



NIGEL BUCKLE & DAVID TURCZI

VOIDFALL

ARTWORK BY IAN O'TOOLE

RULEBOOK

▶ NOT FINAL - WORK IN PROGRESS ◀



MINDCLASH
GAMES

COMPONENTS



IMAGE A

- 1 Agenda cards
- 2 Galactic event cards
- 3 Galactic board
- 4 Trade tokens
- 5 Improved Technology cards
- 6 Priority cards
- 7 Corruption markers

IMAGE B

- 8 Resource dial
- 9 Origin cards
- 10 Player board
- 11 Upkeep markers
- 12 Technology cards
- 13 House mat
- 14 Civilization track markers
- 15 Influence dial
- 16 Fleet power markers
- 17 Focus cards

IMAGE C

- 18 Fallen House cards
- 19 Reclaim tokens
- 20 Sector hex
- 21 Voidstorm
- 22 Population die
- 23 Voidborn fleet
- 24 Bounty token

IMAGE D

- 25 Combat aid
- 26 Guild tokens
- 27 Installation tokens



OVERVIEW OF CONCEPTS

HOUSES OF THE DOMINEUM

For centuries, the Novarchs, descendants of the royal House of Novarchon, have ruled with an iron fist over the feudalistic galactic empire of humankind, the Domineum. During this time, they brought stunning technological innovation and scientific advancements to their domain. This accelerated progression helped the Domineum reach—and eventually inhabit—even the farthest segments of the known galaxy, where new Houses emerged to govern the outer sectors of the empire. As the House of Novarchon grew in power, so did the religious cult that surrounded them, proclaiming grim prophecies about an ancient cosmic being from another dimension: the Voidborn.

Many thought it to be only a myth, but in truth, it was the Voidborn's dark influence that granted the Novarchs the sheer knowledge to achieve rapid expansion for the empire. While the cult of the Novarchs envisaged eternal life through the otherworldly entity, the Voidborn's only intention was satiating its eternal hunger. And so, when the Domineum had achieved a vastness fitting the Voidborn's craving, interdimensional rifts opened at the heart of the Domineum to unleash cosmic corruption. As the House of Novarchon and its followers welcomed the Voidborn and sought their false salvation, the entity infected and spread and seized control over the inner worlds. Now, it is time for the remaining Great Houses to purge the galactic corruption, prevent the Voidborn from fully manifesting in our dimension, and to ultimately overcome the chaos as the new rulers of the Domineum.

Each player plays as one of the **Houses** that broke away from the Domineum in wake of the Voidborn's arrival. While they're all humans, their development has been divergent due to distance, unique ways of adapting, and their individual response to the Novarch's rule. This is represented by their unique **House mat** - slotted into your player board it shows the three **Civilization tracks**, occasionally a unique ability; and their **Origin card** which determine their starting forces, their starting technology (see later), and many more minor asymmetries.



You can play Voidfall cooperatively or competitively. Thematically, the cooperative game takes place soon after the rifts have opened, and the Voidborn's presence begins to manifest. The

players must work together to shut down the interdimensional portals and prevent the entry of the complete corporeal form of the Voidborn to the Domineum. The competitive game starts some time after this, where Domineum forces corrupted by the Voidborn still hold the majority of the galaxy, but the direct connection to its realm has been severed, its control weakened. The once prospering worlds of the Domineum are now ripe for the taking, and the formerly allied Houses now all see an opening to liberate, conquer, and unify humanity under their own banner.

The cooperative and the competitive game use the exact same core rules. The cooperative game merely has a few more options available to players. But the players must use all the additional tools at their disposal, as the Voidborn seeds a crisis once each turn, even skirmishing their sectors. Rules relevant only to the cooperative game will be shown in blue highlights, while rules relevant only to the competitive game will be shown in purple highlights. Rules not relevant to your "first game" (usually involving map elements not found in the starting scenarios) are shown in green highlights.

Other Houses will appear in the game, known as **Fallen Houses**, who attempted to break free of the Voidborn's control, but weren't strong enough and are still struggling under its influence. They still have something to contribute to the fight, and if you can liberate them, they will give you precious technologies and boosts.

SECTORS, POPULATION, SCOPE

At the centre of this game is the map, representing a large swath of the human occupied galaxy. It is divided into **sectors**, represented by hex tiles.



These sectors are separated from each other via the mind-boggling distances of outer space, which are not shown anywhere, as the faster-than-light drives the humans possess are capable of plotting near-instantaneous jumps to nearby star systems, though not much farther as the calculations required to jump further are astronomically complicated even for the most technically advanced Houses of the Domineum. This limitation is represented by the adjacency of the sector tiles, allowing you to only travel to one adjacent sector at a time.

Each sector represents an inhabited star system, full of both habited and industrialized planets and millions to billions of human souls, the majority of whom is now under the corrupting control of the Voidborn. However, on this galactic scale, individual habitable planets and orbital structures are too small to be represented separately. The primary measure of a sector's value is its Population: more densely populated systems are able to produce more, and are worth more to conquer. This is represented on sectors by a Population die, with values ranging from 1 to 6. Some game effects will allow players to increase sectors' Population. Some special sectors have fixed Population values (representing specific worlds with unique properties) that cannot be modified during the game.



Some sectors on the map are separated by **Voidstorm** tokens - representing extradimensional navigation hazards created when the Voidborn opened the rifts. These tokens block adjacency, forcing you to take a roundabout way getting to some sectors.

Beyond its scale of representing massive distances in space, a game of Voidfall also tackles a mighty scope in time: Each play is split into three Cycles, each representing several decades of events, with each turn setting the high level focus for your civilization's direction for years to come. Improving a sector represents the work of millions and fruits of years, one invasion is actually a drawn out war of many months, where the stronger and better prepared eventually prevails, despite fleeting heroics of the individual.

INFRASTRUCTURES, PRODUCTION, STOCKPILE

This is a game of empire building and management, where the infrastructures and investments of your House are represented by **Installations and Guilds**, as indicated by infrastructure tokens on the standard sectors and preprinted on some special sectors. Sectors show a varied amount of **spaces** for Installations and Guilds separately, depending on their shape (triangular for Installations and a cog shape for Guilds). Guilds represent planetary industries producing the key supplies and research required for human expansion, and will impact your production. Military Installations represent defense systems, fleet yards, weapon installations: these will allow you to create and deploy fleets (see below) or defend your sectors.

The game uses five **resources**: Food, Materials, Energy - these three are collectively known as **supplies** -, Science and Credits. Once per Action, a single Credit can be spent as a substitute of one **supply** (but **not Science**). All five resources are generated by your production values, which are based on your Guilds and the Population of your sectors. Once you receive the resources, you store them in your **Stockpile**, where you can spend them from. Resource production values and Stockpiles are tracked on your resource dial.



On top of the resources, you'll collect Influence, which is a measure of your empire's success and the player with the most Influence will be victorious at the end of the game. Influence is shown on your Influence dial, generated through various scorings, and you never willingly spend it during the game.



FLEETS, FLEET TYPES, FLEET POWER

Besides the Guild and Installation tokens, the other vital elements on the map are your **Fleets**. A fleet is made up of one **Fleet base** (the plastic base that holds cubes and the miniature), the **Fleet Type** (the miniature on top), and one or more Power markers (cubes of your player color) slotted into the base. **Power markers** are added to a fleet from your reserve when **deployed**, and are removed and placed back into your reserve when a fleet is hit in battle. Not all your power markers are available to you at the start; you need to gain them to your reserve on your player board first, and sometimes you have to spend from there, reducing the maximum number of them you can have in play. Fleet Power represents a command capacity and a logistical maximum of ships you are able to direct at any given point. If you gain more fleet power, that represents an increase in your maximum global command capabilities. A note about scale: each fleet power represents the capability of dozens to hundreds of similar ships, while a whole fleet potentially represents multitudes of them.

Important: It helps to understand and remember several rules if you understand that a fleet power

doesn't mean actual ship "hardware", but your ability to command fleets on a galactic scale. Gaining access to more ships over the years is always possible given the resources of a galactic civilization, but the ability to command thousands of ships effectively across light-years isn't. This concept explains why fleet power destroyed in battle returns to your player board (instead of into the supply), and why you have a hard limit of fleet power during the game.

Each fleet has a **type**, represented by the ship miniature atop its base. The most common fleet type is the **Corvette**, other types you will encounter are the Sentries, Destroyers, Dreadnoughts, and Carriers. Corvettes and Sentries are escort Fleets, with bases that can slot up to 3 power markers each, while the other three fleet types are capital Fleets, with bases that can slot up to 2 power markers each. The bases and the fleet type miniatures themselves are not limited components. If you split a fleet into two, simply take another base and another miniature of the same type and rearrange the power markers as desired. Conversely, if two of your fleets of the same type end up in the same sector, you can merge their power into one fleet (as long as the power limit allows).



POLITICS AND COMMERCE

The game represents the political and commercial aspects of a human galactic civilization as well: **Agendas** represent the political reality of the galactic theater, allowing Houses to select their own ways and conditions of acquiring Influence from whatever is available. **Trade tokens** are an abstraction of the economic connections Houses form with civilians throughout the human galaxy. The more Agendas you've set, the more bureaucratic oversight you have, and the more Trade tokens you can have in play simultaneously. Each Trade token can be used to offset the logistical burden of enforcing (scoring) your Agendas, or expended to gain access to additional actions - possibly the most precious thing in the game.



TECHNOLOGIES

The game includes 26 unique technologies, in each play there will be 10-12 of them available. It is beneficial to gain technologies earlier than other players.

All Houses start with one technology at the beginning of the game (as shown on their Origin card), and you can have a total of 5 during the game, one for each slot atop your player board. Some technologies can also be **improved** once your Civilization is advanced enough, provided the spark for such a breakthrough is available...



CORRUPTION

The final concept to be introduced is **Corruption**. This is the in-game representation of the spread of the Voidborn's influence, now attempting to infect your people as it did the Novarchs before. Its presence is constantly felt in every sector not already under the players' control at the start of the game. You can take it upon yourself to rid your sectors of this unwanted intrusion, but if you do, the Voidborn's will and whispers will find its way amongst your House's paths of power: if it gets to your player board, it will limit your ability to set agendas, or burden you with terrible **Afflictions** that will limit your ability to govern, conquer, or run an efficient economy. If however, you let it fester in your sectors, it will poison everything it touches and also limit your ability to develop more or spread the Population into those sectors. Finally, you can try and eradicate its influence both from your sectors and your House, but as you can imagine that's no easy task...

Rules refer to sectors or Agenda slots as **Corrupted** when there is a Corruption token on them and as **Pure** when they are without Corruption. An Installation or a Guild is considered Pure if it's in a Pure sector.



THE RIFTS HAVE OPENED...

In the cooperative game, the threat of the Voidborn's takeover of our galaxy is imminent. At least one massive interdimensional rift has opened to the extradimensional space we now know as the Void, and lesser creatures named **Harbingers** have come across to oversee humanity's subjugation per the Voidborn's commands. Whether they are sentient beings, or merely appendages of the one unspeakable mind residing in the Void, we cannot tell. Either way, the threat of inevitable skirmishes looms from beyond our systems.

But the part of humanity free of the Novarch's yoke has come together to find a way to shut down the Rifts and to push back the maddening influence of the Voidborn. The galaxy is clearly in several **Crises** at the same time, and every argument, every famine, every unregulated research project is a potential way for it to take over more minds. The players can suffer these crises, or attempt to solve them - but if we let too many of them linger for long, it's a recipe for a **catastrophe**.

Mechanically, these crises act as either negative events or as in-game objectives requiring players to go beyond their usual targets or act wastefully on purpose, making sacrifices to solve them. Crises can be of economic or military nature, and if multiple crises of the same type remain ongoing at a given time, a catastrophe happens - the fourth of which will signal the doom of humanity and immediate game loss. Additionally, the more crises are ongoing, the more they take a toll on the Houses: if the economy is in **turmoil** the players will bleed resources each turn, while if the military threats are unchecked the strength of the Voidborn's skirmishing force is allowed to increase.

But the alliance of humans is not without its own tools: friendship gives better options, represented in the game by the Joint Focus cards. Players can replace familiar Focus cards with better versions. **Joint Focus** actions commonly allow helping each other during others' turn, allowing you to help your comrades where needed most.

RULES OF COMMUNICATION

When playing Voidfall cooperatively with two or more players, players are meant to discuss details of strategy. Suggesting which Focus to play, which strategies to pursue, which ongoing Crises to solve, or how to optimize Joint Focus actions are all allowed and encouraged, since Voidfall is not built on hidden information. We do however actively encourage letting each player manage their own Focus and Agenda cards, and all their action selections - after all it's their empire... The one exception from these open communication rules are the selection of the Priority cards (see Preparation Phase) - players may not discuss their possible Priority cards or their selection at any point during the game.

YOUR FIRST SOLO GAME

If this is your absolute first time playing the game, and you're learning it solo, learning the rules and managing the crisis cards might look scary; thus we have a **training mode** for you: set up the game as if playing the first cooperative scenario, but leave all harbingers, joint Focus cards, Leadership/Unity Focuses, and Crisis cards in the box, and flip the Galactic Board to the competitive side. Play the game with no opponent, no Crises, no threat from the Voidborn. If you invade the **Rift**, gain 50 influence. If you can manage at least 300 influence by the end of the game, you're probably ready to face the *actual* challenge of Voidfall.

SETUP



1 Setup the Agenda decks.

1A Sort Agenda cards by their back into three decks and shuffle all decks separately, then place them face down next to each other besides the play area.

1B Take the top card of each deck and place them face up next to their respective deck, so that there are a total of 3 Agenda cards face up.

2 Create the central supply:

2A Create face down pools of Bounty and Reclaim tokens, shuffling them separately.

2B Put the Guild and Installation pieces, the Voidborn Fleet markers, Population dice, Corruption markers, Fleet bases, and the Fleet Type figures in a common supply.

3 Place the Galactic Board near the supply. Use the side appropriate for the competitive or the cooperative mode.

3A Create the Trade token stacks on the six spaces shown atop the Galactic Board:

- **1 player:** 1 token on each of the spaces, except leave the leftmost space empty.
- **2 players:** 1 token on each of the spaces.
- **3 players:** 2 tokens on each of the spaces, except leave the leftmost space empty.
- **4 players:** 2 tokens on each of the spaces.

3B Take the Galactic Event cards. Sort them by their Cycle number and shuffle each of the three piles separately. Randomly (and without revealing) select two cards from each pile, and stack them in a 6 card Event deck (with the two cards of cycle 1 on the top, and the two cards of cycle 3 on the bottom). Place this Event deck above the Galactic Board on the indicated space.

3C Shuffle the Priority cards.

- If playing competitively, reveal 2/3/4 of them (when playing with 2/3/4 players) and place them in **ascending order of shown number** to the indicated spaces below the left side of the Galactic Board. Place the rest of the deck to the space right of this row, as indicated.

