

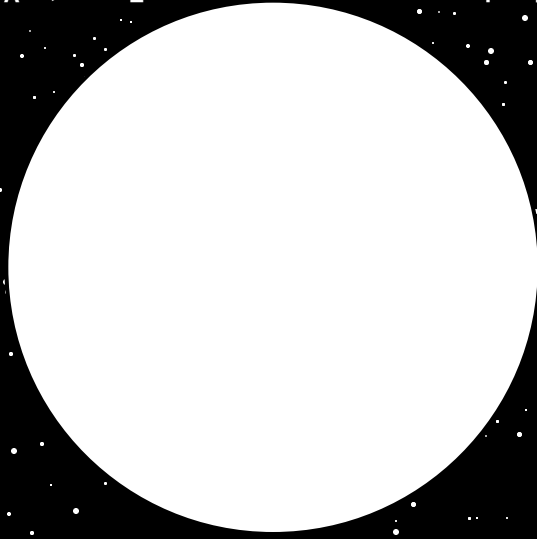
Returns Tokens From Warp

LIBERATOR

LIBERATOR

You have the **power to escape**. Once each challenge you may take exactly four tokens from the warp (including 0 to 1 of your own) and place them onto any planet. Each token is worth one vote from its owner whether the four tokens should stay or return to the warp. You break ties.

Do not use in a two-player game.



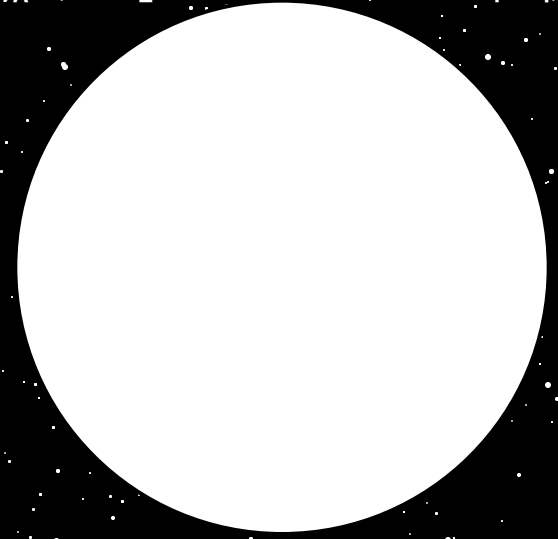
Auctions Off Cards

AUCTIONNEER

AUCTIONNEER

You have the **power of sale**. Once per challenge, you may auction off another player's card as he attempts to play it. You take the card and bidding "in Lucre" begins among the other players. Play freezes until the bidding is over. The card goes to the highest bidder. The person who played the card needs only match the highest bid to keep it. The Lucre payment goes to you. If no one bids on the card, you must buy it for three Lucre (or as many as you have, up to three). Your payment goes to the box. Only challenge cards, kickers, and Edicts may be auctioned off. When challenge or kicker cards are auctioned, they are auctioned off before they are revealed and players must bid on them blind.

Use only in a game with Lucre! Do not use in a two-player game.



May Retreat From A Challenge

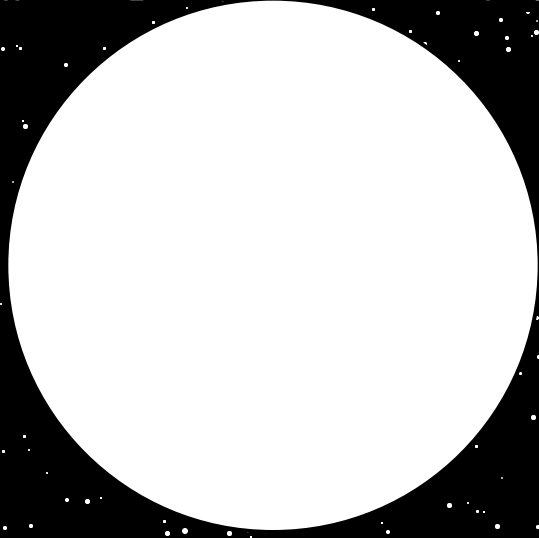
CRAVEN

CRAVEN

You have the **power of retreat**. If you are a main player in a challenge you may, at any time before cards are revealed, end the challenge. If you are the main offensive player, you and all allies return to any of your respective bases. If you are the main defensive player, you evacuate the base and you and your allies return to any of your respective bases. The main offensive player and his allies take the base. Any challenge cards played are discarded. You may avoid the consequences of an Edict (including a Cosmic Zap) or a Flare by ending the challenge just after the card is played. Note that a Cosmic Zap will stop you from ending a challenge if played just after you tried to end it. The Edict is discarded even though you avoided its effect. If you end the challenge, you are considered to have won it even though you may have just lost a base. Also, as an ally you may pull completely out of a challenge any time before challenge cards are revealed. This will not, however, allow you to avoid the consequences of an Edict or a Flare.

Encounter V1#1

Optional



Attacks Two Adjacent Planets

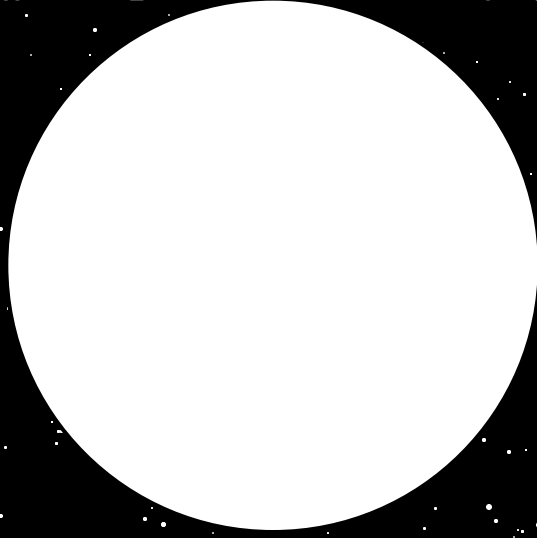
GEMINI

GEMINI

You have the **power of double attack**. You may attack two bases during each of your challenges. These bases must be adjacent and must both have tokens from your opponent inhabiting them. Point the cone between the two planets and continue the challenge normally except that you may place up to double the allowed number of tokens into the cone. Allies are still limited to one to four. The defensive player adds the tokens on both planets to his total. If you win, you and your allies take both bases (or, if you wish, just one) and defensive tokens on both bases (and the cone) go to the warp. Your allies may take both bases even if you take just one. Planets which have no tokens on them may be attacked as one of two challenged home bases (or, if two adjacent planets are empty, both may be attacked).

Encounter V1#1

Optional



ALLIES WITH SELF FROM WARP

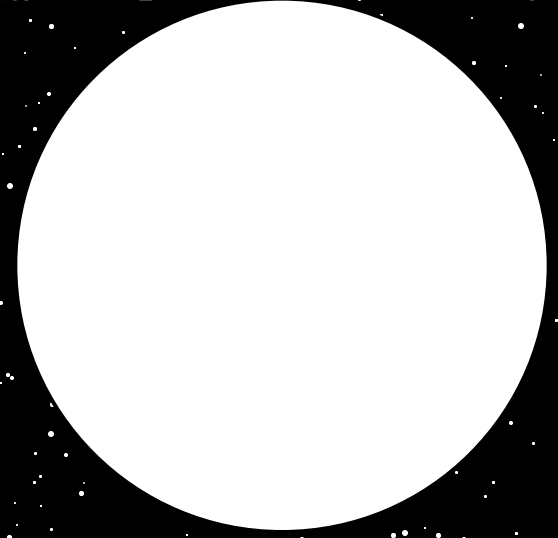
GHOST

GHOST

You have the **power to steal life**. If you are a main player in a challenge, your tokens in the warp may join the challenge as allies. You may place up to four of these tokens in the cone in addition to any other tokens you may already have in the cone. These "dead" tokens may not ally against your "living" tokens. If you lose the challenge, both your dead and your living tokens go to the warp. If you are the main offensive player and you win the challenge, both your dead and your living tokens take the base along with any other offensive allies. If you are the main defensive player and win the challenge, you take one reward card for each of your dead tokens involved and return the tokens to any of your bases. Once on a base, your dead tokens are considered living. If a deal situation results, return your dead tokens to the warp.

Encounter V1#1

Mandatory

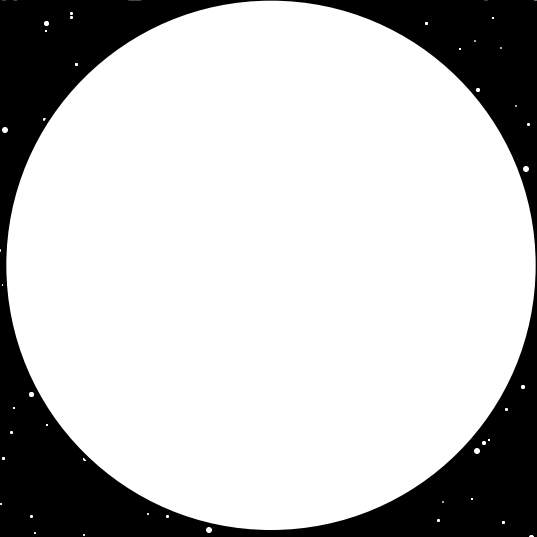


Accumulates Challenge Cards

INDUSTRIALIST

INDUSTRIALIST

You have the **power to build**. If you play a challenge card in a challenge and you win or make a deal, do not discard it but leave it face up before you. You now add this card to your total the next time you are a main player. If you win again, do not discard either card but keep them both face up before you. You now add both cards to your total the next time you are a main player. This process continues throughout the game: the "stack" of challenge cards before you becoming larger each time you win. Compromise cards in the stack count as zero towards your total. If you lose the challenge, discard your stack but keep the challenge card you played that challenge. This card becomes the first card in your next stack. If you are zapped, keep your stack but do not add it to your total. Discard the challenge card you played that challenge. If you lose that challenge, also discard your stack. If you lose your power, discard your stack.

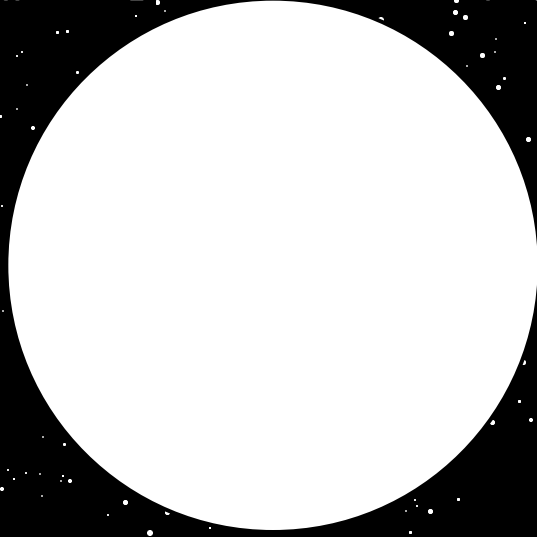


Copies Other Player's Actions

MIMIC

MIMIC

You have the **power of duplication**. If you are involved in a challenge, you may copy one action of another player during that challenge. If someone takes tokens from the warp, you may take out (up to) an equal number of your tokens. If someone takes consolation from a player or rewards from the deck, you may take an equal number of cards from the same player or from the deck (respectively). If another player plays an Edict you may announce that you are playing the same Edict (but you do not actually play a card). You may do this last action only if that Edict allows you to play it immediately. If Lucre is in the game and someone takes Lucre from the box, you may take an equal number of Lucre. In all cases, the other player finishes his action before you may start to mimic it. The actions mimiced cannot be directly related to the use of a power.

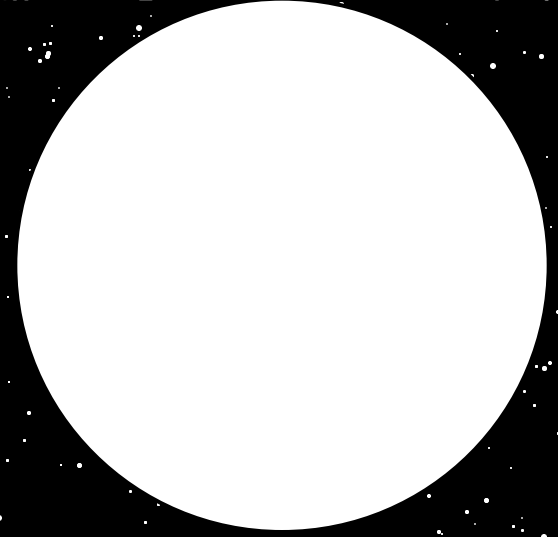


Chooses Rewards and Consolation

SCAVENGER

SCAVENGER

You have the **power of recovery**. Whenever you are to take consolation cards from another player, or reward cards from the deck, you may, instead, take any or all of the cards from anywhere in the discard pile. If you do not take all the cards from the discard pile, take the remainder from the appropriate source. You may, if you wish, take some cards from the other player or from the deck before taking any from the discard pile. You may look through the discard pile at any time.



