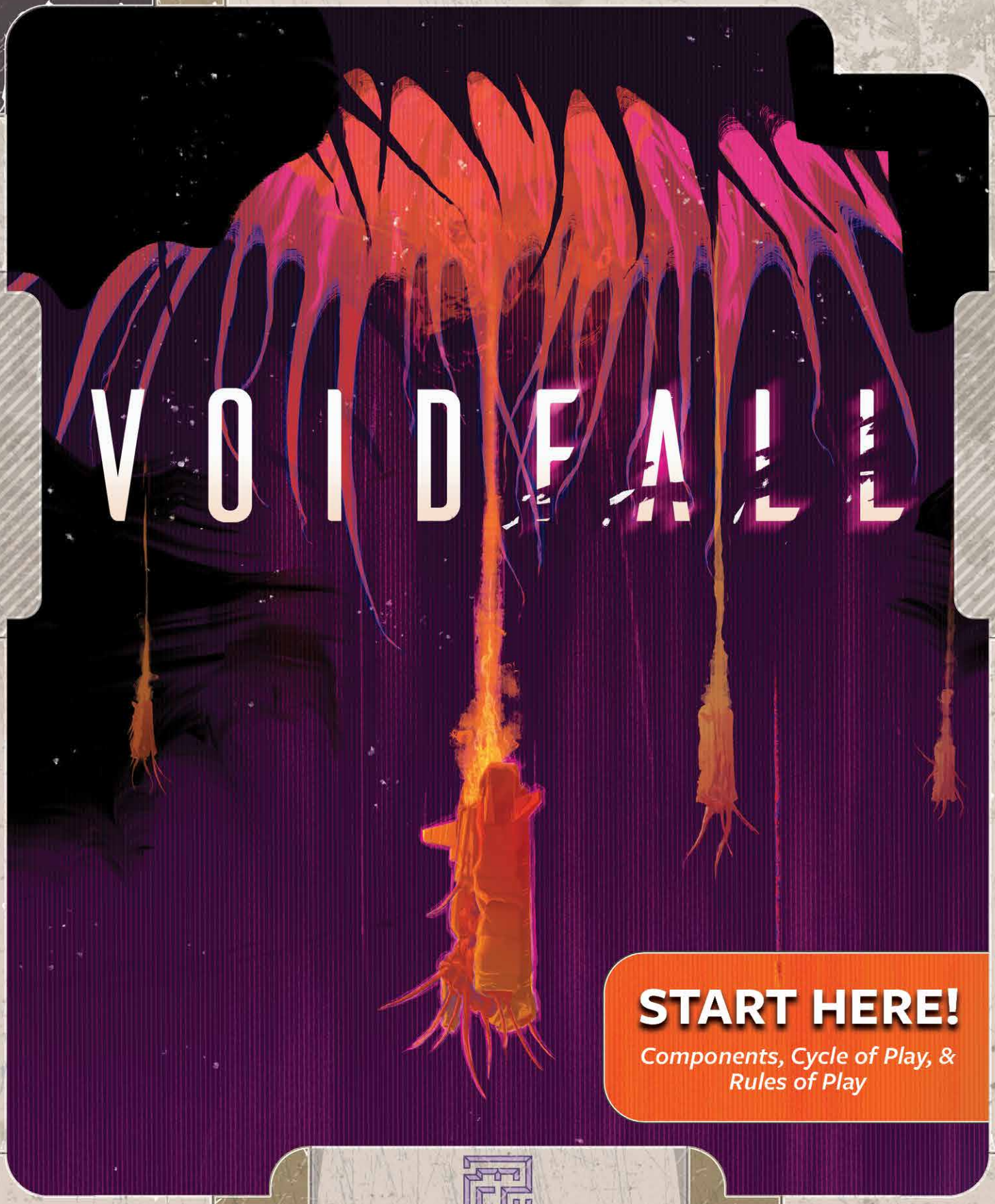

VOIDFALL

START HERE!

Components, Cycle of Play, & Rules of Play

MINDCLASH GAMES

RULEBOOK

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Components



1x Galactic board *(2-sided)*

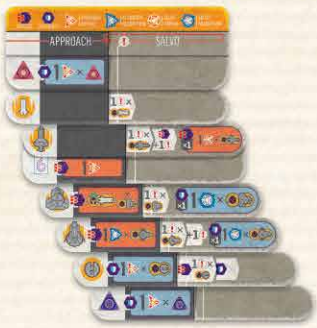


14x House mats



1x Improvement Block tile

COMBAT TILES



Main Combat tile

Destroyer Combat tile

Carrier Combat tile

Dreadnought Combat tile

Sentry Combat tile

Starbase Combat tile



4x Resource boards—Each assembled from:

- 1x Body
- 10x Dials
- 10x Pair of pegs

IN 4 PLAYER COLORS



9x Standard Focus cards



14x Fleet Power cubes



1x Turn Order marker



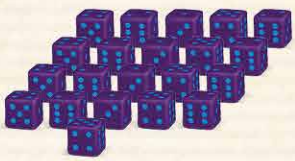
1x Population die



1x Influence board—Each assembled from:

- 1x Body
- 3x Dials
- 3x Pair of pegs

27 POPULATION DICE



21x Standard Population dice



6x Fixed Population dice

30 SECTOR TILES



4x Home sector tiles *(2-sided)*

26x Standard/special sector tiles *(2-sided)*

FLEET TOKENS AND MARKERS



32x Corvettes



12x Sentries



12x Destroyers



10x Carriers



12x Dreadnoughts



20x Voidborn Fleets



40x Voidborn Fleet Power cubes

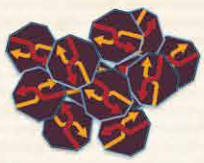
ADDITIONAL TOKENS AND MARKERS



48x Bounty tokens



27x Reclaim tokens



12x Trade tokens



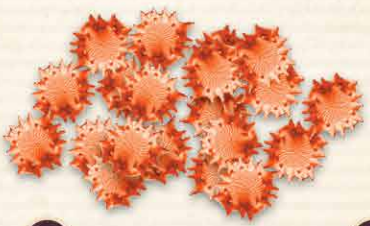
75x Glory tokens
(21x Value 1, 17x Value 2, 15x Value 3, 12x Value 4, 10x Value 5)



42x Guild tokens
(2-sided, different sides)



40x Installation tokens
(2-sided, different sides)



36x Corruption markers



12x Civilization track markers



15x Voidstorm tokens

CARDS AND AGENDA BOARD

32x Agenda cards *(4 types)*



8x Support *8x Might* *8x Wealth* *8x Dominance*



28x Origin cards



14x Fallen House cards



1x Marqualos Extra Agenda card



1x Agenda board



33x Galactic Event cards
(3 types)



18x House Focus cards
(backs identical to standard Focus cards)

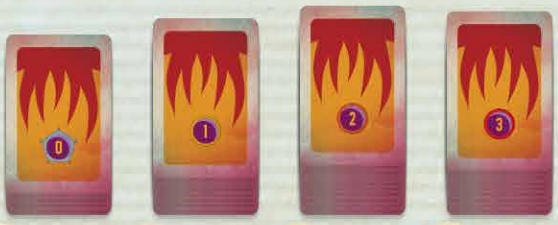


84x Technology cards
(56x Basic and 28x Improved)

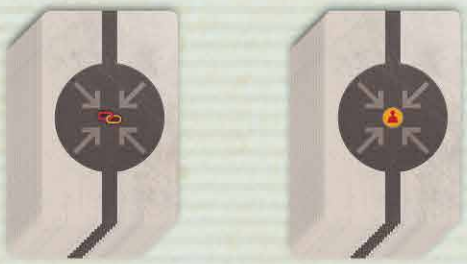


1x Crisis board

68 CRISIS CARDS
(4 different backs)



5x Starting
19x Level I
23x Level II
21x Level III



10x Joint Focus cards
10x Heroic Focus cards

25 ALERT CARDS
(uniform backs)



6x Situation cards *(Level I)*
7x Situation cards *(Level II)*
4x Situation cards *(Level III)*
8x War cards



3x Catastrophe tokens



10x Harbinger tokens



5x Safe Haven tiles



3x Difficulty Setup Aid cards

COMPONENT LIMITATIONS

Guilds, Installations, Fleet tokens, Voidborn Fleet Power cubes, Corruption markers, and Glory tokens are **not** meant to be limited. In the unlikely case of any of them running out, use any suitable proxies as necessary.

Player Fleet Power markers, Agenda cards, Trade tokens, Harbinger tokens, Bounty tokens, and Reclaim tokens, however, are **hard limited.** If any effect requires you to gain or place into play one of these when there are none left, simply ignore the effect.

Introduction

HOW TO USE THE BOOKLETS

Welcome to *Voidfall!* If this is the first time you play this game, you are in the right place!

There are three booklets in the box that have different uses.

The **Rulebook**–which you are now reading–contains the list of components, the game structure (page 7), and how all the systems of the game work in depth (page 17).

The **Compendium** contains all the information you need to start a new game: the overview of the game and the world, components, the complete setup instructions for each scenario, and even a tutorial scenario.

The **Glossary** contains all the game elements that you might have trouble understanding from just the general rules. Also, there are detailed descriptions of the special components of the more complex Houses. You don't need this booklet right now, but keep it close during your games.

GAME MODES AND COLORING

You can play *Voidfall* competitively, cooperatively, or solo.

