

http://www.ideabout.com/fan_design/in_progress/20111228_work.html
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Cosmic Encounter

current version before final edits re: Machine (we'll do a 3 option vote on that) and FFG alien rule style: http://www.ideabout.com/fan_design/in_progress/20111228_work.html



Fan Designed Cosmic Expansion Set - Current Work

Discussion



Christopher Aurel Oliveira Please don't use the word "Order" unless talking about the alien itself, it leads to so much confusion. Here, this wording works far better:

You have the power of Unity. You and any of your members cannot be cosmic zapped, and this power cannot be lost, stolen or copied.

As a main player, before allies are invited, you *may use* this power to offer your opponent "membership" in your group (unless it is the Machine). If accepted, place a member token on your opponent's alien sheet.

When both main players are members, no alliances are allowed under any circumstances, and revealed Attack cards become Negotiates.

A game win for one member is a win for all members.

When you are a main player, before allies are invited, your opponent may offer you a deal in order to renounce his or her membership. As part the deal you may request that member lose any number of colonies (returning ships to other colonies). There are no consequences for a failed deal, and the encounter continues from the alliance phase.

Yesterday at 12:46am · Like · 1



Bill Martinson "To accept, your opponent places any one of his or her ships on this sheet."

"If you accept the deal, send that player's ship from this sheet to the warp."

Yesterday at 9:37am · Like

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Bill Martinson I don't think you should start with the unzappability. It's confusing to be talking about "your members" before the paragraph that explains how you get members. Generally, powers are easiest to understand if the various parts are presented chronologically:

- * how to get members
- * what happens with members
- * how members renounce

Yesterday at 9:39am · Like



Mark Hazell When is the release date?

Yesterday at 10:13am · Like



Jonathan Wolf I couldn't find the discussion re: The Machine. Why was it decided that The Machine is incompatible with the Order?

Yesterday at 10:14am · Like



Bill Eberle there is a discussion thread for The ORDER started on Dec. 23 with 140 + comments below this discussion thread.

Yesterday at 11:09am · Like



Bill Eberle @Bill I do like using a ship vs a special "member token" ... planning to make that change with edits which include our decision re: MACHINE and THE ORDER.

Yesterday at 11:12am · Like

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Stephen Sloboda @Mark: They decided the Order wasn't good enough, so they added the "no zap" rule. Then it was said to be too good, so they had to ban using it with the Machine.

I'm still going to plug for my Monopolist idea. I don't think this power needs to offer indomitable power or any other kind of benefit other than the fact that it's a non-competition clause.

MONOPOLIST: The Power of Trusts

Game Setup: Give yourself a Trustee Card*.

As a main player, before allies are declared, you may use this power to offer a Trust to the opponent. If that player accepts, give them a Trustee Card.

Whenever both main players have Trustee Cards, no alliances can be offered or forcibly made. When encounter cards are revealed between two Trustees, they are changed to negotiate cards.

Trustees cannot target each other with Artifact Cards.

A game win for any trustee is a game win for you and all other trustees.

*Why have Trustee Cards? Well, the effect of "renouncing," or perhaps more accurately in this case, "breaking contract," isn't really relevant unless someone decides to become a member. Therefore, as the above alien power lacks a clause to break contract, the clause will be printed on the Trustee Card for their own personal reference.

Yesterday at 11:57am · Like



Bill Martinson Why waste card slots in the very last expansion for something that doesn't need them?

Yesterday at 12:39pm · Like · 1



Matthew Scrivner Have been away on Xmas holidays, so am late to the discussion, but thought I'd give my two cents: 1) Unzapability is lame, and sort of counter to the spirit of the game. What's the rationale? 2) A Machine-Order alliance is not unbeatable, just extremely challenging. I LIKE the occasional unfairness and imbalance in Cosmic, so even if such an alliance is quite powerful, it's not bulletproof, and it's not like it's going to happen in every game. If all expansions are on the table, it probably won't even happen every ten games...

Yesterday at 12:39pm · Like

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Christopher Aurel Oliveira If The Order wasn't unzappable it would really be a trash alien. It HAS to have some kind of benefit or there is no point in playing him. If you really want to ally with everyone and make deals, then just throw down negotiates, you don;t need an alien power for that.

Yesterday at 1:50pm · Like



Bill Martinson Christopher, I disagree. Just the basic ability to throw all your resources at making somebody else win and then get to win along with them has value, even if they are still zappable. (I'm not arguing it's a strong ability; I'm just saying it does have some strategic value.) It's just like kingmaking but you also get to win along with the king. In fact, maybe this alien should be called the KINGMAKER since that's largely what it does.

Yesterday at 3:47pm · Like · 1



Gerald Katz Put that way, re Kingmaker, it makes the power sound like Toady but now allowing for more than one Lord. I know it's not the same as the Toady power mechanics, just in spirit. I like Toady, but I'm still not enamored with this power. I guess I'm in the minority on that.

23 hours ago · Like



Bill Martinson Don't be so sure, Gerald. I'm trying my best to help it work properly from a mechanical perspective, but this concept is not something that would get chosen at my table. (I hope the final set will be a true player's-choice expansion and not be dominated by "novelty" powers like this that are interesting to design but don't get played much.)

18 hours ago · Like



Christopher Aurel Oliveira I liked the older version better but it was impossible to simplify to fit on an Alien Sheet, which is why I made that thread on BGG with the "Legion" power to use the discarded parts. I'd like to see powers like Gith, Viper, and my Nightmare get talked about, I think they are all solid ideas, and I have a more balanced version of Gith on that thread with the "8 fav homebrews".

13 hours ago · Like