Allies Against Self

TRAITOR

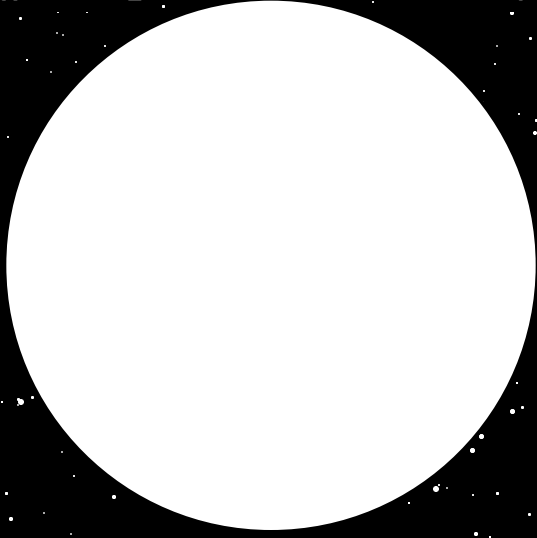
TRAITOR

You have the **power to betray**. If you are a main player in a challenge, you may ally against yourself with up to four tokens. Your opponent does not ask you to ally; it is your choice alone. If you are the main defensive player, you may put tokens in the offensive end of the cone. These tokens may come from any base including the one being challenged (you may not, however, evacuate the base totally). If you are the main offensive player, you may also put tokens in the defensive ring of the cone. The challenge continues normally with all offensive allies counting towards the offensive total and all defensive allies counting towards the defensive total. After the challenge is determined, the losing main player and all his allies go to the warp and the winning main player and his allies collect their applicable prizes.

Do not use in a game with the Delegator.

Encounter V1#1

Mandatory



Grows Extra Tokens

WEED

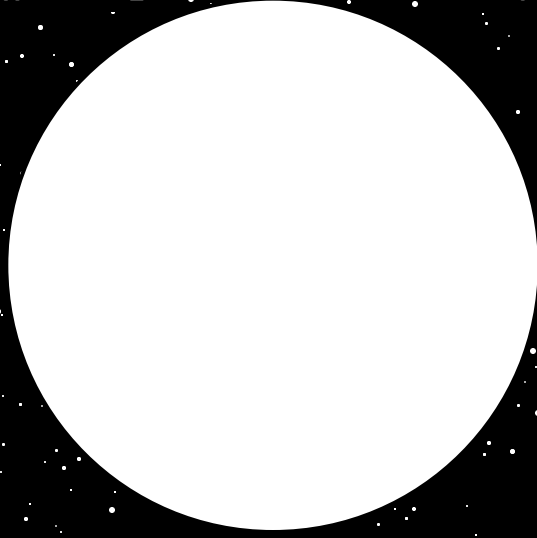
WEED

You have the **power to grow**. At the beginning of the game, take an extra set of 20 tokens and set them aside. At the start of each challenge, before the destiny pile is flipped, take one token from this extra set and place it on any of your bases. This token, though a different color, is your token to be used in any way applicable. Once you have forty tokens on the board, you have reached your maximum and may not bring in any more. A Cosmic Zap will prevent you from bringing in another token but will not effect tokens already on the board. The same is true if you lose your power.

Do not use in a six-player game. Do not use in a game with the Plant.

Encounter V1#1

Mandatory



Causes Overkill

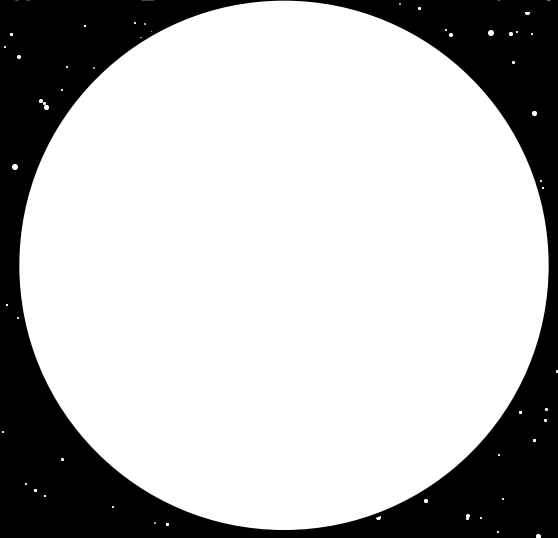
WRETCH

WRETCH

You have the **power of misery**. If you are a main player and if after the challenge is determined your opponent's total is eight or more points above (or below if Anti-matter is a main player) your total, the challenge is determined as an overkill. You win instead of him. Note that you still win if your total is higher than his no matter how high it is. If Insect copies your power, either player can call an overkill.

Encounter V1#2

Optional



Moderates Others' Challenges

MODERATOR

MODERATOR

You have the **power of moderation**. When you are not a main player in a challenge, before challenge cards are revealed, you may announce "moderation". You then play an Attack Card. After all three challenge cards are revealed, if either main player played a Compromise Card no moderation occurs. If both main players played Attack Cards, then the player who played the "moderate" card (i.e. the card with the middle value) wins. The number of tokens is ignored. If you play the moderate card, or if your card matches either or both of the other cards, you decide the winner. If the two Attack Cards played by the main players match each other, but are different from yours, the challenge is concluded normally. Regardless of the outcome, the card you played is discarded.

Do not use in a two-player game.

Encounter V1#2

Mandatory/Optional



Acquires New Powers

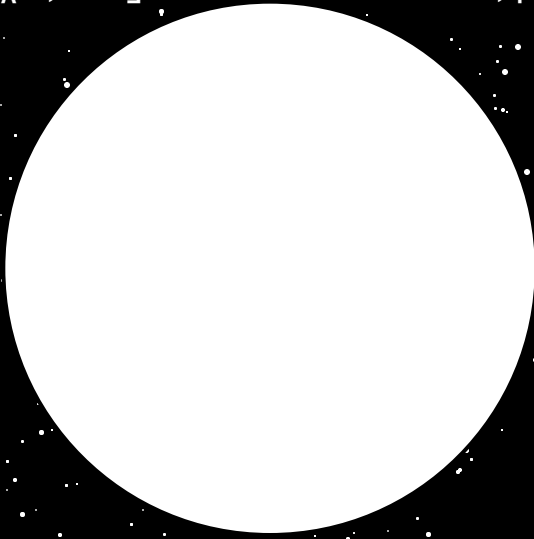
CHAMELEON

CHAMELEON

You have the **power of transformation**. At the start of your challenge, you may draw a new power, at random, from those not in the game, and add it to your own. You can never have more powers to use in any one turn than you started the game with. At the beginning of each turn, you must decide which of the powers you have to select from are activated this turn. The others are turned face down, and cannot be used until you activate them in a later turn.

Encounter V1#2

Mandatory



Coexists With Others' Tokens

SPONGE

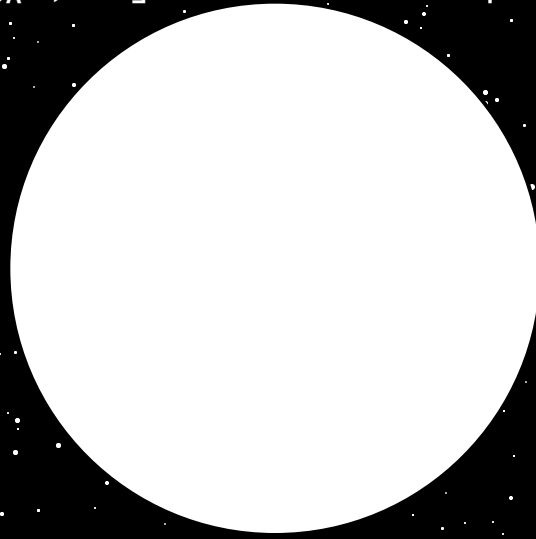
SPONGE

You have the **power to absorb**. When your bases in your home system are occupied by opponents in a successful challenge, your tokens do not go to the Warp but instead remain on the planet with the attackers. Conversely, when you establish a new base, defending tokens there are not sent to the Warp but coexist with you.

Do not use in a game with the Filth.

Encounter V1#2

Optional



Nullifies Others' Powers

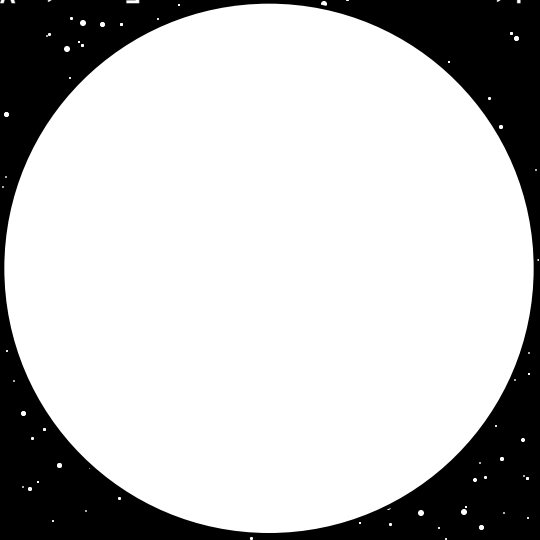
ZAPPER

ZAPPER

You have the **power of nullification**. You start the game with one "zap point". As a main player or ally, when you win a challenge or deal, you lose a point; when you lose a challenge or fail to deal, you get a point. You can spend your points to Zap another player's power(s), one point per Zap. If you are Cosmic Zapped you still keep the points you were going to spend.

Encounter V1#3

Mandatory



Adds Bases To Total

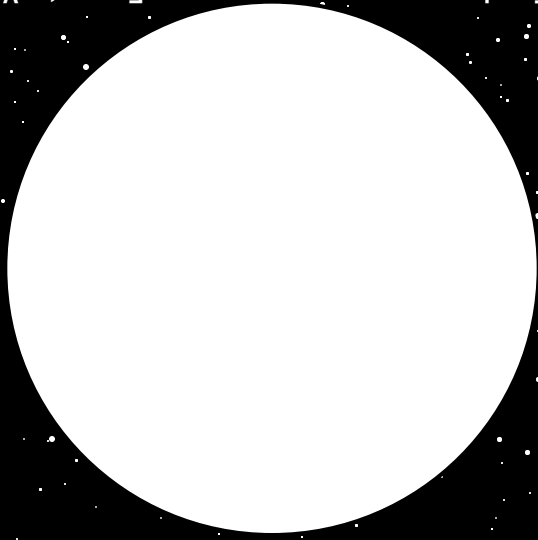
BATTERY

BATTERY

You have the **power of reserves**. As a main player in a challenge, you add the number of bases (including home bases) that you own and the number that each of your allies owns to your total in the challenge.

Encounter V1#3

Optional



Bans A Card Class

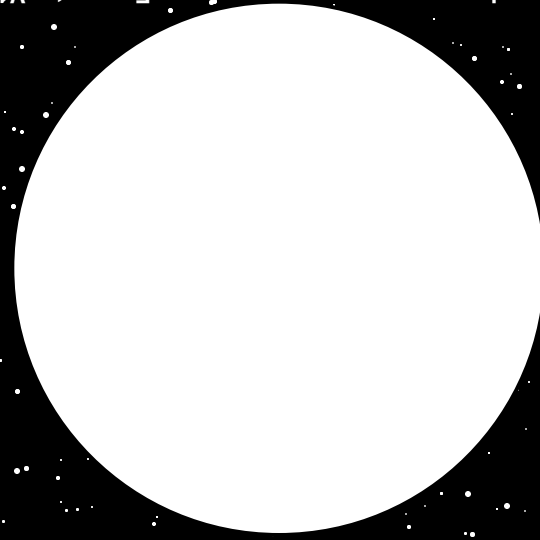
CENSOR

CENSOR

You have the **power to ban**. Whenever you are a main player or an ally in a challenge, before cards are played, you may call out one class of cards (Edicts, Flares, Kickers, Attack Cards or Compromise Cards) that neither main player may use for the remainder of the challenge. If you ban Attack or Compromise Cards and your opponent's only remaining challenge card(s) are Attack or Compromise Cards he may use this/these card(s) by showing you that he has no other challenge cards of the opposite type in his hand. He does not have to show you the banned card(s).

Encounter V1#3

Optional



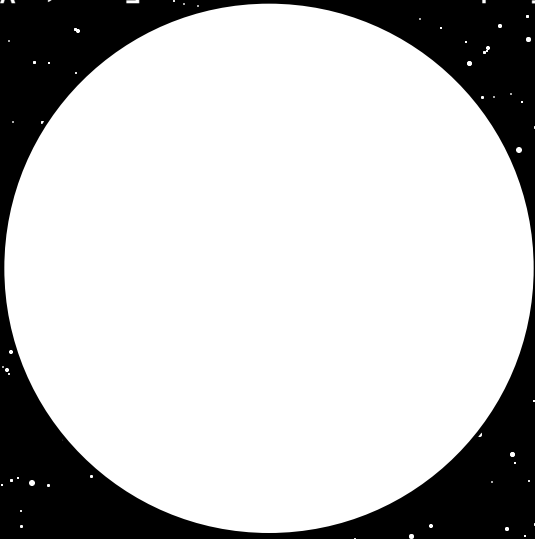
Sends Bases Home

VISA

VISA

You have the **power to send home**. As a main player in a challenge, before challenge cards are revealed, you may return one of your opponent's bases to his home system. All of his tokens on that base are moved to a planet on his home system where he has no tokens. Players with five home bases are not affected by your power.

