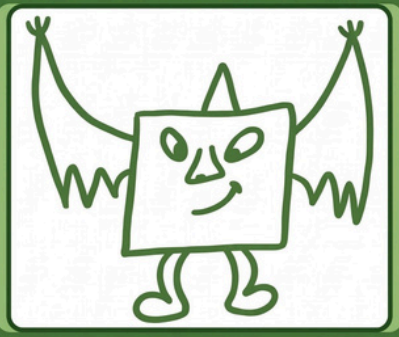
BOXTURES SERIES 1

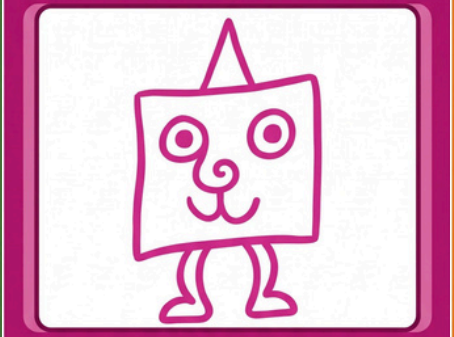


## BELFRY-BOX - 001

WILD — Sync Power: 11

| | | |
|---|---|---|
| 1 | **Belfry Bash** | Prevent 2 damage. |
| 2 | **Flap Over** | Gain 1 Energy. |
| 3 | **Echolocation** | Gain 1 Energy. Burn 2 Sync: Reroll an unplaced die. |
| 4 | **Talon Scratch** | Deal 1 damage. |
| 5 | **Guano Blast** | Deal 2 damage. |
| 6 | **Night Swoop** | Deal 2 damage. Ultimate [3 Energy or Confirm 5+] Deal 5 damage. |

BOXTURES SERIES 1

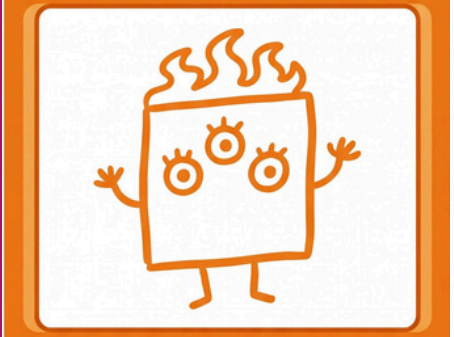


## SNOUT-CUBE - 002

WILD — Sync Power: 13

| | | |
|---|---|---|
| 1 | **Boop** | Reduce enemy's next damage by 2. |
| 2 | **Snout Search** | Restore 2 Sync. |
| 3 | **Gather** | Gain 1 Energy. |
| 4 | **Swirl Tangle** | Deal 1 damage. |
| 5 | **Slam-Slam** | Deal 2 damage. |
| 6 | **Super Snort** | Ultimate [2 Energy or Confirm 4+] Force opponent to reroll. |

BOXTURES SERIES 1

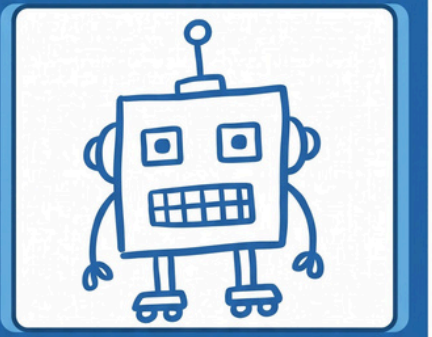


## CINDER-TRIOPS - 003

PYRO — Sync Power: 12

| | | |
|---|---|---|
| 1 | **Smoke Out** | Lock 1 unplaced opponent die. |
| 2 | **Ignite** | Gain 1 Energy. |
| 3 | **Heat Riser** | Restore 2 Sync. |
| 4 | **Spark Spit** | Deal 1 damage. |
| 5 | **Blaze Charge** | Deal 3 damage. |
| 6 | **Cinder Inferno** | Ultimate [3 Energy or Confirm 5+] Deal 6 damage. |

