🛸 COSMIC ENIGMAS

RULES AND CARD LIST

The card list shows the current printed wording. Until Drone Wave Spotter and Grays Abduction Scout are reprinted, follow the printed game rule in this rulebook.

🌌 The Hidden War

For eighty years the sky has been lying to us. Lights over Phoenix, a saucer over a Melbourne schoolyard, wreckage in the New Mexico desert, an orb that shrugs off a missile. Every time, someone came forward. And every time, someone made the story go away.

The **Cosmic Guardians** are the ones who keep the secret. Some are not from here: the grey Overlords, the reptilian enforcers, the pale beings who look almost human. Some are very much from here: the Men in Black, the official debunkers, the crash retrieval crews of a legacy program that, on paper, does not exist. Their craft hide in clouds and under the sea. Their weapon is doubt.

The **Truth Seekers** are the ones who will not stop asking. Skywatchers with cameras, pilots and soldiers who saw too much, journalists who chase leads in the dark, whistleblowers who risk everything to testify under oath. Their allies are the phenomena themselves: crop patterns, beacons in the forest, lights no one can explain.

Now the files are opening, the hearings are filling up, and both sides know the moment of disclosure is close. Every card you play is a move in the hidden war. Will the truth come out, or will the secret hold for another eighty years?

How to Play

Truth Seekers (investigators, whistleblowers, skywatchers) battle the **Cosmic Guardians** (aliens, crafts and the Men in Black). Knock out enemy cards to drain their **Truth Points (TP)**.

🎯 Goal

- Both players start with **100 TP**. Get the opponent to 0 TP to win.
- When a card is knocked out, its owner loses **10 + one fifth of the HP printed on the card** in TP (for example 40 TP for a 150 HP Mythic, 16 TP for a 30 HP Common). Boosts that take a card over its printed HP do not change this number.
- You also win if your opponent cannot draw a card at the start of their turn (see Running out).

🎴 Playing with the printed cards

The box holds 54 cards: 20 Truth Seekers, 20 Cosmic Guardians and 14 Power-Ups. One player takes each side.

1. **Your deck:** take your own side's 20 character cards, shuffle them and place them face down in front of you.
2. **The Power-Up pile:** shuffle all 14 Power-Ups and place them face down between the players. Both players share this pile. Leave room next to it for a face-up Power-Up discard pile.
3. **Truth Points:** both players start on 100 TP. Keep score on paper, a phone or a spin-down die.
4. **Opening hand:** draw 4 cards from your own deck and 1 from the Power-Up pile, so you hold 5 cards.
5. **Active card:** place the character in your hand with the highest HP face up as your Active (if two or more are tied, randomly pick one (flip a coin, or roll for 3 or more)). You can add up to 5 more characters to your Bench during the game.
6. **Who goes first:** flip a coin. The first player does not draw on turn 1.

Drawing: whenever you draw a card, at the start of your turn or because a card tells you to, take the top card of **your own deck or the Power-Up pile**. You choose, one card at a time.

- **Used Power-Ups**, and any Power-Up that gets discarded from a hand, go face up on the shared Power-Up discard pile. If the Power-Up pile runs out, shuffle that discard pile to make a new one.
- **Knocked-out characters** go to their owner's own discard pile. Cards like Deep Sea USO and Crash Retrieval use this pile. If Crash Retrieval could return more than one knocked-out Alien, you choose which one.
- **Running out:** if your own deck is empty, draw from the Power-Up pile instead. You only lose if you cannot draw from either pile **at the start of your turn**. If a card tells you to draw and both piles are empty, you just draw fewer cards and the game goes on.
- **"Your deck" on a card** means your own character deck. Hover Drone and Project Blue Book Report look at your character deck, not the Power-Up pile. After Hover Drone takes the best of the top 2 cards, put the other card on the bottom of your deck. Project Blue Book Report shuffles the cards you do not take back into your deck. Mantis Watcher's Telepathic Scan looks at the top 3 cards of the opponent's character deck.
- **Drone Wave Spotter** and **Grays Abduction Scout**: in the printed game, both look at the top card of the shared Power-Up pile. The Spotter may draw it. The Scout may put it on the Power-Up discard pile. If you do not, leave the card where it is. If the text on these two cards still talks about "your deck" or "the opponent's deck", follow this rulebook until the cards are reprinted (see Proposed card text below).

