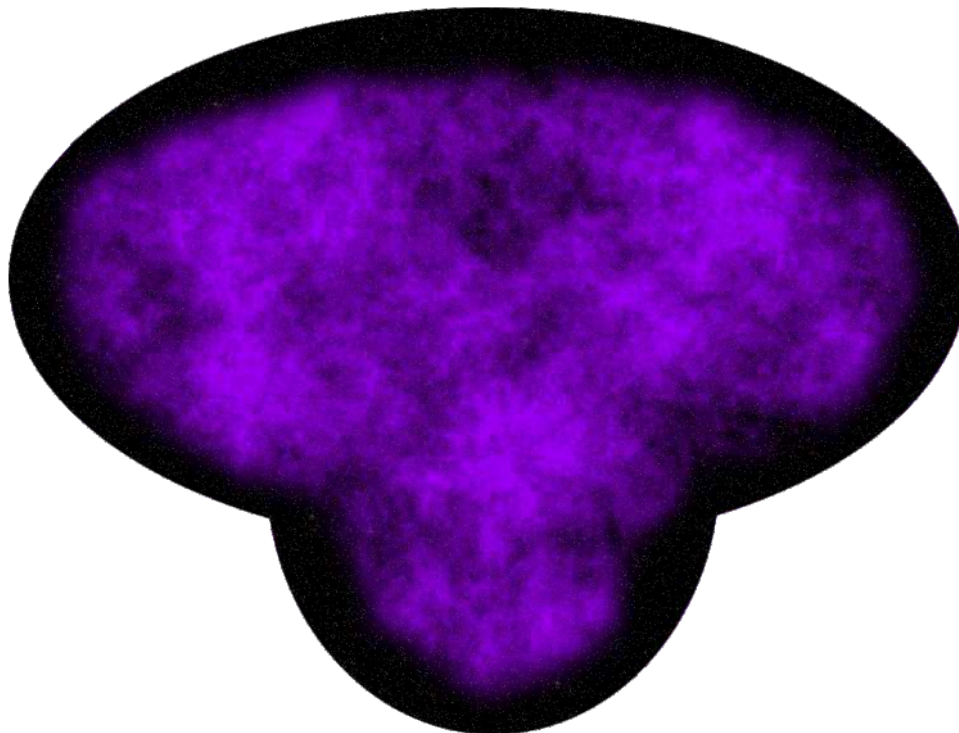


NEBULA OBSTACLES RULES

GENERAL RULES: SHIPS INSIDE A NEBULA CAN NOT BE TARGET LOCKED AND THEY MAY USE +1 DEFENSE DICE IF THEY ARE ATTACKED.

MUTARA NEBULA: SHIPS ENTER THE PURPLE NEBULA ONLY CAN PERFORM MOVEMENTS WITH THE RANGE 1.

