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Cosmic Encounter

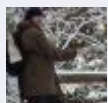
April 26

A few alien power thoughts from some of pgocosmic's recent tweets in response to cosmic followers...The Flaw, power to disappoint ...the Ancestor, power to entomb...the Desert Island, power to isolate. How would these work? Do they inspire new aliens? Lets get another one underway.

People who like this


-  [Wil Biddle](#) [Colorado State University](#)
-  [Ann Marie Nygaard](#) [TM at Jamba Juice](#)
-  [Nina Schmidt](#)

Discussion

○ 


Jason Walsh The Flaw, the ability to just bail on an alliance or switch sides when you feel like. Main player or ally only.

April 26 at 10:21am · Like

○ 

Sam Connolly ^ Who would invite them?

April 26 at 10:23am · Like · 1

○ 

Christopher Aurel Oliveira Personally I am a huge fan of Alan Emrich's Antibody power, as it is an effective yet simple combat power. I modified and updated it slightly:

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[Green Alert] ANTIBODY Gains Strength When Encountered [Green Alert] (By Alan Emrich)

You have the power of Resistance. At the end of any encounter in which you were a main player or ally, *use* this power to capture any one ship from your opponent of his or her choice (from a colony, the warp, a tech, etc.), placing it onto this sheet.

As a main player or ally, after encounter cards are revealed, if you have one or more ships belonging to the opposing main player on this sheet, each of your ships in the encounter counts toward your side's total as 1 plus that number of captured ships, instead of 1.

A player cannot be reduced to fewer ships than the number of foreign colonies needed to win the game. Any captured ships that would reduce a player below this number are sent to the warp instead.

History: In a distant galaxy, a wave of interplanetary disease broke out, forcing the denizens of their once bustling world to hide and wait out the pestilence. Over time these beings became resistant to the pox and learned how to make medicines that fight against every known disease. Eventually, the Antibodies included hostile aliens in their list of maladies to be eradicated and ventured forth into the expanse above.

(Main Player Or Ally Only)(Mandatory)(Resolution)

Wild: As a main player or ally in an encounter in which your opponent has one or more allies, you may designate one of your opponent's allies to have his or her ships count as -1 instead of 1.

(Main Player Or Ally Only)(Resolution)

Super: When using your power you may capture a ship (of their choice) from each of your opponent's allies as well.

(Main Player Or Ally Only)(Resolution)

April 26 at 11:56am · Like · 1



Will Crescioni The Flaw: After a successful negotiation, flip a coin. The winner receives the agreed upon compensation; the loser receives nothing.

April 26 at 2:53pm · Like



Ales Smrdel Interesting idea by Jason. Tried to create an alien which would act disappointing enough for the players.

[Green Alert]THE FLAW Switches Sides At Will[Green Alert]

You have the power to Disappoint. At the end of an encounter in which you were playing as an ally put any ship of your color that is available in game on this sheet.

After encounter cards are revealed but before any additional cards are played you may use your power to switch sides. Ships accumulated on this sheet count toward your side's total. At the end of encounter ships on the sheet are sent to the warp.

(Ally Only), (Optional), (Reveal)

History:

A flawed byproduct of otherwise successful genetic experiment. It always lived in its twins shadow. Ridiculed and laugh at by its creators it became a master of hiding its true feelings and intent. Exiled to research station on which it started genetic

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experiments. It made a perfect clone of it self, both genetically and memetically. Once the station was overpopulated by perfect clones they were unleashed to further disappoint the naive and unsuspected species of the Cosmos.

Wild:

After encounter cards are selected, but before they are revealed you may force one of your opponents allies to ally with you.

(Main Player Only). (Planning)

Super:

At the end of encounter ships on the sheet are not sent to the warp, instead they are left on the sheet.