- **Knockouts:** when your Active is knocked out, move your Bench card with the **highest current HP** up to Active (if two or more are tied, randomly pick one (flip a coin, or roll for 3 or more)). You can still swap on your turn.
- **Empty board:** if you have no Active and no Bench at the start of your turn, put your highest-HP character from your hand into play as your Active (if two or more are tied, randomly pick one (flip a coin, or roll for 3 or more)). This does not count as your one play for the turn.

📝 Words we use

- **Attack:** always use the Attack number printed on the card. Do not recalculate it from HP. A few cards have an Attack that is not half their HP.
- **In play:** your Active card and every card on your Bench.
- **Best, strongest and weakest:** usually the highest or lowest HP printed on the card. When you compare a Power-Up with a character, the Power-Up counts as 45 (so a 40 HP character is weaker than a Power-Up, and a 50 HP character is stronger). Two exceptions: Quantum Drive's "best Craft" uses current HP, after damage and boosts. NHI vs NHI's "strongest benched Alien" uses Attack, not HP. If two or more cards tie for best, strongest or weakest, randomly pick one (flip a coin, or roll for 3 or more). The player whose effect it is does not choose.

🔁 Your turn

1. **Draw** 1 card (skip this if you go first and it is the first turn of the game).
2. **Play one card**: either a character (to your Bench, or as Active if you have none) **or** one Power-Up.
3. **Swap** your Active with a Bench card (once per turn, optional).
4. **Action**: Attack, use your Active's Power, or End Turn. Your action ends the turn, unless a card such as Legacy Program says you may use a Power and then Attack.

You may play a card and swap in either order, as long as you have not yet Attacked, used a Power, or ended your turn.

⚔️ Attacking

- Damage = the Attack number printed on the card.
- **Type advantage +20**: 👽 Alien beats 🛸 Craft beats 🌀 Phenomenon beats 🕵️ Human beats 👽 Alien.
- If the defender has no Active card at all, the attack hits their TP for 10.
- When your Active is knocked out, your Bench card with the highest current HP steps up (if two or more are tied, randomly pick one (flip a coin, or roll for 3 or more)). You can still swap on your turn.

⚠️ Weaknesses

- Every character has a weakness that triggers on its own, for example taking extra damage from Men in Black cards, or losing HP when the opponent plays a Skeptic card.
- **Tags**: Whistleblower (Whistleblower X, Dr. Evers Grent, Col. Rudi Vash), Men in Black (Men in Black Enforcer, MIB Interference), Skywatcher (Skywatcher Veteran, Skywatcher Rookie, Drone Wave Spotter), Skeptic (Swamp Gas Debunker, Project Blue Book Report), Cover-Up (Roswell Wreckage).
- Playing a Power-Up that counts as a tag (MIB Interference is a Men in Black card, Project Blue Book Report is a Skeptic card) can trigger a weakness, just as playing a character with that tag would. When MIB Interference cancels a Power-Up, flip a coin. Heads: that Power-Up still triggers weaknesses (it still counts as being played). Tails: it does not.
- Shields do not stop weakness HP loss (for example "loses 30 HP when the opponent plays a Skeptic card").

🧿 Status icons

- 🛡️ Shielded (no damage) 🌰 Half damage 🪶 Takes 20 less 🦋 Can't be knocked out
- 🛸 Abducted (can't act) ⚡ Disabled (can't act) 🤐 Silenced (no Power) 😵 Confused (50% chance to fail and take 20)
- ⬇️ Deals 20 less 🔥 Damage boost this turn ✨ HP boosted over max (up to +50) 💨 Evasive (25% chance to dodge attacks)
- The 20 damage a Confused card deals to itself is not stopped by shields.
- MIB Interference stays in effect until it cancels a Power or a Power-Up, even if that takes several turns.

