OUTPOST

Wild Card

Setup: After placing obstacles, each player places 1 on an Obstacle. Claim Tokens cannot be placed on the same Obstacle.

Combat: While a ship defends within range 1 of an Obstacle with a Claim Token, that ship may convert a to an result.

Asteroid Field

Environment

Obstacles: 10 Asteroids.

Setup: Obstacles may be placed within range 1 of each other and at range 2 of the neutral board edges.

TRITIANIAM DEPOSITS

Wild Card

The range of detonating bombs is increased by 1.

EMERGENCY REINFORCEMENTS

Wild Card

Setup: Before placing forces, each player chooses 1 small or medium ship and places it in reserves.

After a friendly ship is damaged, you may deploy a ship from your reserves to range 1 of the board edge, beyond range 3 of any enemy ships.

FRACTURED SENSORS

Wild Card

When a ship performs the action it cannot acquire locks on a ship obstructed by an obstacle.

When a ship flies over a gas cloud, all Locks on that ship and all locks that ship had are broken.

UNSTABLE FUEL

Wild Card

After a ship is destroyed, every ship at range 0-1 must roll 1 attack die. On a ✸ result, that ship suffers 1 damage.

PROBING PROBLEM

Scenario

Setup: 4 Objective Tokens, 4 matching Objective Cards. Each player places 2 objective tokens representing probes within range 2 of their player board edge and beyond range 3 of another probe.

System Phase: Each probe recovers 1 shield. Probes relocate using speed 1 or 2 bank (↖ ↗) or straight (↑) templates.

Combat: At initiative 0, probes may choose a ship within range 0-1. That ship gains a strain token and rolls 1 attack die. On a ✸ result, it gains 1 stress token.

Probes: Each objective token is considered as a remote that can be targeted by primary weapon attacks after round 3. When a player destroys a probe, that player gains 30 points, to a maximum of 200.
Probes have a hull value of 4, an agility value of 2 and a shield value of 1.

EMPLACEMENTS

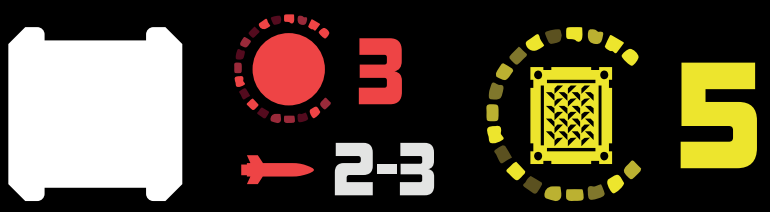
Scenario

Setup: 4 Objective Tokens, 4 matching Objective Cards. AAfter placing obstacles,starting with the second player, each player places 2 objective tokens representing defensive batteries. Defensive batteries must be placed within range 3 of the controlling player's board edge and beyond range 2 of another defensive battery.

Combat: Defensive batteries cannot modify their attack dice. While defending, defensive batteries are always considered to be reinforced.

Scorring: After calculating scores, unless 1 player scores 200 points, each player gains 30 points for each defensive battery they destroyed, to a maximum of 200.

Defensive Batteries: Each objective token is considered as a remote that can be targeted by attacks. Defensive batteries attack at initiative 0 and can fire at any ship within range 2-3. Defensive batteries have a hull value of 5, an agility of 0 and a primary weapon value of 3. When attacking, range bonus is not applied.



GATHER INTEL

Scenario

Setup: 5 Objective Tokens.
The first Objective Token must be placed beyond Range 4 of the player edges, and beyond range 1 of the neutral edges. All remaining Objective Tokens are placed beyond range 3 of the player edges, beyond range 1 of the neutral edges, and beyond range 2 of another Objective Token.

Objective: After a ship fully executes a maneuver, it may skip the Perform Action Step to place place 2 Claim Tokens on a Neutral Objective Token within range 1.

End Phase: Remove a Claim Token from each Objective Token. When the last Claim Token is removed from an Objective Token, the controlling player gains 10-pts, then the Objective Token is reverted to a Neutral Objective Token.

BLACK BOX

Scenario

Setup: 4 Objective Tokens.
After obstacles are placed, each player places 2 objective tokens within range 2 of their player board edge and and beyond range 3 of another objective token.

End Phase: Ships within range 1 of an opponent's objective token remove the objective token unless there is an enemy ship within range 1 of that token.

