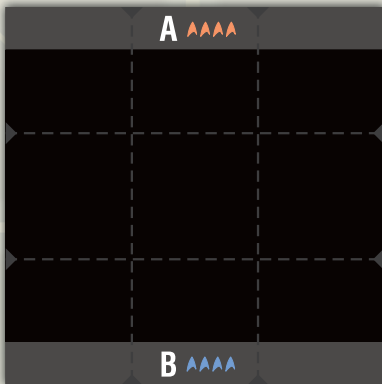




2 PLAYER SETUP

1

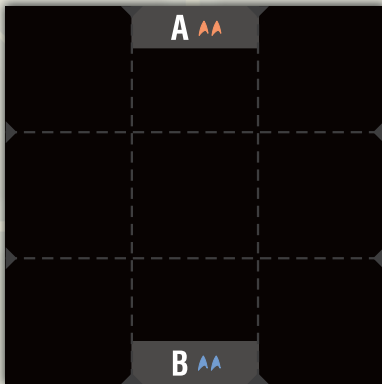


Frontal Attack

free Placement (wide)

2 PLAYER SETUP

2

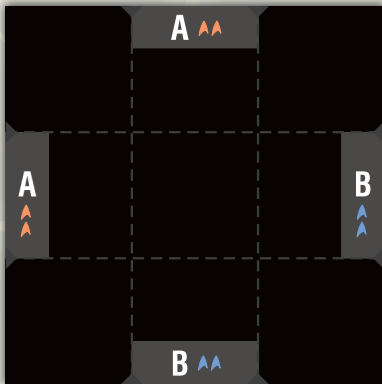


Frontal Attack

free Placement (narrow)

2 PLAYER SETUP

3

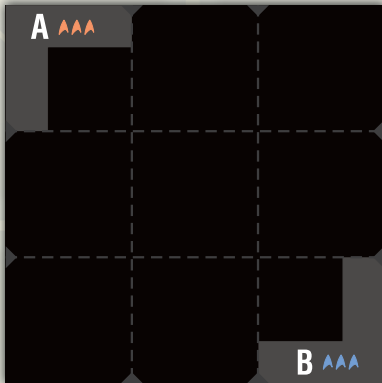


Flank Attack

split Placement (wide)

2 PLAYER SETUP

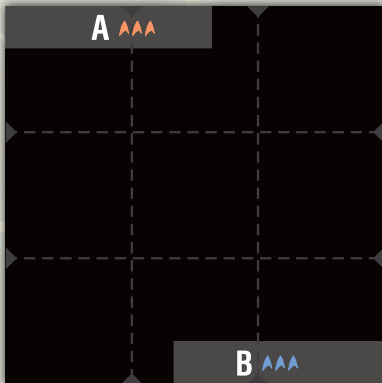
4



Flank Attack
free Placement (narrow)