BOXTURES SERIES 1



## ROLLER-BOT - 004

TECH — Sync Power: 14

| | | |
|---|---|---|
| 1 | **Scrap Shield** | Cancel the next enemy slot effect. |
| 2 | **Gear Crank** | Gain 1 Energy. |
| 3 | **Signal Ping** | Gain 1 Energy. Burn 1 Sync: Draw a card. |
| 4 | **Roll Bash** | Deal 1 damage. |
| 5 | **Laser Zap** | Deal 2 damage. |
| 6 | **Grand Overclock** | Ultimate [2 Energy or Confirm 4+] Refresh an occupied slot. |

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BOXTURES SERIES 1

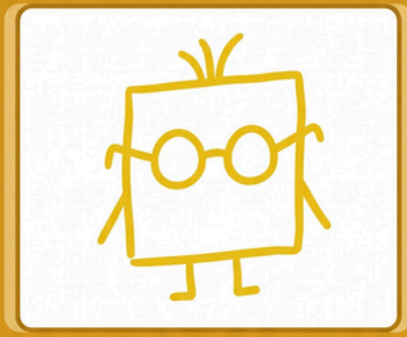


## GNARL-IMP - 005

PYRO — Sync Power: 10

| | | |
|---|---|---|
| 1 | **Hiss** | Lock 1 unplaced opponent die. |
| 2 | **Rage Spark** | Gain 1 Energy. |
| 3 | **Wild Fuel** | Gain 1 Energy and restore 1 Sync. |
| 4 | **Jagged Swipe** | Deal 2 damage. |
| 5 | **Frenzy Claw** | Deal 3 damage. |
| 6 | **Imp Inferno** | Deal 2 damage. Ultimate [3 Energy or Confirm 5+] Deal 5 damage. |

BOXTURES SERIES 1

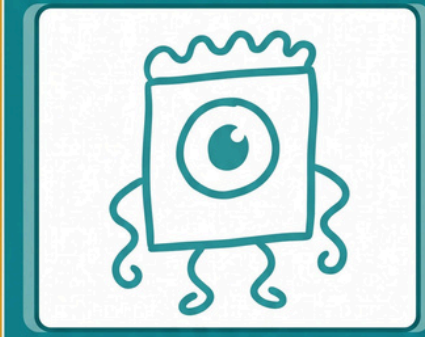


## SPEC-SPARK - 006

VOLT — Sync Power: 11

| | | |
|---|---|---|
| 1 | **Static Defend** | Prevent 1 damage and draw 1 card. |
| 2 | **Charge Up** | Gain 1 Energy. |
| 3 | **Over-Spark** | Gain 1 Energy. Burn 1 Sync: Reroll 1 of your unplaced dice. |
| 4 | **Direct Current** | Deal 2 damage. |
| 5 | **Volt Spike** | Deal 3 damage. |
| 6 | **Static Giga-Blast** | Deal 2 damage. Ultimate [3 Energy or Confirm 5+] Deal 5 damage. |

BOXTURES SERIES 1

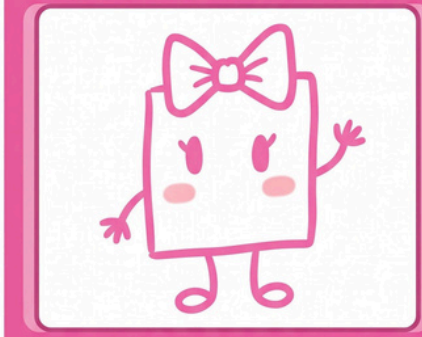


## SLIME-CLOPS - 007

SHADOW — Sync Power: 12

| | | |
|---|---|---|
| 1 | **Shadow Shield** | Prevent 2 damage. |
| 2 | **Dark Ooze** | Gain 1 Energy. |
| 3 | **Slime Bind** | Gain 1 Energy. Burn 1 Sync: Lock 1 opponent's unplaced die. |
| 4 | **Acid Splash** | Deal 2 damage. |
| 5 | **Heavy Gloop** | Deal 3 damage. |
| 6 | **Giga-Gloop** | Deal 2 damage. Ultimate [3 Energy or Confirm 5+] Deal 5 damage. |