Scorring: After calculating scores, unless 1 player scores 200 points, each player gains 30 points for each objective token claimed, to a maximum of 200.

VIP

Scenario

Setup: 3 Pairs of Objective Cards.
After placing forces, each player assigns each of their 3 objective cards (, ,) face-down to a ship.

The marker must be assigned, its carrier may not be placed in reserves.

After a ship with an objective marker is damaged, reveal its objective card. If the objective card is revealed, place 2 evade tokens on it. While the ship with the objective card attacks or defends, it may remove up to two evade tokens from that card to gain that many matching tokens.

Scorring: If the ship equipped with the objective card is destroyed, the opposing player gains 50 points, to a maximum of 200.

CONJOINED

Environment

Obstacles: 8 Obstacles.

Setup: After a player places an obstacle, they must place a second obstacle touching that obstacle.

NEBULA

Environment

Obstacles: 5 Gas Clouds, 3 Non-Asteroid Obstacles.

Setup: After the second obstacle is placed, any additional obstacles must be placed within range 1-2 of another obstacle and beyond range 3 of the player board edges. Obstacles may be placed at range 2 of the neutral board edges.

OLD WRECKAGE

Environment

Obstacles: 3 Asteroids, 5 Debris Clouds.

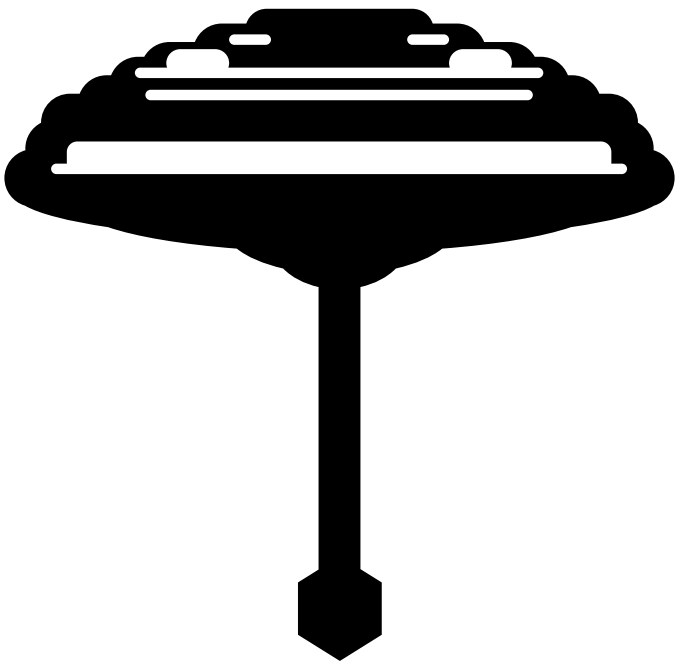
Setup: Asteroids must be placed first. All asteroids after the first one must be placed within range 1-2 of other Asteroids. Debris Clouds must be placed touching an Asteroid and may be placed at range 1 of other Debris Clouds. They may be placed at range 2 of the neutral board edges.