2 PLAYER SETUP

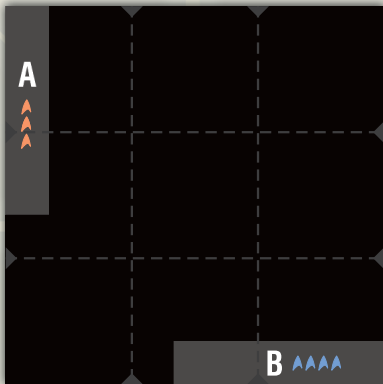
5



Cautious Approach
free Placement

2 PLAYER SETUP

6

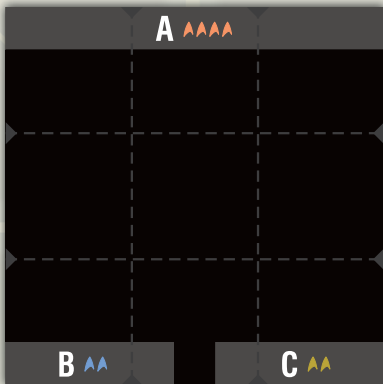


Asymmetrical
free Placement



3 PLAYER SETUP

1

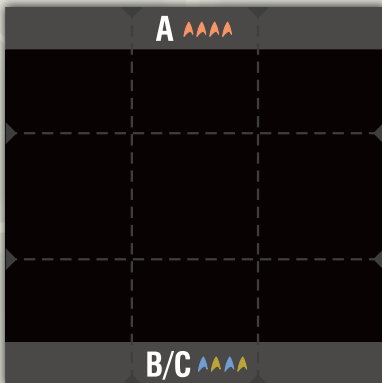


Frontal Attack

Team vs. Player, separated

3 PLAYER SETUP

2

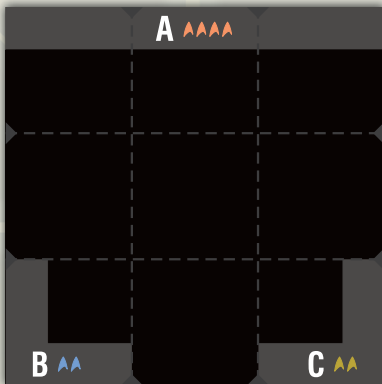


Frontal Attack

Team vs. Player, mixed

3 PLAYER SETUP

3

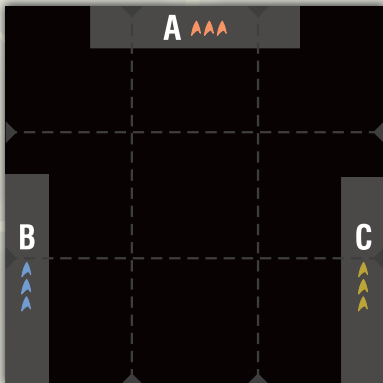


Pincer Attack

Team vs. Player, separated

3 PLAYER SETUP

4

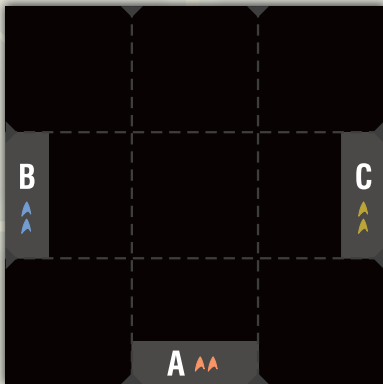


Skirmish

Player vs. Player, wide

3 PLAYER SETUP

5

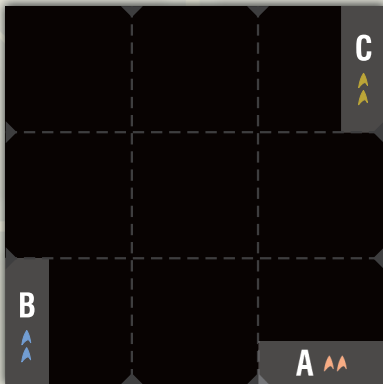


Race

Player vs. Player, narrow

3 PLAYER SETUP

6



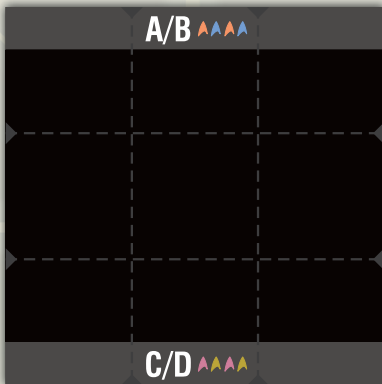
Fortress

Player vs. Player, wide



4 PLAYER SETUP

1

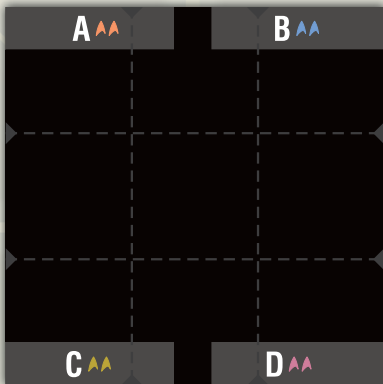


Frontal Attack

Team vs. Team, mixed

4 PLAYER SETUP

2

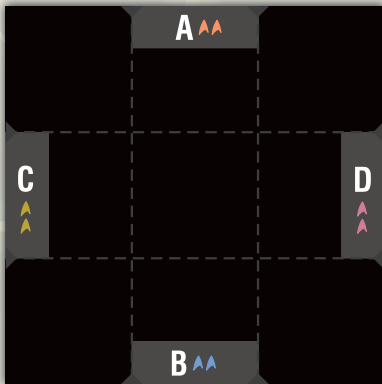


Frontal Attack

