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.

ONE-SHOT FLARE

FLARE

Power of Inevitability

ENTROPY

Wild: As a main player in a challenge, you may disorder your opponent's tokens in his home system by redistributing them among his bases in his home system before the cone is pointed. You must leave at least one token on each of the player's bases.

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

ONE-SHOT FLARE

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.

ONE-SHOT FLARE

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.

ONE-SHOT FLARE

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.

ONE-SHOT FLARE

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 four tokens from bases to the Warp; you select the tokens.

ONE-SHOT FLARE

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.

ONE-SHOT FLARE

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.

ONE-SHOT FLARE

FLARE

Power to Protract

PROLONG

Wild: You may reveal this card whenever a player gets his last base needed to win the game. Then, until the Challenge Deck is reshuffled, 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.

ONE-SHOT FLARE

FLARE

Power of Disarmament

SHIELD

Wild: You may make all other players keep their highest Attack Card face up in front of them at all times. Each player returns the card to his hand only to play a Challenge Card or when another player must draw from his hand. This remains in effect until the Destiny Pile is reshuffled.

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.

ONE-SHOT FLARE

FLARE

Power to Threaten

ULTIMATUM

Wild: If you lose as an ally in a challenge, you look at the regular hand of the main player who you were allied to and take up to as many cards as you had tokens in the challenge. 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.

ONE-SHOT FLARE

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.

ONE-SHOT FLARE

FLARE

Power to Discard

WASTREL

Wild: At any time, you may discard one or two cards 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.

ONE-SHOT FLARE

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.

ONE-SHOT FLARE

FLARE

Power of Naught

ZERO

Wild: Upon receiving this card, you must discard your entire hand. If you are the offensive player, your turn ends immediately; all tokens in the cone return to bases, ad play passes.

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

ONE-SHOT FLARE