Mr. Alford	Purple

Character

At the beginning of the attack phase, remove (1).

Mr. Mooney	Purple

Character

Nullify Lack Of Preparation.

Mr. Snider	Purple

Character

Play Analyze Attack for free.

Ms. Cleveland	Purple

Character

MAIN: Once per turn, reveal the top card of the location deck. You may choose to discard that location.

Ms. McGowan	Purple

Character

Every time an attack effect is played, remove (1).

1	Analyze Attack	Purple

Effect

MAIN: Reveal the top four cards of the attack deck. Discard one and return the rest in any order.

1	Analyze Attack	Purple

Effect

MAIN: Reveal the top four cards of the attack deck. Discard one and return the rest in any order.

1	Analyze Attack	Purple

Effect

MAIN: Reveal the top four cards of the attack deck. Discard one and return the rest in any order.

1	Analyze Attack	Purple

Effect

MAIN: Reveal the top four cards of the attack deck. Discard one and return the rest in any order.

1	Covert Ops	Purple

Effect

MAIN: Player ships have CLOAKING until end of turn.

(C) 2015 Nick Prühs   130

1	Covert Ops	Purple

Effect

MAIN: Player ships have CLOAKING until end of turn.

(C) 2015 Nick Prühs   130

1	Covert Ops	Purple

Effect

MAIN: Player ships have CLOAKING until end of turn.

(C) 2015 Nick Prühs   130

1	Covert Ops	Purple

Effect

MAIN: Player ships have CLOAKING until end of turn.

(C) 2015 Nick Prühs   130

0	Distortion Field	Purple

Effect

MAIN: Reveal the top five cards of the attack deck. Remove (1) for each effect revealed. Return the cards in any order.

(C) 2015 Nick Prühs   130

0	Distortion Field	Purple

Effect

MAIN: Reveal the top five cards of the attack deck. Remove (1) for each effect revealed. Return the cards in any order.

(C) 2015 Nick Prühs   130

0	Distortion Field	Purple

Effect

MAIN: Reveal the top five cards of the attack deck. Remove (1) for each effect revealed. Return the cards in any order.

(C) 2015 Nick Prühs   130

0	Distortion Field	Purple

Effect

MAIN: Reveal the top five cards of the attack deck. Remove (1) for each effect revealed. Return the cards in any order.

(C) 2015 Nick Prühs   130

1	No Second Guessing	Purple

Effect

MAIN: If your discard pile contains more cards than your draw deck, draw two cards.

(C) 2015 Nick Prühs   130

1	No Second Guessing	Purple

Effect

MAIN: If your discard pile contains more cards than your draw deck, draw two cards.

1	No Second Guessing	Purple

Effect

MAIN: If your discard pile contains more cards than your draw deck, draw two cards.

1	No Second Guessing	Purple

Effect

MAIN: If your discard pile contains more cards than your draw deck, draw two cards.

1	Surprise Assault	Purple

Effect

FIGHT: Make a starship power +2 (of +3 if it has CLOAKING).

1	Surprise Assault	Purple

Effect

FIGHT: Make a starship power +2 (of +3 if it has CLOAKING).

1	Surprise Assault	Purple

Effect

FIGHT: Make a starship power +2 (of +3 if it has CLOAKING).

1	Surprise Assault	Purple

Effect

FIGHT: Make a starship power +2 (of +3 if it has CLOAKING).

2	They Are Coming	Purple

Effect

MAIN: Make all enemy ships threat +1 this turn.

2	They Are Coming	Purple

Effect

MAIN: Make all enemy ships threat +1 this turn.

2	They Are Coming	Purple

Effect

MAIN: Make all enemy ships threat +1 this turn.

2	They Are Coming	Purple

Effect

MAIN: Make all enemy ships threat +1 this turn.

1	Watch Your Back	Purple

Effect

FIGHT: Make a starship +2 (or +3 if there is at least one unassigned player ship).

1	Watch Your Back	Purple

Effect

FIGHT: Make a starship +2 (or +3 if there is at least one unassigned player ship).

1	Watch Your Back	Purple

Effect

FIGHT: Make a starship +2 (or +3 if there is at least one unassigned player ship).

1	Watch Your Back	Purple

Effect

FIGHT: Make a starship +2 (or +3 if there is at least one unassigned player ship).

	TRI Pegasus	Purple

Starship - Interdictor

FLAGSHIP. CLOAKING.

JUMP: Overload Ares to draw an additional location card to pick from.

Power 7

	TRI Golem	Purple

Starship - Interdictor

FLAGSHIP. CLOAKING.

ATTACK: Overload Artemis twice to make all enemy ships threat +1 this turn.

Power 7