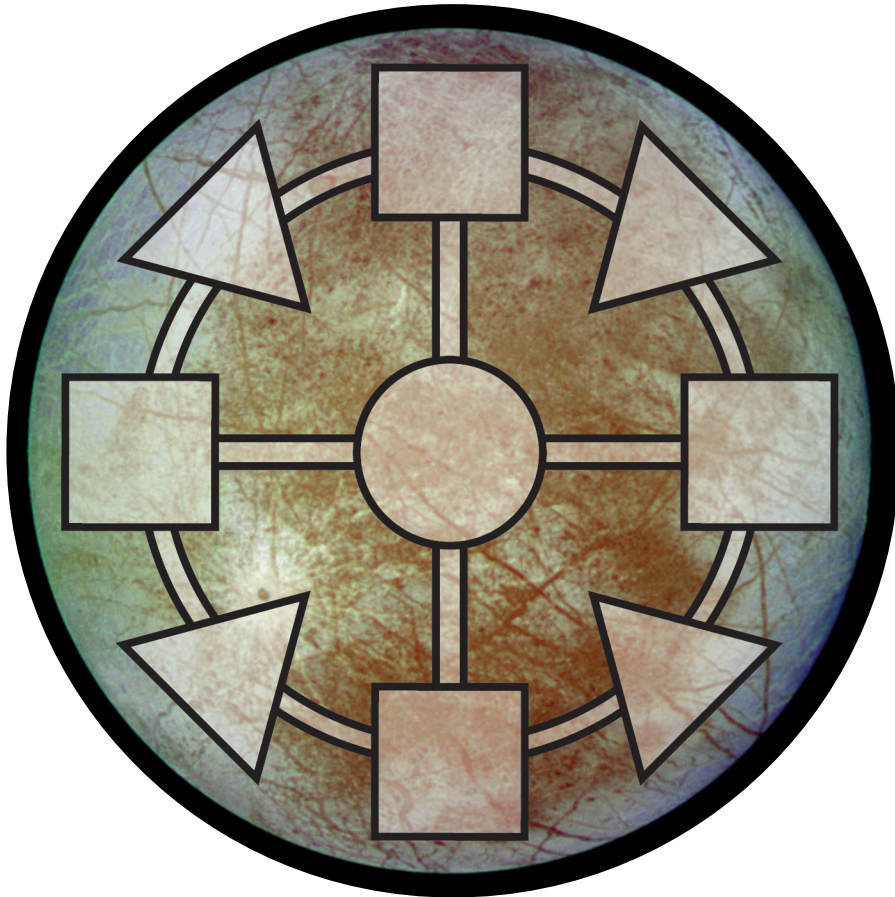


EUROPA



Your Special Power is

WARNING SYSTEM

Whenever someone Teleports onto your ship, you may escape into any adjacent empty space.
If your ship is trapped, it gets destroyed.

CALLISTO



Your Special Power is

RAPID TRANSIT

You may move one or two spaces at a time, but you can't jump over ships in your way. If you attack from two spaces away and fail, you decide which of those two spaces to remain in.

GANYMEDE



Your Special Power is

TELEPORT INHIBITOR

You can repel invaders. To Teleport to your moon, your opponent must first play a round of RPS and not lose. In the event of a tie, they can only land on an empty space.

IO



Your Special Power is

STINGING DEFENSE

When someone attacks you and you win, their ship is destroyed.