The cooperative and the competitive games use the exact same core rules. The cooperative game merely has a few more options and additional challenges for the players, since they are stronger working together. Rules relevant only to the cooperative and solo game will be shown in blue sections, and rules relevant only to the competitive game will be shown in purple sections. Everything else applies to both game modes.

YOUR FIRST GAME AND TUTORIAL SCENARIO

Voidfall is an epic game with many choices and almost infinite variability. Even if you regularly enjoy complex games, the number of choices in your first game might feel overwhelming. In order to teach the game while also letting you play it, we have created a **tutorial scenario.**

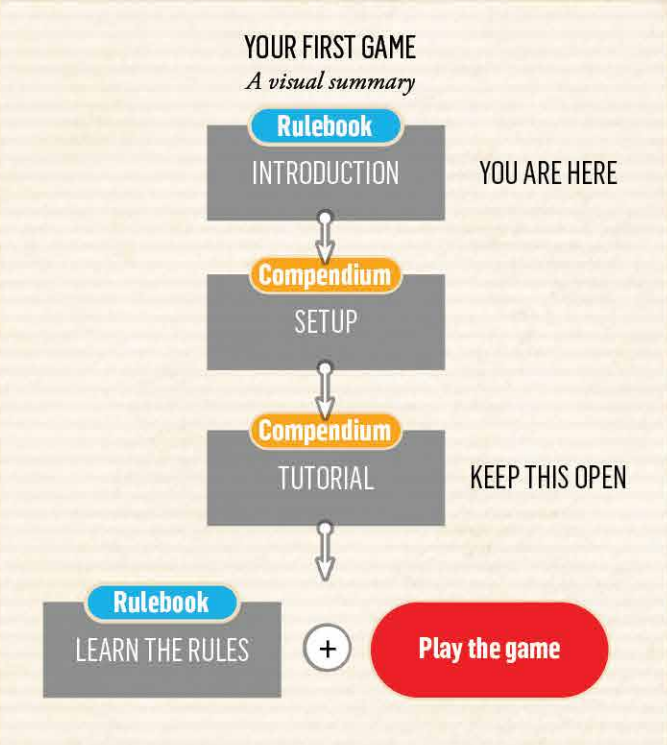


This tutorial scenario is strongly recommended if you plan on playing **any** of the **game modes** in the future: competitive, cooperative, or solo. Playing through it shows you all the basic concepts of the game, one by one. In order to achieve this, your options will be limited in your first turns, and they will open up gradually by the time you finish.

- If you plan to play competitively in the future, the tutorial will teach you almost everything about the game.
- If you plan to play cooperatively or solo, you should still **play the tutorial using the competitive rules** and ignore all rules specific to the cooperative or solo game. But to avoid the feeling of conflict, apply these two special rules: **don't invade each other's sectors,** and discuss your strategies so each of you individually is able to reach **120 Influence points** by the end of the game.

In order to play this tutorial, do the following:

- Open the Compendium. If you are interested in the lore and scope of Voidfall, you can read the Welcome to a Grim Galaxy chapter, which immerses you in the world and gives you an impression on how the theme and mechanics intertwine. It helps you see the big picture when learning the rules later.
- Continue with the setup, ignoring all rules specific to the cooperative or solo game.
- Read all **examples** carefully! They contain important additional information about the setup of your first tutorial game.
- Setup steps and rules not relevant to your first game will have a 1st next to them. When learning the game for the first time, we recommend you skip these. If you read them anyway, be careful, as they may reference parts of the rules that are only explained later.
- When you have finished the setup, you will find the additional tutorial instructions in the Compendium. They will help you navigate the Rulebook and provide very basic strategy tips.



Cycle of Play

! Note: The setup for this game can be found in the Compendium, page 10.

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

A - PREPARATION PHASE

! **Important:** Skip steps 0, 1, 2, and 3 in Cycle 1 and start with **step** 4 instead (found on the next page).

CO-OP/SOLO

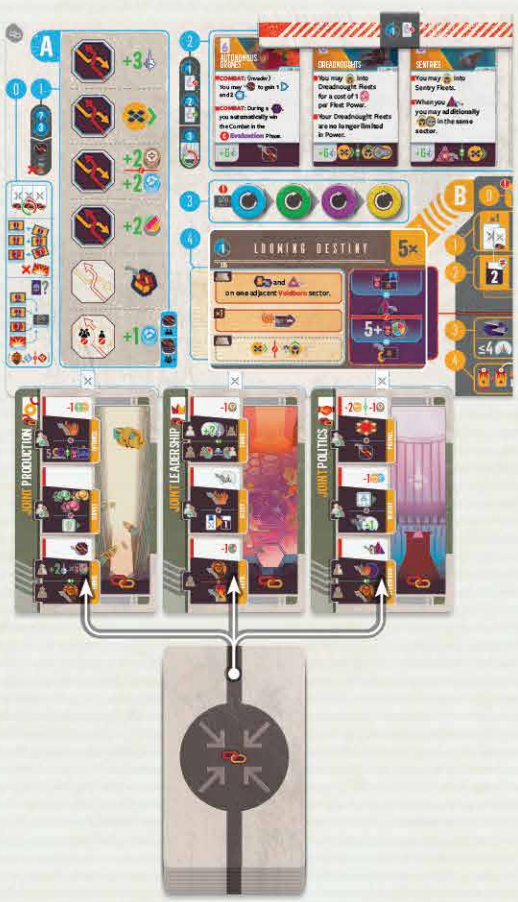
0 Take the following steps:

