LIBERATOR

FLARE

Power to Escape

LIBERATOR

Wild: Once per challenge you may look at the top four cards in the deck and hand them out to any combination of players, giving yourself 0 or 1. Each card is worth one vote from the player you give it to (who may look at it), whether to keep the cards or discard them. You break ties.

Super: No vote is taken on the tokens, they automatically stay on the planet where you put them.

GEMINI

FLARE

Power of Double Attack

GEMINI

Wild: As a main player in a challenge, you may double the value of any attack card you play. You must announce that you intend to do this before cards are played.

Super: You may always attack 2 bases, whether or not a player has tokens on both. The two bases must still be adjacent.

MIMIC

FLARE

Power of Duplication

MIMIC

Wild: If someone plays a Wild Flare, you immediately play this card as if it were the same Wild Flare. He gets to use his Flare first. Use once per challenge.

Super: You may mimic the use of someone's power just after that player has used it. You may not, however, mimic those powers that cannot be used with the Insect or Plant.

AUCTIONEER

FLARE

Power of Sale

AUCTIONEER

Wild: As a main player or as an ally, you may auction off your own hand, one card at a time, until either no one bids on a card or until you decide to stop. You may, if you wish, not tell exactly what you are offering and simply announce it (face down on the table) as "an Edict" or "a challenge card".

Super: If no one bids for the card, keep it (free of charge) or, after looking at the card, discard it.

GHOST

FLARE

Power to Steal Life

GHOST

Wild: If you are a main player and you lose, you may ring your lost tokens around your opponent's star disc. These tokens subtract from your opponent's totals in subsequent challenges. At the start of each challenge, remove one token from the star disc and place it in the warp.

Super: If you are asked to ally, your dead may ally also with up to four tokens (giving you a possible 8 tokens involved in the challenge) or, if you wish, your dead may join the alliance alone.

SCAVENGER

FLARE

Power of Recovery

SCAVENGER

Wild: If another player loses his power, you may use it. You may not use your own power if you are usini his and you must keep his power until he regains use of it again or until you lose this flare. You may not use this flare again until the player regains use of his power.

Super: At the start of each challenge, you may take one card from anywhere in the the discard pile and put it in your hand.

CRAVEN

FLARE

Power of Retreat

CRAVEN

Wild: When someone draws consolation from your hand, you choose which cards he takes.

Super: You may end the challenge just after challenge cards are revealed. If you are an ally, you may pull out of the challenge just after challenge cards are revealed.

INDUSTRIALIST

FLARE

Power to Build

INDUSTRIALIST

Wild: As a main player, you may play as many attack cards in a challenge as you wish. Their total, however, may not exceed forty. Play all the cards at the same time, face down. After cards are revealed, discard all of the cards you played.

Super: You need never discard your stack, even if you lose the challenge or fail to deal. Add each challenge card you play to your stack.

TRAITOR

FLARE

Power to Betray

TRAITOR

Wild: You do not have to keep your end of a deal. If no deal is made, you do not have to put three tokens into the warp.

Super: If you are uninvolved in a challenge, after challenge cards are played but before they are revealed, you may ally with both sides of the challenge. After the win is determined, your losing tokens go to the warp and your winning tokens take the base or rewards along with the winning main player and any of his other allies.

FLARE
Power to Grow

WEED

Wild: Whenever a base becomes vacant on any system, regardless of the reason, you may place a token on it.

Super: You can take one token from the warp at the start of each challenge in addition to bringing a new one in. You may do this even after you have reached your maximum.

FLARE
Power of Transformation

CHAMELEON

Wild: If you are a main player, you may randomly draw one alien power and use it instead of your main power for that challenge. This power is discarded at the end of the challenge even if you do not use it.

Super: You may pick a new power, from those not used in the game, instead of drawing randomly.

FLARE
Power of Reserves

BATTERY

Wild: As a main player you may add the number of your bases (including home bases) to your total in the challenge.

Super: Each base of your own and your allies adds two to your total in the challenge.

FLARE
Power of Misery

WRETCH

Wild: Every time you lose tokens to the warp, take one card from the deck as consolation.

