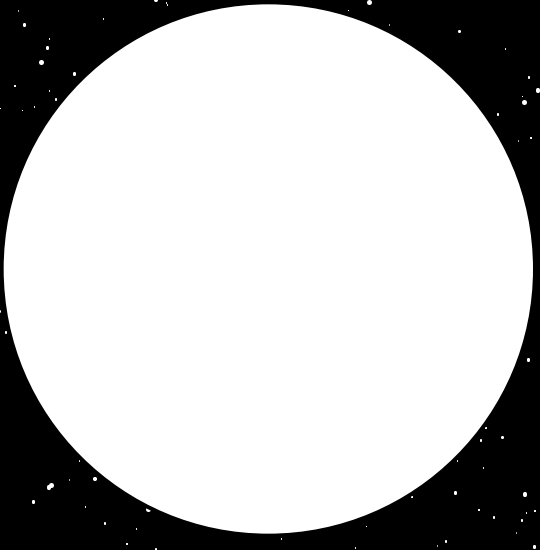Andrew Plotkin

ORBITAL MECH

AFFECTS ASTEROID ROTATION

ORBITAL MECH

You have the **power to affect orbits**. When Asteroids are rotated in any challenge, you may decree that they all move two hexes to the right instead of one.
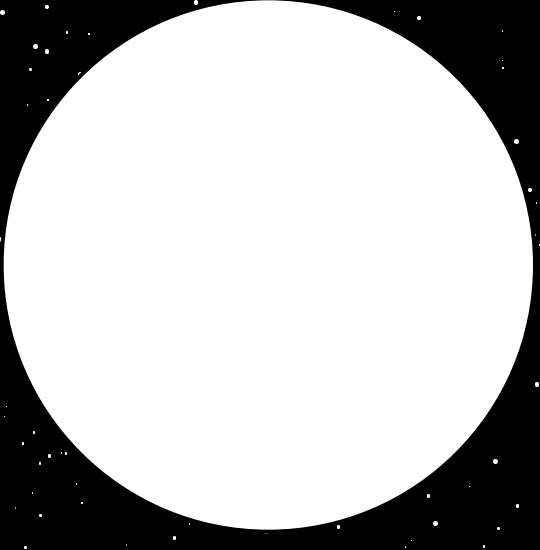
History: Spawned among the asteroid belts of a planetless star, the Orbitals learned to weave webs to capture and manipulate their rocky homes. Now they seek to control the mysterious fragments of dead worlds, and spread their influence around the Cosmos.

Use only in a game with Asteroids.

Jack Reda

MINER

USES ASTEROID'S POWER

MINER

You have the **power to strip**. Whenever there is an asteroid in the system where you are involved in a challenge, you may take the use of the asteroid's power in lieu of your own. No other player may make use of the asteroid's power.
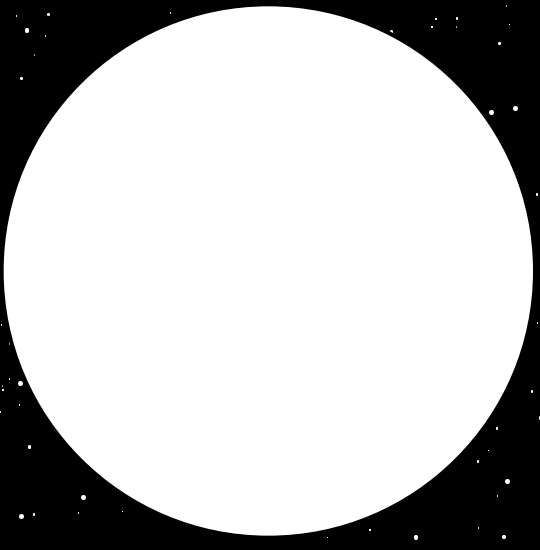
History: Draining every resource out of an asteroid, the Miners leave behind empty husks, floating through space. The power they have extracted makes them formidable indeed.

Use only in a game with Asteroids. Use in multi-power games.

Jack Reda

CLEAVER

SPLITS ASTEROIDS, OR DESTROYS THEM

CLEAVER

You have the **power to split**. Whenever you are the main player, you may cleave an asteroid in play. The asteroid immediately gets split into two asteroids with the same power (add another marker, and place the accompanying marker on the appropriate power). The new marker gets placed one system clockwise from where the original is located. Your split must occur after asteroids have rotated. On any subsequent turn where you are a main player, you may cleave duplicate asteroids to destroy them (the marker is removed from the game). You may not destroy the original markers.