• If playing a **1 player game**, remove cards 1,2,3,12,13,14 before shuffling. After shuffling, deal 5 cards to yourself.

• If playing cooperatively with 2 or more players, deal 5/4/3 of them (when playing with 2/3/4 players) to each player's hand. Keep these cards hidden from the other players. Return the rest of the deck to the box.

4 Each player takes their set of player components - their player board, the Focus cards, 14 Fleet Power markers, and other associated markers.

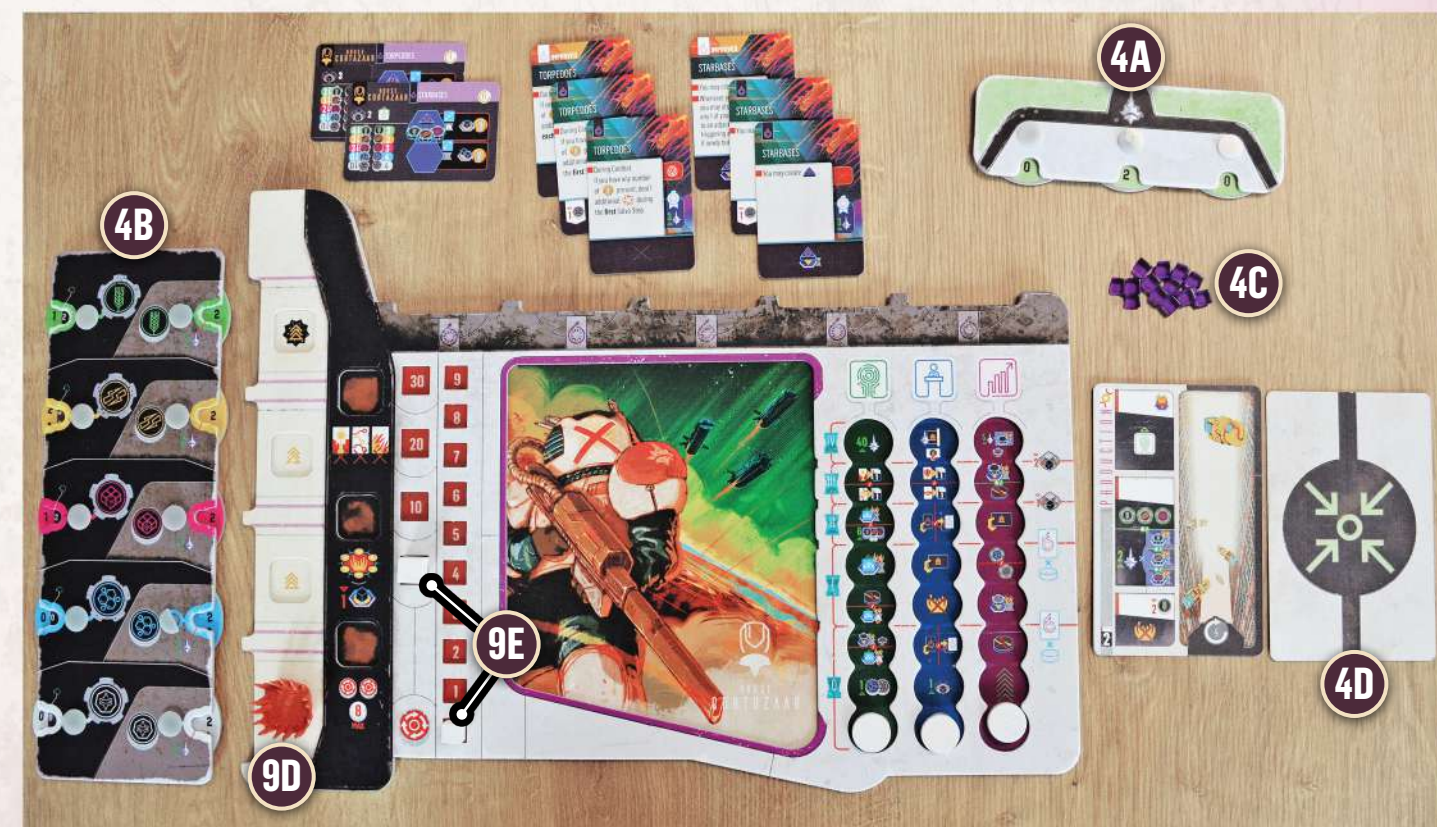
4A Set their Influence dial to 20.

4B Set all their production and Stockpile dials to zero.

4C Place all their Fleet Power markers next to the play area, in a personal supply.

4D All players should put aside their Innovation Focus card, as it cannot be used in the first Cycle. The other Focus cards should be in the players' hands.

4E If playing a **1 player game**, return your Leadership Focus card to the box and add your **Unity Focus I** card to your hand instead. Place the **Unity Focus II** card next to your Innovation Focus card, as it is not available in the first Cycle.



5 Select a Scenario from the Compendium. Each Scenario includes a map, a set of Technologies, and a set of available Houses for the players to play. For your first competitive game we suggest using the Scenario titled First Spark, which uses a map with no special tiles and involves no additional rules. For your first cooperative play, we suggest using the Scenario titled First Strike, which uses no special tiles and involves no additional rules.

5A Place each player's Home sector closest to their table position, then place all other shown sector tiles and Voidstorm tokens as indicated on the selected map (see the Appendix for other sector tile types). If playing cooperatively, use one or both Rift sector tiles (depending on the scenario and the player count).

5B For each sector with an indicated Population value, place a Population die showing the indicated number. In some scenarios, some sectors will show "fixed" Population values - use the alternative dice to indicate these values. Rift sectors do not need a Population die.

5C Place a Corruption token, Voidborn fleets, Sector Defences, and randomly selected face-down Bounty and Reclaim tokens on sectors based on their Population, as indicated:



Sector Defences are placed in military spaces, the rest of the tokens and fleets are placed on the sector tile.

5D If playing cooperatively, place Harbinger tokens on the sectors indicated on the Scenario map. Place one Voidborn Fleet on each open Rift.

5E Some maps might include special sector tiles - see the Appendix about these. Return any remaining unused sector tiles and Voidstorm tokens to the box.

6 Select the 8 Technologies shown for the Scenario in the Compendium. For your first game these will be: *Predictive Matrix*, *Terraforming*, *Purification*, *Dreadnoughts*, *Sentries*, *Deep Space Missiles*, *Interstellar Transports*, *Autonomous Drones*.

6A Place both basic copies of these 8 Technologies on top of each other, with the one showing 3 Influence at the top and the one with no Influence and showing a 1 Credit cost. Place these 8 stacks near the play area to create a Technology Tableau.

- In a **1 player game**, randomly select 3 of the 8 Technologies. Return the top card of those Technologies (so that only the copy with the credit cost remains). Return the bottom card of the other 5 Technologies (so that only the copy with the Influence remains).

6B Shuffle the 8 Improved Technologies corresponding to the Technologies placed in the Tech Tableau, and deal 4 of them into the spaces shown on the Breakthrough Market of the Galactic Board. Place the remaining four cards in a face-down deck to their left, on the indicated space.

6C Later Scenarios will show Fallen Houses (corresponding to the Technologies used in the Scenario). If so, shuffle the four indicated Fallen House cards together, and place one card each on the sector tiles indicated by the Scenario. Set the Population of these sectors as shown on the Fallen House card assigned to them and place a Corruption token on them, but nothing else. If the current map requires less than 4 Fallen Houses to be placed, return the remaining cards to the box.



6D Return all other Fallen House cards to the box. (All of them in your first game.)

7 If playing cooperatively:

7A Place the Void board on one side of the play area for all players to see.

7B Separate the Crisis cards by the icon on their front: **military** crisis cards, **economy** crisis cards, **general** crisis cards, **war** cards, **challenge** cards. Shuffle the first three types separately. For your first game return challenge cards to the box.

7C Based on the player count, randomly select the following number of crisis cards of each type, and shuffle them together to form a draw deck:

- **1 player:** 4 economic crisis, 4 military crisis, 3 general crisis, 4 war
- Before shuffling, remove every general crisis card showing a icon.
- **2 players:** 9 economic crisis, 9 military crisis, 6 general crisis, 6 war
- **3 players:** 14 economic crisis, 14 military crisis, 9 general crisis, 8 war
- **4 players:** 19 economic crisis, 19 military crisis, 12 general crisis, 10 war

7D Leave space next to the crisis deck for a discard pile.

7E Place one Harbinger on the first space of the Economic Threat track, and one Harbinger on the first space of the Military Threat track. Place all remaining Harbingers in the general supply.

7F Draw cards from the crisis deck: Place the first economic or general crisis card on the second space of the Economic Threat track. Place the first military or general crisis card, on the second space of the Military Threat track. Place any other card aside. Repeat this until both tracks have a card each on them. Shuffle every put aside card back into the crisis deck.

7G Shuffle all Joint Focus cards together, and place the deck near the Void board, with enough space for a market of 3 open cards to be created in the upcoming Preparation Phase.

- If playing a **1 player game**, remove both **Joint Leadership** cards from the deck before shuffling, return them to the box.

7H If you wish to increase the difficulty of the game, shuffle the challenge card deck and draw any number of them -- the more you draw the harder the game will be. We recommend drawing 3 cards for players already familiar with the game.

- Shuffle each foreboding challenge card drawn into the crisis deck.
- Resolve each Challenging Situation card immediately, and then return it to the box.
- Finally, return all remaining challenge cards to the box.

8 If playing competitively, return the following components to the box, as they are not needed:

- 8A** Void board;
- 8B** All Crisis cards;
- 8C** Leadership Focus card of each player, both copies of Unity Focus, plus all Joint Focus cards;
- 8D** All Harbinger pieces.

9 For each player: choose a House to play from the ones available in your selected Scenario. For your first play, these will be the first four Houses: *House Valnis*, *House Belitan*, *House Dunlork*, *House Cortozaar*.

9A Collect your House mat, and both your Origin cards.

9B Slide your House mat into your player board, so that only your track spaces and special ability (if any) are visible.

9C If your special ability indicates custom Focus cards, swap them as necessary (see the Compendium for details of individual Houses).

9D Place a Corruption token on the bottommost Agenda slot of your Player board.

9E Place the Upkeep tracker cubes on the 0 spaces of the Upkeep counter track.

9F Give each player the two Technologies (both copies of the basic Technologies plus the corresponding Improved Technology cards) shown on their Origin cards.

- For House Valnis, this is Escape Pods and Shields.
- For House Belitan, this is Matter Resquencers and Targeting.
- For House Dunlork, this is Energy Cells and Orbital Docks.
- For House Cortozaar, this is Starbases and Torpedoes.



10 For each player: Select one of your Origin cards. **Important:** During the below steps, do not gain benefits of technologies, track advances, or Trade token commerce dividends, as equivalent effects have already been calculated into your Origin card's values.

10A Take the Technology card showing 3 Influence and matching the name shown on the chosen Origin, and place it in one of the technology slots on the top of your player board. Add the matching Improved Technology card to your hand.

- In a 3-4 player game, add the other matching basic Technology card to the Technology Tableau (so the Technology Tableau has a total of 11/12 Technology card stacks available at the start of 3/4 player games).
- In a 1-2 player game, return the other matching basic Technology card to the box.
- Return the other Origin card and both basic and the Improved Technology cards matching that card to the box.

10B Mark the Population of your Home sector with a Population die, to the value indicated on your Origin card. Place the indicated number of Fleet bases (with Fleet Type miniatures) and Fleet Power markers from your personal supply into your Home Sector. [See page \[25\]](#) on how Fleets are tracked using the bases, the Fleet Type miniatures, and the Power markers. Place the indicated Guild and Installation pieces in your Home sector.

10C Similarly, set up your adjacent starting sector (marked "Outpost" in the Compendium).

10D Set your production dials to the values indicated on the card. If you want to know how these production values were calculated based on your Population and your Guild pieces, [see page \[24\]](#). Some of the production values are indicated with : the Origin card has granted one additional production of this resource to you, beyond what your starting Guilds and Population (as set up in the previous two steps) determines.

10E Gain the indicated resources (adjust your Stockpile dials accordingly).

10F Gain a number of Fleet Power markers indicated on the card from the supply into your reserve on your player board. Additionally, if the card shows a Civilization track advance, advance the corresponding Civilization track without gaining the additional benefit. If it shows a Trade token, take the leftmost one from the Galactic Market tile, but do not gain a Windfall bonus (see later).

10G In a competitive game only: In ascending order of initial time shown on the Origin card, each player places their Turn Order marker on one of the spaces above a Priority card on the Galactic Board. Each space may only have one player's marker on it.

10H Flip your Origin card to show your starting Agenda. Place it in the topmost Agenda space on the left side of your player board.

10I If you gained a Trade token in step f, place it on the Trade token slot of your starting Agenda.

11 Proceed with the first Cycle of the game.

Quick check:

- In a 4 player game there should be 12 stacks in the Technology Tableau: 8 of them containing 2 cards (the top one of each showing 3 Influence), 4 of them containing only a single card (showing a credit cost) - a total of 20 cards.
- In a 3 player game there should be 11 stacks in the Technology Tableau: 8 of them containing 2 cards (the top one of each showing 3 Influence), 3 of them containing only a single card (showing a credit cost) - a total of 19 cards.
- In a 2 player game there should be 8 stacks in the Technology Tableau, each of them containing 2 cards (the top one of each showing 3 Influence) - a total of 16 cards.
- In a 1 player game there should be 8 cards in the Technology Tableau, 5 of them showing 3 Influence, and 3 of them showing a credit cost.
- Regardless of player count, each player should have one Technology atop their player board and its Improved version in their hand. There should be 4 Improved Technologies face-up on the Galactic Board, and another 4 in a deck next to it.

CYCLE OF PLAY

Each game of Voidfall is composed of 3 Cycles. Each Cycle has three Phases in this order:

- A** Preparation Phase
- B** Focus Phase
- C** Evaluation Phase

Several rules will refer to **Turn Order**: this is the left-to-right order of the players' Turn Order markers on the Galactic Board.



A - PREPARATION PHASE

- (Skip this step during the first Cycle.) Return one Trade token from the Galactic Board (first from left) to the box, if any are present. **When playing with 4 players**, return two instead.



- If there are any gaps in the Breakthrough Market, slide cards right to fill the gaps, and reveal enough of the remaining Improved Technology cards to fill all the gaps. If there aren't enough cards left, leave the spaces on the left empty.

- When playing cooperatively, each player **simultaneously** chooses one of the Priority

cards dealt to them at setup, then the players rearrange their Turn Order markers, so that the player who chose the Priority card with the smallest number is first in Turn Order, and the second smallest is the second, and so on. Place the played Priority cards beneath the respective Turn Order marker (removing any previous Priority card there from play).

In Turn Order, each player resolves the Priority card beneath their Turn Order marker.



