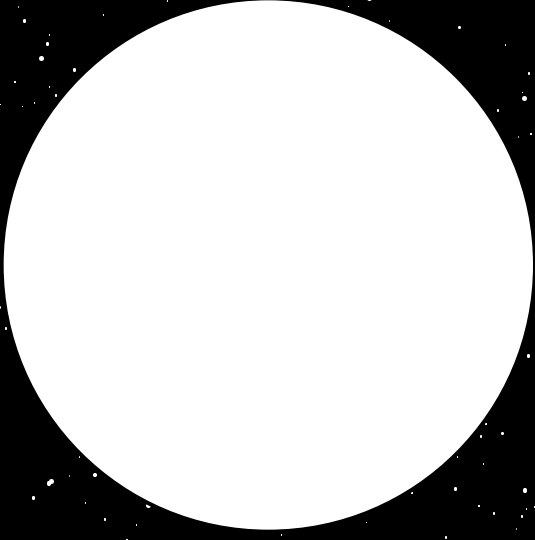


Mandatory



Ken Cox



MUST BE GUARDED

BRAWL

BRAWL

You have the **power to riot**. Each player who holds your tokens in his Prison must set aside an equal number of his own tokens from bases as "guards". Guard tokens may not be used in challenges, nor do they count as a base. When the number of your tokens that a player holds in his Prison increases, that player must immediately either set aside one guard for each new token or release all the new tokens to the Warp. When the number decreases, the player returns an appropriate number of guards to any of his bases (or to the Warp if he has no bases). A player holding your tokens in his Prison may release any or all of them to the Warp at the beginning of his challenge.

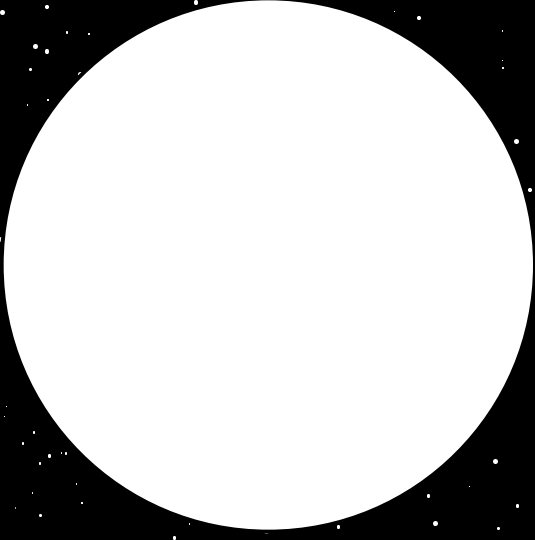
History: The Brawls recently gained their freedom from a cruel race that had enslaved them for centuries. Any reminder of their long confinement drives the Brawls into a frenzy. Their Cosmic captors often find it simpler to dispatch their captives than to devote the resources needed to restrain them.

Use only in a game with Prisoners.

Mandatory



Ken Cox



WINS OPPONENT'S PRISONERS

BASTILLE

BASTILLE

You have the **power to storm**. Whenever you win a challenge as a main player, in addition to the normal challenge outcome, the tokens in your opponent's Prison that belong to you and your allies are freed to their owners. You then receive the remaining tokens in your opponent's Prison and put them in your own Prison.

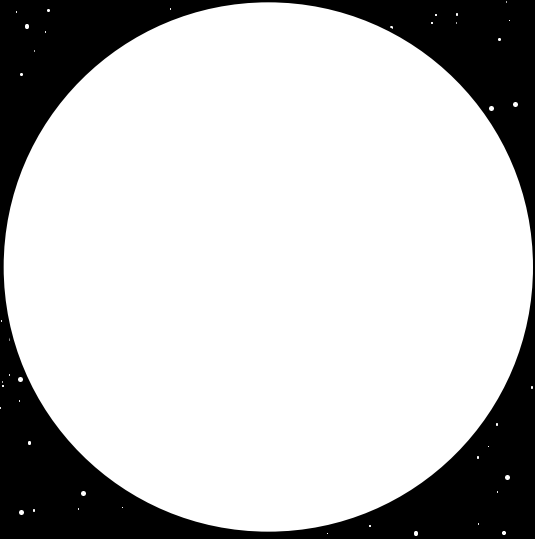
History: The simian Bastilles have an extremely high level of species solidarity. In any conflict, they devote a part of their force to the rescue of any of their comrades that are held by the enemy — and the seizure of other prisoners to further their aims of Cosmic dominance.

Use only in a game with Prisoners.

Optional



Jack Reda



ATTACKS PRISONERS

ATROCITY

ATROCITY

You have the **power of cruelty**. Whenever you are the offensive main player, you may opt to attack the defensive player's Star Disc, as long as there is at least one prisoner there. He must defend with zero tokens, but may call for allies. If you win, you may establish a base anywhere in that system. All prisoners (excluding your own) are sent to the Warp. Your prisoner tokens return to bases.