Team vs. Team, separated

4 PLAYER SETUP

3

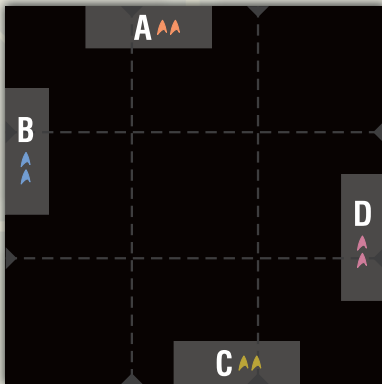


Flank Attack

Team vs. Team, separated, wide

4 PLAYER SETUP

4

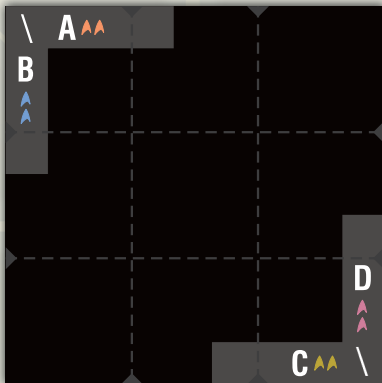


Flank Attack

Team vs. Team, separated, narrow

4 PLAYER SETUP

5

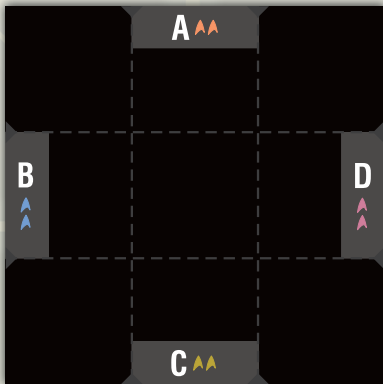


Flank Attack

Team vs. Team, mixed, narrow

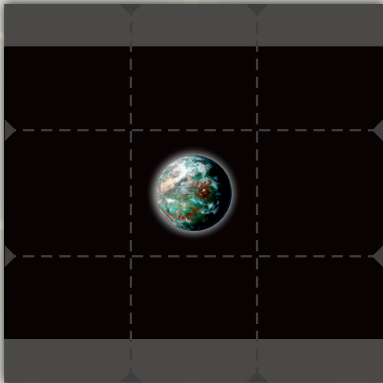
4 PLAYER SETUP

6

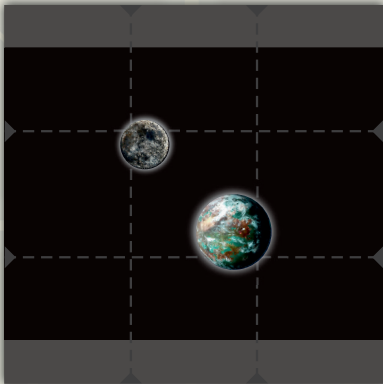


From all Sides
Player vs. Player, wide



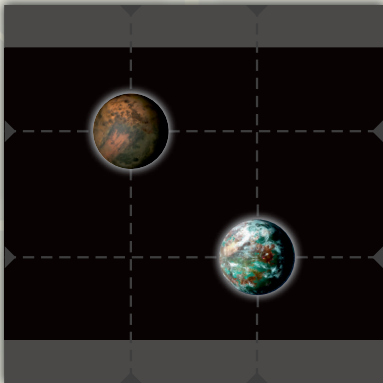


Central Planet
Big Size

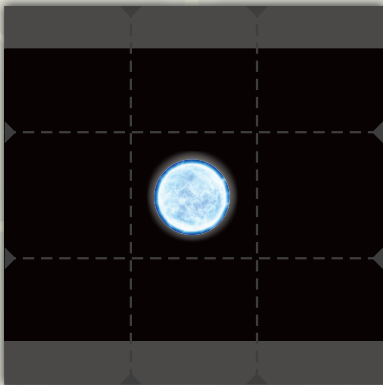


Planet with Moon

Big Size + Small Size, narrow

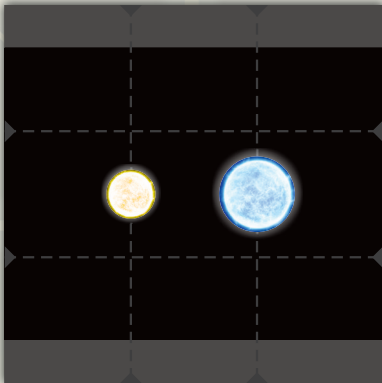


Two Planets
2x Big Size, wide



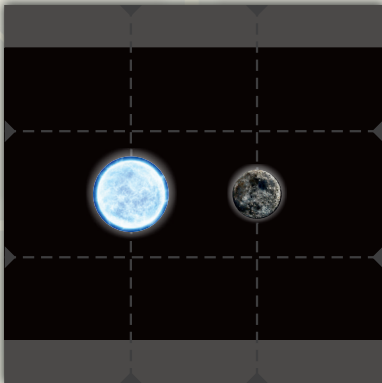
Sun

Big Size, hazard



Binary Stars

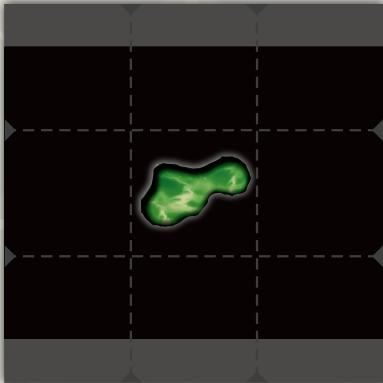
Big Size + Small Size, hazard



Solar System

Big Size + Small Size, hazard

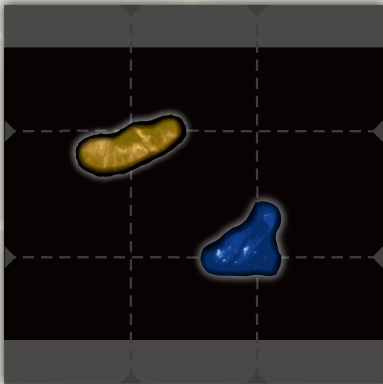