5B If it instructs players to place a Sector Defence, place it in a military space on the sector in question. Sectors with no more available Installation spaces are not valid targets to be chosen for that effect.

6 Then, in Turn Order, each player resolves the General Event section. Leave the Event card visible on the Galactic Board, as it indicates:

- I** The number of rounds in the Focus Phase,
- II** The absorption value for a Voidborn Battlegroup (none, 1, or 2 - see Combat),
- III** Two Objectives that will be scored in the Evaluation Phase,
- IV** An Aid event for players who met neither of these Objectives (skipped on the 3rd Cycle).

7 Remove any Joint Focus cards still on the offer (return them to the box), and draw 3 of them to create a new offer for all players to see.

8 If this is the beginning of the 2nd Cycle, all players add their **Innovation Focus** card to their hand, as it is now available to use (see page [36] for details). If playing a 1 player game, add the second copy of your **Unity Focus** (as indicated) to your hand as well.

B - FOCUS PHASE



This Phase will comprise as many rounds as the number shown on the selected Galactic Event. During each round, each player will take a complete turn in Turn Order. Each round has 3 steps (and one more in when playing cooperatively): Select Focus, Resolve actions, and Clean-up.

0 Reveal Crisis and Suffer Turmoil

When playing cooperatively, the Voidborn will attempt to push the human populated systems into submission on each turn of each player. It does this by creating chaos and threats that the players need to deal with one way or another.

But if the map has no **open Rifts** remaining, and you have **300 or more Influence** at this point (at the beginning of your turn), you can rally all the humans of the galaxy and cast out the forces of the Voidborn, thus **winning the game** for all players immediately. The Influence of other players does not matter at this time, and the game is finished.

Otherwise, at the beginning of your turn, you must draw the top card of the Crisis deck, and reveal it for all to see. This card will be referred to as the **current crisis**. If this card is still present at the end of your turn (step 4), you will be forced to choose to either **suffer its penalty** or to let it become an **on-going crisis**.

Then, you must **spend resources** (of your choice, in any combination) depending on the current Cycle and the leftmost unblocked value on the Economic Threat track (not covered either by a Harbinger or an on-going economic crisis card). If you are unable to pay one or more of these resources, immediately move the top card of the Crisis Deck (without revealing it) to the Catastrophes area. If this is your **4th Catastrophe**, the players immediately **lose the game**. For more on the cooperative concepts, see page [32].

1 Select Focus

Each turn you **must** select exactly one of your available Focus cards and play it in front of you.

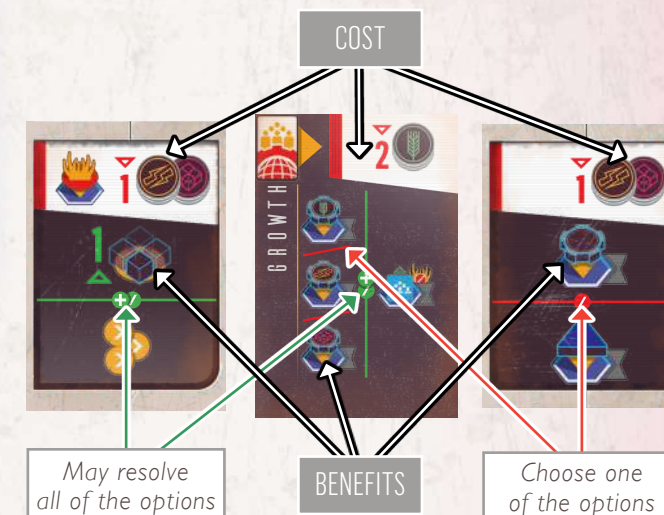
Additionally, you **may** play one Agenda card from your hand, as long as the Focus icon on the Agenda card matches the one on your selected Focus card.

Additionally, you **may** flip one of your Trade tokens to its other side to show the reminder of the additional action you will have in step 3.

2 Select Focus

You may resolve up to **two of the three actions** of your selected Focus card (or all three, if you flipped a Trade token in the previous step), and optionally the action of your played Agenda card (if any) **in any order**. To resolve an action you must first pay its cost in full, then resolve its benefit, before moving onto the next action. These costs may involve spending resources (see page [22]), resolving a Voidborn deployment (see page [26]), gaining Corruption (see page [28]), recalling or spending Fleet Power (see page [25]), or spending a Trade token (see page [31]).

If options are separated by a green line, you may choose to resolve up to all of them, if they are separated by a red line, you may choose only one of them. All benefits are optional, you may choose to ignore any of them.



Each action can only be performed once each turn.

Some Technologies grant you abilities "when resolving a [particular] Focus". You may perform this type of effect if your selected Focus matches the indicated one, **before or after** any of your actions, including splitting them up.

For example, Improved Augmentations grants you three benefits when resolving Temptation Focus. You can use your first action to gain an Agenda and a Fleet Power (at the cost of a Corruption, using the Trailblazing action of Temptation Focus), then use the benefits from Improved Augmentations to remove a Corruption (possibly including the one just gained), then 2 Food. Then gain another Corruption to copy 2 actions from your discard pile (using the Replication action of Temptation), and you can use the Food just gained to pay for these actions' costs if necessary. Then, you can use the last benefit of the Technology to play the Agenda you gained on the first action, and resolve its Agenda action (regardless of its Focus icon). Your actions are probably finished at this point, but if you flipped a Trade token earlier (that one you had to have before you started resolving actions), you could also resolve the last not-yet-used action on Temptation, and advance on a Civilization track, possibly gaining more benefits.

When playing cooperatively, during your actions you (and only you, as the active player) may **solve one crisis**. Solving a crisis does not require an action by itself, merely that you meet the conditions listed on the crisis (and suffer any additional requirements).

You may solve an on-going crisis from either the Economic Threat or the Military Threat track, **or the current crisis** revealed at the beginning of your turn. When you solve a crisis, place it face up in the crisis discard pile. If you discarded an on-going crisis, shift every crisis right of it on the same Threat track one space to the left, to close any gaps.

3 Clean-up

Once you are finished with all your actions:

3A If you've played an Agenda card this turn, you must choose to either:

- Replace one of your existing Agendas with it (transferring the Trade token from the old Agenda to the new, if one is present), removing the old Agenda from play; OR
- Play it into an **empty and Pure** Agenda slot on the left side of your board. Adjust your Upkeep track to reflect the Upkeep icons shown; OR
- Remove it from play.

3B If you've gained one or more Trade tokens on this turn from the Galactic Board, each of them you must either:

- Place on an Agenda card in one of your Agenda slots on the left side of your board. Each Agenda card can have at most one Trade token. If this covers Upkeep symbols, adjust your Upkeep track accordingly, OR
- Place it on a Technology card that explicitly allows this, OR
- Return it to the Galactic Board.

3C Check all sectors under your control for Battlegroup Limitation: From each sector with **3 or more Fleets** you must recall one or more Fleet Power (of your choice) to your reserve until you are able to merge the remaining Fleet Power markers into 2 Fleets. (See page [25] for more details about Fleets, Fleet Power, reserve, recalling, and merging.)



3D Place your selected Focus card into your personal discard pile. If you flipped a Trade token in step 1, return it to the Galactic Board now.

3E Cooperative play only: If your **current crisis is still present** (you haven't solved it during your actions), you now must make a choice:

- Suffer the **immediate penalty** shown on the card to discard it, OR
- Place it on the left-most space of a Threat track not occupied by a Harbinger to become an **on-going crisis**.
 - Economic crisis cards must be placed on the Economic Threat track. Military crisis cards must be placed on the Military Threat track. General crisis cards can be placed on either Threat track, your choice.
 - Some cards (War cards and Foreboding Challenge cards) do not have a crisis on them. On these cards you must suffer the immediate penalty and then discard them.
 - If you are unable to suffer the immediate penalty of any other crisis card, you must choose to place it on a Threat track.
 - If the space is occupied by another on-going crisis, shift that card to the right, repeating this if necessary until each space is either empty, has a Harbinger, or has a card on it. If during this shifting a card is pushed off on the right edge of the track, place that card into the Catastrophes area. If this is your **4th Catastrophe**, the players immediately **lose the game**.
 - If you are unable to place the card because all spaces of the track are occupied by a Harbinger, place the card into the Catastrophes area instead. If this is your **4th Catastrophe**, the players immediately **lose the game**.

Once you have finished your turn completely, the next player in turn order takes their complete turn in a similar fashion. Once each player has taken their turn, proceed with the next round in the same order. Once the required number of rounds have been completed, proceed to the Evaluation Phase.

Advanced Focus variant

For experienced players, we offer the following variant, especially suitable for competitive play: At the beginning of each round of the Focus Phase (before the first player starts their turn), each player selects one Focus card from their hand simultaneously, and places it face down in front of themselves.

Then, proceed with the players' turns as normal in Turn Order, but in step 2 of their turn instead of choosing a Focus card from their hand, they must reveal the pre-planned Focus card, and proceed with that card being their selected Focus. Other steps of the turn and their relative order are unchanged.

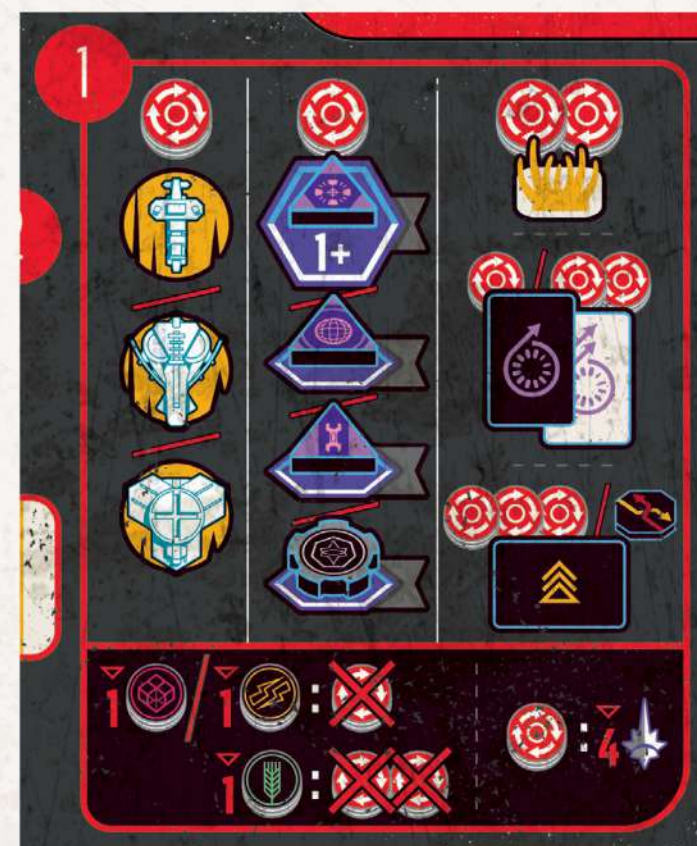
Do not attempt to use this variant until all players at the table are experienced and willing, as this will leave players late in turn order with significantly less time to plan their turns in peace, or lead to significant increases in game time. However, for experienced and expedient players it creates a greater tension and gives extra weight to Turn Order, and thus to in-game time unit costs (in competitive games).

C - EVALUATION PHASE

To wrap up a Cycle, each player performs the following steps (most of the steps can be performed simultaneously by all players):

1 Evaluate Upkeep:

1A Calculate your total Upkeep the following way:



- Each of your Dreadnought Fleets, Carrier Fleets, and Destroyer Fleets (regardless of their Fleet Power) on the map counts as one Upkeep.
- Every sector you control with at least 1 Sector Defence counts as one Upkeep.

Additionally, in sectors you control, each Shipyard, Bankers Guild, and Starbase token counts as one.

- If you have a Corruption token on the **Contamination Affliction** (bottom one), it counts as two more Upkeep as well. Read more about Afflictions on page [29].
- Technology cards you have in-play (on the top of your player board) may have up to two Upkeep on them each.
- Each Agenda card (on the left side of your player board) except your starting one shows 3 Upkeep icons, count these as well **unless** covered by a Trade token.

1B You need to satisfy these Upkeep needs using your supplies: Each spent Food satisfies two Upkeep, while each Materials and Energy satisfies one. If you do not have enough resources to satisfy all Upkeep, **lose 4 Influence per Upkeep** you were unable to satisfy. You may not willingly lose Influence instead of paying resources.

Note: Use the Upkeep track on your player board to calculate and track your current Upkeep at all times.

2 Evaluate Galactic Objective: see the bottom of the card chosen in the Preparation Phase. In Turn Order, each player may...

2A Resolve the benefit of the first and/or the second Objective (in the order of their choosing), assuming they have met the corresponding condition.

2B If a player did not meet **either** condition OR chose to not resolve any benefit of any of the ones they have met: They may instead resolve the Aid effect shown below the objectives.

3 Evaluate House Agendas:

3A Score your starting Agenda. It will have multiple conditions, and you may score each of them, independently.

3B For the rest of your in-play Agendas:

- Check the top half of each card. It shows a condition (have a certain amount of something) - if you have met this condition (more of the target is allowed, unless noted otherwise), score the indicated Influence value.

- If you have met the top half, look at the bottom half. It will show a second condition, and an Influence value. Score the shown Influence value for **each** of that target you have. See the Appendix in this rulebook for a complete list of agenda targets.

Note, many Agenda conditions will be limited to **Pure** sectors, thus ignore corrupted sectors when counting how many instances of the target you have. Some - usually the military capacity or defence focused ones - do not show this "ignore corrupted" icon, for those you may count targets in corrupted sectors. Production values do not care where the production comes from, so Agendas scoring for production always include production originating in corrupted sectors.



- 5D** Players collect their Turn Order marker from the Galactic Board.
- 5E** Starting with the player with the fewest time units spent and proceeding in increasing order, each player places their Turn Order marker on one of the spaces above a Priority card on the Galactic Board. Each space may only have one player's marker on it.
- On the 3rd Cycle, players simply place their Turn Order markers left to right in this order, receiving the Influence value shown next to their marker and corresponding to the current player count. (For example in a 3 player game, the first player receives 10 Influence, the second receives 5 Influence, the third receives nothing.)
- 6** All players take their discarded Focus cards back to their hands.

After the end of the Evaluation Phase in the 1st and 2nd cycle, proceed to the Preparation Phase of the next cycle. After the end of the Evaluation Phase in the 3rd cycle, proceed to the end of the game.

- 4** Retreat excess Voidborn forces: Each Voidborn sector is limited to a maximum of **3 Voidborn Fleets**. Return the excess to the supply. When playing cooperatively, move the excess fleets to the Rift. If there are two open rifts, distribute the excess Fleets evenly.



