

Planetoid  
(Moves 1D3")



Blocks LOS

On contact, Maneuver or Destroyed  
Mandatory 4" Gravity Slingshot if Model's Peg  
starts within Gravity Well

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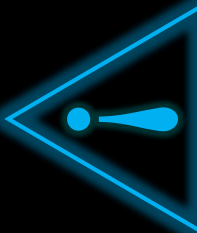
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Comet  
(1D6+3")




Impeded LOS  
On contact:  
Maneuver Test, if fail...  
Model: 2D6+2 AD  
Token: Destroyed

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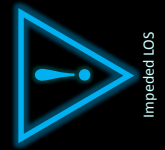
Comet Tail  
Impeded LOS

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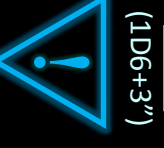
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### Asteroid Field

(Moves 1D6")

- 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 > 2)
- If test failed, Token destroyed, or 1D6+4 AD

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### 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

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