

2	*Mr. Alford	Purple
Character		
At the beginning of the attack phase, remove (1).		
(C) 2011 Nick Proeths.		
1	*Ms. Cleveland	Purple
Character		
MAIN: Once per turn, may reveal the top card of the location deck. You may choose to discard that location.		
(C) 2011 Nick Proeths.		
1	Analyze Attack	Purple
Effect		
MAIN: Reveal the top four cards of the attack deck. Discard one and return the rest in any order.		
(C) 2011 Nick Proeths.		

1	*Mr. Mooney	Purple
Character		
Nullify Lack of Preparation.		
(C) 2011 Nick Proeths.		
2	*Ms. McGowan	Purple
Character		
Every time an attack effect is played on table, remove (1). (Immune to Weary.)		
(C) 2011 Nick Proeths.		
1	Analyze Attack	Purple
Effect		
MAIN: Reveal the top four cards of the attack deck. Discard one and return the rest in any order.		
(C) 2011 Nick Proeths.		

1	*Mr. Snider	Purple
Character		
MAIN: Once per turn, play Analyze Attack from your draw deck.		
(C) 2011 Nick Proeths.		
1	*Ms. Mullen	Purple
Character		
WRAP-UP: Once per turn, put any card from hand beneath your draw deck.		
(C) 2011 Nick Proeths.		
1	Covert Ops	Purple
Effect		
MAIN: Plays on table. Ships with CLOAKING are threat -1. At the beginning of the attack phase, remove (1) for each ships with CLOAKING on the table.		
MAIN: Discard to make all player ships threat -1 this turn.		
(C) 2011 Nick Proeths.		

1	Covert Ops	Purple
Effect		
<p>MAIN: Plays on table. Ships with CLOAKING are threat -1. At the beginning of the attack phase, remove (1) for each ships with CLOAKING on the table.</p> <p>MAIN: Discard to make all player ships threat -1 this turn.</p>		
(C) 2011 Nick Prueths. 130		
0	Eyes And Ears	Purple
Effect		
<p>MAIN or WRAP-UP: Nullify any attack effect.</p>		
(C) 2011 Nick Prueths. 130		
0	Eyes And Ears	Purple
Effect		
<p>MAIN or WRAP-UP: Nullify any attack effect.</p>		
(C) 2011 Nick Prueths. 130		

0	Distortion Field	Purple
Effect		
<p>MAIN: Reveal the top five cards of the attack deck. Remove (1) for each effect revealed. Return the cards in any order.</p>		
(C) 2011 Nick Prueths. 130		
0	Eyes And Ears	Purple
Effect		
<p>MAIN or WRAP-UP: Nullify any attack effect.</p>		
(C) 2011 Nick Prueths. 130		
0	Surprise Assault	Purple
Effect		
<p>FIGHT: Make a starship power +2 (or +4 if it has CLOAKING).</p>		
(C) 2011 Nick Prueths. 130		

0	Distortion Field	Purple
Effect		
<p>MAIN: Reveal the top five cards of the attack deck. Remove (1) for each effect revealed. Return the cards in any order.</p>		
(C) 2011 Nick Prueths. 130		
0	Eyes And Ears	Purple
Effect		
<p>MAIN or WRAP-UP: Nullify any attack effect.</p>		
(C) 2011 Nick Prueths. 130		
0	Surprise Assault	Purple
Effect		
<p>FIGHT: Make a starship power +2 (or +4 if it has CLOAKING).</p>		
(C) 2011 Nick Prueths. 130		

2	They Are Coming	Purple
Effect		
MAIN: Plays on table (for free if Mr. Snider in play). Analyze Attack is played for free. MAIN: Discard to make all enemy ships threat +1 this turn.		
(C) 2011 Nick Prueths.		
0	Watch Your Back	Purple
Effect		
FIGHT: Make a starship power +2 (or +4 if its printed power is less than 8).		
(C) 2011 Nick Prueths.		
1	Containment Field	Purple
Equipment		
MAIN: Discard this equipment to remove (4).		
(C) 2011 Nick Prueths.		

2	They Are Coming	Purple
Effect		
MAIN: Plays on table (for free if Mr. Snider in play). Analyze Attack is played for free. MAIN: Discard to make all enemy ships threat +1 this turn.		
(C) 2011 Nick Prueths.		
1	Cloaking Device	Purple
Equipment		
Equipped ship has CLOAKING.		
(C) 2011 Nick Prueths.		
1	Inertia Stabilizer	Purple
Equipment		
Equipped ship is power +1 while fighting a ship with equal or higher printed power.		
(C) 2011 Nick Prueths.		
Power		+1
(C) 2011 Nick Prueths.		

0	Watch Your Back	Purple
Effect		
FIGHT: Make a starship power +2 (or +4 if its printed power is less than 8).		
(C) 2011 Nick Prueths.		
1	Containment Field	Purple
Equipment		
MAIN: Discard this equipment to remove (4).		
(C) 2011 Nick Prueths.		
3	*Apollo	Purple
Starship - Corvette		
CLOAKING. MAIN: Play Covert Ops from your draw deck.		
(C) 2011 Nick Prueths.		
Power		7
Capacity		3
(C) 2011 Nick Prueths.		

3	*Apollo	Purple
Starship - Corvette		
CLOAKING. MAIN: Play Covert Ops from your draw deck.		
Power	7	Capacity 3
(C) 2011 Nick Pruett.		

2	*Hermes	Purple
Starship - Scout Vessel		
JUMP: Overload Hermes to draw an additional location card to pick from.		
Power	6	Capacity 2
(C) 2011 Nick Pruett.		

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Starship - Scout Vessel		
JUMP: Overload Hermes to draw an additional location card to pick from.		
Power	6	Capacity 2
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