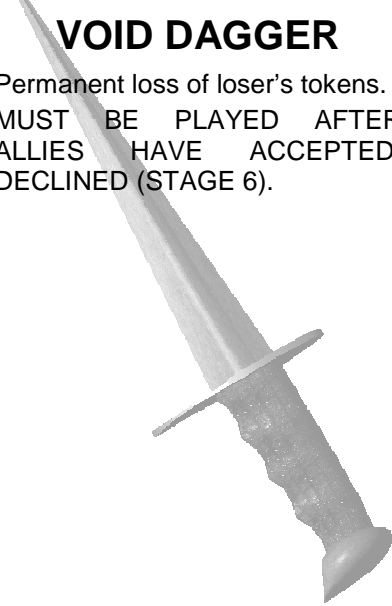


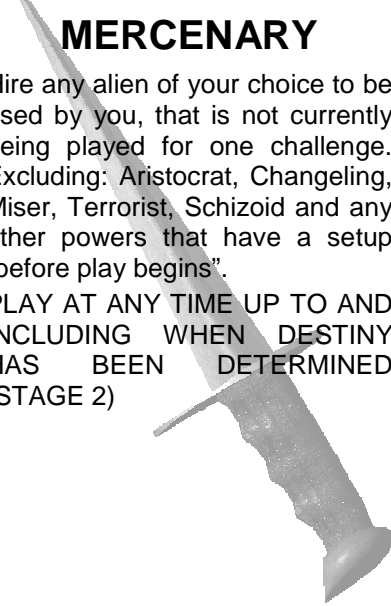
**SET 3 DAGGER CARD**  
**VOID DAGGER**

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



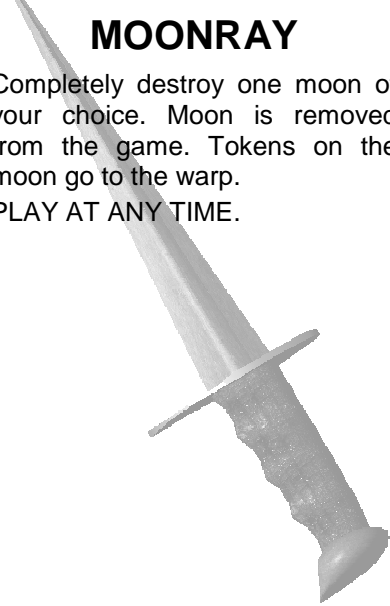
**SET 3 DAGGER CARD**  
**MERCENARY**

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.



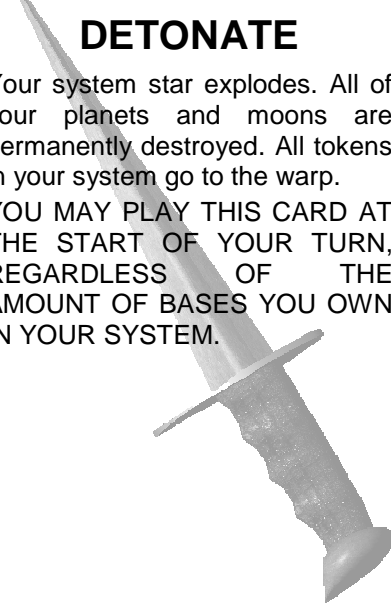
**SET 3 DAGGER CARD**  
**SPACE JUNK**

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



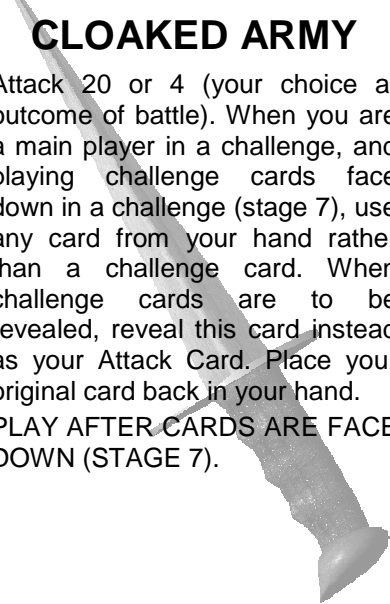
**SET 3 DAGGER CARD**  
**DETONATE**

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.



