40

ENCOUNTER CARD
ATTACK

40

INFINITE IMPROBABILITY BOMB ~ All this from a cup of tea…who knew?

17

ENCOUNTER CARD
ATTACK

17

COSMIC SLEDGEHAMMER ~ Your enemies may die laughing … but they'll still die.

17

ENCOUNTER CARD
ATTACK

17

COSMIC SLEDGEHAMMER ~ Your enemies may die laughing … but they'll still die.

16

ENCOUNTER CARD
ATTACK

16

OWNAGE IN A BOX ~ ¥øµ® 3ñ3m135 ðøñ7 Xñøw w#a7 #17 7#3m.

16

ENCOUNTER CARD
ATTACK

16

OWNAGE IN A BOX ~ ¥øµ® 3ñ3m135 ðøñ7 Xñøw w#a7 #17 7#3m.

13

ENCOUNTER CARD
ATTACK

13

PURPLE MATTER BEAM ~ Dim matter on a budget!

13

ENCOUNTER CARD
ATTACK

13

PURPLE MATTER BEAM ~
Dim matter on a budget!

9

ENCOUNTER CARD
ATTACK

9

REVERSE ATOMIZER ~ Its purpose? To transport matter, in the most painful way possible.

9

ENCOUNTER CARD
ATTACK

9

REVERSE ATOMIZER ~ Its purpose? To transport matter, in the most painful way possible.

7

ENCOUNTER CARD
ATTACK

7

BANANAFANAFAFASER ~
With a name as long as that, it has to be powerful!

7

ENCOUNTER CARD
ATTACK

7

BANANAFANAFAFASER ~
With a name as long as that, it has to be powerful!

7

ENCOUNTER CARD
ATTACK

7

BANANAFANAFAFASER ~
With a name as long as that, it has to be powerful!

7

ENCOUNTER CARD
ATTACK

7

BANANAFANAFAFASER ~ With a name as long as that, it has to be powerful!

5

ENCOUNTER CARD
ATTACK

5

COOL HAIRCUT ~ It always seems to work in the movies…

5

ENCOUNTER CARD
ATTACK

5

COOL HAIRCUT ~ It always seems to work in the movies…

1

ENCOUNTER CARD
ATTACK

1

SHARP WORDS ~ Let me land, you meanie!

N

ENCOUNTER CARD
NEGOTIATE

Make a Deal
(if your opponent plays a Negotiate card)
OR
Claim Compensation
(if your opponent plays an Attack card).

Can't we all just get along?

N

ENCOUNTER CARD
NEGOTIATE

Make a Deal
(if your opponent plays a Negotiate card)
OR
Claim Compensation
(if your opponent plays an Attack card).

And there was much rejoicing …

15

ENCOUNTER CARD
ATTACK

15

DARK MATTER BEAM ~
“Afraid of the dark?”
“No.”
“You will be.”

15

ENCOUNTER CARD
ATTACK

15

DARK MATTER BEAM ~
“Afraid of the dark?”
“No.”
“You will be.”

15

ENCOUNTER CARD
ATTACK

12

HAWKING CATAPULT ~ Sure it’s from the spiral arm of a backwater galaxy, but the creature who made this thing was a genius.

N

ENCOUNTER CARD
NEGOTIATE

Make a Deal
(if your opponent plays a Negotiate card)
OR
Claim Compensation
(if your opponent plays an Attack card).

I’ll make you an offer you can’t refuse…

N

ENCOUNTER CARD
NEGOTIATE

Make a Deal
(if your opponent plays a Negotiate card)
OR
Claim Compensation
(if your opponent plays an Attack card).

I love peace treaties. They’re so much fun to break!

N

ENCOUNTER CARD
NEGOTIATE

Make a Deal
(if your opponent plays a Negotiate card)
OR
Claim Compensation
(if your opponent plays an Attack card).

…

x3

KICKER

x3

ADDS TO EFFECT OF ENCOUNTER CARD

x2

KICKER

x2

ADDS TO EFFECT OF ENCOUNTER CARD

x2

KICKER

x2

ADDS TO EFFECT OF ENCOUNTER CARD

x3

KICKER

x2

ADDS TO EFFECT OF ENCOUNTER CARD

x0

KICKER

x0

ADDS TO EFFECT OF ENCOUNTER CARD

KICKER

ADDS TO EFFECT OF ENCOUNTER CARD

ARTIFACT:
REBIRTH

Regain Home Colony

You may play Rebirth for yourself or for another player to regain a colony on a home planet (perhaps thus regaining the use of an Alien Power) or to strengthen the number of ships on a home planet. It can only be played between challenges.

"I'm back."

ARTIFACT:
TIMEGASH

Encounter Anytime

Insert a encounter (either by yourself or by another) into the normal order of play. The encounter happens normally. Once it is over, the normal order of play resumes where it was interrupted. Timegash can only be played between encounters.

One of the stranger features of the Cosmos is its occasional disregard for the laws of Time.

