



FLARE
*Power of
Restriction*

BAVARIAN

Wild: If you have a base in the system of the player with the most bases, you may use his powers and he may not. Use once and discard.

Super: You may invite allies during your privileged attack.

Cosmic Illuminati



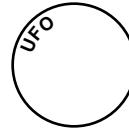
FLARE
*Power of
Destruction*

SERVANTS

Wild: If another player has just lost his powers, you may permanently remove one of them from the game. Use once and discard.

Super: If you win as an attacking player and are attacking one of your opponent's bases, he loses an additional base of your choice to the Warp.

Cosmic Illuminati



FLARE
*Power of
Speed*

UFO

Wild: You may take a second challenge, regardless of the results of the first one.

Super: You may take your additional turn between two other players' turns.

Cosmic Illuminati



FLARE
*Power of
Chaos*

DISCORDIAN

Wild: You may cause all players to mix their hands at the beginning of your turn. Each player takes back the number of cards he had in his hand.

Super: You may include yourself in the power trade.

Cosmic Illuminati



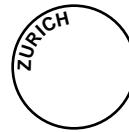
FLARE
*Power of
Warning*

SOCIETY

Wild: You may warn your opponent that if he does not call off the challenge, you will assassinate one of his tokens. If he agrees, the challenge is cancelled and counted as a loss. If he disagrees, remove one of his tokens to the Warp and continue the challenge

Super: You may use your power on all players who refuse to ally.

Cosmic Illuminati



FLARE
*Power of
Income*

ZURICH

Wild: You may discard cards to the discard pile and/or put your own tokens into the Warp, and receive one Lucre for each card discarded and/or token lost to the Warp.

Super: The Lucre you receive because of this power comes from your opponent.

Cosmic Illuminati



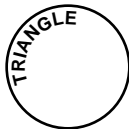
FLARE
*Power of
Information*

NETWORK

Wild: You may transfer your power to another player. He may use your power alongside his during the challenge, but you may not.

Super: You may draw one card at the beginning of every challenge.

Cosmic Illuminati



FLARE
*Power of
Reorganization*

TRIANGLE

Wild: You may sink a cone. If you have a token in the cone, you may take the contents of the cone and put them into the Warp. The challenge immediately ends and is counted as a loss.

Super: You may move any planet base to any planet, or any moon base to any moon, so long as you do not cause a player to lose a base or his power(s).

Cosmic Illuminati