🃏 A few other cards

- **Deep Sea USO:** if the character returns to your Bench, it comes back at half HP (at least 10). If your Bench is full and it goes to your hand, it comes back at full HP.
- **Telepathic Link:** your Active uses the Power of your benched Alien with the highest printed HP. You do not choose which Alien. If two or more are tied, randomly pick one (flip a coin, or roll for 3 or more).

💡 Tips

- Keep a couple of cards on your Bench so a knockout never leaves you empty.
- Swap in a card with type advantage before you attack.
- Big cards hit hard but cost a lot of TP when they fall. Shield or heal them.

Proposed card text (needs a reprint)

These two Powers still work in the computer game as printed, because Power-Ups sit in each player's own deck. On the table, those decks are characters only, so the old wording almost never does anything. Until the cards are reprinted, use the printed-game rule above. Suggested new text for a future reprint:

- **Drone Wave Spotter, Night Watch:** "Look at the top card of the Power-Up pile. You may draw it."
- **Grays Abduction Scout, Mind Probe:** "Look at the top card of the Power-Up pile. You may put it on the Power-Up discard pile."

The card list on the later pages still shows the current text, because the printed cards have not changed.

💻 Playing online

The free computer game (open **Cosmic-Enigmas.html**, or play at cosmicenigmas.com/play/) is a solo game against the computer. Your 30-card deck is built automatically: 22 character cards from your side's 20 (some cards appear twice) plus 8 Power-Ups, all in one deck. Draw 5 cards. If none of them is a character, they go back and you draw 5 again. Your highest-HP character starts as your Active, leaving 4 cards in your hand. A coin flip decides who goes first. The first player does not draw on turn 1.

You draw from your own deck only. The turn structure, attacks, weaknesses and status effects are the same as above, except that the live computer game has not yet been updated for two table rulings from 21 November 2026: it still takes the first tied card instead of randomly picking, and a Power-Up cancelled by MIB Interference still always triggers weaknesses (no coin flip). Because Power-Ups are mixed into each deck, **Drone Wave Spotter** and **Grays Abduction Scout** follow the text currently printed on those cards (they look at your deck or the opponent's deck), not the Power-Up pile rule used on the table.

Card List

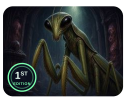
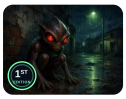
Every card in the box is listed below. KO TP is the Truth Points lost when that card is knocked out. The text here is the current printed wording. See the proposed changes for Drone Wave Spotter and Grays Abduction Scout in the rules above.

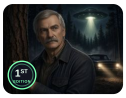
★★★★★ Mythic Rare (6)

Card	Stats	Power	Weakness	Inspiration
 👽 **Zeta Reticulan Overlord** Alien · Cosmic Guardians	HP 150 ATK 75 KO TP 40	**Abduction Beam:** Deal 30 damage. The opponent's Active is abducted: it can't attack or use its Power next turn.	**Whistleblower's Expose:** Loses 50 HP when the opponent plays a Whistleblower card.	*Betty and Barney Hill's reported abduction in New Hampshire, 1961.*
 🛸 **Roswell Wreckage** Craft · Cosmic Guardians · Cover-Up	HP 140 ATK 70 KO TP 38	**Debris Field:** Prevent all damage to this card until your next turn.	**Crash Retrieval Exposed:** Loses 20 HP when the opponent plays a Whistleblower card.	*The 1947 Roswell Incident, New Mexico.*
 🌀 **Crop Circle Architect** Phenomenon · Truth Seekers	HP 130 ATK 65 KO TP 36	**Mystic Pattern:** Deal 30 damage. The opponent's Active is Confused next turn: 50% chance its action fails and it hurts itself for 20.	**Skeptic's Debunk:** Loses 30 HP when the opponent plays a Skeptic card.	*Complex crop circles in Wiltshire, England.*
 🕵 **Whistleblower X** Human · Truth Seekers · Whistleblower	HP 120 ATK 60 KO TP 34	**Classified Leak:** Reveal the opponent's hand and discard their best card.	**Disinformation Campaign:** Takes double damage from Men in Black cards.	*The unnamed sources behind the 'Immaculate Constellation' report, entered in the Congressional Record in November 2024. The Pentagon said it had no such program.*
 🕵 **Men in Black Enforcer** Human · Cosmic Guardians · Men in Black	HP 110 ATK 55 KO TP 32	**Neuralyzer Flash:** Deal 30 damage. The opponent's Active loses all boosts and can't use its Power next turn.	**Public Exposure:** Loses 40 HP when the opponent has or plays a Skywatcher card.	*Men in Black folklore: figures said to silence UFO witnesses.*

