

SET 3 DAGGER CARD
VOID DAGGER

Permanent loss of loser's tokens.
MUST BE PLAYED AFTER
ALLIES HAVE ACCEPTED/
DECLINED (STAGE 6).

SET 3 DAGGER CARD
MERCENARY

Hire any alien of your choice to be
used by you, that is not currently
being played for one challenge.
Excluding: Aristocrat, Changeling,
Miser, Terrorist, Schizoid and any
other powers that have a setup
"before play begins".
PLAY AT ANY TIME UP TO AND
INCLUDING WHEN DESTINY
HAS BEEN DETERMINED
(STAGE 2)

SET 3 DAGGER CARD
MOONRAY

Completely destroy one moon of
your choice. Moon is removed
from the game. Tokens on the
moon go to the warp.
PLAY AT ANY TIME.

SET 3 DAGGER CARD
SPACE JUNK

You may take the top card from
the discard pile.
PLAY AT ANY TIME.

SET 3 DAGGER CARD
DETONATE

Your system star explodes. All of
your planets and moons are
permanently destroyed. All tokens
in your system go to the warp.
YOU MAY PLAY THIS CARD AT
THE START OF YOUR TURN,
REGARDLESS OF THE
AMOUNT OF BASES YOU OWN
IN YOUR SYSTEM.

SET 3 DAGGER CARD
CLOAKED ARMY

Attack 20 or 4 (your choice at
outcome of battle). When you are
a main player in a challenge, and
playing challenge cards face
down in a challenge (stage 7), use
any card from your hand rather
than a challenge card. When
challenge cards are to be
revealed, reveal this card instead
as your Attack Card. Place your
original card back in your hand.
PLAY AFTER CARDS ARE FACE
DOWN (STAGE 7).

SET 3 DAGGER CARD
KICKER +-2

(your choice at outcome of battle)
MULTIPLIES EFFECT OF
CHALLENGE CARD.

SET 3 DAGGER CARD
**POISON
ANNIHILATION**

If you lose as the main offensive
player, immediately destroy 3
tokens of your choice from the
defender's base. Stack 4 lucre
from the bank on to the defender's
base as markers. At the start of
each successive challenge (even
if it is not your challenge), remove
one lucre and one token from
player that has the lowest total
tokens on the same base. If there
are no more tokens on the base,
do not remove a lucre as the
poison will hibernate until the
base is re-inhabited

SET 3 DAGGER CARD
SNL SCANDAL

Take half a player's Lucre
(rounded down) and place in your
own treasury. Distribute the rest,
one Lucre at a time, to all players,
starting with the recipient of the
card and moving clockwise.
PLAY AT ANY TIME.

SET 3 DAGGER CARD

BLACKMAIL

Play on one of the main players in a challenge. The player must pickup and play last challenge card in the discard deck OR is immediately challenged in their home system (as if by Timegash) by the player of this card and all other players must ally on the offensive side.

PLAY AFTER ALLIES HAVE ACCEPTED/ DECLINED (STAGE 6).

SET 3 DAGGER CARD

ENTRAP

Immediately imprison offensive players and allies on your stardisc.

PLAY AT ANY TIME WHEN YOU ARE THE DEFENSIVE PLAYER. REFER TO ASSESSOR POWER FOR TOKENS ON STARDISC.

SET 3 DAGGER CARD

DOWNGRADE 2

Draw a card from Dagger Set 2.

SET 3 DAGGER CARD

AMBUSH

All of your tokens on one external base with the highest number of your tokens immediately go to the warp. If you have no external bases, use on your own system.

THIS MUST BE PLAYED IMMEDIATELY.

SET 3 DAGGER CARD

HAND ZAP

Force any player to discard his hand just as he attempts to use it.

SET 3 DAGGER CARD

KICKER +-2

(your choice at outcome of battle) MULTIPLIES THE EFFECT OF CHALLENGE CARD.