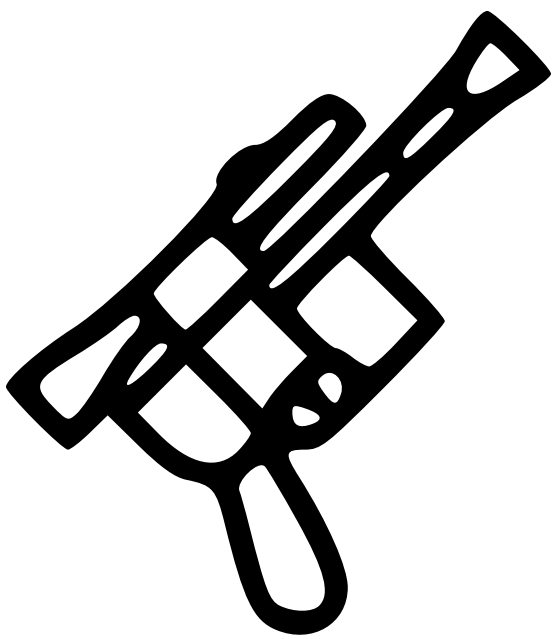
PLANETARY RING

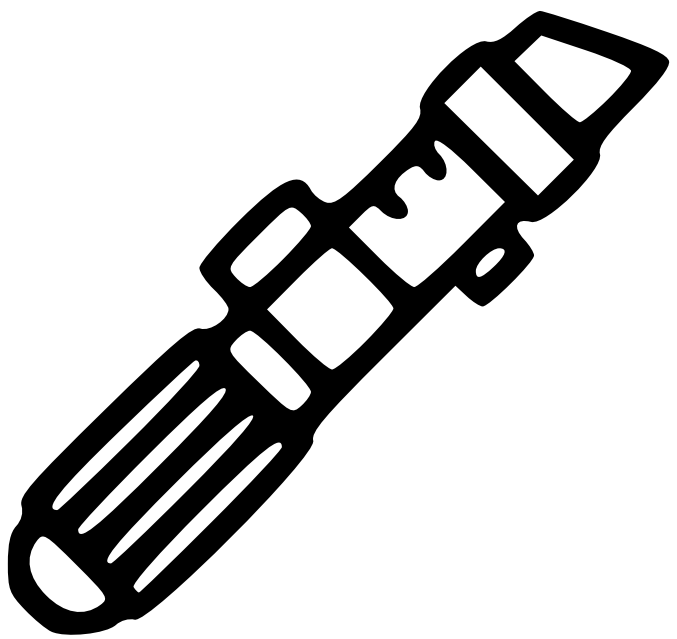
Environment

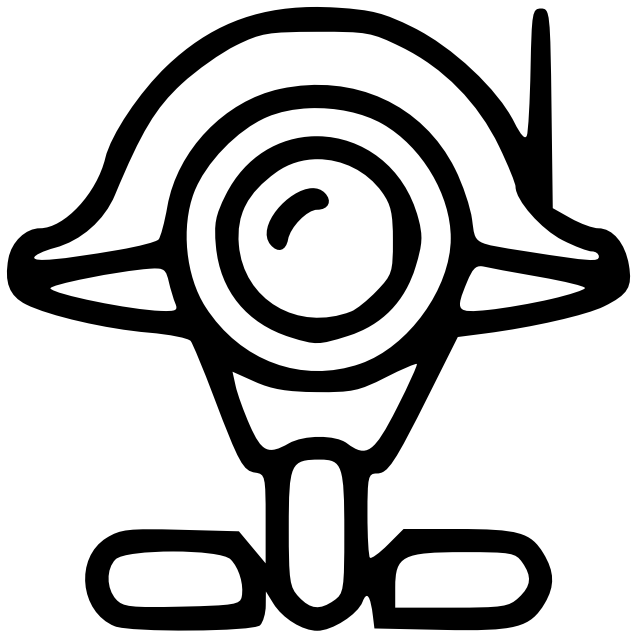
Obstacles: 8 Obstacles.

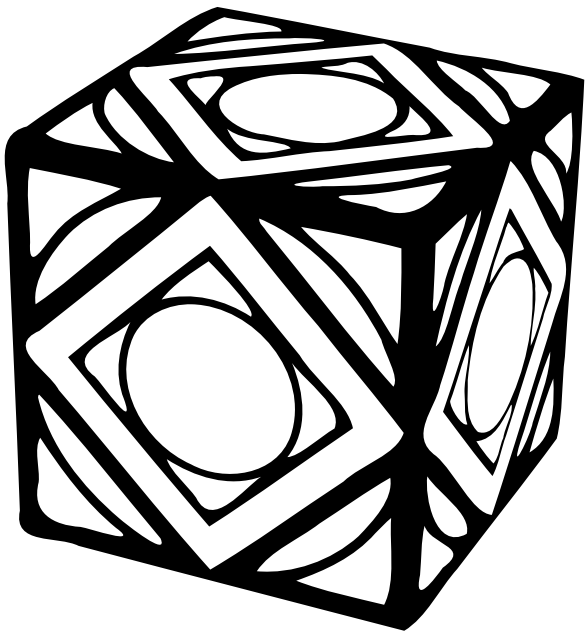
Setup: Obstacles must be placed beyond range 3 of the player board edges and range 0 of the neutral board edges.

