

NORTIA



CREW, PILOT

REDUCE DAMAGE DEALT TO STARSHIP TWINKLE BY 1.

I NEED COMPLETE SILENCE IF I AM TO SAVE THIS WORLD!
--NORTIA (RIFTWALKER #3 OF 12)

STARSHIP TWINKLE



ART BY NIGHTCAFE CREATOR SDXL (1.0) GUIDED BY MICHAEL J. AHLERS

UNIT MD9755



CREW, DOCTOR

AT THE END OF YOUR TURN, UP TO 3 HERO TARGETS REGAIN 1HP.

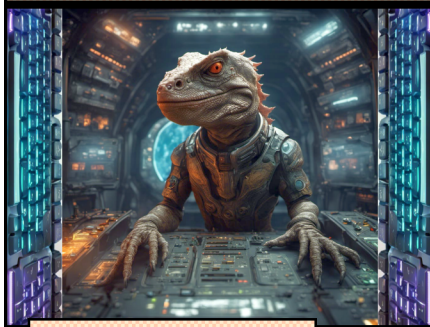
HUMAN, Y'KRATH, AND FELISA MEDICAL FILES DOWNLOADED.
MEDICAL SECTION IS READY FOR LAUNCH.
--UNIT MD9755 (RIFTWALKER #3 OF 12)

STARSHIP TWINKLE



ART BY NIGHTCAFE CREATOR SDXL (1.0) GUIDED BY MICHAEL J. AHLERS

V'THORR'K



CREW, GUNNER

WHEN DAMAGE IS DEALT BY [SYSTEMS] CARDS IT IS INCREASED BY 1.

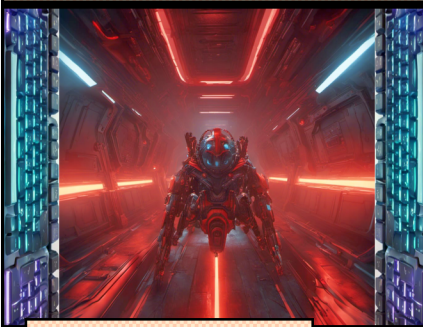
"I'M THE ADMIRAL'S DAUGHTER," SHE SAID.
"YOU CAN BE THE CHIEF GUNNERY OFFICER ASAN," SHE SAID.
"IT'LL BE FUN," SHE SAID.
KINDA GLOSSED OVER THE PART ABOUT STEALING THE ADMIRAL'S FLAGSHIP.
--V'THORR'K (RIFTWALKER #5 OF 12)

STARSHIP TWINKLE



ART BY NIGHTCAFE CREATOR SDXL (1.0) GUIDED BY MICHAEL J. AHLERS

RX17/BETA

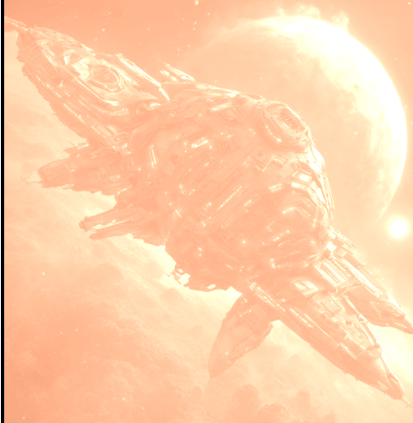


CREW, TROOPER

WHEN DAMAGE DEALT BY STARSHIP TWINKLE WOULD BE REDIRECTED TO A HERO TARGET, PREVENT THAT DAMAGE INSTEAD.