Optional
Encounter V1#3



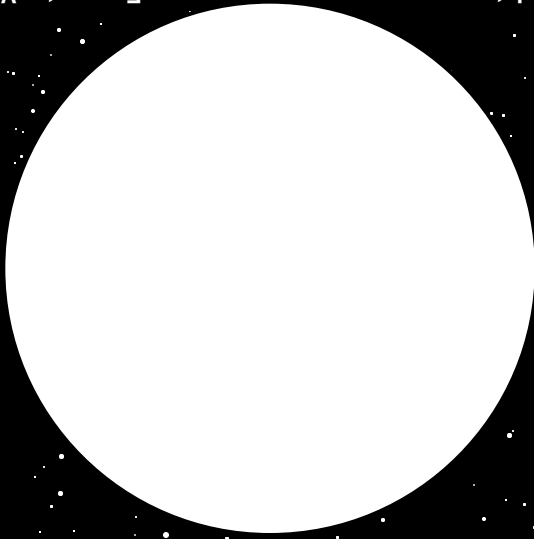
Sacrifices Tokens To Play Extra Challenge Cards

MARTYR

MARTYR

You have the **power to sacrifice**. As a main player in a challenge, before cards are played, you may choose to sacrifice (remove to the warp) any or all of your tokens involved in the challenge. For each token sacrificed, you may play an additional attack card to be added to your total in the challenge.

Mandatory
Encounter V1#3



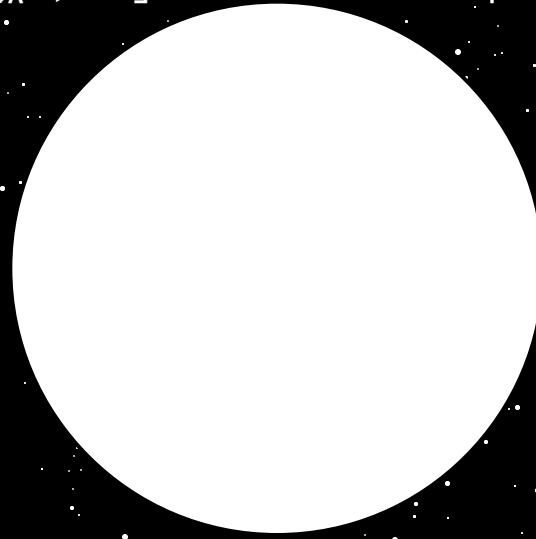
Eliminates Opponent's Challenges

MEDUSA

MEDUSA

You have the **power of paralysis**. If you lose a challenge as a main player, your opponent must lose his next challenge. If your opponent is the offensive main player and, he defeats you on his first challenge he cannot take his second challenge. If your opponent defeats you outside of his normal turn he is paralyzed once for each such victory against you. At the start of his turn, if he has been paralyzed only once, he begins his turn normally. However, if it is possible for him to make a second challenge that turn he cannot. If he is unable to make a second challenge on that turn, then he still retains that one paralysis. At the start of his turn, if a player has been paralyzed twice he loses his entire turn. Until his turn has been skipped, such a player cannot be paralyzed again. A player may Cosmic Zap you at what would have been the start of his second challenge and, thus, regain his second challenge. Similarly, a player may Cosmic Zap you at what would have been the start of his turn and, start his turn normally. However, he could not take a second challenge unless he zapped you again at what would have been the start of his second challenge. In both cases, the retained paralysis is lost by that player when he zaps you.

Optional
Encounter V1#3



Moves Cards Around Table

SATELLITE

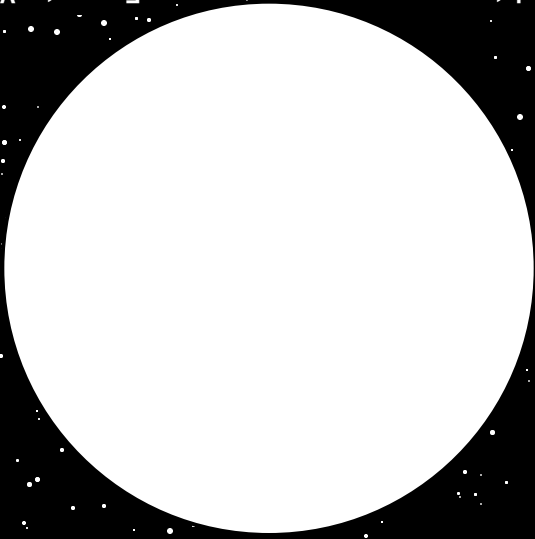
SATELLITE

You have the **power to orbit**. As a main player in a challenge, you may declare that all players must pass their highest (or lowest) attack card clockwise or counter-clockwise. A player without attack cards must pass a compromise card. A player without challenge cards must pass a kicker or (if he has no kickers) an Edict. A player with only Flares must pass one. A player with no hand does not participate in the "orbit".

Do not use in a two-player game.

Encounter V1#4

Mandatory

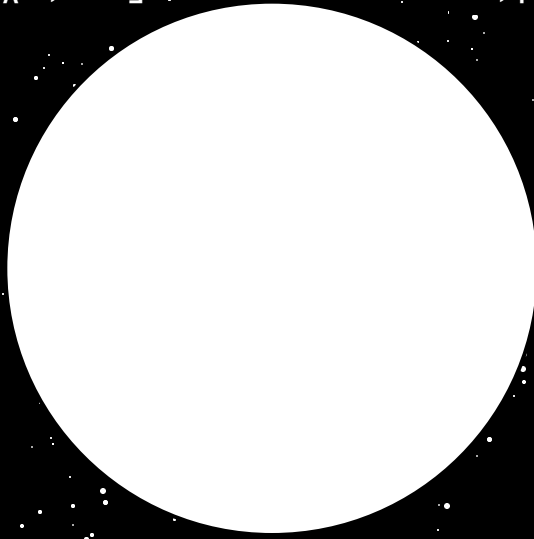


Taxes Use Of Edicts

COLLECTOR

Encounter V1#4

Mandatory



Totals Attack Cards

COUNT

Encounter V1#4

Optional



Spends Lucre On Account

DEBTOR

COLLECTOR

You have the **power to tax edicts**. Whenever another player plays an Edict, he must pay you a Lucre. If he cannot pay you, he may not play the Edict. A player need not pay you in order to Cosmic Zap this power.

Use only in a game with Lucre!

COUNT

You have the **power to count**. Keep a running total of the sum of the values of all Attack Cards played. When the total passes a multiple of 25, take the top card from the deck. When it passes a multiple of 200, take a base on any system.

Do not use in a game with Plant or Insect.

DEBTOR

You have the **power to owe**. Once you are out of Lucre you may write IOU's. As a main player, immediately after the defensive player is determined, you may borrow up to 4 Lucre from your opponent, to spend in that challenge, in exchange for one IOU for each Lucre so borrowed. Whenever you need to pay Lucre to another player, write out an IOU for each Lucre you should pay him. If your opponent in a challenge holds IOU's written on previous challenges, he may demand a card of his choice from your regular hand to destroy six IOU's or a base to destroy 15. You must accept the terms. Whenever you acquire Lucre, you must use it to immediately buy back IOU's. If you have no outstanding IOU's you may keep it.

Use only in a game with Lucre! Do not use in a two-player game.

Optional
Encounter V1#4



Repeats Challenges

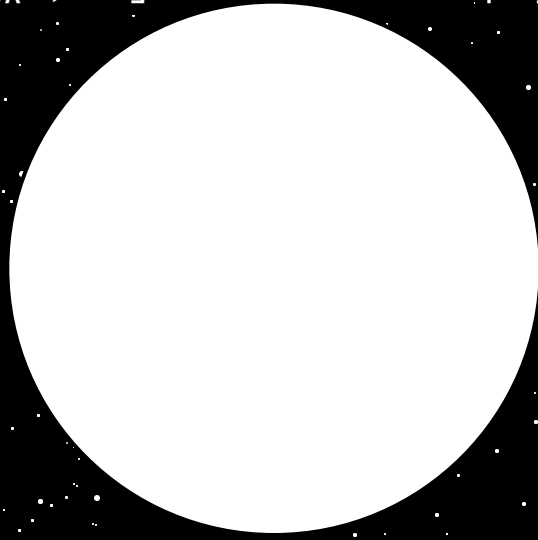
DUPPLICATOR

DUPPLICATOR

You have the **power to copy**. If you are not a main player or an ally in a challenge won by the defender, you may repeat the challenge. You replace the original attacker, placing the same number of tokens in the cone as he had in the original challenge. Allies must ally again on the same sides with the same number of tokens. (If they have fewer tokens available during the Duplicator challenge, they must commit as many as they have.) After this challenge, the normal order of play resumes. Results of this challenge are in addition to the results of the original challenge.

Do not use in a two-player game. Do not use in a game with Gemini.

Optional
Encounter V1#4



Adds Moons

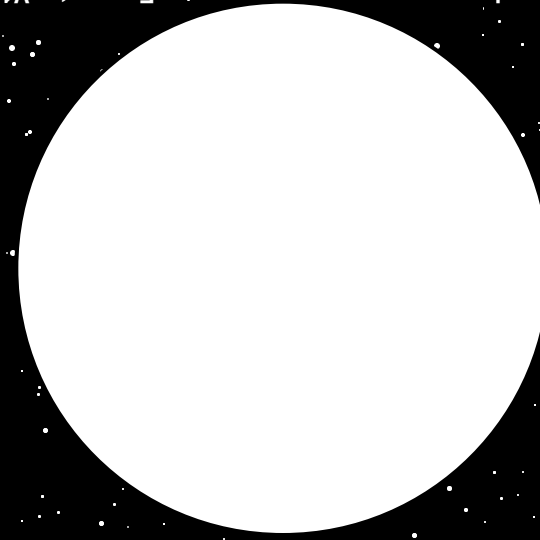
GOLEM

GOLEM

You have the **power over moons**. At the start of each of your turns, you may add a moon to your system from those not in the game. You may then occupy it in addition to your normal challenges.

Use only in a game with moons!

Optional
Encounter V1#4



Reverses Digits of Attack Cards

MIRROR

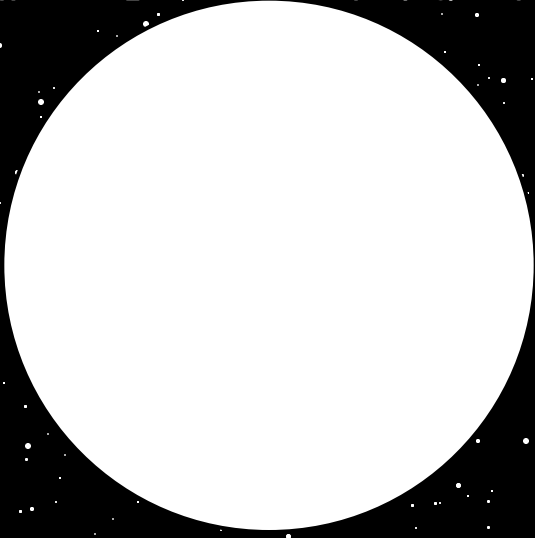
MIRROR

You have the **power to invert**. As a main player in a challenge, after you and your opponent have played challenge cards face down, you may call out "reverse". The digits of any Attack cards played are now reversed. For example, a 15 would become a 51, a 20 would become an 02, etc. Single digit cards are treated as if there were a 0 in front. A 4 would become a 04 and thus would become a 40 when reversed. Totals are figured normally with the values of the Attack cards being the reverse numbers.

Do not use in a game with Oracle.

Encounter V1#4

Mandatory/Optional

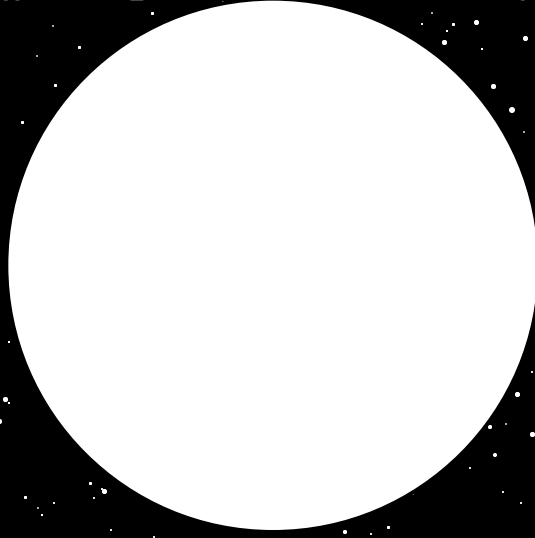


Asks For Edicts And Flares

MYSTIC

Encounter V1#4

Mandatory

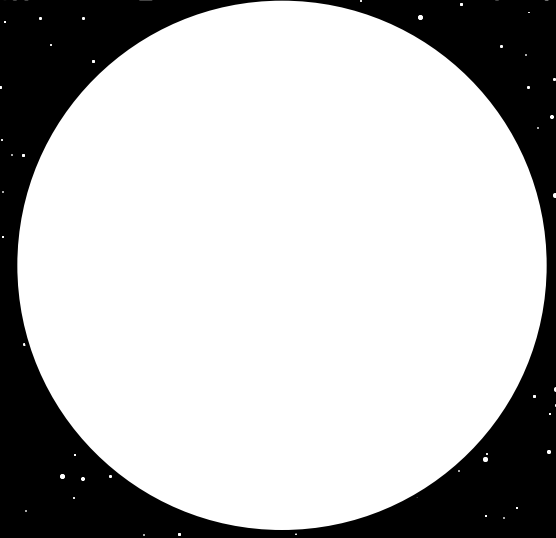


Chooses Own Power

SUPERHERO

Encounter V1#4

Optional



Buys Off Attacker

WIMP

MYSTIC

You have the **power to see**. Whenever another player obtains an Edict or Flare, he must show it to you. As a main player in a challenge, you may ask your opponent for a specific Edict or Flare. If he has it in his regular hand, he must give it to you. If you forget what has been shown to you, you cannot ask to see the cards again.