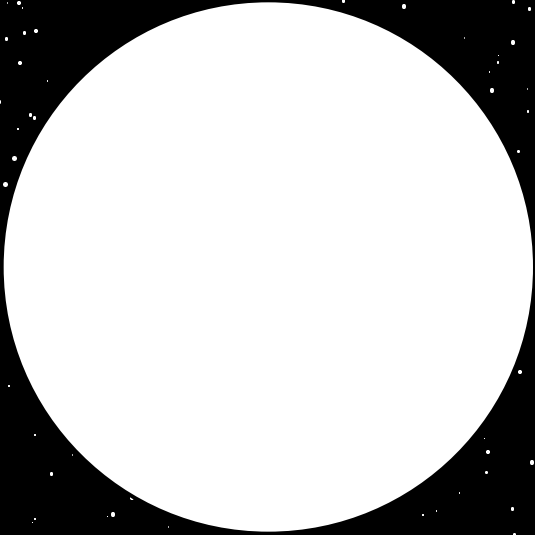
History: Adhering to an incomprehensible code of ethics, the Atrocity live and fight by their own rules. The acts of cruelty they commit, while heinous in the eyes of other races, seem charitable to the Atrocity.

Use only in a game with Prisoners.

Ken Cox



Optional



CHOOSES WARP OVER PRISON

CLAUSTRO

CLAUSTRO

You have the **power of volition**. Whenever any of your tokens would be imprisoned, you may instead choose to send them to the Warp (or eradicate them, if your opponent is the Void).

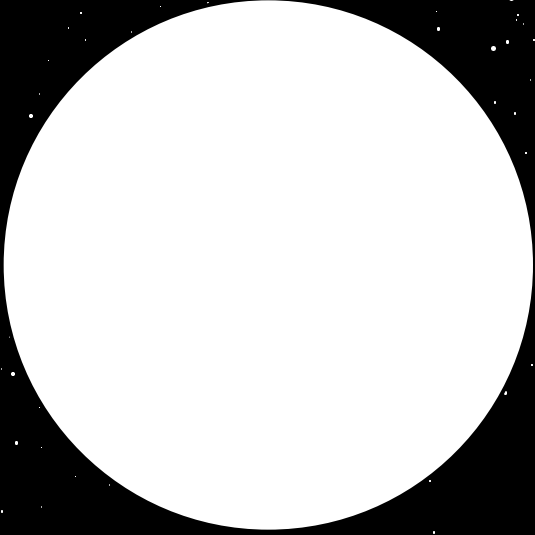
History: The corsorial Claustros run freely across the vast plains of their home world. Confinement is abhorrent to them, and they often say (in a sentiment shared by other races) "Give me liberty, or give me death!"

Use only in a game with Prisoners.

Ken Cox



Optional



CAUSES CAPTURE CHALLENGE

CLEMENT

CLEMENT

You have the **power of mercy**. You may convert any regular (non-capture) challenge into a capture challenge before allies are invited. This change may be overridden by the Victory or Death rulling.

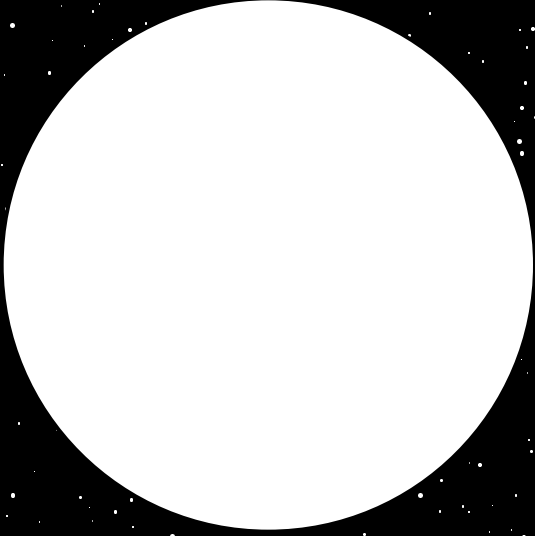
History: The ethically-advanced Clements are revolted by the waste and destruction of war. Their impassioned pleas for the preservation of life are generally heeded by the war-weary races of the Cosmos.

Use only in a game with Prisoners.

Ken Cox



Optional



COMPROMISE RELEASES PRISONERS

CONCESSION

CONCESSION

You have the **power of good faith**. In any challenge, any time before cards are revealed you may call "gesture". When you do this, if either main player reveals a Compromise card, after the outcome is determined that player receives all of his tokens that are held in his opponent's Prison (including tokens acquired during the challenge). Your power also applies if both players play Compromise cards, in which case they try to make a deal before the prisoners are freed. Players under Emotion Control are treated as having revealed Compromise cards.