0a Refresh the Joint/Heroic Focus offer:

i. Remove any Joint/Heroic Focus cards still on the offer and return them to the box.

ii. Draw 3 of them, and place them below the Galactic board to create a new offer for all players to see.

iii. If, in a solo game, you reveal a Heroic Focus card that matches a Focus card that your House does not have (for example, you reveal *Reinforcement* while playing as House Fenrax), return the card to the box and draw a replacement.



0b Add new cards to the Alert deck, as shown on the Difficulty Setup Aid card (there will usually be one or more cards remaining in the Alert deck):

i. Clean up the Alert discard pile created in the previous Cycle: return all War cards to the box, and return all Situation cards back to their respective face-up stack.

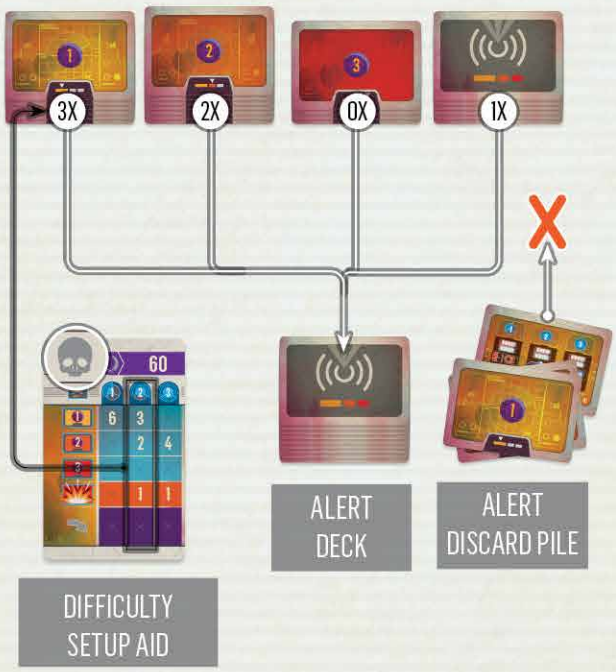
ii. Add the required amount of Level I Situation, Level II Situation, and Level III Situation cards face down to the Alert deck.

iii. Add the required amount of War cards (randomly drawn from the face-down War stack).

iv. Shuffle the Alert deck.

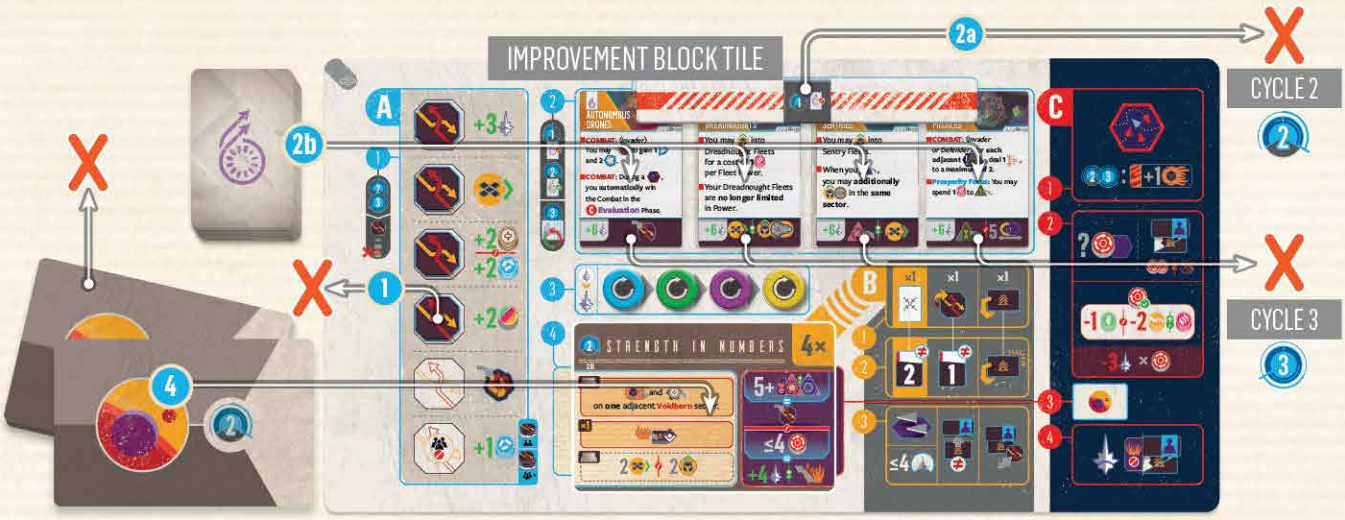
0c Place a Harbinger token on one of the tracks on the Crisis board (your choice, see page 13), as indicated on the Difficulty Setup Aid.

