



FLARE
Power of Sneakiness

ESPIONAGE

Wild: Whenever someone takes cards from your hand for any reason (consolation, Extortionist, Mutant, part of a deal, etc.) and you still hold this card after the draw, you may play this card and "reclaim" one of the cards taken from you.

Super: If caught performing Subterfuge, you may play this card to make the cheat you were caught doing "stand," though you must still pay one lucre and one token to the warp. You may not use this card to give anyone an instant win.

Subterfuge



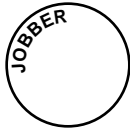
FLARE
Power of Morality

MORALIST

Wild: When someone is caught performing a Subterfuge, you may intervene as you had successfully performed the Subterfuge yourself, with no penalty. Discard after use.

Super: You may use any Subterfuge card you hold.

Subterfuge



FLARE
Power to Resell

JOBBER

Wild: Use this card as any card that has already been played. Discard after use.

Super: You may play a Subterfuge card as any card, even if you already used as a specific card already.

Subterfuge



FLARE
Power of Exemption

PROVISO

Wild: Ask any player for a Subterfuge card. If they have one, they must give it to you. Discard after use.

Super: You may perform Subterfuge secretly as many times per challenge as you can without being caught. If caught, you must still discard the Subterfuge card.

Subterfuge



FLARE
Power to Improvise

MACGUYVER

Wild: This card may be used as any kind of Subterfuge card. Discard when you are caught.

Super: You may repeat the kind of card you use to improvise, as well as which kind of Subterfuge card it represents.

Subterfuge



FLARE
Power to Penalize

REFEREE

Wild: When a player is caught performing Subterfuge, you may select any one of their tokens to send to the warp. Discard after use.

Super: Penalized tokens are ejected from the game.

Subterfuge