Save Haven
Metaphasic

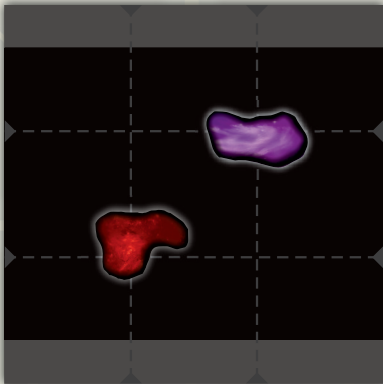
NEBULA

2



No Mercy

Radioactive + Cerulean

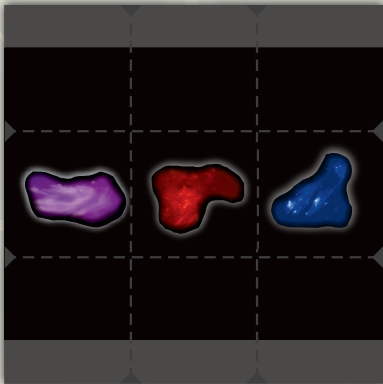


Cliffs

Metrion + Mutara

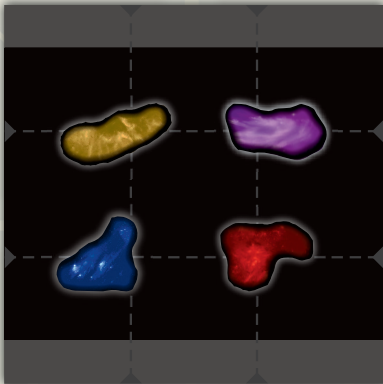
NEBULA

4



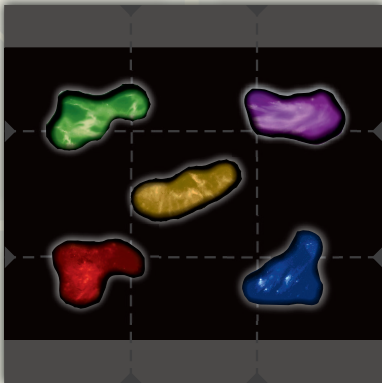
Great Barrier

Mutara + Metrion + Cerulean



Stormy Lands

Radioactive + Mutara + Cerulean + Metrion



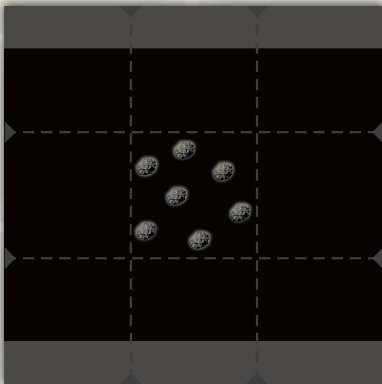
Cosmic Cloud

Mixed Nebula, random

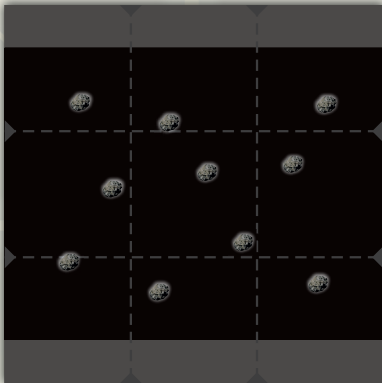


ASTEROIDS

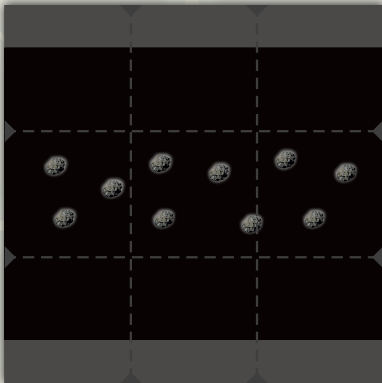
1



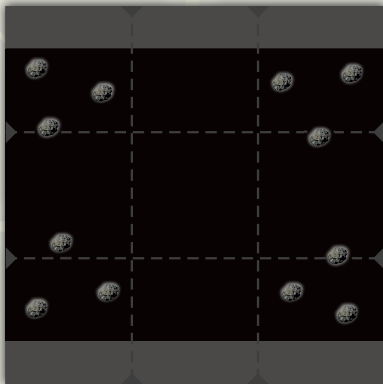
Debris Field
Narrow



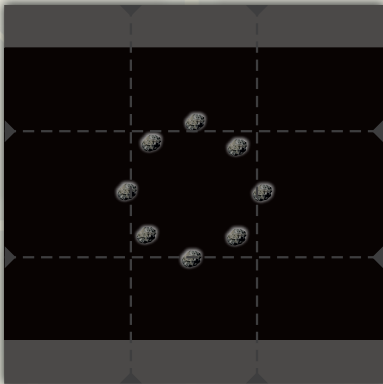
Asteroid Field
Wide



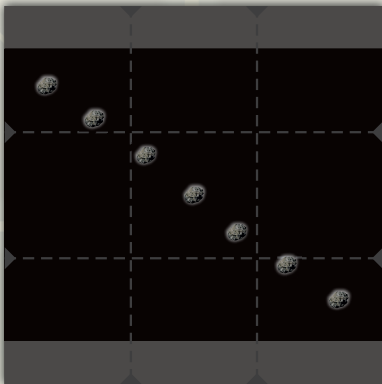
Asteroid Belt
Wide



Clearing
Wide

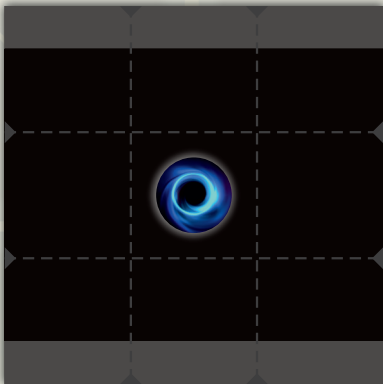


Debris Ring
Narrow

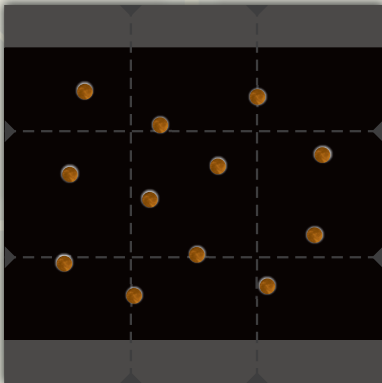


Division
Wide



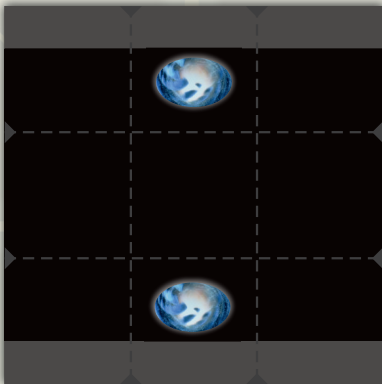


Black Hole
Center, hazard

