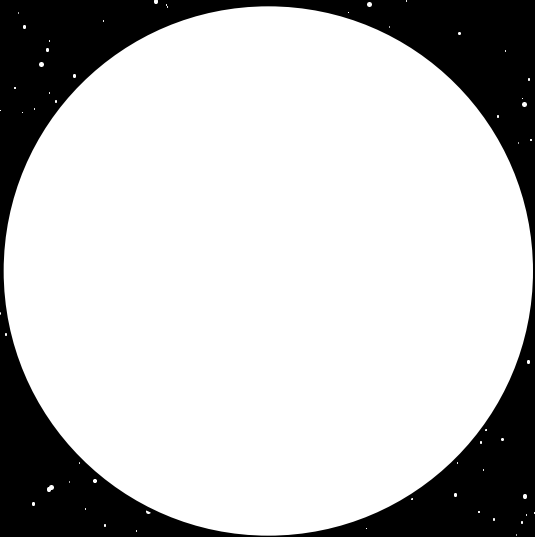


Optional



Jack Reda



CANCELS MOON EFFECTS

ECLIPSE

ECLIPSE

You have the **power to obscure**. Once per challenge, you may eclipse one moon. The moons effects are nullified during the challenge.

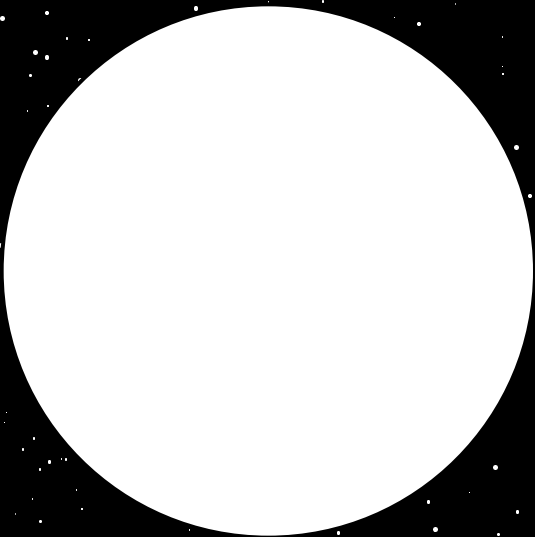
History: By obscuring as much of the cosmos as possible, the eclipse have reigned successfully in a dark and dismal setting. Without the aid of troublesome moons, other aliens are easily obscured themselves.

Use only in a game with moons.

Mandatory



Jack Reda



ADDS OR REMOVES MOONS

ASPECT

ASPECT

You have the **power to wax or wane**. Each time the Destiny pile is flipped, you must immediately wax or wane a moon in that system. To wax, you draw a moon at random from those not being used (without looking at it), and add it to that system. To wane, you remove any moon in that system from the game (if occupied, tokens return to bases). You must alternate between waxing and waning (if you waxed the last challenge, then you must wane on the next). You may look at any moon in your system at any time. Removed moons may not re-enter the game.

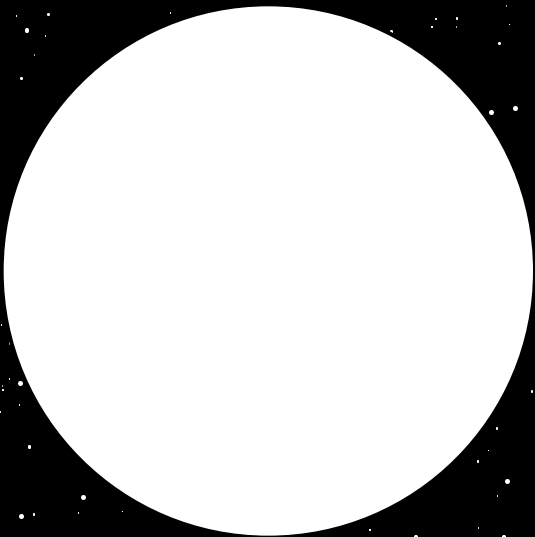
History: The Aspects revered and worshipped their moon as a god. When it cycled through its phases, the Aspects cycled with it. During the waxing season, they grew into a procreative frenzy, then during the waning season, they went on a destructive rampage. Upon learning of the existence of other moons, they felt compelled to share their religion.

