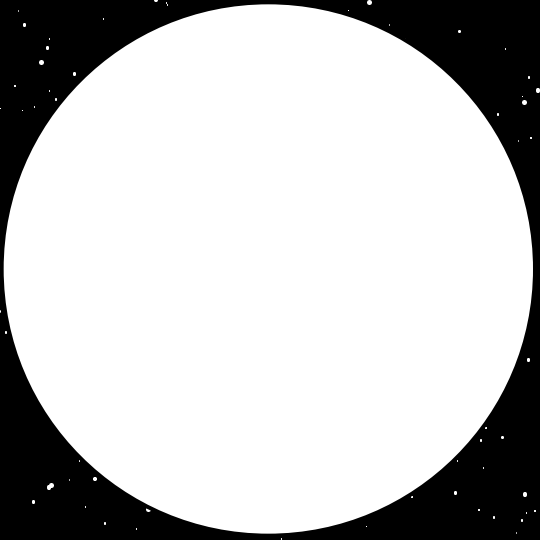


Optional



Cedric Chin

# NETWORK

DRAWS A CARD EACH CHALLENGE

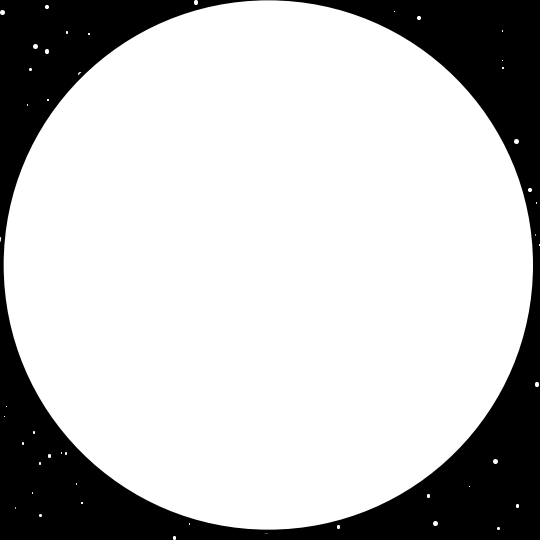
## NETWORK

You have the **power of information**. You draw one card from the deck at the beginning of every turn.

**History:** The newest, most technologically advanced group of Illuminati, the Network is said to be a conspiracy of the universe's computer programmers; other believe that the programmers are merely pawns, and the computers themselves have taken over. Wealthy... powerful... they're watching you right now.

Use only in Cosmic Illuminati.

Optional



Cedric Chin

# DISCORDIAN

REARRANGES POWERS

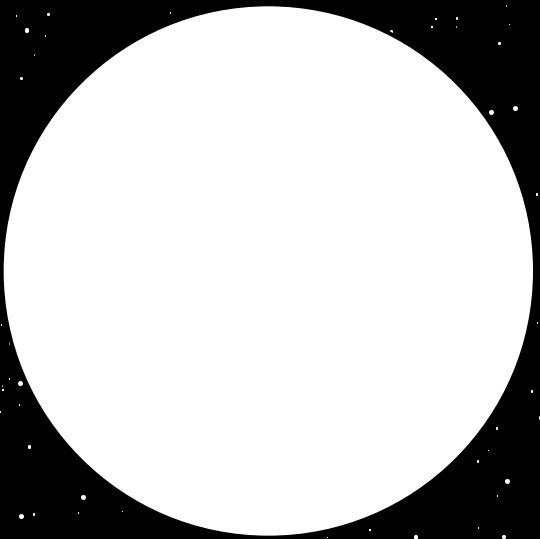
## DISCORDIAN

You have the **power of chaos**. If you are involved in a challenge, you may trade powers among the other players in the challenge after allies have placed tokens in the cone. Each player involved (other than yourself) must gain and lose one power.

**History:** Worshipers of the Goddess of Chaos, the Discordians delight in confusion, and seek to bring all the strange and peculiar elements of society under their banner.

