



FLARE
*Power to
Affect Orbits*



ORBITAL MECH

Wild: You may copy a Power of the player on your left; use it as if it were your own. This Flare may only be used to copy one power per challenge.

Super: When Asteroids are rotated in any challenge, you may decree either that they all move two hexes to the right, or that they all move one hex to the left.

Asteroids