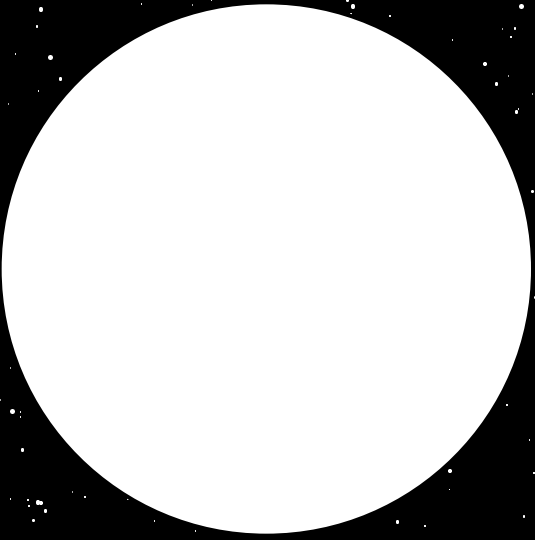
History: The benign Concessions are always looking for ways to increase harmony and understanding. When any of their Cosmic opponents offers to negotiate, they release that Alien's prisoners as a gesture of good faith. Other species, shamed by the magnanimous Concession, match their generosity.

Use only in a game with Prisoners.

Mandatory



Ken Cox



CAPTURES LOSING OPPONENT

FELINE

FELINE

You have the **power to capture**. When you win any challenge as main player, you seize the tokens that your opponent lost in the challenge (including Zombie tokens). Immediately propose any legal deal in which you return the tokens in exchange for random cards, Lucre, other prisoners, and/or a base. If your opponent accepts the deal, he gets the tokens back and may put them on any of his bases. If he refuses, put the tokens in your Prison. The tokens of his allies go to the Warp or your Prison depending on the challenge type; you do not deal with the allies. You must propose a deal, and your opponent must respond, even if one of you is Silenced.

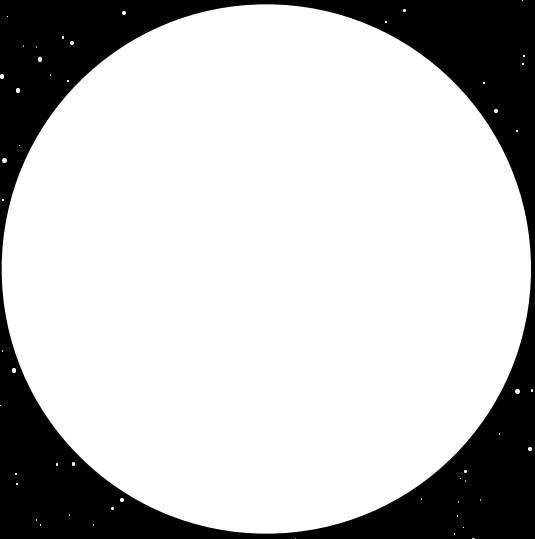
History: The carnivorous ancestors of the Felines captured their prey alive, taking delight in its helpless struggles. Modern Felines use the same techniques in battle, seizing their losing opponents and using them as pawns in deadly games of power politics.

Use only in a game with Prisoners.

Mandatory



Ken Cox



ADDS PRISONERS TO TOTAL

ENTHRALL

ENTHRALL

You have the **power to brainwash**. As a main player or ally, you add the number of tokens in your Prison to your side's total.

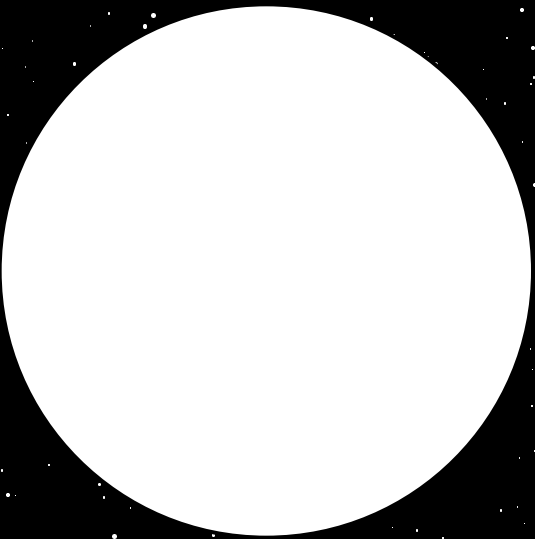
History: The Enthral are ruled by a dictatorship that uses advanced techniques of brainwashing – sensory deprivation, drugs, television advertising – to utterly control all behavior. Using the same hideous techniques, they turn captured prisoners into mindless machines that battle their former comrades and advance the Enthral's sinister plans for Cosmic control.

Use only in a game with Prisoners.

Mandatory



Jack Reda



TOKENS ARE NEVER TAKEN PRISONER

EAGLE

EAGLE

You have the **power of freedom**. Your tokens can never be taken prisoner. Whenever your tokens would normally be imprisoned, you may instead move them to other bases where you have tokens.