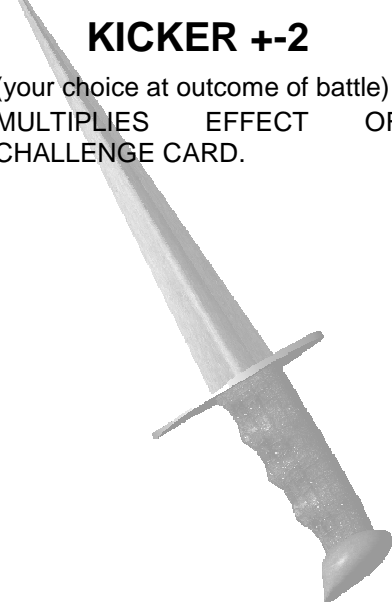
**SET 3 DAGGER CARD**  
**CLOAKED ARMY**

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).



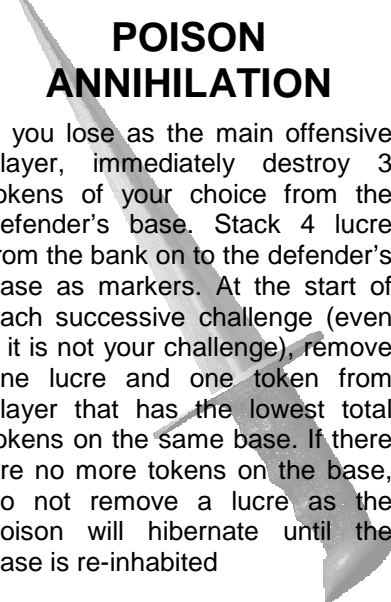
**SET 3 DAGGER CARD**  
**KICKER +2**

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



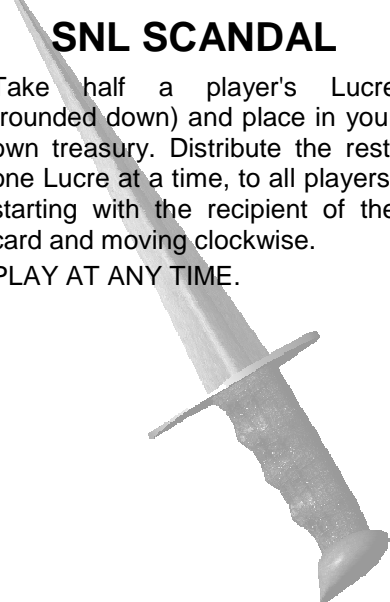
**SET 3 DAGGER CARD**  
**POISON  
ANNIHILATION**

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.

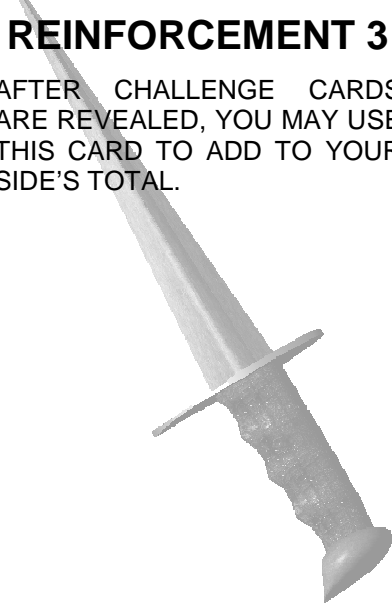
PLAY AFTER DESTINY HAS BEEN DETERMINED (STAGE 2).