SET 3 DAGGER CARD

MERCENARY

Hire any alien of your choice to be used by you, that is not currently being played for one challenge. Excluding: Aristocrat, Changeling, Miser, Terrorist, Schizoid and any other powers that have a setup "before play begins".

PLAY AT ANY TIME UP TO AND INCLUDING WHEN DESTINY HAS BEEN DETERMINED (STAGE 2).

SET 3 DAGGER CARD

ALL OR NOTHING

Take the lucre of the offensive and defensive player and pool them together. The winner of the battle not only wins the battle, but obtains the spoils of war (the lucre). If players both play compromise, or emotion control is played, all lucre is lost to the bank.

PLAY AFTER DESTINY HAS BEEN DETERMINED (STAGE 2).

SET 2 DAGGER CARD

REINFORCEMENT 3

AFTER CHALLENGE CARDS ARE REVEALED, YOU MAY USE THIS CARD TO ADD TO YOUR SIDE'S TOTAL.

SET 2 DAGGER CARD
REINFORCEMENT 3

AFTER CHALLENGE CARDS ARE REVEALED, YOU MAY USE THIS CARD TO ADD TO YOUR SIDE'S TOTAL.

SET 2 DAGGER CARD
REINFORCEMENT 4

AFTER CHALLENGE CARDS ARE REVEALED, YOU MAY USE THIS CARD TO ADD TO YOUR SIDE'S TOTAL.

SET 2 DAGGER CARD
DOUBLE DAGGER

All losers lose double the amount of tokens that were in the battle. PLAY AFTER ALLIES HAVE ACCEPTED/ DECLINED (STAGE 6).

SET 2 DAGGER CARD
**SORCERER
DAGGER**

You obtain the additional use of the Sorcerer power for this challenge. May not be used against the Sorcerer. PLAY AFTER DESTINY HAS BEEN DETERMINED.

SET 2 DAGGER CARD
PLAGUE

Force a player to lose three tokens, 1 lucre and one of each kind of card (Including attack, compromise, kicker, reinforcement, flare, edict, prisoner ruling, safety, etc including any future additions to the deck!)
PLAY AT ANY TIME.

SET 2 DAGGER CARD
CONSTRICTION

Limit the amount of tokens that can be placed on the offensive side of the cone to two per player. PLAY WHEN A THIRD TOKEN FROM THE SAME PLAYER ENTERS THE CONE.

SET 2 DAGGER CARD
TIMEGASH

Make a challenge anywhere. After challenge, normal play resumes. PLAY BETWEEN CHALLENGES.

SET 2 DAGGER CARD
RAZOR CUT

Attack 15 or Attack 6 (your choice at outcome of battle). When you are a main player in a challenge, and playing challenge cards face down in a challenge (stage 7), use any card from your hand rather than a challenge card. When challenge cards are to be revealed, reveal this card instead as your Attack Card. Place your original card back in your hand. PLAY AFTER CARDS ARE FACE DOWN (STAGE 7).

SET 2 DAGGER CARD
BACKSTAB

Kills own allies upon successful win. MUST BE PLAYED THE NEXT TIME YOU ARE A MAIN PLAYER AND WIN A CHALLENGE THAT YOUR SIDE CONTAINS ALLIES.

SET 2 DAGGER CARD
**COSMIC ZAP /
FLARE ZAP / EDICT
ZAP / DAGGER ZAP**

Stop the use of any power, edict, dagger, or flare. The flare, edict, or dagger must immediately be discarded as well as this card.
PLAY AT ANY TIME.

SET 2 DAGGER CARD
DOWNGRADE 1

Draw a card from Dagger Set 1.

SET 2 DAGGER CARD
POISON EXPLOSION

All tokens on a single planet in your system that you inhabit go to the warp.

THIS CARD MUST BE PLAYED IMMEDIATELY.

SET 2 DAGGER CARD
FLARE SUPER

Use any flare's super power that is in your hand. This card must be discarded immediately after use.
PLAY AT ANY TIME.

