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Cosmic Encounter

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Discussion



[Stephen Sloboda](#) Can we do a new Tech card?

January 17 at 11:30am · Like · [1](#)



[Jack Reda](#) I like the idea of discussing things that don't already exist in CE. When the expansion is getting close to the wire, and we're tallying up the components- and we find there are a dozen or so cards left to fill out a run, then I think that would be a great time to look at adding in new existing things- like new Tech, Hazards, Artifacts, etc.

January 17 at 12:04pm · Like · [1](#)



[Jason Troutman](#) A new alternate win alien

January 17 at 12:26pm · Like

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o

Christopher Aurel Oliveira I think there could and should be a way to implement both moons and lucre in that they are both independent from one another and yet have built in functionality with each other in their text and rules should you choose to use them both at the same time.

January 17 at 4:10pm · Like



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Christopher Aurel Oliveira As for alien powers Id like to see more simple yet effective ones like Viper, Nightmare, and Portal discussed.

January 17 at 4:12pm · Like



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Peter Olotka We can go back to aliens or look at other aspects. We have plenty of time but any feature needs lots of time to be developed. As to old Eon content not yet in the game, I would rather imagine new content. If we get to the end and still need material, we could revisit left over Eon.

January 17 at 9:17pm · Like



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Stephen Sloboda One feature I kind of half-baked was the idea of commodities. When making a deal, unless alien powers invoke some sort of combo or someone wants to hold out for extra cards, the only thing that gets negotiated during a deal is whether or not you want to give each other a colony. So I was trying to think of something besides cards and ships that you know your opponent has that might encourage you to want to negotiate rather than attack them.

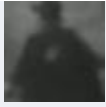
I don't know what the commodities would be, but they do need to have some inherent value, so that's one place to start. Maybe they're like, warp drive fuel or whatever and they allow you to have an additional encounter or get extra ships from the warp. Maybe they're rare minerals could be used to fabricate artifacts or help develop tech cards.

There's potential for a lot of similarity to Lucre. Where do you get commodities? Start with them and accumulate them each turn? Sounds familiar. And as much as I love Settlers of Catan, I don't want to just take one of its primary features and throw it sloppily on top of Cosmic. I'd like it to have more of its own identity.

Just throwing some ideas out there because the discussion isn't really going anywhere.

January 18 at 2:11pm · Like

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Stephen Sloboda Here's another idea. I kind of want to squeeze this feature on an alien power, cuz every game of Cosmic is supposed to be different and adding new rules is easier when they're all printed on an alien card.

So how about the commodities are "magical potions" that the alien sells or trades to would-be conquerors and explorers? He can offer them as part of a deal, or try to sell them to other main players before they go off to war; kind of like Philanthropist, but with... magical potions.

January 18 at 2:28pm · Like · [1](#)



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Jack Reda Sounds a bit like Hertz, which has sometimes had a hard time getting anyone to take his goods. Perhaps if there was something that the alien gave other aliens that was pretty good, and in lieu of other things like cards in compensation, or a colony.

January 18 at 5:42pm · Like



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Stephen Sloboda Yes, in fact, if possible, I would like them to be so good that if a player should purchase an excess of them, that other players might trade for them in a deal. But also for that it would have to be something that you'd want to hold on to, not just buy and use as soon as you got it.

January 18 at 9:37pm · Like



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Peter Olotka [Stephen Sloboda](#) OK - let's see if we can develop this further. Can it have a set of "chits" that have value. Pseudo lucre?

January 20 at 12:03pm · Like



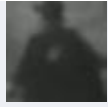
o

Chuck Feist Perhaps have different "chits" ranging from the serious to the ridiculous. from Force another player to get you a snack of your choice or lose some amount of ships. to Play any card from your hand as a 10 reinforcement card. etc.

January 20 at 6:02pm · Like

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Stephen Sloboda Are we leaning more towards the commodity idea or the magic potion idea? Because the more I think it about the magic potion idea, the more it seems like selling Artifact Cards. Like buying Cosmic Zaps from Ye Olde Cosmicke Shoppe. If we go the magic potion route, it might be easier to make them "exotic" Artifact cards rather than a new archetype that does the same thing. It's cool, but adds a lot of verbiage to the rules.

