

The background of the cover is a deep space scene. A large, swirling nebula in shades of blue, purple, and white dominates the lower half. A bright star with a lens flare is positioned in the lower-left quadrant, with a thin, bright blue laser beam extending from it towards the center of the nebula. The overall color palette is dark with vibrant highlights from the nebula and star.

INTO THE  
**VORTEX**

**A MOTHERSHIP EXPANSION**  
BY PETER SANDERSON

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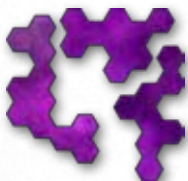
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**NOTE:** The following modules can be mixed and matched with those from other expansions or those included in the base game.

Please see the base game rulebook for rules about any modules mentioned, but not explained.

## COMPONENTS

10x Nebula Tiles



6x Wormholes



8x ♦ Artifact Tokens



12x ♦ Action Cards



8x ♦ Artifact Cards



12x ♦ Class Cards



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For more information, please visit [mothership-game.com](http://mothership-game.com).

# CLASS CARDS

◆ Class Cards provide players with additional, unique 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 ◆ Artifacts and nebula.

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

**ACTION ABILITY:** This is to be treated like an ◆ Action Card. **This is a single use ability.** ◆ Action abilities may only be used during an enemy player's turn when you see this icon ♣ (see below for example).

**TECH ABILITY:** This acts in the same way as those on the ♣ Technology Tree. This is a **passive ability** that lasts the duration of the game and aids the player throughout their turns and sometimes during enemy turns. It does not need to be purchased and can be combined with buffs from any other source.

**EDGE CASES:** The ◆ Action Card *Nooooooooo!* does not affect Class ◆ Action abilities.

The diagram shows a 'DEFENDER' class card with the following components and annotations:

- ACTION ABILITY:** An annotation points to the 'IMPENETRABLE DEFENCE' ability, which states: '+3 shields in any dogfight if you have 12x Energy in shields.' A small ♣ icon is visible at the end of the text.
- TECH ABILITY:** An annotation points to the 'HOME ADVANTAGE' ability, which states: 'Your Colony Station and planets now provide a wingman bonus to all friendly ships.'
- CLASS NAME:** An annotation points to the word 'DEFENDER' at the top of the card.
- DEFENSE ICON:** A large ♣ icon is shown in a circular frame on the right side of the card.
- EXPLANATION:** Below the card, a text box states: '♣ MEANS THIS CAN BE USED TO DEFEND ON OTHER PLAYERS TURNS'.

# NEBULA

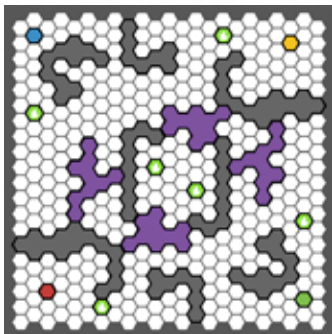
Similar to asteroids, nebula break up the blank spaces on the board and provide a hazard for players to avoid or use to their advantage.

## SETUP

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When setting up, place as many nebula tiles as you like on the board while maintaining board balance (see *Board Balance*, pg 5 of the main rulebook).

- Nebula tiles should not overlap any other tiles.
- You may place planets and ● Colony Stations inside nebula.
- 🛡 Guardian Cannons may be deployed in nebula.



An example board can be seen above. For more layout examples involving nebula, see page 8.



## GAMEPLAY

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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 onto that tile, it will not be able to move any further this turn.

**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.

Any abilities or bonuses that allow you to move enemy ships also follow the above rules, unless otherwise specified.

There are some abilities that will increase your movement speed through nebula. For example, the 🎴 Class Card 🛩️ Tech ability *Radar*, will allow ships to move a maximum of two spaces through nebula.

**EXAMPLE:** If your 🛩️ Mothership has a total of 8 engine power, and uses 4 to land on a nebula tile, it will be able to move one more space into the nebula (as long as your 🎴 Class is *Scientist*). All remaining engine power is forfeited.

