FLARE

*Power of Cruelty*

## ATROCITY

**Wild:** If a player allies against you, you may sacrifice one of his tokens on a base you both share. Discard after use.

**Super:** You may take prisoner any tokens on a Star Disc you challenge and defeat.

Prisoners

FLARE

*Power of Volition*

## CLAUSTRO

**Wild:** At the start of each of your challenges, you may take one of your tokens from any player's Prison and put it into the Warp.

**Super:** Whenever any of your tokens would be imprisoned, you may instead return them to bases.

Prisoners

FLARE

*Power of Freedom*

## EAGLE

**Wild:** Instead of drawing from the warp, you may free a token at the start of each challenge.

**Super:** You may free other player's prisoner tokens as part of a deal.

Prisoners

FLARE

*Power to Storm*

## BASTILLE

**Wild:** When you win a challenge as main player, all of your tokens held in your opponent's Prison are freed to your bases.

**Super:** When you win a challenge, you and your allies receive your tokens that are in the Prisons of your opponent.

Prisoners

FLARE

*Power of Mercy*

## CLEMENT

**Wild:** Before allies are invited in a non-capture challenge, you may propose changing it to a capture challenge. All players get one vote, and you break ties.

**Super:** When you change a regular challenge into a capture challenge, if you are involved on one side as a main player or ally, the other side does not take prisoners if it wins. You do not need to reveal this Flare until the challenge is to be resolved.

Prisoners

FLARE

*Power to Brainwash*

## ENTHRALL

**Wild:** As a main player, add the number of your opponent's tokens that you hold in your Prison to your total.

**Super:** As a main player or ally, add double the number of tokens in your Prison to your total.

Prisoners

FLARE

*Power to Riot*

## BRAWL

**Wild:** At the start of each player's challenge, if that player has any of your tokens in his Prison you may call "riot". That player must either put one of his tokens into the Warp or release one of your tokens from his Prison to the Warp.

**Super:** Between challenges, you may take all of your tokens from any one player's Prison, along with all the guard tokens that player has set aside, and put them in the Warp.

Prisoners

FLARE

*Power of Good Faith*

## CONCESSION

**Wild:** Whenever either main player in any challenge exposes a Compromise card, you may free one of your tokens that is held in his opponent's Prison. Return it to your base.

**Super:** When you call for a gesture, your own tokens are also freed from a player's Prison if his opponent reveals a Compromise. You may wait until cards are revealed to use this Flare.

Prisoners

FLARE

*Power to Capture*

## FELINE

**Wild:** When you are not a main player and the main players fail to deal, you may seize the tokens that they lose as penalty. Dictate a new deal for the two players. If they agree to the deal, they get their tokens back; otherwise put the tokens in your Prison.

**Super:** When you win a challenge as main player, you capture your opponent and all his allies. Deal with each in turn, starting with your opponent and moving clockwise; return or imprison each player's tokens separately. You must complete each deal before moving to the next.

Prisoners

FLARE
*Power to Confine*

## GAOLER

**Wild:** At the start of each of your turns, you may demand a payment of one Lucre from each player whose tokens you have imprisoned. The player must either pay or give you all of your tokens that he has in his own Prison.

**Super:** When you use your power, you may refuse to take Lucre and instead take the prisoners.

Prisoners

FLARE
*Power of Immunization*

## HOST

**Wild:** Any prisoners you take in a Prisoner Challenge are eliminated from the game.

**Super:** If you are about to remove tokens from the game, you instead may make a Prisoner deal (a deal per the Assessor power) with the owner of the tokens. If this deal succeeds, the owner of the tokens receives the tokens you were about to remove. If this deal fails, remove the tokens from the game.

Prisoners

FLARE
*Power of Questioning*

## INTERROGATOR

**Wild:** If a player accepts your invitation to ally, he must first tell you how many tokens he will place in the cone. You may then withdraw your invitation.

**Super:** You may ask any sort of question instead of your yes/no question.

Prisoners

FLARE
*Power of Rulings*

## GENEVA

**Wild:** You may use this Flare as any Prisoner Ruling you name. Discard after use (if Geneva is in the game, he may not pick it up).