On the commodity side, I really want to try to encourage commerce. Like, that's a reason to make peace with someone and negotiate because there's a greater advantage to it than crushing them under your heel (which is my favorite strategy, so I'm kind of playing against type here). The problem is the idea of trading something you don't want for something that you do. If you don't want something, why did you get it in the first place? There has to be a degree of happenstance to create an environment for trading.

January 20 at 6:40pm · Like



Jefferson Krogh Answering Stephen's last post without being fully up to speed on the overall suggestion. You can let this alien start the game with all the artifacts. No, really. Not in his hand, but set aside and unavailable to all the players. How do people get these artifacts? By using magic potions. How do people get these magic potions? By doing something this alien wants that they wouldn't normally do.

January 20 at 10:00pm · Like



Peter Olotka That was my thought too. Or other goods as well Rewards deck, Techs. I like it as a deep Space General Store.... A cousin might run the Salvage Yard with Discards for sale.

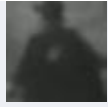
January 21 at 7:19am · Like



Ales Smrdel Why give one alien the power to hog all the Artifacts. Add "The shady corner at the end of the Universe" play board, on which all the artifacts are placed and give all players the same mechanic to get them by selling a commodity acquired through cosmic deck or reward deck. It could also be triggered as a replacement for the Hazards (choosing Hazard or "The shady corner" when both mechanics are in play) triggered by destiny Hazard sign on FFG cards. An alien could exist which could become the owned of "The shady corner". Alien would have power to sell one artifact card and loot one for him self. Maybe it could even be a Q alien. Probably some disputes could arise while buying cards specially if the "commodity cards" would have the "As Any Player" and same encounter phase (for example all Destiny replacing or adding to Hazards). Any thoughts?

January 22 at 4:13am · Like · [1](#)

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Stephen Sloboda Just checked on some synonyms for "salesman," and came up with dealer, merchant, peddler, shopkeeper, vendor, and perhaps a different variation on the whole idea, auctioneer.

January 22 at 2:46pm · Like



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Stephen Sloboda I too don't like the idea of "hogging" the artifacts. Rather, the alien, whom I'm going to nominate as Peddler, should have extra copies of other cards. I want to note that I've intentionally left this idea incomplete so others have a chance to make their own versions; everything is subject to change.

When/How does the Peddler sells cards to people? I was thinking at the start of each other player's turn, that player has an opportunity to buy from the Peddler before beginning their first encounter (don't go unprepared!), but I'd still like it to be able to offer its wares in a deal. I was also thinking that Peddler might start with random cards from the deck and during its turn it can circulate its inventory by getting rid of some cards and replenishing them from the deck.

Or, Peddler might have unique cards. Possibly "flawed" versions of other cards, like a Cosmic Zap that doesn't work on Peddler or any alien Peddler is allied with (buyer beware!).

January 22 at 6:05pm · Like



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Jack Reda The thing you'll have to account for with Peddler, I think, is making sure he just can't be completely ignored. That was one of the issues Hurtz has run into. If Peddler can either take advantage of something that a player doesn't "buy", or some other consequence, it will allow the alien to be more involved.

January 22 at 9:06pm · Like · [2](#)



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Jefferson Krogh I agree with Jack. That's why I suggested the seemingly drastic step of having him be the sole source of Artifacts. You really can't ignore him then. I disagree that "hogging" is a problem. I didn't say that this alien would have all the Artifacts in his hand (that's really Mesmer). No, he's the retailer of them. You want them? Do something that he wants. (What exactly would be the next step in this alien design.)

This is Cosmic -- think big.

January 22 at 9:15pm · Like

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Ales Smrdel I guess I was not explicit enough. Artifact hogging was not the main point I was trying to make. My point was that we don't need to create an alien to sell "The Artifacts", magic potions or any other commodity that would be acceptable to boost players strategy.

