

MANTA ASEVILO 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

INFIRMITY

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

ATTACK: BLADED ARTS

Play this Card when you perform a Strike Attack.

Your blade pierces a Foe's Chitin. Target Foe must make a contested Grit Check against your Athletics or Grit (whichever is higher). If they fail, Burden them with this Card for 3 Rounds.

While Burdened, their Mobility is reduced by half.

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MANTA 1

2

SILENT STEP

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

REACTION: STEALTH

Each step falls hushed as you prepare your next move.

Play this Card when you roll a Subterfuge Check; you may reroll one or both dice, but must keep the new result.

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2

ESCAPING LEAP

COMBAT ARTS COMMON TRAIT

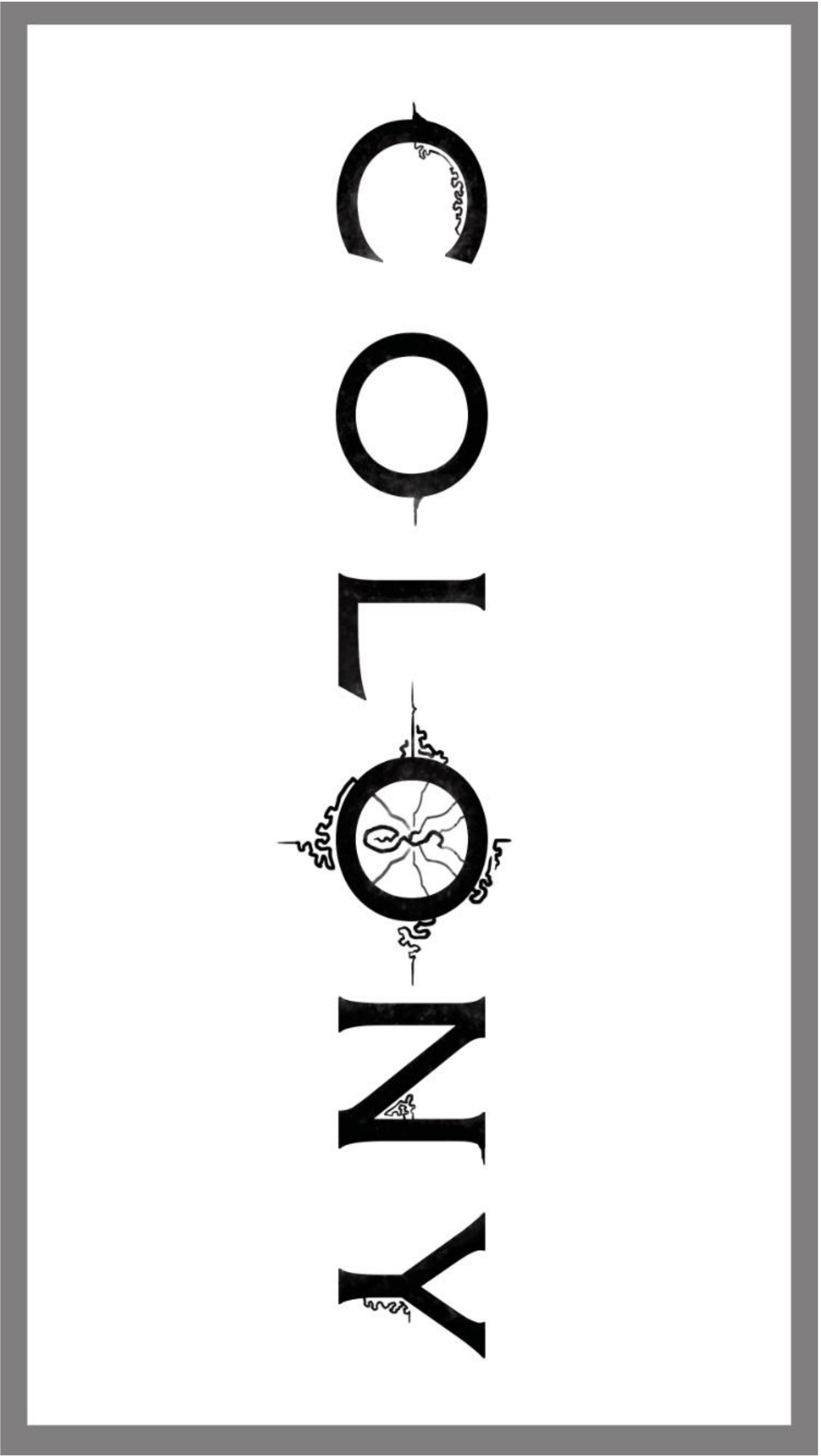
COLONY Printable Demo V2

TACTIC / REACTION: MANEUVER

Spend half your Mobility to Disengage from a Foe, leaping high into the air.