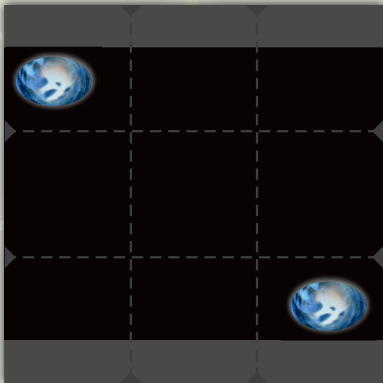


Plasma Storm

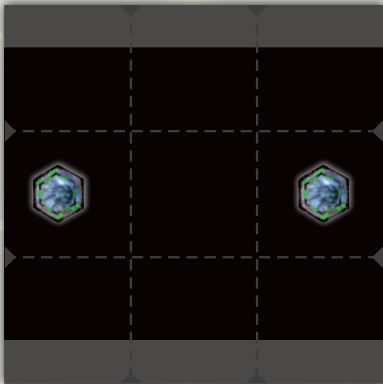
wide, hazard



Wormhole
narrow



Wormhole
wide

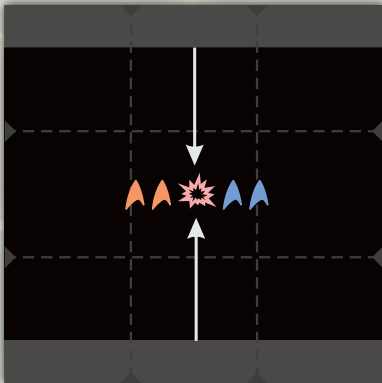


Transwarp Tube
wide



Transwarp Network
wide



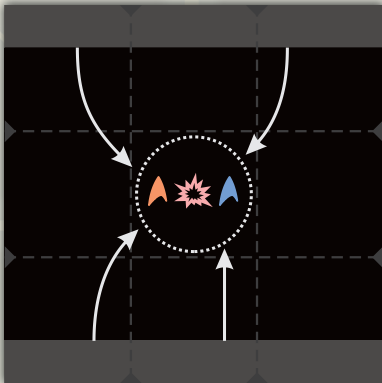


Last Man standing

no Time Restriction, destroy all Enimies

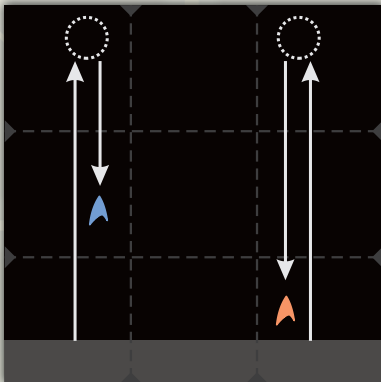
OBJECTIVES

2



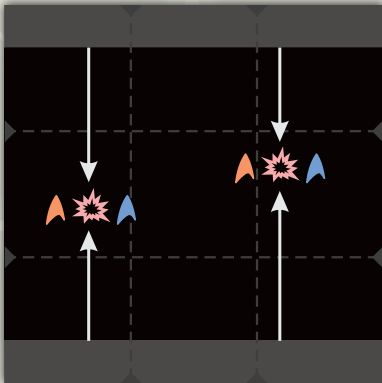
King of the Hill

10 Rounds, have the Superiority in the Center



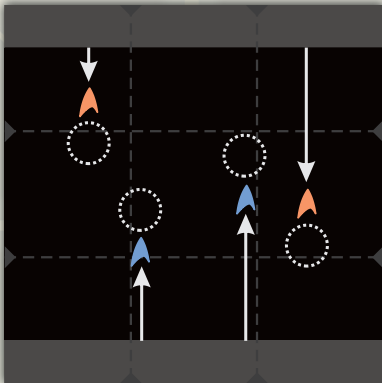
Race for the Galaxy

60 Min., save the most Ressources



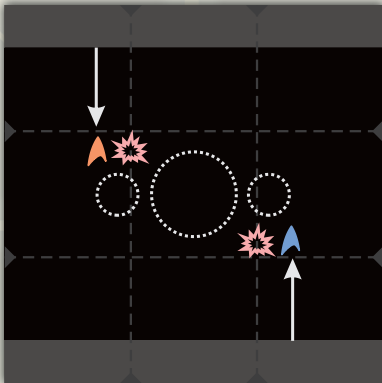
Dog Fight

60 Min., have the Superiority at the End



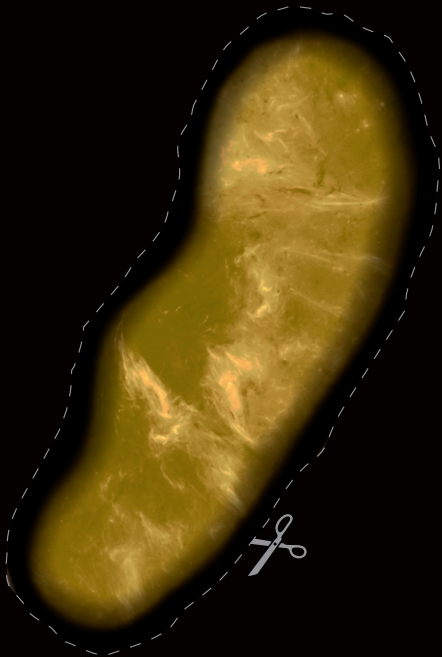
Ressource Rumble

12 Rounds, collect the most Ressources



Conquer the Fort

60 Min., be the first to defeat the Defense



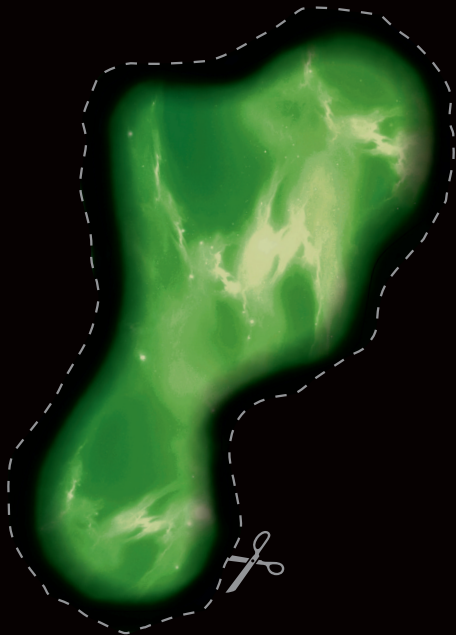
RADIACATIVE NEBULA

**WHEN A SHIP IS IN
RANGE 0 TO A NEBULA
