MIND-CONTROL PLANTS

This is a special event card shuffled into the deck. Any player with the card in his hand can play it instead of a regular attack during his turn. He does this by placing the card on top of any ship in the front row of any player’s battle force, even his own.

This means that the ship has been infected and is controlled by the plants, not by any player. The ship, any damage markers on it, and the Mind-Control Plant Card, are moved to the center of the table.

During each player’s turn from that point (not counting the player who actually played the Mind-Control Plant Card) the active player may (but is not required to) attack the infected ship(s). Attacking an infected ship counts as his one allowed attack, but he has the option to attack more than one infected ship (in which case he cannot attack non-infected enemy ships.) If he does not destroy the infected ship (or at least one infected ship) then the smallest ship (by original undamaged point value) in the front row of his battle group becomes infected. That ship is lost to the owning player and joins the other infected ship (or ships) in the center of the table.

If all infected ships are destroyed, the Mind-Control Plant Card is sent to the discard pile and this situation no longer applies. Any infected ships destroyed by any player count toward that player’s score.

It is theoretically possible that failure to destroy the infected ships could result in the plants taking control of every ship on the table. If this happens, the game is over and whichever player has the highest score (for destroyed ships) wins the game.

A player who has a high score “in the bank” might decide to allow the plants to grow while he kills more ships from his original enemies (and allows his smaller ships to be infected). A player who wants to end the plant menace but lacks the firepower to destroy all of the infected ships might damage several of them to make it easier for the next player to kill them.