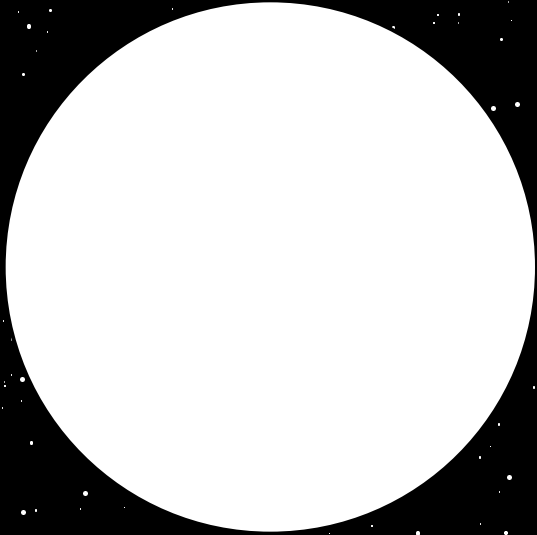


Silver

Optional



USES SUBTERFUGE

ESPIONAGE

ESPIONAGE

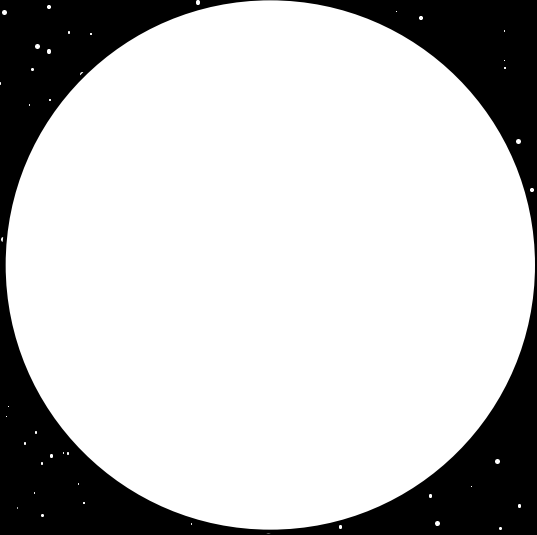
You have the **power of sneakiness**. As long as you have one or more Lucre in your bank and use of this power, you may perform any Subterfuge for which there is a card already. If caught performing Subterfuge with this power, you lose one Lucre to the bank and one token to the warp (you select which token), and must undo the act you were caught doing (though you need not admit to any other acts). If you have a Subterfuge card in your hand, you may perform that Subterfuge "normally" (i.e. you do not have to have any Lucre to perform it, and the penalty for being caught is discarding the card rather than losing a Lucre and a token). You may only use your power once per challenge.

History: The Espionage toyed with the idea of playing by the rules for a short while. Logic decreed that they should use their power for good (their own good, that is). With that, they took to swindling the rest of the cosmos for all it was worth.

Use only in a game with Subterfuge and Lucre.

Jack Reda

Optional



COLLECTS & TRANSFORMS SUBTERFUGE

JOBBER

JOBBER

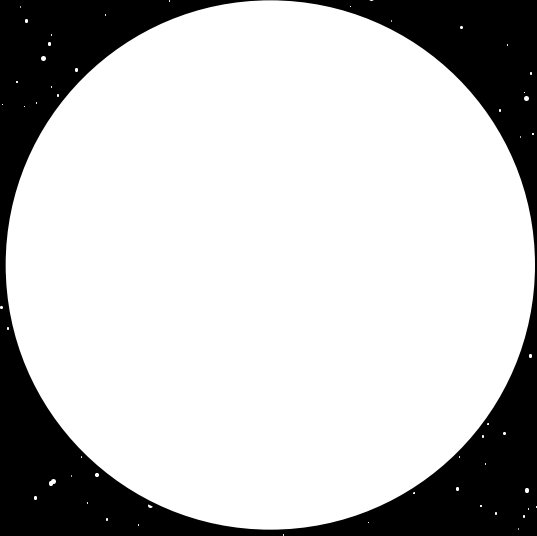
You have the **power to resell**. Whenever any Subterfuge cards are discarded, you may collect them, and place them in your hand. At any point in the game, you may use any Subterfuge you hold as any card in the game. Declare the card's new value when it is revealed. You may not repeat a value you have already used. You may not collect Subterfuge cards you discard.

History: Having experience with performing low, mercenary work in office, politics, and intrigue, the Jobbers turn official or public business to private advantage.

Use only in a game with Subterfuge.