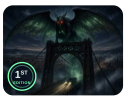
	🕵 **Col. Rudi Vash, Whistleblower Under Oath** NEW Human · Truth Seekers · Whistleblower	HP 120 ATK 60 KO TP 34	**Sworn Testimony:** Clear Abducted, Silenced, Disabled and MIB Interference from your side. Reveal the opponent's hand. Deal 40 damage to their Active (60 if it is a Men in Black or Cover-Up card).	**Secondhand Sources:** Loses 30 HP when the opponent plays a Skeptic card.	*Intelligence insiders who testified under oath about alleged crash retrieval programs, much of it secondhand.*

★★★★ Ultra Rare (14)

Card	Stats	Power	Weakness	Inspiration
 🕵 **Russ Holt, Investigative Journalist** NEW Human · Truth Seekers	HP 100 ATK 50 KO TP 30	**Follow the Lead:** Reveal the opponent's hand. Deal 30 damage to their Active (60 if it is a Men in Black or Cover-Up card). Clear Abducted, Silenced and Disabled from all your cards.	**Official Denial:** Takes 20 extra damage from Men in Black cards.	*Investigative journalists who keep chasing UFO stories that officials would rather bury.*
 🛸 **Phoenix Lights Craft** Craft · Cosmic Guardians	HP 100 ATK 50 KO TP 30	**Mass Sighting:** Boost every Craft you have in play by 20 HP (can go over max).	**Caught on Camcorder:** Loses 20 HP when the opponent plays a Skywatcher card.	*The 1997 Phoenix Lights, a mass sighting over Arizona filmed by many residents.*
 👽 **Mantis Watcher** Alien · Cosmic Guardians	HP 90 ATK 45 KO TP 28	**Telepathic Scan:** Look at the top 3 cards of the opponent's deck and discard the strongest one.	**Psychic Feedback:** Disabled next turn (no attack or Power) when the opponent plays a Phenomenon card.	*Tall insectoid 'mantis' beings from abduction lore, also mentioned secondhand in a 2026 whistleblower interview.*
 🌀 **Rendlesham Forest Beacon** Phenomenon · Truth Seekers	HP 95 ATK 47 KO TP 29	**Binary Code:** Draw 2 cards.	**Military Lockdown:** Can't attack while the opponent has a Men in Black card in play.	*The 1980 Rendlesham Forest Incident, England, and its alleged binary code message.*
 🕵 **Skywatcher Veteran** Human · Truth Seekers · Skywatcher	HP 85 ATK 42 KO TP 27	**UFO Vigil:** Boost your most damaged card by 30 HP (can go over max).	**Ridicule:** Loses 20 HP when the opponent plays a Skeptic card.	*Civilian skywatchers and UFO groups such as MUFON.*
 🕵 **Area 51 Intruder** Human · Truth Seekers	HP 80 ATK 40 KO TP 26	**Base Breach:** Discard a random Power-Up from the opponent's hand. If they have none, deal 30 damage to their Active.	**Security Sweep:** Takes 20 extra damage from Men in Black cards.	*The viral 2019 'Storm Area 51' event.*
 🕵 **Dr. Evers Grent, Contact Advocate** Human · Truth Seekers · Whistleblower	HP 90 ATK 40 KO TP 28	**Open Signal:** Reveal the opponent's Bench. All their Aliens deal 20 less damage next turn. Deal 20 damage to their Active.	**Credibility Gap:** Loses 20 HP when the opponent plays a Skeptic card.	*Inspired by real reports: campaigners who gathered witnesses and called for public disclosure.*
 🛸 **Kecksburg Acorn** Craft · Cosmic Guardians	HP 95 ATK 47 KO TP 29	**Acorn Shell:** This card takes half damage until your next turn. Deal 20 damage to the opponent's Active.	**Leaked Records:** Takes 20 extra damage from Whistleblower cards.	*The 1965 Kecksburg, Pennsylvania incident and its acorn-shaped object.*
 👽 **Varginha Visitor** Alien · Cosmic Guardians	HP 90 ATK 45 KO TP 28	**Alien Empathy:** Heal 20 HP on every card you have in play.	**The Minister Speaks:** Can't use its Power while the opponent has a Whistleblower card in play.	*The 1996 Varginha incident in Brazil. In 2026 a former Brazilian defence minister was reported as saying a non-human craft was recovered.*
 🕵 **Westall Witnesses** Human · Truth Seekers	HP 85 ATK 42 KO TP 27	**The Whole School Saw It:** Deal 20 damage to every opponent card in play.	**Radar Jam:** Takes 20 extra damage from Craft cards.	*The 6 April 1966 Westall sighting in Melbourne, seen by more than 200 students and teachers, who still sought answers on the 60th anniversary in 2026.*