Super: The challenge is determined as an overkill if your opponent's total is 5 or more points above (or below if Anti-Matter is a main player) your total.

FLARE
Power to Absorb

SPONGE

Wild: Once per challenge you may draw one card from the deck. You may keep the card or discard it immediately to the discard pile.

Super: You cannot lose any base. If you lose all of your tokens from any of your bases replace those bases immediately using tokens from other bases.

FLARE
Power to Ban

CENSOR

Wild: Once per challenge you may use this card to stop a player from playing any one card. The card is returned to his hand and a different card may be played instead. If the player is one of the main players, and the card stopped is the players last challenge card then he can still play it by showing all of the other players that it is his last challenge card.

Super: You call out two classes of cards that cannot be used for the remainder of the challenge. You cannot ban both Attack Cards and Compromise Cards in the same challenge.

FLARE
Power of Moderation

MODERATOR

Wild: Before challenge cards are played, you may permit the main player with the lesser number of cards to draw from his opponent's hand until he has at least as many cards as his opponent. Play only once per challenge.

Super: If you played the moderate card, you may take a base on the system of the the player that you declare to be the winner of the challenge.

FLARE
Power of Nullification

ZAPPER

Wild: Once per turn you may use this card as a Cosmic Zap. An Un-Zap will stop your Cosmic Zap (you do not discard this flare), and you may not Cosmic Zap another player that turn.

Super: You lose no "zap points" when you win a challenge or make a deal, and you get two points when you lose a challenge or fail to deal.

FLARE
Power to Send Home

VISA

Wild: As a main player or an ally in a challenge, you may make your opponent keep the challenge card he just played rather than discarding it.

Super: You may return one of your opponents bases home even if he already has five home bases.

MARTYR

FLARE

Power to Sacrifice

MARTYR

Wild: As the offensive player in a challenge, before you play your card, you may sacrifice any or all of your tokens in the cone to the warp, drawing one card from the deck for each.

Super: You may sacrifice your allies' tokens.

COLLECTOR

FLARE

Power to Tax Edicts

COLLECTOR

Wild: You may discard any Edict(s) in your hand and collect two Lucre for each one discarded. This does not count as having played the Edict(s).

Super: Whenever another player plays an Edict, he must pay you two Lucre.

DUPLICATOR

FLARE

Power to Copy

DUPLICATOR

Wild: Once per challenge, you may repeat the effect of an Edict that was just played by another player.

Super: You may copy challenges that you make as the main offensive player.

MEDUSA

FLARE

Power of Paralysis

MEDUSA

Wild: If you win a challenge as a main player, your opponent may not use his power for the next two challenges.

Super: Your opponent must lose his next challenge regardless of whether you win or lose the current challenge.

COUNT

FLARE

Power to Count

COUNT

Wild: If the sum of the Attack cards in your regular hand is greater than 50, you may take a base anywhere. Discard after use.

Super: You may take a base at multiples of 100.

GOLEM

FLARE

Power over Moons

GOLEM

Wild: You may look at an unexposed moon before deciding whether to challenge it.

Super: You may add a moon to your home system on every challenge in which you are a main player, and occupy it if you wish.

SATELLITE

FLARE

Power to Orbit

SATELLITE

Wild: Once per challenge, you may make all players pass all of the Flares in their hand clockwise or counter-clockwise.

Super: You may make all of the other players reveal their highest and lowest attack cards before deciding the "orbit".

DEBTOR

FLARE

Power to Owe

DEBTOR

Wild: You need not pay taxes or fees of Lucre or tokens.

Super: You need not accept the terms for destroying IOU's.

MIRROR

FLARE

Power to Invert

MIRROR

Wild: As a main player, once challenge cards are revealed you may use this card to make your challenge card match the card played by your opponent. Resolve the challenge as if you had played that card.

Super: You may call "reverse" as an ally.

MYSTIC

FLARE

Power to See

MYSTIC

Wild: Once per challenge, you may look through the Destiny pile.

Super: You may ask for both an Edict and a Flare in a challenge.