SET 2 DAGGER CARD
ESCAPE

Loser's defender tokens may retreat to nearest planet inhabited by defender. Losing allies still go to the warp.

PLAY AFTER A CHALLENGE HAS BEEN LOST.

SET 2 DAGGER CARD
CAPTURE

All losers tokens are imprisoned on the stardisc of the winner.

PLAY PRIOR TO ALLIES ACCEPTING/DECLINING (STAGE 6).REFER TO ASSESSOR POWER FOR HANDLING TOKENS ON STARDISC.

SET 2 DAGGER CARD
POISON CLOUD

If you lose as the main offensive player, immediately destroy 2 tokens of your choice from the defender's base. Stack 3 lucre from the bank on to the defender's base as markers. At the start of each successive challenge (even if it is not your challenge), remove one lucre and one token from player that has the lowest total tokens on the same base. If there are no more tokens on the base, do not remove a lucre as the poison will hibernate until the base is re-inhabited.

SET 2 DAGGER CARD
UPGRADE

Draw a card from Dagger Set 3.

SET 2 DAGGER CARD
FINDER

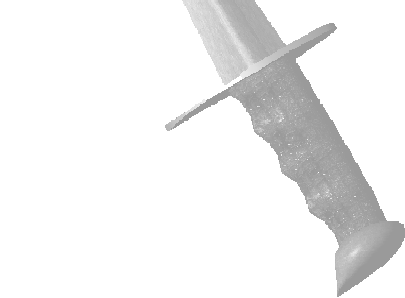
Name a specific card in a players hand and search for it. If you find it you may keep it.

PLAY AT ANY TIME

SET 2 DAGGER CARD
PHASE CHANGE

Add four to the current phase state indicator. Use only in a game with Quarks, by Bryan Bowe.

PLAY AFTER THE DESTINY HAS BEEN DETERMINED (PHASE 2).



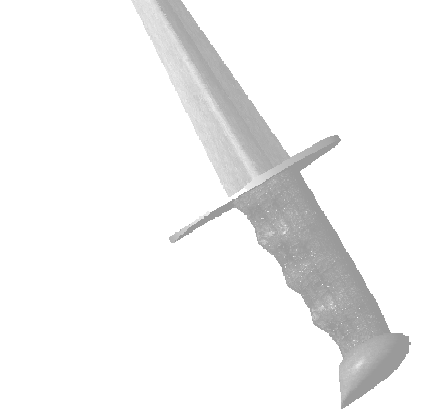
SET 1 DAGGER CARD
REINFORCEMENT 1

AFTER CHALLENGE CARDS ARE REVEALED, YOU MAY USE THIS CARD TO ADD TO YOUR SIDE'S TOTAL..



SET 1 DAGGER CARD
REINFORCEMENT 1

AFTER CHALLENGE CARDS ARE REVEALED, YOU MAY USE THIS CARD TO ADD TO YOUR SIDE'S TOTAL.



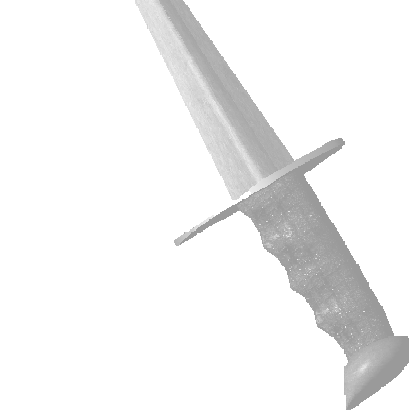
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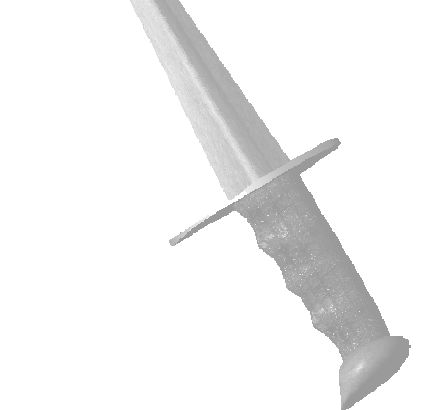
SET 1 DAGGER CARD
REINFORCEMENT 2

AFTER CHALLENGE CARDS ARE REVEALED, YOU MAY USE THIS CARD TO ADD TO YOUR SIDE'S TOTAL.