ARTIFACT:
VICTORY BOON

Defensive Player Reward

Let any winning defensive player get rewards—a card from the deck or a ship from the Warp– for each ship that player had in the encounter.

"Mmm… that's the next best thing to allying myself!"

ARTIFACT:
KICKER ZAP

Cancel Kicker

Nullify the effect of any kicker. The kicker must be discarded. Play at any time.

ARTIFACT:
SOLAR WIND

Flip the Attack

The defending player is now the attacking player, and vice versa. The new attacking player choose the planet to attack (in the defending player's system).

Play after the offensive player puts his ships on the mothership, before allies are called.

"The tables have turned!"

ARTIFACT:
SPACE JUNK

Salvage Discard

Take the top card from the discard pile. Play at any time on yourself or another player. When several cards are discarded at once, pick any of them.

One alien's trash is another alien's … food.

ARTIFACT:
QUASH

Cancel Deal

Cancel a successful deal. The players involved must lose tokens as if they had failed to make a deal.

ARTIFACT:
COSMIC GAS

Cancel Rewards

No rewards may be earned this challenge. Play after challenge is resolved.

ARTIFACT:
SKIP

Skip Turn

The current player skips his turn. It is now the next player's turn. Play before destiny is revealed.

ARTIFACT:
DESTINY ZAP

Re-flip Destiny

Cancel the flip of the Destiny Pile and flip again.

ARTIFACT:
ARTIFACT ZAP

Cancel Artifact

Nullify the effect of any artifact, just as a player attempts to play it. The artifact must be discarded. Play at any time.

ARTIFACT:
HAND ZAP

Discard Player's Hand

Force any player to discard his hand just as he attempts to use it.

ARTIFACT: WARP BREAK

Regain Home Colony

Warp Break frees your ships from the Warp back to your planets. You cannot play this card to affect another player.

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ARTIFACT: SANITY

Stop Special Effects

"Sanity" stops the effects of any Flares, Moons, other Artifacts, or Alien Powers for the duration of the encounter. To play, place the card in full view of all players for the duration of the encounter and then place in the discard pile. Play Sanity between encounters.

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ARTIFACT: FLARE ZAP

Stop Flare

Immediately cancel the effect of a Flare, just as you use a Cosmic Zap to cancel the effect of a Power. Flare Zap has the added bonus of causing the player you play it against to discard the Flare he or she has attempted to play. If your game is not using Flares, treat the same as "COSMIC ZAP".

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ARTIFACT: UNZAP

Cancel Zap

Cancel the effect of any Zap. The Un-Zap also prevents the player who has attempted to play a Zap from retrieving it; the card must be discarded.

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ARTIFACT: FINDER

Take Named Card

Look through one other player's hand and take one card which you have named prior to looking at the cards. You can look through the other player's cards even if that player says the card is not there or hands over the card. The Finder can be played at any time before Encounter cards are played.

"Yoink."

ARTIFACT: KEEPER

Keep Cards With Discard

Play "Keeper" when you are out of encounter cards and must play one either as the offensive or the defensive player. You get a new hand without discarding Flares, Kickers, and Artefacts. You may use it only for yourself.

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FLARE:
AMOEBA

As a main player, you may increase or decrease the number of your tokens in the challenge before Challenge Cards have been selected. You can ooze more than four tokens onto the cone as the offensive player.

You may ooze into or out of a challenge as an ally. You must commit at least one token during the alliance accept/decline step in order to use this Flare.

SUPER

FLARE:
ANTI-MATTER

As the defensive player, you may generate a burst of Anti-Matter that sends to the warp one ship from the mothership for each ship you have in the challenge. You choose which ships to send to the warp. If the offensive player has no ships remaining in the mothership, the challenge ends immediately and any allies return home.

As a main player, you may discard any number of cards as long as you keep at least one Challenge Card. These cards act as anti-matter, consuming a like number of cards from other players. You choose who loses how many.

SUPER

FLARE:
ARISTOCRAT

You may look through the challenge deck and select one card to add to your hand. Then reshuffle the challenge deck.

Trade this Flare for three drawn from the unused Flare deck.

SUPER

FLARE:
ASSASSIN

When you lose as defensive player, you may send all offensive ships, including allies', into the warp. In this case, the offensive player and his allies do not get bases, and all ship in the challenge, both offensive and defensive, go into the warp.

If you are the offensive player, you may execute three tokens instead of one when destiny is revealed.

SUPER

FLARE:
BERSERKER

When a player is about to take compensation from you, you may pillage his hand by taking that many cards from him instead.

After beating multiple opponents, you may challenge any other planet containing multiple colors at +10 to your Challenge Card. This is an extra challenge that does not count against your two per turn.

SUPER

FLARE:
BULLY

As the main player in a challenge, if your opponent plays a Negotiate, he must give you a base of your choice or lose two tokens to the warp.

You may use your power on opposing allies.

SUPER