COMPUTER

FLARE

Power to Process

COMPUTER

Wild: Once per challenge each player gives you one Attack card from their regular hand. If any players do not have Attack cards they give you a Compromise card instead (if they have neither they do not give you anything). After looking at the cards you may redistribute them as you wish (no more than one card per player).

Super: You may arrange the two stacks as you wish, but must deal them out in the usual way.

LUNATIC

FLARE

Power of the Moon

LUNATIC

Wild: As a main player in a moon challenge, your tokens are each worth two for that challenge (except for taking consolation).

Super: If you occupy a moon in the system where the challenge is occuring, your attack total is tripled.

SUPERHERO

FLARE

Power of Powers

SUPERHERO

Wild: You may exchange this Flare for any Flare from the unused Flare deck.

Super: You may choose a new power to replace your alien power at the end of each of your turns. The new power cannot conflict with any power that is already in the game.

CONSPIRATOR

FLARE

Power of Conspiracy

CONSPIRATOR

Wild: As long as this card is in your hand, you must play Compromise cards whenever possible.

Super: You may use your secret ally's power in the challenge, if appropriate.

NECROMANCER

FLARE

Power to Revive Life

NECROMANCER

Wild: If you win a challenge as a main player, you may take a number of your own tokens out of the warp equal to the number of tokens that your opponent lost.

Super: Winning revived tokens return to the warp and do not get the base or rewards.

WIMP

FLARE

Power to Save Yourself

WIMP

Wild: Whenever another player is supposed to draw consolation from your hand, you may prevent him from doing so by paying him one Lucre per card he would have drawn.

Super: You may use Lucre from the box to pay off your attacker.

DEVIL

FLARE

Power of Evil

DEVIL

Wild: Whenever another player gains a second (or higher) base they must pay you 1 Lucre or give you a base also.

Super: Your guarantee with a player remains open as long as you have this card and your power, not just until the end of his turn.

BOOKIE

FLARE

Power to Place Bets

BOOKIE

Wild: You may bet on challenges without the Bookie. Before cards are revealed pay any amount of Lucre to the box and announce the side that you have bet on. If the side that you bet on wins, take double the amount of Lucre that you placed in the box back. If they deal, take the original amount of Lucre that you placed in the box back.

Super: You may bet regardless of whether others have bet or not, and you receive payment in the same manner as other players (0 to 3 Lucre, depending on the result).

ENTREPRENEUR

FLARE

Power to Invest

ENTREPRENEUR

Wild: Each time you buy cards from the deck, you may get 1 Lucre from the box for each newly purchased card that you show to the other players.

Super: You may invest with up to 3 Lucre if you have tokens in the challenge, or up to 5 Lucre if you do not.

SPIDER

FLARE

Power to Entangle

SPIDER

Wild: If you win as a main player, take one card from your opponent's hand, look at it and return it to him. He places it back in his hand, but must keep it upside-down for as long as this card is in play. He cannot use this card unless he gets your permission. (If it is his last challenge card then it is as if he is out of challenge cards.) Such cards lost to other players may be used by the new owner normally.

Super: Your power extends to planets adjacent to the planet that you occupy, without crossing system boundaries.

FUZZY

FLARE

Power of Cuteness

FUZZY

Wild: As a main player in a challenge, no one can ally against you.

Super: "Mascot" tokens that end the challenge in the warp may be returned to your bases.

FEDERALIST

FLARE

Power of Representation

FEDERALIST

Wild: Whenever you must lose a group of tokens to the warp from one immediate cause, you only need to lose one token as a representative of the group. The remaining tokens stay on or return to bases.

Super: You may look at each of the opposing side's cards before deciding which to choose.

TORTOISE

FLARE

Power to Hibernate

TORTOISE

Wild: At the start of any challenge, you can flip over all of your tokens on one planet. No tokens may be moved on or off of this planet, and it cannot be challenged until they are flipped back. You may flip your tokens back at the start of any challenge, and must do so immediately when you lose this card.

Super: You may return tokens from the warp to your system, and use your Lucre while you hibernate.

