

APOI MELIF DEMO DECK 2026

Thank you for trying out our game!
We have left the card art frames
intentionally blank for you to draw
your own depictions from your
own imagination! If you would
like to share your work with us,
you can do so on our Discord server,
our Bluesky, or our website:
www.hex.studio

Discord



Bluesky



2

NOCKED SHOT

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

TACTIC / REACTION: RANGED ARTS

Play this Card when you perform a Shot Attack.

You prepare the Shot with your drawn Ranged Weapon, and may fire it at a Foe of your choice off of your Turn as a Reaction. Add 1+1d6 Damage to that Attack.

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APOI 1

2

SUGAR HIGH

+1 / 1

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

ATTACK: RUSH

You enter the jittering, frenzied state of a Sugar High. Bolster yourself with this Card for 2 Turns.

While Bolstered, you must play any Rush card as soon as it enters your Hand. Playing a Rush Card Bolsters you with Sugar High for 2 additional Turns.

While Bolstered, you may add 1d6 to any Attacks you make.

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2

PIERCING BITE

INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

ATTACK: JAW ARTS

Play this Card when you perform a Bite Attack.

You bite deep into your Foe's body, dealing an additional 1d6 Jaw Damage and Burdening them with this Card for 2 Rounds.

While Burdened, they take 1 additional Damage from Attacks.

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APOI 1B



2

LAUNCH

INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

TACTIC: ELYTRA ARTS

You expertly kick off the ground into the air, speeding off with little to no drag.

Perform the Lift-Off Action for no Mobility cost.

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2

WITH VENOM

INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

TACTIC: STINGER ARTS

You scrape your weapon with the tip of your stinger. On the next Strike, Shot, or Throw you perform, Burden your Foe with this Card for 2 Rounds.

While Burdened, they take 1 Damage to their Vitality at the start of their Turn.

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APOI 2

2

DEFY GRAVITY

INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

REACTION: TUNNEL FIGHTER

Play this Card while within an area no more than 3 Cells wide and are targeted by an Attack.

Make a contested Athletics Check against the Foe who targeted you. If you succeed, you take no Damage and are now Climbing on the nearest wall.

Until the end of your next Turn, Climbing only costs you 1 Mobility Token per Cell moved.

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2

SEAL CRACK

+1  INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

TACTIC: WOUND CARE

Wrapping broken Chitin in Silk bandages, Bolster yourself or an Ally with this card for 1 Round. Whoever is Bolstered may restore 2 Chitin.

While Bolstered, Attacks made against you deal 2 fewer Damage.

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APOI 2B



2

EXCHANGED RESPONSIBILITY

MEMOKU COMMON TRAIT

COLONY Printable Demo V2

TACTIC: SOCIAL MEMOKU

You communicate your intent to an Ally using Memoku.

If you are in a Cell adjacent to an Ally who is Engaged with a Foe, you may change positions with them, Disengaging them without penalty.

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2

NATURAL APTITUDE

MEMOKU COMMON TRAIT

COLONY Printable Demo V2

TACTIC: LUCK MEMOKU

Though you have talent, a little luck running through you never hurts either. Bolster yourself with this Card for 3 Rounds.

While Bolstered, you add +1 to every roll you make.

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APOI 3

1

HOLD POSITION

APOI RACIAL TRAIT

COLONY Printable Demo V2

REACTION: AERIAL COMBAT

Play this Card while you are in Flight and are targeted by an Attack.

You grit against the pain and try maintain your position against a Foe's volley; roll a Grit Check.

If the result is higher than the total Damage dealt, you only take half Damage from that Attack and do not take a Plummet Token.

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3

FROM BELOW

APOI RACIAL TRAIT

COLONY Printable Demo V2

ATTACK: AERIAL COMBAT

Play this card when you are in Flight and beneath a higher-altitude Foe; when they aren't looking, you take your chance and charge upward at them.

Play an Attack from your Hand at no cost, dealing an additional 3d6 Damage.

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APOI 3B



1

POLLEN BASKET

APOI RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: POLLINATION

Your eyes quickly scour the area around you, spotting every speck of Pollen you can; Bolster yourself with this Card.

While Bolstered, you gain +2 to Survival Checks looking for Forage; any Forage found may be exchanged for Pollen.

If you take Damage, Discard this Card.