**SET 2 DAGGER CARD**  
**REINFORCEMENT 3**

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

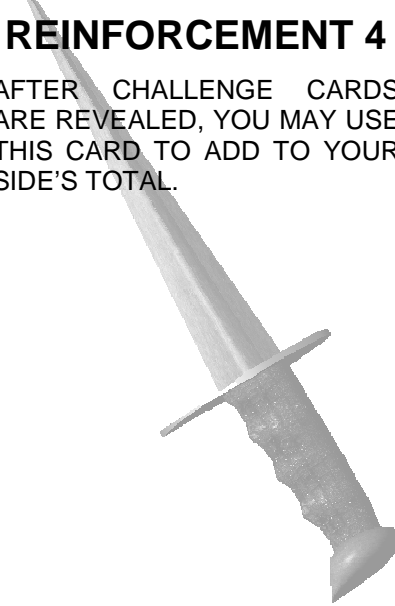
**SET 2 DAGGER CARD**  
**REINFORCEMENT 3**

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



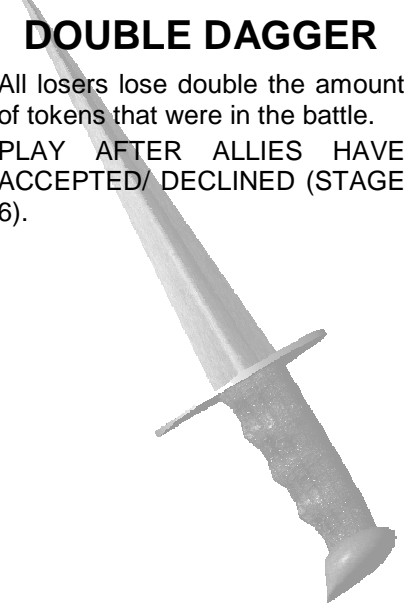
**SET 2 DAGGER CARD**  
**REINFORCEMENT 4**

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



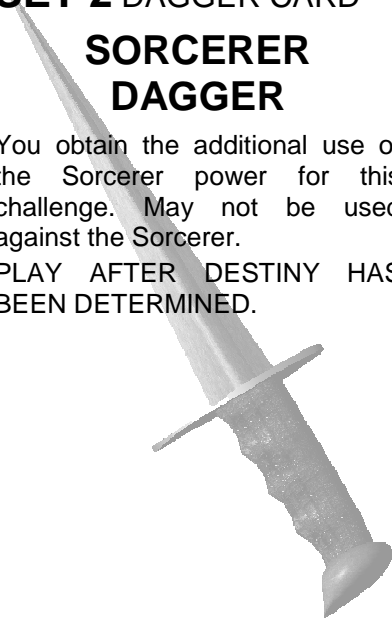
**SET 2 DAGGER CARD**  
**DOUBLE DAGGER**

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



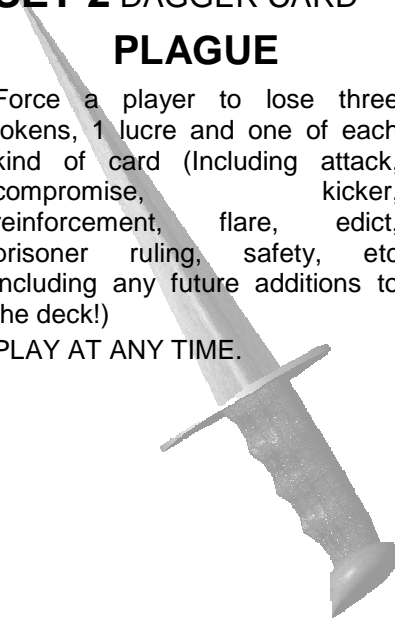
**SET 2 DAGGER CARD**  
**SORCERER  
DAGGER**

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.



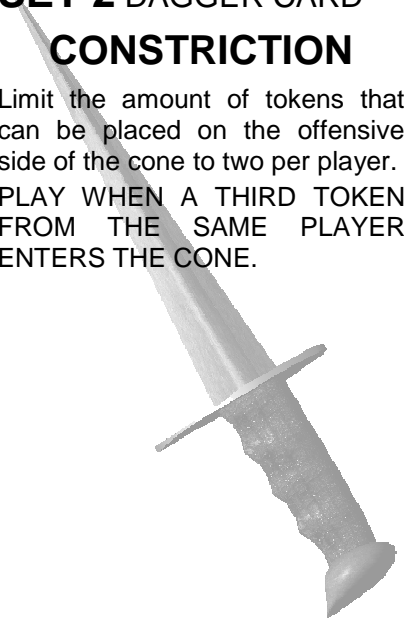
**SET 2 DAGGER CARD**  
**PLAGUE**

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.