We can add a "modular" mechanic - still thinking of that shady place at the end of ... - represented like a warp board or just a (new) card deck on the table where all players could benefit from it. Stephan made an excellent suggestion regarding the name and no offense but I prefer Auctioneer to Peddler.

The mechanic: Auction.

Game setup? Yes. At the start of the game get 20 or more Auction cards (new Encounter, Negotiate, Morph, Artifacts ... maybe add 2-4 random Flares???) , shuffle them and create auction deck.

When do players auction? Each turn, during player's first encounter - still thinking instead of Hazards during Destiny phase but surely can be discussed if somebody has better idea how to incorporate it into the game.

How to auction? Offense player flips top card of the auction deck and player can bid for it with Attack cards. Bidding starts with the player sitting on the left of the offense player continuing to the left. Each player can bid one attack card at a time. Bidding continues until all players pass. The highest total wins the auctioned card. Winner discards all shown cards. Other players discard last bid card and put the rest of them back in their hand. Winner gets bid card. In case auction deck runs out, take discarded auction deck cards, reshuffle them and create new auction deck.

January 23 at 2:41pm · Like · [1](#)



Peter Olotka The Auctioneer?

January 23 at 6:55pm · Like



Stephen Sloboda The thing to remember is that Peddler is something you can do all the time; normally you have to run out of Encounter cards before you can draw new ones. I think giving each player an opportunity to not just draw cards, but get cards they specifically want is an advantage that shouldn't be ignored. Giving the other players the option to ignore Peddler, however, is part of the strategy; maybe they don't want Peddler to win, and coercing other players to interact with Peddler takes the diplomacy and strategy out of the game.

I think the idea of an Auctioneer could take the idea into a whole new direction, but in that instance more than ever, the commodity up for grabs has to be even more spectacular if you want to create a bidding war. If it's a random card from the deck and it turns out to be Quash, how many people are going to be like, "Oh, OH! I need that! Five cards and ten Lucre!"

An idea suddenly came to me about Gin Rummy. Like, players need a specific sequence or completing a set to achieve some goal.

January 23 at 6:58pm · Like

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○

Peter Olotka One thing about many alien powers is that they could be implemented as other game features and its interesting to consider alternative implementations. But it's not a reason per se to not make an alien solely because it could also be implemented as another feature.

January 24 at 10:02am · Like · [2](#)



○

Bill Martinson The trick is to figure out what kind of implementation is the *best* one for a particular concept, whether it works best as an alien power, variant, hazard card, reverse hex, whatever. If something works best as an alien, let's not shoehorn it into something "new" just to be new. On the other hand, if something works best as a non-alien mechanic (new or otherwise), then let's not shoehorn it into an alien power.

Seems like we should identify the best implementation in each case, to avoid ending up with the same idea as two different but sort of redundant things. While our ideas are not limited, the number of them that can ultimately get printed *is* limited ... so let's not repeat the same concept in different wrappers.

January 24 at 2:30pm · Like · [2](#)



○

Jefferson Krogh I agree, Bill. This is one reason I suggested doing it as an alien that works with the existing game components. That requires much less of a printing footprint than a variant which requires a new deck of cards.

January 24 at 2:33pm · Like · [1](#)



○

Bill Martinson This discussion gave me the following half-baked alien idea. It's a bit too fiddly at present, but there might be a grain of something here:

QUARTERMASTER

Game Setup: After all players have their initial hands, look through the deck for up to one minute and choose up to 15 cards (but no more than 5 of each card type). Separate these, placing all the cards of each type into a facedown "depot" for that card type. Sequence each depot however you like. You may look at the top card of any depot at any time, but do not reveal any depot information to other players.

You have the power of Supply Depots. Whenever any player draws card(s) for a new hand or rewards, that player may draw one of them from the top of any one depot. Any time you draw card(s) for any reason, you may draw one of them from a depot.

As a main player or ally, before encounter cards are selected, you /*may use*/ this power to draw one card from the top of any depot.

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As part of a deal, you may allow either or both dealing players to draw one or more cards from the depot(s) of your choice.

