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's allies. Other tokens in their Prisons remain imprisoned. This is in addition to your normal power.

ONE-SHOT FLARE 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.

ONE-SHOT FLARE 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.

ONE-SHOT FLARE Prisoners

FLARE
Power to Riot

BRAWL

Wild: Between challenges, you may call "riot" and indicate any player. That player must either put as many of his tokens from bases into the Warp as he has prisoners in his Prison, or release all of the tokens he holds in his Prison to the Warp.

Super: Between challenges, you may take all of your tokens from all Prisons, along with all the guard tokens the other players have set aside, and put them in the Warp.

ONE-SHOT FLARE Prisoners

FLARE
Power of Good Faith

CONCESSION

Wild: Whenever either main player in any challenge exposes a Compromise card, you may free all of your tokens that are held in his opponent's Prison. Return them to your bases.

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.

ONE-SHOT 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 and put them in your Prison.

Super: When you win a challenge as main player, capture your opponent and all his allies. Propose separate deals to each player. Each player writes down (without consulting with the others) whether or not he accepts the deal, and then all answers are revealed

ONE-SHOT FLARE Prisoners

FLARE
Power of Volition

CLAUSTRO

Wild: At the start of your turn, you may take one of your tokens from each other player's Prison and put it in the Warp. If a player does not hold any of your tokens, you do nothing for that Prison.

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

ONE-SHOT FLARE Prisoners

FLARE
Power of Freedom

EAGLE

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

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

ONE-SHOT FLARE Prisoners

FLARE
Power to Confine

GAOLER

Wild: At the start of your turn, 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.

ONE-SHOT FLARE Prisoners

FLARE

Power of Rulings

GENEVA

Wild: You may use this Flare as any Prisoner Ruling you name. If Geneva is in the game, he may not pick this Flare up after you discard it.

Super: From the time you play this Flare until the destiny pile is next shuffled, you may keep Prisoner Rulings after you use them. You may use each Ruling card only once per challenge.

ONE-SHOT FLARE Prisoners

FLARE

Power to Interrogate

INQUISITOR

Wild: As main player in a challenge, if you hold tokens belonging to your opponent in your Prison after the prisoner exchange, you may look at his entire hand before cards are played.

Super: When you use your power, if you draw more than one Challenge card from your opponent, you may select any one of the Challenge cards that you drew. Your opponent must play that card in the challenge if he can.

ONE-SHOT FLARE Prisoners

FLARE

Power of Atrocities

OUTRAGE

Wild: When you must propose a prisoner exchange, demand that your opponent 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: If a player refuses your order, you may play this Flare. The player may then change his mind and accept your order, but if he still refuses it you must eradicate all of his tokens that are in your Prison.

ONE-SHOT FLARE Prisoners

FLARE

Power to Liberate

HOGAN

Wild: You may force a player to discard the consolation he or she just received.

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

ONE-SHOT FLARE Prisoners

FLARE

Power of Sacrifice

KNIFE

Wild: When you must propose a prisoner exchange, propose any exchange in which you give your opponent (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: For each token you sacrifice during the current challenge, you may either draw a card from the deck or a random card from the hand of the token’s owner.

ONE-SHOT FLARE Prisoners

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.

ONE-SHOT FLARE Prisoners

FLARE

Power to Escape

HOUDINI

Wild: When a 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 two tokens of the Prison’s owner from any of his home planets. Place these “captured guards” in your own Prison.

ONE-SHOT FLARE 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 this challenge.

ONE-SHOT FLARE Prisoners

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.

ONE-SHOT FLARE Prisoners

FLARE

Power to Peddle Flesh

SLAVER

Wild: Between challenges, you may purchase any or all of the prisoners held by one other player, paying him one Lucre per prisoner.

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.

ONE-SHOT FLARE Prisoners

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 all of them to you. If he will not pay, he may not have allies (except the Parasite).

Super: You may demand a fee (one 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.

ONE-SHOT FLARE Prisoners

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.

ONE-SHOT FLARE Prisoners