GLITCH

FLARE

Power of Indecisiveness

GLITCH

Wild: As a main player in a challenge, you may play two challenge cards face down. When challenge cards are revealed, you show one of the two cards that you played (your choice). After challenge cards are revealed, including your first card, you may elect to use your second card instead of the first card you revealed. You may retain unrevealed cards at the end of the challenge.

Super: You may allow another player to take back or change a game action instead of yourself.

KRYPTON

FLARE

Power Super

KRYPTON

Wild: You may play this card as if it were your power's Wild Flare, even if you still have your power.

Super: At the start of each of your turns you can draw a card at random from the unused Flares and add it to your hand.

CANNIBAL

FLARE

Power to Devour

CANNIBAL

Wild: Whenever your color is flipped in the destiny pile, you may remove to the warp one token of any other player from a base that you share with that player.

Super: You may cannibalize all planets in any one system.

LAWYER

FLARE

Power to Regulate

LAWYER

Wild: If you pay a player who is involved in a deal two Lucre, you replace that player in the deal. You make the terms with the other player(s), and gain any benefits or lose three tokens to the warp if no deal is reached.

Super: Even if you are paid, all deals must have your approval or the players involved are considered to have failed to deal.

MERCENARY

FLARE

Power of Risk

MERCENARY

Wild: As an ally in a challenge, you may offer (for Lucre) to replace the main player you are allied with. You become the main player and he becomes your ally.

Super: If the player wins the challenge, all your tokens gain benefits as if you were an ally. Winning offensive tokens move onto the planet and winning defensive tokens gain cards from the deck or tokens from the warp.

VENTRILOQUIST

FLARE

Power of Ventriloquism

VENTRILOQUIST

Wild: If you are not one of the players in a deal situation, you may speak for one player and accept or decline the deal proposed by the other player(s).

Super: You may use your power as a main player.

QUANTUM

FLARE

Power of Probability

QUANTUM

Wild: Once per challenge, you may declare any one voluntary action of any player to be improbable. Then flip a coin, if the player calls it wrong he can not take that action.

Super: As losing main defensive player, if the difference was between 0 and 3, you may move your tokens which would ordinarily go to the warp to another planet (if you were defending a planet) or unoccupied moon (if you were defending a moon) in the same system. This replaces whatever move you would normally have made.

FEINT

FLARE

Power to Mislead

FEINT

Wild: As a main player you do not have to point the cone until after alliances have been made.

Super: The two planets you attack need not be adjacent.

JAMMER

FLARE

Power to Disrupt

JAMMER

Wild: As a main player in a challenge, you may remove 3 tokens from the cone after cards are played, but before they are revealed. They are returned to bases if possible, or else go to the warp. You can not remove your own tokens.

Super: Cards lost to your disruption power are added to your hand.

SENTINEL

FLARE

Power to Cohabit Moons

SENTINEL

Wild: You may send any one moon to the warp. Any tokens on the moon are dislodged in the warp. The moon will reappear in the system of the next player to play a Mobius Tubes. Discard after use.

Super: As a main player in a moon challenge, you may have allies. You may also act as an ally in other moon challenges.

LYCANTHROPE

FLARE

Power of Lunar Change

LYCANTHROPE

Wild: You may replace any moon in the game for a new randomly drawn moon. Any tokens currently occupying the moon must return to bases.

Super: You may change a moon occupied by another player to one randomly drawn from the unused moons. You may do this, once per challenge, instead of changing your own moon.

NOMAD

FLARE

Power to Wander

NOMAD

Wild: You may reverse the direction of play starting at the end of the current player's turn. Discard after use.

Super: At the end of each challenge, you may freely exchange tokens between any ships that you still have tokens on and any bases you have in the system that such ships occupy. You may do this in addition to transfering tokens between ships.

BUSHWHACKER

FLARE

Power to Ambush

BUSHWHACKER

Wild: As offensive player, you may point the cone at any base of the player whose color was revealed, not necessarily in his home system.

Super: After you reveal your target, all players other than your opponent who played cards discard them.

BUSYBODY

FLARE

Power to Meddle

BUSYBODY

Wild: Once per turn, when you are not a main player, you may switch the regular hands of two other players who currently have cards (they keep the new hands).