BOXTURES SERIES 1



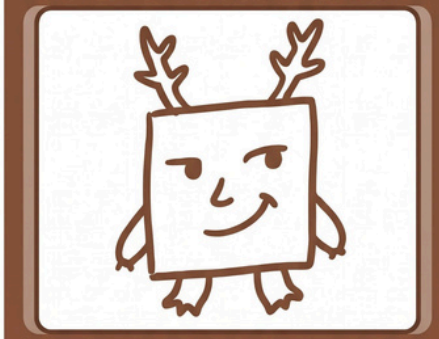
## RIBBON-BELLE - 008

COSMIC — Sync Power: 13

| | | |
|---|---|---|
| 1 | **Rosy Shield** | Prevent 2 damage. |
| 2 | **Galaxy Spark** | Gain 1 Energy. |
| 3 | **Sweet Ribbon** | Gain 1 Energy. Burn 1 Sync: Reroll 1 of your unplaced dice. |
| 4 | **Cosmic Ribbon** | Deal 2 damage. |
| 5 | **Bow Blast** | Deal 3 damage. |
| 6 | **Shooting Star** | Deal 2 damage. Ultimate [3 Energy or Confirm 5+] Deal 5 damage. |

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BOXTURES SERIES 1

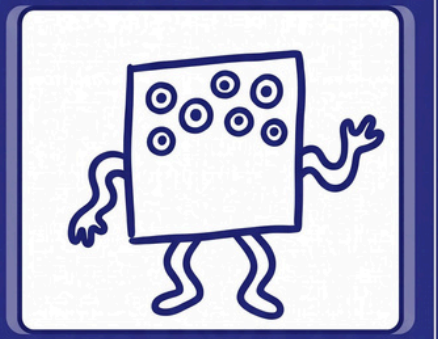


## BUCK-BOX - 009

WILD — Sync Power: 11

| | | |
|---|---|---|
| 1 | **Antler Deflect** | Prevent 2 damage. |
| 2 | **Forage** | Gain 1 Energy. |
| 3 | **Brush Camo** | Gain 1 Energy. Burn 1 Sync: Force your opponent to reroll 1 of their unplaced dice. |
| 4 | **Antler Poke** | Deal 2 damage. |
| 5 | **Umber Smash** | Deal 3 damage. |
| 6 | **Wild Stampede** | Deal 2 damage. Ultimate [3 Energy or Confirm 5+] Deal 5 damage. |

BOXTURES SERIES 1

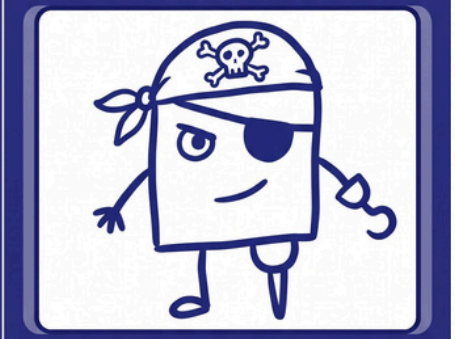


## OCU-BLOB - 010

SHADOW — Sync Power: 12

| | | |
|---|---|---|
| 1 | **Blur Screen** | Prevent 2 damage. |
| 2 | **Void Tap** | Gain 1 Energy. |
| 3 | **Ocu-Insight** | Gain 1 Energy. Burn 1 Sync: Reroll up to 2 of your unplaced dice. |
| 4 | **Whip Lash** | Deal 2 damage. |
| 5 | **Night Burst** | Deal 3 damage. |
| 6 | **Gaze Torrent** | Deal 2 damage. Ultimate [3 Energy or Confirm 5+] Deal 5 damage. |

