

4

PIN

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

TACTIC: GRAPPLING ARTS

Play this Card when you have Grappled a Foe.

You pin your Foe to the ground, leaving them vulnerable to Attacks. Adjacent Allies may perform an Attack against that Foe at no cost.

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FLEET OF FOOT

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

TACTIC: STANCES

Your feet float like wind beneath you. Bolster yourself with this Card for 5 Rounds. You may not be Bolstered with more than one Stance Card at a time.

While Bolstered, you may spend 2 Agility to gain an additional 5 Mobility this Turn.

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APOI BONUS 1

4

DISARM

COMBAT ARTS COMMON TRAIT

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REACTION: DEFENSIVE ARTS

Discard a Parry card or pay the cost of this Card.

You twist your weapon around in an attempt to fling your Foe's Weapon from their hands. Roll a Guile Check against your Foe's Grit. If you succeed, your Foe's Weapon is thrown into any Cell within a 5 Cell radius of you. If you fail, your Foe may make an Attack against you at half cost (rounded up).

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BRANCHING TENACITY

MANTA RACIAL TRAIT

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TACTIC: FORM ARTS

Play this Card at the start of your Turn. Playing this Card may be your *only* Action this Turn.

Bolster yourself with this Card for 2 Rounds.

While Bolstered, you take -X Damage from Attacks, where X is equal to the number of additional Instinct Tokens you choose to spend when you play this Card.

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APOI BONUS 1B

