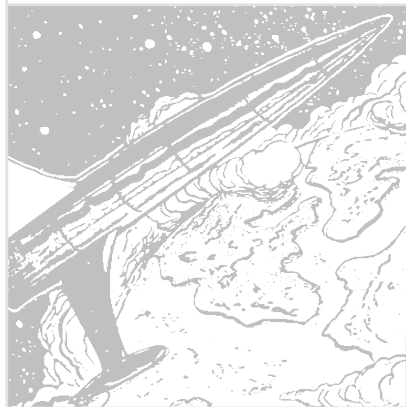
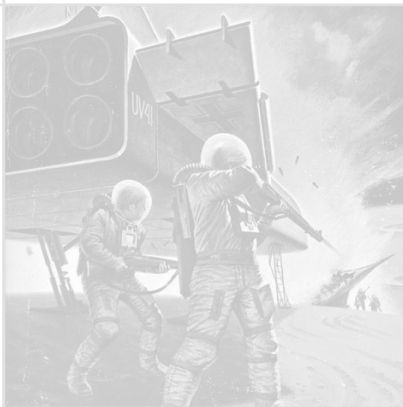
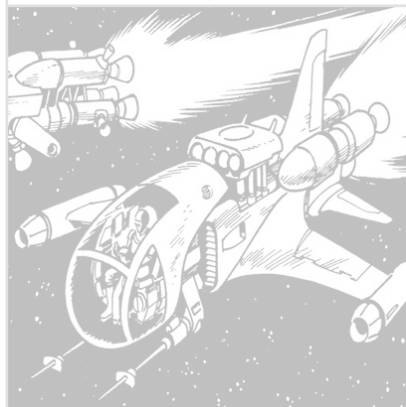
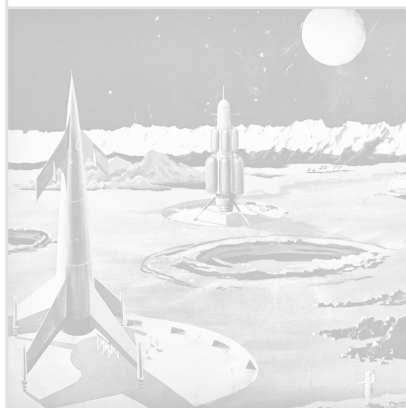
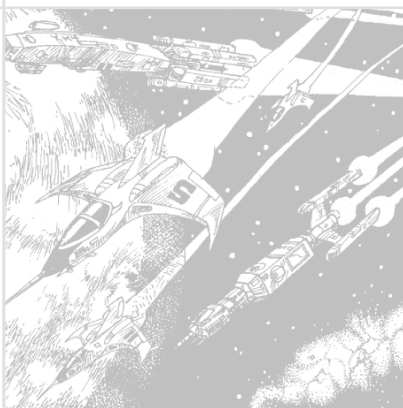


BATTLE FOR THE NEBULA		PLANETSIDE SKIRMISH		EXTENDED CONFLICT				
	WARPPRUE		WARPPRUE		WARPPRUE			
PLAYERS CANNOT USE DEFENSE.		ALL BASIC CREW GET +1 SPEED, ATTACK, AND DEFENSE.		PLAYER WITH THE HIGHEST DEFENSE WINS.				
★★		★★		★★				
SEEK AND DESTROY		STRATEGIC RAID		UNEXPECTED STRIKE				
		WARPPRUE				WARPPRUE		WARPPRUE
PLAYERS DEAL DAMAGE IN ORDER OF WITS INSTEAD OF SPEED.				PLAYER WITH THE HIGHEST WITS WINS.			YOUR OPPONENTS EACH DRAW 1.	
★★	★★		★★					
FLEET ENGAGEMENT	WAR		FIRST CONTACT					
	WARPPRUE			WARPPRUE			MISSION	
PLAYERS ADD WITS TO THEIR ATTACK.					REQUIRES CREW WITH COMBINED COST OF 18 OR MORE.			
★★		★★	★					