

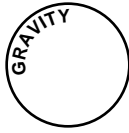
FLARE  
*Power of Advent*

## APOLLO

**Wild:** When losing tokens in a challenge, instead of placing them in the warp, you may land on any unoccupied moon.

**Super:** You may move a warp moon you occupy into your system. The tokens on the moon are now considered free from the warp.

Moons



FLARE  
*Power to Pull*

## GRAVITY

**Wild:** As a defensive player, you may pull a token from any of your bases to the challenged base.

**Super:** You may leave the occupants of a pulled moon behind. They must return to bases.

Moons



FLARE  
*Power to Unravel*

## SKEIN

**Wild:** When you play a card, you may discard an additional card.

**Super:** You may replace any moon in the game, even if no tokens had been removed. Use once and discard.

Moons



FLARE  
*Power to Wax or Wane*

## ASPECT

**Wild:** Once per challenge, you may add or subtract one token of any occupied moon of any player. The player chooses where the token comes from or goes to.

**Super:** You may look at a waxing moon when you place it in another player's system, or wane an occupied moon. Tokens return to bases.

Moons



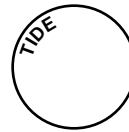
FLARE  
*Power to Shapeshift*

## LYCANTHROPE

**Wild:** You may transform any super flare into its wild.

**Super:** You may transform an Attack Card into a reinforcement (once per challenge).

Moons



FLARE  
*Power to Fluctuate*

## TIDE

**Wild:** As a main player, after cards are revealed, you may add or subtract one token.

**Super:** You may fluctuate your allies' moon tokens as well, even if they are the main player.

Moons



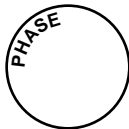
FLARE  
*Power to Obscure*

## ECLIPSE

**Wild:** As an ally, you may cover your side's challenge card with one of your own. The new card is treated as the one played.

**Super:** You may eclipse as an ally.

Moons



FLARE  
*Power of Change*

## PHASE

**Wild:** You may search through the discard pile and take any flare putting this one in its place.

**Super:** You may rearrange tokens on moons you control when your turn is over.

Moons



FLARE  
*Power of Moon Units*

## ZAPPA

**Wild:** This is the Moon Unit Zappa. Once per challenge, you may replace any normal moon with a new one. Tokens on the old moon return to bases.

**Super:** You may choose not to use the effects of the moon you have just drawn.

Moons