**EXAMPLE:** If your 🛩️ Fighter uses 2 engine power to land on a nebula tile, and it wants to continue moving into an adjacent non-nebula tile, it may continue to use its full engine power (as long as your 🎴 Class is *Scientist*). If you do not hold this 🎴 Class, you cannot continue to use the remainder of your engine power.

# WORMHOLES

Wormhole tiles allow ships to warp from one wormhole to another without using engine power.

## SETUP

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When setting up the board, select two or more wormhole tiles of the same colour to place on the board. Wormhole tiles can be placed wherever you like. Depending on your board layout, you may want wormholes to force players to go out of their way to travel large distances. Or you could keep wormholes close together in a high traffic area to keep players alert. No matter what you decide, it is usually best to keep them at balanced distances from all players.

## GAMEPLAY

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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 top of 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.

**NOTE:** You cannot send any kind of attack through a wormhole, nor can you deploy a  Guardian Cannon through a wormhole.



*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 can choose to exit through any colour.

**EXAMPLE:** If a ♠Fighter flies through a black wormhole, they can choose to exit through a blue wormhole tile. But, if the ♠Fighter was then to enter the blue wormhole, it would only be able to exit through the corresponding blue tile.

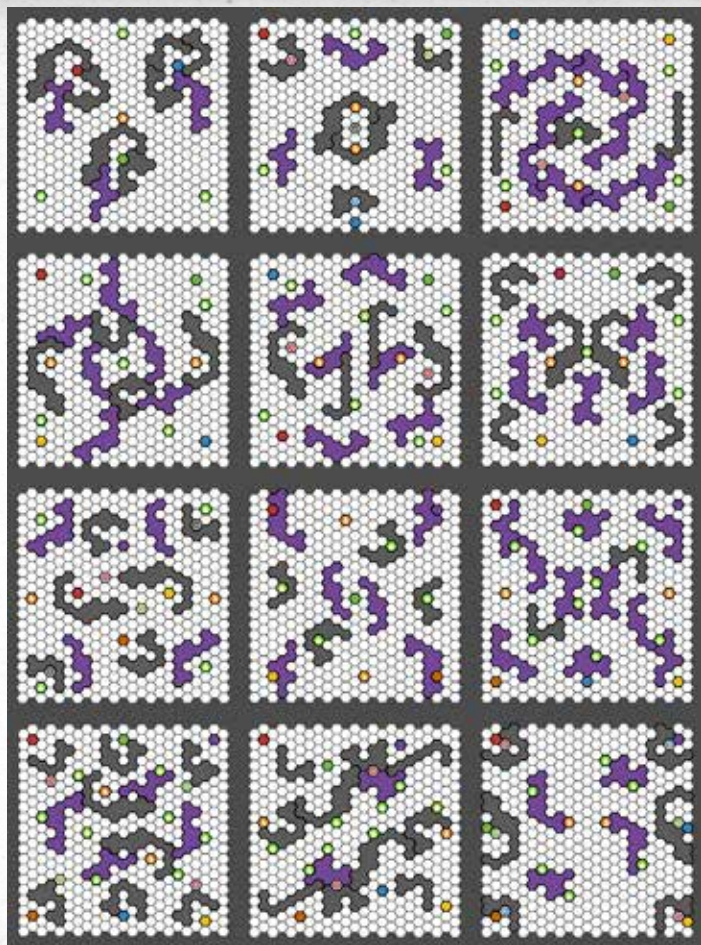


**MULTIPLE BOARDS:** You can even use wormholes to link two or more boards together. If linking multiple boards using wormholes, the ♣Mothership ability *Nuclear Missile* can only target a space on the same board as that ♣Mothership.

**EDGE CASES:** Some ♦Action Cards or abilities allow 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.

# BOARD LAYOUTS



Find more layouts on [mothership-game.com/board-layouts/](http://mothership-game.com/board-layouts/)