Use only in a game with Flares! Do not use in a two-player game.

SUPERHERO

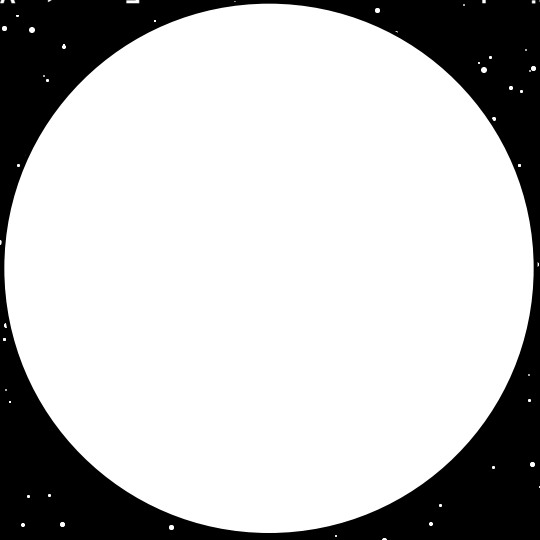
You have the **power of powers**. At the start of the game, after all other powers are determined, you may choose any power that is not in the game to use (so long as it does not conflict with any power that is already in the game). For determining a super Flare, your power is still considered to be the Superhero.

WIMP

You have the **power to save yourself**. You start the game with 4 extra Lucre. If, as the defensive player in a challenge, you believe that you can not win, you may buy off your attacker. Pay him a Lucre for each of his tokens on the cone. He must take them back to bases and play passes. If you don't have enough Lucre to buy him off and you lose the challenge, collect 1 Lucre from the box for each of your tokens lost to the warp as a result of the attack. You do not collect Lucre if you fail to deal.

Use only in a game with Lucre!

Optional
Encounter V1#4



Processes Players' Hands

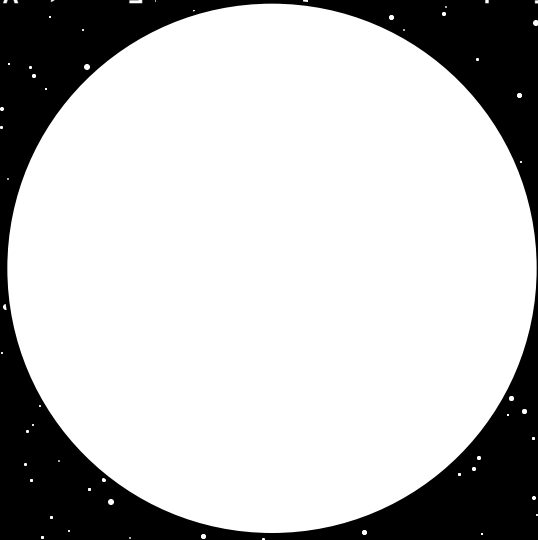
COMPUTER

COMPUTER

You have the **power to process**. As a main player, at the beginning of the challenge, you may make all other players give you their regular hands which you may look at and then must separate into two piles of challenge and non-challenge cards. Both stacks are then placed face down and shuffled separately. Starting with yourself, deal out whichever stack you prefer and continue dealing until you run out of cards. Begin dealing with the other stack from where you left off with the first one. Play then continues.

Do not use in a two-player game.

Optional
Encounter V1#4



Selects Secret Ally

CONSPIRATOR

CONSPIRATOR

You have the **power of conspiracy**. As a main player in a challenge, before allies are called for you may write down in secret the name of one player other than your opponent to be your "secret" ally. Before cards are played you reveal who your secret ally is. If he is allied with you, then all of his tokens on the cone are considered to be worth double and you may count his Lucre (if available) as part of your challenge total. If he is allied against you, then his tokens do not count (but do remain on the cone) in the challenge, and you may randomly take one card from his regular hand. You may use this card in the challenge, if appropriate. If your secret ally did not ally at all, then there is no effect on the challenge or that player.

Do not use in a four-player (or less) game.

Optional
Encounter V1#4



Offers Guarantee Of Future Victory

DEVIL

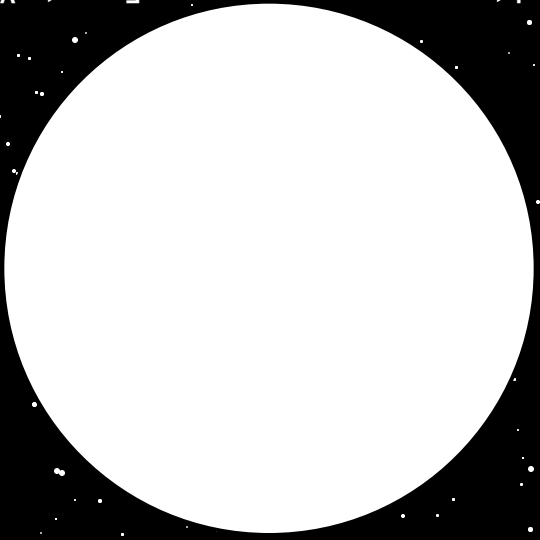
DEVIL

You have the **power of evil**. After a player has gained his second foreign base, you may offer to guarantee a future victory sometime before the end of his next turn. He may refuse your offer by paying you two Lucre, otherwise he must accept. If he accepts, you can declare him the winner in a challenge after allies are committed but before cards are played. Your declaration is the official result of that challenge. If you allow him to win a challenge, you get a base on one of his home planets. If for some reason you do not or cannot fulfill your guarantee, you must give your opponent all of your Lucre or a base in your home system if you have no Lucre. You may be zapped when making the offer or attempting to fulfill it, but in the later case you can still fulfill the offer in a later challenge. Once you fulfill your offer (or fail to do so) you may offer the same player a similar guarantee the next time he gains a foreign base.

Use only in a game with Lucre! Do not use in a two-player game. Do not use in a game with Wrack.

Encounter V1#4

Mandatory



Doubles Attack Total When Occupying Moon

LUNATIC

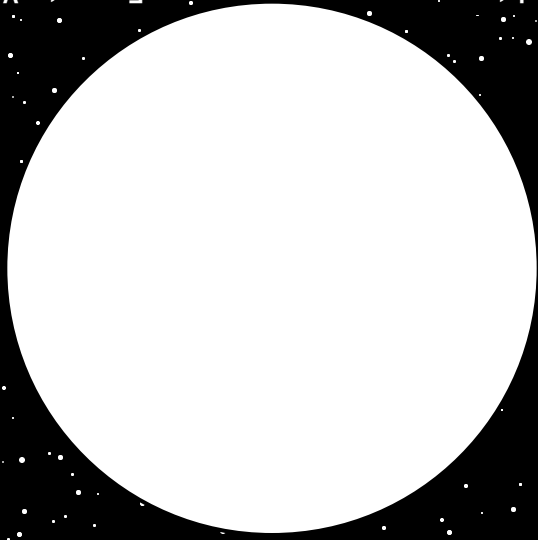
LUNATIC

You have the **power of the moon**. Whenever you are a main player in a challenge, and you occupy a moon in the system where the challenge is occurring, your attack total (card plus tokens) is doubled.

Use only in a game with moons!

Encounter V1#4

Mandatory



Revives Others' Tokens From Warp

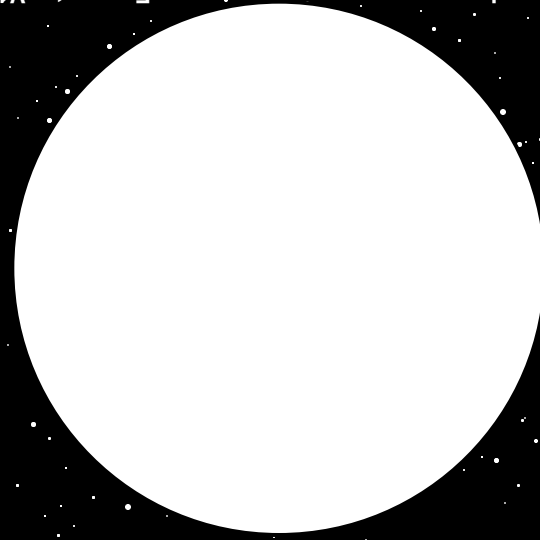
NECROMANCER

NECROMANCER

You have the **power to revive life**. As a main player in a challenge, after allies have committed, you may take other players' tokens from the Warp and use them to supplement your forces. These tokens are in addition to any normal allies you or your opponent receives. You may not revive tokens belonging to you or your opponent, although you may use tokens belonging to his allies, and you may not take more than 4 tokens of any one player. The owners of the tokens you revive gain rewards or the base if you win. If you lose or must deal, revived tokens return to the Warp.

Encounter V1#5

Optional



Allows Bets On Challenge Outcome

BOOKIE

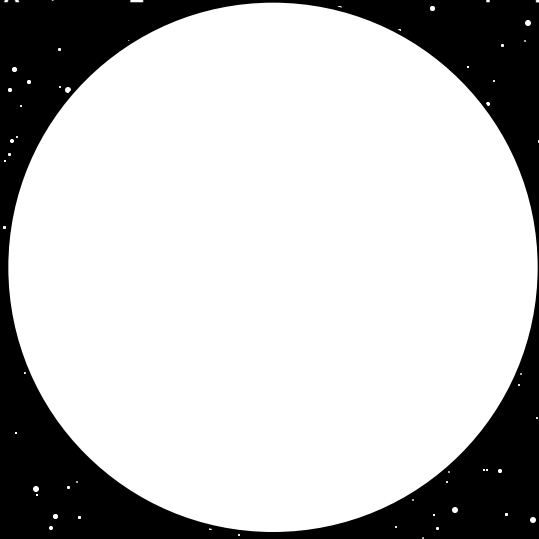
BOOKIE

You have the **power to place bets**. In each challenge, just before cards are revealed, you may announce that you are taking bets on the challenge outcome. Any player wishing to bet gives you a Lucre (which you keep) and says which side he is betting on. After all bets are in, if one side has fewer bets placed on it then that side is the dark horse. Resolve the challenge normally. Any player who bet on the winner gets 3 Lucre from the box if the winner was the dark horse, 2 Lucre if not. If a deal is reached, all betting players get one Lucre from the box. There is no gain for any other result. A player need not bet on the side he has tokens involved in. You may bet only if no one else does, by putting one Lucre in the box and announcing the side you bet on. You get two Lucre if that side wins or one if it deals.

Use only in a game with Lucre!

Encounter V1#5

Optional



Invests In Challenges

ENTREPRENEUR

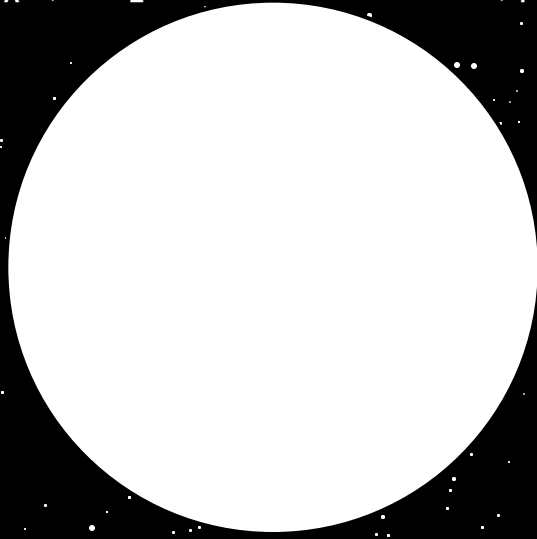
ENTREPRENEUR

You have the **power to invest**. In any challenge, after cards are played but before they are revealed you may place some of your Lucre in one end of the cone. You may put into the cone 1 Lucre if you are involved in the challenge or up to 3 Lucre if you are not. This Lucre adds to the total of the side it is committed to in the challenge. You do not have to be invited to invest, and you do not have to invest in the side you have tokens on. If the side you invest in wins or deals, take the Lucre back and take an equal amount from the box. Otherwise the invested Lucre goes to the box.

Use only in a game with Lucre!