(Ally Only), (Resolution)

April 27 at 5:06pm · Like



Bill Martinson These seem to run counter to how aliens are named and themed in Cosmic Encounter. "Flaw" isn't the alien, it's his characteristic or his power, just like the alien that is all about Doubt isn't called "the Doubt," it's called the SKEPTIC. So maybe we need to figure out what alien *has* flaws and what he is called. All aliens have flaws, of course, so it will be hard to figure out why he is more flawed than anyone else, but maybe the "power of Flaws" is held by the GLITCH? (Nice texture to that name.)

Ancestors do not entomb, is their *descendants* that do the entombing. So either the alien would be the DESCENDANT, or if the alien needs to be called the ANCESTOR then he has the power to Inspire or the power to Pass On or the power of Legacy or something.

Desert Island is where you live, not what you are. If you have the power to live on a desert island (not that where you live is actually a power) then you are probably the HERMIT or the CASTAWAY.

April 27 at 6:29pm · Like · 2



Ales Smrdel As always Bill you are a voice of reason and keep this group on the track. So I was thinking about the "The Flaw" and I would use it more as a verb then a noun. But to describe an alien that will have the power to dissapoint, break promise, ... I am not an expert on english literatre or language, but maybe this forgotten verb - welsh could be moulded into Welsher and correctly describe an alien which would disappoint.

April 28 at 7:01am · Like



Peter Olotka Bill Martinson I shouldn't have teased you with the "place" name again. :)

April 28 at 8:47am · Like

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Peter Olotka Hmm, power to tease? (You know I love to do things "counter" to expectations).

April 28 at 8:48am · Like



Ales Smrdel Here is another go. I found "power to entomb" intriguing so I created an alien that entombs winner ships when loosing the encounter. Thoughts would be beneficial.

[YELLOW ALERT] GRAVEDIGGER Holds Ships In Place [YELLOW ALERT]

You have the power to Entomb. As a main player or ally, after loosing an encounter, /* use */ this power to place one of your participating ships on top of opponent ships. Opponent ships are now entombed. The rest of your ships are sent to the warp as normally.

Entombed ships can not be moved or used as offense in further encounters, however they still count as a colony and can be used to defend a colony. If entombed ships are sent to the warp entombing ship is sent to warp with them.

If you loose your power all entombing ships are sent to the warp immediately.

(As Main Player or Ally), (Mandatory), (Resolution)

History:

Confident in his ability Gravedigger throws him self into the abyss of cosmic conflict. Inspired by true ancestral knowledge of black arts spiked with technological mojo species of Cosmos will not be able to withstand his incursions. All cosmic alliances will slowly crumble to dust, spreading fear and intimidation to the furthest reaches of the Universe.

Wild:

When ships are collected from the warp decrease number of collected ships by one.

(Any Player), (Regroup)

Super:

Instead of sending entombing ship to the warp, it's owner places it on any of the owners colonies.

(Any Player), (Resolution)

April 29 at 3:56pm · Like · 1



Peter Olotka How does GRAVEDIGGER compare to FUNGUS?

April 29 at 4:42pm · Like

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○

Ales Smrdel When in encounter as offense or offensive ally and offense fails, defensive ships can be are made stationary, unable to be used in further offensive encounters. When playing defensive encounter or defensive ally and defense fails, offense gets a colony but it's ships are stationary on the colony, again unable to be used in further offensive encounters. Fungus uses his power to capture ships from the winning side not allowing captured ships to be sent to the warp, while Gravedigger actually punishes winning side.

April 29 at 4:57pm · Like



○

Ales Smrdel Fungus also uses captured ships to his advantages adding 1 for each captured ship to his side total. I believe that Gravedigger could not have such an advantage due to the fact that the entombed ships are still the property of actual owner - aka. not "totally" lost - allowed to count toward home and foreign colony count and act as home or foreign colony defense.

April 29 at 5:06pm · Like



○

Allen Varney Castaway, power of isolation: Whenever you place four tokens on a foreign planet, the planet and all tokens on it become stranded. Place the planet, with tokens, in the Warp. This planet still counts as a base for you, but not for any other players who have tokens on it, and no player can put new tokens on the stranded planet. When another player with stranded tokens is entitled to take a token from the Warp, the player may instead move a stranded token from the planet to the Warp. The moved token can then be retrieved from the Warp normally. You may remove your tokens directly, without this intermediate stage. When the stranded planet has no tokens, it returns to the owner's system. A player with three or more planets stranded in the Warp loses the use of his alien power.