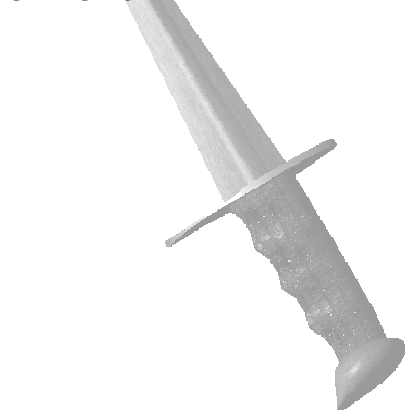
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REINFORCEMENT 2

AFTER CHALLENGE CARDS ARE REVEALED, YOU MAY USE THIS CARD TO ADD TO YOUR SIDE'S TOTAL.



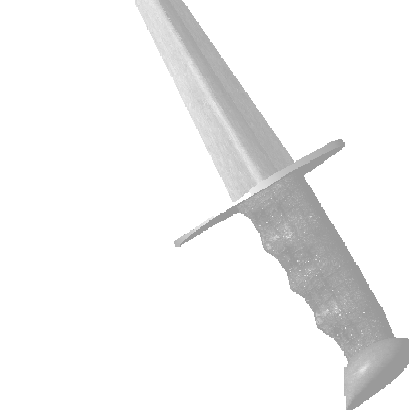
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REINFORCEMENT 3

AFTER CHALLENGE CARDS ARE REVEALED, YOU MAY USE THIS CARD TO ADD TO YOUR SIDE'S TOTAL.



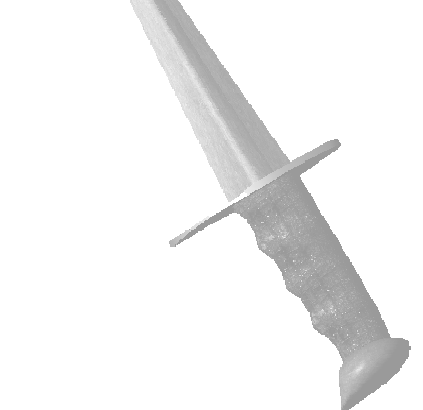
SET 1 DAGGER CARD
COSMIC ZAP

Stop Power of any one player just as he attempts to use it. He may not use his power during the remainder of that challenge.



SET 1 DAGGER CARD
DAGGER ZAP

Nullify the effect of any Dagger. The Dagger is then discarded. PLAY AT ANY TIME.



SET 1 DAGGER CARD
FLARE ZAP

Nullify the effect of any Flare. The Flare is then discarded.
PLAY AT ANY TIME.



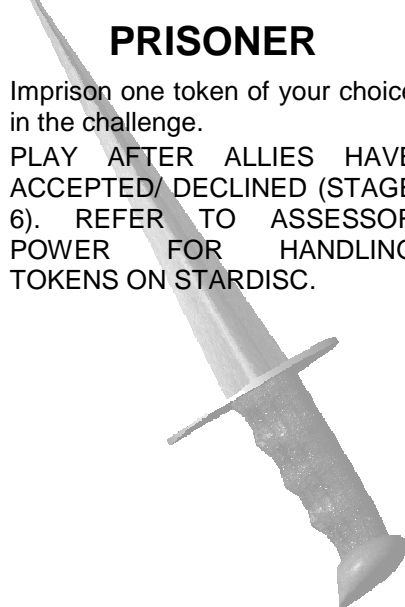
SET 1 DAGGER CARD
EDICT ZAP

Nullify the effect of any Edict. The Edict is then discarded.
PLAY AT ANY TIME.