- 5** Determine new Turn Order (competitive only):
 - 5A** Remove the Priority cards currently displayed beneath the Galactic Board from play.
 - 5B** (Skip this step on the 3rd Cycle.) Reveal 2/3/4 Priority cards (when playing with 2/3/4 players) and place them in **ascending order of shown** number to the indicated spaces below the left side of the Galactic Board.
 - 5C** For each player, calculate the total time units spent, by summing up time unit costs shown on all Focus cards in their discard pile. Players with a Corruption token on the **Confusion Affliction** (middle one), count a further 5 time units spent. If two or more players tied for time units spent, the player earlier in the previous Turn Order is considered to have spent fewer time.

END OF THE GAME

(Competitive game end) **The player with the most Influence wins.** In case of a tie, the tied player with the fewer total Corruption tokens on their player board or controlled sectors wins. If still tied, players share victory.

(Cooperative game end) Calculate the Voidborn's influence over the galaxy:

- 230 Influence, plus...
- 50 Influence for each **open Rift**,
- 10 Influence for each crisis card in the **Catastrophe** area and for each **Consumed Technology** card (regardless of whether Improved or basic),
- 3 Influence for each of the following:
 - A Voidborn Fleet on a sector tile
 - A Corruption on a Voidborn sector
 - A Corruption on an Agenda in the offer
 - A Sector Defence on a Voidborn sector
 - A Sector Defence on a Fallen House card on a sector

If **every player has at least this many or more Influence**, the players (collectively) have **won the game**. Otherwise they have **lost the game**.



CONCEPTS IN DETAIL

Voidfall has 10 Focus cards, each with 3 mostly unique actions, and 3 Agenda actions. Learning and understanding almost three dozen options sounds daunting, unless you are familiar with each game concept used in various combinations across those actions. Once you understand the concepts and their corresponding iconography, figuring out the actions themselves is merely a matter of reading the iconography. But don't worry, we will also explain every action in the next chapter, but when learning or teaching the game focus on these concepts, NOT on enumerating all 30-plus actions.

GAINING AND SPENDING

Icons in Voidfall mostly represent game objects: resources, assets on the map, in your hand, or on your player board.

1 When an icon is accompanied by a green up-arrow (and often a number), it means to gain the indicated amount of all objects indicated after.

1 When an icon is accompanied by a red down-arrow, it means to spend/lose the indicated amount of all objects indicated after.

INFLUENCE



Several game effects will instruct you to score Influence. Do this by using the dials to increase the value shown on your Influence dial by the appropriate amount. Influence will be rarely lost (see Upkeep on page [18] for the main cause) - in the extremely unlikely case of you needing to lose more Influence than what you have, ignore the excess.

RESOURCE STOCKPILES

Most costs are to be paid in resources: the three supplies (Food , Materials , Energy ) Science  or Credits .

Additionally, once for each action you may **substitute one supply** with one Credit instead. Note that this can be only used for action costs (not for events or other effects), and it cannot be used to substitute a Science or a non-resource cost.



When required to pay or instructed to gain resources, reduce or increase your corresponding Stockpile dial's value by the number of steps required. Your Stockpiles cannot be reduced below zero, and any increase in the excess of their cap of 15 is lost, however you **score half an Influence** for each resource you've lost to the cap during a turn (round half Influences down, the excess does not carry over into future turns).

Each of your Stockpile dials has a corresponding production, shown on the matching production dial.

SECTORS



The core unit of scale on the map is a **sector**. Two sectors are **adjacent** if they share a hex edge, unless a **Voidstorm** token is on their shared edge. No game effect may move / place / remove a Voidstorm token.

A sector can be in one of four states, based on who controls it:

- **Voidborn controlled** sectors have one or more Voidborn Fleets on them along with a Corruption;
- Special amongst these are the **open Rifts** in cooperative play, as they do not have a Corruption on them.
- **Player controlled** sectors have one or more player coloured Fleet Power of one player on them;
- Special amongst these are the **Home sectors**: these belong to their corresponding

player always, even if no Fleet Power is present, and **cannot ever be attacked by any other player or the Voidborn**.

- Player controlled sectors - except the Home sector - may have a Corruption on them.



Player controlled sector



Home sector



Player controlled sector **except** the Home sector

- **Fallen House** sectors have a card on them representing the unique aspects of the House controlling it, along with a Corruption.
- **Uncontrolled** sectors have no Fleets and no Corruption on them. Once a sector is controlled, it never returns to its uncontrolled state.

A sector can be in one of two states, based on the Voidborn's presence on them:

- **Corrupted** sectors have one Corruption present. All sectors except the players' Home sectors and the open Rifts may be corrupt.

- **Pure** sectors do not have a Corruption present.



Actions always target you, sectors you control, your board, and so on, unless explicitly stated otherwise. I.e. an action allowing you to remove a Corruption does not allow you to remove a Corruption from another player's sector, or an action allowing you to place Fleet Power in one of your sectors does not allow you to place one in another player's, or use another player's Fleet Power to be added to yours. Actions directly affecting Voidborn forces (Fleets, and in the cooperative game also Harbingers) will always explicitly name whether the target has to be adjacent or can be anywhere. Some actions in the multiplayer cooperative game (Leadership Focus and the Joint Focuses) will allow you to directly affect other players or provide them with beneficial game effects, but these will be explicitly noted.

GUILDS AND INSTALLATIONS



There are two main categories of infrastructure to be developed in your sectors: military

Installations and civilian **Guilds**. The Installations are Shipyard, Sector Defence, and Starbase; while the Guilds correspond to the resource productions: *Farmers Guild* produce Food, *Miners Guild* produce Materials, *Engineers Guild* produce Energy, *Scientists Guild* produce Science, and *Bankers Guild* produce Credits.



When you build any of these, take the corresponding piece from supply and place it on an empty space on one of your controlled sectors.

Each sector tile has a number of spaces for Installations and Guilds respectively, usually 3 Guilds and 4 Installations. Pieces of the other type cannot be placed in a space.



You may not willingly destroy, move, or overbuild your Guilds or Installations. If you have no spaces left to build a type of infrastructure, you may not build that type.

Permanent Guilds or Installations (printed on the sector tile) count as their token equivalent for all purposes, but they're never removed or replaced by any game effect.

POPULATION



Most sectors have a Population value, between 1 and 6. This determines the Guilds' effectiveness in this sector, and the value of the Liberation bonus gained when conquering this sector despite the Voidborn's corruption (see page [40] for Liberation bonus). Some game effects will allow you to increase this value, but you may never increase it beyond 6. **Population of Corrupted sectors may not be increased**, however placing corruption does not affect the sector's current Population. The Voidborn does not wish to dwindle the population, merely prepare their minds for total control.

Your Home sector's Population is much harder to increase, many Population increasing game effects explicitly restrict their use to non-Home sectors.

Some special sectors have **limited** Populations, with fixed values shown with [different] dice. These sectors can never have their Population increased. Special sectors representing stellar phenomena (like Wormholes or Spatial Vortices) don't have a Population at all. Open Rifts have zero Population.

PRODUCTIONS

You have 5 Production dials corresponding to each of the resources. When a game effect instructs you to increase or decrease one of your resource productions, rotate the corresponding Production dial up or down by the required number of steps. Your production is never lower than 0, and never higher than 15. The excess however is not lost, i.e. if you'd need to move the marker beyond the highest space, then later decrease it by one, you'd still be on the highest space. **Very important to note**, that the production dials are not linear, one tick in either direction usually does not correspond to a change of 1 in the respective Production. (The number of ticks is shown on a smaller number, next to the Production value.)



All Guilds increase resource Productions. When placing a Guild in a sector, increase the corresponding production by one step, for each Population of its sector. When destroying or losing one, do the same in reverse.

If you lose control of a sector, treat the Guilds and Installations destroyed for your purposes. If you gain control of a sector with Guilds already present, treat it as if you just established them. Guilds are never outright destroyed in the competitive game, while in the cooperative game the Voidborn may destroy them via Crisis cards. Either way, adjust your productions as needed. If you increase the Population of a sector, adjust the production of any Guild within as needed.

Bankers Guilds have an Upkeep of one each. Adjust your Upkeep track when establishing or losing one.



Produce the shown resource

Some actions and rewards will allow you to **produce one or more of your resources**: when instructed, gain as many of the relevant resource(s) into your Stockpile as your production wheel shows.

INSTALLATION TYPES



Shipyard



Sector Defence



Starbase

Shipyards allow deployment and reinforcements of Fleets, as explained on [the next page]. Shipyards have an Upkeep of one each. Adjust your Upkeep track when building or losing one. **You are limited to up to two Shipyards per sector.**

Sector Defences matter mostly during Combat, as they help in the Approach step in defence, for details on combat see page [27]. Each sector containing one or more Sector Defences has an Upkeep of one (regardless of the number of Defences). Adjust your Upkeep when building or losing one, if necessary.

Starbase: Requires a Technology to be built. Functions as both a Shipyard and a Sector Defence for all purposes (including abilities affecting either of

them). When scoring Agendas or Objectives you may count a Starbase as both a Shipyard and as a Defence (including counting it twice on cards that count the two separately), but only count it as one Installation when counting Installations in general.

Starbases have an Upkeep of one each. Adjust your Upkeep track when building or losing one. You are limited to one Starbase per sector.

When a Starbase is placed in a Pure sector: increase the sector's Population. When a Starbase is placed in a Corrupted sector: remove the sector's Corruption.

FLEETS, FLEET POWER

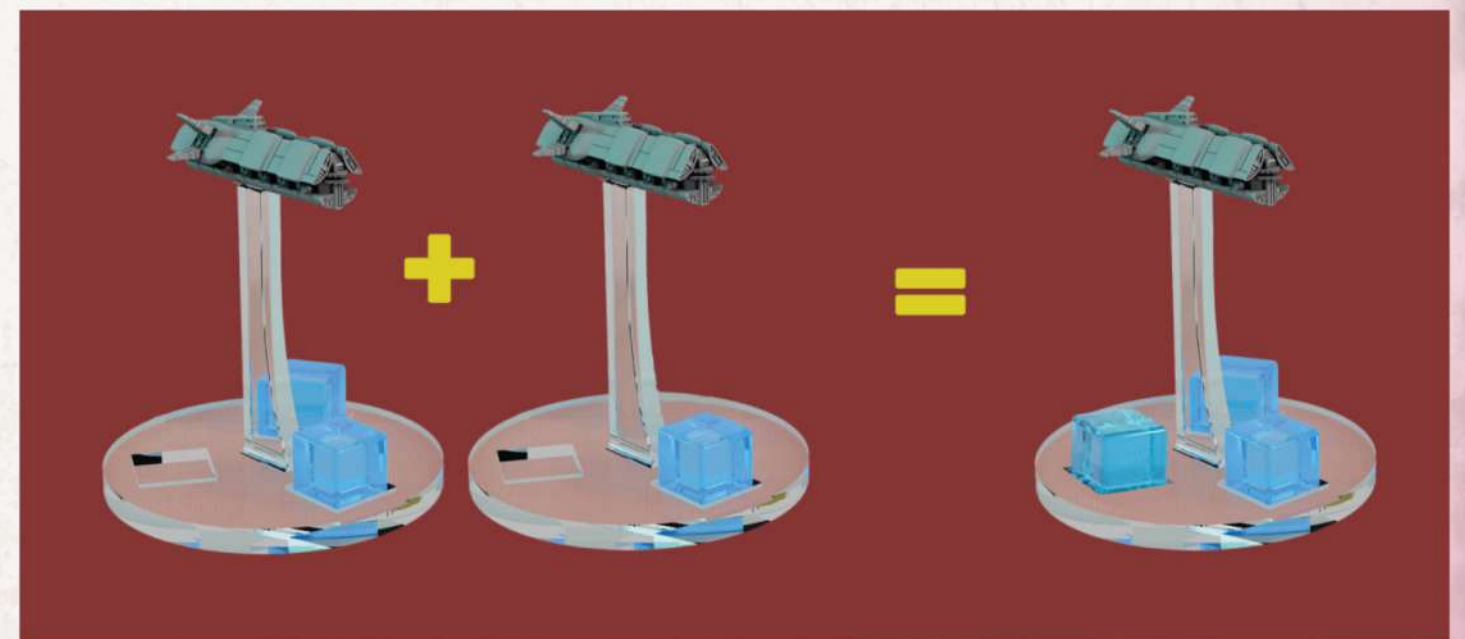


A Fleet represents a large group of ships of a particular function. It is represented by one base and one or more Fleet Power markers. Each Fleet has a minimum of one Power and a maximum of two or three, depending on the Fleet Type. Fleet Power markers are limited to 14 for each player, and they are the only player coloured components on the map, thus they represent player control of sectors. Fleet Power markers can be in three places:

components on the map, thus they represent player control of sectors. Fleet Power markers can be in three places:

- In your personal supply, unavailable to you;
- On your player board - called in reserve;
- Or deployed on a sector you control, in a Fleet.

Fleets can freely be split or merged at any time during your turn: if you have a Fleet with 3 Power, you can always take another base and figure of the same type, and move one of the Power over, to create two Fleets (of Power 2 and 1 respectively). Similarly, two Fleets of Power 1 each in the same sector can be merged into a Fleet of Power 2. You may not move Fleet Power between Fleets of different types. You would mostly split Fleets to be able to move some of them while leaving some of them behind, as there is no gameplay benefit to having 2 Fleets of 1 Power each as opposed to 1 Fleet of 2 Power in a given sector.



There are two kinds of bases: escort and capital bases. Corvettes and Sentries use the former, while Dreadnoughts, Destroyers, and Carriers use the latter. Escort bases can have up to 3 Fleet Power each per Fleet, while capital bases can have up to 2 Fleet Power each. This represents the added challenge of commanding specialized armadas, especially ones with bigger, more complex ship types. Each Dreadnought, Destroyer, or Carrier Fleet (i.e. the ones using capital bases) generate one Upkeep each regardless of their Power. Adjust your Upkeep track when placing or removing such a Fleet.



You **deploy Power to the Fleets** by taking a marker from **your reserve** and placing it on a sector where permitted by the particular game effect. Power is added to existing Fleets, or you may create a new Fleet by taking a base and a Fleet Type miniature from supply (they are not meant to be limited), and placing the marker into the base. When creating new Fleets you are restricted to Fleet Types that are available to you due to your Technologies, however creating Corvette Fleets requires no special Technology.

You may not willingly recall a Fleet Power from the map to deploy it elsewhere. If you have no Power markers in your reserve, you are unable to deploy more.



When a Fleet takes a hit or a cost forces you to take a power from the map, one Fleet Power marker is **recalled to your reserve** on your player board, ready to be deployed again later. (Remember, Fleet Power is not hardware, it's command capacity, thus if you lose a significant part of your Fleet, you can always deploy more elsewhere.) If you recall the last Power of a Fleet, return the base and the Fleet Type miniature to the supply. If you recall the last Power of the last Fleet in a sector other than your Home sector, you will lose control of the sector (more details on losing sectors on page [28]).



