

http://www.ideabout.com/fan_design/completed/aliens/greenhorn.html

http://www.ideabout.com/fan_design/in_progress/discussions/20111228_fb_talk_menu.html



Cosmic Encounter **shared a link.**

March 12

Re-Posting Greenhorn with Christopher's updated Flares:

http://ideabout.com/fan_design/in_progress/20121010_work.html

GREENHORN [Yellow Alert] Makes Convenient "Mistakes" [Yellow Alert]

You have the power of Ignorance. Whenever you have no encounter cards in your hand, you **/may use/** this power to draw a new hand (potentially continuing your turn if you are the offense).

Whenever you retrieve ships from the warp or are on the winning side of an encounter, you **/may use/** this power to place some or all of your retrieved or involved ships onto any of your home planets, even those where you did not already have a colony.

You **/may use/** this power to play certain cards outside the normal phase and/or prerequisite limits.

You may play reinforcements when not involved in the encounter; play rifts, Mobius Tubes, Plague, and Hand Zap as any player and during any phase; defer your play of a kicker until after encounter cards are revealed; and play Force Field any time before the resolution phase.

(As Any Player) | (Optional) | (All Phases)

Wild

When making a deal, you may trade nothing for nothing, or make a trade in which one of the dealing players gains two colonies (subject to normal agreement).

(Main Player Only) | (Resolution)

Super

As the offense, after destiny is drawn, you may choose any player who has a colony in the indicated system to become the defense. Have your encounter against one of his or her colonies in that system.

(Offense Only) | (Destiny)






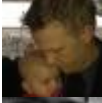
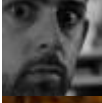
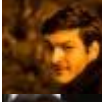
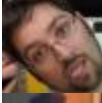
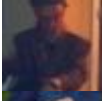

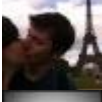

History

The Greenhorns are relative newcomers to the scene of Cosmic warfare. Feigning inexperience, they use their wiles to trick other races into allowing them to get away with everything in the book. Surely such room is all that is needed for these "newbies" to glide comfortably into universal dominance.

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Discussion



Jefferson Krogh I am amused. The new Wild make me chortle. The "no deal" deal is a concept I'm surprised we haven't seen yet in CE.

March 12 at 1:56pm · [Like](#) · 1



Jonathan Wolf What about some re-wording, like "You are always considered a Main Player, the Offense, the Defense, a Defensive Ally, an Offensive Ally, and not involved in the Encounter in regard to cards and race powers. In addition, you may play cards during any phase."

March 12 at 1:57pm · [Like](#)



Jonathan Wolf it's maybe a bit shorter and opens up the "convenient" mistake ability which is awesome, to a few drawbacks (such as being affected by a power that would not normally affect you)

March 12 at 1:58pm · [Like](#)



Jefferson Krogh That's more pity, but it's so wide-open that it might actually break the space-time continuum. I think it'd actually slow the game to a complete halt as you stop each phase to see how every power now affects Greenhorn or vice versa.

March 12 at 2:04pm · [Like](#)



Peter Olotka I like the nothing for nothing too. Greenhorn is very funny

March 12 at 2:10pm · [Like](#)

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Jefferson Krogh I just noticed the art. That's excellent. Did Christopher do that art, or someone else?

March 12 at 2:11pm · [Like](#)



Jonathan Wolf the problem with listing every specific card is that what if you come up with new cards? What about Tech cards? I think there'd be more reading and re-reading of the card as it is, since you have to check every specific card to see what you can do with it. I'm not saying my initial wording is perfect, but there's gotta be a more all-encompassing phrasing that would work without being broken.

March 12 at 2:14pm · [Like](#)



Jonathan Wolf Also, I like the Nothing for Nothing, but what about a more classic-filch styled Wild Flare: you can break any rule any time any where, but if another player catches you, you must lose X number of ships or cards.

March 12 at 2:16pm · [Like](#)



Andy Leber Greenhorn is great.

March 12 at 2:21pm · [Like](#)



Peter Olotka Hmm, the inadvertent misstep could be costly, but then the "inadvertent" might have been advertent...

March 12 at 2:28pm · [Like](#)



Jefferson Krogh Jonathan, I understand the appeal of what you're saying, but I think that would be too chaotic even for my tastes! I'm pretty happy with Greenhorn as it stands, but others may agree with your point of view.

