

DEVICES

Below are the effects of the devices and obstacle included in this product

Blazer Bomb

Types: *Device, Bomb.*



Blazer Bomb



Blaze

At the end of the Activation Phase, this device detonates.

When this device detonates, each ship and remote at range 0–1 rolls 1 attack die. Each ship or remote suffers

1 ✱ damage for each ✱/✱ result.

After this device detonates, place a Blaze by aligning the Blaze's guides to the device's tab.



Placing Blaze (aligning its guides to Blazer Bomb tab).

A Blaze is an obstacle. After this obstacle is placed, place a fuse marker on it.

During the End Phase, remove each Blaze with no fuse markers, then remove one fuse marker from each Blaze.

Commando Team



Commando team is a remote.



Types: *Device, Remote.*

When this device is dropped, it can be placed by sliding either its front or rear guides into the opposite end of the template.

System and End Phase: No effect.

Activation Phase: At the start of this phase, the commando team's controlling player may choose a [1 ↖], [2 ↑], or [1 ↗] template and place it in the commando team's front guides. The player then relocates the remote forward, placing the commando team's rear guides at the other end of the template. The commando team can be placed overlapping an object in this way. If multiple players have commando teams, player order is used to determine the sequence (similar to ships).

If the commando team overlaps a ship, use the position marker to denote the ship's position, then place the ship on top of the remote.

Engagement Phase: You cannot attack if there are enemy ships at range 0. Your primary attack is a range 1–2 ↗ attack. To perform an attack you must spend 1 ⚡. While you perform an attack, you may change 1 👁 result to a ✱ result.

Other Rules: After an enemy ship overlaps a commando team, that ship gains 1 strain token. After a commando team is placed while being dropped or relocating, if it is placed underneath one or more enemy ships, those ships each gain 1 strain token.

BLAZE

While a ship moves, if it moves through or overlaps a Blaze obstacle, it suffers the following effect:

- After the move is resolved, roll one attack die. On a ✱ or ✱ result, the ship suffers one ✱ damage; on a 👁 result, it gains one stress token. Then the ship skips its Perform Action step this round.

After a remote relocates, if it relocates so that it is at range 0 of a Blaze obstacle, it suffers one ✱ damage.

While a unit defends, if the attack is obstructed by a Blaze, it rolls 1 additional defense die.