Encounter V1#5

Mandatory



Allies Play Challenge Cards

FEDERALIST

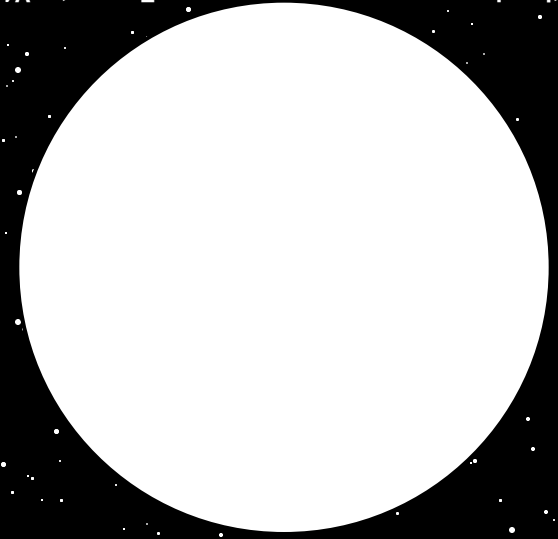
FEDERALIST

You have the **power of representation**. Whenever you are a main player, all allies involved in the challenge each play a challenge card. If any allies lack challenge cards, then they do not play a card if they are an offensive ally or they discard any remaining cards and draw a new hand if they are a defensive ally. After all allies have played cards, you then look at the cards that you and your allies played and choose one to represent your side. Without looking you choose one card from those played by your opponent and his allies to represent his side. Cards not chosen are returned to the original owners hands, and the challenge is concluded normally using the cards chosen. Your opponent may look at the card chosen for his side and use powers or flares on it if appropriate.

Do not use in a two-player game. Do not use in a game with Insect or Oracle.

Encounter V1#5

Optional



Uses Flares As Super Flares

KRYPTON

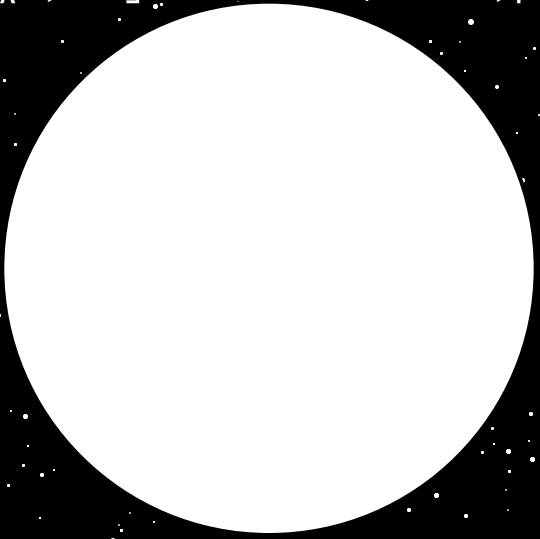
KRYPTON

You have the **power super**. You may use the Super Flare ability of any Flare you hold, if either of the following conditions exist. First, if the Super Flare explanation is self-contained (i.e. it can be used without using that alien's normal power) you may use the Super ability as stated. Second, if the Super ability is an extension of that aliens normal power to different circumstances (e.g. as an ally, against different players, at a different time of the challenge) you may use that alien power in the alternate manner, but not in the normal way the power is used. You cannot use a Flare's Wild and Super powers both during the same challenge.

Use only in a game with Flares!

Mandatory

Encounter V1#5



Entangles Others' Tokens

SPIDER

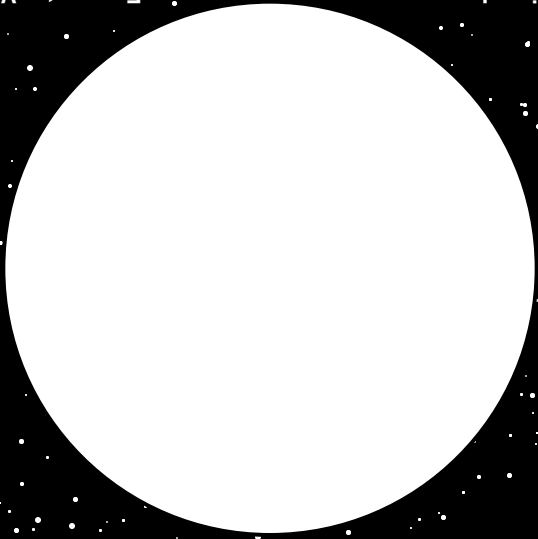
SPIDER

You have the **power to entangle**. Whenever other players share tokens on a base with your tokens, the other players' tokens on that base are entangled. Entangled tokens cannot be removed from that base without your permission. Entangled tokens do not go to the warp. Instead, they are placed just outside the planet they were on, and are treated as if they are not there. They may only be placed in the warp if you permit them to go, if you lose your power, or if you vacate that base. A Mobius Tubes or a Warp Break will not free tokens from you. Entangled tokens on any base are no longer entangled when the last of your tokens are removed from that base.

Do not use in a game with the Gas Giant reverse planet hex. Do not use in a game with Filth.

Optional

Encounter V1#5



Removes Own System From Game

TORTOISE

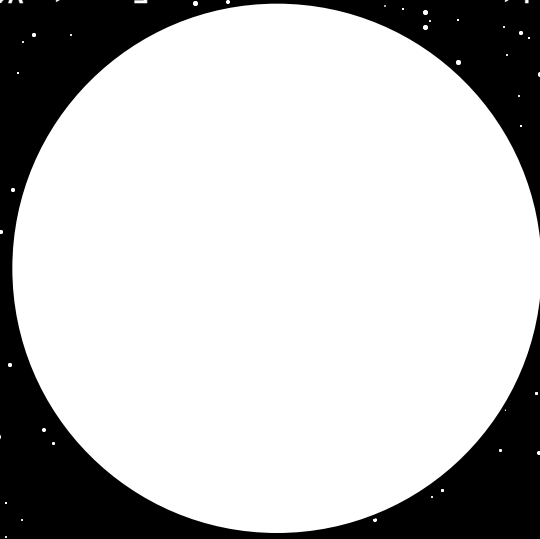
TORTOISE

You have the **power to hibernate**. You may raise a barrier around your system, shown by separating your hex from the central hex. While you hibernate behind the barrier, play continues in every way as if your system and all in it were not in the game. You keep your power while hibernating. Any of your tokens which return from the warp while you are hibernating can only be returned to external bases. If you do not have any external bases the tokens stay in the warp. You can still participate in challenges while hibernating if you have tokens on foreign bases. You can take turns while hibernating as long as you have tokens on external bases or tokens in the warp (in the later case you may only attack with one token). If a player turns up your color in the destiny pile while you are hibernating, he must flip the destiny pile again. You come out of hibernation if you lose your power. Other than this you may only go into or out of hibernation between challenges.

Do not use in a two-player game.

Mandatory

Encounter V1#5



Removes Shared Bases

CANNIBAL

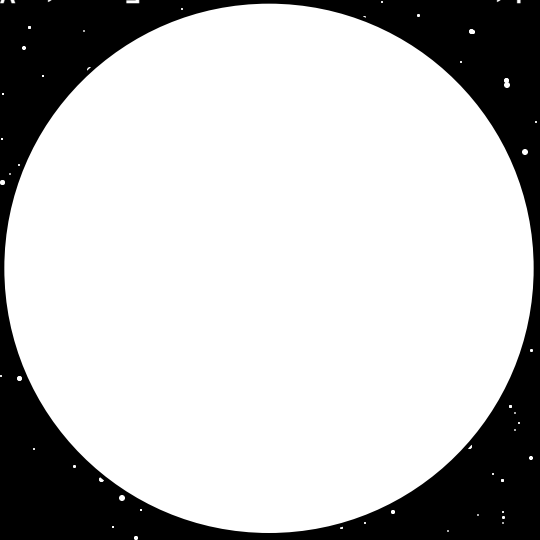
CANNIBAL

You have the **power to devour**. Whenever your color is flipped in the destiny pile, you choose one planet that you co-occupy with other players to go on an "eating frenzy". For each of your tokens on that base, you remove another player's token there to the warp. You need not eat all of the same color tokens. If you have less tokens on the base than there are other color tokens, you eat as many as you can.

Do not use in a two-player game.

Encounter V1#5

Mandatory



Follows Others' Tokens Around

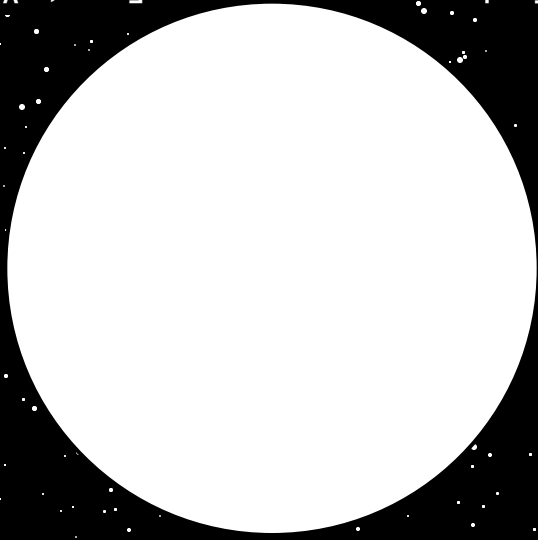
FUZZY

FUZZY

You have the **power of cuteness**. Whenever you share a base with another player, and one or more of that player's tokens leave that base, one of your tokens from that base may follow each of the other player's tokens wherever they go. Such "mascot" tokens do not participate in a challenge, e.g. they are not added to their side's total, they do not cause you to be an ally with their side. The mascot tokens must follow their host until the end of the challenge, at which point they stay wherever their host took them.

Encounter V1#5

Optional



Takes Back Own Action

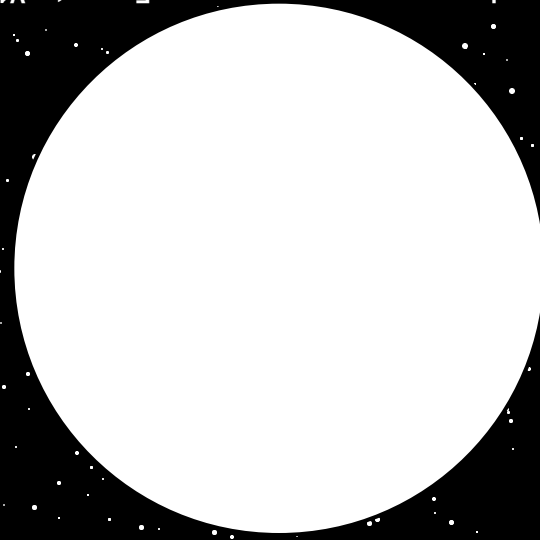
GLITCH

GLITCH

You have the **power of indecisiveness**. Once during each challenge you may take back or change one game action that you have just taken, e.g. playing a particular card, pointing the cone at a specific target, number of tokens committed as main player or ally, etc. Other players can not rescind their actions which were a direct result of your negated action. For example, if you played a Cosmic Zap and another player Un-zapped it, you could take back the Cosmic Zap and the Un-zap would remain played, but you could not use the Cosmic Zap until the next challenge.

Encounter V1#5

Optional



Charges To Help Make Deals

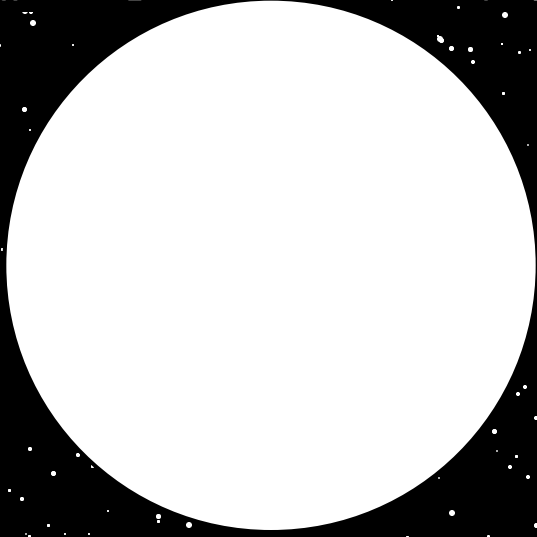
LAWYER

LAWYER

You have the **power to regulate**. Whenever other players must try to deal, they each pay you a Lucre. You work with them to help them come to an agreement. If a player can not pay you, you may forbid him from dealing (other players involved must still pay you) or you may try to deal instead of him. If you choose to deal, and can not successfully negotiate a deal for yourself with the other players involved, the player who could not pay you loses three tokens to the warp instead of you. If none of the players can pay you, you decide whether they will deal or not, and exactly what the terms of the deal will be.

Use only in a game with Lucre! Do not use in a two-player game.

Optional
Encounter V1#5



Goes Into Combat For A Fee

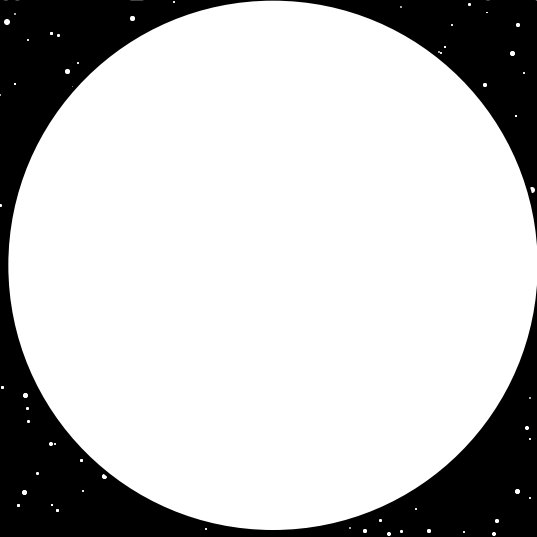
MERCENARY

MERCENARY

You have the **power of risk**. Whenever a player would normally put tokens in the cone, or whenever a player's tokens are being attacked on a planet or moon, you may offer to risk your own tokens instead in exchange for payment. This fee must be in the form of Lucre, but may include cards and/or bases. If a fee is agreed to, take the payment, put his tokens aside, and replace them with yours. You may risk tokens on both sides in a challenge in addition to any that you commit as an ally. If the player loses the challenge, your tokens go to the warp instead of his and he replaces his tokens on other bases. If the player wins, replace your tokens on your bases, and he carries out the outcome of the challenge normally. If players must deal, return your tokens and keep the payment.