April 29 at 6:37pm · Like



○

Jack Reda Gravedigger is unfortunately too similar to Gorgon, and not quite as powerful.

April 29 at 6:59pm · Like



○

Bill Martinson It also seems like a weaker variant on Filth: you land ships, they lose their colony.

April 29 at 8:55pm · Like

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Ales Smrdel I kind off agree on Gorgon - shame on me not getting CA and looking through the cards, or even looking through the posts in the last month - for the Filth I really don't see the correlation other than they are both working with the same resource. Could you share some light on that Bill?

But since Gorgon kills current Gravedigger what do you think about the idea of Gravedigger getting its own Tomb and fueling his power by entombing a card from main players hand before cards are chosen? That would work from thematic perspective. Now is this idea "fresh" enough to validate another rewrite of Gravedigger? Maybe he could be renamed to Pharaoh?

April 30 at 7:49am · Like



Bill Martinson Sorry, ignore that Filth comment. I think I was getting confused with another alien power I was reading around the same time.

April 30 at 10:23am · Like



Bill Martinson Here's my take on Glitch. For those who saw the earlier post I deleted, this one has improved text and subtitle (but still edgy history).

GLITCH - GETS RULES BACKWARDS

You have the power of Bugs. At the start of every encounter, /*use*/ this power to draw a card from the deck to place faceup on this sheet. (If a card is already here, discard it or add it to your hand.) The faceup card's type determines the bug you face this encounter.

Attack: If your side wins the encounter and you should gain a colony, you receive rewards instead. If your side wins and you should receive rewards or keep the targeted colony, your winning ships establish a new colony anywhere instead.

Negotiate: Collect compensation from the opponent instead of rewards, or vice versa.

Reinforcement: Alliance invitations involving you are given by the ally instead of the main player. (The ally is still the one who accepts.)

Artifact or Flare: Treat your artifacts like flares and your flares like artifacts with regard to how many you can play and whether you return them to your hand.

Other: If you should draw from the deck, draw from the discard pile instead.

(As Any Player) (Mandatory) (Regroup)

HISTORY: Glitch anatomy features a backup brain in the lower abdomen adjacent to the waste processing organs. Historically dormant except in emergencies, these hindbrains have begun to misfire due to increased consumption of hyper-fructose glarn syrup, producing the most literal brain farts in the Cosmos. It is now common for neighboring species to punctuate their own mistakes by grunting "son of a Glitch."

WILD: If you should collect compensation, you may receive rewards instead. If you should receive rewards, you may collect compensation from the opposing main player instead.

(Main Player or Ally Only) (Resolution)

SUPER: At any time, you may discard the bug card on your sheet or take it into your hand. Choose whether to finish the encounter with that bug still in effect, without a bug, or with a replacement bug from your hand or the top of the deck.

(As Any Player) (Any Phase)

April 30 at 1:19pm · Like · 1

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Bill Martinson Sorry Ales, it was actually Allen's Castaway that I thought was like Filth and I crossed the two thoughts when posting. Both Filth and Castaway land on a planet to take away the other colonies on that planet, but Castaway has more hoops to jump through: requires exactly four ships; doesn't work on home planets; can't reinforce own colonies. And Filth also has the fumigation clause. Granted, Castaway has the Praw-like two-stage retrieval effect, but at its core it struck me as Filth Lite.

April 30 at 5:17pm · Like



Ales Smrdel The only thing I don't like with the Glitch is a lot of text on the card and possibly super is too powerful - so many choices. Another thing that bothers me is the wording of "you face this encounter" at the start of the text. This would imply that this bug only affects encounters that you are participating in; or does effect every encounter? What happens if zapped; is card currently on Glitch discarded or left in play? If left in play is the bug of previous encounter still in effect for current encounter (assuming you are participating in encounter)? And again what if you are not?