BOXTURES SERIES 1



## HOOK-CORSAIR - 011

STEEL — Sync Power: 13

| | | |
|---|---|---|
| 1 | **Iron Guard** | Prevent 2 damage. If your opponent has Sync than you, prevent 3 damage instead. |
| 2 | **Plunder** | Gain 1 Energy and 1 Sync. |
| 3 | **Broadside** | Gain 1 Energy. Burn 1 Sync: Your opponent loses 1 Energy. |
| 4 | **Hook Strike** | You can choose to lock 1 of your own unplaced dice to save it for next round. |
| 5 | **Peg-Leg Slam** | Deal 2 damage and force your opponent to reroll their highest unplaced die. |
| 6 | **Cannon Fire** | Deal 3 damage. Ultimate [2 Energy or Confirm 4+] Deal 5 damage. |

BOXTURES SERIES 1



## SNOOZE-PARCEL - 012

COSMIC — Sync Power: 13

| | | |
|---|---|---|
| 1 | **Drowsy Ward** | Prevent 2 damage. If you have 0 Energy, prevent 3 damage instead. |
| 2 | **Nap Time** | Choose one: Gain 1 Energy OR restore 2 Sync. |
| 3 | **Astral Dream** | Gain 1 Energy. Burn 1 Sync: You may lock 1 of your own unplaced dice to gain 1 Energy next round. |
| 4 | **Dream Strike** | Deal 2 damage. If you have fewer dice placed than your opponent, gain 1 Energy. |
| 5 | **Snore Blast** | Deal 3 damage. If your opponent has an Ultimate ready, deal 4 damage instead. |
| 6 | **Nightmare Trance** | Deal 2 damage. Ultimate [2 Energy or Confirm 4+]: Lock your opponent's highest unplaced die next round. |

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## BOXTURES SERIES 1

SR1-001 **BRIAR-PATCH CLOAK** WILD GEAR

| | |
|---|---|
| 1 | **Bramble Guard:** Prevent 1 damage. **Spend 1 Energy:** Prevent 2 damage instead. |
| 2 | **Thorny Coat:** When your Hero Boxture takes damage this round, deal 1 damage back. |
| 3 | **Sap Mend:** **Spend 1 Energy:** Restore 2 Sync. |
| 4 | **Snagging Vines:** Force your opponent to reduce 1 unplaced die by 1 pip (minimum 1). **Spend 1 Energy:** Lock that die instead. |
| 5 | **Overgrowth:** Restore 2 Sync if your Sync Total is lower than your opponent's. **Spend 2 Energy:** Gain 1 Energy back at round end. |
| 6 | **Ironwood Bastion:** **Spend 2 Energy:** Prevent the next 4 damage dealt to you this round. |

## BOXTURES SERIES 1

SR1-002 **ECHO-HORN TALISMAN** WILD GEAR

| | |
|---|---|
| 1 | **Low Hum:** Gain 1 Energy. |
| 2 | **Cave Resonance:** Nudge 1 of your unplaced dice up or down by 1 pip. **Spend 1 Energy:** Nudge a second unplaced die. |
| 3 | **Sonar Ping:** **Spend 1 Energy:** Reroll up to 2 of your unplaced dice. |
| 4 | **Amplified Roar:** **Spend 1 Energy:** Your Hero Boxture's next attack this round deals +2 damage. |
| 5 | **Sonic Pressure:** Deal 1 damage for each occupied slot on your opponent's board (max 3). |
| 6 | **Deafening Blast:** Deal 2 damage. **Spend 2 Energy:** Lock 1 unplaced opponent die and deal +1 damage. |