March 12 at 2:29pm · [Like](#)

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Jonathan Wolf perhaps if the person making an actual inadvertent misstep called themself out first and fixed their mistake, they could avoid the consequences

March 12 at 2:29pm · [Like](#)



Peter Olotka The Greenhorn and the KLUTZ are kissin cousins..can't wait

March 12 at 2:31pm · [Like](#)



Peter Olotka A Greenhorn a Klutz and a Loser walked into a bar...

March 12 at 2:31pm · [Like](#)



Peter Olotka Makes me think that Cosmic should really have a BAR where aliens could meet up and settle differences (stick that in the set 5 possibilities bin).

March 12 at 2:33pm · [Like](#) · 1



Christopher Aurel Oliveira I did the art for the 3 aliens homebrews I submitted; Greenhorn, Guardian, and Nightmare. As you can see I got better with GIMP with each one.

March 12 at 2:44pm · [Like](#) · 1

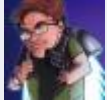


Peter Olotka All Art will passed on to Felicia Cano as suggested direction

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Wyatt Jamison I don't really care for the English Tshirt breaking both the theme and the 3rd wall. The name and art are good.

March 12 at 3:12pm · Edited · Like



Wyatt Jamison I have a somewhat similar custom CE alien power:

FRITTER-- Wins with No Encounter Cards

You have the power to Squander. When you have no encounter cards, instead of getting a new hand of cards during your start turn phase or the planning phase as the defense, USE this power to automatically win the encounter. If you have no cards at all, you win during the start of the planning phase. If you have any remaining non-encounter cards, play one of them face down as-if it is an encounter card, then win after cards are selected but before they are revealed by showing that you have no encounter cards (including the one that was "played"). In this second case, any encounter cards played by the other player are discarded along with your remaining cards. Then draw a fresh hand of eight cards.

If this power is zapped and the zap cannot be prevented by any of your cards (including the one that was "played") or is not prevented by some other means, discard your remaining cards and draw a fresh hand of eight. Any encounter cards just played by the opponent are returned to them without being revealed, then proceed with the encounter as normal from the beginning of the planning phase.

Additionally, in lieu of normal defender rewards, you MAY USE this power to discard exactly one card from your hand (despite the number of ships committed).

History:

Squandering their resources to produce cheap commercial goods to flood upon the cosmic marketplace has become a way of life for the whimsical Fritters. After much practice, they have found it possible to win over even the most hostile life forms with a concentrated barrage of assorted, shiny, well-packaged merchandise and targeted advertising.

Main Player Only-- Mandatory-- Planning Phase-- Novice

Wild Flare

When another player discards the remaining cards in their hand because they are out of encounter cards and need to draw a fresh hand, take any such discarded cards into your hand.

Super Flare

If you need to draw a new hand, only draw five cards instead of eight. Also, you may choose to draw any such cards from the defender rewards deck.

March 12 at 3:05pm · Like



Bill Martinson Have to agree with [Wyatt](#) on the T-shirt* (no English text on any non-human aliens, please!), and with [Jefferson](#) on the massive breakage that would certainly follow if something said you were an ally when you really are NOT an ally. Who are you allied with? Do both players have allies even though they don't have allies? What about effects that say "the offense does X" and there are TWO offenses? Even the Timing Rule wouldn't tell us who wins. So much breakage ... pay me minimum wage for one hour and I'll have 50 specific examples. I understand the appeal of making the wording short, but some things are just too open-ended and would require their own entire chapter in the FAQ.

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(*On the other hand, if an alien had a cheap-looking garment that was imprinted with a squiggle-rune, then a picture of a weird seven-valved alien circulatory organ, then some more squiggle-runes, that could be funny. But the key here would be /subtlety/.)

March 12 at 3:11pm · Like · 2



Patrick Doss what a great power

March 12 at 4:17pm · Like



Greg Filpus I'd expand clause #2 to "Whenever you return ships to your colonies...", which would also include being an ally when both players play Negotiate, completing Tech, and probably some things I'm forgetting.

The Super and the power altogether feel a bit weak to me. Here's a crazy idea for a powerful Super: "As a defensive ally, when your side wins the encounter you may put your ships on the targeted planet, establishing a colony if one didn't already exist." The obvious concern is that nobody'd invite Greenhorn on defense if they knew that was what the Flare did.

March 12 at 4:36pm · Like · 1



Jefferson Krogh I agree with both of Greg's suggestions.

March 12 at 4:40pm · Like



Phil Fleischmann Not bad. Seems pretty weak, though.

March 12 at 4:56pm · Like



Claes Marquard Enkegaard I like these wacky types. They are fun to play and offer great variety...

March 13 at 3:57am · Like