Some game effects allow you to **gain a new Fleet Power** - take it from your personal supply and add it to your reserve on your player board. Note that you are hard limited in the number of Fleet Power markers you can gain - 14 in total, if there are none left in your personal supply you cannot gain more.

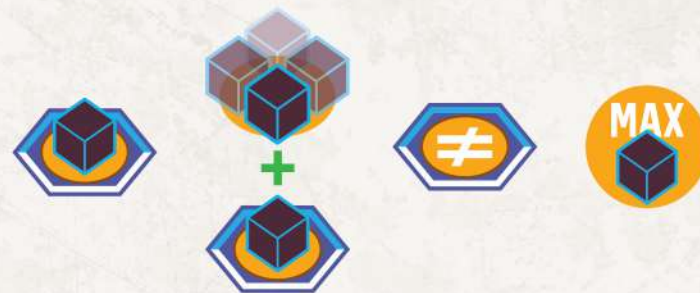


Some costs require you to **spend a Fleet Power** - you must return a Fleet Power marker **from the reserve** on your player board **to your supply**. If you cannot (and only then), you must first recall one Power from one of your Fleets from the map to have the Fleet Power marker in your reserve to do so.



Remember the Battlegroup Limit rule: **at the end of each of your turns in the Focus phase each of your turns in the Focus phase** (step 3, Clean-up), **you may never have more than 2 Fleets in any sector you control**. From each sector with 3 or more Fleets you must recall one or more Fleet

Power (of your choice) to your reserve until you are able to combine the remaining Fleet Power markers into 2 Fleets.



Some Agendas or Objectives will score for your Fleet Power markers or your Fleets. A Fleet is **fully powered** if its base has space for no more Power markers. (Note: Basic Dreadnought Fleets are limited to 1 Power, but since their base has 2 spaces, it is impossible to have a fully powered basic Dreadnought Fleet.)

VOIDBORN FLEETS AND DEPLOYMENT



The Voidborn Fleets are not made of a separate base and multiple Fleet Powers: each of its Fleets have a power of one. For purposes of Combat, they behave like regular Corvette Fleets with one power. Some game effects will allow you to **remove** one Voidborn Fleet, simply return their Fleet marker to the supply.

Some costs will require you to trigger **Voidborn Deployment**. When instructed to do so - before resolving the benefit in question, since it's a cost - Place a Voidborn Fleet or Sector Defence (see below) in a Voidborn sector adjacent to at least one of your sectors.

- If multiple Voidborn sectors are adjacent to your sectors, select the one with the **fewest Fleets**.
- If multiple Voidborn sectors (adjacent to yours) have an equal number of Fleets, select the one with the **highest Population**.
- If there are still multiple options (with equal Fleets and Population), you may choose either one of them.
- Then, do the first possible one of the following list:
 - If the selected sector has 1 or 2 Voidborn Fleets in it, place a Voidborn Fleet there.

- If the selected sector has fewer Sector Defences than the current Cycle number (i.e. 0/1/2 or fewer in the 1st/2nd/3rd Cycle), place a Sector Defence there, assuming there is at least one empty military space.
- Otherwise, place a Voidborn Fleet there. Note, during the Evaluation phase (step 5), Voidborn Fleets in excess of 3 will be returned to the supply, so this deployment is only temporary.

Note, the Voidborn never deploys to Fallen House or uncontrolled sectors.

FLEET MOVEMENT: REGROUP, INVADE



There are two kinds of movement available in the game: **Regroup** and **Invalidate**.

During Regroup, you may select any 3 of your Fleets (after optionally splitting/merging your Fleets freely, as usual), and move them to an adjacent sector. That adjacent sector has to be either under your control, or uncontrolled. No one Fleet Power marker may be moved more than once during the same Regroup.

During Invasion, target one sector. Then, select any number of your Fleets in any number of adjacent sectors, and move them into the target sector. If the target sector is controlled by the Voidborn, a Fallen House, or an opponent, this starts a Combat there.

COMBAT



Combat in Voidfall is completely deterministic: you know who wins the moment the invasion starts (since it represents a long drawn out war in the abstract, on a level where individual luck and heroics do not matter). On page [41] you will find the specific rules of combat resolution, but to start playing the game you only need to understand the high level concept.

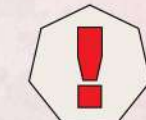
Combat is split into two parts: an **Approach step** and one or more **Salvo steps**. The warring sides will deal **damage** to each other, each damage forcing the opponent to **recall** one Fleet Power from their battlegroup to their player board (**not** spend to their supply!), unless the damage is **absorbed** by an ability.



Damage



Absorption



Initiative

In the Approach step Sector Defences deal 1 damage each to the invading Battlegroup. Sentry Fleets, Shipyards, and Starbases may also deal damage with the appropriate Technology.

In a Salvo step you perform the following:

- 1 Determine **Initiative** based on total amount of Fleet Power - usually each Fleet Power counts for 1 Initiative, but this is modified by Technologies (and some Fleet Types).
- 2 The Battlegroup with the higher Initiative deals 1 damage to the other.
- 3 If the Battlegroup with the lower Initiative has at least 1 Fleet Power remaining, it deals 1 damage to the other.
- 4 If the two Battlegroups' Initiative is equal, deal 1 damage each simultaneously.

Repeat these four steps until at least one Battlegroup completely runs out of Fleet Power.

This concept is similar but not equal to "mutual destruction, until one survives", since here the lower Initiative Battlegroup can miss one chance of firing back if destroyed. To put it simply: to win an invasion against 2 Voidborn Fleets (equalling 2 Initiative) and a Sector Defence you will need at least 4 Corvette Fleet Power if unaided by Technologies - but with an "advantage" of 1 Fleet Power, you will have 2 Fleet Power remaining after the combat.

When you succeed with an Invasion, you will receive a **Liberation Bonus** if you invaded a Corrupted sector (controlled by the Voidborn, or by another player but left corrupted, or a Fallen House). This bonus is equal to the **Population of the invaded sector multiplied by the number of Pure sectors you control**. When you do take a new sector with Corruption, you will however gain that Corruption.

For the detailed rules of Combat and other possible rewards of Invasion see page [38].

EMPTYING A SECTOR

A sector can empty for one of three reasons: result of a mutual wipe in combat (a "tie"), you willingly abandoning it during a Regroup or an Invade movement, or you removing the last Voidborn fleet from it through a game effect explicitly allowing you to (for example Eradicators Technology). When a sector empties, destroy all Installations there (but leave the Guilds in place), place a Corruption there if it was Pure, and place one Voidborn Fleet in there - it is now a Voidborn controlled sector.

GAINING AND REMOVING CORRUPTION

 Corruption is mostly gained by invading Corrupted sectors (as mentioned above), since at the beginning of the game sectors controlled by the Voidborn and Fallen Houses have a Corruption each placed on them. If you gain Corruption from any other source (for example as the cost of an action on Temptation Focus), take a Corruption from the general supply.

When you gain a Corruption, you must choose one of the following options to assign it to:

- A** Place it in any of your **sectors**, except your Home sector. Sectors are limited to one Corruption each. Corrupt sectors cannot have their Population increased, and many actions and scoring conditions will not work with Corrupt sectors or with infrastructure in a Corrupt sector.
- B** Place it on any one of your **Agenda slots**, rendering it unusable to play Agenda cards there. If there is an Agenda card in that slot, remove the Agenda card from the game. If the card removed had a Trade token on it, return the Trade token to Galactic Board. Each Agenda slot is limited to one corruption token. Corrupted Agenda slots allow the Voidborn to disrupt your ability to govern by limiting the number of Agendas you can have in play.
- C** Place it on one of the three **Afflictions** shown on your player board - allowing the Voidborn to take a stranglehold on your own House. Each Affliction is limited to one Corruption, which activates their ongoing negative effect.

Most actions and abilities allowing you to **remove a Corruption** allow you to remove any one

Corruption from any of these three locations. Rare exceptions to this rule (*Purge* action of the Conquest Focus, *Purification* Technology) will be noted explicitly.

Removing a Corruption from an Affliction immediately deactivates its ongoing effect. If you lose control of a Corrupted sector, you lose that corruption for all intents and purposes.

Affliction effects

	The top Affliction is called Desperation , and while it's active, you may not resolve either of a Prosperity , an Innovation , or a Temptation Focus , nor copy actions (see page [31]) from these Focus cards.
	The middle Affliction is called Confusion , and while it's active you must immediately recall one Fleet Power (of your choice) from your Battlegroup to your reserve when invading or being invaded in a corrupted sector. Additionally, it adds a time unit cost of 5 to your total in each Evaluation Phase while active.
	The bottom Affliction is called Contamination , and while it's active, all of your Stockpiles are limited to 8 instead of the usual 15. If you have more than 8 of anything in your Stockpile when placing a corruption here, immediately decrease it to 8. If you exceed 8 while this is active, do not score Influence for the excess. Additionally, it adds 2 to your Upkeep cost total in each Evaluation Phase while active.

CIVILIZATION TRACKS, ERAS



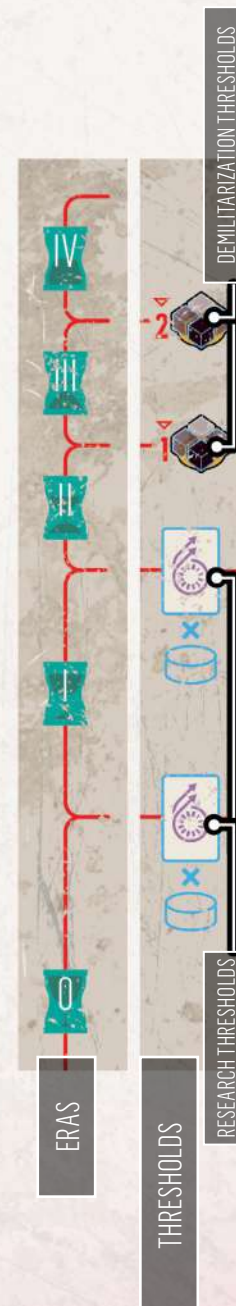
You have three Civilization tracks: **Society**, **Statecraft**, and **Economy**. When instructed to advance on one of these tracks, receive the benefit above your marker and then move your marker upwards, to cover the benefit you've received. Refer to the *Compendium* for a list of rewards for each House. Note that the first four Houses, recommended for your first play, have Civilization tracks identical to each other.

Each track is split into Eras - you start out in Era 0 of all three, and once you cross the first threshold, you're in Era 1, and so on, until Era 4. Your Eras are measured separately, by each track: for example a House's Economy can be in Era 3, while their Statecraft is still in Era 0.

Eras are separated by Thresholds. The first two are beneficial to cross: they are Research Thresholds, each of them allows you to have more Improved Technologies, as explained on page [31].

The third and the fourth however are Demilitarization Thresholds, posing a cost to you as your highly specialized and evolved civilization develops a distaste for the burdens of war: crossing them (on each track, individually) requires you to spend 1 or 2 Fleet Power markers from your reserve respectively. If you cannot pay this cost **before** receiving the next space's benefit, you may **not** advance this track.

If you reach Era 4 on a track, you may not advance on that track any further.



GAINING TECHNOLOGIES

  There are two, closely related game effects about Technologies, usually appearing together (giving you a choice of either):

Gain a new Basic Technology

 Take the top available card of any Basic Technology in the Tableau. The first card of each Technology has no additional cost (and may potentially score you Influence at the end of each Cycle), but the second one has a cost of 1 Credit  that you are also required to pay. Place the Technology card on one of the Technology slots above your player board. **You are limited to 5 Technologies**, including your starting one. Once you have 5, you may **not** gain more Basic Technologies. You cannot acquire a second copy of Technology you already have (even if already Improved).

Improve one of your Basic Technologies

 You may have as many Improved Technologies as the number of Research Thresholds your Civilization tracks (combined) have crossed (see above for details on the Thresholds).

The lines between Eras 0-1 and 1-2 are Research Thresholds, therefore for example, if your Society track is in Era 1, and your Statecraft track is in Era 2, while your Economy track is still in Era 0, you may improve a Basic Technology you have. However you can have no more than 3 Improved Technologies as you've crossed a total of 3 Research Thresholds.

When Improving a Technology, the Improved card matching the basic one in question must be either in your hand (i.e. it is your starting Technology) OR on the Breakthrough Market. You **cannot** Improve a Technology without having access to the Improved card.

When Improving, remove the basic card from the game, and place the Improved one in its place. If you took the Improved card from the Breakthrough Market, gain the benefit shown on its slot. In the competitive game this will be gaining Influence, in the cooperative game it will be a mixture of helping other players at the cost of alerting a Harbinger (see page [32] for Harbingers). If playing a 1 player game, you receive both benefits.

Technology card anatomy

Each Technology card shows the following information:



- A** Name
- B** Upkeep cost, if any. This is relevant in the Evaluation Phase ([see page \[19\]](#)).
- C** Icon to show whether it's Basic (1) or Improved (2) Technology.
- D** Additional cost. If you take the second copy of a particular Basic Technology you'll be required to pay 1 Credit, as shown on the card.
- E** Immediate bonus. Some Technologies will grant you an immediate benefit when you acquire them.
- F** Ongoing bonus. All Technologies will grant you a benefit for the rest of the game.

See the Appendix at the end of this rulebook for a complete list of the bonuses Technologies give.

GAINING AGENDA CARDS



Some game effects will allow you to take an Agenda card into your hand. Do this the following way:

- Select one of the three Agenda types: **Subterfuge, Growth, or Expansion.**
- Choose one of the following:
 - Take one of the visible Agenda cards of that type, then draw a new card of that type to refill the offer.
 - Draw two cards from the top of one Agenda deck, and choose one to take. Return the other to the bottom of the same deck.

If the draw deck of a type is empty, and no cards remain on offer, you will be unable to gain that type of Agenda, however this situation is quite rare. There is no limit to the number of Agenda cards you may hold in your hand.

Some game effects or events in the game will place a Corruption on an Agenda card on the offer. There is no limit to the number of Corruption that can be present on each card. If you gain an Agenda with one or more Corruption on it, gain all of the Corruption as well.

Once Agenda cards are in your hand, you play them normally during the Select Focus step of

your turn ([see page \[17\]](#)), which allows the action on the card to be resolved in the Resolve Action step, and possibly the scoring condition activated in the Clean-up step. Note that the action on all Agenda cards of the same type is identical, and they use the same concepts as Focus actions do.



Some game effects (for example Haste action of Innovation Focus) allows you to play an Agenda card from your hand straight into an Agenda slot: either into an empty Pure slot, or replacing an already in-play Agenda that is removed from play, the same way as explained in the Clean-up step of your turn. See the specific game effect's description (and the icon show) whether you're allowed to resolve the Agenda action at this time or not.

