

Suspend 6
Abilities that cost Flow cost 1 more Flow to activate.
Exhaust 3: Exhaust target Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 163/335 C

Junkyard Automaton

Station - Government

2 Flow

Whenever you discard a card, Supply 1.
Exhaust: Sell 2. (You may discard a card. If you do, Fund 2.)



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 164/335 C

Spymaster's Fortress

Station - Government

8 Flow

Whenever you discard a card, Fund 1.
1 Flow, discard a card: Draw a card.
3 Money: Study target Station.



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

PM Alpha 165/335 C

No Card Title found

Station - Government

No Cost Found



PM Alpha 166/335 C

Consider

Trick - Government

2 Flow

Suspend 3
Supply 4.
Draw Weight 3



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 167/335 C

Collect Funds

Trick - Government

3 Flow

Fund 6.
Draw Weight 3



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 168/335 C

Ball And Chain

Attachment - Government

4 Flow

Each Morning, Exhaust attached Station unless its controller pays 2 Flow.



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

PM Alpha 169/335 C

Deploy Enforcers

Trick - Government

2 Flow + X Money

Suspend X
Exhaust target Station X.



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

PM Alpha 170/335 C

Repossess

Trick - Government

7 Flow

Supply 15, then draw every card you would draw at Dusk.
Draw Weight 5



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

PM Alpha 171/335 C

Trade Away

Trick - Government

3 Flow

Sell 4 any number of times.

PLACEHOLDER
CARD ART



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

PM Alpha 172/335 C

Lengthy Investment

Trick - Government

1 Flow

Suspend 15
Fund 4.

PLACEHOLDER
CARD ART



Generator
No Cost
Exhaust: Weave 2 Flow.

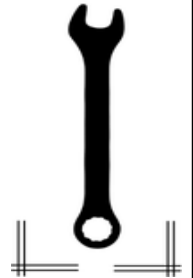
PM Alpha 173/335 C

No Card Title found

Trick - Government

No Cost Found

PLACEHOLDER
CARD ART



PM Alpha 174/335 C

Revoke Permits

Attachment - Government

2 + 2X Flow

When this enters,
Exhaust attached
Station X.
Attached Station's
controller may pay 4
Flow to remove an
Exhaust counter from
attached Station.
When attached Station
has no Exhaust
counters, destroy this
Attachment.

PLACEHOLDER
CARD ART



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 175/335 C

Crooked Mathematician

Station - Government

5 Flow

Whenever you Fund,
instead Fund 1 more.
Exhaust: Study this
Station.
1 Experience: Fund {E}.
Experience Cap 4

*Nobody in the
government quite knew
how she made the
numbers add up so well.*

PLACEHOLDER
CARD ART



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

PM Alpha 176/335 U

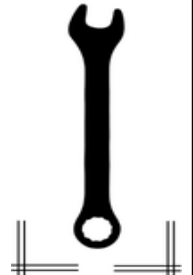
Research Automaton

Station - Government

2 Flow

Whenever you Study a
Station, Supply 1 or
Weave 2 Flow.
4 Money: Study target
Station.

PLACEHOLDER
CARD ART



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 177/335 U

Jack Of All Trades

Station - Government

7 Flow

Whenever you Study a
Station, Study this
Station.
Remove all Experience
from this Station: Fund
2 for each Experience
removed.

PLACEHOLDER
CARD ART



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 178/335 U

Paper Pusher

Station - Government

3 Flow

Exhaust: Fund 2.
Exhaust: Study target
Station.

PLACEHOLDER
CARD ART



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

PM Alpha 179/335 U

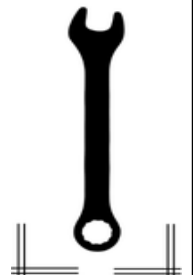
Knowledge Bank

Station - Government

3 Money

3 Money: Study another
target Station.
1 Experience: Fund 3.

PLACEHOLDER
CARD ART



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

PM Alpha 180/335 U

Workplace Shakeup

Station - Government

4 Flow

Whenever you discard a card, Fund 3.
Exhaust: Discard a card, then draw a card.