May 1 at 6:24am · Like



Ales Smrdel Don't get me wrong ... I like it so much I created a mockup card and will play test it next week with my group. I believe it will be fun.

Maybe it could be possible to balance him a little with "debug" tokens. One of 10 tokens would be chosen by a player at the start of the game. 2/10 tokens would have "debug" symbol on them and could be used once per game to debug the Glitch.

May 1 at 6:33am · Like



Bill Martinson Answers:

1. The reason the Super flare has a lot of choices is to handle the timing needs in various situations. The various bugs that affect Glitch are very situational (and intentionally negative sometimes), so I actually see the core value of this power as being the choice to keep or discard each bug card. The Super is all about making that even better. If it turns out that there are too many options, then perhaps it can be limited to just "You may exchange your bug card with a card from your hand", although this will reduce his flexibility (and will probably have to specify that if the new card has a different type, it changes which bug is in effect).

2. The bug applies to Glitch whether he participates in the encounter or not (otherwise he wouldn't be able to make his own self-invitations to be an ally when the card is a Reinforcement).

3. If he is zapped, he does not draw a new bug card. The old card remains on his sheet, but it has no effect because his power is zapped.

4. Debug tokens will make the text longer, so something else will have to be deleted to make it fit on the card (I've typeset

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it and it's quite full).

5. Can you elaborate on why you feel it needs to be balanced with debug tokens? (Since the bugs sometimes help Glitch and sometimes hurt him, I didn't see it being overpowered.)

May 1 at 7:26am · Like



Ales Smrdel As I see it super allows Glitch to discard a bug card if the result is not in his favor even at the end of the encounter (encounter is in worst case probably replayed with new card). This makes Glitch really powerful if he has the cards in hand or is willing to take the chance on new card from the deck. On the other hand what does the opposition have to counter that effect? Cosmic zap - really scarce in deck probability distribution. Could super be limited to specific phase of encounter? Maybe Reveal?

May 1 at 8:18am · Like



Bill Martinson Supers are supposed to be kind of scary-powerful. They are an inducement to everyone else to get the card out of the player's hand. Also, when an alien's base power is not all that powerful to begin with (as I think is the case here), I prefer the Super to be even stronger as a kind of "averaging" technique.

Maybe I'm just not seeing the issues you are seeing. Can you give some specific examples of how this would make Glitch unreasonably strong?

May 1 at 11:14am · Like



Christopher Aurel Oliveira How How about this one:
 [Yellow] LIMPET Leads/Follows Coexisting Ships [Yellow]

You have the power to Bond. Whenever your ships coexist on a planet with those of another player and either of you moves ships from that planet to another planet, the hyperspace gate, into an encounter as a defensive ally, or the warp, you *may use* this power. Send up to an equal number of your coexisting ships to follow the other player's ships, or vice-versa. Ships that follow to the gate or into an encounter as a defensive ally automatically become allied with the side followed, but no ships may follow (or join later) if this would cause them to be allied against their own side.

As the offense, if you win an encounter, you may cause the defense's ships to remain on the targeted planet instead of going to the warp.

History: Ever the clingy and anxious species, Limpets have no use for conquering others and are fearful of retaliation; so they resort to analyzing other races they meet to maintain their self-preservation. Utilizing their inborn talents, these clever beings distrustfully tag along with other aliens to scout unfamiliar territory, or capture potential threats to bring to more manageable areas.

(As Any Player)(Optional)(Any Phase)

Wild: When you are not a main player, if one main player invites you to ally but not the other, use this flare to cause the main player who did not invite you to ally to lose a card at random from their hand.

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(Not Main Player)(Alliance)

Super: As the defense, if you lose an encounter, you may cause your ships to remain on the targeted planet instead of going to the warp.

