

[http://www.ideabout.com/fan\\_design/completed/aliens/greenhorn.html.html](http://www.ideabout.com/fan_design/completed/aliens/greenhorn.html.html)

[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111228\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111228_fb_talk_menu.html)



Cosmic Encounter **shared a link.**

October 11, 2012

Posting Greenhorn again with correct picture and full text in this post:

[http://ideabout.com/fan\\_design/in\\_progress/greenhorn2.html](http://ideabout.com/fan_design/in_progress/greenhorn2.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) | (Any Phase)

#### Wild

As the defense, when the Offense aims the hyperspace gate at one of your home planets on which you have no colony but another player does, you may declare a player who has a colony there to be the defense instead of you. If you do so, you may force all other uninvolved players who also have a colony on your home planet to remove their ships from that planet and place them as defensive allies. You may not force players to encounter themselves or to ally against themselves.

(Defense Only) | (Optional) | (Launch)

#### Super

After aiming the hyperspace gate at a planet whose owner has no colony on it, you may force any player who has a colony on it to be the defense. If you do so, you may also force all other uninvolved players who have colonies on that planet to remove their ships from that planet and place them as defensive allies. You may not force players to encounter themselves or to ally against themselves.

(Offense Only) | (Optional) | (Launch)

#### 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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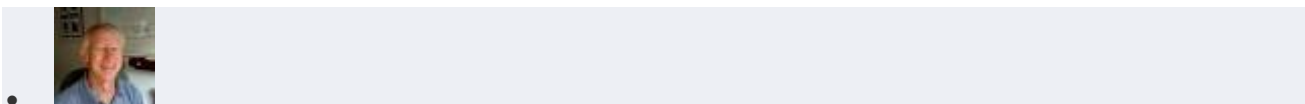
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## People Who Like This

Peter Olotka, Jefferson Krogh and 5 others like this.

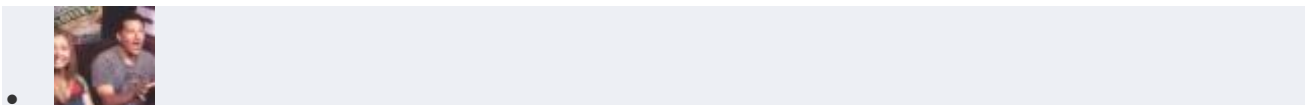
• 	<b>Jefferson Krogh</b>	Information Systems Manager at Kennerley-Spratling
• 	<b>Peter Olotka</b>	Game designer / partner at Future Pastimes LLC
• 	<b>Justin Warfel</b>	Denver, Colorado
• 	<b>Sebastian Bronfen</b>	Bahía Blanca, Buenos Aires
• 	<b>Chris Nutt</b>	Edinburgh, United Kingdom
• 	<b>Christopher Aurel Oliveira</b>	Littleton, Colorado
• 	<b>Ashton Santee</b>	University of Nevada, Reno

## Discussion



**Peter Olotka** This is an interesting concept. It confers a broad brush license (which will spark a discussion or two) and a funny "aw shucks".... I'm a newbie" premise. The irony is that one should be a master CE player to do it justice.

October 12, 2012 at 9:15am · [Unlike](#) · 3



**Jack Reda** I think Greenhorn needs to be Red Alert! And here's how we can nudge it that way. First, he should be able to draw a new hand when he's out of Attack cards OR Negotiate cards. That's the kind of greenhorn mistake I see pretty often. Second, I think the Kicker played after cards are revealed may be too much of a muchness. Playing one after cards are played but before they are revealed is enough impact. And third... okay, there's no third for the power. But the art needs the alien to have a big green horn, because come on... it's too good to pass up.

October 12, 2012 at 12:42pm · [Like](#)

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**Peter Olotka** I agree, Jack. The Red alert. Out of Attack OR N..thats a big turn over. Could it be a SUPER Greenhorn?