SHE MAY HAVE VERY WELL HACKED INTO THE NAVAL RECORDS AND MADE HERSELF A CAPTAIN AND THE COMMANDING OFFICER OF THIS STARSHIP BUT IF SHE DID SO, AND I SUSPECT SHE DID, I CAN NOT DETECT IT. THEREFORE, SHE IS THE CAPTAIN --RX17/BETA (RIFTWALKER #3 OF 12)

STARSHIP TWINKLE



ART BY NIGHTCAFE CREATOR SDXL (1.0) GUIDED BY MICHAEL J. AHLERS

PLASMATIC MISSILES



ONE-SHOT, SYSTEMS

STARSHIP TWINKLE DEALS 1 TARGET & FIRE DAMAGE.
STARSHIP TWINKLE DEALS ALL TARGETS IN THAT TARGET'S
PLAY AREA 1 PROJECTILE DAMAGE.

PLASMATIC MISSILES AWAY! AT THIS RANGE, IN AN
ATMOSPHERE, WE WILL FEEL THE SHOCK WAVE. BRACE FOR
IMPACT! --YTHORR'K (RIFTWALKER #3 OF 12)

STARSHIP TWINKLE



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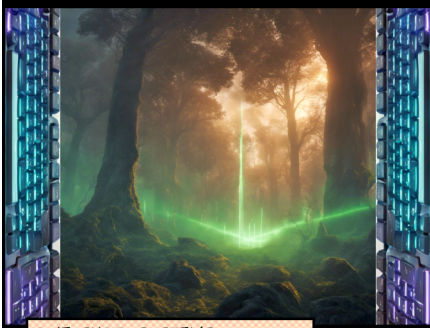
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STARSHIP TWINKLE



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HARD-LIGHT LASERS



ONE-SHOT, SYSTEMS

STARSHIP TWINKLE DEALS ALL NON-HERO TARGETS 1 RADIANT DAMAGE.

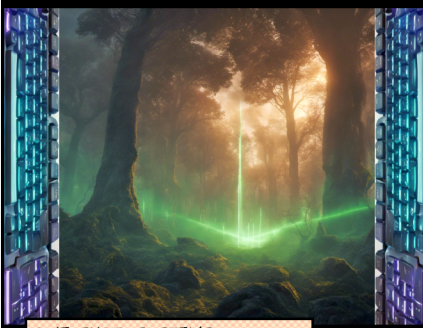
FULL POWER! ALL LASER, AUTO-TARGET AND FIRE!
--YTHORR'K (RIFTWALKER #5 OF 12)

STARSHIP TWINKLE



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HARD-LIGHT LASERS



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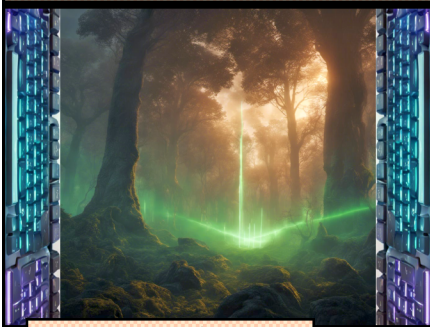
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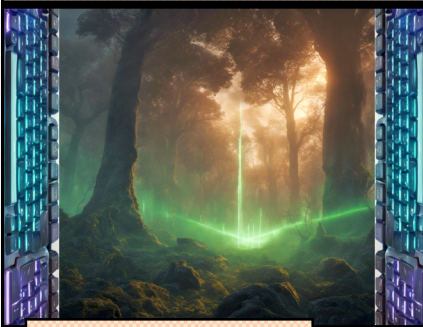
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STARSHIP TWINKLE



ART BY NIGHTCAFE CREATOR SDXL (1.0) GUIDED BY MICHAEL J. AHLERS

DELAYED BLAST CARTRIDGE



ONGOING

AT THE END OF YOUR TURN, YOU MAY DESTROY THIS CARD. IF YOU DO, YOU MAY DESTROY A NON-CHARACTER CARD TARGET WITH 3 OR FEWER HP.

