

2	*Mr. Alford	Purple
<div></div>		
Character		
All locations are threat -1.		
<div></div>		
<small>(C) 2011 Nick Proeths.</small>		
1	*Ms. Cleveland	Purple
<div></div>		
Character		
MAIN: Once per turn, may reveal the top card of the location deck. You may choose to discard that location.		
<div></div>		
<small>(C) 2011 Nick Proeths.</small>		
1	Analyze Attack	Purple
<div></div>		
Effect		
MAIN: Reveal the top four cards of the attack deck. Discard one and return the rest in any order.		
<div></div>		
<small>(C) 2011 Nick Proeths.</small>		

1	*Mr. Mooney	Purple
<div></div>		
Character		
Your effects are played for free.		
<div></div>		
<small>(C) 2011 Nick Proeths.</small>		
2	*Ms. McGowan	Purple
<div></div>		
Character		
ATTACK: Once per turn, add (3) to nullify an attack effect.		
<div></div>		
<small>(C) 2011 Nick Proeths.</small>		
1	Analyze Attack	Purple
<div></div>		
Effect		
MAIN: Reveal the top four cards of the attack deck. Discard one and return the rest in any order.		
<div></div>		
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1	*Mr. Snider	Purple
<div></div>		
Character		
MAIN: Once per turn, play Analyze Attack from your draw deck.		
<div></div>		
<small>(C) 2011 Nick Proeths.</small>		
1	*Ms. Mullen	Purple
<div></div>		
Character		
WRAP-UP: Once per turn, put any card from hand beneath your draw deck.		
<div></div>		
<small>(C) 2011 Nick Proeths.</small>		
1	Analyze Attack	Purple
<div></div>		
Effect		
MAIN: Reveal the top four cards of the attack deck. Discard one and return the rest in any order.		
<div></div>		
<small>(C) 2011 Nick Proeths.</small>		

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.		
0	Distortion Field	Purple
Effect		
MAIN: Reveal the top four cards of the attack deck. Remove (1) for each effect revealed. Return the cards in any order.		
(C) 2011 Nick Proeths.		
0	Distortion Field	Purple
Effect		
MAIN: Reveal the top four cards of the attack deck. Remove (1) for each effect revealed. Return the cards in any order.		
(C) 2011 Nick Proeths.		

1	Covert Ops	Purple
Effect		
MAIN: Plays on table.		
MAIN: Discard to make all player ships threat -1 this turn.		
(C) 2011 Nick Proeths.		
0	Distortion Field	Purple
Effect		
MAIN: Reveal the top four cards of the attack deck. Remove (1) for each effect revealed. Return the cards in any order.		
(C) 2011 Nick Proeths.		
0	Surprise Assault	Purple
Effect		
FIGHT: Make a starship power +2 (or +4 if it has CLOAKING).		
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Effect		
MAIN: Reveal the top four cards of the attack deck. Remove (1) for each effect revealed. Return the cards in any order.		
(C) 2011 Nick Proeths.		
0	Surprise Assault	Purple
Effect		
FIGHT: Make a starship power +2 (or +4 if it has CLOAKING).		
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0	Surprise Assault	Purple
Effect		
FIGHT: Make a starship power +2 (or +4 if it has CLOAKING).		
(C) 2011 Nick Prueths.		
2	They Are Coming	Purple
Effect		
MAIN: Plays on table. 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.		

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Effect		
FIGHT: Make a starship power +2 (or +4 if it has CLOAKING).		
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Effect		
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(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	Cloaking Device	Purple
Equipment		
Equipping ship has CLOAKING.		
(C) 2011 Nick Prueths.		

1	Cloaking Device	Purple
Equipment		
Equipping ship has CLOAKING.		
<small>(C) 2011 Nick Pruett.</small>		
1	Intertia Stabilizer	Purple
Equipment		
Equipping ship is power +1 while fighting a ship with equal or higher printed power.		
Power		+1
<small>(C) 2011 Nick Pruett.</small>		
3	*Apollo	Purple
Starship - Corvette		
CLOAKING.		
MAIN: Play Covert Ops from your draw deck.		
Power		7
Capacity		3
<small>(C) 2011 Nick Pruett.</small>		

1	Containment Field	Purple
Equipment		
MAIN: Discard this equipment to remove (4).		
<small>(C) 2011 Nick Pruett.</small>		
1	Intertia Stabilizer	Purple
Equipment		
Equipping ship is power +1 while fighting a ship with equal or higher printed power.		
Power		+1
<small>(C) 2011 Nick Pruett.</small>		
4	*Ares	Purple
Starship - Interdictor		
Can't be overpowered unless its power is tripled.		
Power		8
Capacity		5
<small>(C) 2011 Nick Pruett.</small>		

1	Containment Field	Purple
Equipment		
MAIN: Discard this equipment to remove (4).		
<small>(C) 2011 Nick Pruett.</small>		
3	*Apollo	Purple
Starship - Corvette		
CLOAKING.		
MAIN: Play Covert Ops from your draw deck.		
Power		7
Capacity		3
<small>(C) 2011 Nick Pruett.</small>		
4	*Ares	Purple
Starship - Interdictor		
Can't be overpowered unless its power is tripled.		
Power		8
Capacity		5
<small>(C) 2011 Nick Pruett.</small>		

4	*Artemis	Purple
Starship - Interdictor		
FLAGSHIP. ATTACK: Overload Artemis to make all enemy ships threat +1 this turn.		
Power	8	Capacity 6
(C) 2011 Nick Pruehs.		
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 Pruehs.		

2	*Dionysus	Purple
Starship - Science Vessel		
MAIN: Once per turn, play Distortion Field from your draw deck.		
Power	6	Capacity 2
(C) 2011 Nick Pruehs.		
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 Pruehs.		

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Starship - Science Vessel		
MAIN: Once per turn, play Distortion Field from your draw deck.		
Power	6	Capacity 2
(C) 2011 Nick Pruehs.		