## BOXTURES SERIES 1

SR1-003 **FERAL INSTINCTS** WILD ABILITY

| | |
|---|---|
| 1 | **Quick Reflex:** Gain 1 Energy. |
| 2 | **Prowl:** **Spend 1 Energy:** Reroll 1 of your unplaced dice and set another unplaced die to 4. |
| 3 | **Scent Trail:** Gain 1 Energy. **Spend 1 Energy:** Your Hero Boxture's next attack ignores damage prevention. |
| 4 | **Savage Pounce:** **Spend 1 Energy:** Your Hero Boxture's next attack deals +2 damage. |
| 5 | **Pack Fury:** **Burn 1 Sync:** Reroll up to 2 of your unplaced dice. **Spend 1 Energy:** Do not burn Sync for this effect. |
| 6 | **Apex Surge:** **Spend 3 Energy:** Refresh 1 occupied attack slot on your Hero Boxture and give its next attack +1 damage. |

## BOXTURES SERIES 1

SR1-004 **CINDER-CORE VENT** PYRO GEAR

| | |
|---|---|
| 1 | **Pilot Light:** Gain 1 Energy. |
| 2 | **Smoke Screen:** Prevent 1 damage. **Spend 1 Energy:** Force your opponent to reroll 1 unplaced die. |
| 3 | **Searing Exhaust:** Deal 1 damage. **Spend 1 Energy:** Deal 2 damage instead. |
| 4 | **Stoke the Coals:** **Spend 1 Energy:** Your Hero Boxture's next attack deals +2 damage. |
| 5 | **Flare Discharge:** Deal 2 damage if your Hero Boxture already has a die placed on it. **Spend 2 Energy:** Deal 4 damage instead. |
| 6 | **Meltdown Vent:** **Spend 3 Energy:** Deal 5 damage to your opponent's Sync Total. |

## BOXTURES SERIES 1

SR1-005 **THERMAL OVERDRIVE** PYRO ABILITY

| | |
|---|---|
| 1 | **Warm Up:** Gain 1 Energy. |
| 2 | **Flash Point:** Nudge 1 of your unplaced dice up by 1 pip (max 6). **Spend 1 Energy:** Nudge it up by 2 pips instead. |
| 3 | **Heat Sink:** **Spend 1 Energy:** Restore 2 Sync. |
| 4 | **Superheat:** **Spend 2 Energy:** Double the damage of your Hero Boxture's next attack this round (max +3 bonus damage). |
| 5 | **Redline:** **Spend 1 Energy:** Your Hero Boxture's next attack deals +2 damage. |
| 6 | **Nova Ignition:** **Spend 2 Energy:** Deal 2 damage and refresh 1 occupied slot on your Hero. |

## BOXTURES SERIES 1

SR1-006 **UMBRAL LENS** SHADOW GEAR

| | |
|---|---|
| 1 | **Dim Sight:** Prevent 1 damage. |
| 2 | **Dark Focus:** Gain 1 Energy. |
| 3 | **Blind Spot:** **Spend 1 Energy:** Lock 1 unplaced opponent die until the end of the round. |
| 4 | **Shadow Shift:** Swap the pip values of 2 of your unplaced dice. **Spend 1 Energy:** Set 1 of those dice to any face instead. |
| 5 | **Abyssal Glare:** **Spend 2 Energy:** Force your opponent to reroll all of their unplaced dice. |
| 6 | **Total Eclipse:** **Spend 2 Energy:** Cancel the effect of the next die your opponent places this round. |

## BOXTURES SERIES 1

SR1-007 **VOID SIPHON** SHADOW ABILITY

| | |
|---|---|
| 1 | **Hollow Touch:** Gain 1 Energy. |
| 2 | **Shade Drain:** Deal 1 damage. **Spend 1 Energy:** Restore 1 Sync. |
| 3 | **Bandwidth Leak:** **Burn 1 Sync:** Opponent loses 1 Energy, and you gain 1 Energy. |
| 4 | **Leech Tendril:** **Spend 1 Energy:** Deal 2 damage and restore 1 Sync. |
| 5 | **Null Wave:** Deal 2 damage if opponent has 0 Energy. **Spend 2 Energy:** Drain up to 2 Energy from opponent first. |
| 6 | **Soul Harvest:** **Spend 2 Energy:** Deal 3 damage and restore 2 Sync. |