VER 1



VER 2

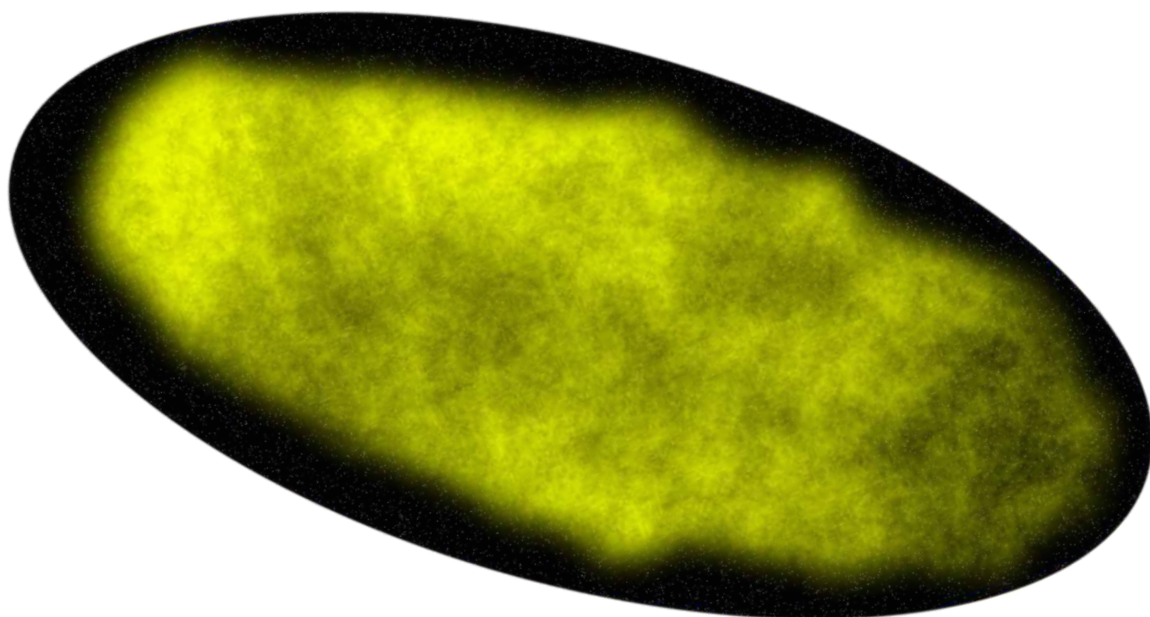


NEBULA OBSTACLES RULES

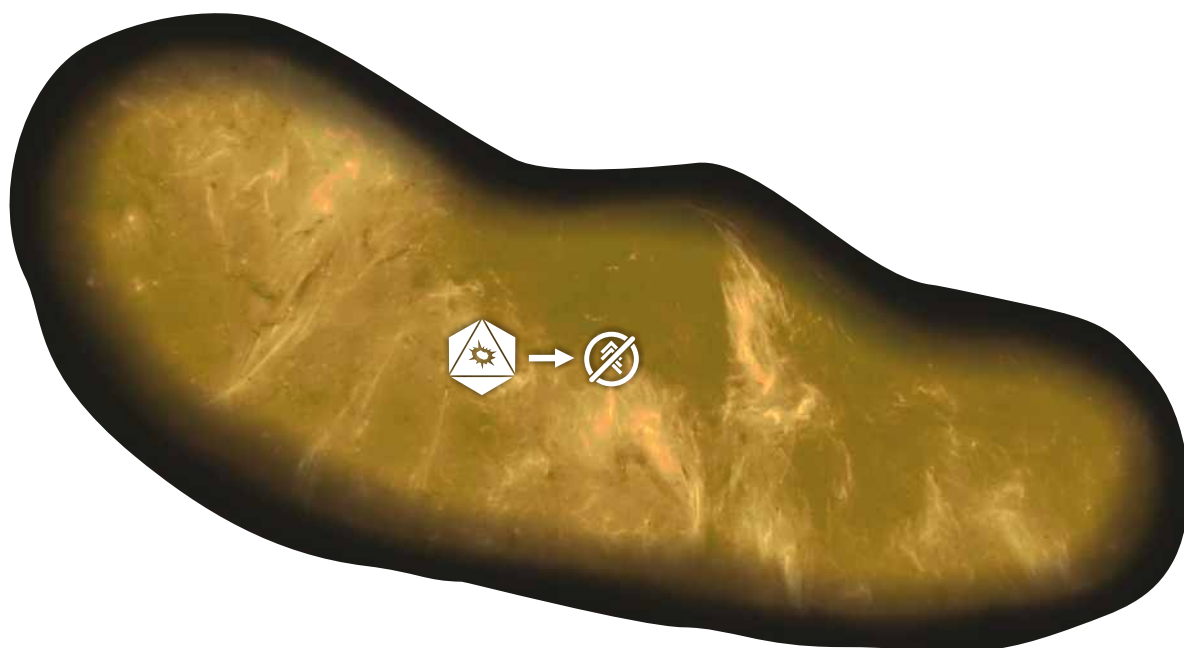
GENERAL RULES: SHIPS INSIDE A NEBULA CAN NOT BE TARGET LOCKED AND THEY MAY USE +1 DEFENSE DICE IF THEY ARE ATTACKED.