	🕵 **Walt Savino, Lost Time Abductee** Human · Truth Seekers	HP 85 ATK 42 KO TP 27	**Lost Time:** Heal this card by 40 HP and draw 1 card.	**Lie Detector Doubts:** Loses 20 HP when the opponent plays a Skeptic card.	*Inspired by real reports: forest workers who said a light in the trees took days from them.*
	🛸 **O'Hare UFO** Craft · Cosmic Guardians	HP 80 ATK 40 KO TP 26	**Cloud Punch:** Deal 40 damage to the opponent's Active, ignoring shields and damage reduction.	**Radar Silence:** Takes 20 extra damage from Human cards.	*The 2006 O'Hare Airport sighting reported by airline staff in Chicago.*
	🛸 **Tic Tac Craft** NEW Craft · Cosmic Guardians	HP 85 ATK 42 KO TP 27	**Instant Acceleration:** Deal 30 damage. This card takes 20 less damage until your next turn. **Trait:** Evasive: 25% chance to dodge any attack (not Powers).	**Sensor Lock:** Takes 20 extra damage from Phenomenon cards.	*The 2004 USS Nimitz 'Tic Tac' encounter, plus a 2026 secondhand claim that reptilian beings fly 'tic tac looking' craft.*
	👽 **Reptilian Enforcer** NEW Alien · Cosmic Guardians	HP 100 ATK 80 KO TP 30	**Looming Threat:** Deal 30 damage. The opponent's Active deals 20 less damage next turn.	**Exposed by Testimony:** Loses 40 HP when the opponent plays a Whistleblower card.	*Beings 'seven feet tall or more' with gorilla-like skin, from a crash retrieval story told secondhand in a 2026 interview. The strongest Alien attack in the game.*

★★★ Rare (9)