October 12, 2012 at 1:20pm · Like · 1



**Cosmic Encounter** Stan Wankowski Wow, maybe for balance and a price for ignorance you should have to sacrifice a ship to the warp for every ship moved in this way and discard a card for every card used in this way.  
20 hours ago via mobile · Like

Peter Olotka Balance! Alas! The price for ignorance is a nice poetic touch.  
a few seconds ago · Like

October 13, 2012 at 1:39pm · Like



**Peter Olotka** I deleted the incorrect Greenhorn first posting and pinned this one to tho to keep the tread intact.

October 13, 2012 at 1:40pm · Like



**Christopher Aurel Oliveira** As a response to Jack, the kicker after cards revealed may be a bit much, but I don't know how balanced drawing a new hand every time you run out of Negotiates would be, that seems to be cycling through your hand extremely fast and stepping on Wastrel or a similar type of power's territory. The main point of this power isn't in the getting of the new hand, but of breaking 3 types of rules in ways that newbies always do but without being overpowered in the process. This can be red alert, and this can be kickers played after cards selected but before revealed, but the no negotiates = new hand or no attacks = new hand is just overkill. Also, this guy DOES have a green horn on his face, it's actually his nose!

October 13, 2012 at 5:00pm · Like



**Jack Reda** That is fair, so maybe just running out of Attack cards alone is enough (leaving Negotiates out of it). It feels like running out of encounter cards and drawing a new hand during your turn isn't enough oomph.

October 14, 2012 at 11:30pm · Like

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**Christopher Aurel Oliveira** The power allows you to draw a new hand at ANY time, not just on your turn. You can literally blow all your cards and then tactically wait as to when you want to draw a new hand, at least until the game forces you to on your next Offense or Defense.

October 17, 2012 at 6:38pm · [Like](#)



**Jefferson Krogh** I like this alien pretty much as written. Nice job by whoever created it! If it needs more oomph, add a clause allowing it to play multiple flares per encounter?

October 18, 2012 at 12:19pm · [Like](#)



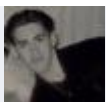
**Peter Olotka** Christopher Aurel Oliveira is the clever mind behind the Greenhorn

October 19, 2012 at 11:52am · [Like](#)



**Peter Olotka** A methodology that I like is that Chris created an alien based on a class of players...newbies. It illustrates how a unique starting point can take an alien power in new directions. I wonder if anyone could write an alien history first and then build an alien power off the history.

October 19, 2012 at 12:00pm · [Like](#) · 2



**Christopher Aurel Oliveira** I want to divulge what I consider some of the more tactical and strategic uses of this power.

The ability to draw a new hand when encounter cards are gone as opposed to when the game forces you to has MANY excellent tactical advantages. The first is the situation where you play you last encounter card as a main player in planning and IMMEDIATELY grab an entire new hand, possibly now with reinforcements and artifacts that will tip the scale in your favor that you did not have in your previous hand. Another tactical use of this first aspect is to intentionally not draw a new hand until after a player whose power focuses on stealing cards has gone, and THEN grabbing your new hand when his turn is over. The other obvious implication is that as Offense you can play your last card on your first encounter, draw a new one right after, and have your second encounter if you win, instead of losing your second turn due to no hand. Choosing to not draw a new hand until certain events happen is also tactical, depending on the situation, though you can't opt to never draw a new hand, as the game mechanics will force you to eventually.

As for this ships mechanic thing I see some tactical usages being the ability to always send 4 ships to battle, place 1 on the planet, and return the other 3 to your planets as one not having to worry about having no home ships. This also can be

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used tactically to rearrange your home ships through winning encounters, and also to repopulate home planets through Regroup.

Lastly the ability to play Artifacts and booster type cards at wrong times mostly speaks for itself. A kicker player after cards are revealed can easily be your trump card after seemingly surrendering a fight. The same with a late-timed Force Field. This allows you to play Reinforcements when not involved, and other Artifacts can be used out of the blue to save your hide, such as Rifts and Moebius Tubes. Also you can bluff or tell the truth about having a Plague or Hand Zap in hand and ready to use against someone who does something you don't like. This is a great deterrent.

This alien is highly versatile, and has a high skill ceiling for the clever player, while still having a very low skill floor for the true greenhorn.

October 24, 2012 at 2:58pm · Like · 1



**Peter Olotka** What a nice juxtaposition - taking the greenhorn mistakes and parlaying them into great strategic opportunities for skilled players.