RADIOACTIVE NEBULA: ROLL 1 ATTACK DICE. ON A CRITICAL HIT DISCARD 1 CREW UPDATE. IF YOU HAVE NO CREW LEFT, DISCARD YOUR CAPTAIN CARD INSTEAD.

VER 1



VER 2

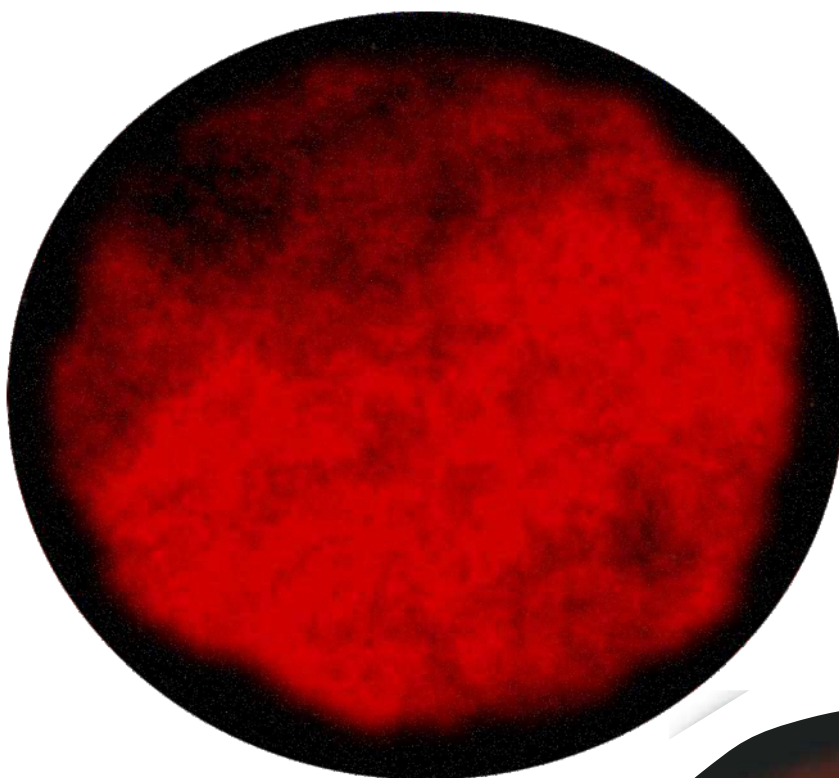


NEBULA OBSTACLES RULES

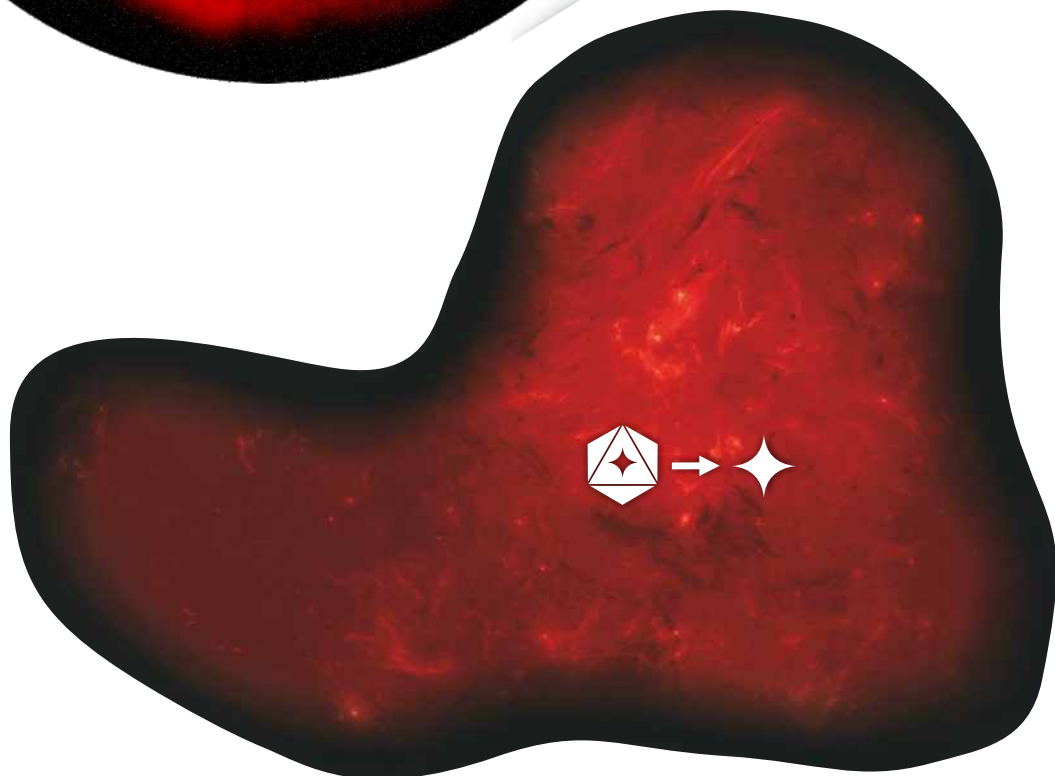
GENERAL RULES: SHIPS INSIDE A NEBULA CAN NOT BE TARGET LOCKED AND THEY MAY USE +1 DEFENSE DICE IF THEY ARE ATTACKED.

