

EMPIRES OF THE VOID

RACE PACK 1

Crime Lords of Gobnub: The Crime Lords continue to collect credits from planets of which they lose control. If the Crime Lords player loses control of a planet, he does not remove his enemy token, but instead keeps the token under the controlling-players ally/enemy token so that part of it is showing. At the end of his turn, he collects credits from planets as normal, and also collects credits for all planets he does not control that have one of his ally/enemy tokens. The players that control these planets continue to collect credits from them as well (the Crime Lords' ability does not "take away" a credit from the controlling player).

The Crime Lords also have access to the Millipede ship. This ship has a special ability: any time you destroy an enemy ship, collect one Photon Bomb for each Millipede ship present at the location of the battle.

Mining Guild of Astra: During the pre-round phase, the Mining Guild of Astra player selects one type of trade good that will produce extra income for all players during the round. He places one of his ally/enemy tokens (or an unused ship token) on the trade good of his choice on the player board. During the round, when players collect credits at the end of their turn, they collect one extra for each of the selected type of trade good.

The Mining Guild also collects 3 credits when mining, instead of 2.

Sirens of Belshar: Before a battle in which the Sirens player is involved, he may replace one Starfighter belonging to the opponent involved in the battle with one of his own (as long as the Sirens player owns a Diplomat in the space where the attack action is taking place). The Sirens may do this while defending or attacking.

All diplomacy rolls are at +2.

Travelers of Blarzk'k: The Travelers may build the Dragonfly ship from the start of the game. Two Dragonfly ships may be used by the player as if they were connected wormholes: the player may move his other ships between them as if they were adjacent spaces.



CRIME LORDS OF COBANUS

MILLIPEDE
4 5 4 5
Collect credits from planets you lose control of.
Ignore Space Pirates.
Ship abilities: Collect Photon Bomb if
Millipede is present when you destroy a ship.

1 1 13 8 4

PRE-ROUND

3 ACTIONS

- TECH *
- BUILD
- ATTACK
- MOVE
- CULTURE
- MINE *
- DIPLOMACY

STARFIGHTER *
1 6 2
NO TECH REQUIRED



DIPLOMAT *
3 6 2
NO TECH REQUIRED
Diplomacy. Carry 1 ship of
initiative 4 or 5.



MOTH
5 4 3



Two hits to destroy.
Ignore obstacles.

CENTREPEDE *
2 5 2



TEMPEST
5 3 2
Detection, Tractor Beam



STARCRUISER *
4 4 3



FIRE BUG
5 3 3
One shot vs starfighter.



BLACK HOLE
5 3 6
Cloaking



SUNHAMMER *
10 2x3 3
Tractor Beam



SHOOTING STAR
8 3x4 4
Must spend 1 credit to fire.



MINING GUILD OF ASTRA

Pre-round Phase: choose one Trade Good type. All collect **1** per each at turn end. Collect **3** when you mine.



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PRE-ROUND

3 ACTIONS

TECH * BUILD ATTACK MOVE CULTURE MINE * DIPLOMACY



STARFIGHTER *
1 6 2
NO TECH REQUIRED

DIPLOMAT *
3 6 2
NO TECH REQUIRED
Diplomacy. Carry 1 ship of initiative 4 or 5.

STARCRUISER *
4 4 3

FIRE BUG
5 3 3
One shot vs starfighter.

SUNHAMMER *
10 2x3 3
Tractor Beam

MOTH
5 4 3
Two hits to destroy, ignore obstacles.

CENTREPEDE *
2 5 2

TEMPEST
5 3 2
Detection, Tractor Beam

BLACK HOLE
5 3 6
Cloaking

SHOOTING STAR
8 3x4 4
Must spend 1 credit to fire.

SIRENS OF BELSHAR

Before combat, if your Diplomat is present, replace one enemy Starfighter with one of your own. Diplomacy rolls +2.



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PRE-ROUND

3 ACTIONS

TECH*	BUILD	ATTACK	MOVE	CULTURE	MINE*	DIPLOMACY

STARFIGHTER* 1 6 2 NO TECH REQUIRED 	DIPLOMAT* 3 6 2 NO TECH REQUIRED Diplomacy, Carry 1 ship of initiative 4 or 5. 	STARCRUISER* 4 4 3 	FIRE BUG 5 3 3 One shot vs starfighter. 	SUNHAMMER* 10 2x3 3 Tractor Beam
MOTH 5 4 3 Two hits to destroy, ignore obstacles. 	CENTIPEDE* 2 5 2 	TEMPEST 5 3 2 Detection, Tractor Beam 	BLACK HOLE 5 3 6 Cloaking 	SHOOTING STAR 8 3x4 4 Must spend 1 credit to fire.

Race designed by Frank Schulte-Kulkmann.

TRAVELERS OF BLARZKIK

DRAGONFLY
2 5 4 3



Ship abilities:
Hits on 3+ in non-planet spaces.
May use two Dragonfly's
as connected Worm holes.



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

PRE-ROUND

TECH * BUILD ATTACK MOVE CULTURE MINE * DIPLOMACY

3 ACTIONS

STARFIGHTER *

1 6 2



DIPLOMAT *

3 6 2



NO TECH REQUIRED
Diplomacy. Carry 1 ship of
initiative 4 or 5.

MOTH

5 4 3



CENTREPEDE *

2 5 2



TEMPEST

5 3 2



Detection, Tractor Beam

FIRE BUG

6 3 3



One shot vs starfighter.

SUNHAMMER *

10 2x3 3



Tractor Beam

SHOOTING STAR

8 3x4 4



Must spend 1 credit to fire.

Two hits to destroy,
ignore obstacles.