Use only in a game with Lucre!

Optional
Encounter V1#6



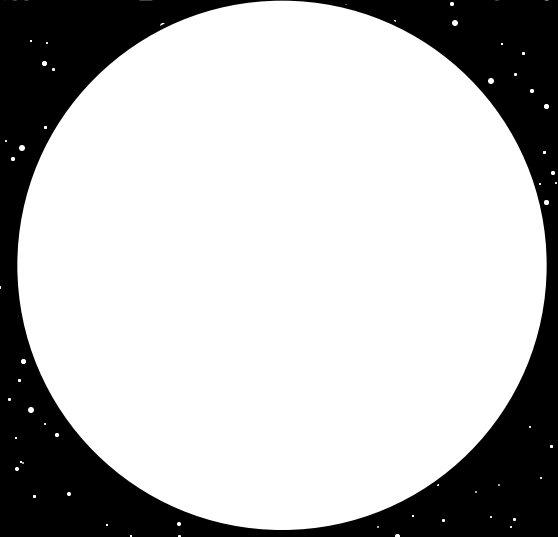
Challenges One Of Two Bases

FEINT

FEINT

You have the **power to mislead**. As the main offensive player in a challenge, you may point the cone between two adjacent planets where you may make a legal challenge. The defensive player must defend each of the attacked bases with the tokens on the base and a separate challenge card. If the defensive player has only one challenge card left it is as if he is out of challenge cards. Allies may join either side of either or both challenges but, may only commit a maximum of four tokens total to both challenges. Allies tokens should be put on the right or left side of the cone to clearly show which challenge each set of tokens is involved in. After both possible challenge outcomes are revealed, you choose which of the two is to be considered the actual challenge. The defender must discard both of his challenge cards. If you make a challenge in your own system you may challenge two separate defenders provided they are on adjacent planets.

Optional
Encounter V1#6



Exchanges Moons

LYCANTHROPE

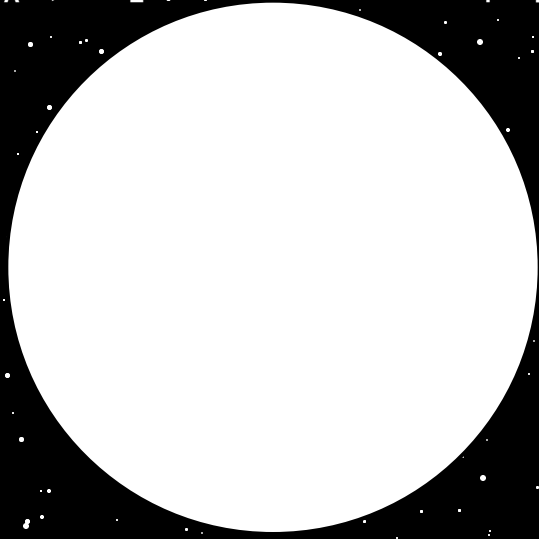
LYCANTHROPE

You have the **power of lunar change**. Whenever you occupy a moon, before it takes effect, you may draw another moon, look at it, and place it face down beneath the moon you are occupying. On any subsequent challenge while you occupy the moon, you may flip it over, discarding the top moon and occupying the one underneath. Once this moon has been flipped you may repeat the process. If you vacate a moon with another underneath, the top moon is discarded and the bottom moon is now treated as if it were the original and had never been occupied.

Use only in a game with moons!

Encounter V1#6

Optional



Speaks For Other Players

VENTRILOQUIST

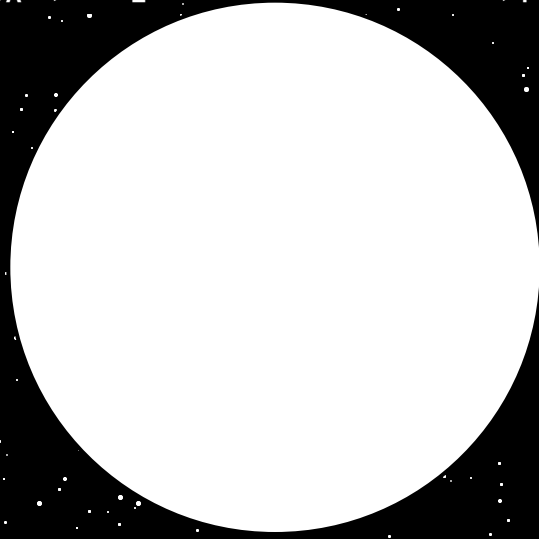
VENTRILOQUIST

You have the **power of ventriloquism**. On each challenge in which you are not a main player, you may select another player as your dummy. For the rest of the challenge your dummy can not speak on his own behalf, instead, you speak for him. You invite others to ally with him, accept or decline when he is invited to ally with others, negotiate deals for him (although you can not force him to accept a deal with you), etc. You may also announce that your dummy is playing a Kicker, Flare, or Edict and, if he has it, he must play it. He may also play his own cards, but you explain any that require explanation. Your dummy determines the number of tokens that he puts in the cone and decides which bases to move tokens to/from. He may speak on his own behalf if it is directly related to his power.

Do not use in a two-player game. Do not use in a game with Silencer.

Encounter V1#6

Mandatory



Temporarily Reduces Hand

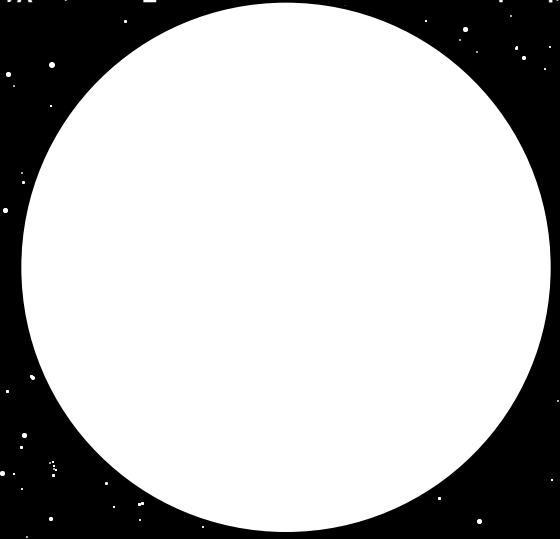
JAMMER

JAMMER

You have the **power to disrupt**. As a main player in a challenge, you immediately draw half (rounding down) of the cards from your opponent's regular hand. You do not look at these cards, and they cannot be used by your opponent during the remainder of the challenge. If you are the main defensive player and the offensive player runs out of challenge cards his turn ends. If you are the main offensive player and the defensive player runs out of challenge cards, he draws new cards from the deck one at a time until he draws a challenge card, which he must play. After the challenge, he retrieves the cards which you "disrupted" away.

Encounter V1#6

Optional



Moves Tokens On Ships

NOMAD

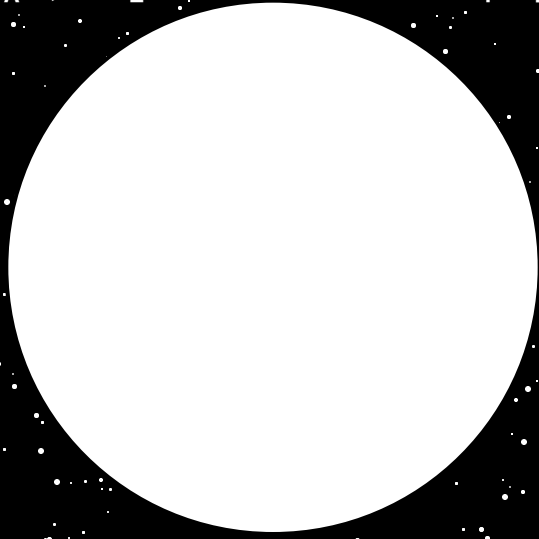
NOMAD

You have the **power to wander**. You do not have a regular planet system. Instead, distribute your star discs amongst the other players' systems. Place five of your tokens on each star disc. The star discs are the ships of your nomad fleet. At the start of each challenge, you may move one of your ships from the system hex that it currently occupies to the next system hex to the right or left. At the end of each challenge, if you have multiple ships in one system, you may exchange tokens freely between any such ships that you still have tokens on. On a player's challenge, he may attack one of your ships if it is in the system whose color he flipped in the destiny pile. If a player successfully attacks one of your ships, your tokens go to the warp and the ship counts as a base for that player and his allies. However, you still control the ship's movement and, other players cannot transfer tokens between ships in the same system. If you lose tokens from three of your ships you lose your power and can no longer move your ships or transfer tokens between them until you recapture one of your ships.

Do not use in a four-player (or less) game.

Encounter V1#6

Optional



Tokens Jump Between Bases

QUANTUM

QUANTUM

You have the **power of probability**. During a challenge, before cards are revealed, you may call out a Quantum Number. If the difference between the Quantum Number and the sum of the cards played in the challenge is between 0 and 3, you may move one token from anywhere that you have one (e.g. bases, the warp, another player's star disc) according to the table below.

If the difference is the following move the token to:

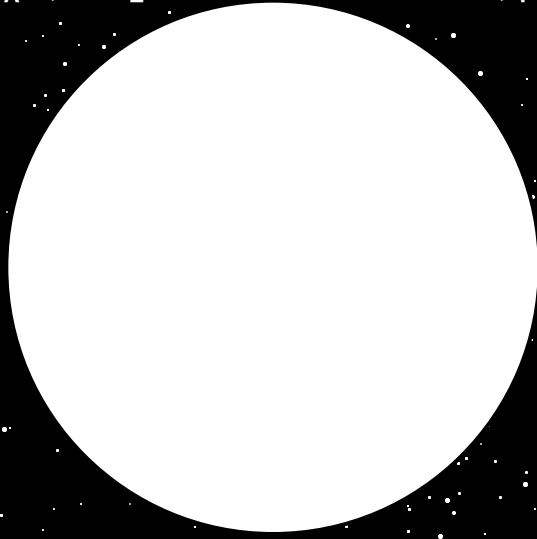
- 0 Any location.
- 1 Any home planet.
- 2 Any unoccupied moon.
- 3 Any of your bases.

In computing the difference Compromise cards are treated as Attack cards of value zero. Powers that change card value affect the difference calculation, but Kickers do not.

Use only in game with moons!

Encounter V1#6

Mandatory



Cohabits Moons

SENTINEL

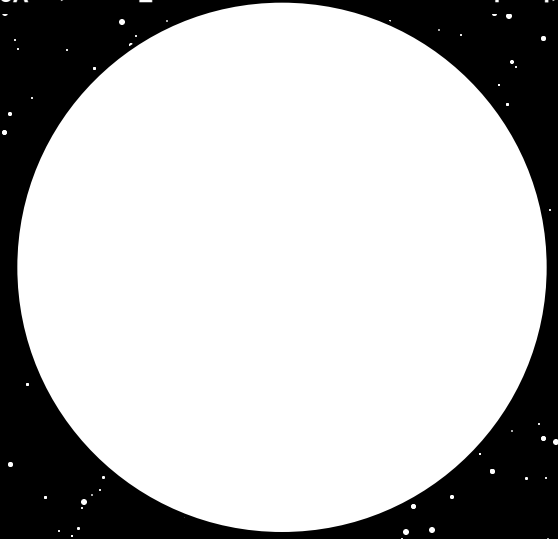
SENTINEL

You have the **power to cohabit moons**. As a main player in a moon challenge, if the moon you are attacking is occupied you do not challenge the occupant. Instead you move your tokens to occupy the moon with his tokens. This is considered a successful challenge. Effects of Continuous moons continue and Immediate moons take effect as if they were unoccupied. Secret moons take effect when either occupant chooses to reveal them. You may offer players who attack you on a moon the right to cohabit. If they accept, their tokens join yours and the challenge is considered successful. You may also grant cohabitation rights as part of a deal. Players attacking cohabited moons must declare which inhabitant they are attacking. If they attack and defeat a cohabitant other than yourself, you must grant them the right to cohabit. If they attack and defeat you, the remaining players must immediately engage in a moon challenge using the tokens on that moon to see who gets to stay. The effects of the disputed moon are suspended until ownership is settled. You may start the game with tokens on any moon(s) in your own system.

Use only in a game with moons!