Use only in Cosmic Illuminati.

Optional



Cedric Chin

# BAVARIAN

MAKES PRIVILEGED ATTACKS

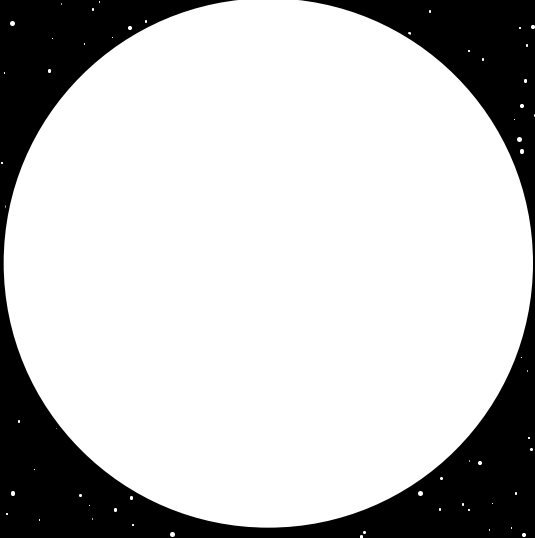
## BAVARIAN

You have the **power of restriction**. Whenever you are the attacker, you may pay 1 Lucre and declare a "privileged attack". No allies may join either side and your opponent may spend no Lucre.

**History:** The original Illuminati, their goal is simply raw power. Even subtler than their fiendish counterparts, the Bavarian Illuminati easily and quickly finish their actions before their enemies know it.

Use only in Cosmic Illuminati.

Optional



# TRIANGLE

REARRANGES BASES

Cedric Chin

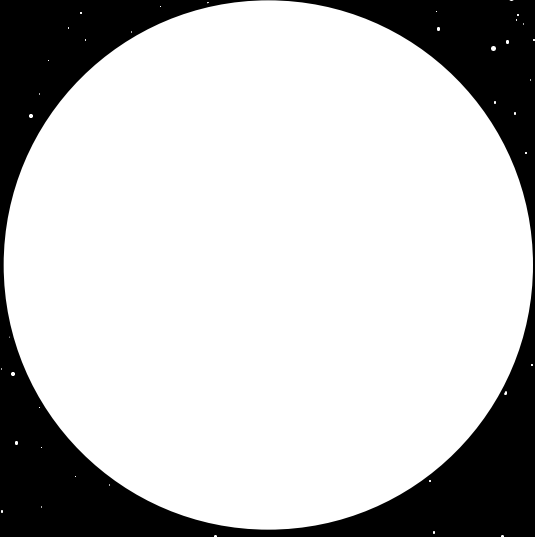
## TRIANGLE

You have the **power of reorganization**. Whenever you are a main player, anytime before cards are played, you may move one of your planet bases to any planet or moon, or one of your moon bases to any moon. You may not remove bases from your home system if this causes you to lose your power.

**History:** Sinking ships is just a sideline to the Triangle. Their philosophy is to insure control by taking over many different types of groups. Their power is to reorganize their power structure freely.

**Use only in Cosmic Illuminati.**

Optional



# SOCIETY

NEUTRALIZES FOR REFUSING TO ALLY

Cedric Chin

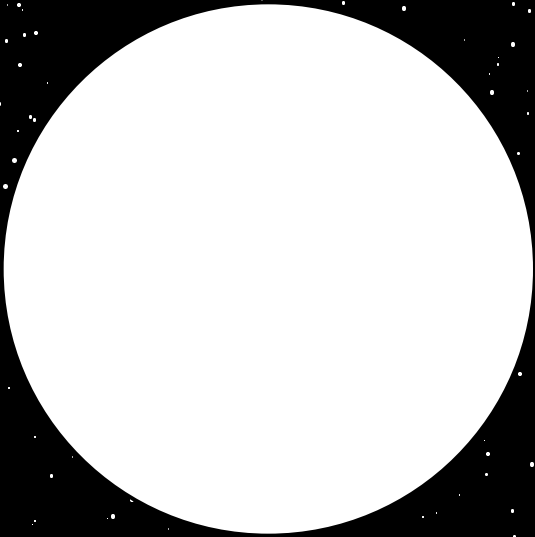
## SOCIETY

You have the **power of warning**. If a player refuses to ally with you and allies with your opponent, you may either neutralize one of his powers for the duration of the challenge, or choose one of his tokens and send it to the Warp.