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

PM Alpha 181/335 U

Endless Encyclopedia

Station - Government University

5 Flow

Whenever you discard or draw a card, Weave 1 Flow.
5 Flow: Study target Station.
3 Money: Discard a card, then draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 182/335 U

Reorganize

Trick - Government

2X + 1 Flow

Choose X options. You may choose the same option more than once.
—Supply 4.
—Add the top card from target player's deck to the Supply.
—Remove 2 Supply counters that aren't yours from a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 183/335 U

Weakening Field

Trick - Government

7 Flow

All Stations target opponent controls have 1 Flow added to the cost of their abilities that cost Flow and 1 Money added to the cost of their abilities that cost Money until Dusk.



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

PM Alpha 184/335 U

Take To Court

Trick - Government

1 + 3X Flow

Exhaust target Station X, or if X is 3 or greater, destroy that Station instead.



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

PM Alpha 185/335 U

Loot The Treasury

Trick - Government

3X Money

Draw X cards. Then you may discard any number of cards and Fund 2 for each card discarded.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 186/335 U

Prioritize Target

Trick - Government

15 - 4X Flow

Discard X cards. If X is 4 or greater, the owner of target Station may choose one of the discarded cards and draw it.
Destroy target Station.

*"No other plan matters until this one is completed."
—Priority Designation Seven, used in cases of dire emergency*



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

PM Alpha 187/335 U

Smackdown

Trick - Government

5 Flow

Suspend 10
Exhaust target Station 3 if it is Unexhausted.
Otherwise, Exhaust it 1.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 188/335 U

Wheel of Fortune

Trick - Government University

4 Flow

Starting with your opponent, each player may discard any number of cards and Supply 4 for each card discarded.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 189/335 U

Impending Doom

Trick - Government

10 Flow

Suspend 12
Any player may, as a Slow Action, pay 4 Flow or 2 Money to add 3 Suspend counters to this card.
Choose one—
—Destroy all Unexhausted Stations you don't control.
—Destroy all Exhausted Stations you don't control.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 190/335 U

Cash Grab

Trick - Government

3 Flow

When this card is discarded, you may play it for free on this side.
Fund 3, then you may pay 4 Money. If you do, draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 191/335 U

No Card Title found

Trick - Government

No Cost Found



PM Alpha 192/335 U

No Card Title found

Trick - Government

No Cost Found



PM Alpha 193/335 U

No Card Title found

Government Industry

No Cost Found



PM Alpha 194/335 R

Scrying Pool

Station - Government University

2 Flow

Exhaust: Discard a card, then draw a card.

"You see, it's a Flow-based mechanism for deriving limited information about the future..."
—University technician's report



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 195/335 R

Send To The Oubliette

Trick - Government

X + 2 Money

Exhaust target Station X times.



Generator
2 Flow
Exhaust: Fund 2.

PM Alpha 196/335 R

Budget Allocation

Trick - Government

6 Flow

Suspend 5
Fund 4. Then, you may pay 5 Flow. If you do, immediately play this Trick again.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 197/335 R

Unleash

Attachment - Government

8 Money

Attached Station doesn't have an Experience cap.



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

PM Alpha 198/335 R

Ever-Turning Wheel

Station - Government

9 Flow

Whenever you discard a card, draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 199/335 R

No Card Title found

Government

No Cost Found



PM Alpha 200/335 R

New Student

Station - University

2 + X Flow

Enters with X Study.
1 Study: Weave {E} + 3 Flow.
Experience Cap 3



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 201/335 C

Experimental Workings

Station - University

3 Flow

Exhaust 2: Study target Station.

9 - {E} Flow: Study target Station.
Experience Cap 5



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

PM Alpha 202/335 C

All-Night Tea Shop

Station - University

5 Flow

Whenever you put a card into your Supply, Study this Station.
9 - {E}/2 Flow, rounding down: Study target Station.
Experience Cap 10

Piles of books, stressed students, and drained mugs of tea decorated the place at all hours during the university's exams.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 203/335 C

Professor's Research Guide

Station - University

7 Flow / 5 Money

Experiment—When this card is put into the Supply, you may pay 1 Flow and discard it. If you do, Study target Station.
Enters Exhausted.
4 Flow: Study target Station.



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

PM Alpha 204/335 C

Amateur Diviner

Station - University

2 Flow

Experiment—When this card is put into the Supply, you may pay 4 Flow and discard it. If you do, Study target Station 3.
4 Flow, Exhaust: Study target Station.
6 Flow: Study target Station.