Land in an empty Cell within 5 Cells of where you jumped from.

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MANTA 1B



2

GRAPPLE

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

TACTIC: GRAPPLING ARTS

Make a Contested Athletics Check against a Foe within 1 Cell of you. If they fail, their Mobility is reduced to zero until they spend 1 Brawn or Agility to make another Contested Athletics Check.

You may move that Foe with you by expending 1 additional Mobility Token per Cell moved.

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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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MANTA 2

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

DEFY GRAVITY

INSTINCTUAL COMMON TRAIT

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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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MANTA 2B



2

SEAL CRACK

+1

2

INSTINCTUAL COMMON TRAIT

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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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2

FORWARD CHARGE

MEMOKU COMMON TRAIT

COLONY Printable Demo V2

TACTIC: BERSERKER MEMOKU

This Memoku wraps about your legs, demanding they run.

Charge in a straight line up to your maximum Mobility at a Foe, then perform a Strike or Throw Attack at half its Marrow cost (rounded up). For each Cell moved toward that Foe, add 1 Damage to that Attack.

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MANTA 3

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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1

BENDING FLOW

MANTA RACIAL TRAIT

COLONY Printable Demo V2

REACTION: SICKLE ARTS

You move as the wind and water around the rock.

You may play this Card if there is more than one Foe adjacent to you. Any adjacent Foe who Attacks you will have their Attack redirected at an adjacent Foe of your choice, dealing them half Damage.

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MANTA 3B



3

NEEDLE POINT

MANTA RACIAL TRAIT

COLONY Printable Demo V2

ATTACK: SICKLE ARTS

The weakest branches have the strongest tells.

Roll an Awareness Check against your Foe's Guile. If you succeed, you identify multiple weak spots in your Foe, Burdening them with this Card for 3 Rounds.

While Burdened, they take an additional 2d6 Damage from every Attack made against them.

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1

MEDITATIVE ORCHID

MANTA RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: FORM ARTS

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

You gain X Chitin, where X is equal to the number of additional Wit Tokens you choose to spend when you play this Card.

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MANTA 4

1

MOMENTUM

MANTA RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: MOMENTUM

Your legs tense as you build up your focus and speed; Bolster yourself with this Card.

While Bolstered, you add +2 to Athletics and Subterfuge checks.

If you take Damage, Discard this Card.

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1

MEDITATION

MANTA RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: LIR'S BLESSING

Empty the mind and take in the now; Bolster yourself with this Card.

While Bolstered, you add +2 to Awareness and Knowledge Checks.

If you take Damage, Discard this Card.

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MANTA 4B



1

BETRAYING GLANCE

MANTA ASEVILO TRIBAL TRAIT

COLONY Printable Demo V2

TACTIC: GAZE

A sharp and knowing look confounds your Foe.

Roll a Guile Check against a Foe's Grit. If you succeed, that Foe will become confused and is Burdened with this Card for 2 Rounds.

While Burdened, they must target other Foes with Attacks.

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3

CHAOTIC STARE

MANTA ASEVILO TRIBAL TRAIT

COLONY Printable Demo V2

TACTIC: GAZE

You flare out your wings, making yourself an intimidating sight to behold.

Roll a Performance Check against a Foe's Grit. If you succeed, they must move 3 Cells away from you.