**History:** Survivors of the ancient forebears of the Illuminati, the Society of Assassins specialize in covert removal of their enemies. Often they do not need to act... the mere hint of their displeasure is enough to remove a foe. The ancient warning of the Assassins, a dagger left on the rival's pillow, has made kings tremble.

**Use only in Cosmic Illuminati.**

Optional



# SERVANTS

DESTROYS HOME SYSTEMS

Cedric Chin

## SERVANTS

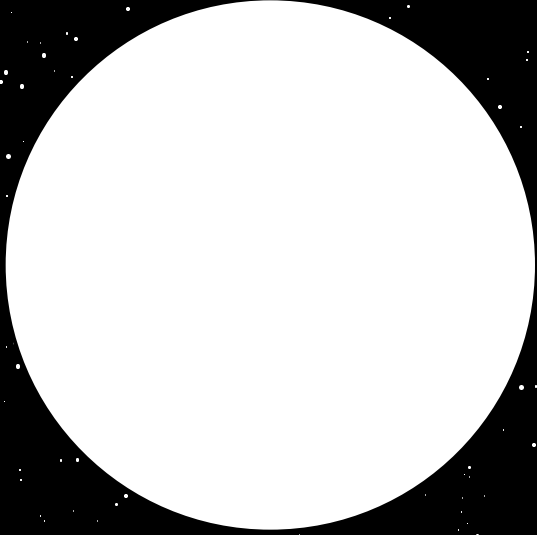
You have the **power of destruction**. If you win as an attacking player, and are attacking one of your opponent's home bases, he loses an additional home base of his choice to the Warp.

**History:** Students of things man was not meant to know, the Servants seek to destroy, destroy, destroy!!!

**Use only in Cosmic Illuminati.**

Optional

Cedric Chin



RECEIVES LUCRE EVERY CHALLENGE

# ZURICH

## ZURICH

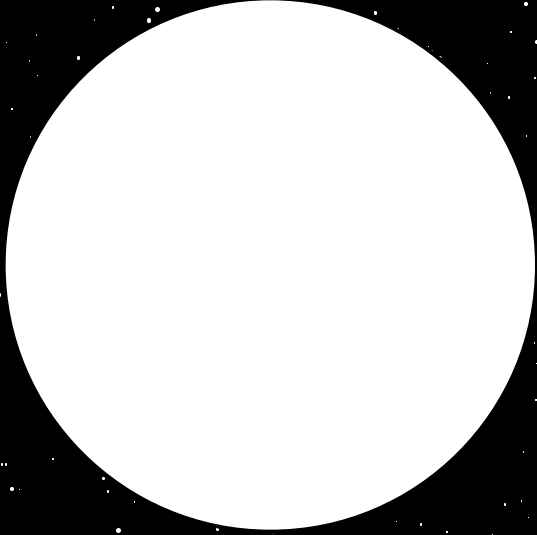
You have the **power of income**. Whenever you become a main player, you receive your Lucre as if you had started your turn.

**History:** The money-masters of the world, the industrious gnomes of the Zurich have the highest income and the greatest hoard.

**Use only in Cosmic Illuminati.**

Optional

Cedric Chin



TAKES TWO TURNS

# UFO

## UFO

You have the **power of speed**. You may have two consecutive turns instead of one.

**History:** Their aims shrouded in secrecy, the UFO advantage is speed.

**Use only in Cosmic Illuminati.**