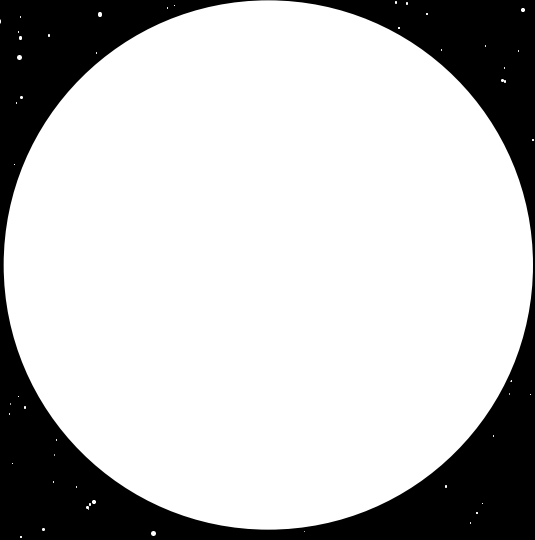
History: For generations, the Eagles were bred for speed, stealth and cunning, making them difficult to capture. They have adapted that innate prowess to their general existence.

Use only in a game with Prisoners.

Mandatory/Optional



Jack Reda



FREES OTHER PLAYERS' TOKENS

HOGAN

HOGAN

You have the **power to liberate**. Whenever other players' tokens are taken prisoner, you may immediately set them free. You gain one card from the deck each time you do (regardless of how many tokens are liberated). Freed tokens go back to their owners.

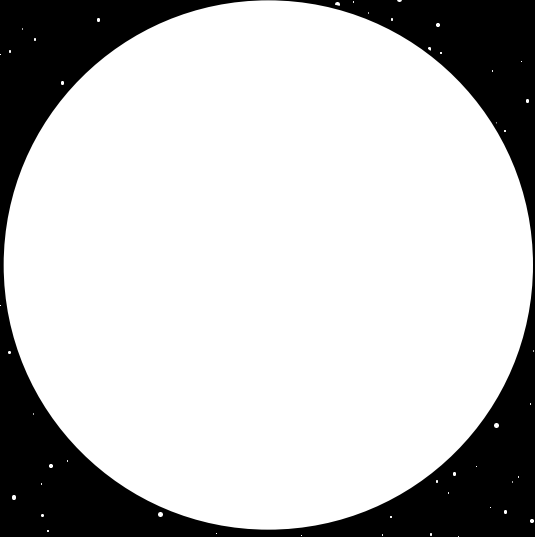
History: Having been taken prisoner early on and forced into various holding facilities, the Hogans were able to establish an underground network for escape. Now they casually set other aliens free when they are captured, simply to foil their enemies' plans (and gain a few rewards, of course).

Use only in a game with Prisoners.

Mandatory/Optional



Ken Cox



SALVAGES AND CHANGES RULINGS

GENEVA

GENEVA

You have the **power of rulings**. Whenever any other player plays or discards a Prisoner Ruling, you take it for your own hand. In addition, whenever you play a Prisoner Ruling, you may change it into any Ruling you name. After you play a Ruling, you must discard it.

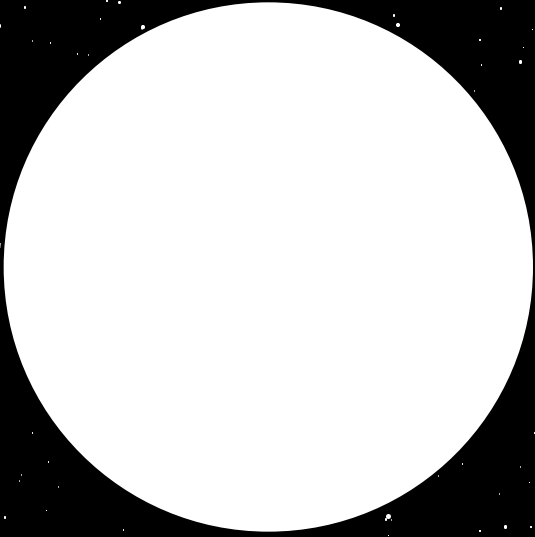
History: Feared by other races, the Geneva have in the past performed acts which implied near-omnipotent abilities. If they ever used even the tiniest part of their power, they could instantly seize control of the Cosmos; but for their own inscrutable reasons they only act in a few rare circumstances. Perhaps the Geneva view other races as children, whose behavior must be overseen until they mature.

Use only in a game with Prisoners.

Optional



Ken Cox



KEEPS OTHERS' PRISONERS

GAOLER

GAOLER

You have the **power to confine**. Whenever any player acquires new prisoners (but not when they are transferred from one Prison to another), you may demand all tokens other than your own. The player can either give you the tokens, which you then place in your own Prison, or pay you one Lucre and keep the prisoners.

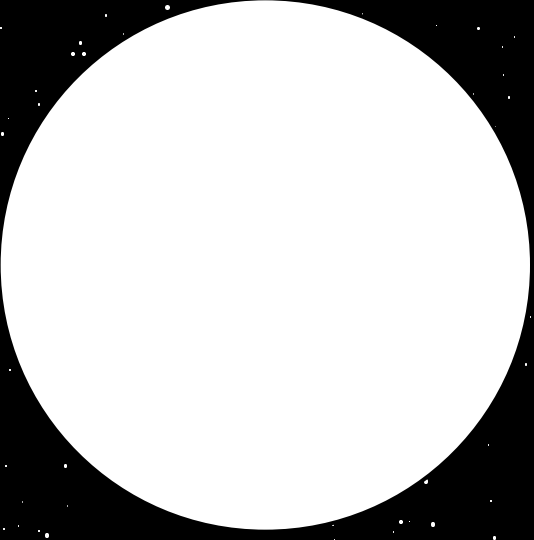
History: Horrified at the barbaric conditions in Cosmic Prisons (especially those of the Wrack), the Gaolers resolved to ameliorate the situation. They have constructed large, sanitary facilities where prisoners are maintained in comfort. The Gaolers now present their Prisons as a useful and humane service for which all Aliens should be grateful.