If Flow is intelligent, then information should be possible to glean from it. They're just not sure how yet.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 205/335 C

Study Lounge

Station - University

4 Flow

1 Experience: Weave 3 Flow, or Weave 6 Flow if this Station has 8 or more Experience.
When you draw a card, Weave 1 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 206/335 C

Quick Study

Station - University

X Flow

Enters Exhausted.
Enters with X Study.
Exhaust, 2 Experience: Supply 2.



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

PM Alpha 207/335 C

Administrative Oversight

Station - University

4 Flow

Exhaust 2: Put target card from the Supply on the bottom of its owner's deck.
Exhaust, 7 Flow: Return target Station to the Supply. Its former controller may pay any amount of Flow to put that many Supply counters on it.



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

PM Alpha 208/335 C

Library Rewards Card

Station - University

3 Flow

Whenever you draw a card, Study this Station.
4 Experience: Study target Station.

"Oh, you have ten spots filled on your punch card? You get a free book!"



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 209/335 C

Masterful Mage

Station - University

8 + 2X Flow

Enters with X Experience.
1 Experience: Weave 6 Flow.



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

PM Alpha 210/335 C

Indecisive Scholar

Station - University

4 Flow

X is the number of cards currently faceup in your Supply.
8 - X Flow: Study target Station.

"I could pick thaumic dampening for my thesis topic... or bandwidth enhancers... how am I supposed to choose?"



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 211/335 C

Interdisciplinary Studies

Trick - University

2 Flow

Each player puts the top card of their deck faceup in their Supply.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 212/335 C

Deep Learning

Trick - University

1 + 2X Flow

Experiment—When this card is put into the Supply, you may pay 1 Flow and discard it. If you do, draw a card. Study target Station X.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 213/335 C

Revoke Grant

Trick - University

5 Flow

Return target Station to the Supply. Its former controller may pay any amount of Flow to put that many Supply counters on it.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 214/335 C

Reduce To Thought

Trick - University

7 Flow / 5 Money

Return target Station to the Supply.
Experiment—When this card is put into the Supply, you may pay 1 Flow and discard it. If you do, Supply 3.



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

PM Alpha 215/335 C

Crackling Brainstorm

Trick - University

7 Flow

Each player puts the top card of their deck faceup in the Supply, then Supply 10.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 216/335 C

Read Ahead

Trick - University

4 Flow

Draw two cards.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 217/335 C

Cut Funds

Trick - University Artificer

X Flow

Remove X Money from
target opponent.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 218/335 C

Divine The Future

Trick - University

2 Flow

Look at the top three
cards of any player's
deck. Reorder them,
then you may move the
top card to the bottom
of the deck.



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

PM Alpha 219/335 C

Learn On The Job

Trick - University

6 Flow

Exhaust target Station
X, where X is the
number of faceup cards
in your Supply.

*Student assistants
working with sensitive
data was a bad
combination, and every
researcher eventually
learned why.*



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 220/335 C

Experimental Laboratory

Station - University

5 Flow

Experiment—When this
card is put into the
Supply, you may pay 2
Flow and discard it. If
you do, Supply 3.
Whenever you
Experiment, Supply 2 or
Weave 2 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 221/335 U

Library Automaton

Station - University

2 Flow

Exhaust: Put the top
card from target
player's deck into the
Supply.
5 Flow: Study target
Station.

*The automata glowed
with Flow, bringing
books to the overworked
students at all hours of
the day.*



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 222/335 U

Requisitions Office

Station - University

8 Flow

3 Flow: Draw a card.
6 Flow: Draw target
faceup card from the
Supply.



Generator
3 Flow
Exhaust: Weave 2 Flow.
Exhaust: Draw a card.

PM Alpha 223/335 U

Harried Assistant

Station - University

2 Flow

Exhaust 2: Study target
Station. Fund 1.
Exhaust: Put the top
card of your deck into
the Supply.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 224/335 U

Unceasing Top

Station - University

5 Flow

Exhaust, put a card from
your hand into the
Supply: Draw target
card from the Supply.



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

PM Alpha 225/335 U

Sparking Library Bot

Station - University

5 Flow

Whenever you draw a card, Weave 2 Flow.
5 Flow: Study target Station.



Generator
2 Flow
Exhaust: Weave 2 Flow.
Exhaust: Draw a card.