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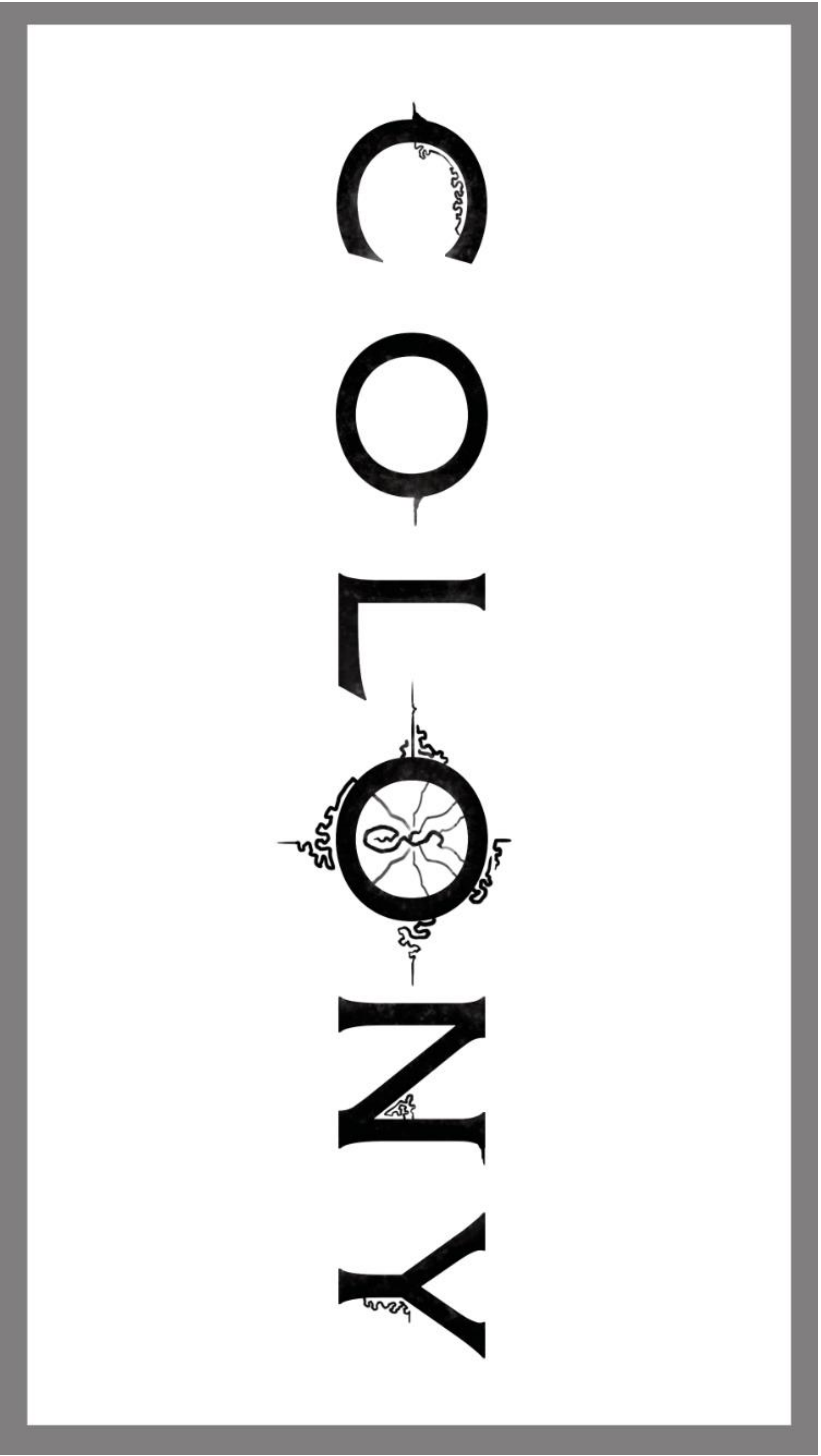
MANTA 5

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!





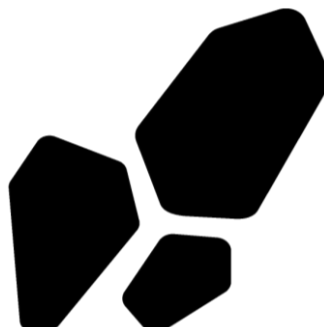
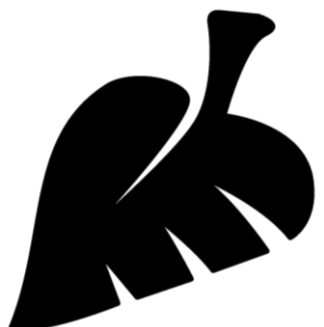
MANTA 5

THE COLONY TABLETOP GAME

SKILLS

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

FORAGE POUCH

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

[illegible]

LADEN POUCH: -1 MOBILITY

#	
#	
#	
#	
#	

HEAVY POUCH: -3 MOBILITY

#	
#	
#	

AGE: SEASONS

CHITIN (5)

VITALITY (21

MOBILITY 11 _{+/-}

MEMOKU DIALECTS

MOTHER DIALECT		5 TO HIT	
Manta Asevilo	  		

ITEM Flint Spear			 	COST 2	ACTION 1 Swinging Strike	DAMAGE 2+2D6
QUALITY Rustic	HIT 4	GRIP 2		COST 3	ACTION 2 Lunging Strike	DAMAGE 2+3D6
DAMAGE TYPE Puncture				COST 3	ACTION 3 Focused Throw	DAMAGE 2+4D6
ENCHANTMENT EFFECT				COST 2	ACTION 4 Deflect	DAMAGE 2+3D6

ITEM Flint Dagger			    	COST 1	ACTION 1 Swinging Strike	DAMAGE 2+1D6
QUALITY Rustic	HIT 4	GRIP 1		COST 2	ACTION 2 Lunging Strike	DAMAGE 2+2D6
DAMAGE TYPE Cleave				COST 1	ACTION 3 Quick Throw	DAMAGE 2+2D6
ENCHANTMENT EFFECT				COST 2	ACTION 4 Deflect	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