2	*Mr. Alford	Purple	1	*Mr. Mooney	Purple	1	*Mr. Snider	Purple		
							•			
	Character		-	Character			Charact	er		
At the I	peginning of the attack phase, rem	nove (1).	Nullify Lack of Preparation.			MAIN: Once per turn, play Analyze Attack from your draw deck.				
						uraw c	ieck.			
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nic	k Pruehs.			
1	*Ms. Cleveland	Purple	2	*Ms. McGowan	Purple	1	*Ms. Mullen	Purple		
								-		
MAIN: (Character	card of the	Character Character Every time an attack effect is played on table, WRAP-UP: Once per turn, put any card from hand							
location location	Once per turn, may reveal the top n deck. You may choose to discard n.	that	remove	e (1). (Immune to Weary.)	cubic,	benea	neath your draw deck.			
(C) 2011 Nick	Prijahs		(C) 2011 Nick	Prughs		(C) 2011 Nic	k Prophs			
-	Analyze Attack	Purple		Analyze Attack	Purple	1	Covert Ops	Purple		
		1	<u> </u>	,	1	<u> </u>		1,		
Effect				Effect			Effect			
MAIN: Reveal the top four cards of the attack deck. Discard one and return the rest in any order.			MAIN: I Discard	Reveal the top four cards of the a d one and return the rest in any o	ttack deck. rder.	MAIN: threat	Plays on table. Ships wi -1. At the beginning of	th CLOAKING are the attack phase.		
						remov table.	e (1) for each ships with	CLOAKING on the		
						MAIN:	Discard to make all play	ver ships threat -1 this		
						turn.				
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nic	k Pruehs.			

1	Covert Ops	Purple	0	Distortion Field	Purple	0	Distortion Field	Purple		
					•					
	Effect			Effect			Effect			
MAIN: threat remov table.	Plays on table. Ships with CLOAKIN -1. At the beginning of the attack pe (1) for each ships with CLOAKING	ohase, on the	Remov	Reveal the top five cards of the atte re (1) for each effect revealed. Retu n any order.	ack deck. Irn the	Remov	Reveal the top five cards of the re (1) for each effect revealed. R n any order.	eturn the		
MAIN: turn.	Discard to make all player ships th	reat -1 this								
curri.										
(C) 2011 Nic	k Pruehs.		(C) 2011 Nici	k Pruehs.		(C) 2011 Nici	k Pruehs.			
0	Eyes And Ears	Purple	0	Eyes And Ears	Purple	0	Eyes And Ears	Purple		
					•			•		
ΜΔΙΝ (Effect or WRAP-UP: Nullify any attack effe	ct	MAIN 6	Effect or WRAP-UP: Nullify any attack effec	-t	MAIN 6	Effect or WRAP-UP: Nullify any attack ef	fect		
INAIN C	or when for . Numby any accure enter	ct.	MAIN	wwwor. Numry any access effect		MAIN	of whom-or. Numby any accure en	rect.		
(C) 2011 Nic	Eyes And Ears	Purple	(C) 2011 Nici	Surprise Assault	Purple	(C) 2011 Nic	Surprise Assault	Purple		
\vdash					I .		<u> </u>	<u> </u>		
Effect				Effect			Effect			
MAIN or WRAP-UP: Nullify any attack effect.			FIGHT: CLOAK	Make a starship power +2 (or +4 i	f it has	FIGHT: CLOAK	Make a starship power +2 (or +	4 if it has		
(C) 2011 Nic	k Pruehs.	130	(C) 2011 Nici	k Pruehs.		(C) 2011 Nic	k Pruehs.			

2	They Are Coming	Purple	2	They Are Coming	Purple	0	Watch Your Back	Purple		
		•					•	,		
	Effect			Effect		Effect				
MAIN: I Analyz	Plays on table (for free if Mr. Snide e Attack is played for free.	r in play).	MAIN: Analyz	Plays on table (for free if Mr. Sr e Attack is played for free.	lider in play).	FIGHT: Make a starship power +2 (or +4 if its printed power is less than 8).				
MAIN: I this tur	Discard to make all enemy ships th	reat +1		Discard to make all enemy ship	s threat +1					
this tur	n.		this tu	n.						
(C) 2011 Nick	Pruehs.		(C) 2011 Nick			(C) 2011 Nic	k Pruehs.			
0	Watch Your Back	Purple	1	Cloaking Device	Purple	1	Containment Field	Purple		
		•								
	Effect		Equipment			Equipment				
FIGHT: printed	Make a starship power +2 (or +4 i power is less than 8).	f its	Equipp	ed ship has CLOAKING.		MAIN:	Discard this equipment to re	move (4).		
(C) 2011 Nick	Pruehs.		(C) 2011 Nick	Pruehs.		(C) 2011 Nic	k Pruehs.			
1	Containment Field	Purple	1	Intertia Stabilizer	Purple	3	*Apollo	Purple		
							1			
Equipment				Equipment			Starship - Corvette			
MAIN: Discard this equipment to remove (4).			Equipp with ed	Equipped ship is power +1 while fighting a ship with equal or higher printed power.			CLOAKING.			
				MAIN: Play Covert Ops from your draw deck.				raw deck.		
(C) 2011 Nick	Pruehs.		Powe			Powe		ity 3		
								-		

3	*Apollo	Purple		2	*Hermes	Purple	2	*Hermes		Purple	
	Starship - Corvette			Starship - Scout Vessel			Starship - Scout Vessel				
CLOAKING.					Overload Hermes to draw an add	litional		Overload Hermes to d	raw an additi	onal	
MAIN:	Play Covert Ops from your draw dec	ck.		ocation	n card to pick from.		locatio	n card to pick from.			
Power	- 7 Capacity	3	Į.	Power	6 Capacity	2	Powe	r 6 1 0	Capacity	2	
(C) 2011 Nick			0	C) 2011 Nick			(C) 2011 Nick				