TRADE TOKENS



When a benefit instructs you to gain a Trade token, take the leftmost Trade token (the top one, if it's a stack of two) from the Galactic Board. Gain the reward corresponding to the space you took it from, or from any one space left of it. This is called **Windfall**, as it represents the effects of increased trade the humans now established outside of the Voidborn's influence. At the end of your turn (step 3, Clean-up, [see page \[18\]](#)), you will need to find a space (on an Agenda card) for the Trade token or return it to the Galactic Board.

As explained in the turn structure (Select Focus step, [see page \[17\]](#)), the most common use for a Trade token is to flip it, to be permitted to take the third action on a given Focus. In this case, the Trade token will be returned to the Galactic Board at the end of your turn - when you do, flip it back to its regular side. If any other cost calls for a Trade token to be spent, return it straight to the Galactic Board immediately.

When returning a Trade token place it on the the Galactic Board the following way:

- **If playing with 1 or 2 players:** place it on the rightmost empty space.
- **If playing with 3 or 4 players:** if the leftmost Trade token stack has a single token, place it atop that stack. Otherwise, place it on the rightmost empty space.

COPYING ACTIONS

Some actions and rewards will allow you to copy actions (even outside your turn, due to Galactic Event cards for example). They will either specify which Focus to select an action from, or specify "from your discard pile", or allow you to choose (almost) any action. Either way, you still have to pay the cost of the action you're copying. Some actions will allow you to copy 2 (different) actions of the same Focus, but most will let you copy one.



- **Copy from Specific Focus:** You may resolve an action from the shown Focus, regardless of whether the Focus is in your discard pile, your active Focus, or in your hand.



- **Copy from Discard pile:** You may resolve an action from any Focus card currently in your discard pile, but not your active Focus. You may not resolve an action from Focus cards with a copy restriction (see icon to the right).



- **Copy from anywhere:** You may resolve one action from any Focus, regardless of whether the Focus is in your discard pile, your active Focus, or in your hand. However, you may not resolve an action from Focus cards with a copy restriction (see icon to the right).



Important: If you have an improved version of a Focus card (due to your House's specialty, or a Joint Focus card when playing cooperatively), you resolve the action's cost and benefit as written on **your** Focus card (not the "default" version).

Copying actions do not resolve abilities that require you to "resolve a [particular] Focus", and they do **not** allow you to play matching Agenda cards either. You **cannot** use the additional action from a flipped Trade token to copy more actions from another Focus card.

VOID BOARD, HARBINGERS

The Void board shows two rows of card spaces:

- The upper Threat Track for Economic Crisis cards, showing **Turmoil** values;
- The lower Threat Track for Military Crisis cards, showing **Strength** values.

Each space can have either one card or one **Harbinger** occupying it. The leftmost space of the upper Track that is unoccupied (no Harbinger and no card present) shows the current Turmoil value (different for each cycle), which is the amount of resources you must lose at the beginning of your turn (after revealing a new Crisis). The leftmost space of the lower Track that is unoccupied (no Harbinger and no card present) shows the current Strength value, which will be relevant during the Skirmish effect (see below).

Harbingers are creatures native to the Voidborn's dimensional plane, and they act as scouts and gatekeepers for the Voidborn. Harbingers can be in three places:

- A Harbinger can be on a sector tile, sharing it with Voidborn Fleets.
- On the Void board blocking one of the spaces of a Threat Track;
- In the supply.

Some Harbingers start on the sectors (as dictated by the scenario map) at setup. If a player successfully invades a sector with one or more Harbinger(s) present, this **alerts** the Harbinger(s): the Harbinger is moved from the tile to one of the Threat Tracks - whichever has fewer Harbingers on it. When a Harbinger is placed on a Threat Track, move every other Harbinger and Crisis card one space to the right. If this causes a Crisis card to fall off the right edge of the track, place the card into the Catastrophes area instead. If this is your **4th Catastrophe**, the players immediately **lose the game**.

On some spaces of the Breakthrough market on the Galactic Board, you will have access to a beneficial ability - but improving a Technology from one of these spaces also alerts one Harbinger; in this case you may choose any one Harbinger from the map and move it to the Void board as described above.

Some game effects will allow you to either **destroy a Harbinger on the Threat Track** or

return a Harbinger to the map. Either case, you may remove a Harbinger from a Threat Track (your choice if unspecified which one), sliding all Harbingers and Crisis cards right of it one space to the right. When returning a Harbinger to the map, you may choose any Voidborn sector to place it in. When destroying a Harbinger, place it in the general supply.

When a game effect instructs you to **spawn a Harbinger**, take a Harbinger from the general supply, and place it where instructed. If placing it on the Void board, follow the above rules.

CRISIS CARDS, CATASTROPHE

As explained under turn structure, you reveal one Crisis card at the start of your turn, every turn. At the end of your turn, you choose to resolve its immediate penalty OR place it on a Threat row. See the rules and restrictions of where each card can be placed on page [17].

When suffering an immediate penalty instructing you to destroy something of your own, you may select any of those, except the ones in your Home sector. As mentioned earlier, you may not choose to resolve an immediate penalty that you're unable to **fully** suffer (destroy something you have none of, or pay resources you don't have), in those cases you must choose to place the Crisis on the relevant Threat Track to become an ongoing Crisis. (A seemingly exception to this rule is Skirmish - see below.)

If an immediate penalty calls for **defending the Rift**, add one Voidborn Fleet to each open Rift. If no open Rifts remain, you may not choose this option.

It occurs sometimes in the game that you have to place a Crisis card in the Catastrophe area, to the side of the Void board. These represent situations where the Voidborn managed to completely take advantage of your inability to rally the uninfluenced humans or failure to act in time. If a 4th card is ever placed here, you immediately lose the game, but even the first three cards will increase the Influence amount necessary to win, as explained under the Cooperative end game conditions on page [20].

CONSUMED TECHNOLOGIES

Some immediate penalties on Crisis cards will instruct you to permit the Voidborn to **consume a Technology**. When this happens, select one Technology from the Tableau **showing Influence and not a credit cost, if possible** and move it to the Consumed area off the side of the Void board. **Important: In 2 player games only, move both copies** of the Technology instead when taking a Technology showing an Influence value.

Rarely, an effect will explicitly instruct you to consume an Improved Technology instead, in these cases simply take the indicated card(s) from the Breakthrough market and move it to the Consumed area.

Consumed Technology cards are no longer available to you and other players, and at the end of the game will increase the Influence amount necessary to win.

SKIRMISH

Some immediate penalties on Crisis cards will announce a Skirmish against you. During a Skirmish, the **Voidborn will attack one of your sectors**. It will attack with Voidborn Fleets equal to the current **Strength** value (shown on the leftmost uncovered space on the lower Threat Track), taken directly from the supply, not from any sector on the map. Use the following procedure to select which sector the Voidborn attacks, and then resolve a Combat there using the regular rules, except this time you are the defender.

- A** The Voidborn **never** attacks your Home sector, or any sector that is **not adjacent** to any Voidborn (or Fallen House) controlled sector.
- B** If it can, it prefers to attack where it would **win**.
 - This is calculated using the usual deterministic combat rules, and takes into account modifiers such as the Voidborn's absorption value on the Galactic Event or a Confusion Affliction that might be affecting your Corrupted sectors.
 - Actual mutual wipes are considered to be victories for the Voidborn, see rules about emptying a sector on page [28].
- C** If it cannot win in any sectors, it prefers to attack where you would **lose the most Fleet Power** during Combat.

D If multiple, equally preferred targets exist, it selects:

- ...the one with the highest Population,
- ...the one with the most Guilds (amongst those of equal Population),
- ...randomly (amongst those of equal Population and Guilds).

Resolve the combat normally (including possibly triggering Technologies such as Assimilation or Escape Pods for yourself). If it wins, destroy your Installations in that sector (but not your Guilds), place the surviving Fleets of its Battlegroup in the sector, and (if the sector was Pure) one Corruption. If it loses, you receive no additional rewards. Some Foreboding Challenges might trigger a Skirmish with further modifiers to the Combat, resolve the combat (and evaluate where to attack) accordingly.

A Skirmish penalty is considered resolved, even if you managed to completely rebuff the Voidborn's attack or if it had no valid sector to attack (none of your non-Home sectors are adjacent to a Voidborn or Fallen House controlled sector).

JOINT FOCUS CARDS

At the beginning of each cycle, three Joint Focus cards are revealed in an offer. Joint Focus cards provide stronger benefits than regular ones, and often allow other players to make choices and resolve beneficial effects on the active player's turn.

See the appendix for a list of all actions on Joint Focus cards.

Solo play

In solo play, you interact with the offer of Joint Focus cards - representing the last-ditch efforts other Houses too weak and corrupt to stand on their own provide your lonely struggle versus the forces of the Voidborn. The *Last-Ditch Effort* action of both **Unity Focus** cards allows you to select any one action of any of the visible Joint Focus cards and resolve it (paying its cost as usual). If that action allows you *and another player* to do something each, you may resolve both of those benefits yourself.

After resolving the Last-Ditch Effort action, remove the Joint Focus you've targeted from the game permanently. Do not refill the offer; it will be cleared and refilled during the next Preparation Phase.

Multiplayer Cooperative play

In multiplayer cooperative play, players may upgrade some of their Focus cards to Joint ones - representing the benefits coordination between the Houses can achieve.

When you use the *Friend in Need* action of **Leadership Focus**, one player can upgrade one card by choosing one Joint Focus card from the offer, then removing the Focus card with an identical name to the one just gained from the game, and place the chosen Joint Focus in the removed card's place:

- If the removed card was in the discard pile, the Joint Focus is placed there.
- If it was in hand the new card is added to hand.
- If the active card (i.e. Leadership itself) is upgraded, you finish your current turn, and then remove the active card from play, adding the upgrading Joint Focus to your discard pile.

Do not refill the offer after taking one or two cards from it, it will be cleared and refilled during the next Preparation Phase.

It is possible to replace a house-specific Focus card with a Joint Focus card. Joint Focus cards can be used to play matching Agendas the same way regular Focus cards are used.

FOCUS ACTIONS



DEVELOPMENT FOCUS

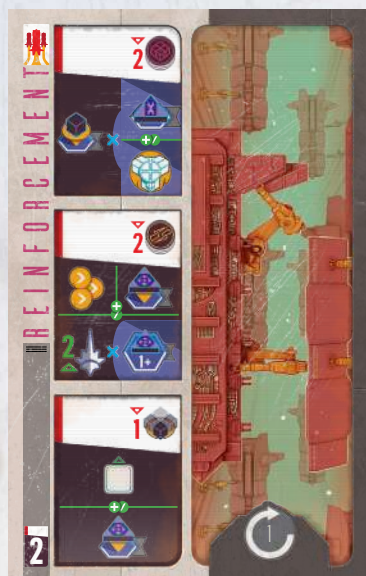
Time unit cost: 2

Available Actions:

Industrialized Habitation, Spend 1 Material and trigger **Deployment** (see page [26] about Voidborn Deployment): Establish a Guild (except Bankers!) in a Pure sector you control. Increase the Population of a Pure sector (except your Home Sector) you control. (The two benefits can be performed in the same sector or a different Pure sector.)

Construction, Spend 1 Material and 1 Energy : Establish a Guild or build an Installation of any type in a sector you control. (The sector may even be corrupted.)

Subsidized Expansion, Spend 1 Material and 1 Food : Establish a Bankers Guild in a Pure sector you control. Gain a Trade token.



REINFORCEMENTS FOCUS

Time unit cost: 1

Available Actions:

Fleet Deployment, Spend 2 Materials : For each Shipyard you control (and for each existing Power of each of your Carrier Fleets), you may deploy 1 Fleet Power to that sector.

Preparations, Spend 2 Energy : Regroup up to 3 Fleets. Build one Sector Defence in a sector you control. Score 2 Influence per sector you have at least one Sector Defence in.

Paradigm Shift: Spend one **Fleet Power** from your reserve to advance any one of your Civilization tracks. Build one Sector Defence in a sector you control.



CONQUEST FOCUS

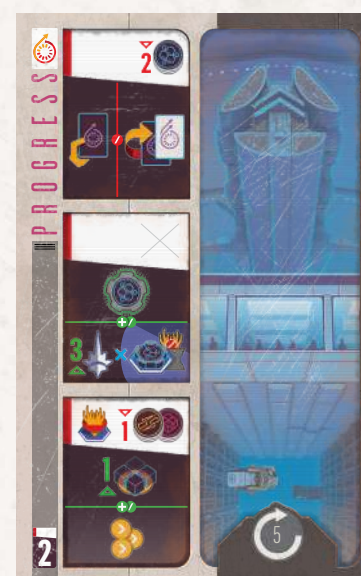
Time unit cost: 3

Available Actions:

Combat Assignment, Spend 2 Energy : Perform one Invasion.

Accelerate Planning, Spend 2 Credits and trigger **Deployment** (see page [26]): Gain an Agenda card.

Purge: Recall a Fleet Power from a Corrupted Sector to remove the Corruption from **that** sector.



PROGRESS FOCUS

Time unit cost: 5

Available Actions:

Invention, Spend 2 Science : Gain a Basic Technology OR Improve one of your Basic Technologies.

Research: Gain Science equal to your production. Score 3 Influence per Scientist Guild you have in Pure sectors.

Logistic Enhancements, Spend 1 Material , 1 Energy and trigger **Deployment** (see page [27]): Gain a Fleet Power marker into your reserve from the supply. Regroup up to 3 Fleets.



PRODUCTION FOCUS

Time unit cost: 4

Available Actions:

Time of Plenty: Trigger a Deployment (see page [26]) to advance on your Society Civilization track.

General Production: Gain Food , Materials and Energy equal to your corresponding productions. Score 2 Influence for each Farmers/Miners/Engineers Guild in Pure sectors you control.

Cleansing, Spend 2 Food : Remove a Corruption.



PROSPERITY FOCUS

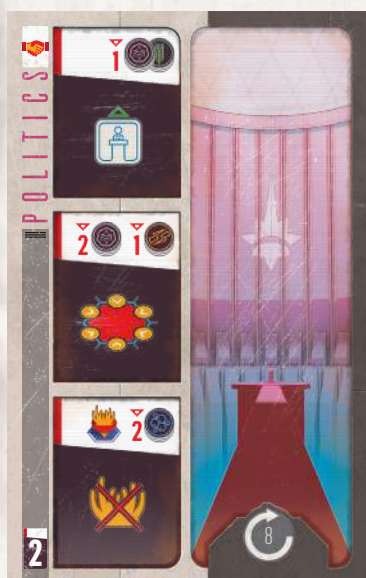
Time unit cost: 6

Available Actions:

Time of Opportunities, Spend 1 Food and 1 Energy: Advance on your Economy Civilization track.

Hegemonic Control, Spend 2 Food and trigger a **Deployment** (see page [26]): Score 3 Influence for each Starbase, Scientists' Guild, and Bankers' Guild in Pure sectors you control.