Use only in a game with moons.

Mandatory



Jack Reda



WARP TOKENS LAND ON A MOON

APOLLO

APOLLO

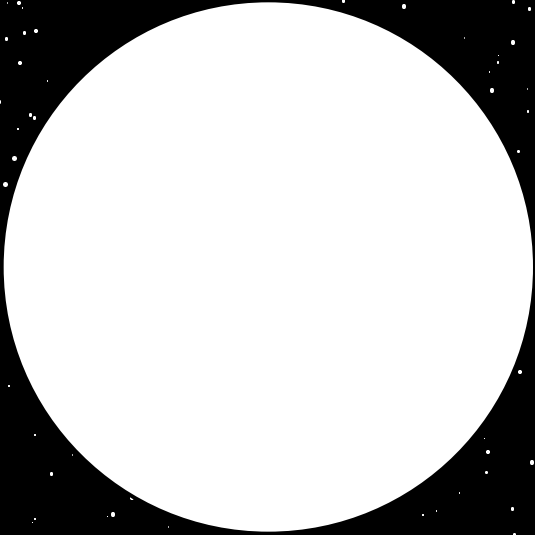
You have the **power of advent**. Whenever you lose tokens to the warp, immediately place these tokens on a moon in the warp. Follow the instructions on the moon. When you vacate a moon it is discarded. Moons that have no affect on the game due to being in the warp (i.e., Moon Wraith) are considered worthless.

History: Weilding a feverish respect and obsession for moons, the Apollo can harness the lunar power even in death. What started as a quest for knowledge has now become a tactical advantage.

Use only in a game with moons.

Jack Reda

Optional



PULLS MOONS

GRAVITY

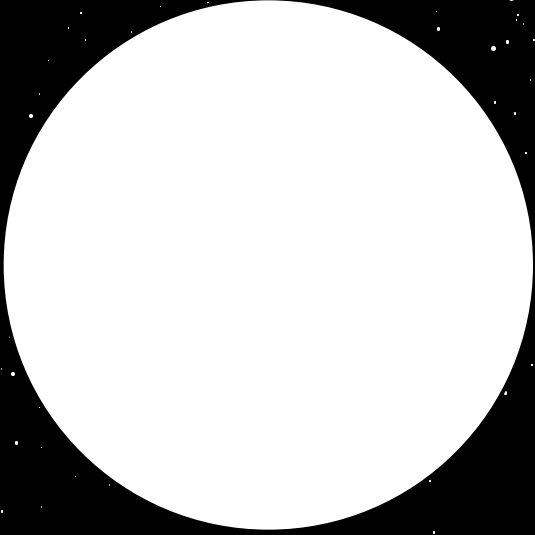
You have the **power to pull**. Every time your color is flipped in the destiny pile, you may pull a moon (occupied or not) to your system. When you have more than two moons in your system, you may move moons to other players' systems when their color comes up in the Destiny Pile.

History: The Gravity existed for millenia in the orbit of a colossal dark star. All manner of debris was pulled into its unrelenting control. Later, the Gravity extended its influence to the far reaches of the galaxy. Since then, Gravity has been bringing everyone down.

Use only in a game with moons.