Card	Stats	Power	Weakness	Inspiration
 🌀 **Mothman Prophet** Phenomenon · Truth Seekers	HP 75 ATK 37 KO TP 25	**Omen Warning:** Your Active can't be knocked out until your next turn (it stays on 10 HP).	**Bridge Collapse:** Loses 30 HP when the opponent plays a Skeptic card.	*The Mothman sightings in Point Pleasant, West Virginia, 1966 to 1967.*
 👽 **Chupacabra Stalker** Alien · Cosmic Guardians	HP 65 ATK 32 KO TP 23	**Livestock Drain:** Deal 20 damage to the opponent's Active and heal this card 20 HP.	**Hunter's Trap:** Takes 30 extra damage from Human cards.	*Chupacabra reports in Puerto Rico in the 1990s.*
 🕵 **Oversight Task Force** Human · Truth Seekers	HP 70 ATK 35 KO TP 24	**Subpoena:** Discard a random Power-Up from the opponent's hand. If they have none, draw 1 card.	**Stonewalled:** Can't use its Power while the opponent has a Men in Black card in play.	*The House Oversight Task Force on the Declassification of Federal Secrets, which held a UAP whistleblower hearing in September 2025.*
 🛸 **Ticaboo Saucer** Craft · Cosmic Guardians	HP 70 ATK 35 KO TP 24	**Radar Evasion:** Deal 30 damage to the opponent's Active and 10 to each of their benched cards.	**Tech Malfunction:** 25% chance any attack or Power it uses fails.	*Saucer reports from the remote desert canyons of southern Utah.*
 🛸 **Belgian Triangle** Craft · Cosmic Guardians	HP 80 ATK 40 KO TP 26	**F-16 Chase:** Deal 20 damage. The opponent's Active can't use its Power next turn.	**Radar Lock:** Takes 20 extra damage from Human cards.	*The Belgian UFO wave of 1989 to 1990, when F-16 jets were scrambled.*
 🌀 **Alien Implant** Phenomenon · Truth Seekers	HP 65 ATK 32 KO TP 23	**Psychic Probe:** Discard a random Power-Up from the opponent's hand. If they have none, draw 1 card.	**Surgical Removal:** Takes 20 extra damage from Human cards.	*Alleged alien implant claims from abduction reports.*
 🕵 **UFO Hacker** Human · Truth Seekers	HP 80 ATK 40 KO TP 26	**Database Breach:** Steal a random Power-Up from the opponent's hand. If they have none, draw 1 card.	**Traced Connection:** Takes 20 extra damage from Men in Black cards.	*Inspired by real reports: hackers who went looking for UFO files inside military networks.*
 👽 **The Pale Ones** NEW Alien · Cosmic Guardians	HP 70 ATK 35 KO TP 24	**Radiant Mending:** Heal 30 HP on your most damaged card and 10 HP on every other card you have in play.	**Caught on Camera:** Takes 20 extra damage from Whistleblower cards.	*Human-looking, 'very beautiful' beings with bluish-white skin, likened by a 2026 whistleblower to the Greek gods.*

	🛸 **Deep Sea USO** NEW Craft Cosmic Guardians ᛏᚻᛁ ᛖᚲᛁᛟᛇ ᚠᛁᛁᚳᚻᛃ ᚢᛁᛈᛁᛁᛏᛃ	HP 80 ATK 40 KO TP 26	**Salvage Operation:** Return your strongest knocked-out character from your discard pile to your Bench at half HP (to your hand if the Bench is full).	**Navy Leaks:** Takes 20 extra damage from Whistleblower cards.	*A 2026 whistleblower claim of an underwater base as large as 'multiple city blocks', where 'stuff comes and goes'.*

★★ Uncommon (6)