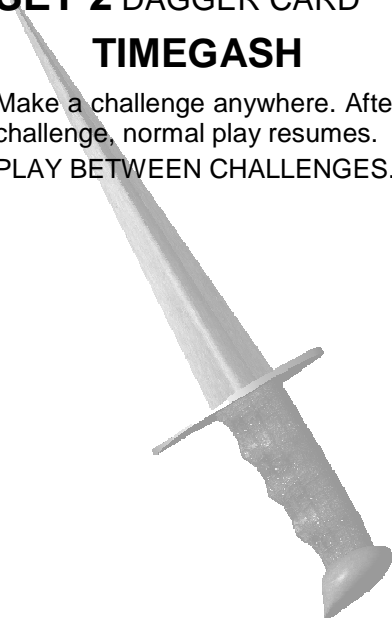
**SET 2 DAGGER CARD**  
**CONSTRICTION**

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.



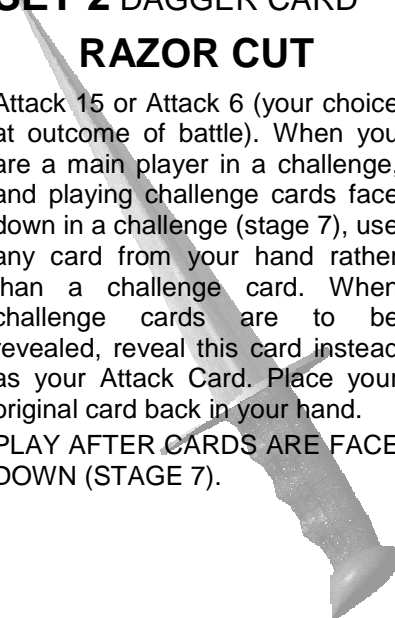
**SET 2 DAGGER CARD**  
**TIMEGASH**

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



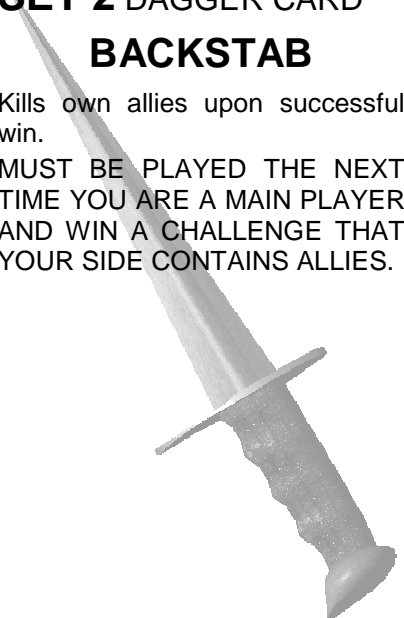
**SET 2 DAGGER CARD**  
**RAZOR CUT**

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**

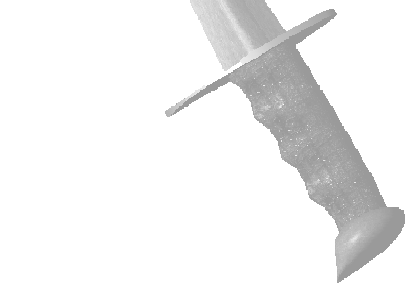
Kills own allies upon successful win. MUST BE PLAYED THE NEXT TIME YOU ARE A MAIN PLAYER AND WIN A CHALLENGE THAT YOUR SIDE CONTAINS ALLIES.