October 24, 2012 at 5:10pm · Like · 2



**Cosmic Encounter** Is Greenhorn ready for BETA?

November 2, 2012 at 9:53am · Like · 1



**Bill Martinson** First issue: The Wild and Super flares both have an issue stemming from the fact that FFG inverted the launch sequence. Under Eon, you first put tokens in the cone and then pointed the cone at a planet. Under FFG, you first aim the gate at a planet and then launch ships in the gate. This means some effects whose timing is "after the gate is aimed" can become ambiguous, or broken. Both the Wild and the Super here should be clarified as to whether they are supposed to occur before or after ships are launched (also note that "offense" should be lower case):

Wild

- As the defense, when the offense aims the hyperspace gate at one of your home planets [but before ships are launched], ...
- As the defense, [after] the offense aims the hyperspace gate at one of your home planets [and launches ships], ...
- As the defense, [after] the offense [launches ships in an encounter] at one of your home planets, ...

Super

- After aiming the hyperspace gate at a planet whose owner has no colony on it [but before launching ships], ...
- After aiming the hyperspace gate at a planet whose owner has no colony on it [and launching ships], ...
- After [launching ships in an encounter] at a planet whose owner has no colony on it, ...

November 7, 2012 at 2:51pm · Edited · Like

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**Bill Martinson** Second issue: Super Greenhorn is playable when you aim the gate at your own planet because you drew your own color. Just wanted to make sure this was the intent.

November 7, 2012 at 2:47pm · [Like](#)



**Bill Martinson** Third issue: Please delete the (Optional) icons on the Wild and Super flare effects (for all aliens we have discussed). Flares never, ever, ever have Optional or Mandatory icons, but they keep creeping into the texts here on facebook.

November 7, 2012 at 2:49pm · [Like](#)



**Christopher Aurel Oliveira** My official statement is that the flares come into play both AFTER ships are on the gate AND pointed at the planet in question, but BEFORE alliances.

November 7, 2012 at 9:25pm · [Like](#)



**Bill Martinson** In that case, here's my recommendation to make both effects crystal clear:

**Wild**

As the defense, after the offense launches ships in an encounter at one of your home planets, you may declare a player who has a colony there to be the defense instead of you. If you do so, you may force all other uninvolved players who also have a colony on your home planet to remove their ships from that planet and place them as defensive allies. You may not force players to encounter themselves or to ally against themselves.

(Defense Only) | (Launch)

**Super**

As the offense, after launching ships in an encounter at a planet whose owner has no colony on it, you may force any player who has a colony on it to be the defense. If you do so, you may also force all other uninvolved players who have colonies on that planet to remove their ships from that planet and place them as defensive allies. You may not force players to encounter themselves or to ally against themselves.

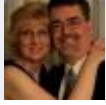
(Offense Only) | (Launch)

Unfortunately, regardless of these revisions, the flare effects are too long for a real card. Even with an extreme font size reduction to tiny 6-point type, they still do not fit. Probably you will need to reduce one or both of these by a couple of sentences, or write a new effect for one of them that is only about two lines long.

November 8, 2012 at 8:13am · [Like](#)

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**Bill Martinson** I made an attempt at crunching down the current effects to fit onto a flare card. However, this revealed some new problems I didn't see before:

(1) It has never really been explicit whether these effects are intended to force players to become normal defensive allies and absolutely prevent them from becoming offensive allies. It's also not clear whether players can still technically "invite" somebody to ally who was forced to ally by this flare; but it's imperative to know this for things like Animal, Grudge, Super Lunatic, Wild Sniveler, and so on.

(2) Players won't know what to do when their colony that's being forced to ally defensively contains more than 4 ships (or more than 1 ship if it's Macron). Both flare effects would need to say whether this (a) allows gate limits to be exceeded, (b) sends excess ships to the warp, (c) sends excess ships to other colonies, or (d) leaves excess ships on the targeted planet.

(3) The fact that we are forcing alliances to form too early (during the Launch phase instead of the Alliance phase) means all kinds of things are likely to get screwed up, or become interpretation problems:

(a) The "before allies are invited" effects become ambiguous and/or break, since allies have not yet been invited although alliances are already formed.

(b) Effects that until now could never be used until the end of the Alliance phase can now be used as early as the Launch phase, possibly even before offensive ships have been selected. Timing-sensitive effects like Wild Plant are likely to cause trouble here.

(c) "After alliances are formed" will also become an ambiguous timing definition, since alliances will form in two different phases, even on the same encounter.