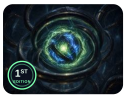
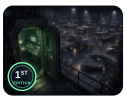
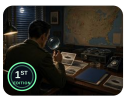
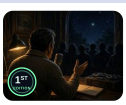
Card	Stats	Power	Weakness	Inspiration
 🕵 **Skywatcher Rookie** Human Truth Seekers Skywatcher ᚣᚨᛁᛃᛏ ᛇᚨᚣᚢᛏ ᛖᛇ ᛖᛟᛏᚲᚢ	HP 55 ATK 27 KO TP 21	**Star Gaze:** Draw 1 card.	**Laughed At:** Can't use its Power while the opponent has a Skeptic card in play.	*Amateur UFO spotters with backyard telescopes.*
 👽 **Nordic Peace Envoy** Alien Cosmic Guardians ᛖᚻ ᚲᛖᚹᚻ ᚨᛇ ᚸᚻᛟᚲᚻ	HP 60 ATK 25 KO TP 22	**Harmony Wave:** Heal 20 HP on your most damaged Alien (or any card if no Alien is hurt).	**Peace Vow:** Deals 10 less damage to Human cards.	*Tall 'Nordic' visitors described by George Adamski in the 1950s.*
 🌀 **Hellfire Orb** Phenomenon Truth Seekers ᚨᛏ ᚩᚨᚩ ᛇᛖᛏ ᚻᛜᚻᛇ ᚢᚥᛖᛖᛜ	HP 50 ATK 25 KO TP 20	**Missile Shrug:** Boost this card by 20 HP (can go over max).	**Classified Footage:** Can't use its Power while the opponent has a Men in Black card in play.	*Video shown at a 9 September 2025 House UAP hearing, dated 30 October 2024, appears to show a Hellfire missile hitting a glowing orb off Yemen that kept going.*
 🛸 **Hover Drone** Craft Cosmic Guardians ᛜᚥᛖᛜᚩᚢᚳ ᛖᛇᚻ ᛗᛖᚽᚻ ᚥᚨᚣᚢᛏ	HP 50 ATK 25 KO TP 20	**Quick Scan:** Look at the top 2 cards of your deck. Take the best one into your hand.	**Spotted and Logged:** Takes 20 extra damage from Skywatcher cards.	*Small hovering lights in modern drone-era sightings.*
 🌀 **Mysterious Light** Phenomenon Truth Seekers ᛇᛖ ᛖᛇᚻ ᚲᛜᛇ ᚻᚷᚳᚥᛜᚨᛇ ᛗᚻ	HP 50 ATK 25 KO TP 20	**Flicker:** Prevent all damage to this card until your next turn.	**Public Doubt:** Loses 20 HP when the opponent plays a Skeptic card.	*Unexplained night lights reported all over the world.*
 🕵 **Local Witness** Human Truth Seekers ᚨ ᚠᛇᛖᛜ ᚩᚢᛜᛏ ᚨ ᚢᛜᛜ	HP 55 ATK 27 KO TP 21	**Eyewitness Report:** Draw 1 card and heal your Active 10 HP.	**Easily Doubted:** Loses 20 HP when the opponent plays a Skeptic card.	*Ordinary people who report what they saw in the sky.*

★ Common (5)

Card	Stats	Power	Weakness	Inspiration
 🕵 **Drone Wave Spotter** Human Truth Seekers Skywatcher ᚲᛜᚹᛇᛏ ᛏᚻᛁ ᚥᚨᚣᚢᛏᚢ	HP 40 ATK 20 KO TP 18	**Night Watch:** Look at the top card of your deck. If it is a Power-Up, draw it. Otherwise put it on the bottom.	**Just Planes:** Loses 20 HP when the opponent plays a Skeptic card.	*The late 2024 New Jersey drone wave. In January 2025 the White House said most were FAA-authorised drones, hobbyists and planes: 'this was not the enemy.'*
 👽 **Grays Abduction Scout** Alien Cosmic Guardians ᛗᚨᚢᚢᚨᛇᚣ ᛏᚨᛗᛁ ᚨᚢ ᛜᚹᚥᚢ	HP 40 ATK 20 KO TP 18	**Mind Probe:** Look at the top card of the opponent's deck. If it is a Power-Up, discard it.	**Bright Lights:** Takes 10 extra damage from Human cards.	*The small grey beings of decades of abduction reports, the foot soldiers of the Zeta Overlord.*
 🛸 **Saucer Scout** Craft Cosmic Guardians ᚢᚲᛜᚹᛏᚢ ᚣᛜ ᚣᚨᛁᛃᛏ	HP 40 ATK 15 KO TP 18	**Minor Hover:** Deal 10 damage. This card takes 20 less damage until your next turn.	**Low Power:** Its Attack is only 15.	*The classic small flying saucer of 1950s reports.*
 🌀 **Crop Glyph** Phenomenon Truth Seekers ᚥᛖᛜᚩ ᛏᚻᛁ ᚣᚨᛖᛁᚩ	HP 40 ATK 20 KO TP 18	**Faint Pattern:** Heal 20 HP on your most damaged card.	**Mowed Over:** Takes 20 extra damage from Human cards.	*Simple crop formations found in fields each summer.*