Matt Stone

Mandatory



PLANETS ARE MOONS

LOONY

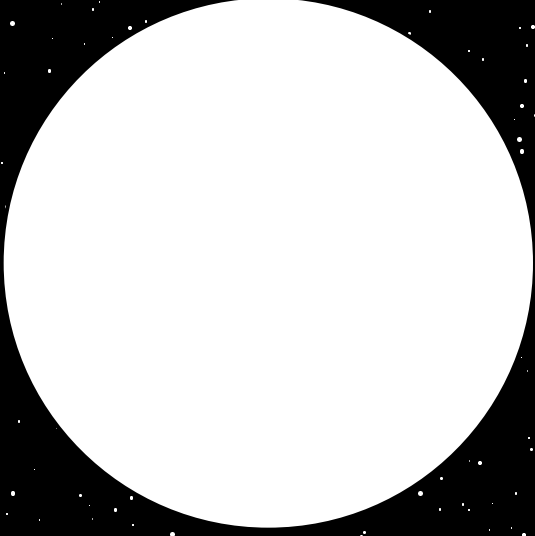
You have the **power of planet moons**. At the start of the game, place a moon face down on every planet. No player may look at them. Before the first turn of the game, look at the planet moons you "occupy" and reveal non-secret ones. You may reveal secret planet moons you "occupy" at any time. Intermittent planet moons take effect in the order of your choice, then Continuous ones. Whenever you land tokens on a planet, the planet moon takes effect as if you occupied it. You may replace one planet moon per system upon first landing there. Planet moons are not normal moons. They are not affected by New Moon, Moon affecting powers or Flares, etc. A Cosmic Zap stops an Intermittent planet moon or consequences of a Continuous one for that challenge only. If you get this power from another player, look at unrevealed moons on planets you "occupy" and reveal non-secret ones as if starting the game.

History: As other races conquer worlds for universal domination, they overlook the small satellites that orbit them. The Loonties exploit these natural resources.

Use only in a game with Moons.

Jack Reda

Optional



CHANGES CARDS PER MOONS

LYCANTHROPE

You have the **power to shapeshift**. Whenever you occupy any moons, you may transform different cards depending on what type of moon you occupy. Full = transform any flare into a Kicker 4. Half = transform any edict into an attack 15. Crescent = transform any reinforcement into an additive kicker. Cheese = transform any card into a compromise. You may shapeshift only once per challenge.

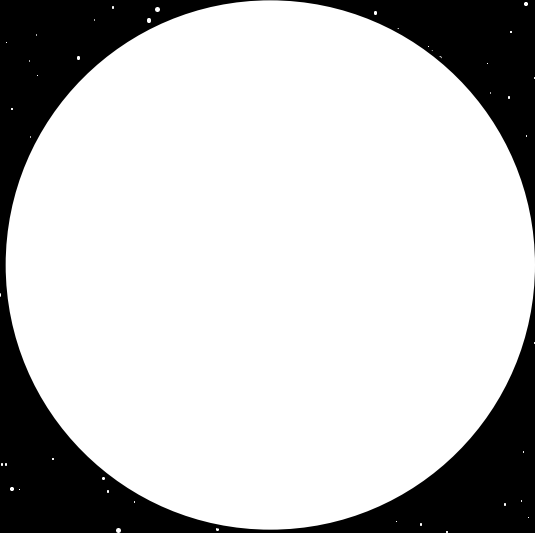
History: Having been slaves to the constantly changing nature of moons, the Lycanthropes were eventually able to turn the power to their advantage. Without warning, they can become a savage tool of destruction.

Use only in a game with Mayfair-style moons.

LYCANTHROPE

Jack Reda

Mandatory/Optional



PHASE

CYCLES MOONS

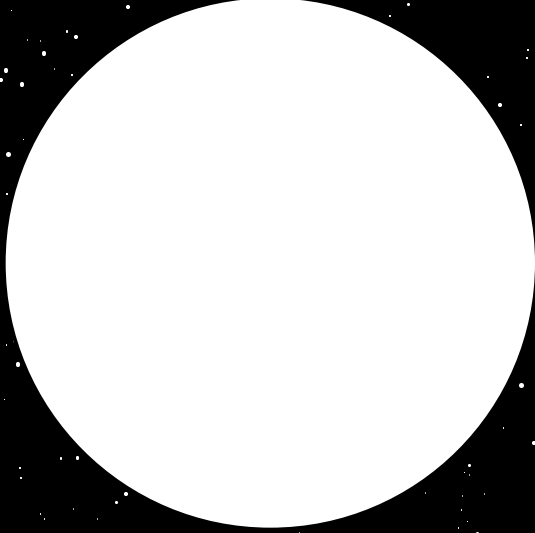
You have the **power of change**. At the start of the game cover each planet in your system with a moon. On each turn, flip one moon over and play its results (starting with the far left moon). Each subsequent turn, reveal the next moon, and flip the previous one back over. You need not reveal secret moons. If you occupy a moon, you may elect not to reveal it when its turn comes up. You may look at any moon at any time. Other players must use the moons effects if they occupy the base, but may not look at the moon ahead of time. More than one player may occupy. The moon is only revealed during its phase. You may look at any moon in your system at any time.