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1

THERMOREGULATION

+1 ♻️ APOI RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: WAR DANCE

You rapidly buzz your wings, bringing a surge of new energy and Bolstering yourself with this Card for 2 Rounds.

While Bolstered, you have +2 Mobility.

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APOI 4

1

GIVING TELL

APOI RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: UR'S BLESSING

Your Foe's expression betrays them.

You may look at the top two Cards of target Foe's Deck and return them in any order you like.

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3

ADAPTIVE STRIKE

APOI RACIAL TRAIT

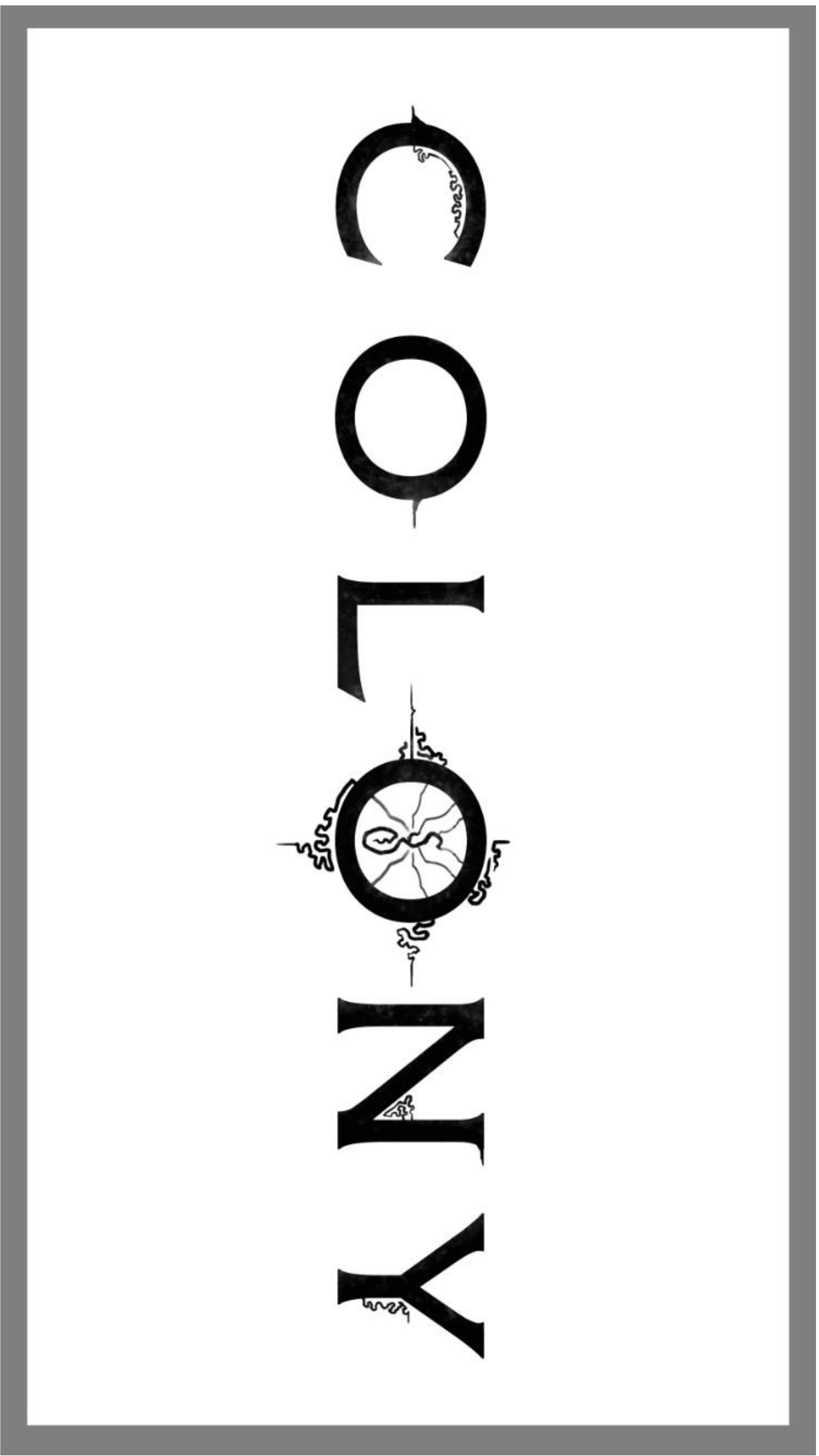
COLONY Printable Demo V2

TACTIC: FENCING

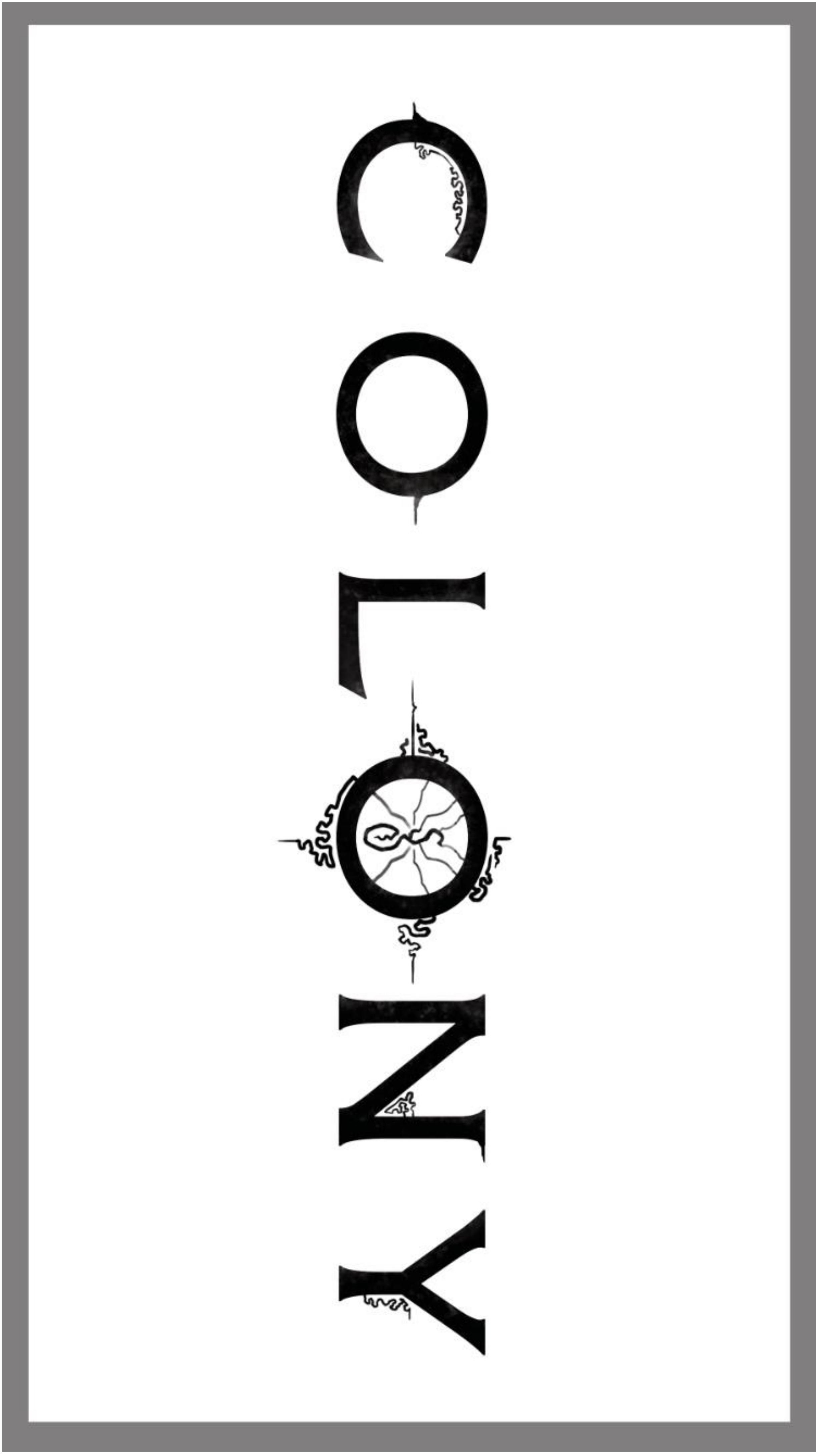
You improvise your next move as your Foe encroaches.

When you play this Card, you may perform 2 Sting Attacks for free.

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APOI 4B



1

THRUSTED POINT

APOI MELIF TRIBAL TRAIT

COLONY Printable Demo V2

ATTACK: VALKIR BOWMANSHIP

You draw a bolt from your quiver and stab your Foe. Deal 3 Damage in addition to the Bolt's standard Damage dice.

