



RULEBOOK

WELCOME TO THE LEAGUE 56!

This expansion for *Light Speed Arena* includes 2 new factions, 8 new sponsored asteroids and 1 additional *Destiny Ammo* asteroid for even more spaceship battle action (and chaos)!

Furthermore, you can now play with up to 6 players. For both 5 and 6 players we recommend playing with 5 spaceships each (put the spaceships with the numbers 1–3 back in the box). Adjust the size of your arena according to your number of players so it fits your needs.

CONTENTS

- 9 sponsored asteroid tiles (two-sided)
- 2 faction base tiles (two-sided)
- 16 spaceship tiles



◆ **Boarding!**

When a BlackHole spaceship shoots, all enemy ships within 1 asteroid of distance and not already hit by one of its lasers get 1 damage. It counts towards the BlackHole's damage tally and counts as a delivered hit.



GLYPHON

◆ **Voidwave**

If a Glyphon laser traverses an enemy tile without hitting the spaceship, the enemy spaceship still gets as much damage as the power of the beam. This counts towards the Glyphon's damage tally but does not count as a delivered hit.



IMPRESSUM

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RAY REBUFF ♦ *Boing*

After reducing incoming damage as usual, shields reflect the laser at full strength on their tangent. Wait, what? Let the app do the job ;) Reflected damage is neutral and does not count towards any faction's damage tally.



VOID JUGGLERS

♦ *An upside-down show*

Spaceships shoot in reverse initiative order. What a wohs!



SAFERSPACE

♦ *Your effort, your reward, safe!*

Upon battle resolution, the player (or players) with the most minerals gain bonus points equal to half of the total mineral units they collected, rounded up (+50% points from minerals).



LIVE 4D ♦ *Look at me!*

Shields are advertising screens. Every time a shield activates, the owner is rewarded with 1 point.



COMMUNITY ASTEROID ♦ *Woooosh!*

This asteroid can't be hit, and lasers pass right through it, gaining +1 damage thanks to the roaring crowd's energy boost.



SPACE X-MAS ♦ *On, off, on...*

All asteroids blink in and out. They can only be hit during odd-numbered initiatives. However, special rules of sponsored asteroids remain always active.



SORRY! I'M LATE ♦ *Am I still on time?*

All spaceships arrive onto the battlefield only when it's time for them to shoot. Until their initiative, they are not in play.

(Warning: The Retroblast faction power doesn't work together with this asteroid.)



TABLESCOPE ♦ *Play your space*

Spaceships in sight of Tablescope's eye and positioned at least 3 asteroids away gain +1 damage to all their lasers. Other spaceships and asteroids can break the line of sight.