

GENERAL
AMNESTY

RULING

GENERAL AMNESTY

Free all prisoners. Each player receives all his imprisoned tokens and may return them to any bases; if a player has no bases, his tokens go to the Warp. Play only at the start of your own challenge, before you raise or rescue a token.

JAILBREAK

RULING

JAILBREAK

Free prisoners from 1 prison. Indicate which player's prisoners you will free when you use the card. All tokens on his Star Disc return to bases or go to the Warp if the token's owner has no bases. Play only at the start of your own challenge, before you raise or rescue a token.

TAKE
PRISONERS

RULING

TAKE PRISONERS

This is a capture challenge. Play in any challenge at any time before the outcome is determined. The challenge is then converted to a capture challenge.

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PRISONER
SWAP

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PRISONER SWAP

Trade prisoners. Play between challenges. All players get 1 minute to trade prisoners 1:1. Token colors don't matter. Players accept/reject offers without penalty. No powers, Flares, or Edicts may be used. Rules about "prisoner exchange" don't apply.

VICTORY
OR
DEATH

RULING

VICTORY OR DEATH

This is a regular challenge. Play in any capture challenge at any time before the outcome is determined. The challenge is then converted to a regular (i.e. non-capture) challenge.

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Free prisoners from 1 prison. Indicate which player's prisoners you will free when you use the card. All tokens on his Star Disc return to bases or go to the Warp if the token's owner has no bases. Play only at the start of your own challenge, before you raise or rescue a token.

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COMMANDO
RAID

RULING

COMMANDO RAID

Retrieve prisoners. Play after a player wins a challenge, but not a deal. The winner and his allies return all their tokens imprisoned by the loser back to bases. Tokens held by the loser that do not belong to the winner or his allies remain imprisoned.

PRISON
DEATHS

RULING

PRISON DEATHS

Put prisoners into the Warp. Play at any time. Select a prisoner of each color and put it into the Warp. If a player has no tokens in prison, ignore that color; but if a player has any imprisoned tokens, select one. You may take tokens from any prison or prisons.

RAID
CHALLENGE

RULING

RAID CHALLENGE

Rescue tokens. Play between challenges. Challenge another player to rescue prisoners. If you win, you and allies rescue your own tokens, and you imprison the rest of his prisoners. Winning defensive allies rescue their prisoners. Details in Prisoner Rules.