**Super:** You may keep Prisoner Rulings after you use them. You may use each Ruling card only once per challenge.

Prisoners

FLARE
*Power to Escape*

## HOUDINI

**Wild:** Whenever any player flips his own color, all your tokens held in that player's Prison escape to bases, or to the Warp if you have no bases.

**Super:** For each Prison from which you escape at the beginning of your challenge, take one token of the Prison's owner from any of his home planets. Place these "captured guards" in your own Prison.

Prisoners

FLARE
*Power of Sacrifice*

## KNIFE

**Wild:** When you must propose a prisoner exchange, show your opponent this card and propose any exchange in which you give him (or he gives you) specific prisoners for an equal number of cards (e.g., "You give me a red and two blue prisoners for three cards"). He must accept the proposal.

**Super:** When you sacrifice a token, you may randomly draw a card from its owner's hand instead of from the deck.

Prisoners

FLARE
*Power to Liberate*

## HOGAN

**Wild:** You may force a player to discard half (rounding down) of the consolation he or she just received.

**Super:** You a gain a card for each token you set free on one challenge.

Prisoners

FLARE
*Power to Interrogate*

## INQUISITOR

**Wild:** As main player in a challenge, if you hold tokens belonging to your opponent on your Prison after the prisoner exchange, you may ask him if he holds a specific card (e.g., Attack 10, Wild Plant, Mobius Tubes). He must answer truthfully.

**Super:** You may use your power once per challenge, looking at cards taken from either main player whose tokens you hold in your Prison; if you draw any Challenge cards, he must (if able) play one of those cards. You may not tell other players the values of the

Prisoners

FLARE
*Power to Collect*

## MENAGERIE

**Wild:** At the start of your turn, collect an additional Lucre for each prisoner you hold.

**Super:** You may draw two tokens as prisoners from the Warp on each challenge.

Prisoners

OUTRAGE

FLARE

*Power of Atrocities*

## OUTRAGE

**Wild:** When you must propose a prisoner exchange, show your opponent this card and demand that he give you all of your tokens that he has in his Prison in exchange for nothing. If he rejects the proposal, eradicate one of his tokens from your Prison.

**Super:** You do not have to free a prisoner when a player obeys your order.

Prisoners

SLAVER

FLARE

*Power to Peddle Flesh*

## SLAVER

**Wild:** Between challenges, you may give this card to any other player and purchase any or all of the prisoners he holds, paying him one Lucre per prisoner. The other player keeps this card.

**Super:** If a player rejects your offer to buy tokens from him, you may purchase an equal number of tokens from the Warp for the price that you offered, paying the Lucre to the box. You may select any of the tokens in the Warp other than your own; put the tokens you buy into your Prison.

Prisoners

PHILOSOPHER

FLARE

*Power to Argue*

## PHILOSOPHER

**Wild:** Before allies are invited in any challenge, you may propose changing it to one of the opposite type with respect to captures. All players get one vote, and you break ties.

**Super:** When you change the type of a challenge, if you are involved on one side as a main player or ally, your side takes prisoners if it wins and the other side does not take prisoners if it wins. You do not need to reveal this Flare until the challenge is to be resolved.

Prisoners

TOLL

FLARE

*Power of Fares*

## TOLL

**Wild:** As main player in a challenge, if your opponent holds any of your tokens in his Prison you may demand that he “pay a toll” by freeing one to you. If he will not pay, he may not have allies (except the Parasite).

**Super:** You may demand a fee (three Lucre, or you take a prisoner) from each player who puts tokens in the Cone, including defensive allies. An ally may withdraw his tokens from the challenge after your demand and not pay the toll.

Prisoners

SLAUGHTER

FLARE

*Power of Carnage*

## SLAUGHTER

**Wild:** Before allies are invited in a capture challenge, you may propose changing it to a non-capture challenge. All players get one vote, and you break ties.

**Super:** When you change a capture challenge into a regular challenge, if you are involved on one side as a main player or ally your side still takes prisoners if it wins. You do not need to reveal this Flare until the challenge is to be resolved.

Prisoners

VENDETTA

FLARE

*Power to Punish*

## VENDETTA

**Wild:** When you are entitled to consolation from any player, you may take all or part of that consolation in the form of your own tokens rescued from that player’s Prison.

**Super:** You select which of your opponent’s tokens are imprisoned when you use your power, taking them from any of his bases.

Prisoners