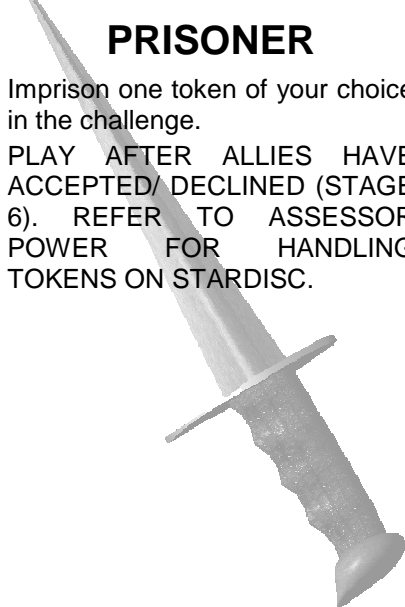
SET 1 DAGGER CARD
PRISONER

Imprison one token of your choice in the challenge.
PLAY AFTER ALLIES HAVE ACCEPTED/ DECLINED (STAGE 6). REFER TO ASSESSOR POWER FOR HANDLING TOKENS ON STARDISC.



SET 1 DAGGER CARD
PRISONER

Imprison one token of your choice in the challenge.
PLAY AFTER ALLIES HAVE ACCEPTED/ DECLINED (STAGE 6). REFER TO ASSESSOR POWER FOR HANDLING TOKENS ON STARDISC.



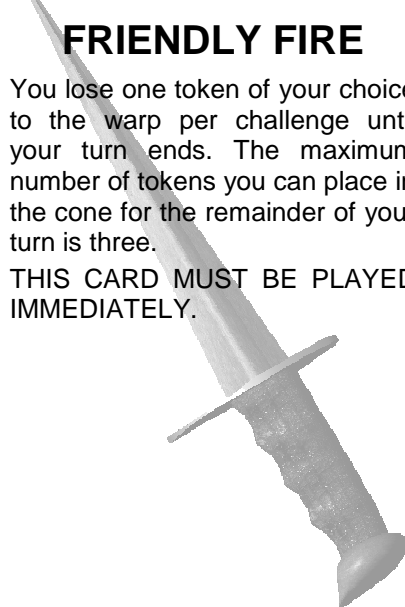
SET 1 DAGGER CARD
INFILTRATOR

Player to your left uses this card as a Finder into your hand.
THIS CARD MUST BE PLAYED IMMEDIATELY.



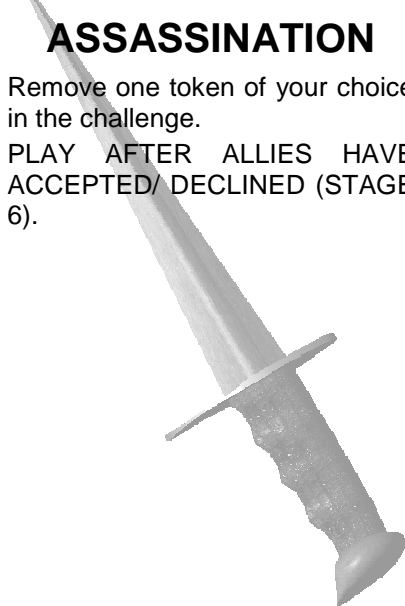
SET 1 DAGGER CARD
FRIENDLY FIRE

You lose one token of your choice to the warp per challenge until your turn ends. The maximum number of tokens you can place in the cone for the remainder of your turn is three.
THIS CARD MUST BE PLAYED IMMEDIATELY.