## BOXTURES SERIES 1

SR1-008 **ASTRAL PENDULUM** COSMIC GEAR

| | |
|---|---|
| 1 | **Odd Tick:** Gain 1 Energy. |
| 2 | **Even Tock:** **Spend 1 Energy:** Restore 3 Sync. |
| 3 | **Phase Flip:** Flip 1 of your unplaced dice to its opposite face (1-6, 2-5, 3-4). **Spend 1 Energy:** Flip up to 2 dice. |
| 4 | **Orbit Align:** Gain 1 Energy and restore 1 Sync. |
| 5 | **Gravity Pull:** **Spend 1 Energy:** Set 1 of your unplaced dice to match the pip value of a die on your Hero Boxture. |
| 6 | **Time Loop:** **Spend 2 Energy:** At round end, keep 1 unplaced die locked for next round instead of rolling it. |

## BOXTURES SERIES 1

SR1-009 STARLIGHT REFRACTION COSMIC ABILITY

| | |
|---|---|
| 1 | **Prism Glint:** Prevent 1 damage. |
| 2 | **Beam Split:** Gain 1 Energy. |
| 3 | **Mirrored Pulse:** **Spend 2 Energy:** Refresh 1 occupied slot on another Gear or Ability bookmarker. |
| 4 | **Aurora Veil:** Prevent 2 damage. **Spend 1 Energy:** Prevent 3 damage instead. |
| 5 | **Comet Trail:** **Spend 1 Energy:** Deal 3 damage. |
| 6 | **Supernova Prism:** **Spend 2 Energy:** Refresh 1 occupied slot on your Hero Boxture. |

## BOXTURES SERIES 1

SR1-010 AUXILIARY CAPACITOR TECH GEAR

| | |
|---|---|
| 1 | **Trickle Charge:** Gain 1 Energy. |
| 2 | **Servo Boost:** **Spend 1 Energy:** Nudge up to 2 of your unplaced dice up or down by 1 pip each. |
| 3 | **Circuit Patch:** **Spend 1 Energy:** Restore 2 Sync. |
| 4 | **Power Surge:** Gain 2 Energy. |
| 5 | **Overvolt Link:** **Spend 2 Energy:** Refresh 1 occupied slot on your Hero Boxture. |
| 6 | **Full Reboot:** **Spend 3 Energy:** Refresh up to 2 occupied slots across your board. |

## BOXTURES SERIES 1

SR1-011 ARC-JUMP RELAY VOLT ABILITY

| | |
|---|---|
| 1 | **Static Snap:** Deal 1 damage. |
| 2 | **Coil Charge:** Gain 1 Energy. |
| 3 | **Grounding Rod:** **Spend 1 Energy:** Prevent 3 damage. |
| 4 | **Chain Lightning:** Deal 1 damage. **Spend 1 Energy:** If your Hero Boxture has a die with the same pip value, deal 3 damage instead. |
| 5 | **High Voltage:** **Spend 2 Energy:** Deal 3 damage and force your opponent to reroll 1 unplaced die. |
| 6 | **Tesla Overload:** **Spend 2 Energy:** Deal 4 damage. |

## BOXTURES SERIES 1

SR1-012 IRONCLAD BULKHEAD STEEL GEAR

| | |
|---|---|
| 1 | **Rivet Shield:** Prevent 1 damage. |
| 2 | **Scrap Salvage:** **Spend 1 Energy:** Gain 2 Energy. |
| 3 | **Reinforced Plate:** **Spend 1 Energy:** Prevent 3 damage. |
| 4 | **Hull Bash:** Deal 1 damage. **Spend 1 Energy:** If you prevented damage this round, deal 3 damage instead. |
| 5 | **Heavy Anchor:** **Spend 1 Energy:** Lock 1 of your unplaced dice to carry its exact face into next round. |
| 6 | **Aegis Fortress:** **Spend 2 Energy:** Prevent up to 4 damage from your opponent's next attack and deal 2 counter-damage. |

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