PM Alpha 226/335 U

Library Looter

Station - University

3 Flow

Exhaust: Draw a card, then discard a card.
4 Flow, Exhaust: Draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 227/335 U

Literature Review

Trick - University

2X + 1 Flow

Choose X. You may choose the same option more than once.
—Add the top card from target player's deck to the Supply.
—Supply 3.
—Lock target faceup Supply card. (It can't be drawn until tomorrow morning.)



Generator
2 Flow
Exhaust: Weave 3 Flow.

PM Alpha 228/335 U

Agonizing Choice

Trick - University Artificer

7 Flow / 4 Money

Choose three Stations controlled by the same player. That player chooses which Station receives which effect.
—Return target Station to the Supply.
—Return target Station to its owner's hand.
—Target Station loses 1 Study.



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

PM Alpha 229/335 U

Pull Funding

Trick - University

7 Flow / 4 Money

Choose one—
—Remove all Experience from target Station, then Exhaust it.
—Remove 5 Money from target opponent.



Trick
2 Flow
Exhaust target Station.

PM Alpha 230/335 U

Leverage Patents

Trick - University

6 Flow

Choose one—
—Immediately draw one faceup card from the Supply.
—Immediately draw two faceup cards you own from the Supply.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 231/335 U

Breakdown

Trick - University

14 - 2X Flow

X is the number of cards you own in the Supply.
Destroy target Station.
If X is 4 or greater, draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 232/335 U

No Card Title found

Trick - University

No Cost Found



PM Alpha 233/335 U

Start Anew

Trick - University

5 Flow

Discard all cards target player owns in the Supply.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 234/335 U

Consolidate Knowledge

Trick - University

10 Flow

Draw every card in the Supply.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 235/335 U

Refreshing Balm

Trick - University

4 Flow

Experiment—When this card is put into the Supply, you may pay 1 Flow and discard it. When you do, remove an Exhaust counter from any target. Remove two Exhaust counters from any target.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 236/335 U

No Card Title found

Trick - University

No Cost Found



PM Alpha 237/335 U

No Card Title found

Trick - University

No Cost Found



PM Alpha 238/335 U

No Card Title found

University

No Cost Found



PM Alpha 239/335 R

No Card Title found

University

No Cost Found



PM Alpha 240/335 R

Thaumic Containment Modules

Trick - University

2 Flow

Experiment—When this card is put into the Supply, you may discard it. When you do, Weave 4 Flow and you don't lose unspent Flow tonight. You don't lose unspent Flow tonight.



Generator
No Cost
X Flow, Exhaust: Study this Generator X.
Exhaust, X Study: Weave X+2 Flow.

PM Alpha 241/335 R

No Card Title found

University

No Cost Found



PM Alpha 242/335 R

No Card Title found

University

No Cost Found



PM Alpha 243/335 R

No Card Title found

University

No Cost Found



PM Alpha 244/335 R

No Card Title found

University

No Cost Found



PM Alpha 245/335 R

Crafty Inventor

Station - Artificer

2 Flow

Each Morning, Study this Station.
9 - {E} Flow: Study target Station.
Experience Cap 4
Draw Weight 3



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

PM Alpha 246/335 C

Scribe

Station - Artificer

3 Flow

Each Morning, Study this Station.
1 Experience: Weave 2 + {E} Flow.
Experience Cap 4



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 247/335 C

Arcane Reverberator

Station - Artificer

6 Flow

Each Morning and when this Station enters, Weave 2 Flow.
1 Experience: Weave 5 Flow.
2 Money: Weave 3 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 248/335 C

Prototype Flywheel

Station - Artificer

5 Flow

As an additional cost to play this Station, return two Stations you control to your hand.
4 Flow: Study this Station, or Study target Station if this Station has at least 3 Experience.



Generator
1 Flow
Exhaust: Weave 3 Flow.

PM Alpha 249/335 C

Pool Resources

Station - Artificer

3 Flow

When this Station enters, Weave 6 Flow.
6 Flow: Study target Station.



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

PM Alpha 250/335 C

Surging Transformer

Station - Artificer

12 Flow

You may pay 2X less Flow to play this Station. If you do, it enters with X Exhaust.
Enters with 2 Study.
1 Experience: Weave 6 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 251/335 C

Blueprint Hoarder

Station - Artificer

4 Flow

2 Flow, Exhaust: Lock target faceup Supply card. (It can't be drawn today.)



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

PM Alpha 252/335 C

Bouncer

Station - Artificer

6 Flow

Exhaust: Remove target Station from play, then return it to play.
4 Flow, Exhaust: Return target Station to its controller's hand.