! Note: This happens in Cycle 3 on Medium difficulty and Cycle 2 on Hard difficulty.



Example: At the start of Cycle 2 of an Easy game, you have 1 Alert card left in the Alert deck. Keep it face down. Then, following the Easy Difficulty Setup Aid, take 3 cards from the Level I Situation stack, 2 cards from the Level II Situation stack, and no cards from the Level III Situation stack, and draw a random (face-down) card from the War deck. Shuffle all cards together in order to form the Alert deck for Cycle 2.

CO-OP/SOLO



1 Return the bottommost Trade token from the Galactic board to the box, if any are present.

2 Update the Improved Technology offer:

2a In Cycle 2 (2), remove the Improvement Block tile, making allt four Improved Technologies available.

2b In Cycle 3 (3), remove any Improved Technologies still on the offer from the game, and place the four cards remaining in the deck face up on the offer.

3 Decide the **Turn Order** for the current Cycle. This is the left-to-right order of the players' Turn Order markers on the Galactic board.

COMP

3a In competitive games, in ascending order of Influence, each of you selects their position on the Turn Order track. In case of a tie in Influence, the player later in the previous Cycle's Turn Order selects first. In a 2- or 3-player game, you can only use the two or three leftmost slots on the track, respectively. *Tip: usually going first in a Cycle is better unless you are strategically and tactically comfortable with the game.*

CO-OP/SOLO

3b In 2-, 3-, or 4-player cooperative games, you may collectively decide on the Turn Order.

3c In solo games, always skip this step.



4 Reveal the top Galactic Event for this Cycle, and place it on the Galactic board (on top of the card from the previous Cycle, if there is any). Put all other face-down Galactic Event cards of the current Cycle back to the box.

5 The left half of the Galactic Event card shows multiple text boxes. Resolve the instructions in each text box, going from top to bottom. Read the instructions in the following way:

5a If the box has a **solid border,** the instruction **must** be resolved completely. If you cannot resolve some parts of it, you must ignore the entire instruction.

5b If the box has a **dashed gray border,** the instruction **may** be resolved and can be forfeited freely.

5c The icons in the top left corner of each box mean:

Each player resolves it in Turn Order before continuing with the next text box.

The entire group resolves it collectively, once.

Ongoing events affect all players during the entire Cycle. If not specified further, this means every player turn and the entire Evaluation Phase.

Delayed events only take effect after each player's first turn. Keep the effect in mind.

5d A "**Voidborn** sector" is a sector with Voidborn Fleet Power cubes on it. An "adjacent sector" must be adjacent to any sector you have. If the target is "one" sector, each of you separately should find a valid sector in which to **resolve all** the listed instructions in the text box (not just some of them!), in Turn Order. If there is no valid sector, you must **ignore all** instructions in the text box.

5e Draw a Bounty/Reclaim/Glory token from the common supply, and place it (face down, except the Glory) in the middle of the sector. There is no limit to the number of Bounty, Reclaim, and Glory tokens in a sector.

5f Take a Sector Defense or Guild from the common supply, and place it in the leftmost unoccupied Installation space or Guild space of the sector, respectively.

5g Take 1 Voidborn Fleet Power cube from the common supply, and place it onto the Voidborn Fleet token on the sector. There is a default limit of one Fleet token (i.e. 3 Fleet Power cubes) on a sector, while some special sectors have unique limits. You may never place Voidborn Fleet Power cubes above the limit.

5h Gaining a Corruption marker is a common effect in the game. You can read in detail how it works on page 29.

5i  Take a Corruption marker from the common supply and place it on the Agenda board between the matching Agenda draw deck and face-up card. If a Corruption is there already, ignore the instruction.

1st

5j There are more rare instructions regarding Corruption. These are explained in the Glossary at the description of the respective Galactic Event cards.

B - FOCUS PHASE

This Phase will comprise as many **rounds** as the number shown in the top right corner of the current Galactic Event.

During each round, each of you will take a complete turn in Turn Order.

COMP

Each player turn has three steps: Selection step, Actions step, and Clean-up step.