Use only in a game with Prisoners and Lucre.

Mandatory



Ken Cox



GAINS INFORMATION FROM PRISONERS

INQUISITOR

INQUISITOR

You have the **power to interrogate**. As a main player in a challenge, after allies commit but before cards are played you draw one card from your opponent's hand for each of his tokens that you hold in your Prison. Look at the cards, then return them to your opponent. Further, if any of the cards you draw are Challenge cards, your opponent must play one of those cards in the challenge if he can.

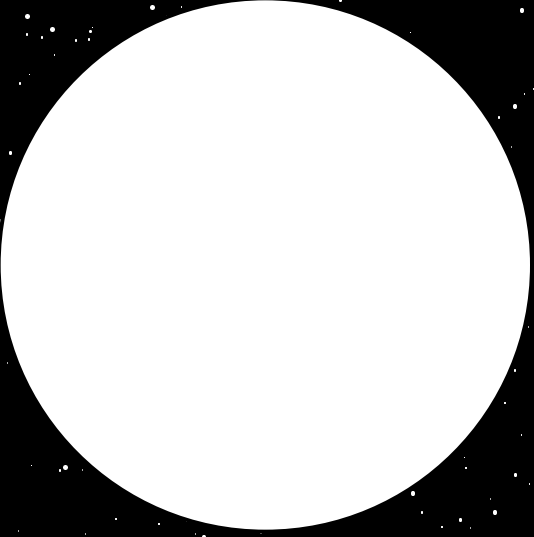
History: During millennia of tribal warfare, the Inquisitors developed highly effective techniques (mostly involving small bits of hot metal) for wringing battle plans from captured warriors. United now in a quest for Cosmic rule, the Inquisitors continue to use their skills to glean information from their adversaries.

Use only in a game with Prisoners.

Mandatory



Ken Cox



ESCAPES FROM PRISONS

HOUDINI

HOUDINI

You have the **power to escape**. At the start of each challenge in which you are the offensive player, remove all of your tokens from other players' Prisons and return them to your bases.

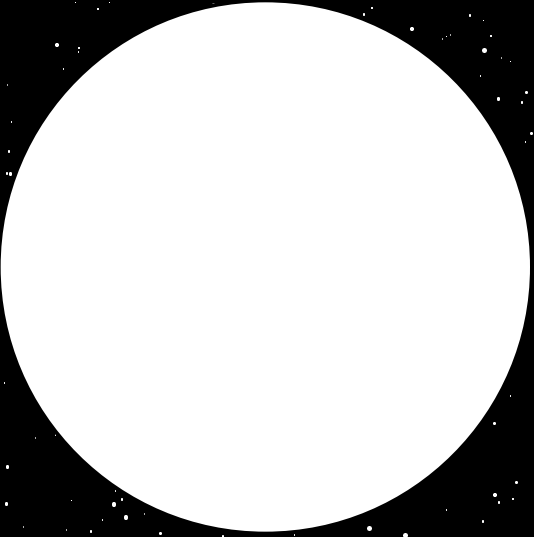
History: Able to convert themselves from matter to energy and back at will, the Houdinis are difficult to catch and harder to keep. More than one of their Cosmic adversaries has confidently sealed Houdini prisoners into a special Prison, only to find it empty when they next looked.

Use only in a game with Prisoners.

Mandatory



Cedric Chin



REMOVES PRISONERS FROM GAME

HOST

HOST

You have the **power of immunization**. Whenever you take prisoners and you do not have prisoners of that color in your Prison, they land in your Prison normally, but whenever you capture prisoners (except through a deal), and you do have prisoners of that color in your Prison, the captured prisoners (but not the prisoners in the Prison) are removed from the game. Your own tokens are not affected.

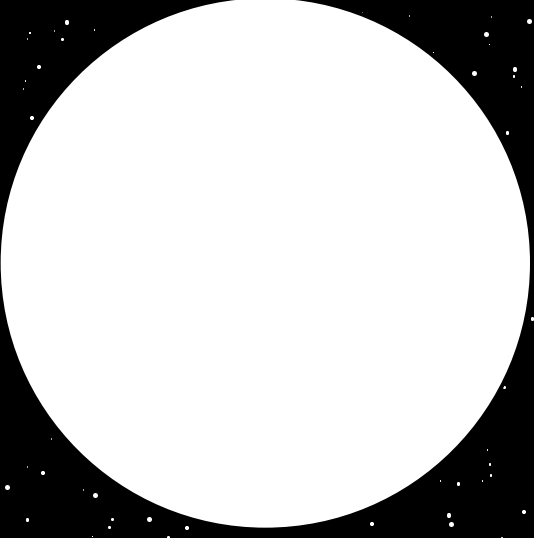
History: A biological construct, the Host assimilates the genetic code of their prisoners, turning them into vicious antibodies ready to destroy their erstwhile brethren.

