	Mr. Alford	Purple		Mr. Mooney	Purple		Mr. Snider		Purple
							•		
At the	Character beginning of the attack phase, rem	ove (1)	Nullifo	Character y Lack Of Preparation.		Play A	Charac nalyze Attack for free.	ter	
Actile	beginning of the attack phase, rem	ove (1).	Nami	y Lack Of Freparation.		ridy A	naryze Actack for free.		
(C) 2015 Nick	Prühs	130	(C) 2015 N	ick Prühs	130	(C) 2015 Nic	k Prühs		130
	Ms. Cleveland	Purple		Ms. McGowan	Purple	1	Analyze Attack		Purple
MAIN: 0	Character	of the	Every	Character time an attack effect is played, ren	nove (1)	MAIN:	Effec		ack deck
locatio locatio	Once per turn, reveal the top card on deck. You may choose to discard n.	that	Lvery	cime an accaek effect is played, for	11000 (1).	Discar	Reveal the top four cand one and return the re	est in any ord	er.
(C) 2015 Nick	Prühs	130	(C) 2015 N	ick Prühs	130	(C) 2015 Nic	k Prühs		130
1	Analyze Attack	Purple	1	Analyze Attack	Purple	1	Analyze Attack		Purple
MAIN: I	Effect Reveal the top four cards of the atta	ack deck.	MAIN:	Effect Reveal the top four cards of the at	tack deck.	MAIN:	Effec Reveal the top four ca	rds of the atta	ack deck.
Discard	d one and return the rest in any ord	er.	Disca	rd one and return the rest in any or	der.	Discar	d one and return the re	est in any ord	er.
(C) 2015 Nick	Prühs	130	(C) 2015 N	ick Prühs	130	(C) 2015 Nic	k Prühs		130

1	Covert Ops	Purple	1	Covert Ops	Purple	1	Covert Ops	Purple
								·
	Effect			Effect			Effect	
MAIN: F	Player ships have CLOAKING until e	nd of turn.	MAIN:	Player ships have CLOAKING until e	end of turn.	MAIN:	Player ships have CLOAKII	NG until end of turn.
(C) 2015 Nick	Covert Ops	Purple	(C) 2015 N	Distortion Field	Purple	(C) 2015 Nic	Distortion Field	Purple
	Covert Ops	ruipie	0	Distortion Field	ruipie		Distortion Field	Fulple
MAIN: F	Effect Player ships have CLOAKING until e	nd of turn.	MAIN:	Effect Reveal the top five cards of the atta	ack deck.	MAIN:	Effect Reveal the top five cards of	of the attack deck.
			Remo	ve (1) for each effect revealed. Retu in any order.	irn the	Remov	ve (1) for each effect revea in any order.	aled. Return the
(C) 2015 Nick	Prühs	130	(C) 2015 N	ck Prühs	130	(C) 2015 Nic	k Prühs	130
0	Distortion Field	Purple	0	Distortion Field	Purple	1	No Second Guessing	Purple
				•			•	•
	Effect			Effect			Effect	
Remov	Reveal the top five cards of the atta e (1) for each effect revealed. Retu	ick deck. rn the	Remo	Reveal the top five cards of the atta ve (1) for each effect revealed. Retu	ack deck. Irn the	MAIN: your d	If your discard pile contair raw deck, draw two cards.	ns more cards than
	any order.			in any order.				
(C) 2015 Nick	Prühs	130	(C) 2015 N	ck Prühs	130	(C) 2015 Nic	k Prühs	130

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1	No Second Guessing	Purple	1	No Second Guessing	Purple	1	No Second Guessing	Purple
	Effect			Effect			Effect	
MAIN: I your di	f your discard pile contains more co aw deck, draw two cards.	ards than	MAIN: your d	If your discard pile contains more coraw deck, draw two cards.	ards than	MAIN: your d	If your discard pile contains more c raw deck, draw two cards.	ards than
(C) 2015 Nick	Surprise Assault	Purple	(C) 2015 Nic	Surprise Assault	Purple	(C) 2015 Nic	Surprise Assault	Purple
FIGHT: CLOAK	Effect Make a starship power +2 (of +3 if NG).	it has	FIGHT: CLOAK		it has	FIGHT: CLOAK		f it has
1	Surprise Assault	Purple	2	They Are Coming	Purple	2	They Are Coming	Purple
FIGHT: CLOAK	Effect Make a starship power +2 (of +3 if NG).	it has	MAIN:	Effect Make all enemy ships threat +1 this	5 turn.	MAIN:	Effect Make all enemy ships threat +1 this	s turn.

2	They Are Coming	Purple	2	They Are Coming	Purple	1	Watch Your Back	Purple
								-
	Effect			Effect			Effect	
MAIN: I	Make all enemy ships threat +1 this	s turn.	MAIN:	Make all enemy ships threat +1 this	s turn.	FIGHT: one ur	Make a starship $+2$ (or $+3$ if the nassigned player ship).	re is at least
(C) 2015 Nick	Watch Your Back	Purple	(C) 2015 N	Watch Your Back	Purple	(C) 2015 Nic	Watch Your Back	Purple
							ı	
	Effect			Effect			Effect	
FIGHT: one un	Make a starship +2 (or +3 if there assigned player ship).	is at least	FIGHT one u	: Make a starship +2 (or +3 if there nassigned player ship).	is at least	FIGHT: one ur	: Make a starship +2 (or +3 if the nassigned player ship).	re is at least
(C) 2015 Nick	TRI Pegasus	Purple	(C) 2015 N	TRI Golem	Purple	(C) 2015 Nic	rk Prühs	130
FLAGS	Starship - Interdictor HIP. CLOAKING.		FLAG	Starship - Interdictor SHIP. CLOAKING.				
JUMP:	Overload Ares to draw an additiona pick from.	l location	ATTA	CK: Overload Artemis twice to make by ships threat +1 this turn.	all			
(C) 2011 Nick	Pruehs.	130	(C) 2011 N	Power 7	130			