METRION NEBULA: SHIPS ENTER THE RED NEBULA MUST ROLL 1 ATTACK DICE. ON A HIT RESULT THE SHIP SUFFER ONE DAMAGE.

VER 1



VER 2

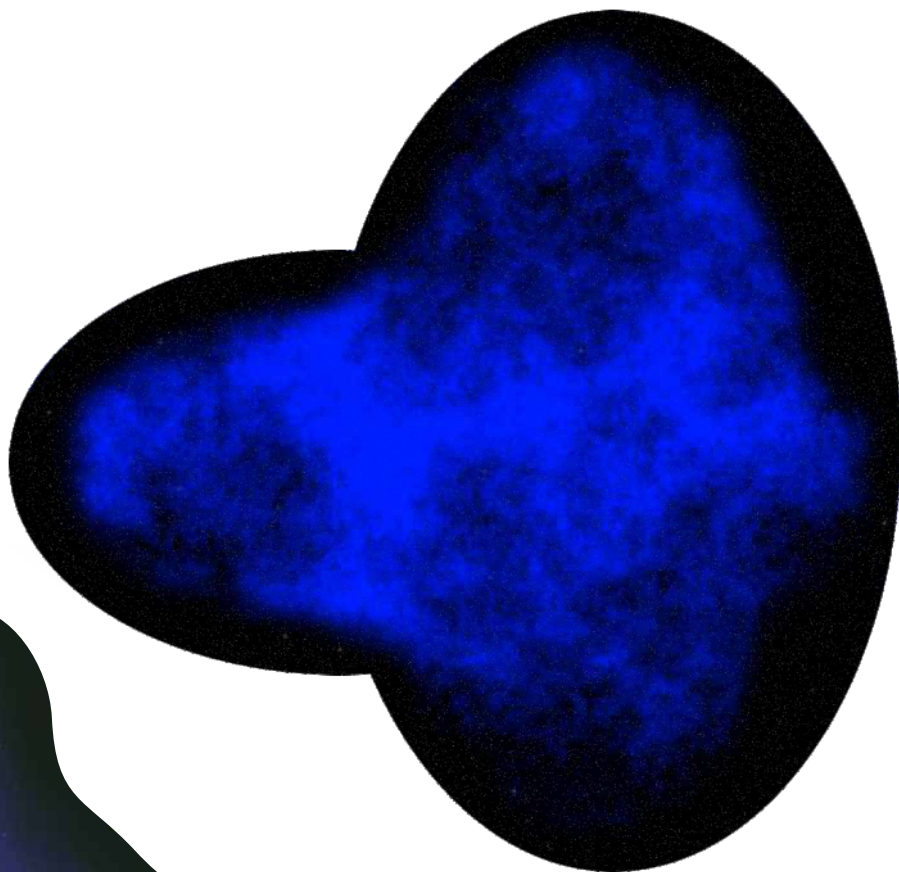


NEBULA OBSTACLES RULES

GENERAL RULES: SHIPS INSIDE A NEBULA CAN NOT BE TARGET LOCKED AND THEY MAY USE +1 DEFENSE DICE IF THEY ARE ATTACKED.