FIELD WITH THE SHIP'S
BASE:**

- YOU CANNOT TARGET
A SHIP AND CANNOT BE
TARGET BY AN OTHER
SHIP.**

- WHEN DEFENDING:
THIS SHIP ROLL ONE
ADDITIONAL DEFENSE
DIE.**

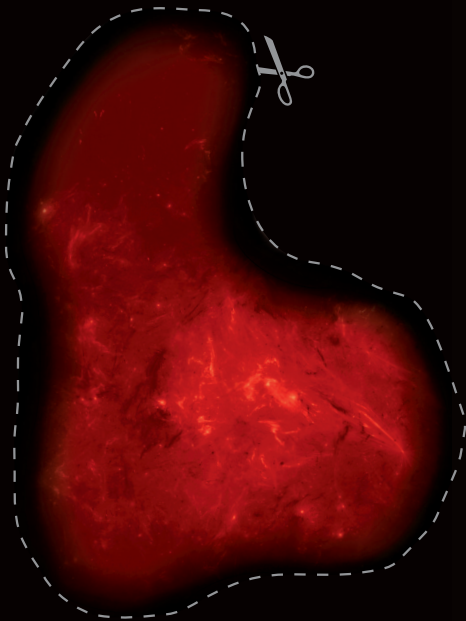
- ROLL 1 ATTACK DIE. ON
A CRITICAL HIT DISCARD
1 CREW UPGRADE. IF
YOU HAVE NO CREW
LEFT, DISCARD YOUR
CAPTAIN INSTEAD.**



METAPHASIC NEBULA

**WHEN A SHIP IS IN RANGE 0 TO A
NEBULA FIELD WITH THE SHIP'S
BASE:**

- YOU CANNOT TARGET A SHIP
AND CANNOT BE TARGET BY AN
OTHER SHIP.**
- WHEN DEFENDING: THIS
SHIP ROLL ONE ADDITIONAL
DEFENSE DIE.**
- RESTORE 1
DAMAGED
SHIELD EACH
ROUND THE
SHIP STAYS IN THE
NEBULA.**



METRION NEBULA

**WHEN A SHIP IS IN
RANGE 0 TO A NEBULA
FIELD WITH THE SHIP'S
BASE:**

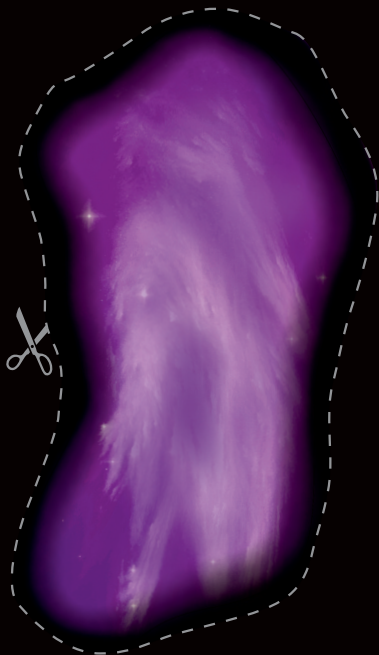
- YOU CANNOT TARGET
A SHIP AND CANNOT BE
TARGET BY AN OTHER SHIP.**
- WHEN DEFENDING: THIS SHIP ROLL ONE
ADDITIONAL DEFENSE DIE.**
- ROLL 1 ATTACK DIE. ON A HIT RESULT
THE SHIP SUFFER ONE DAMAGE.**