Use only in a game with Prisoners.

Optional



Jack Reda



TAKES PRISONERS FROM THE WARP

MENAGERIE

MENAGERIE

You have the **power to collect**. Whenever you remove any of your tokens from the warp, you may also draw one token belonging to another player and take it prisoner.

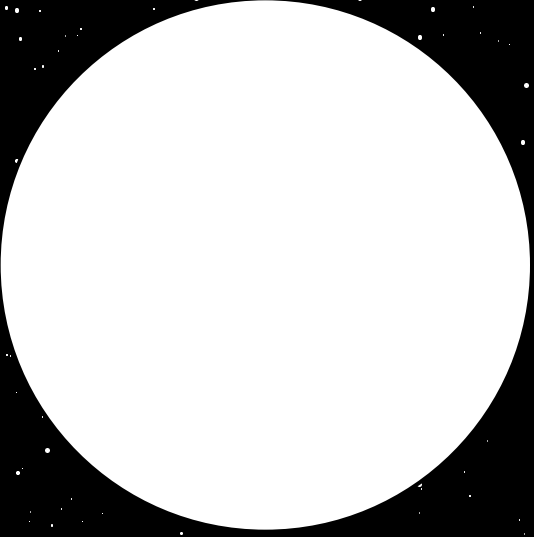
History: The Menagerie have always been fascinated by other life forms. So much so, that they have taken it onto themselves to capture specimens from as many alien cultures as possible, displaying them for all on their home worlds to see.

Use only in a game with Prisoners.

Mandatory



Ken Cox



GETS CARDS FOR PRISONERS

KNIFE

KNIFE

You have the **power of sacrifice**. As a main player in a challenge, at any time before cards are played, you may put any of the tokens in your Prison into the Warp and draw one card from the deck for each. The cards you obtain in this way do not reduce the number you may buy with Lucre. The cards are not subject to the Extortionist (you "officially" obtain them one at a time).

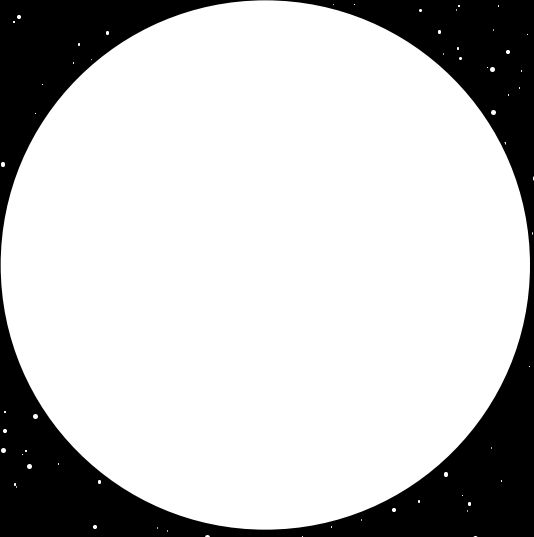
History: Backward and savage by Cosmic standards, the Knives hold bloody rituals in which captured prisoners are sacrificed to their goddess of battle. Other races would scoff at their beliefs — except that they seem to work.

Use only in a game with Prisoners.

Optional



Cedric Chin



QUESTIONS IMPRISONED OPPONENT

INTERROGATOR

INTERROGATOR

You have the **power of questioning**. Whenever you have another player's tokens in your Prison, you may ask the player one yes/no question for each of his tokens in your Prison, at any time before cards are played. After you have asked a question, place the token in the Warp. Your opponent must answer your questions truthfully. If it involves his intentions, he must decide then and subsequently abide by that decision.

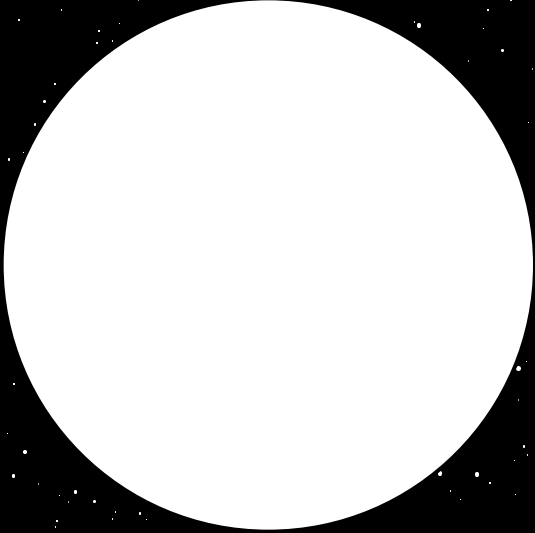
History: Fanged and fanatic, the dedicated and sadistic Interrogators sharpen the steely teeth in their leathery snouts. Dedicated to their beliefs, they shall make harsh masters over a miserable universe.