Discreet Preparations: Spend one **Fleet Power** from your reserve to gain an Agenda card and/or build one Installation in a sector you control.



POLITICS FOCUS

Time unit cost: 8

Available Actions:

Time of Intrigue, Spend 1 Food and 1 Credit: Advance on your Statecraft Civilization track.

Annex, Spend 2 Credits and 1 Energy: Perform one Invasion.

Deprogramming, Spend 2 Science and trigger a **Deployment** (see page [26]): Remove a Corruption.



INNOVATION FOCUS

Time unit cost: 9

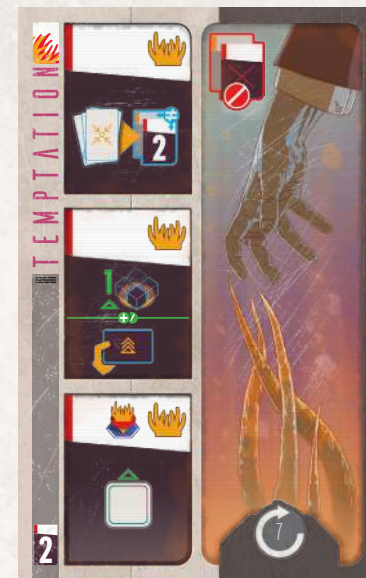
Available Actions:

Cutting Edge Invention, Spend 2 Science: Gain a Basic Technology OR Improve one of your Basic Technologies.

Haste: Play an Agenda from your hand without triggering its agenda action. All other rules of playing an Agenda still apply.

Taxation: Trigger a **Deployment** (see page [26]) to gain Science and Credits equal to your respective productions.

Actions of this Focus card cannot be copied, unless explicitly stated otherwise.



TEMPTATION FOCUS

Time unit cost: 7

Available Actions:

Replication: Gain a Corruption to copy two different actions of one Focus card currently in your discard pile. (This may not be a Focus card with copy restrictions.)

Trailblazing, Gain a **Corruption**: Gain a Fleet Power marker into your reserve and gain an Agenda card.

Forbidden Knowledge, Gain a **Corruption**, and trigger a **Deployment** (see page [26]) to advance on any one of your Civilization tracks.

Actions of this Focus card cannot be copied, unless explicitly stated otherwise.

LEADERSHIP FOCUS

Used in 2-4 player cooperative games.

Available Actions:

A friend in need, Spend 1 Credit: One player may upgrade to a Joint Focus card and/or you and another player may transfer resources between matching Stockpiles

Trading Contacts, Spend 1 Trade Token: One player may upgrade to a Joint Focus card or you may discard a crisis (either ongoing or on the threat track) .

Harmonic Oscillators, Spend 2 Science and **recall** a Fleet Power from a sector you control to your reserve: One player may upgrade to a Joint Focus card and/or Destroy one Harbinger on the Threat Track.

UNITY FOCUS I

Used in 1 player games

Available Actions:

Last-Ditch Effort: Copy one action from a Joint Focus card on offer (paying for the cost, but ignoring copy restrictions), resolving any other player's benefit as yours as well. Remove the targeted Joint Focus card from play.

Foresight: Copy one action from a Focus card in your hand.

Call in Favours: **recall** a Fleet Power from a sector you control to your reserve: Destroy one Harbinger on the Threat Track and/or gain 1 Trade Token

Actions of this Focus card cannot be copied.

UNITY FOCUS II

Used in 1 player games

Available Actions:

Last-Ditch Effort: Copy one action from a Joint Focus card on offer (paying for the cost, but ignoring copy restrictions), resolving any other player's benefit as yours as well. Remove the targeted Joint Focus card from play.

Hindsight: Copy one action from a Focus card in your discard.

Special Ops, **recall** a Fleet Power from a sector you control to your reserve: Discard a crisis (ongoing or on the threat track)

Actions of this Focus card cannot be copied.

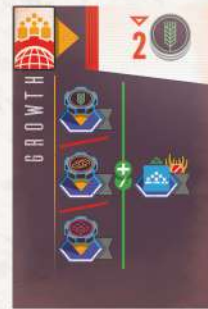
AGENDA ACTIONS

As discussed on page [32], each Agenda card in the Subterfuge, Growth, and Expansion decks has an identical action on the right side, and you may resolve that action if you played the Agenda card together with a matching Focus during your turn.



Subterfuge

Covert Replication, Spend 1 Science: Resolve one Bonus Action on a Focus card currently in your discard pile (not your active Focus, nor Focus cards with copy restrictions).



Growth

Organic Migration, Spend 2 Food: Establish a Supply Guild in a sector you control. (The sector may even be corrupted.) Then, increase the Population of one Pure sector you control. This may even be your Home sector, and/or the same sector where you established the Guild.



Expansion

Emergency Deployment, Spend 1 Materials and 1 Energy: Gain 1 Fleet Power from the supply to your reserve, and then immediately deploy it to your Home sector. Remove one Voidborn fleet from any sector you have an adjacent Fleet to.

COMBAT-DETAILS

Whenever you perform an Invasion, or the Voidborn declares a Skirmish against you when playing cooperatively, combat must be resolved. All Fleets of one side are referred to as a Battlegroup. Two or more Fleets of the same type in the same Battlegroup count as one Fleet of their combined power for calculating purposes - Fleets are not limited to 2 or 3 Power for the purposes of these calculations.

When a Fleet suffers a damage, **recall** one of its Power markers, returning it to its owner's reserve on their player board. **Important: Fleet Power lost in combat is not spent, it is not placed in the general supply.** Since the Voidborn Fleet markers have a power of one, remove one Fleet marker immediately upon being damaged. If the last Power marker of a Fleet is recalled, it is removed from the map, with its base and miniature returned to supply. Damage is never dealt to Guilds or Installations. If there are multiple Fleet Types in a Battlegroup, the owner of the Battlegroup chooses which one suffers a damage.

Some game effects (Shields Technology, certain Fleet Types, etc.) allow you to **absorb** a damage: that damage does not remove a Power marker. Each damage not absorbed will be suffered, and a Power needs to be recalled as described above.

Sectors controlled by the Voidborn might have

Sector Defences, but they will never have Starbases or Fleets of other types.

All Voidborn Battlegroups can absorb a total of zero to two damage, this value is shown on the current Galactic Event card. This is true even when the Voidborn attacks a player in cooperative play.

Combat itself is split into two steps: one **Approach** step, and one or more **Salvo** steps.

APPROACH STEP

If either side has the Confusion Affliction active (see page [28]), and the Combat takes place in a corrupted sector, remember to recall one Fleet Power before resolving any other Approach step ability.

Sector Defences (including Starbases) and some Fleet Types activate in the Approach step, **simultaneously**. Each Sector Defence deals 1 damage to the attacking Battlegroup.

Sentry Fleets - in defence only - act as mobile defences: dealing 1 damage to the attacking Battlegroup per defending Sentry Fleet Power present.

The attacking Battlegroup may **ignore**...

- One Sector Defence (or Starbase) if they have at least one Dreadnought Fleet Power present in their Battlegroup and they possess Improved Dreadnoughts Technology,
- One Sector Defence (or Starbase) if they have at least one Corvette Fleet Power present if they possess Improved Shields Technology.

If the defender has Improved Sentries Technology, ignoring a Sector Defence nullifies both damage. Sentry Fleets and Deep Space Missile damage cannot be ignored. The ignoring effect applies, even if the Fleet Power allowing you to do so is destroyed during the Approach step.

Carrier Fleets (whether in defence or in offence) can deploy one Corvette Fleet Power (from your reserve) in the Approach step. These Fleet Powers can be assigned damage (including in the Approach step) - or in the case of new Sentries in defence, they fire immediately in the same Approach step they were placed in.

Absorption is not "recharged" between Approach and Salvo steps.

SALVO STEP

At the beginning of a Salvo step, calculate each Battlegroup's Initiative: Each Power in a Corvette Fleet adds one Initiative to its Battlegroup's value. For other Fleet types, see the table on page [45]. Targeting Technology can also modify a Battlegroup's Initiative, but its basic version requires at least one Corvette Fleet to be present.

Each Voidborn Fleet adds 1 Initiative to its Battlegroup's value.

Whichever Battlegroup has a higher Initiative deals one damage to the other Battlegroup, as long as it has at least one Initiative. Then, the second Battlegroup deals one damage to the first, as long as it has at least one Initiative left after suffering the previous damage.

If the two Battlegroups have equal Initiative, they deal a damage each, **simultaneously**.

Important: While this sounds very close to "mutually destroy a power each", in reality it favours the attacker more than that. If you attack a Corvette Fleet of 1 Power with your Corvette Fleet of 2 Power (assuming no Technologies), your 2 power will remain

intact, as you will fire first, destroying the opponent's power, and they will not fire back. The short summary would be "attack with one more, have two more remaining".

Some Fleet types or Technologies will deal **additional damage** in the Salvo step (often restricted to the first Salvo step only), these are dealt beyond the one regular damage, and even if no regular damage was dealt due to 0 Initiative. See specifics in the Fleet Types table, and the Corvette Upgrades section. Improved Shields may cancel these additional damages.

If at the end of a Salvo step both sides still have Fleets present, perform another Salvo step (as many times as necessary). Absorption is not "recharged" between steps, and Initiative is always recalculated.

If during a Salvo step neither side even generated a single damage (i.e. 0 Initiative and no additional damages, for example Sentries against Carriers), but both Fleets have at least one Fleet Power remaining, all attacker Fleet Power is immediately considered hit (and is recalled to the attacker's board).

LIBERATING FALLEN HOUSES



Fallen Houses are smaller factions that attempted to resist the Voidborn's control, but weren't strong enough, and the Voidborn's rot took hold in their sector. They do not appear on the map suggested for your first game.

Each Fallen House card shows one or more Sector Defences. When you invade a Fallen House controlled sector, these defences fire in the Approach step as normal. If you survive the Approach step with at least one Fleet Power (even if your total Initiative is zero), the Fallen House capitulates, allowing you to remove the taint of the Voidborn from their lands, and they thankfully join your side. The Combat is considered a victory, and even a Liberation bonus is awarded. See below for rewards.

INVASION OUTCOMES

Defender victory

If after a Salvo step only the defender's Fleet(s) remains, the attack is unsuccessful, and nothing additional happens. No Liberation bonus is ever awarded to the defender.

Since combat in this game is completely deterministic, a defender victory will probably never actually happen in the competitive game - as the attacker will not attack knowing they would lose.

Attacker victory: Player invasion

If after a Salvo step only your Fleet Power remains, your invasion is successful.

1 If the invaded sector...

1A ...Is Corrupted, score Influence equal to its **Population multiplied** by the number of **Pure** sectors you hold. This is known as the **Liberation bonus**. Then, put the Corruption aside.

1B ...is an open Rift, immediately replace it with a regular sector tile, setting its Population to 1. Obviously, it's no longer an open Rift.

1C ...Has one or more Harbingers present, they are **alerted**, and moved to the Void board as described on page [33].

2 Resolve each **Bounty** and **Reclaim** token present on this sector.

3 Destroy all Installations (except permanent ones) in the sector, but leave any Guilds intact (adjusting Productions if necessary).

4 If the sector was controlled by a Fallen House:



4A Receive every benefit shown on the middle of the Fallen House card.

4B Choose **one of the two** Technologies shown on the bottom of the card (that you do not yet have): If you have 4 or fewer Technologies and there is an available copy of it on the Technology Tableau, you may gain it for free, even if it shows a Credit cost.

4C Return the conquered Fallen House's card to the box.

5 Gain the Corruption set aside in the first step (if any).

Reclaim and Bounty tokens

Reclaim and Bounty tokens sit face down, randomly assigned to Voidborn controlled or abandoned sectors, and are taken when you take control of the sector. Flip the tokens and gain what's indicated on them:

- Resources on Bounty (and some Reclaim) tokens are gained immediately into your Stockpile. Then, discard the Bounty token, unless instructed otherwise by your House's special ability.
- Guilds and Installations on Reclaim tokens you may immediately develop in the sector in question (and only there), they are representing pre-existing Guilds and Installations.

If you cannot, or choose not to gain the benefit of a Reclaim token, then draw an additional Bounty token instead to resolve. Regardless, discard the Reclaim token.

In the unlikely case of the draw pile of Bounty or Reclaim tokens running out, reshuffle the discarded tokens to recreate the pile.

Note, these tokens can also be gained by taking control of uncontrolled sectors, which may not even require an Invasion. If a Bounty token is present in a sector you control at the end of the resolution of a regroup, gain it anyway.

Bounty tokens may also be gained from additional sources (most notably a Trade token's Windfall). Resolve them similarly.

Attacker Victory: Voidborn Skirmish

If the Voidborn wins a skirmish against a player, leave any surviving Voidborn Fleet in the sector. Destroy every Installation there, but not Guilds. If the sector was Pure, place a Corruption.

Combat ties

Ties happen if both Battlegroups have no Fleet Power remaining at the end of a Salvo step. Usually, this leads to an emptying sector; [see page \[28\]](#) for the rules governing that. (As a reminder: regardless of who fought whom, the Voidborn takes over the sector.)

A very notable exception to this is the *Assimilation* Technology. This normally allows the winner of an Invasion (including the defender!) to immediately deploy a Fleet Power to the contested sector after combat. However, if the combat ends in tie, and **only one** of the combatants possess *Assimilation*, they may still deploy one Fleet Power to the sector, in doing so, winning the combat - since only their Battlegroup remains. If this was the invading player, proceed to Attacker victory as normal.

FLEET TYPES

Each Fleet type has their own figure to mark its base with, and each Fleet Type other than Corvette requires a correspondingly named Technology to unlock it. The Improved version of the same Technology usually improves a value or an ability of the same Fleet type.

Fleet Type	Base	Absorption	Approach Step	Salvo Step(s)	Power limit
Corvette	Escort	-	-	1 Initiative per Power. Can be modified using Corvette Upgrade Technologies.	3
Sentry	Escort	-	In defence: 1 damage per Power.	0 Initiative.	
Improved				2 Initiative in the first Salvo, 0 afterwards.	
Dreadnought	Capital	1 absorption per Power.	-	2 Initiative per Power	1
Improved			Ignore 1 Sector Defence.	3 Initiative per Power	2
Destroyer	Capital	-	-	1 Initiative per Power. In offence: In the first Salvo step of each Combat, deal an additional damage per Power.	2
Improved		1 absorption per Power.	In offence: 1 damage (not per Power).		
Carrier	Capital	-	May add one Corvette Power.	0 Initiative.	
Improved			May add one Corvette Power per Carrier Power instead.		

Corvette Upgrades

A number of Technologies are notable for Combat purposes and must be discussed separately: these are the Corvette Upgrades, or specifically Targeting, Shields, and Torpedoes. They apply their effect **once** for the combined Corvette fleet, not once per Power, and all except Improved Targeting apply only if there is a **Corvette Fleet present** in the Battlegroup at the time.