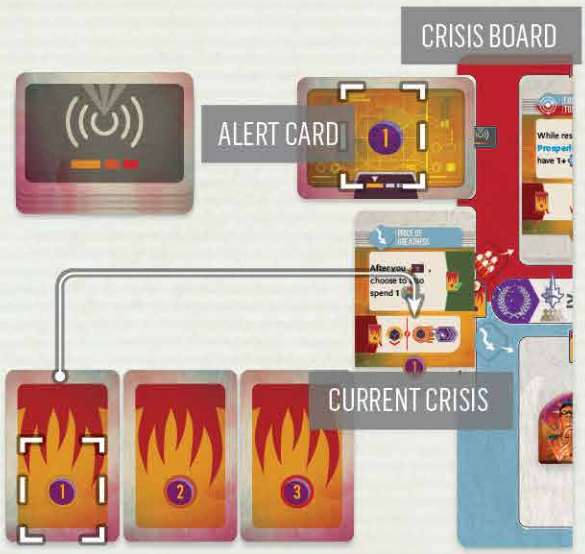
CO-OP/SOLO

Reveal the top card of the Alert deck **before the first player takes their turn.** This will be the current Alert card for the round. Each player turn has five steps: Reveal Crisis step, Selection step, Actions step, Clean-up step, and The Void Advances step.

0 REVEAL CRISIS STEP

At the beginning of your turn, if the most recently revealed Alert card is a **Situation,** you must draw the top card of the corresponding Crisis deck (Level I, II, or III) and place it face up on the indicated space on the left side of the Crisis board for all to see. This card will be referred to as the "**current Crisis**." If a Crisis deck is empty, shuffle the corresponding discard pile to form a new draw deck.

If the most recently revealed Alert card is a **War,** skip this step.



Example: On your turn, a Level I Situation Alert card is visible, so you draw a new Level I Crisis to be the current Crisis.

1 SELECTION STEP

Each turn, you **must** select exactly one of your available Focus cards (from your hand), and play it.

CO-OP/SOLO

The cards on the Joint/Heroic Focus offer are also available. Place a Focus card from your hand into your discard pile to take and resolve a **matching** Joint/Heroic Focus card. To take a *Leadership* Focus this way, you may discard any Focus card. Do **not** refill the offer when taking a card.

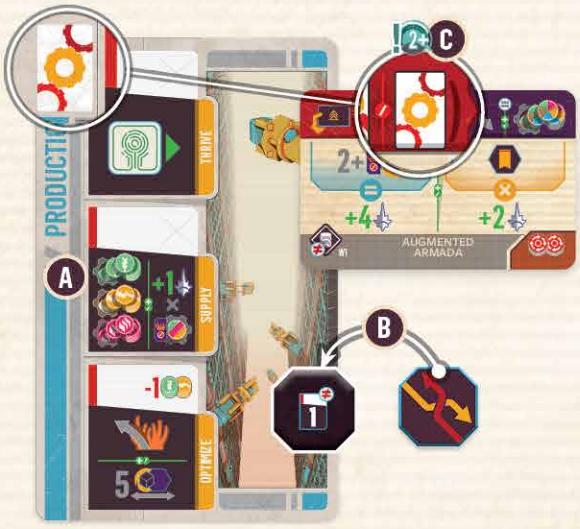
! Note: You can find the complete list of Focus cards on page 4 of the Glossary. The descriptions of the icons on the Focus cards are explained in the Rules of Play chapter of the Rulebook (page 17).

Additionally, you **may** do one or both of the following:

- Flip one of your Trade tokens to its other side, and place it by your played Focus card; or

2+ Play an Agenda card from your hand, placing it by your played Focus card. To do this, one of the Focus icons on the Agenda must match the one on your selected Focus card.

! Note: You may realize later in your turn that you wanted to select a different Focus card or you may change your mind about flipping a Trade token or playing an Agenda. If no new information was revealed up to that point, you may undo your turn to the start of the Selection step and start again. Otherwise, you must continue with your turn unchanged.



Example: You select your Production *Focus from your hand* A*. You have a Trade token that you decide to flip and place next to your Focus* B*.*

2+ *You also decide to play a Wealth Agenda as well, which matches the icon of* Production *next to your Focus* C*.*