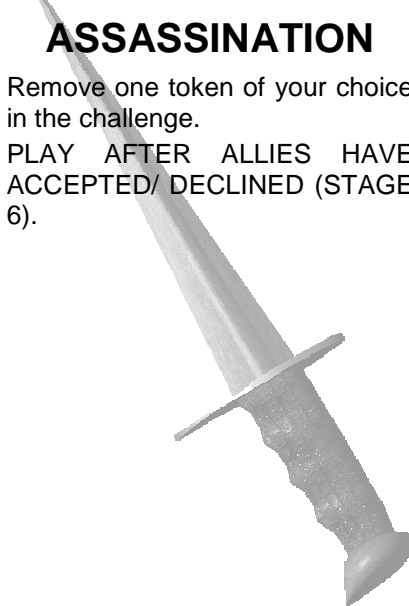
SET 1 DAGGER CARD
ASSASSINATION

Remove one token of your choice in the challenge.
PLAY AFTER ALLIES HAVE ACCEPTED/ DECLINED (STAGE 6).



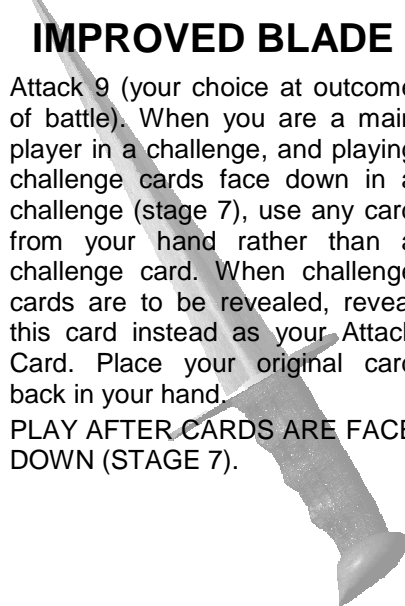
SET 1 DAGGER CARD
ASSASSINATION

Remove one token of your choice in the challenge.
PLAY AFTER ALLIES HAVE ACCEPTED/ DECLINED (STAGE 6).



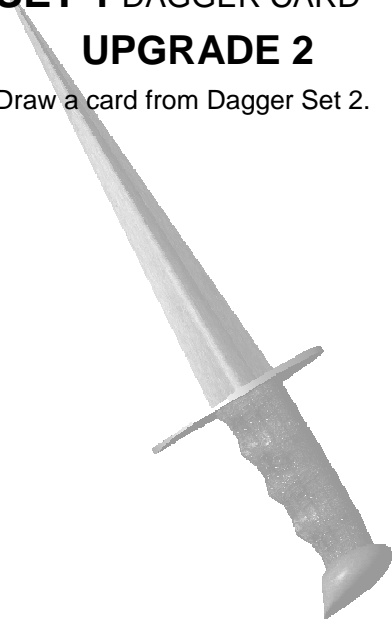
SET 1 DAGGER CARD
IMPROVED BLADE

Attack 9 (your choice at outcome of battle). When you are a main player in a challenge, and playing challenge cards face down in a challenge (stage 7), use any card from your hand rather than a challenge card. When challenge cards are to be revealed, reveal this card instead as your Attack Card. Place your original card back in your hand.
PLAY AFTER CARDS ARE FACE DOWN (STAGE 7).



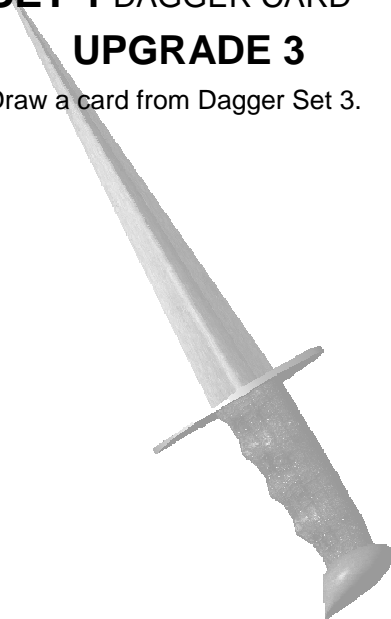
SET 1 DAGGER CARD
UPGRADE 2

Draw a card from Dagger Set 2.