Super: If you interfere with a player and he loses, you do not lose any tokens.

GROVEL

FLARE

Power to Plead

GROVEL

Wild: When you are not a main player, if the offensive player does not invite you to ally, you may show him this Flare and ask him to invite you. if he still refuses, put two of the tokens he has in the cone into the Warp.

Super: You may use your power to plead as an ally in a challenge.

PAVLOV

FLARE

Power to Condition

PAVLOV

Wild: As a main player in a challenge, before cards are played, you may name a Challenge Card (Compromise or specific Attack Card). If your opponent reveals such a card, after the challenge is resolved he receives a reward of three tokens from the Warp or three cards from the deck.

Super: Your punishment for disobedience is two tokens from bases to the Warp; You select both tokens.

CAPACITOR

FLARE

Power to Store and Release

CAPACITOR

Wild: As a main player, if both sides play Attack Cards, you may draw one card from the deck for every 10 points (or fraction thereof) that their final totals differ by. Thus if their totals differ by 7, you may draw one card; if they differ by 22, you may draw three.

Super: When you release, you do not have to decrease your charge.

KNOT

FLARE

Power to Bind

KNOT

Wild: You and your opponent may obtain obligations from one another as part of a deal. The obligations are limited to the same types that the Knot can obtain.

Super: As the offensive player, you may continue to ask for obligations until you get up to three each challenge.

PROLONG

FLARE

Power to Protract

PROLONG

Wild: You may reveal this card whenever a player gets his last base needed to win the game. Then, as long as you hold this Flare in your hand, the number of outer bases needed to win is increased by one for all players.

Super: You may use your power to protract even as an ally.

ENTROPY

FLARE

Power of Inevitability

ENTROPY

Wild: As a main player in a challenge, you may disorder your opponent's tokens by redistributing them among his bases before the cone is pointed. You must leave at least one token on each of the player's bases. If you still have this card after the challenge is completed, you must give it to your opponent.

Super: You may add your points divided by 10 (round down) to your side's total as an ally.

LEECH

FLARE

Power to Drain

LEECH

Wild: You may take a card at random from each other player's regular hand and discard them along with this card.

Super: When you leech, your opponent must put a token in the Warp and give you two cards of your choice from those you could normally take. If he doesn't have a card of a particular type, he still gives you the other.

SHIELD

FLARE

Power of Disarmament

SHIELD

Wild: Each challenge, you may make all other players keep their highest Attack Card face up in front of them. Each player returns the card to his hand only to play a Challenge Card or when another player must draw from his hand.

Super: When you call disarm, you may name any number up to the number of Attack Cards you have. You and your opponent must then discard that many Attack Cards if possible; your opponent discards his highest Attack Cards and you discard any Attack Cards you choose.

FLARE
Power to Kowtow

TOADY

Wild: If any player wins the game by winning a challenge in which you were his ally, you share in the win. You do not share the win if the player won by making a deal.

Super: At the start of your turn, you may change lords. Announce the change to all players.

FLARE
Power to Discard

WASTREL

Wild: At the start of your challenges, you may discard one card from your regular hand to the discard pile.

Super: You do not have to forfeit a challenge to discard your hand. You may discard your hand once at any point during your challenge.

FLARE
Power to Doublecross

TURNCOAT

Wild: As an ally in a challenge, if your side has been determined to have won the challenge, you may exchange one of the revealed Challenge Cards with a Challenge Card from your hand such that your side will now lose the challenge.

Super: You may use your power to doublecross as an ally in a challenge.

FLARE
Power of Naught

ZERO

Wild: Upon receiving this card, you must discard your entire hand (except for this card, which you must keep). If you are the offensive player, your turn ends immediately, all tokens in the cone return to bases, and play passes.

Super: If your opponent plays an Attack Card after you zero, he must play his lowest Attack Card.

FLARE
Power to Threaten

ULTIMATUM

Wild: If you lose as an ally in a challenge, you may draw two cards from the regular hand of the main player you were allied with. You must announce the use of this Flare before cards are played in the challenge.

Super: You may use your power as an ally, threatening your side's opponent.