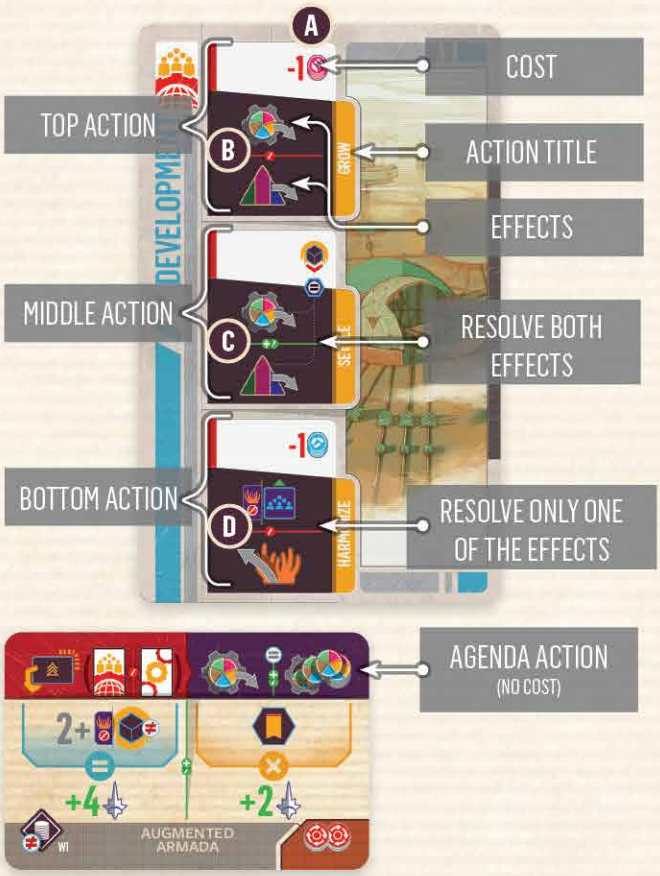


2 ACTIONS STEP

Once you have selected a Focus, you resolve it: you may take up to **two of the three Focus actions** on it **in any order.** You may take **all three** if you have flipped a Trade token in step 1. Each action on the Focus can only be taken once per turn.

You also resolve the Agenda you selected in step 1 (if you did): you may take the **Agenda action** on it before or after any of your other actions.

Reminder: You cannot **play** an Agenda in the Actions step—only the Selection step—therefore, you must have the Agenda card you wish to play before starting your turn. You **cannot flip** a Trade token on the same turn you gained it, but you **may spend** it (for details, see page 30).



Focus and Agenda actions

To **take an action,** you must first pay its **cost** (if any) in full (A). If you cannot fully pay it, you must forfeit the entire action. After the cost is paid, **resolve or forfeit** the shown effects (B) before moving on to the next action.

There are many unique costs and effects in *Voidfall,* all of them represented by an icon. All common effects and corresponding icons will be explained in the Rules of Play chapter (page 17).

Note: The more complex Houses in the game have special Focus cards that sometimes have unique action costs and effects. When playing with such a House, use the Glossary to learnabout their actions.

If multiple **options** for effects are shown on the action, you may freely select the order in which you resolve them. If the options are separated by a green line with a "+/" symbol (C), you may choose to resolve up to all the listed effects; if they are separated by a red line with a "/" symbol (D), you may choose only one of them. You may **forfeit** any of the effect options an action grants you.

TECHNOLOGY ABILITIES AND ACTIONS

Technologies have permanent abilities that may modify your action effects or trigger more immediate effects. You can read the specific Technology permanent abilities in the Glossary.

Some Technologies mention one or more **Focuses** in blue, bold text. After them, you will find a cost and one (or more) effects, which together represent a **Technology action.** If your selected Focus matches the mentioned one, you may take this action **before or after** any of your other (Focus or Agenda) actions. If there is an indicated cost, you must pay it in order to resolve the effect after it. If you gained the Technology on the same turn when you have played the Focus mentioned on it, you may take the Technology action any time after the action that gained you the Technology has been completed.

Examples:



1 *When you produce Credits, the* Neural Matrix *Technology lets you gain 2 Credits first.*



2 *When you deploy Fleet Power, the* Dreadnoughts *Technology allows you to deploy Dreadnoughts as well, which is a stronger type of Fleet than the basic Corvette.*



3 *When you play a* Development *or* Prosperity *Focus, the* Terraforming *Technology grants you an additional Technology action to increase a Pure Population for a cost of 1 Material.*

RESOLVING TRIGGERED EFFECTS

When an effect triggers another immediate effect (see *Neural Matrix* in the previous example), you may resolve the triggered effects in any order you choose within the current **action.** Resolving effects is optional (unless explicitly noted otherwise), and you can always choose to forfeit one or more effects that become available to you because another effect triggered it. You can only start resolving the next action once all remaining effects of the current action have been resolved or forfeited.

Special sectors and House abilities can also modify your action effects or trigger more immediate effects. They may even allow you to resolve the third action of your Focus card despite not having flipped a Trade token. Special sectors can also provide an additional action similar to the Technology actions. You can read about them in the Glossary.