CERULEAN NEBULA

**WHEN A SHIP IS IN
RANGE 0 TO A NEBULA
FIELD WITH THE SHIP'S
BASE:**

- YOU CANNOT TARGET
A SHIP AND CANNOT BE TARGET
BY AN OTHER SHIP.**
- WHEN DEFENDING: THIS SHIP
ROLL ONE ADDITIONAL DEFENSE DIE.**
- THE SHIP MUST DISABLE ALL
ACTIVE SHIELDS AS LONG IT STAYS
IN THE NEBULA AND FLIP THE CLOAK
TOKEN TO THE RED SIDE.**

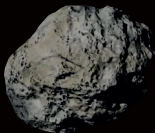


MUTARA NEBULA

**WHEN A SHIP IS IN RANGE
0 TO A NEBULA FIELD WITH
THE SHIP'S BASE:**

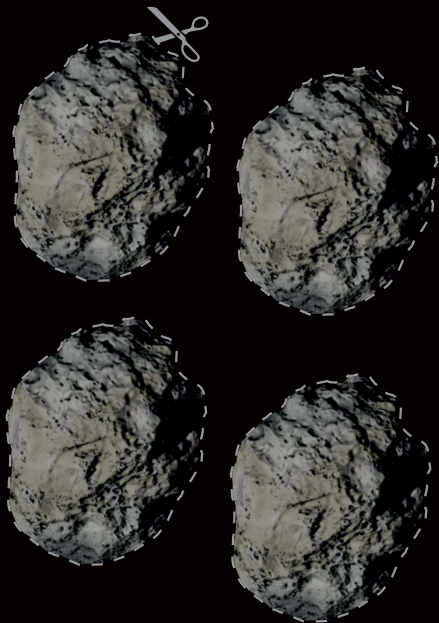
- YOU CANNOT TARGET A
SHIP AND CANNOT BE
TARGET BY AN OTHER SHIP.**
- WHEN DEFENDING: THIS
SHIP ROLL ONE ADDITIONAL
DEFENSE DIE.**
- THE SHIP ONLY CAN
PERFORM MOVEMENTS
WITH THE RANGE 1.**

ASTEROIDS

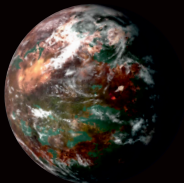


WHEN A SHIP IS IN RANGE 0 TO AN ASTROID OR DEBRIS FIELD WITH HIS MANEUVER TEMPLATE OR THE SHIP'S BASE:

- EXECUTE THE MANEUVER AS NORMAL, BUT SKIP THE „PERFORM ACTION“ STEP,
- ROLL ONE ATTACK DIE.
- WHEN THE RANGE RULER OVERLAPS THIS OBSTACLE, THE DEFENDING SHIP ROLLS ONE ADDITIONAL DEFENSE DIE.



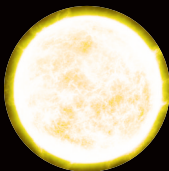
PLANETS



**WHEN A SHIP IS IN RANGE 0 TO A
PLANET TOKEN WITH THE SHIP'S BASE:**

- MOVE BACK UNTIL THE BASE NO
LONGER OVERLAPS THE TOKEN,**
- SKIP THE „PERFORM ACTION“ STEP,**
- YOU CANNOT ATTACK, WHEN THE
RANGE RULER OVERLAPS THE PLANET
TOKEN.**