History: By understanding the constant changing faces of their system, the Phases have quickly adapted, and harnessed the power of change. The uncertainty of a moon's nature keeps most adversaries at bay.

Use only in a game with moons.

Jack Reda

Optional



SKEIN

REPLACES MOONS

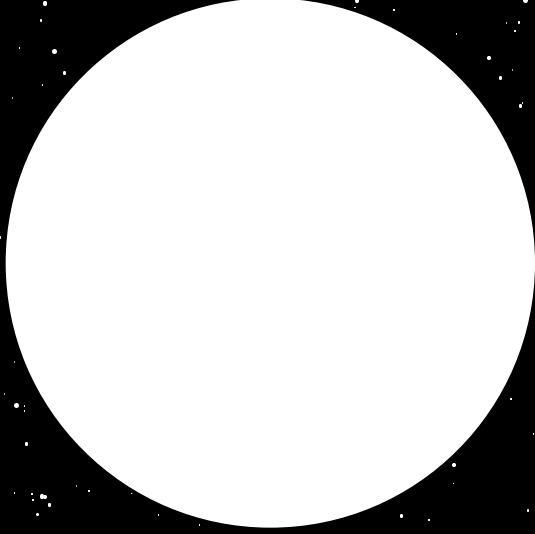
You have the **power to unravel**. Whenever anyone removes tokens from a moon base, be it willingly or not, you may immediately replace the moon with an unused one. If occupied, its new effects take place immediately. You may not look at new moons that are placed into other players' systems.

History: By unraveling the very fabric of the universe, the Skeins have discovered another one underneath. This knowledge has given them an advantage by forcing others to constantly forge into the unknown.

Use only in a game with moons.

Jack Reda

Optional



TIDE

ADDS TOKENS ON MOONS

You have the **power to fluctuate**. Whenever you occupy a moon, you may add or subtract the number of tokens on the moon (or moons) to the defense of any planet in the same system- even if not involved, or already involved as a main player or ally. The tokens are not at risk. The new value may be added or subtracted at any time during the challenge. You must alternate between adding and subtracting. If you add on one challenge, you must subtract the next time you use your power.

History: Born on a planet with 42 moons (15 of which have their own moon, of which 3 have tertiary moons) the Tide have learned to use the gravitational pull of their moons to tremendous effect. This change in the relationship between celestial bodies and their moons is the source of unimagined power.

Use only in a game with moons.

SKEIN

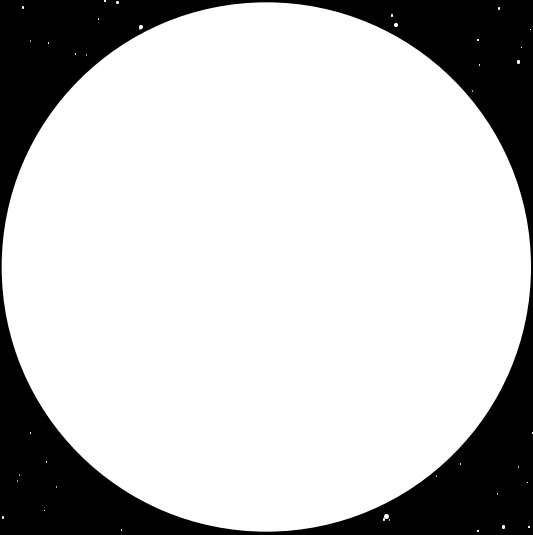
TIDE

PHASE

Mandatory



Cedric Chin



USES MOONS AS POWERS

ZAPPA

ZAPPA

You have the **power of moon units**. At the beginning of each challenge, draw a moon and use its effects, if possible, for the duration of the challenge. The number of tokens considered landing on the moon is equal to the number of home bases you have. Other players may not treat this moon as a moon.

History: A curious race dedicated to forms of communication and methods of appearance unknown to most of the universe, the Zappa not only wish to revolutionize the cosmos, but expunge disco as well.

Use only in a game with moons.