**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.

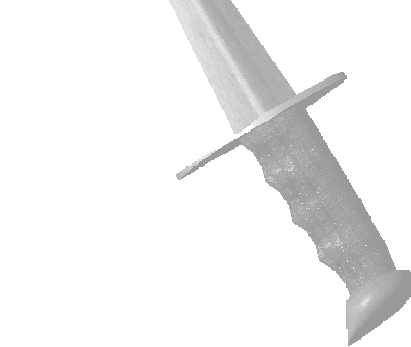


**SET 2 DAGGER CARD**

**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.

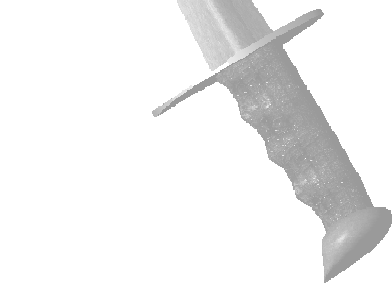
PLAY AT ANY TIME



**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..



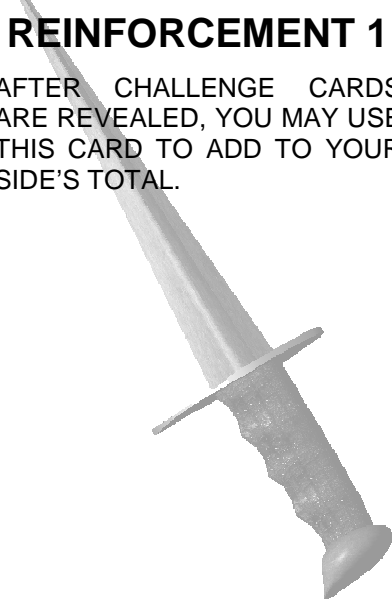
**SET 1 DAGGER CARD**  
**REINFORCEMENT 1**

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



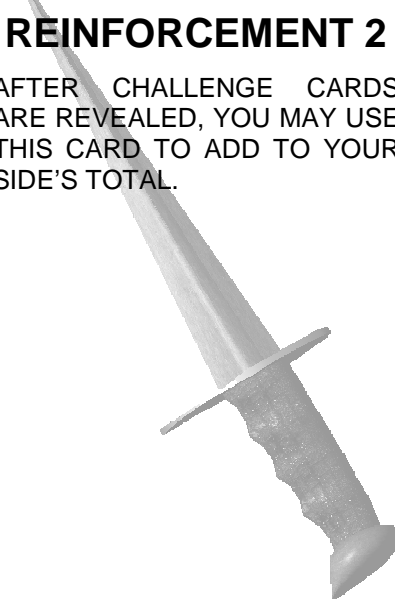
**SET 1 DAGGER CARD**  
**REINFORCEMENT 1**

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



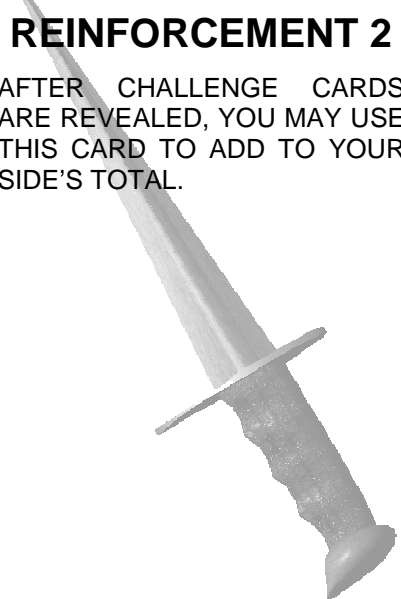
**SET 1 DAGGER CARD**  
**REINFORCEMENT 2**

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



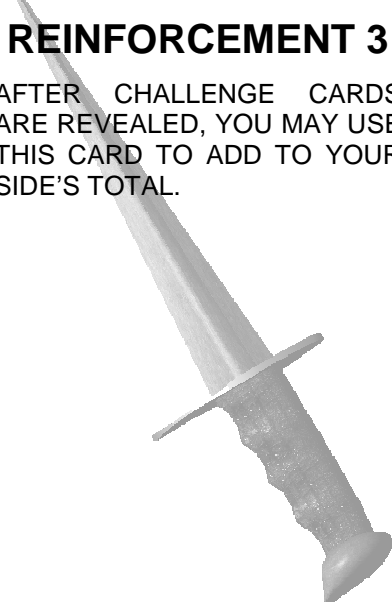
**SET 1 DAGGER CARD**  
**REINFORCEMENT 2**