History: The Cleavers have spent generations running a business of reducing asteroids to rubble for bargain prices. More recently, they have profited from destroying certain asteroids, and splitting others to double the wealth.

Use only in a game with Asteroids.
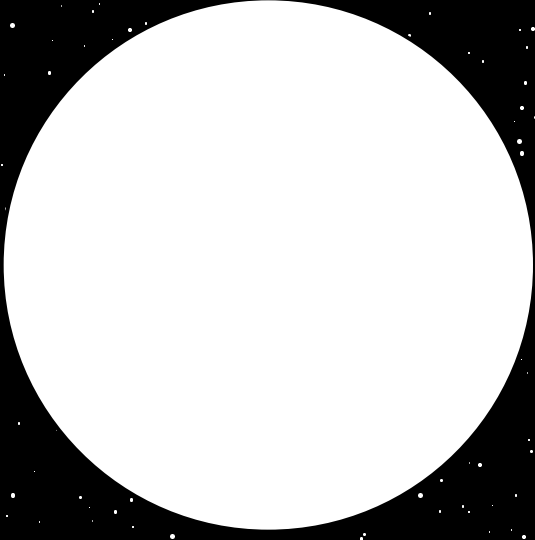
SWAP

SWITCHES ASTEROIDS

SWAP

You have the **power to exchange.** As a main player, you may switch the locations of any two asteroids in play. The switch must take place after the asteroids have rotated.

History: Harboring a unique talent of transport, the Swaps keep a careful eye on the shifting balance of power in the cosmos. With their skills, they can turn the tide at will.

Use only in a game with multiple Asteroids.
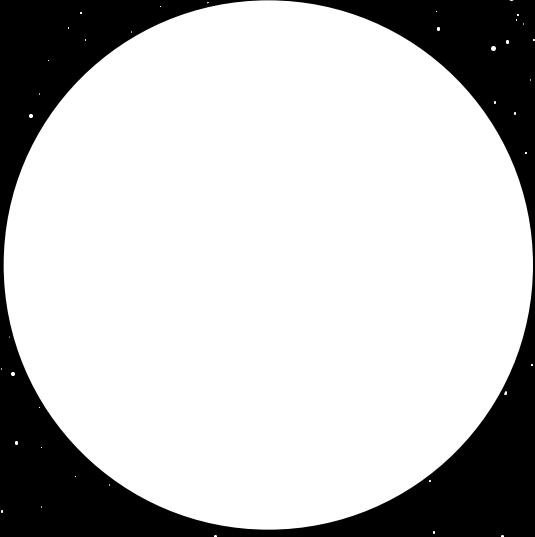
STASIS

**HOLDS ASTEROIDS IN PLACE**

STASIS

You have the **power to hold.** On each challenge, you must prevent an asteroid from rotating. You may not prevent the same asteroid from rotating two challenges in a row, nor may you allow two asteroids to inhabit the same system at the same time.

History: Existing outside of the normal space-time continuum, the Stasis manipulate the universe around them, plucking things out of the flow of time when it suits them. Only they can plan for future events, knowing how and when things will fall into place.

Use only in a game with multiple Asteroids. Do not use in a game with one asteroid per player.
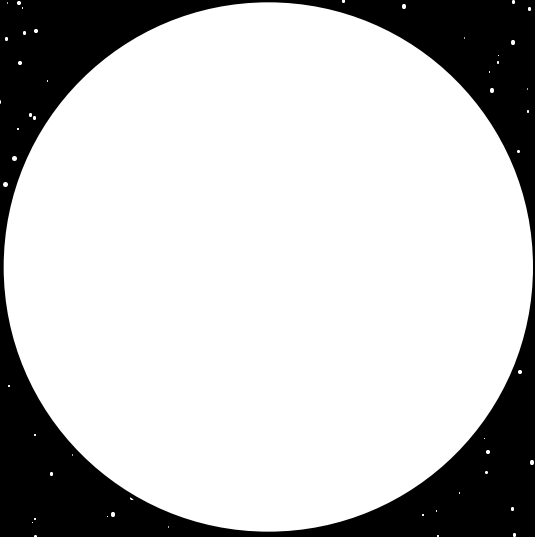
PROCESSOR

CHANGES POWER OF ASTEROID

PROCESSOR

You have the **power to convert.** When an asteroid is moved into your home system, you may exchange the associated power with a random draw from the unused powers. The new power remains with the asteroid when it leaves your system.

History: Able to take the materials of old asteroids and re-process them into new materials, the Processors capitalize on the benefits while leaving those races in surrounding systems out in the cold.

Use only in a game with Asteroids.