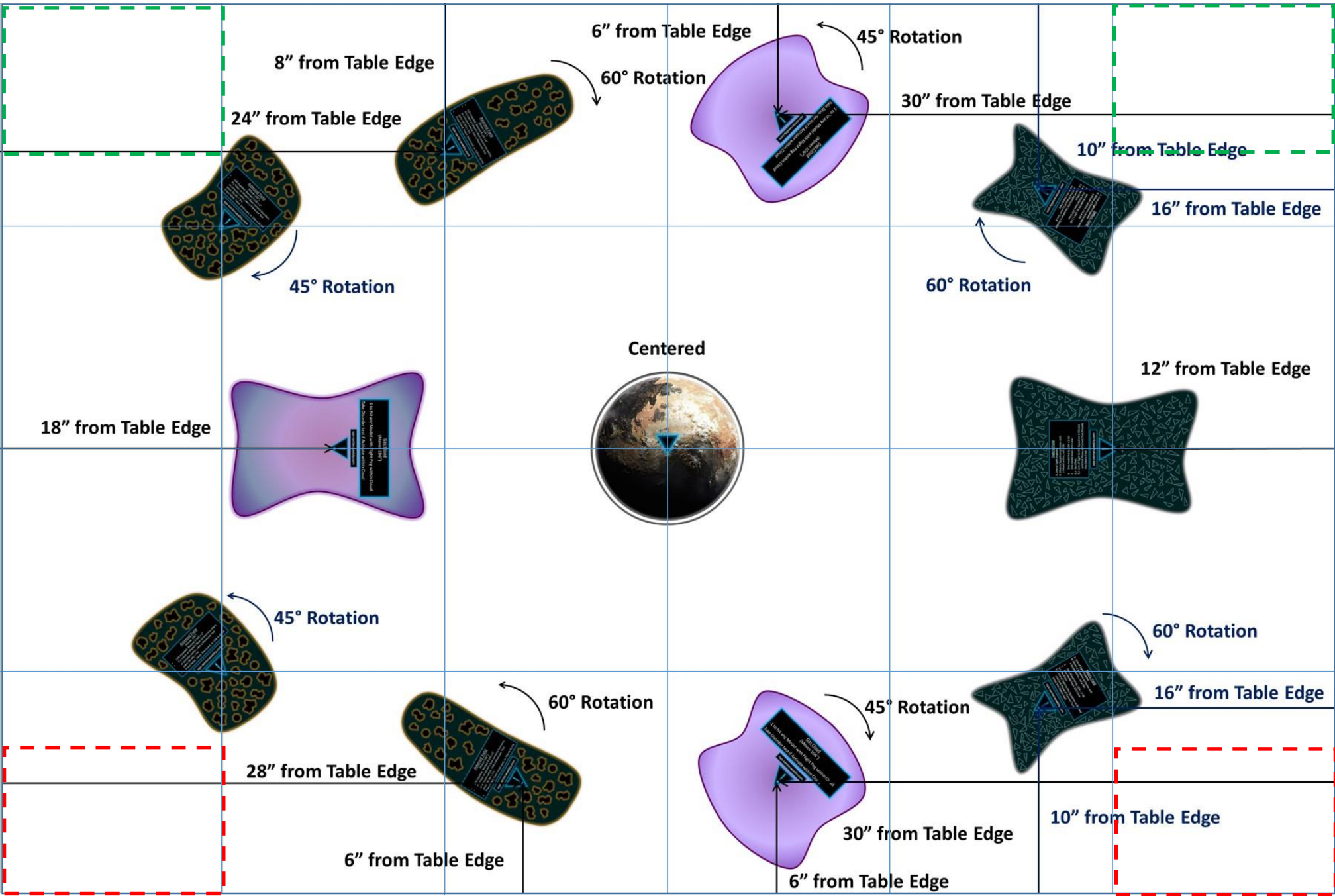
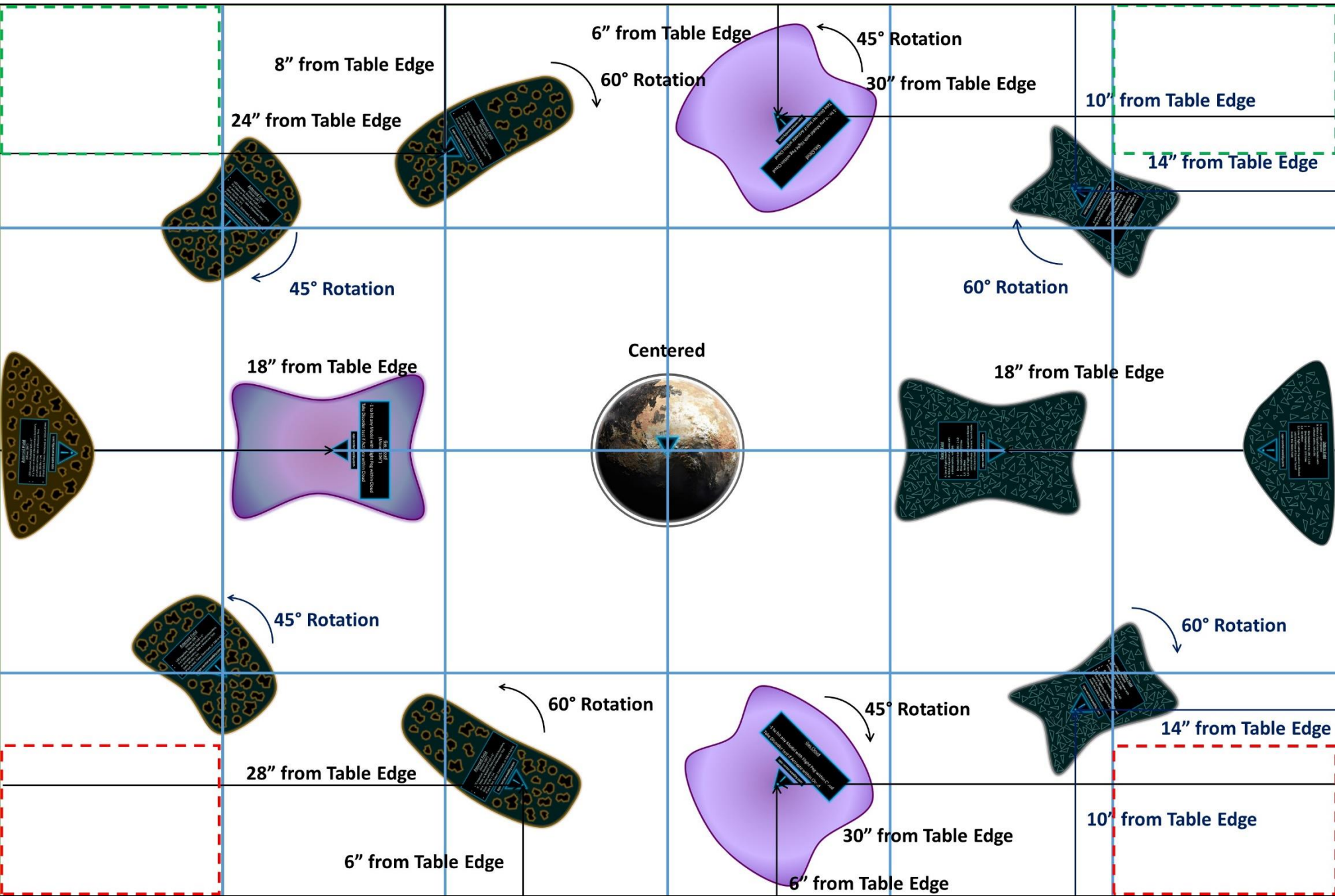