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



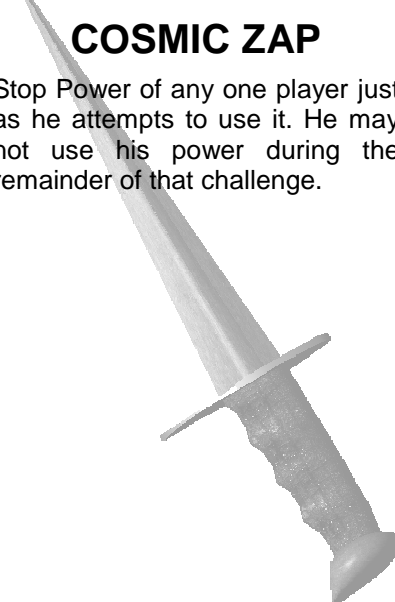
**SET 1 DAGGER CARD**  
**REINFORCEMENT 3**

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.



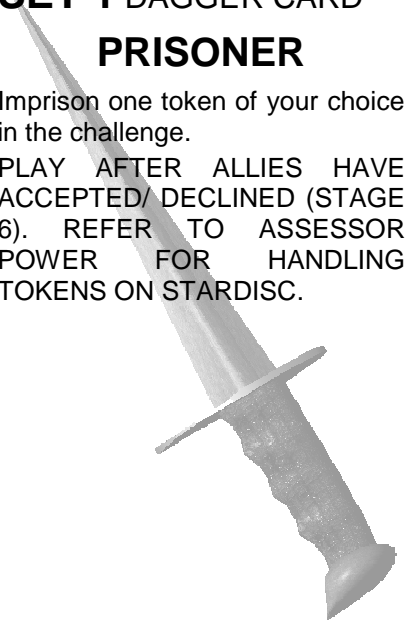
**SET 1 DAGGER CARD**  
**EDICT ZAP**

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



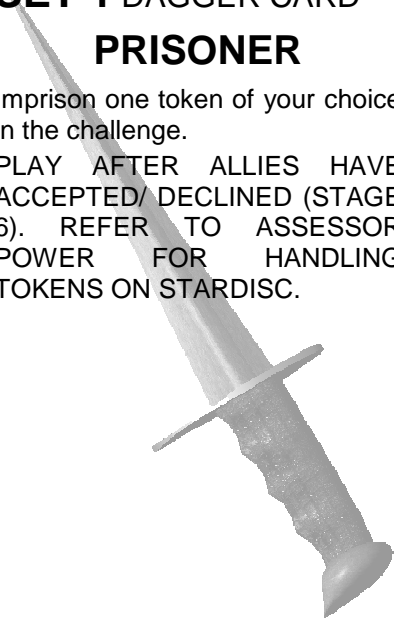
**SET 1 DAGGER CARD**  
**PRISONER**

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.



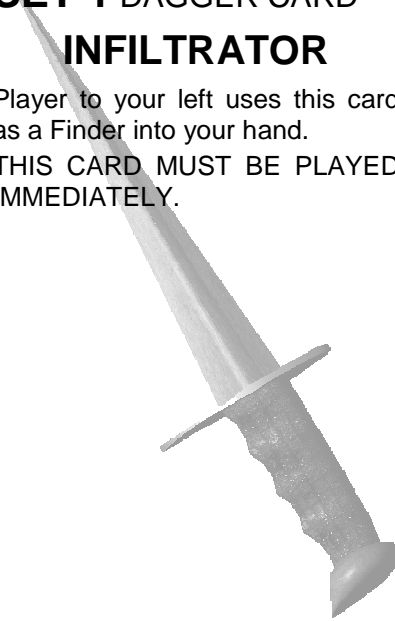
**SET 1 DAGGER CARD**  
**PRISONER**

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.