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

PM Alpha 253/335 C

Iterated Grimoire

Station - Artificer

2X Flow

Enters with X Study.
8 - {E} Flow: Study target Station.
Experience Cap 4



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 254/335 C

Thaumic Parasite

Station - Artificer

9 Flow

Return a Station you control to your hand:
Weave Flow equal to that Station's Flow cost minus one.
5 Flow: Study target Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 255/335 C

Labyrinthian Tome

Station - Artificer

3 Flow / 2 Money

Enters with 3 Study.
Exhaust, 1 Experience: Fund 1, Supply 1.
1 Experience: Fund 1.
Exhaust, sacrifice this Station: If this Station had no Experience, Supply 3.



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

PM Alpha 256/335 C

Hide Blueprints

Trick - Artificer

3 Flow

Lock target faceup Supply card. (It can't be drawn today.)



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

PM Alpha 257/335 C

Finely Craft

Trick - Artificer

4X Flow

Study target Station X+1.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 258/335 C

Melt Away

Trick - Artificer Revolution

3 + X Flow

Target Station's controller may pay X Flow. If they do, Exhaust that Station. Otherwise, return it to their hand.



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

PM Alpha 259/335 C

Twin Flames

Trick - Artificer

11 Flow

Destroy target Station. Return target Station to its controller's hand.



Generator
No Cost
Exhaust: Weave 2 Flow.

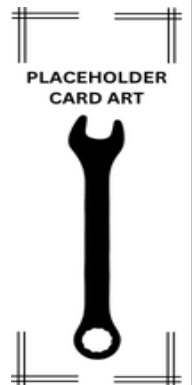
PM Alpha 260/335 C

Full Freeze

Trick - Artificer

10 Flow

Fast — Lock every card in the Supply, then you may move any number of Supply counters from faceup cards in the Supply to your deck.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 261/335 C

Blink

Trick - Artificer

4 Flow / 2 Money

Remove target permanent from play, then return it to play.



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

PM Alpha 262/335 C

No Card Title found

Trick - Artificer

No Cost Found



PM Alpha 263/335 C

No Card Title found

Trick - Artificer

No Cost Found



PM Alpha 264/335 C

No Card Title found

Attachment - Artificer

No Cost Found



PM Alpha 265/335 C

Savvy Marketer

Station - Artificer

3 Flow

When this Station enters, Fund 2.
5 Flow: Study target Station.
3 Money: Study target Station.



Generator
No Cost
Exhaust: Weave 2 Flow, Study this Generator.
Slow — 3 Experience, sacrifice this Generator: Play the top side of this card.

PM Alpha 266/335 U

No Card Title found

Station - Artificer

No Cost Found



PM Alpha 267/335 U

No Card Title found

Station - Artificer

No Cost Found



PM Alpha 268/335 U

Storage And Containment

Station - Artificer

8 - 2X Flow

Enters with 3 - X Experience.
Exhaust: Study this Station.
X Experience: Weave 2X Flow.
X Experience: Fund X.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 269/335 U

Thaumic Amplifier

Station - Artificer

7 Flow

Whenever another source you control Weaves Flow, Weave 1 more.



Generator
No Cost
Enters Exhausted.
Exhaust: Study this Generator, then Weave {E} Flow.

PM Alpha 270/335 U

Inspired Tinkerer

Station - Artificer

6 Flow

Whenever a Station you control enters, Study this Station.

1 Experience: Weave 5 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 271/335 U

Crafty Salesman

Station - Artificer

4 Flow

Whenever a Station you control enters, Study this Station.

Exhaust: Fund 2 + {E}.
2 Money: Return target Station you control to your hand.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 272/335 U

Intensive Brainstorm

Trick - Artificer

2 + X Flow

Choose X. You may choose the same option more than once.

—Add a card from the top of your deck to the Supply.

—Lock target faceup card in the Supply. *(It can't be drawn today).*

—Supply 2.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 2 Flow.
Slow — Exhaust: Supply 1.

PM Alpha 273/335 U

Upheaval

Trick - Artificer Revolution

10 Flow

Return each Station to its controller's hand.



Trick
5 Flow
Return target Station to its controller's hand.

PM Alpha 274/335 U

Knowledge Check

Trick - Artificer

6 Flow

Target a Station.

If that Station has no Experience, destroy it.

