

INTO THE
VORTEX

NEBULA - WORMHOLES - CLASSES



E1. CLASS CARDS

Class cards provide players with additional abilities and technologies.

When setting up the game, shuffle the Class cards and give each player one random card. The players must then place the card on the table face up so everyone can see it. It is recommended that you also play Mothership with Planetary Artifacts and Nebula.

Each card provides an Action ability and a Tech ability. Neither need to be purchased but are available straight away.

The Action ability is used just like an Action card. This is a one use bonus. All Action abilities can only be used during the player's turn unless stated otherwise.

The Tech ability acts just like those on the Technology Tree. This is an always active buff that aids the player throughout their turns and sometimes during enemy turns.

RULE CLARIFICATIONS

- The Action card *Nooooooooooooo!* does not affect Class Action abilities.
- Action abilities can only be used once per game.
- Class cards can be combined with buffs from Action cards and the Technology Tree. Actions are applied in the order they are played (see page 17. *Rule Clarifications* of the main rule book).



E2. NEBULA

SETUP

Similar to Asteroids, Nebula breaks up the blank space on the board and provides a hazard for ships to avoid or use to their advantage. When setting up, place as many Nebula tiles as you like on the board while maintaining the board balance mentioned in the main rule book (see *1.1 Board Balance*).

Tiles should not overlap any other tiles, but you may place Planets inside Nebula.



IN GAME

Any ship can move through Nebula but only for a maximum of 1 space. Nebula do not inflict damage.

Example: If your Mothership has a total of 6 engine power, and uses 3 to reach a Nebula tile, as soon as it moves on to that tile it will not be able to move any further.

Example: If your Fighter starts its turn inside a Nebula tile, and wants to continue moving into an adjacent Nebula space, it will only be able to move 1 space even though it may have a total of 4 engine power.

Example: If your Bomber starts its turn inside a Nebula tile, and wants to continue moving into an adjacent non-Nebula space, it may use its full engine power.



E3. WORMHOLES

IN GAME

Wormhole tiles allow ships to warp from one to the other without using engine power. Tiles are linked through colour.

For example, entering through a red Wormhole will allow your ship to exit through the corresponding red Wormhole.

To use a Wormhole, your ship must have enough engine power to land on the Wormhole tile itself. When it reaches the tile, instantly move the ship to any space adjacent to the corresponding Wormhole. All unused engine power is forfeited. If the exit space is in an Asteroid field then roll for damage. Your ship may also attack upon exiting if it is able to do so.

Into the Vortex comes with six Wormhole tiles in groups of two. Flip them over to reveal alternative black Wormholes. When using this side during the game, a player that enters a Wormhole may have several possible exit points. The player can simply choose which point to exit from.

You can even use Wormholes to link two or more boards together.



RULE CLARIFICATIONS

- Some Action cards or abilities allow enemy players to move enemy ships (eg *Gravity Manipulator*). An enemy is allowed to move another ship into the Wormhole and choose the exit space.
- If all adjacent spaces to an exit Wormhole are blocked, then that exit cannot be used.
- If linking multiple boards using Wormholes, the Mothership ability *Nuclear Missile* can only target a space on the same board as that Mothership.