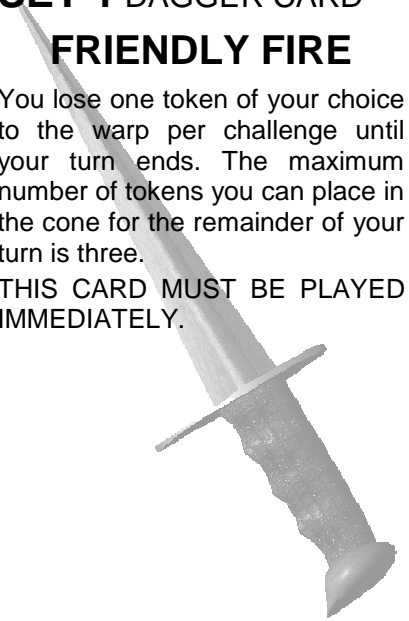
**SET 1 DAGGER CARD**  
**INFILTRATOR**

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



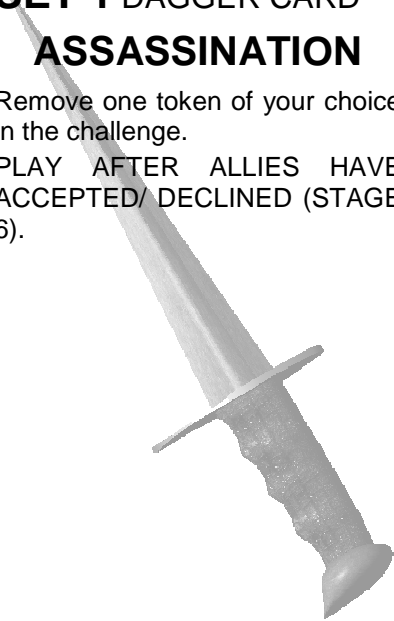
**SET 1 DAGGER CARD**  
**FRIENDLY FIRE**

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.



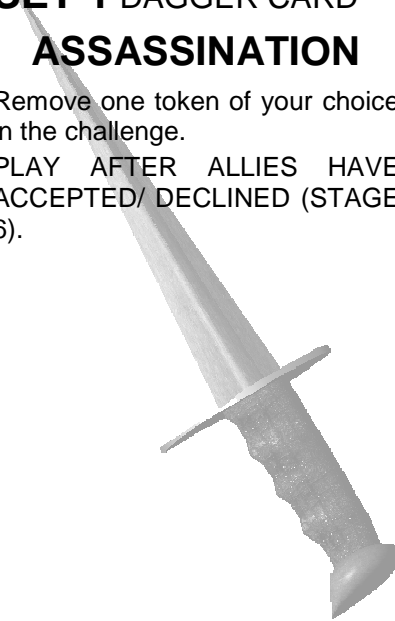
**SET 1 DAGGER CARD**  
**ASSASSINATION**

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



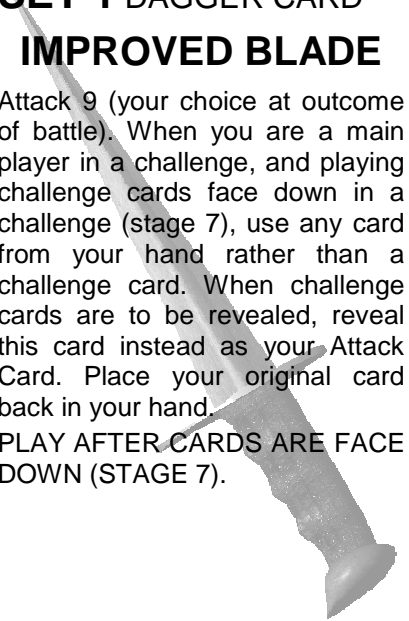
**SET 1 DAGGER CARD**  
**ASSASSINATION**

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



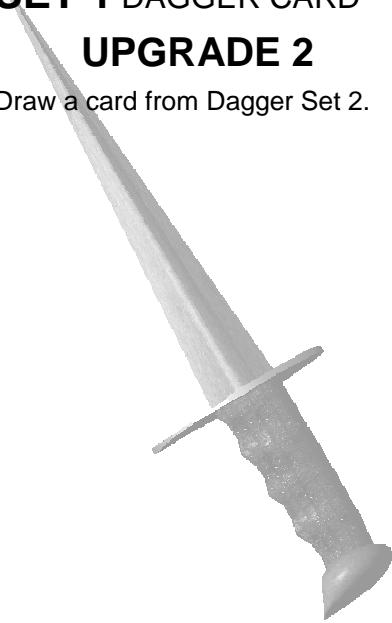
**SET 1 DAGGER CARD**  
**IMPROVED BLADE**

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).