Targetingv	Add 5 to your total Initiative in each Salvo step.	Improved	Your Battlegroup always fires first in Salvo steps. Important: This applies even if you do not have a Corvette Fleet present.
Shields	Absorb 1 damage.	Improved	Additionally ignore 1 Sector Defence during Approach. Cancel every <i>additional</i> (not the regular one) damage in each Salvo Step
Torpedo	In the first Salvo step of each Combat, deal an additional damage.	Improved	In each Salvo step (besides the first one) of each Combat, deal an additional damage.

COMBAT EXAMPLES

Example 1:

You enter an opponent's 3-Population Corrupted sector (containing a Farmers' Guild, a Bankers' Guild, a Shipyard, and a Sector Defence) with a Corvette Fleet of 3 Power. You have no relevant Technology. Your opponent has a Corvette Fleet of 1 Power and the aforementioned Defence in the sector.

During Approach step, the Defence inflicts one damage, destroying one of your Fleet Power (return it to your reserve). In the first Salvo step, you have an Initiative of 2 (from your two Fleet Power) and your opponent has 1: you fire first and your opponent removes their only Fleet Power. Combat ends (no enemy ships remain) you score 3 Influence for each Pure sector you held prior to this Invasion. You destroy the Defence and the Shipyard (military structures), but retain the Guilds. You increase your Food Production by 3 and your Credits Production by 3, and your opponent decreases them by the same amount.

Example 2:

Similar as example 1, but your opponent has a Fleet Power of 3, instead of the Sector Defence. You also have the basic Torpedo Technology.

Nothing happens in the Approach step. In the Salvo, you have Initiative 3, as does your opponent, so you fire simultaneously. You inflict 2 damage (1 basic and 1 bonus from your Torpedoes) while your opponent inflicts only one. You remove one Fleet Power (with 2 remaining), and your opponent removes two. In the second Salvo step, your Initiative is 2 (and theirs is 1), therefore you fire first, destroying their last Corvette Fleet Power, winning the Combat. (Your victory is resolved the same way as in example 1.)

Example 3:

Similar to example 1 but this time you enter an opponent's 3-Population Corrupted sector (containing a Farmers' Guild, a Bankers' Guild, 1 Sector Defence and a Starbase) your attacking Battlegroup consists of

an Improved Destroyer Fleet (Power 1), an Improved Sentry Fleet (Power 1), and a Corvette Fleet (Power 3), with the Targeting Technology. Your opponent's defending force is a Sector Defence, strengthened by a Starbase, and an Improved Dreadnought Fleet of Power 2 and a Corvette Fleet of Power 2.

During Approach the Sector Defence and Starbase fire for a total of 2 damage. You have 1 absorption (Improved Destroyer), so lose your Improved Sentry Fleet (as you do not need their first salvo Initiative boost). You fire for 1 damage (from Improved Destroyer), your opponent absorbs the damage (each Improved Dreadnought has 1 absorption, so 1 left).

In the first Salvo Step your Initiative is 9 (1 from Improved Destroyer, 3 from Corvettes + 5 from Targeting). Your opponent's Initiative is 8 (6 from Improved Dreadnoughts, 2 from Corvettes). So you fire first inflicting 2 damage (base 1 + 1 from Improved Destroyer first salvo bonus). 1 is absorbed by the Improved Dreadnought (no absorption left), and loses a Corvette Fleet Power. Opponent fires back inflicting 1 damage, you lose a Corvette.

In the second Salvo Step your Initiative is 8 (1 from Improved Destroyer, 2 from Corvettes + 5 from Targeting), your opponent's Initiative is 7 (6 from Improved Dreadnoughts, 1 from Corvette). So you fire first, inflicting 1 damage and your opponent loses the Corvette Fleet. 1 damage back, you lose another Corvette Fleet.

In the third Salvo Step your Initiative is 7 (1 from Improved Destroyer, 1 from Corvette + 5 from Targeting), your opponent's Initiative is 6 (3 per Improved Dreadnought). Again you first first, inflicting 1 damage and your opponent loses an Improved Dreadnought. 1 damage back and now you have a choice - the Destroyer or the Corvette. The combat is almost over whoever fires first in the next salvo will win.

If you lose the Corvette you lose the combat, as next Salvo you will have 1 Initiative (the Destroyer) vs 3 (the Improved Dreadnought). So you lose the Destroyer Fleet

In the fourth Salvo Step your Initiative is 6 (1 from Corvette + 5 from Targeting), your opponent's Initiative is 3 (from the Improved Dreadnought). So you fire first inflicting 1 damage and your opponent removes the Improved Dreadnought. You win the combat with 1 Corvette Fleet power remaining (Your victory is resolved in the same way as in example 1).

CREDITS

VOIDFALL

Lead Design:
Nigel Buckle

Additional Design:
Dávid Turczi

Development Lead:
Viktor Péter

Project Manager and World Builder:
Frigyes Schöberl

Art, Graphics:
Ian O'Toole

Rulebook:
Dávid Turczi, Balázs Horváth, Mihály Vincze

Special thanks for crucial development advice to:
Anthony Howgego, Kieran Symington, Frank de Jong, Martin Butcher, Robin Hegedűs, Jace Ravensburg

Playtesters: ... TBA

COMPENDIUM

Agendas explained

The right half of every Agenda of the same type is identical. [See page \[38\]](#) of the rulebook for the description of the Growth, Subterfuge, and Expansion actions.

SUBTERFUGE SCORING CONDITIONS

	S1 Have at least 2 Pure sectors that have 5 or higher Population: 8 Influence. Additionally, your lowest Supply Stockpile (Food, Energy, or Materials) is worth 4 Influence each.
	S2 Have at least 1 Improved Technology: 4 Influence. Additionally, each Pure sector with at least one Scientist Guild you have: 7 Influence.
	S3 Have at all of your Civilization tracks in Era 1 or higher: 10 Influence. Additionally, for each point of Population in your Pure sectors: 1 Influence.
	S4 Have at least 5 Pure sectors: 6 Influence. Additionally, each Scientists' Guild you have in a Pure sector: 6 Influence.
	S5 Have at least 8 Credits in Stockpile: 6 Influence. Additionally, each Pure sector with at least one Supply Guild (Farmers' Guild, Engineers' Guild, or Miners' Guild) you have: 5 Influence.
	S6 Have at least 3 Engineers' Guild in Pure sectors: 6 Influence. Additionally, each Science or Credit in your Stockpile is worth 1 Influence.
	S7 Have your Society Civilization track in Era 2 or higher: 6 Influence. Additionally, each Pure sector with at least one Bankers' Guild you have: 6 Influence.
	S8 Have at least 3 Farmers' Guild in Pure sectors: 6 Influence. Additionally, each Era you have reached is worth 5 Influence.
	S9 Have at least 2 shipyards in Pure sectors: 4 Influence. Additionally, each Statecraft Era level you have reached is worth 7 Influence.
	S10 Have at least one supply production of 10 or more: 6 Influence Additionally, each Pure sector you control is worth 3 Influence.

	S11 Have at least 10 Materials production: 10 Influence. Additionally, each Engineers' Guild in Pure sectors you control: 5 Influence.
	S12 Reach at least Era 3 on any Civilization track: 3 Influence. Additionally, each installation you control (including in corrupt sectors): 2 Influence.

GROWTH SCORING CONDITIONS

	G1 Have at least 5 Pure sectors: 6 Influence. Additionally, each Technology you have (basic or Improved): 4 Influence.
	G2 Have at least 2 fully powered Fleet on the board: 8 Influence Additionally, the most advanced Civilization track you have is worth 6 Influence per Era.
	G3 Have no more than 1 Corruption: 10 Influence. Additionally, each Technology you have (basic or Improved): 4 Influence.
	G4 Have at all of your Civilization tracks in Era 1 or higher: 10 Influence. Additionally, each Fleet Power you have deployed to the board: 3 Influence.
	G5 Have at most 8 Upkeep: 10 Influence. Additionally, each Era you have reached is worth 5 Influence
	G6 Have no more than 1 Corruption: 10 Influence. Additionally, the most advanced Civilization track you have is worth 6 Influence per Era.
	G7 Have at least 2 different fleet types in play: 8 Influence Additionally, each Bankers' Guild you have in a Pure sector: 4 Influence.
	G8 Have at least 2 Trade tokens: 4 Influence Additionally, each Pure sector that has one or more Banker's guild each: 6 Influence.
	G9 Have at least 12 Credit production: 10 Influence. Additionally, each Improved Technology you have is worth 8 Influence.

G10

Have reached at least Era 2 in Statecraft: 6 Influence.

Additionally, each credit in your Stockpile is worth 2 Influence.

G11

Have at least 8 Science in your Stockpile: 6 Influence.

Additionally, each Fleet Power you have (deployed or in reserve): 2 Influence.

G12

Have at least 14 Upkeep: 8 Influence.

Additionally, the most advanced Civilization track you have is worth 6 Influence per Era.

EXPANSION SCORING CONDITIONS

E1

Have at least 3 Pure sectors that have one or more Scientists' Guilds each: 8 Influence.

Additionally, each Fleet Power you have deployed to the map: 3 Influence.

E2

Have at least 4 Sector defences placed: 4 Influence.

Additionally, each Economical Era level you have reached is worth 7 Influence.

E3

Have reached at least Era 2 in Economics: 6 Influence.

Additionally, for each point of Population in your Pure sectors: 1 Influence.

E4

Have at least 4 Pure sectors that have 3 or higher Population: 10 Influence.

Additionally, each fully powered Fleet you have deployed: 5 Influence.

E5

Have at least 8 science in your Stockpile: 6 Influence.

Additionally, each Pure sector that has one or more Shipyards each: 6 Influence.

E6

Have at least 3 Bankers' Guild in Pure sectors: 8 Influence.

Additionally, each Pure sector that has one or more Sector Defence each: 4 Influence.

E7

Have at least 10 Pure Population: 8 Influence.

Additionally, your lowest Supply Stockpile (Food, Energy, or Materials) is worth 4 Influence each.

E8

Have at least 8 Science Production: 10 Influence.

Additionally, each Shipyard in a Pure sector you control: 4 Influence.

E9

Have at least 10 Food Production: 10 Influence.

Additionally, each Miners' Guild in Pure sectors you control: 5 Influence.

E10

Have at least 10 Energy Production: 10 Influence.

Additionally, each Farmers' Guild in Pure sectors you control: 5 Influence.

E11

Have at least 3 Miners' Guild in Pure sectors you control: 6 Influence.

Additionally, each science or credit in your Stockpile is worth 1 Influence.

E12

Have at least 3 Technology cards (basic or Improved): 6 Influence.

Additionally, each Society Era level you have reached is worth 7 Influence.

Origin A for

House Valnis, House Belitan, House Dunlork, House Cortozaar

Gain the Influence values shown on your Technologies.

Gain 5 or 10 Influence for each Pure sector you have with 5 or 6 Population (respectively).

Gain 2 Influence for each Guild (except Bankers') you have in Pure sectors.

Gain 4 Influence for each Bankers' Guild you have in Pure sectors.

Origin B for

House Valnis, House Belitan, House Dunlork, House Cortozaar

Gain the Influence values shown on your Technologies.

If you have 3/4/5/6/7/8 or more sectors (including corrupted), gain 1/3/6/12/20/30 Influence.

Gain 2 Influence for each Sector Defence you have.

Gain 4 Influence for each Shipyard you have in Pure sectors.



COMPETITIVE SCENARIOS

SCENARIO X01 - FIRST SPARK

Complexity Rating	1/5	Aggression Rating	2/5
Available Player Houses	House Valnis House Belitan House Dunlork House Cortozaar		
Technology Tableau	Predictive Matrix, Terraforming, Purification, Dreadnoughts, Sentries, Deep Space Missiles, Interstellar Transports, Autonomous Drones		
Fallen Houses	None		

MAP: 2 PLAYERS



MAP: 3 PLAYERS



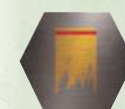
MAP: 4 PLAYERS



SCENARIO X02 - ART OF WAR

Complexity Rating	2/5	Aggression Rating	4/5
Available Player Houses	House Valnis House Belitan House Dunlork House Cortozaar		
Technology Tableau	Purification, Dreadnoughts, Hyperdrive, Assimilation, Sentries, Deep Space Missiles, Augmentations, Eradicators		
Fallen Houses	Cards 7,8,10,12 (the ones showing the Technologies corresponding to the Technology Tableau)		

New Sector types



Fallen House: In Step 6c of setup, place one of the Fallen House cards here, setting the Population accordingly. See rules on page [43] of the rulebook for invading Fallen House sectors.



Vortex: Pieces never actually enter a Vortex hex, and the Vortex is never controlled by anyone. Every sector adjacent to the Vortex is considered to be adjacent to each other for all gameplay purposes, making the galaxy a much more crowded place.



Uncontrolled sectors: During setup place one Bounty here and nothing else. You may take control of it with a Regroup or an Invade, without combat.

MAP: 2 PLAYERS



MAP: 3 PLAYERS



MAP: 4 PLAYERS - TBA

SCENARIO X03 - FOR PEACE AND PROSPERITY

Complexity Rating	2/5	Aggression Rating	1/5
Available Player Houses	House Valnis House Belitan House Dunlork House Cortozaar		
Technology Tableau	Predictive Matrix, Terraforming, Ark Ships, Robotics, Sentries, Deep Space Missiles, Interstellar Transports, Autonomous Drones		
Fallen Houses	Cards 6, 9, 10, 13 (the ones showing the Technologies corresponding to the Technology Tableau)		

New Sector types



Paradise World: Controlling this sector increases all five of your resource productions by an additional two steps, and counts as Pure for all purposes - it can still be assigned a maximum of 1 Corruption here, but that Corruption has no effect. However when conquering the Paradise World, if it has a Corruption token on it, Liberation bonus is still awarded for it.

At setup place the following here:



Asteroid Field: Has a permanent Miners' Guild and a fixed Population of 1. During Fleet Deployment action of Deployment Focus, count each Shipyard and Carrier Fleet Power here up to twice when deploying Fleet Power from your reserves.

At setup, leave this sector completely empty. You may take control of it with a Regroup or an Invade, without combat.

MAP: 2 PLAYERS



MAP: 3 PLAYERS



MAP: 4 PLAYERS - TBA

COOPERATIVE SCENARIOS

SCENARIO C01 - FIRST STRIKE

Complexity Rating	1/5
Available Player Houses	House Valnis House Belitan House Dunlork House Cortozaar
Technology Tableau	Predictive Matrix, Terraforming, Purification, Dreadnoughts, Sentries, Deep Space Missiles, Interstellar Transports, Autonomous Drones
Fallen Houses	None

MAP: 1 PLAYER



MAP: 2 PLAYERS



MAP: 3 PLAYERS



MAP: 4 PLAYERS - TBA