(Main Player Only)(Resolution)

May 2 at 1:59am · Like · 2



Peter Olotka Nice history :)

May 2 at 11:20am · Like



Bill Martinson I've greatly improved the bug-list for Glitch. This should now be easier to read, and the effects should "fit" better with the triggering card types as well as consistently fit the theme of getting rules backwards. I also fixed the power-loss leak and improved the matching of bug-effects to their frequency of occurrence. I think there's now more opportunity for creative use of the power.

Flare remains the same, as does the naughty history.

GLITCH - GETS RULES BACKWARDS

You have the power of Bugs. At the start of every encounter, /*use*/ this power to draw a card from the deck to place faceup on this sheet. (If a card is already on this sheet, discard it or add it to your hand.) This faceup "bug" card determines the rules that you must get backwards for the rest of this encounter (even if this power is later lost).

Even Attack: As the defense, receive rewards if you win the encounter. As a winning defensive ally, land your ships on the targeted planet instead of receiving rewards.

Odd Attack: If you have ships in the encounter, they go to the warp if your side wins, or they form a colony on the targeted planet if your side loses.

Negotiate: If you are due compensation, receive rewards instead. If you are due rewards, collect compensation from the opposing main player instead.

Other: Treat your flares like other non-encounter cards, and vice versa, with regard to how many you may play and whether you return them to your hand after use.

(As Any Player) (Mandatory) (Regroup)

HISTORY: Glitch anatomy features a backup brain in the lower abdomen adjacent to the waste processing organs. Historically dormant except in emergencies, these hindbrains have begun to misfire due to increased consumption of hyperfructose glarn syrup, producing the most literal brain farts in the Cosmos. It is now common for neighboring species to punctuate their own mistakes by grunting "son of a Glitch."

WILD: If you should collect compensation, you may receive rewards instead. If you should receive rewards, you may collect compensation from the opposing main player instead.

(Main Player or Ally Only) (Resolution)

SUPER: At any time, you may discard the bug card on your sheet or take it into your hand. Choose whether to finish the encounter with that bug still in effect, without a bug, or with a replacement bug from your hand or the top of the deck.

(As Any Player) (Any Phase)

May 2 at 12:32pm · Like · 3

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o

Peter Olotka [Bill Martinson](#) may have to start doing up comedy

May 2 at 12:41pm · Like



o

Peter Olotka Something about reading the Glitch (have no clue what) made me think of The Wholey Roller, Power to Die...It comes with a 100 sided die that it roles after playing Attack..but must subtract the attack card from the roll. Super: It Rolls first then plays attack. This of course breaks the 'meta' rule of NO DICE! in Cosmic ...which should be worked into the history somehow.

May 2 at 1:15pm · Like



o

Christopher Aurel Oliveira You new Glitch is much more manageable. I like it.

May 2 at 8:06pm · Like · 1



o

Ales Smrdel I still have a problem with Glitches super - still think it is too strong, but due to distribution of flares and Bills reasoning it will happen "occasionally" that Glitch gets his super card. And that will work for me. I really like the rewrite of the rules. They are simpler to understand and I believe the Glitch will be fun and easier to play. Bill Morph goes into Other section?

Limpet is also interesting. Is there any disadvantage to Limpet for using his own power?

May 4 at 11:55am · Like



o

Peter Olotka I like the Supers to be really powerful. Players should revel in them and fear them. Otherwise we could rename the Super Flares "Moderate Enhancement"

May 4 at 12:28pm · Like · 2

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Ales Smrdel Well it could be a "bug" in the Glitch :D

May 4 at 2:39pm · Like



Peter Olotka Is Glitch ready for BETA?

May 4 at 3:09pm · Like



Christopher Aurel Oliveira I don't see any disadvantages to Limpet using his power since it is Optional. Basically you can drag coexisting ships off a planet you are on into a suicide mission, or you can tag along with people who wouldn't want you on their side if they took ships from a coexisting planet. It's actually extremely powerful but very subtle and deceptive, it was one of the most well-liked (and most feared) powers that I play tested with friends. The reason you'd want to keep someone's ships alive when you beat them as Offense is to potentially use them to hitchhike to places as an ally that they normally wouldn't want you to.

May 4 at 7:49pm · Like