 🕵 **Swamp Gas Debunker** Human Cosmic Guardians Skeptic	HP 40 ATK 20 KO TP 18	**Official Explanation:** Remove all boosts from the opponent's Active and deal 10 damage.	**Can't Explain That:** Takes 20 extra damage from Phenomenon cards.	*Official brush-offs such as the 'swamp gas' explanation for the 1966 Michigan sightings. Counts as a Skeptic card.*

⚡ Power-Ups (14)

Card	Best with	Effect	Inspiration
 ⚡ **Quantum Drive**	Craft	Boost your best Craft in play by 50 HP (can go over max). No Craft? Boost your Active by 20.	*Advanced alien propulsion tech.*
 ⚡ **Telepathic Link**	Alien	Your Active instantly uses the Power of one of your benched Aliens. No benched Alien? Draw 1 card.	*Alleged alien telepathy.*
 ⚡ **PURSUE Files**	Human	Draw 3 cards, then discard your weakest card.	*PURSUE, the US release of UAP files on war.gov/UFO, ordered on 19 February 2026. The first files came out on 8 May 2026.*
 ⚡ **EMP Burst**	All	The opponent's Active can't use its Power next turn.	*Electromagnetic interference reported near UFOs.*
 ⚡ **Crop Circle Signal**	Phenomenon	Your Active deals +30 damage this turn (+10 if it is not a Phenomenon).	*Crop circles as alien messages.*
 ⚡ **Crash Retrieval**	All	Shuffle 1 knocked-out Alien from your discard pile into your deck. Draw 1 card.	*Sworn claims to Congress in 2023 of a decades-long program recovering crashed craft and bodies. AARO said in 2024 it found no evidence.*
 ⚡ **Hive Mind**	Alien	All your Aliens deal +20 damage this turn.	*Abduction lore of grey beings that move and act as one mind.*
 ⚡ **Legacy Program**	All	This turn your Active may use its Power AND then Attack.	*The 'legacy program', the name insiders use for the alleged secret crash retrieval and reverse-engineering effort.*
 ⚡ **Project Blue Book Report**	All	Look at the top 3 cards of your deck, take the best one, shuffle the rest back. Counts as a Skeptic card.	*The US Air Force's Project Blue Book (1952 to 1969).*
 ⚡ **MIB Interference**	All	Cancel the opponent's next Power or Power-Up. Counts as a Men in Black card.	*Men in Black folklore about silencing witnesses.*
 ⚡ **Radar Cloak**	All	Boost your Active by 30 HP (can go over max).	*Craft that vanish from radar screens.*
 ⚡ **Witness Testimony**	All	Draw 2 cards.	*Sworn witness accounts of UFO encounters.*

 ⚡ **NHI vs NHI** NEW	All	Turn their own forces on each other: the opponent's Active takes half the Attack of their strongest benched Alien (a quarter of their strongest benched card if they have no Alien; minimum 10).	*A whistleblower's phrase for non-human intelligences in conflict with each other.*
 ⚡ **Alien Tech**	All	Your Active deals +20 damage this turn and heals 10 HP.	*Rumoured reverse-engineered alien technology.*

Cosmic Enigmas is a fan-made game inspired by UFO folklore and real reported events. Card text about real people describes their public work and claims only.