Use only in a game with Prisoners.

Optional



Ken Cox



CHANGES CHALLENGE TYPE

PHILOSOPHER

PHILOSOPHER

You have the **power to argue**. You may convert any challenge into one of the opposite type with respect to prisoners – i.e., convert a capture challenge to a non-capture challenge, or vice-versa – before allies are invited. This change may be overridden by the Take Prisoners and Victory or Death rulings.

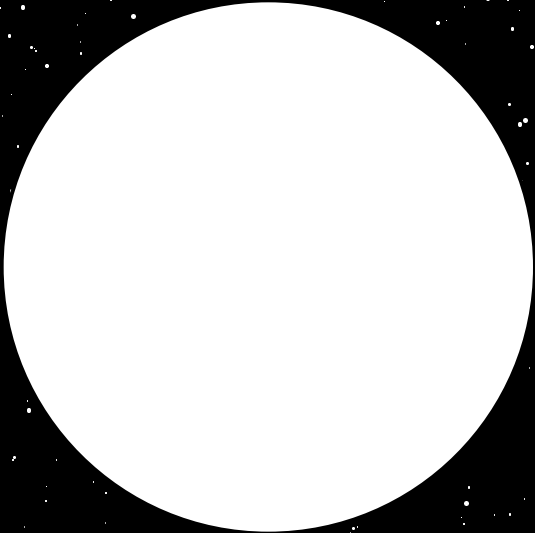
History: The Philosophers have spent millennia considering the thorny ethical problems of life and death. They are quite capable of droning on for hours and hours and hours on the subject, and when they suddenly shout "Ergo, killing one's opponents is wrong!" most Aliens agree rather than admit they had fallen asleep and missed the point. Amazingly, the Philosophers can do exactly the same thing but end with "Ergo, imprisoning one's opponents is wrong!", which may suggest something about their reasoning.

Use only in a game with Prisoners.

Optional



Ken Cox



THREATENS PRISONERS

OUTRAGE

OUTRAGE

You have the **power of atrocities**. Once per challenge, you may give an order to any one player who has a token in your Prison. If the player obeys the order, give him one of his tokens from your Prison; if he refuses, eradicate one such token (as per the Void). You may order a player to do any of the following: invite or not invite a particular other player to ally; accept or reject an invitation to ally; use or not use an optional power, giving the order immediately after he decides whether to use it or not; or not use a specific Flare, Edict, or Ruling (returning it to hand) immediately after he tries to use it. You only order one action per challenge, and the order lasts to the beginning of the next challenge. If a player attempts to obey your order but then is prevented from doing so (by the Magnet, Cosmic Zap, etc.) he still receives a token.

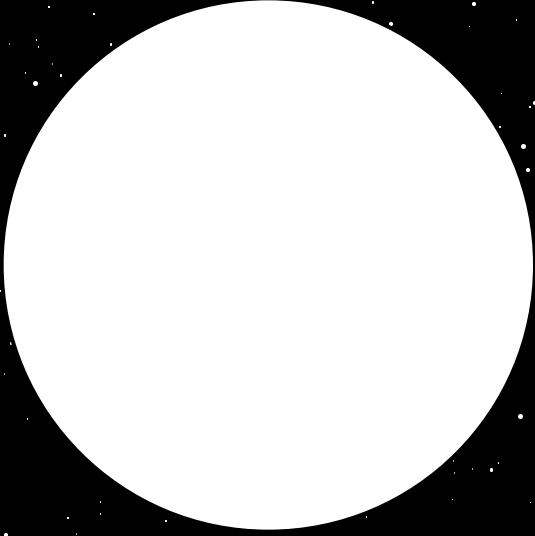
History: The Outrage hive-mind finds the attachment of other races to their life-units incomprehensible. Its inability to understand "individuality" does not prevent the Outrage from using the concept to compel behavior it desires from its Cosmic opponents.

Use only in a game with Prisoners.

Optional



Ken Cox



CAUSES NON-CAPTURE CHALLENGE

SLAUGHTER

SLAUGHTER

You have the **power of carnage**. You may convert any capture challenge into a regular (non-capture) challenge before allies are invited. This change may be overridden by the Take Prisoners ruling.

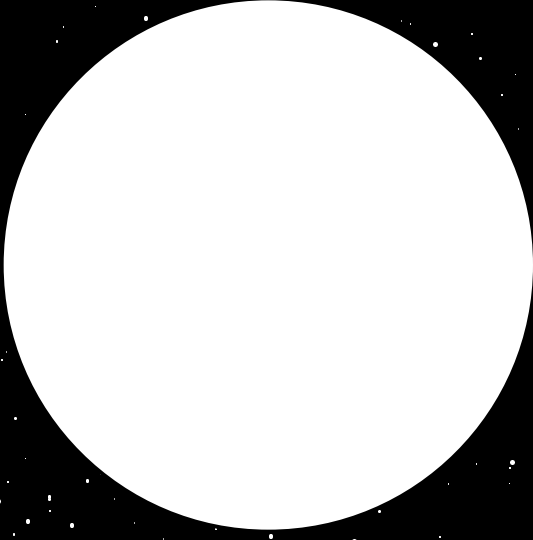
History: The ethically-backward Slaughters glory in the waste and destruction of war. Their impassioned pleas for the destruction of life are generally heeded by the war-hungry races of the Cosmos.