SUN



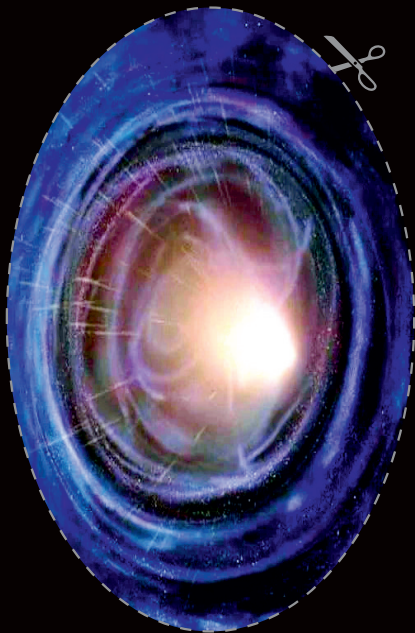
**IF A SHIP IS IN RANGE 0-3 OF A SUN
TOKEN, ROLL ONE ATTACK DIE**

**RANGE 3: CRITICAL HIT ONLY: THE SHIP
SUFFERS ONE DAMAGE**

**RANGE 2: NORMAL HIT ONLY: THE SHIP
SUFFERS ONE DAMAGE**

**RANGE 1: A NORMAL OR A CRITICAL HIT:
THE SHIP SUFFERS ONE DAMAGE**

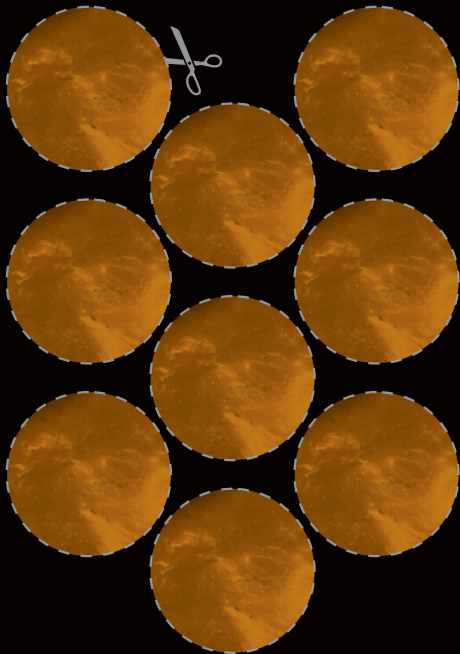
RANGE 0: THE SHIP IS DESTROYED



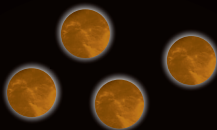
WORMHOLE

**WHEN A SHIP IS IN RANGE 0
TO A NEBULA FIELD WITH HIS
MANEUVER TEMPLATE OR
THE SHIP'S BASE:**

- IMMEDIATELY MOVE TO
THE CORRESPONDING
WORMHOLE TOKEN**
- THE SHIP'S BASE CAN BE
PLACED ANYWHERE AT THE
WORMHOLE AS LONG IT
OVERLAPS THE TOKEN**



PLASMA STORM

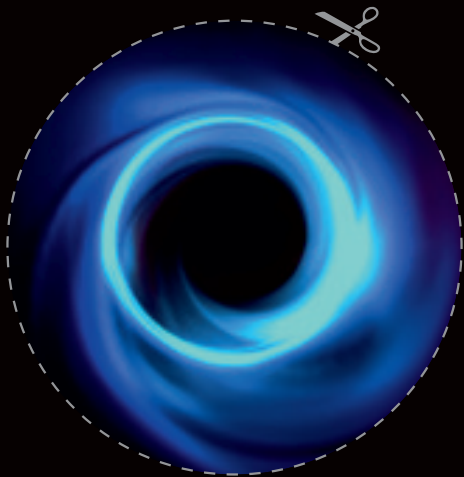


IF A SHIP IS IN RANGE 0 OF A PLASMA STORM TOKEN WITH HIS MANEUVER TEMPLATE OR THE SHIP'S BASE: ROLL ONE ATTACK DIE.

BLANK: GAIN ONE AUXILIARY TOKEN.

NORMAL HIT: DISABLE ALL SHIELDS. SUFFER ONE HULL DAMAGE.

CRITICAL HIT: ALL SHIELDS ARE DESTROYED. SUFFER ONE CRITICAL HULL DAMAGE.



BLACK HOLE

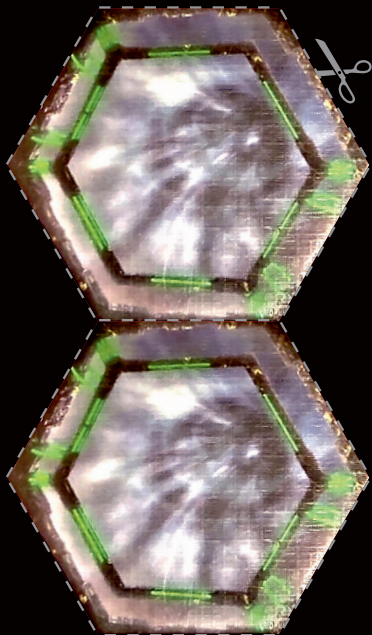
**IF A SHIP IS IN RANGE 1-3 OF A BLACK
HOLE TOKEN, ROLL ONE ATTACK DIE.
THE SHIP MOVES 2 STRAIGHT
TOWARDS THE BLACK HOLE UNDER
THE FOLLOWING CONDITIONS:**

RANGE 3: CRITICAL HIT ONLY

RANGE 2: NORMAL HIT ONLY

RANGE 1: A NORMAL OR A CRITICAL HIT

AT RANGE 0: THE SHIP IS DESTROYED



TRANSWARP TUBE

**IF A SHIP IS IN RANGE 0 OF A
TRANSWARP TOKEN WITH HIS
MANEUVER TEMPLATE OR THE
SHIP'S BASE: IMMEDIATELY
MOVE TO A TRANSWARP TOKEN
OF YOUR CHOICE WITH ANY
ORIENTATION OF THE SHIP'S
BASE.**

TRANSWARP TUBE

**IF A SHIP IS IN RANGE 0 OF A
TRANSWARP TOKEN WITH HIS
MANEUVER TEMPLATE OR THE
SHIP'S BASE: IMMEDIATELY
MOVE TO A TRANSWARP TOKEN
OF YOUR CHOICE WITH ANY
ORIENTATION OF THE SHIP'S
BASE.**