Encounter V2#1

Optional



Keeps Target Secret

BUSHWHACKER

BUSHWHACKER

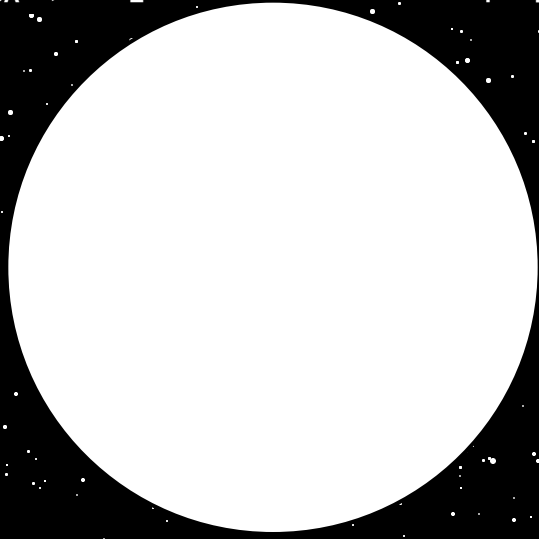
You have the **power to ambush**. As offensive player, take a Destiny Card but keep it hidden. If you draw your own color, you may reveal it and draw a new card or you may keep it and make a challenge in your own system. Write down the planet you will attack (and the color of the player if you are attacking in your home system), then put tokens in the cone but do not point it. No allies are allowed on either side in your challenges. Each other player plays a Challenge Card (Kickers must be announced normally). You then reveal the target planet. There is no defensive main player until the target planet is revealed. Players other than your opponent return cards to their hands. You now play your card. Then reveal the cards and resolve the challenge. The defensive player may use his power normally despite having already played a card down in the challenge. The color of the Destiny Card cannot be changed.

History: The Bushwhackers capture prey by dropping from a concealed location. Their troops specialize in sudden, unexpected attacks that leave their opponents scrambling to mount a defense and prevent the hapless victim from organizing allies.

Do not use in a two-player game. Do not use in a game with Insect, Changeling, or Plant.

Encounter V2#1

Optional



Can Replace a Challenge Card

BUSYBODY

BUSYBODY

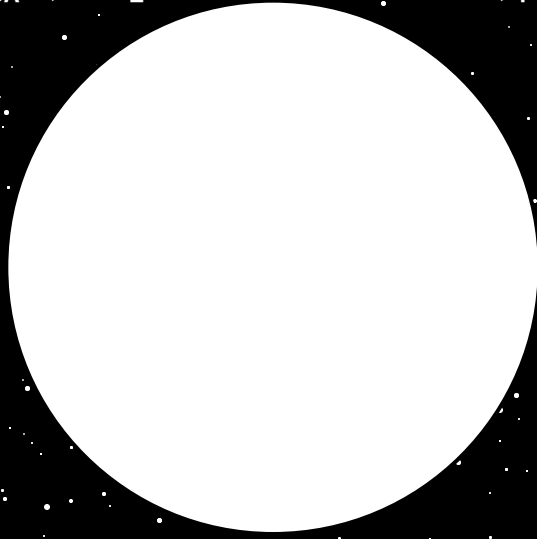
You have the **power to meddle**. In any challenge in which you are not a main player or an ally, you may look at either player's Challenge Card after it is played and before it is revealed. You may then trade that card for one from your hand. If you trade the card and the player wins the challenge or makes a deal, you receive a reward of one card from the deck or one token from the Warp for every token the player had in the challenge. If you trade and the player loses the challenge or fails to deal, you lose the same number of tokens to the Warp as he does; you select which of your tokens to lose.

History: The Busybodies evolved from social insects. In addition to having absolutely no concept of privacy, they take the notion of "pitching in" to extremes. If a Busybody sees someone involved in a task, it will drop whatever it is doing and lend a pedicel. The Busybodies' goal is to obtain a position of dominance from which they can interfere with the affairs of the entire Cosmos.

Do not use in a two player game.

Encounter V2#1

Mandatory



Saves Excess Power

CAPACITOR

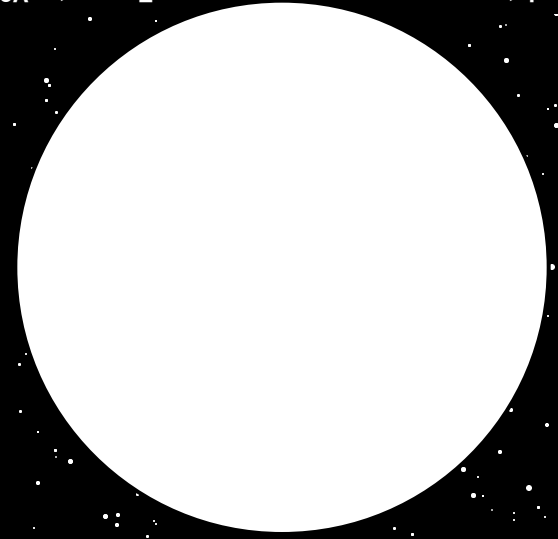
CAPACITOR

You have the **power to store and release**. You begin with a charge of zero. As a main player, before cards are played, call "store", "release", or "neutral". (If you fail to indicate which, "store" is assumed.) When you store, you add the difference between your total and your opponent's to your charge. If either player plays a Compromise, treat that player's total as zero for the calculation. If your total is less than your opponent's, you add a negative number to your charge, which can become negative. When you release, you must announce how much of your charge will be used to add to your total. Your charge is then reduced by that amount. If your charge is positive when you release, you must announce a number between 1 and your current charge. If your charge is negative when you release, you must announce a number between -1 and your current charge. When you are neutral, your charge remains unchanged for the challenge. If you lose your power, your charge remains at its current value.

History: Inhabitants of a gas giant whose turbulent atmosphere produces immense lightning bolts, the Capacitors store and release electrical energy as a natural part of their life processes. They have become adept at utilizing other forms of power, saving their strength for massive blows designed to crush all opposition. The Capacitors dream of the day when all Cosmic power will be theirs.

Encounter V2#1

Mandatory



Gets Points for Every Loss

ENTROPY

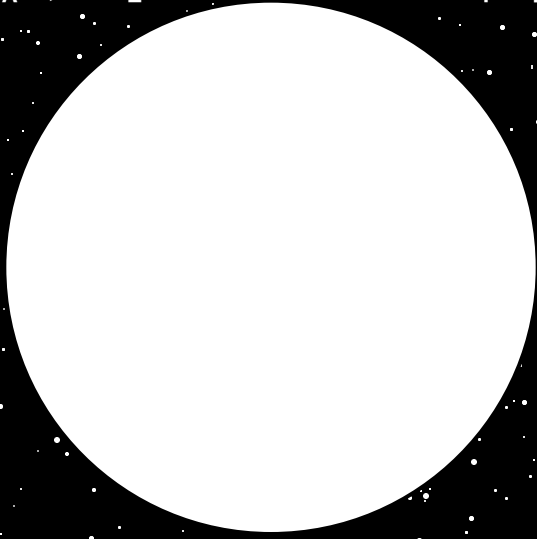
ENTROPY

You have the **power of inevitability**. You start with zero points. You receive one point for each token that enters the Warp or is eradicated and for each card that goes on the discard pile. In each challenge where you are a main player, add your points divided by 10 (round down) to your total. If you lose your power, you keep your points but do not get more points or add points to your total. You get points for tokens even if they are healed (but not Zombie or Wild Boomerang tokens) and points for cards that actually enter the discard pile even if they are later Filched, etc.

History: Viewed by most races as an insensate law of nature, Entropy is actually an intelligent noncorporeal race that draws energy from every act. Growing stronger with each passing minute, Entropy knows that it will be the ultimate victor - even if only in the death of the Cosmos.

Encounter V2#1

Optional



Can Beg Opponents to Reconsider

GROVEL

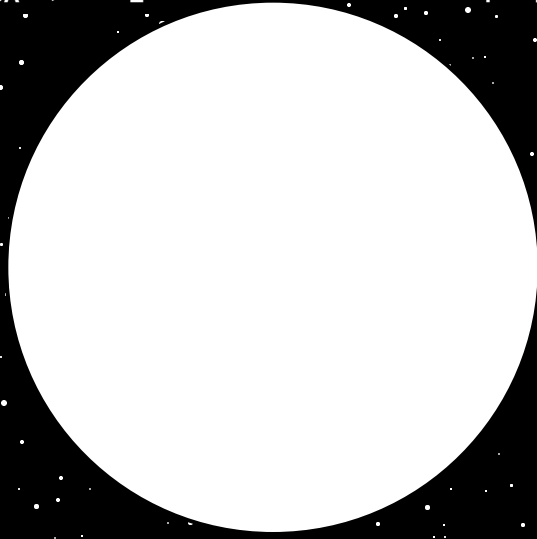
GROVEL

You have the **power to plead**. As a main player in a challenge, you may beg any player to modify his actions immediately after he takes them. You may ask him: to point the cone at a different planet in your system; not to use a card just played (you may only plead about each type of card once per challenge, i.e. Flare, Edict, Challenge Card, etc.); not to use an optional Alien Power; not to invite allies; and, if your opponent wins the challenge, to allow the tokens you lost in the challenge to return to other bases instead of going to the Warp. If he agrees to your request, you may plead once more during the challenge. You can no longer plead after your second request is granted. If a request is refused, the refusing player must put one of his tokens into the Warp; you may plead later in the challenge on a different subject (and if refused again, that player must put another token in the Warp, and you may plead on a different subject, and so on).

- **History:** Overawed by the vast powers of other Aliens, the Grovels adopted an attitude of excessive, even subservient, politeness. When attacked, they beg their opponents to show mercy. When their requests are met, the Grovels are placated, but when refused, they strike out violently and increase their demands.

Encounter V2#1

Optional



Can Arrange Obligations

KNOT

KNOT

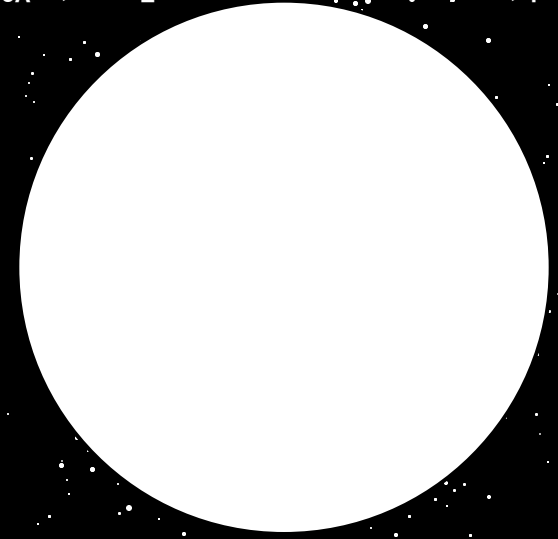
You have the **power to bind**. You may ask for an obligation from a player whenever you have the option to ask him to ally, to accept his offer to ally, or to reject his opponent's offer to ally. In addition, you may ask for an obligation from any other player whenever you have the option to use or refrain from using an optional power, or to refrain from making an additional challenge on your turn. The obligation that you request is for the same type of action. For example: "If I refuse alliance with your opponent, will you refuse alliance with my opponent when I ask you to?" If the player agrees and you meet your side of the bargain, he is obliged to you. At any later time, you may remind him of the obligation and he must behave as he promised. He is then free of that particular obligation. You may continue to ask for obligations during each challenge until one is agreed upon. If no player agrees to one of your proposed obligations, you may stop asking for obligations during that challenge and take a card from the deck or token from the Warp. If you lose your power, existing obligations stay in effect but you cannot use them until you regain your power. If you are zapped when you remind a player of his obligation to you, that obligation is nullified.

History: Refusing to encumber themselves with the complexities of contract law, the Knots have adopted a much more basic system. "I will do this favor for you. But then, someday, I will ask you for a favor, and when I do..."

Do not use in a two player game.

Encounter V2#1

Mandatory



Takes from Opponents

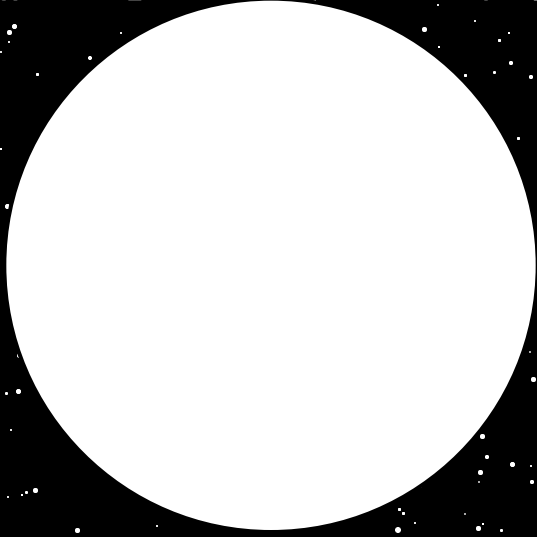
LEECH

LEECH

You have the **power to drain**. After the resolution of a challenge in which you were a main player, do any one of the following to your opponent: make him put one of his tokens in the Warp or make him give you his highest Attack Card, a Compromise or a specific type of non-Challenge Card (Flare, Edict, Kicker, etc.) from his regular hand. You choose the penalty without looking at his hand. If you choose to make your opponent lose a token, he selects the token. If you choose a card penalty and he does not have a card of the appropriate type, he does not have to do anything. If he does have such a card, he must select one and give it to you.

History: The vermiform ancestors of the Leeches combined to destroy larger animals by draining them of blood. Their intelligent decendants use more sophisticated techniques, but their Cosmic opponents are still curiously weakened by each contact.