THIS WILL SLOW THEM DOWN.
--RX17/BETA (RIFTWALKER #5 OF 12)

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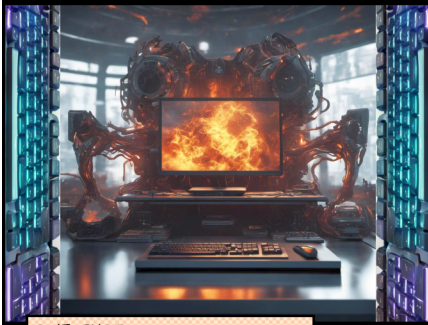
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STARSHIP TWINKLE



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SPECIALIZED SABOTAGE



ONE-SHOT

DESTROY AN ONGOING OR NON-TARGET ENVIRONMENT CARD.

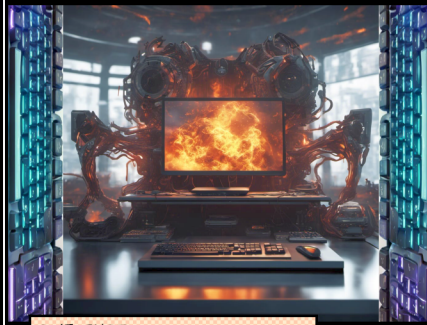
I CALL HIM GREMLIN. HE GETS INTO PLACES THAT I CAN'T, AND HE'S A MAGNIFICENT HACKER.
--DESDEMONA (RIFTWALKER #5 OF 12)

STARSHIP TWINKLE



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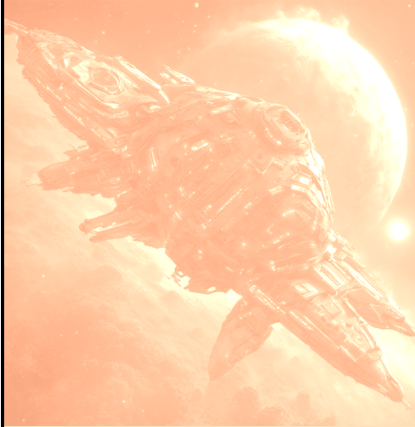


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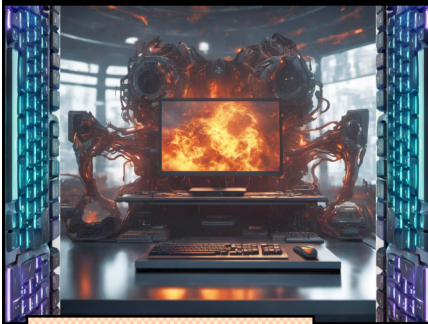
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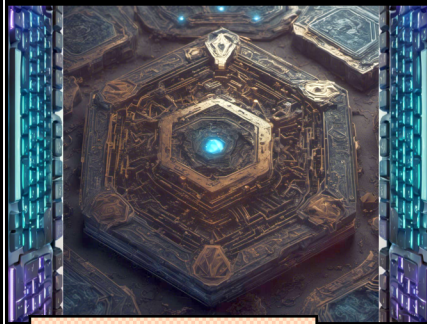
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STARSHIP TWINKLE



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UNIVERSAL ROSETTA STONE



ONE-SHOT

EACH OTHER PLAYER DRAWS A CARD. ONE OF THOSE PLAYERS MAY PLAY A CARD.

LIKE MOST OF THE ALIEN TECH THAT THE NAVY FOUND ON VRAELDORF, THEY CAN REPLICATE IT, BUT THEY DON'T KNOW HOW IT WORKS. --NORTIA (RIFTWALKER #5 OF 12)

STARSHIP TWINKLE



ART BY NIGHTCAFE CREATOR SDXL (1.0) GUIDED BY MICHAEL J. AHLERS

RECRUITMENT POSTER



ONE-SHOT

REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL A [CREW] CARD IS REVEALED. PUT THE REVEALED CARD INTO YOUR HAND AND SHUFFLE ALL OTHER REVEALED CARDS BACK INTO YOUR DECK.

YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.

I THOUGHT HE WAS FINALLY TAKING AN INTEREST IN ME. TURNS OUT HE JUST THOUGHT I WOULD LOOK PRETTY ENOUGH IN A UNIFORM TO BOOST HIS RECRUITMENT NUMBERS. —DESDIPONA (RIFTWALKER #5 OF 12)

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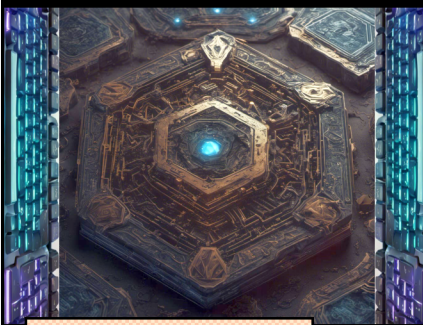
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LIKE MOST OF THE ALIEN TECH THAT THE NAVY FOUND ON VRALEOR-7, THEY CAN REPLICATE IT, BUT THEY DON'T KNOW HOW IT WORKS. —NORTA (RIFTWALKER #6 OF 12)

STARSHIP TWINKLE



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RESUPPLY MISSION



ONE-SHOT

STARSHIP TWINKLE REGAINS 2HP.
DRAW 2 CARDS.
THEN, REMOVE THIS CARD FROM THE GAME.

IT'S LITTLE MORE THAN A ROCK IN SPACE, BUT A ROCK WITH SOME VERY USEFUL MINERALS.
--NORTA (RIFTWALKER #5 OF 12)

STARSHIP TWINKLE



ART BY NIGHTCAFE CREATOR SDXL (1.0) GUIDED BY MICHAEL J. AHLERS

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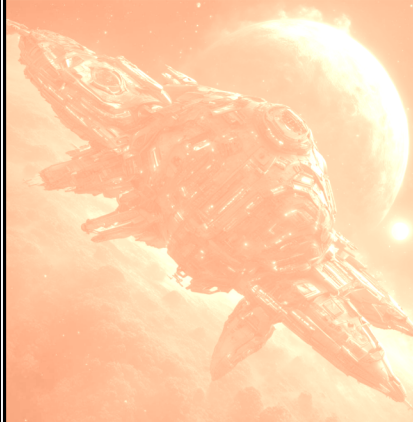


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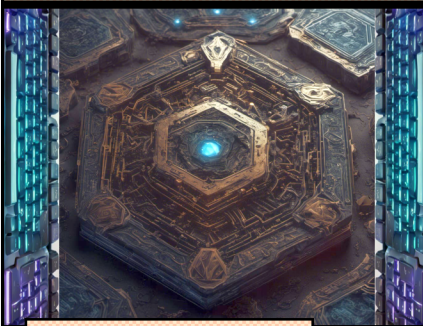
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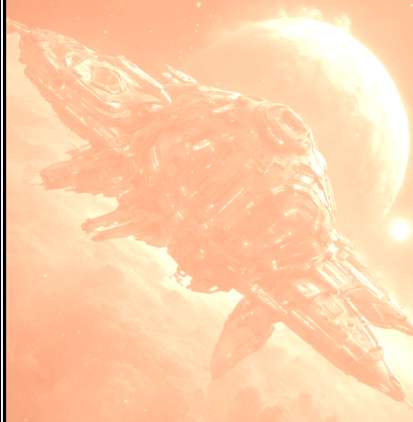


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STARSHIP TWINKLE



ART BY NIGHTCAFE CREATOR SDXL (1.0) GUIDED BY MICHAEL J. AHLERS

SMARTMETAL REPLICATOR



ONE-SHOT

EACH OTHER PLAYER MAY SEARCH THEIR TRASH OR DECK FOR AN EQUIPMENT CARD AND PUT IT IN THEIR HAND. IF A PLAYER SEARCHED THEIR DECK, THEY MUST SHUFFLE THEIR DECK.