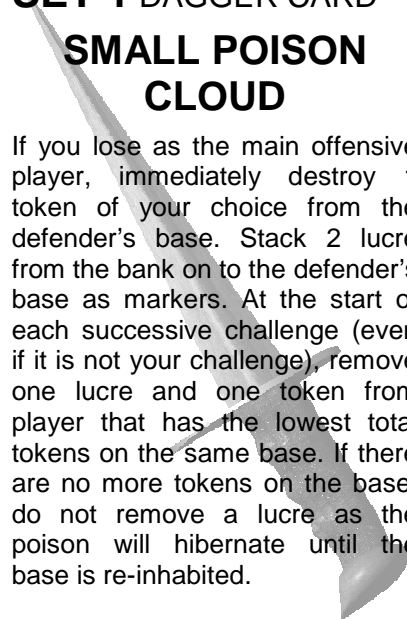
SET 1 DAGGER CARD
UPGRADE 3

Draw a card from Dagger Set 3.



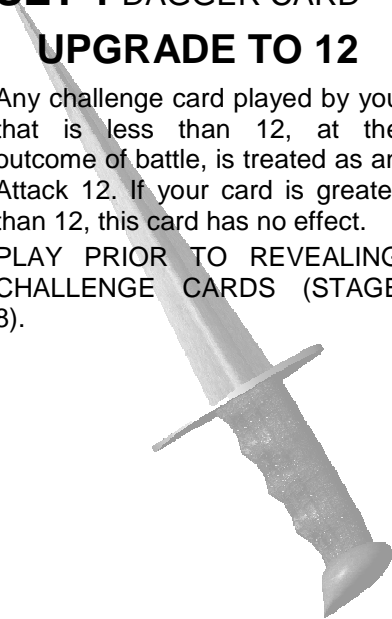
SET 1 DAGGER CARD
SMALL POISON CLOUD

If you lose as the main offensive player, immediately destroy 1 token of your choice from the defender's base. Stack 2 lucre from the bank on to the defender's base as markers. At the start of each successive challenge (even if it is not your challenge), remove one lucre and one token from player that has the lowest total tokens on the same base. If there are no more tokens on the base, do not remove a lucre as the poison will hibernate until the base is re-inhabited.



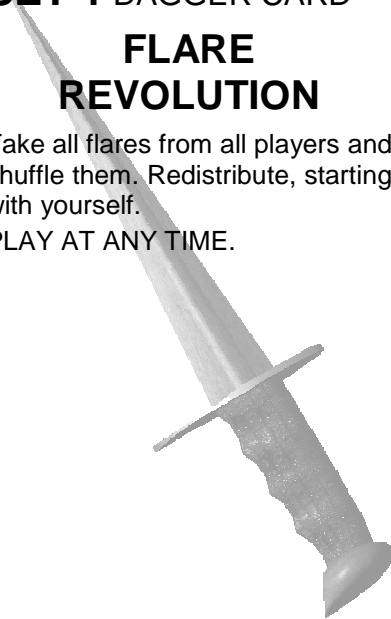
SET 1 DAGGER CARD
UPGRADE TO 12

Any challenge card played by you that is less than 12, at the outcome of battle, is treated as an Attack 12. If your card is greater than 12, this card has no effect.
PLAY PRIOR TO REVEALING CHALLENGE CARDS (STAGE 8).



SET 1 DAGGER CARD
FLARE REVOLUTION

Take all flares from all players and shuffle them. Redistribute, starting with yourself.
PLAY AT ANY TIME.



EDICT DAGGER CARD
DAGGER ZAP

Nullify the effect of any Dagger. The Dagger is then discarded.
PLAY AT ANY TIME.



EDICT DAGGER CARD
NEUTRALIZE POISON

Nullifies and removes all poisons (you may remove lucre counters) from any planet.
PLAY AT ANY TIME.