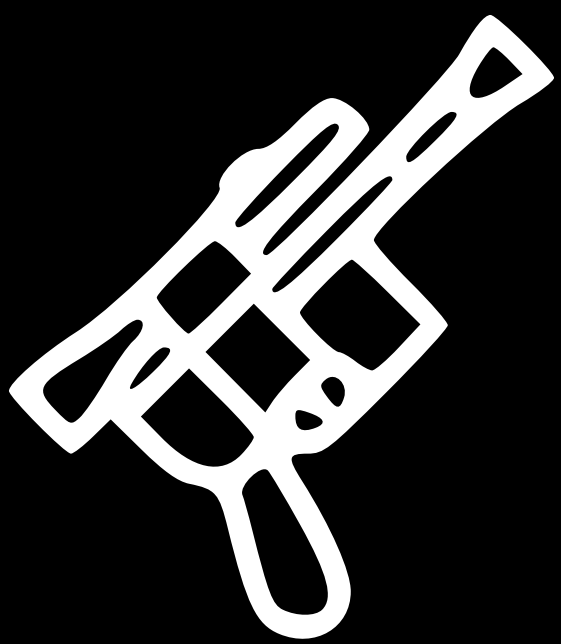


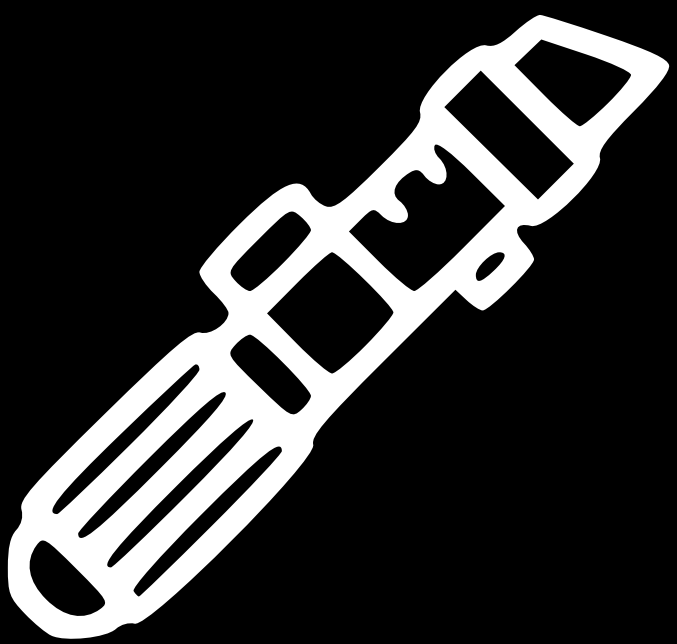


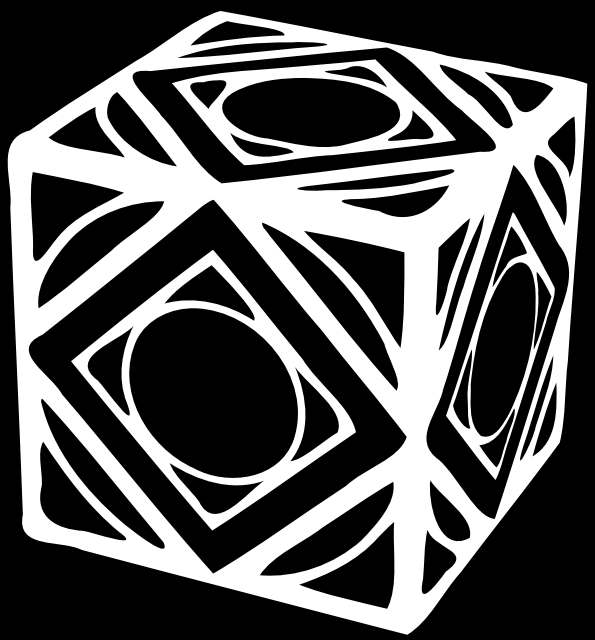


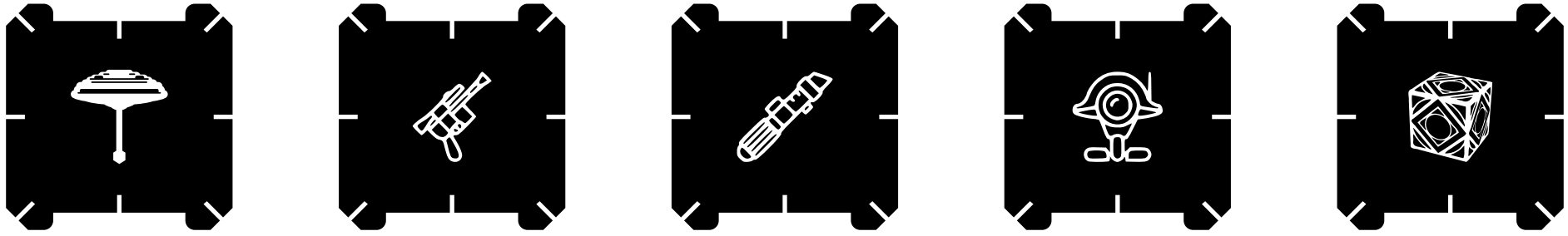


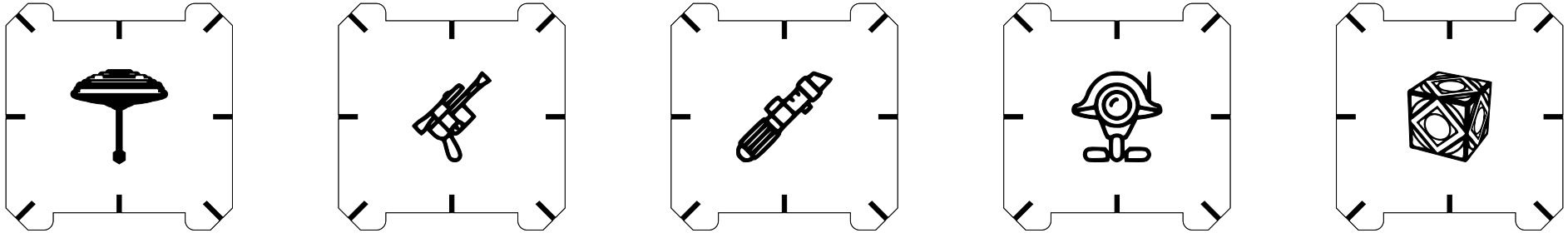












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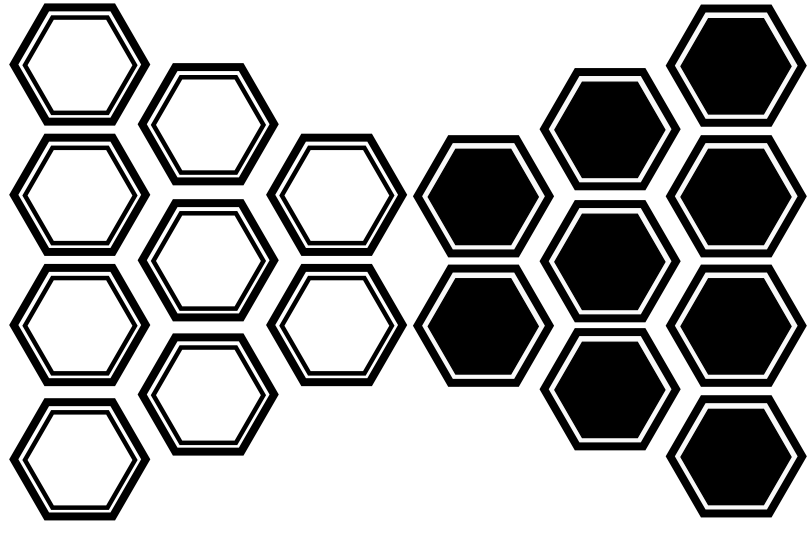

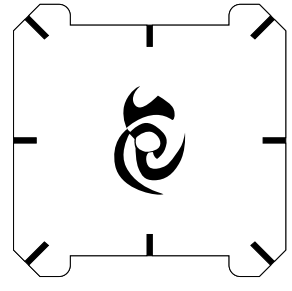

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Resources and iconography

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Wild Card

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Scenario

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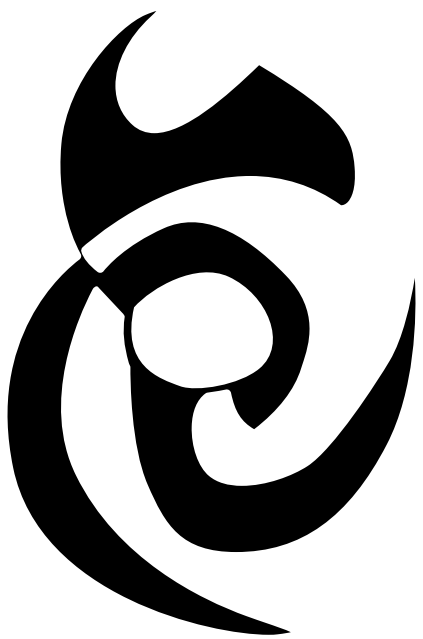
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