(d) It's difficult if not impossible to tell whether various alliance-related effects are allowed to be used (either now, or after the fact) when the alliance was forced by the Greenhorn flare. Some may become unplayable by virtue of their Alliance icon, but others may seem like they still work but just in a delayed manner. All of this would need definition. Likely argument-producing examples include things like Parasite, Super Observer, Plasma Thrusters, The Qax, Remote, and Super Zombie.

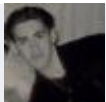
Clearly there's not enough space to deal with all of that stuff, so I strongly renew my suggestion that you look for some simpler effects here. Unfortunately there's just a ton of ground to cover when you try to radically change the structure of an encounter, and when you do it twice on the same card it's probably going to be impossible to make it all fit. Sorry I didn't see these things sooner.

November 8, 2012 at 11:55am · [Like](#)



**Peter Olotka** In general we should probably try to make the Flares as brief as possible. Perhaps there are Flare Effects which are derivatives of the word "Greenhorn" or "Mistakes", rather than effects which mimic the actual details of what Greenhorn does...

November 8, 2012 at 2:10pm · [Like](#)

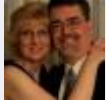


**Christopher Aurel Oliveira** Not sure how to word it but all I am saying with the Wild is trying to get someone else to take the hit for you on the planet, and all ships on the planet are at risk. And as for the Super, it just makes all ships on the planet you are targeting at risk.

November 8, 2012 at 2:13pm · [Like](#)

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**Bill Martinson** Unfortunately there can be a great distance between a presumably simple concept and the implementation of that concept in a way that does not cause problems. It's easy to say "someone else takes the hit for you," but what precisely does that mean? When you sit down to catalog all the things that have to be defined for everything to work properly, they can quickly become very complex.

Sometimes you have to just slice off a little section of gameplay that more or less represents a portion of the concept you want, and is able to be written in a way that's feasible. For example, the Super flare could be simplified as follows while still being useful and fitting the Greenhorn theme:

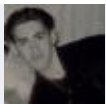
SUPER: As the offense, after destiny is drawn, you may choose any player who has a colony in the indicated system to become the defense. Have your encounter against one of his or her colonies in that system.  
(Offense Only) | (Destiny)

Sure, it's derivative of Will, but with literally hundreds of effects already in the canon, just about everything is going to be derivative of \*something\*. And this is actually complementary to Wild Will: one lets you change the system but not the player, and the other does the opposite. The question I think we should ask is whether the effect is understandable, fun/useful, and a reasonable fit for the theme. The key here is that this proposal is changing what is targeted, but not twisting up the game's basic timing structure. Everything still happens in its normal sequence.

As for the Wild, maybe the first paragraph from the Greenhorn base power would be good: if you're out of encounter cards, draw a new hand earlier than normal. It would be an interesting pro-and-con tradeoff vs. the one-shot Wild Invader: you would have less control over when you can play this, but you would get to keep it after use, ending up with a nine-card hand. Or maybe go a step further and start with "If your hand does not contain both an attack card and a negotiate, ..." to give it more bite.

Another possibility for a flare effect would be the kinds of deal errors we've seen new players get wrong: negotiating for more than one colony, or trading nothing for nothing and calling it a success. Perhaps something like, "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)." Limiting this to just one of the players gaining two colonies could make it a decent catch-up effect.

November 8, 2012 at 3:44pm · Edited · Like



**Christopher Aurel Oliveira** OK Bill, I like your idea here, so this is my "official" response, as I want to put this power to bed.:

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)

November 11, 2012 at 8:00pm · Like · 1



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**Christopher Aurel Oliveira** Does that work? I'd just like to get this power finalized and BETA'd so we can concentrate on the Eon/Mayfair stuff and then some Artifacts that Peter was talking about.

November 21, 2012 at 12:43pm · Like · 1



**Bill Martinson** I think it works. I was wondering about Butler for a moment, but I think it's reasonably intuitive that Butler could still aim the gate for you and he would have to work within the confines of the flare's effect (aiming at any colony of the player you chose as defense, within the system indicated by destiny).

November 21, 2012 at 1:12pm · Like



**Bill Martinson** (The presumption here is that your flare would redefine what is a "legal encounter" for the purposes of Butler.)

November 21, 2012 at 1:15pm · Like



**Cosmic Encounter** We are away for Thanksgiving, so I'll get the poll up on Sunday

November 21, 2012 at 2:10pm via mobile · Like