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3

DUAL WIELD

APOI MELIF TRIBAL TRAIT

COLONY Printable Demo V2

TACTIC: VALKIR BOWMANSHIP

You must wield two Short Bows and be in Flight to play this Card; play this Card when you perform a Shot Attack.

You fire one Bolt from each Bow, expending two Bolts per Shot performed. You may fire these Shots at the same target or at separate targets.

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APOI 5

WE WANT TO HEAR FROM YOU!

Once you’ve had a chance to sit down and try out our game, we would love to hear about your experience! The QR code below will direct you to a feedback survey if you would be so inclined to let us know what you like, dislike, or could be improved upon!

Thank you so much!





THE COLONY TABLETOP GAME

SKILLS

ARTIFICE	◇△	6	
ATHLETICS	□◇	5	1
AWARENESS	◇○	6	1
COERCION	□○	4	
GRIT	□◇	6	
GUILE	△○	5	
KNOWLEDGE	△◇	7	1
PERFORMANCE	◇○	5	
SUBTERFUGE	◇◇	7	
SURVIVAL	□△	5	

PLAYER NAME: _____

RACE: APOI TRIBE: MELIF CASTE: VALKIR

SIZE: MEDIUM AGE: SEASONS

CHITIN (5)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WEAKNESS
RESISTANCE

VITALITY **17**

CURRENT

DRIFT CLING

MOBILITY 9 +/-

PLUMMET / SINK
○○○○

6
GRIT

MEMOKU DIALECTS		5 TO HIT
MOTHER DIALECT Apoi Melif	△ ● ○	

CASTE INSTINCTS

5	INSTINCT					Stinger Arts				
	2									
HIT	COST	EFFECT								
Perform a Sting Attack, dealing 2+2d6 Piercing Damage										

6	INSTINCT						
	Jaw Arts						
HIT	1	COST	■	◇	△	◊	○
EFFECT							
Perform a Bite Attack, dealing 2+1d6 Puncture Damage.							

		INSTINCT		Elytra Arts	
				☐ ☐ ☐ ☐ ☐	
HIT		COST			
EFFECT Spend 3 Mobility Token to Lift-Off into flight. You may move horizontally at the cost of 1 Mobility Token per Cell moved. Ascending and Descending costs 2 Mobility Tokens per Cell moved.					

	INSTINCT	
HIT	COST	    
EFFECT		

	INSTINCT				
			□ ◇ △ ◈ ○		
HIT	COST				
EFFECT					

MINERAL	HERB	FUNGUS	POLLEN	ROOT
☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
AMBER	SAP	BLOOD	HONEY	SILK
☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐
☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐

[illegible]

LADEN POUCH: -1 MOBILITY

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HEAVY POUCH: -3 MOBILITY

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#	
#	

WEAPONS AND EQUIPMENT

ITEM Thorn Short Bow			    	COST 2	ACTION 1 Quick Shot	DAMAGE 2+2D6
QUALITY Rustic	HIT 4	GRIP 2		COST 3	ACTION 2 Focused Shot	DAMAGE 2+2D6
DAMAGE TYPE Puncture				COST 4	ACTION 3 Charged Shot	DAMAGE 2+3D6
ENCHANTMENT EFFECT				COST 2	ACTION 4 Blunt Strike	DAMAGE 2+1D6

ITEM Thorn Short Bow			    	COST 2	ACTION 1 Quick Shot	DAMAGE 2+2D6
QUALITY Rustic	HIT 4	GRIP 2		COST 3	ACTION 2 Focused Shot	DAMAGE 2+2D6
DAMAGE TYPE Puncture				COST 4	ACTION 3 Charged Shot	DAMAGE 2+3D6
ENCHANTMENT EFFECT				COST 2	ACTION 4 Blunt Strike	DAMAGE 2+1D6

ITEM			    	COST	ACTION 1	DAMAGE + D6
QUALITY	HIT	GRIP		COST	ACTION 2	DAMAGE + D6
DAMAGE TYPE				COST	ACTION 3	DAMAGE + D6
ENCHANTMENT EFFECT				COST	ACTION 4	DAMAGE + D6

ITEM			    	COST	ACTION 1	DAMAGE + D6
QUALITY	HIT	GRIP		COST	ACTION 2	DAMAGE + D6
DAMAGE TYPE				COST	ACTION 3	DAMAGE + D6
ENCHANTMENT EFFECT				COST	ACTION 4	DAMAGE + D6