If it has 1 Experience, Exhaust it 3.

If it has 2 Experience, return it to its owner's hand.

If it has 3 or more Experience, do nothing.



Trick
2 Flow
Study target Station.

PM Alpha 275/335 U

No Card Title found

Trick - Artificer

No Cost Found



PM Alpha 276/335 U

No Card Title found

Trick - Artificer

No Cost Found



PM Alpha 277/335 U

Thin The Crowd

Trick - Artificer

8 Flow

Return up to three target Stations to their controllers' hands. This Trick costs 2 Flow less for each Station you control that you return this way.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 278/335 U

Retain Knowledge

Trick - Artificer

5 Flow

Supply 5, then Lock a faceup Supply card you put the most counters on. *(If tied, pick one.)*



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 279/335 U

No Card Title found

Trick - Artificer

No Cost Found



PM Alpha 280/335 U

Bounce

Trick - Artificer

6 Flow

Fast — Return target Station or Generator to its owner's hand. (Not its controller's, its owner's).



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 281/335 U

No More Secrets

Trick - Artificer

7 Flow

Fast — Lock the top card of target opponent's deck. (It can't be drawn today.)



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

PM Alpha 282/335 U

No Card Title found

Trick - Artificer

No Cost Found



PM Alpha 283/335 U

Master Artificer

Station - Artificer University

2 Flow

Exhaust: Weave 2 Flow.

Those lucky few trained in both Guild and University commanded the highest prices of all.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 284/335 R

No Card Title found

Artificer

No Cost Found



PM Alpha 285/335 R

Transcend Form

Trick - Artificer

4 Flow

Switch the active side of target permanent. (Anything that becomes a trick is played immediately and at no cost.)



Generator
7 Flow
Slow — Exhaust: Switch the active side of target permanent you control.

PM Alpha 286/335 R

Inspired Inventor

Station - Artificer

4 Flow

Exhaust: Draw a card.



Generator
6 Flow
Exhaust: Weave 9 Flow.

PM Alpha 287/335 R

Aetherborn Prodigy

Station - Artificer

2 Flow

Exhaust 2: Study this Station.
1 Experience: Weave {E} Flow.
Experience Cap 7



Generator
No Cost
Enters Exhausted.
Exhaust: Study this Generator.
Exhaust: Switch the active side of this Generator. (It keeps counters.)

PM Alpha 288/335 R

Spring Of Renewal

Trick - Artificer

4 Flow

Suspend 2
Remove an Exhaust
counter from every
Exhausted Generator.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 2 Flow.
Exhaust: Remove an Exhaust counter from
another target Generator.

PM Alpha 289/335 R

Scrap Digger

Station - Artificer

3 Flow

When this Station
enters, return a Trick
from your discard pile to
your hand.
Exhaust: Weave 1 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.
Exhaust 3: Return a Trick from your
discard pile to your hand.

PM Alpha 290/335 R

No Card Title found

Station - Revolution

No Cost Found



PM Alpha 291/335 C

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



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 292/335 C

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.



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

PM Alpha 293/335 C

Preservation Field

Station - Revolution

7 Flow

Whenever you take a
Slow Action, you may
pay 1 Flow. If you do,
Burst 1 (offsetting the
Burst you lose).



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 294/335 C

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

Imitation Engine

Station - Revolution

4 Flow / 2 Money

Exhaust: If you have
Burst, return a Trick
from your discard pile to
your hand.
1 Experience: Weave 5
Flow.



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

PM Alpha 296/335 C

Early Morning Message Boy

Station - Revolution

2 Flow

Exhaust: If you have
Burst, Study this Station.
Exhaust, 1 Experience: If
you have Burst, Supply
3.
1 Experience: If you
have Burst, Weave 2
Flow.



Generator
2 Flow
Each Morning, Burst 1.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 297/335 C

Bombing Runner

Station - Revolution

5 Flow / 3 Money

Exhaust: If you have Burst, Exhaust target Station.
Exhaust, 4 Flow:
Exhaust target Station.



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

PM Alpha 298/335 C

Afterburners

Station - Revolution

7 Flow / 4 Money

Whenever you play a Trick or Amp a Station, Weave 3 Flow or Fund 2.



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

PM Alpha 299/335 C

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

Supply Tent

Station - Revolution

1 Flow

Each Morning, Burst 2.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 301/335 C

Torch Or Learn

Trick - Revolution Coalition

2 Flow

If you have Burst, burn target faceup Supply card. Otherwise, Supply 3.