Mission 1

Intensifying Engagement







Planetoid

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Blocks LOS

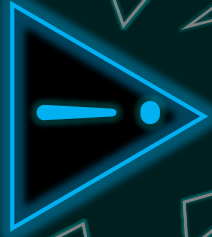
On contact, Maneuver or Destroyed

Mandatory 4" Gravity Slingshot if
Model's Peg starts within Gravity Well

Debris Field

- A. Line of Sight Impeded
- B. When a Squadron activates with a Model within, roll a D6:
 - 1 One model hit by 1D6 + 2 AD
 - 2 One model loses 1D3 Crew
 - 3,4 No Effect
 - 5,6 Line of Sight to this Squadron is Blocked until End Phase of Current Turn if inside this Debris Field

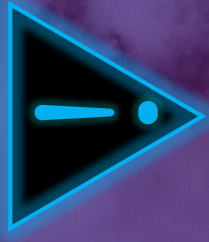
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Gas Cloud

-1 to hit any Model with Flight Peg within Cloud
Take Disorder test if Activate within Cloud

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Gas Cloud

-1 to hit any Model with Flight Peg within Cloud
Take Disorder test if Activate within Cloud

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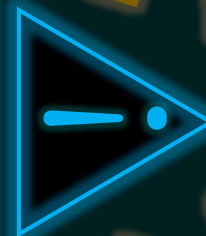
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Asteroid Field

- LOS Impeded; Blocked if LOS > 6"
- If a Token or Model's Base contacts boundary, or activates within, take a Maneuver Test (pass: $D6-Mv > 3+$)
- If test failed, Token Destroyed, or $1D6+4$ AD Hit

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Asteroid Field

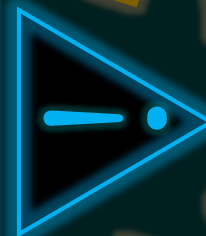
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Asteroid Field

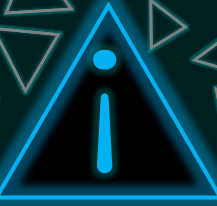
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Debris Field

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until End Phase of Current Turn if

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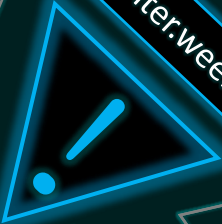
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Asteroid Field
(Moves 1D6")
Blocked If LOS > 6"
(pass: D6-MV > 3+)
• If a Token or Model's Base contacts boundary, LOS Impeded, Blocked If LOS > 6"
• If test failed, Token Destroyed, or 1D6+4 AD Hit

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