HONESTLY I DON'T EVEN THINK THE PEOPLE WHO INVENTED THE THING REALLY UNDERSTAND EXACTLY HOW IT WORKS.
--DESDEMONA (RIFFWALKER #5 OF 12)

STARSHIP TWINKLE



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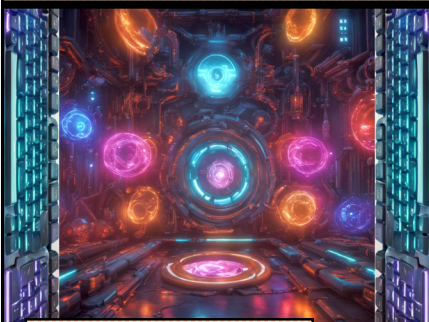
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STARSHIP TWINKLE



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QUANTUM ENERGY CELL



ONE-SHOT

ONE OTHER HERO MAY USE A POWER NOW.

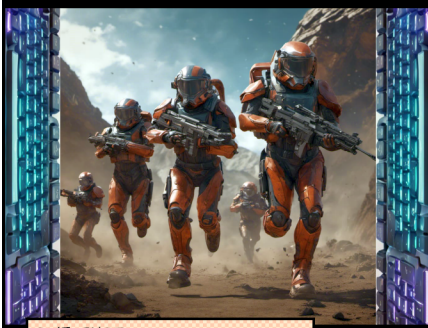
IT'LL POWER ANYTHING YOU POINT IT AT, FROM A NIGHTMARE CLASS DREADNOUGHT TO A HOUSE PLANT.
--DESDEMONA (RIFFWALKER #5 OF 12)

STARSHIP TWINKLE



ART BY NIGHTCAFE CREATOR sDXL (1.0) GUIDED BY MICHAEL J. AHLERS

FULL GROUND ASSAULT



ONE-SHOT

DEAL UP TO X TARGETS 1 IRREDUCIBLE MELEE DAMAGE, WHERE X EQUALS THE NUMBER OF [CREW] CARDS IN PLAY.

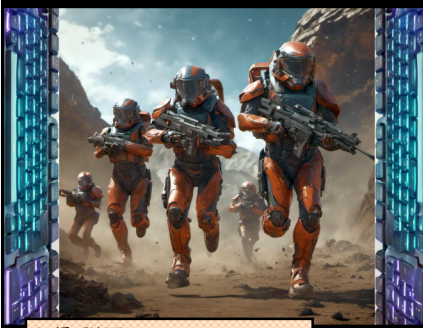
EVERYONE! FOLLOW ME! --RX17/BETA (RIFTWALKER #5 OF 12)

STARSHIP TWINKLE



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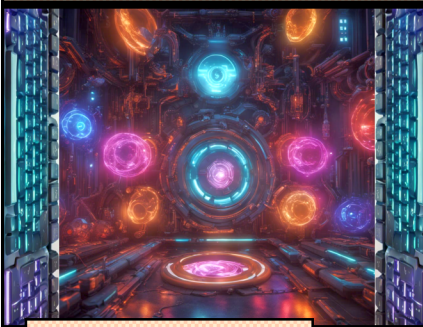
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STARSHIP TWINKLE



ART BY NIGHTCAFE CREATOR SDXL (1.0) GUIDED BY MICHAEL J. AHLERS

ELECTROBIKE DRONES



ONE-SHOT, SYSTEMS

DEAL 1 NON-CHARACTER CARD TARGET X LIGHTNING DAMAGE, WHERE X EQUALS THE NUMBER OF [CREW] CARDS IN PLAY.