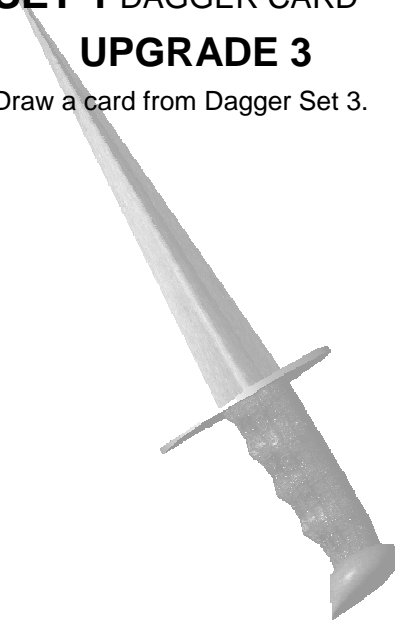
**SET 1 DAGGER CARD**  
**UPGRADE 2**

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**

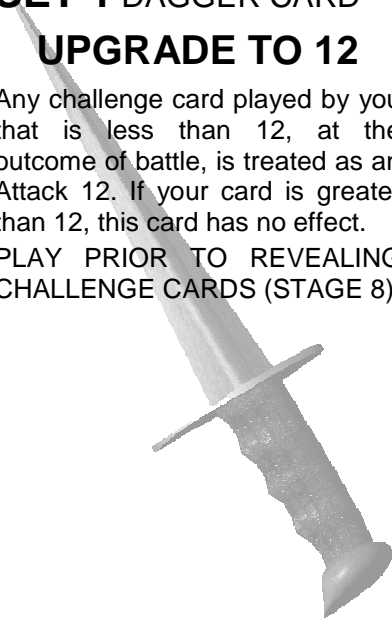
If you lose as the main offensive player, immediately destroy 1 token of your choice from the defender's base. Stack 2 lucre from the bank on to the defender's base as markers. At the start of each successive challenge (even if it is not your challenge), remove one lucre and one token from player that 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.

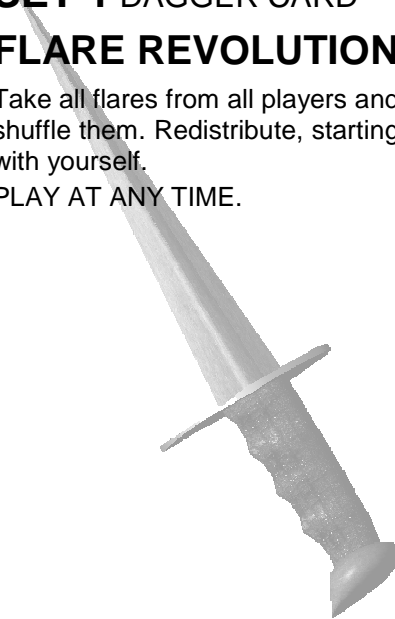
PLAY PRIOR TO REVEALING CHALLENGE CARDS (STAGE 8).



**SET 1 DAGGER CARD**  
**FLARE REVOLUTION**

Take all flares from all players and shuffle them. Redistribute, starting with yourself.

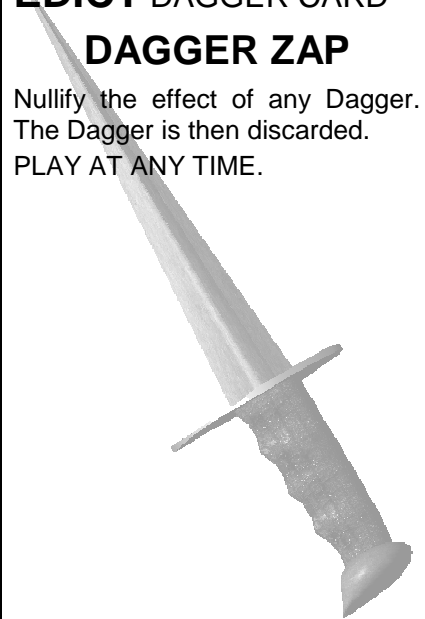
PLAY AT ANY TIME.



**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.

