



FLARE
*Power to
Make War*

HAWK

Wild: After cards are revealed in any challenge, if a War card was played, you may declare all played challenge cards (on both sides) to be War cards.

Super: As an ally, if the main player you are allied with plays an Attack card higher than 10 (before any modification), you may declare it to be a War card instead.

War Cards



FLARE
*Power of
Demonstrations*

PEACENIK

Wild: Whenever a main player in any challenge (other than yourself) plays a War card, you may transfer some or all of your Compromise cards from your hand to his.

Super: Whenever the offensive main player in any challenge (other than yourself) plays an Attack card and wins the challenge, you may immediately move three or more of your tokens to any one of his planet bases. He must then decide to either allow these tokens to remain, or else send all of your and his tokens on that planet to the warp.

War Cards