(Main Player or Ally Only) (Optional) (Planning)

Quartermaster kinda-sorta has the power to design custom reward decks. The idea is that everyone gets to use the depots, but only the Quartermaster knows what's in each one -- at first! Once somebody else takes a random chance on a particular depot, then he at least knows what /card type/ is in that depot.

The fun for Quartermaster could be in trying to interleave "good" and "bad" cards so that when others mimic him going to a particular depot, he can try to leave less-useful cards (of the same type) sequenced for them to hit on.

* Do you load up the "attack depot" with 40, 30, 23, and 20, hoping to get to them first with your superior drawing speed? Or stick a nice, fat attack on top followed by the attack 01, hoping to lure somebody else into drawing from the same stack you just drew from?

* Do you make all the depots "good" to give yourself maximum flexibility, or perhaps create one or two "bad" ones as decoys for the other players? A single depot of 2 to 4 Negotiate cards might be nice for this purpose, and also help you should you find yourself desperate for compensation but lacking a green card in your hand. On the other hand, once others tap that depot, they too know they can always get a Negotiate when they need one.

* Suppose you make one of your depots to hold just a single card; what will the others think it contains? Is it the morph, or another decoy?

* Do you dare make a Flare depot? High risk, high reward.

In this (wordy) implementation, depots are /not/ restocked when they run dry. I'd kind of like to find a way to add that capability, but this is already too long so definitely something would have to go.

January 24 at 3:50pm · Like



Bill Martinson Fixed a couple of issues with the text:

QUARTERMASTER

Game Setup: After all players have their initial hands, look through the deck for up to one minute and choose up to 15 cards (but no more than 5 of each card type). Separate these, placing all the cards of each type into a facedown "depot" for that card type. Sequence each depot however you like. You may look at the top card of any depot at any time, but do not reveal any depot information to other players.

You have the power of Supply Depots. Whenever any player draws card(s) for rewards or for a new hand, that player may draw one of them from the top of any one depot. You may do this any time you are to draw card(s) from the deck for any reason.

As a main player or ally, before encounter cards are selected, you /*may use*/ this power to draw one card from the top of any depot.

As part of a deal, you may allow your opponent and/or yourself to draw cards from whichever depot(s) you specify, limited to one card per depot per player.

(Main Player or Ally Only) (Optional) (Planning)

I like the tension this alien produces for everyone involved. Not knowing what good card you're about to lose (or, as the QM, knowing what it is and angsting that you won't be able to get it in time) is fun stuff. I think sometimes I might put weaker cards on top of some of the depots, with better ones in the second spot; then wait until somebody takes the top card. Interesting mind games.

January 24 at 5:06pm · Like

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Peter Olotka We like half-baked! Maybe the next alien can have to power of half-baked ideas..

January 24 at 5:55pm · Like



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Stephen Sloboda The idea of commerce has been completely lost.

January 24 at 6:45pm · Like



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Bill Martinson Nobody's killing the commerce idea. I'm just tossing out a brainstorm that this discussion spawned.

Now, having said that, I do think any and all "commerce ideas" should be developed in the context of what form Lucre would ideally take in the FFG edition, since Lucre is the de facto Cosmic Encounter "commerce system". Having such a system alongside pre-existing aliens that feel like they should work within that system but don't (e.g. Assessor) is a downside that we have a great opportunity to avoid this time around.

Just to be clear, I'm not opposed to commerce at all. Bring it on! But bring it on with an understanding of how commerce should work overall in Cosmic Encounter, not piecemeal.

January 24 at 9:04pm · Like · [1](#)



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Peter Olotka To date, Lucre as we had it in the Eon game is not a part of FFG cosmic. I am not sure we want to have Lucre added back in as such. But, that said, we can still think about 'commerce' and we can have aliens that get their own special 'equipment, cards, tokens etc. (which is characteristic of certain FFG aliens.

January 25 at 12:02pm · Like



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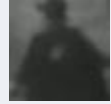
Bill Martinson I didn't mean to suggest that Lucre should be brought into the game in its exact original form or even with the same name. (Sorry, should have been more careful with my words.)