Use only in a game with Prisoners.

Optional



Ken Cox



VENDETTA

IMPRISONS FOR CONSOLATION

You have the **power to punish**. Whenever you are entitled to consolation from any player, you may take all of the consolation by imprisoning that player's tokens (thus, if you are entitled to a consolation of three cards, you may either take three cards or three tokens for your Prison). If you choose to take tokens, the player selects which of his tokens are imprisoned, taking them from his bases. You are allowed to take full consolation in prisoners even if the other player does not have enough cards to give you full consolation, and vice-versa.

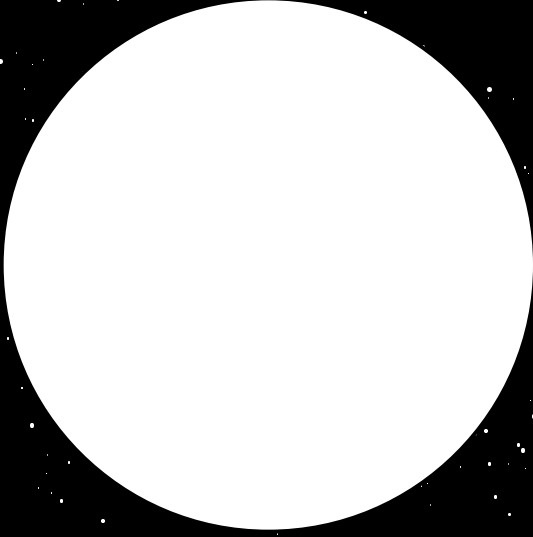
History: The Vendetta world was nearly destroyed by a war initiated when one of the parties to a peace conference brutally massacred the other delegates. The Vendetta remain scarred by the incident (radiation scars, mostly) and punish similar betrayals by taking hostages, whose suffering serves as a reminder to their Cosmic opponents of the danger of crossing the Vendetta.

Use only in a game with Prisoners.

Mandatory



Ken Cox



TOLL

CHARGES FOR USE OF CONE

You have the **power of fares**. In each challenge where you are not the offensive player, demand a fee of three Lucre from the offensive player when he first puts tokens into the Cone. If he cannot or will not pay (he is allowed to refuse your demand), take any one of his tokens from any base and put it in your Prison. You may not demand a fee from players other than the offensive player, nor may you demand an additional fee from the offensive player if he adds tokens to or removes tokens from the Cone.

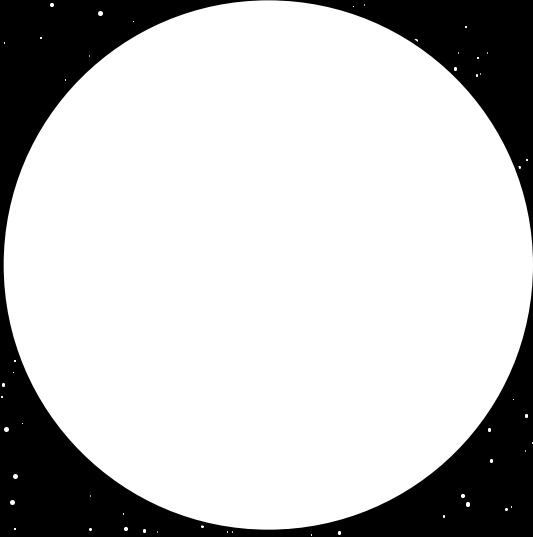
History: Masters of hyperspace technology, the Tolls have built huge Conic shunts which allow them to control interstellar travel. The Aliens caught in their hyperspeed traps have a simple choice – pay the Toll or go to jail.

Use only in a game with Prisoners and Lucre.

Optional



Ken Cox



SLAVER

BUYS AND SELLS PRISONERS

You have the **power to peddle flesh**. Before the start of each challenge, you may propose to one other player an exchange of prisoners for Lucre. You may either offer to sell the player tokens from your Prison, or buy tokens from his, but not both. Stipulate which tokens are involved, and the amount of Lucre; you may not specify more Lucre than the buyer has. The other player must either accept or reject your offer. If he accepts, implement the exchange immediately. If he declines to sell tokens to you, nothing further happens. If he rejects an offer to buy tokens from you, you may allow any of the other players to purchase the tokens for the requested price (if several players wish to buy, you choose one). If no one wants the tokens, or if you do not want to sell them to other players, you may put the tokens into the Warp and draw one Lucre from the box per token.

History: The Slavers view life as a resource like any other, to be exploited for their own profit. Their flesh-peddling is both a blessing and a curse to their Cosmic opponents, who can sometimes recover lost comrades but often find the moral stain (and the price) too great.

Use only in a game with Prisoners and Lucre.