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

PM Alpha 302/335 C

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

Flash Raid

Trick - Revolution Coalition

5 Flow

For each Burst you have, remove an Experience from target Station.



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

PM Alpha 304/335 C

Technological Sabotage

Trick - Revolution Artificer

8 Flow

If you have Burst, destroy target Station, otherwise return it to its controller's hand.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 305/335 C

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

No Card Title found

Trick - Revolution

No Cost Found



PM Alpha 307/335 C

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

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

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.

PM Alpha 310/335 C

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

No Card Title found

Station - Revolution

No Cost Found



PM Alpha 312/335 U

No Card Title found

Station - Revolution

No Cost Found



PM Alpha 313/335 U

No Card Title found

Station - Revolution

No Cost Found



PM Alpha 314/335 U

No Card Title found

Station - Revolution

No Cost Found



PM Alpha 315/335 U

No Card Title found

Station - Revolution

No Cost Found



PM Alpha 316/335 U

Recursion Engine

Station - Revolution

5 Flow

3 Flow: If you have Burst, return a card from your discard pile to your hand.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 317/335 U

Conflagration

Trick - Revolution Coalition

5 Flow

For each Burst you have, burn a target faceup Supply card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 318/335 U

No Card Title found

Trick - Revolution

No Cost Found



PM Alpha 319/335 U

No Card Title found

Trick - Revolution

No Cost Found



PM Alpha 320/335 U

No Card Title found

Trick - Revolution

No Cost Found



PM Alpha 321/335 U

Hammer Of The People

Trick - Revolution

6 + X Flow

Fast — Target Station's owner may pay X Flow. If they don't, destroy target Station.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 322/335 U

No Card Title found

Trick - Revolution

No Cost Found



PM Alpha 323/335 U

Risky Operation

Trick - Revolution Coalition

4 Flow

Target two faceup cards in the Supply. Randomly select one and immediately draw it, then burn the other.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 324/335 U

No Card Title found

Trick - Revolution

No Cost Found



PM Alpha 325/335 U

Reap Rewards

Trick - Revolution Artificer

4 Flow

Draw every card in the Supply that you have the most Supply counters on.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 326/335 U

No Card Title found

Trick - Revolution

No Cost Found



PM Alpha 327/335 U

Conversion Apparatus

Attachment - Revolution

3 Flow

Each Morning, you may remove an Experience from attached Station. If you do, Burst 1.
Each Morning, you may pay 1 Burst. If you do, Study attached Station.



Generator
No Cost
Exhaust: Study this Generator.
Remove all Experience from this Generator.
Burst X, where X is the amount of Experience removed.

PM Alpha 328/335 U

Seize Today

Trick - Revolution Coalition

7 Flow

If you have Burst, this Trick costs 4 Flow.
Replace each Study with 2 Amp. Replace each Money with 2 Flow. Each player draws each faceup Supply card they have the most counters on, then remove all Supply counters.

There are times for detailed planning, and there are times for fast, decisive action.



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

PM Alpha 329/335 R

Golden Spiral

Station - Revolution Artificer

7 Flow

Whenever you play a card, draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 330/335 R

Chara's Runner

Station - Revolution

2 + X Flow

Enters with X Study.
Exhaust: Look at the top {E} cards of your deck. You may reveal a Trick among them and put it into your hand.



Trick
4 Flow
Look at the top 5 cards of your deck. You may reveal a Trick among them and put it into your hand.

PM Alpha 331/335 R

Positive Feedback Loop

Station - Revolution

6 Flow

Whenever a player plays a card, they may remove an Exhaust counter from every Generator they control.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 332/335 R

Burn Down The City

Trick - Revolution

6 Flow / 4 Money

Exhaust every Station, Generator, and Character.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 333/335 R

Chronomantic Engine

Station - Revolution

6 Flow

At any time, you may spend 3 Flow to take a Slow Action as though it were Fast.



Generator
No Cost
Exhaust: You may take a Slow Action as though it were Fast.

PM Alpha 334/335 R

Reassignment, Redeployment

Trick - Revolution

2X Flow

X target Stations are shuffled into their owners' libraries. For each Station shuffled this way, its former controller reveals the top card of their deck and may play it for free. (If played for free, X in a cost is 0.)



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 335/335 R