Optional
Encounter V2#1



Optional
Encounter V2#1

Can Reward or Punish Opponent

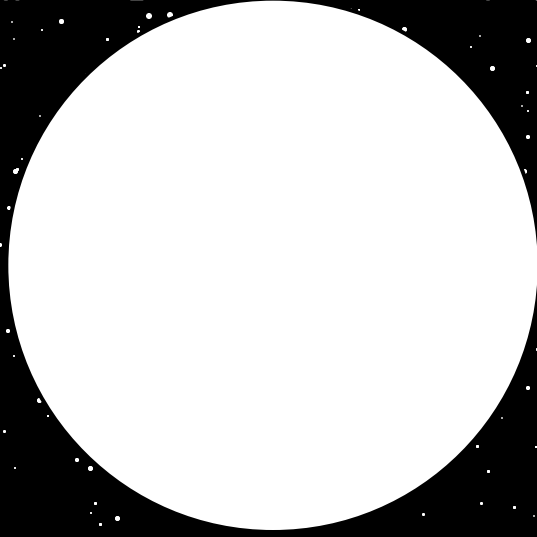
PAVLOV

PAVLOV

You have the **power to condition**. As a main player or an ally in a challenge, before cards are played you may give your opponent a Challenge Card from your hand. If he plays that card, any tokens he loses as a result of the challenge return to bases (if he is defensive player, they must leave the challenged planet or Moon), and he receives an additional reward of one token from the Warp or one card from the deck (his choice). If he does not play the card, after the challenge is resolved put any one of his tokens from a base into the Warp. These rewards and punishments apply to any challenge outcome, including failure to deal. After the challenge is resolved, you get back the card you gave your opponent if he did not play it.

History: The small but wise Pavlovs achieved mastery of their home planets by training all rival species, using a system of rewards and punishments. They now apply their skills to their Cosmic adversaries, subtly directing their opponents' behavior into a pattern of the Pavlov's choice.

Optional
Encounter V2#1



Optional
Encounter V2#1

Can Extend Challenge

PROLONG

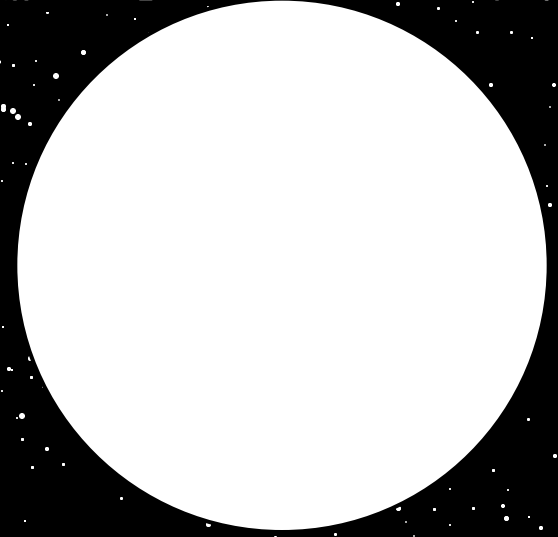
PROLONG

You have the **power to protract**. When you are a main player in a challenge, if both players reveal Attack Cards you may call "extend." You and your opponent must then play and reveal an additional Attack Card. You may continue to call extend as long as both main players can play Attack Cards. You may stop extending at any time. When the extension stops, challenge results are determined. Kickers multiply the value of the Attack Card that they are played with during the extension. Card-related powers (Chosen, Gambler, Laser, Mutant, Oracle, Visionary, etc.) are applied to each card played during extension. All cards played are discarded. Players cannot draw new hands during extension.

History: Possessed of an overdeveloped sense of pride coupled with a love of battle, the Prolongs are rarely willing to admit defeat or claim victory. Their Cosmic adversaries dread confrontation with the Prolongs because even a minor skirmish is often drawn out into a long and exhausting battle.

Do not use in a game with the Chronos.

Optional
Encounter V2#1



Optional
Encounter V2#1

Can Force Discard of Attack Card

SHIELD

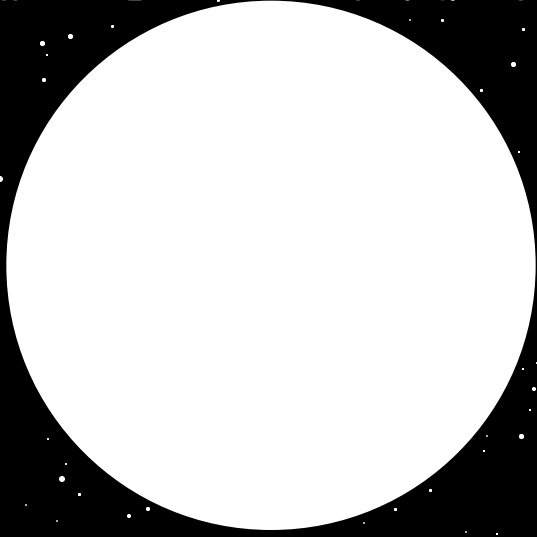
SHIELD

You have the **power of disarmament**. As main player in a challenge, if you have an Attack Card, before cards are played you may call "disarm." You and your opponent must then discard an Attack Card. Your opponent discards his highest Attack Card, and you discard any one of your Attack Cards. If as a result the offensive player has no more Challenge Cards, his turn immediately ends (tokens return to bases); if the defensive player has no Challenge Cards, he discards his hand and draws a new one as normal.

History: The peace and security of the Salt worlds was guaranteed by a comprehensive system of treaties that eliminated all offensive weapons. Out of necessity, the Salts rearmed when confronted with hostile aliens. They now seek to regain their peaceful lifestyle, even if it means taking on the weighty responsibilities of Cosmic rule.

Encounter V2#1

Mandatory/Optional



Helps Another to a Shared Win

TOADY

TOADY

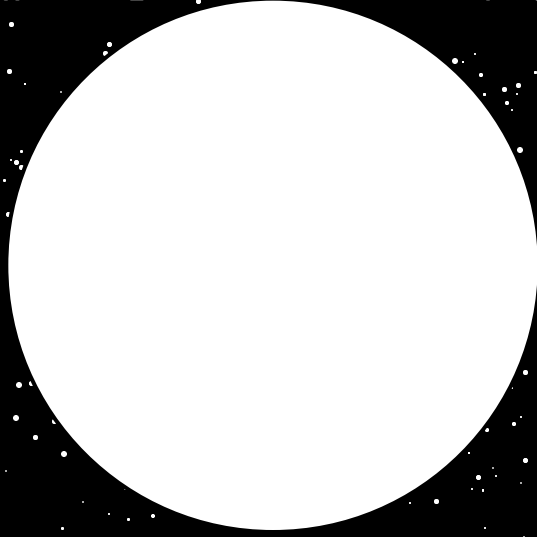
You have the **power to kowtow**. At the beginning of the game, after powers are distributed, select and announce one other player as your "lord" or "lady". Whenever your lord is a main player, you may ally with him without being invited, and you may not ally against him unless forced by the Magnet (but his opponent, for example the Grudge, can still invite you). Also, before cards are played in the challenge, you may offer your lord any cards from your hand. He looks at the cards you offer and accepts or rejects them as a group. If he rejects the cards, you return them to your hand. Also, you may use your own Lucre to buy cards and give them to him (you may look at them), and you may give him any or all of your Lucre before cards are revealed. As a main player, if you flip your lord's color in the Destiny Pile, you may only attack another player's color that is in your lord's system. That player is the defensive player for the challenge. If you cannot make such a challenge in your lord's system, ignore that flip of the Destiny Pile. If your lord wins the game, you share in his win.

History: Bewildered by the complexities of the Cosmos, the Toadies have taken refuge in a subservient relationship with a more powerful Alien. Their fawning attention is unappreciated by their chosen master, as the slight aid the Toadies provide is more than offset by the eventual sharing of Cosmic power.

Do not use in a two or three player game.

Encounter V2#1

Optional



Switches Compromise, Attack Cards

TURNCOAT

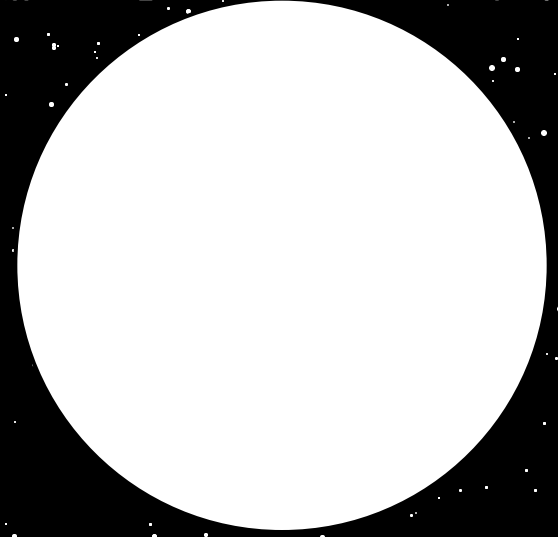
TURNCOAT

You have the **power to doublecross**. As a main player in a challenge, after cards are revealed, if you revealed a Compromise Card you may do one of the following: you may exchange your Compromise Card for any Attack Card from your hand; you may exchange your opponent's Attack Card with a Compromise Card from your hand; you may exchange your opponent's Compromise Card with an Attack Card from your hand. No other powers (Oracle, Laser, Visionary, etc.) can prevent the replacement. Also, if you are a main player or ally in a challenge, if any other player discards a Compromise Card you may pick it up and take it into your hand.

History: In their first Cosmic encounter, the unpronounceable Xx were betrayed at the conference table. Ever since, whenever any Xx offers peace with one chela, he takes the precaution of holding a blaster behind his thorax in another.

Encounter V2#1

Optional



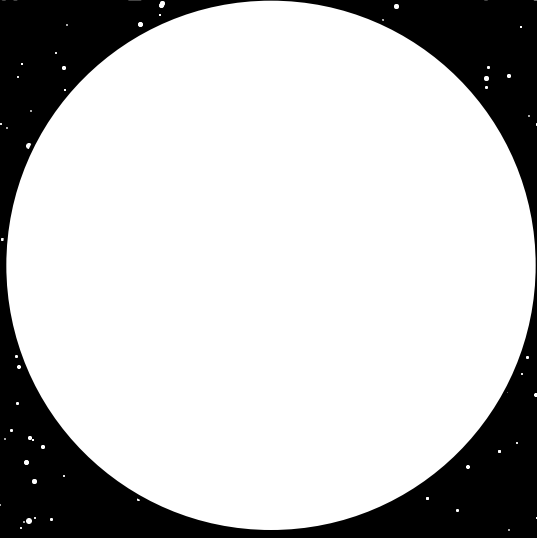
Threatens Dire Consequences

ULTIMATUM

ULTIMATUM

You have the **power to threaten**. As a main player in a challenge, before cards are played you may say to your opponent, "If you play an Attack Card of value X or greater, I will add X to my total" where X is a number between 7 and 40, inclusive. You may shorten the threat to "X or greater." If your opponent does play such a card, you add the value X to your total in the challenge.

History: Brinkmanship is an art form among the Ultimata, who have had more than 20 close brushes with nuclear war (and three actual missile exchanges, but no one talks about them) in their history. The Ultima threaten their Cosmic opponents at every opportunity and, when defied, carry out their threats to prove they mean business.



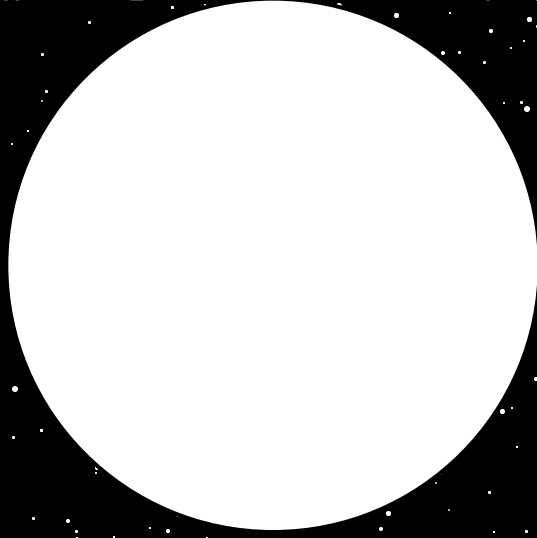
Can Discard Hand

WASTREL

WASTREL

You have the **power to discard**. As the offensive player, in lieu of your challenge you may discard your entire hand (including the Keeper) and draw a new seven card hand from the deck. This counts as a successful challenge for the purpose of continuing your turn. If you draw a hand with no Challenge Cards, your turn ends immediately and play passes.

History: Evolving on a world of abundant resources in close orbit around a high-energy sun, the Wastrels never developed any concepts of frugality or conservation. When the Wastrel home sun went supernova, a few Wastrel colonies survived. These colonies now seek to wrest enough resources from lesser species to support themselves in their accustomed style.



Can Zero Attack Cards

ZERO

ZERO

You have the **power of naught**. As a main player in a challenge, after cards are played but before they are revealed you may call "zero". If you do so, any Attack Cards that are played become Attack 0 cards. If either main player played an Attack Card, he may discard it and play another Attack Card face down in its place if he has one. Powers such as the Laser, Oracle, etc. apply to the play of this second card as well. Zeroing only affects the Deuce's first card, and he may play an additional Attack Card to replace it.

History: The Zeros are ascetics and condemn all profligate acts. Their revulsion at excess leads them to acts of self-sacrifice so noble that others are momentarily carried away and match their forfeiture.