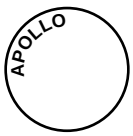


FLARE

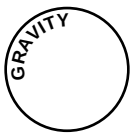
Power of Advent

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.

ONE-SHOT FLARE 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.

ONE-SHOT FLARE Moons

FLARE

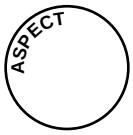
Power to Unravel

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.

ONE-SHOT FLARE Moons



FLARE

Power to Wax or Wane

ASPECT

Wild: 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.

ONE-SHOT FLARE Moons

FLARE

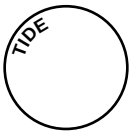
Power to Shapeshift

LYCANTHROPE

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

Super: You may transform one Attack Card into a reinforcement.

ONE-SHOT FLARE 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.

ONE-SHOT FLARE Moons

FLARE

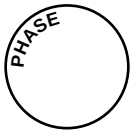
Power to Obscure

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.

ONE-SHOT FLARE 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.

ONE-SHOT FLARE Moons