Jack Reda

Optional



USES OTHER CARDS AS SUBTERFUGE

MACGUYVER

MACGUYVER

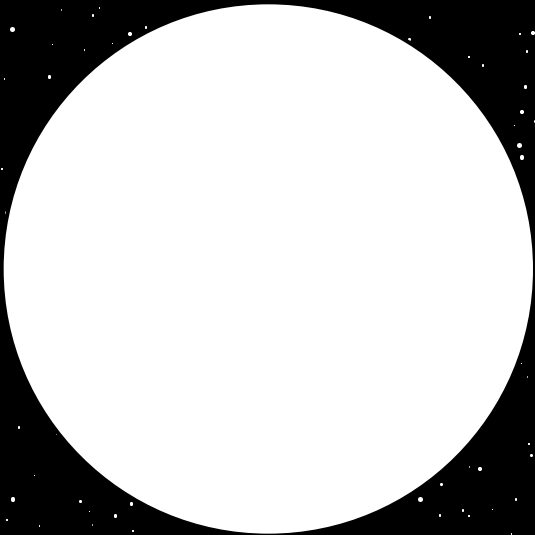
You have the **power to improvise**. Throughout the game, if you do not have any Subterfuge cards in your hand, you may use another type of card as the Subterfuge of your choice. You must place a card in front of you face down to signify which type of card is being used (i.e. an Attack Card, Compromise Card, Kicker, Flare, etc.). This card is still considered part of your hand. Once you are caught performing a Subterfuge, you must discard this face down card. Then you must choose a different type of card to use as Subterfuge. You may not repeat a type of card until you have exhausted all types that appear in the deck. Additionally, you must rotate through the types of Subterfuge before repeating one. If you hold any real Subterfuge cards, you are limited to using those until they are discarded.

History: The MacGuyvers have a long history of finding themselves in sticky situations, with only their wits to help them escape. Making use of any and all materials at their disposal, they have managed to cheat death at every turn.

Use only in a game with Subterfuge.

Mandatory

Jack Reda



PENALIZES SUBTERFUGE USE

REFEREE

REFEREE

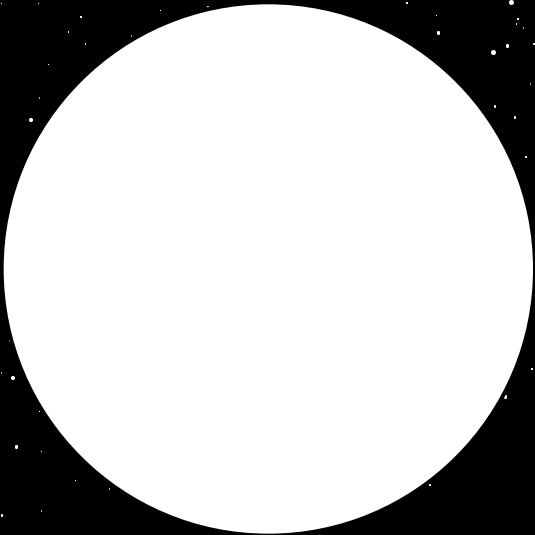
You have the **power to penalize**. Whenever a player is caught performing a Subterfuge, you may select one of their tokens to sit in the "penalty box". The token is removed from play until the next time that player is the offensive main player. They may free their penalized token in lieu of raising one from the warp.

History: The Referees monitor the cosmos for anyone that strays from the intergalactic rules of engagement. Sequestering the offenders from the masses allows the Referees to maintain the balance of power, keeping them in the lead. The Referees now encourage others to cheat by any means necessary.

Use only in a game with Subterfuge.

Optional

Jack Reda



MAY OPENLY PERFORM SUBTERFUGE

PROVISO

PROVISO

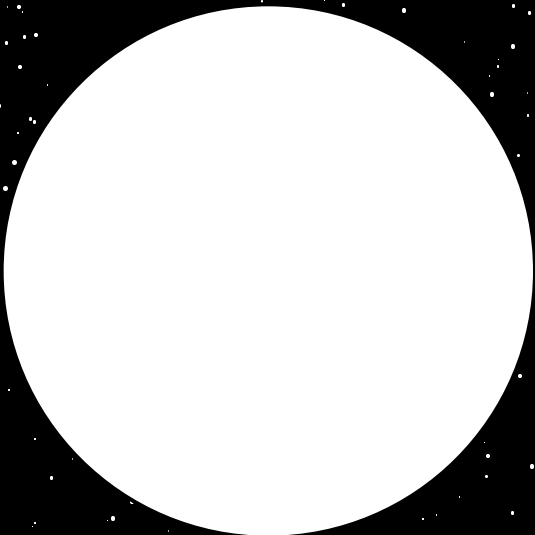
You have the **power of exemption**. You may openly perform any act of Subterfuge, so long as you hold the appropriate card. You do not suffer any penalty for being caught. You may only perform Subterfuge once per challenge.

History: Through a complicated series of legal amendments, proposals, and deals, the Proviso have gained diplomatic immunity from every culture in the universe. They are free to lie, cheat, and steal with impunity.

Use only in a game with Subterfuge.

Mandatory

Jack Reda



IS ABOVE USING SUBTERFUGE

MORALIST

MORALIST

You have the **power of morality**. You may not use any Subterfuge card you receive. However, whenever any player is caught performing a Subterfuge, you gain a reward of either a token from the warp, or a card from the challenge deck. There is no limit to the number of rewards you may receive in a challenge.

History: The Moralists live by a strict code, refusing to deviate from the rules. They know that virtue is its own reward, and happily accept the fringe benefits of not cheating.

Use only in a game with Subterfuge.