THEY'RE PHASING THEM OUT. THEY'RE ONLY EFFECTIVE AGAINST MINOR TARGETS AND YOU CAN ONLY PILOT ONE AT A TIME.
--RX17/BETA (RIFTWALKER #5 OF 12)

STARSHIP TWINKLE



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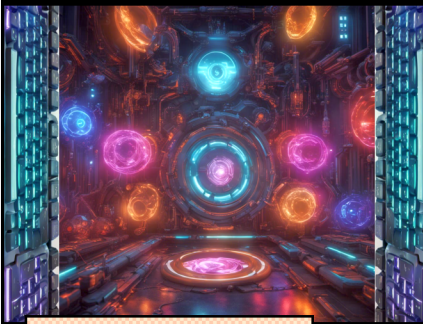
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STARSHIP TWINKLE



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STARSHIP TWINKLE

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WEAPON SYSTEMS

POWER: STARSHIP TWINKLE DEALS 1 TARGET X ENERGY DAMAGE, WHERE X EQUALS THE NUMBER OF [CREW] CARDS IN PLAY.

- > LINGERING RADIATION: ONE TARGET DEALS A NON-HERO TARGET 2 TOXIC DAMAGE.
- > ENHANCED COMMUNICATIONS: ONE PLAYER MAY PLAY A CARD.
- > SUPPLY DROP: EACH PLAYER MAY DRAW A CARD.



STARSHIP TWINKLE: RIFTWALKER

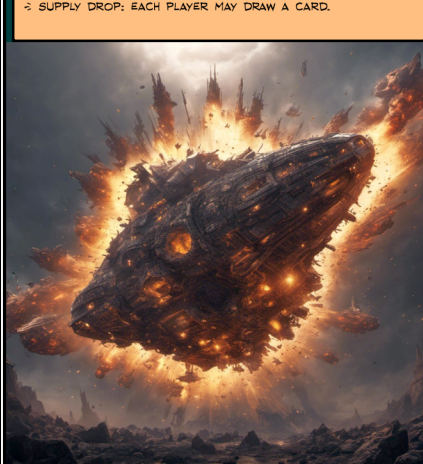
27



JUST START SHOOTING

POWER: STARSHIP TWINKLE DEALS X TARGETS 1 IRREDUCIBLE ENERGY DAMAGE EACH, WHERE X EQUALS THE NUMBER OF [CREW] CARDS IN PLAY, PLUS 1.

- > LINGERING RADIATION: ONE TARGET DEALS A NON-HERO TARGET 2 TOXIC DAMAGE.
- > ENHANCED COMMUNICATIONS: ONE PLAYER MAY PLAY A CARD.
- > SUPPLY DROP: EACH PLAYER MAY DRAW A CARD.



DESDEMONA



CREW, CAPTAIN

POWER: DRAW A CARD.

I'LL JUST STEAL HIS FLAGSHIP
MAYBE THEN HE'LL PAY ATTENTION TO ME.
--DESDEMONA (RIFTWALKER #5 OF 12)

STARSHIP TWINKLE: SET-UP

SET-UP
AT THE START OF THE GAME, SHUFFLE YOUR DECK AND DRAW 4 CARDS. THEN FLIP THIS CARD OVER.

GAMEPLAY
[CREW] CARDS ARE INDESTRUCTIBLE AS LONG AS STARSHIP TWINKLE HAS MORE THAN OH?

BACKSTORY
IN THE MICROVERSE, DESDEMONA GREW TIRED OF HER FATHER SPENDING ALL HIS TIME AND ATTENTION ON HIS "PRECIOUS STARSHIPS," SO SHE DID THE ONLY THING SHE COULD THINK OF... SHE ASSEMBLED A CREW AND STOLE HIS FLAGSHIP, THE ATLANTIA, AND RENAMED IT STARSHIP TWINKLE. THEN THE RIFT OPENED AND DESDEMONA AND THE CREW OF THE TWINKLE FOUND THEMSELVES IN A UNIVERSE WHERE THEIR SHIP WAS BARELY THE SIZE OF A COMPUTER-PAD. BUT THEY STILL WANTED TO HELP.