CERULEAN NEBULA: SHIPS ENTER THE BLUE NEBULA MUST DISABLE ALL ACTIVE SHIELDS AND FLIP THE CLOAK TOKEN TO THE RED SIDE.

VER 1



VER 2

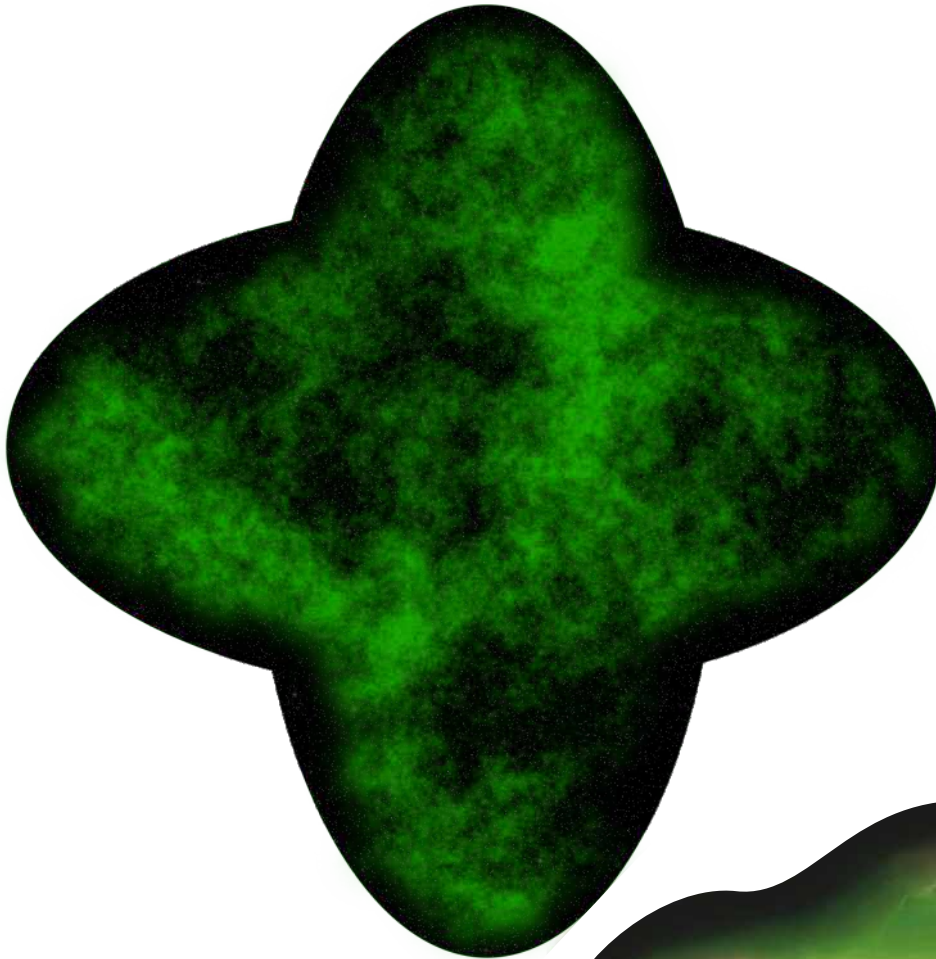


NEBULA OBSTACLES RULES

GENERAL RULES: SHIPS INSIDE A NEBULA CAN NOT BE TARGET LOCKED AND THEY MAY USE +1 DEFENSE DICE IF THEY ARE ATTACKED.

METAPHASIC NEBULA: SHIPS ENTER THE GREEN NEBULA MAY RESTORE 1 DAMAGED SHIELD FOR EACH ROUND THE SHIP STAY IN THE NEBULA.

VER 1



VER 2