I think most of us expect/hope that some kind of central economy will appear some time, and my point was just that aliens with an obvious connection to such a concept should be developed with that concept in mind. Example: In hindsight,

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Assessor would probably have required the other aliens to "pay their taxes" using Lucre instead of sending their own citizens into slavery, had Assessor not been developed three sets prior to Lucre's debut in expansion set 6.

January 25 at 12:35pm · Like · [1](#)



Stephen Sloboda I was trying to think of a way that Peddler or Quartermaster or whatever could reintroduce Lucre or some other form of currency for the commerce idea. As they are now, you don't really buy cards, you barter for them or just draw them as you would from the deck. The reason is because nobody starts with any money to buy things, unless we give it to them during game setup.

Maybe a Cosmic Credit Card? Instead of Lucre people might accumulate debits that they must pay off. Like maybe on their turn they can buy stuff on credit, then on your turn they have to pay up or else... I don't know, give you a free colony? Something that says, "you better pay up or this game is over."

January 25 at 6:45pm · Like



Bill Martinson I don't recommend tying an entire variant to one particular power. If players want to use Lucre, let them use Lucre; don't force them to include a certain alien and then draw straws to see who has to play it. (Also, it's very unlikely that all the required rules could fit on an alien sheet.)

January 26 at 8:50am · Like · [2](#)



Peter Olotka Hmm could a universal Cosmic Debt crisis be in the offing? BTW - we got our advance copies of REX yesterday - based on our DUNE game design... it is stupendous!!!!

January 26 at 12:03pm · Like · [1](#)



Christopher Aurel Oliveira Seems like these brainstorming discussions on possible new content are dragging along extremely slowly...

January 27 at 3:39pm · Like



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Peter Olotka They are bogged down. Christopher! Mainly because since I returned from California, two weeks ago, I have been bogged down with a time consuming home renovation project. And I had the electricity intermittently off in my home office for long time periods spanning days. But there is light at the end of the rubble tunnel and I can devote some serious moderator time going forward. Since this is a long term process, I think we may have other slow times followed by bursts of activity.

January 27 at 3:49pm · Like



Christopher Aurel Oliveira I was looking through the Power Thingie on The Warp and noticed an old homebrew I made that actually qualifies as a "Q" alien. (Keep in mind I don;t like the idea of Q aliens really.)

January 27 at 6:37pm · Like · [1](#)



Christopher Aurel Oliveira It was called BANE, and what it basically does is reverses everyone's powers when he is a main player. So if you are fighting Virus, when Virus uses his power, he is dividing his card by the number of his ships he has. Or let's say if Remora uses his power as an uninvolved player when Bane is a main player, Remora would then lose a ship/card every time someone gains one. Basically this alien hurts Mandatory powers he is fighting and heavily discourages people from using optional powers during his turn.

The reason why this is a Q alien is because writing "As a main player *use* this power whenever another player uses their power to reverse the effects of it", because that is textually too ambiguous. Now we all know what that would look like with a given alien 95% of the time, but there could be rules issues/arguments.

Some examples of mandatory powers: Macron's ships are worth 1/4 and has to bring 4 as offense or ally. Oracle has to play his own card face up first. Gorgon's ships are the ones stuck if they are cohabiting with other players, etc. Leviathan starts with -20 to his attack when using a planet.

Optional power examples: When Mind uses his power the person he chose looks at his hand instead. When Philanthropist is trying to give a "gift" to someone, they instead give a "present" to him.

Powers that are harder to figure out and require some "Q" discussion are things like Loser, Amoeba, etc. or perhaps he can just "Insect those ones".

January 27 at 6:48pm · Like



Peter Olotka Thanks for for the tip :)

January 28 at 12:50pm · Like

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Sam Connolly Bane looks like a souped-up version of the Insect/Martian, replacing "I also have your power" and "Neither of us has a power" with "Neither of us has your power, oh and also you have an evil negative mirror universe version of your power". I particularly don't like that the absolute best any other alien can hope for against it is to have no power at all and therefore be evenly matched.

It's a cute idea, but not one that would find a place in my playset.

January 31 at 12:34am · Like



Peter Olotka @ Sam Connolly The Q discussion has been archived for a while.

February 1 at 12:43pm · Like