JOINT FOCUS EFFECTS

When you play a Joint Focus in a cooperative game, some effects can be resolved by a player other than you. In fact, each effect has a condition attached to it that defines who can resolve it:



Only you;



Either you or another player;



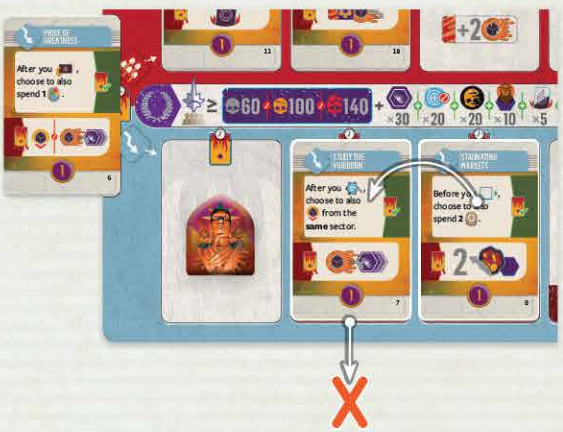
You and/or another player (both resolving it on their own);



You and/or another player—but if one of you resolves the effect above the line, the other player can only resolve the effect below the line and vice versa.

RESOLVING A CRISIS

During your actions, you may **resolve Crises.** You may resolve the **current** Crisis or any number of **ongoing** Crises from either the Economic or Military Crisis row. When you resolve a starting Crisis, return it to the game box. If it is any other Crisis, discard it to a face-up pile. If you have discarded an ongoing Crisis, shift every Crisis right of it on the same Crisis row one space to the left to close any gaps.



Example: On your turn, you manage to resolve the Economic Crisis on the second space of the Economic Crisis row. You discard the resolved Crisis and shift the Crisis on the right to the left to fill the gap.

Resolving a Crisis is not an action itself but merely requires that you meet the conditions listed on the Crisis (and fulfill any additional requirements). If you do, you may immediately resolve the Crisis in question. You must always meet the condition alone (not counting anything the other players have).



CO-OP/SOLO

To clarify the reading of Crisis cards, there are 3 main categories of conditions:

A Some Crises tell you to do something in a particular or restricted way. This means you must take an action that actually allows you to do the thing asked of you, and you must do it in the way or with the restrictions described.

B Some Crises tell you to do something while meeting a condition. This means you must take an action that actually allows you to do the thing asked of you. If you do, check whether you're meeting the condition. Some cards will specify whether this condition must be met before or after resolving the action in question. "While already having" means that you must have something **before** doing the thing asked of you.

C Some Crises tell you to choose to pay an additional cost before/after doing something. This means you must take an action that actually allows you to do the thing asked of you, and immediately before/after that, you **must** fully pay the cost.



You may also resolve a Crisis in the Preparation or Evaluation Phase of a Cycle, or on another player's turn if they give you an effect from a Joint Focus and it enables you to meet the Crisis conditions.

Some Joint/Heroic Focus cards allow you to directly discard a Crisis without resolving it.



Discard a Crisis (any type)

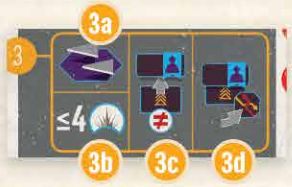


Discard an Economic or General Crisis



Discard a Military or General Crisis

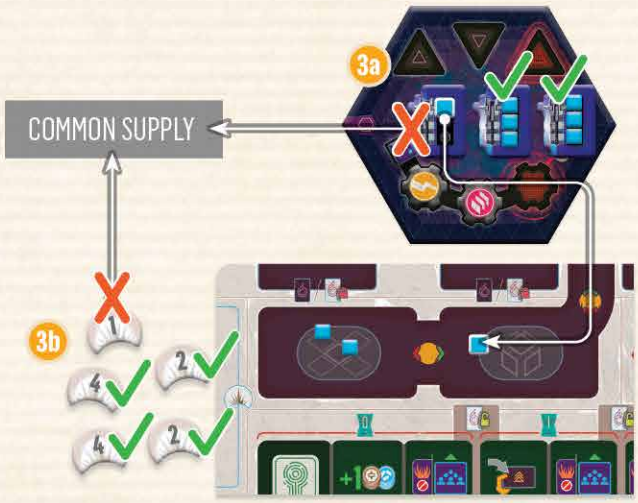
3 CLEAN-UP STEP



The sub-steps of the Clean-up step are shown on the Galactic board.

Once you are finished with all your actions:

3a From each **sector** with **three or more Fleet tokens,** you must *recall* 1 or more Fleet Power of your choice until you are able to fit the remaining Fleet Power cubes onto two Fleet tokens. *(See page 21 for more details about Fleets, Fleet Power and recalling.)*



Example 3a: You have three Corvette Fleet tokens on one of your sectors at the Clean-up step. Two of them have 3 Fleet Power in them, which is their maximum capacity, and the third one has 1 Fleet Power in it. You choose to remove the third Fleet token and recall the 1 Fleet Power to your House mat.

Example 3b: You have 5 Glory tokens next to your House mat, which exceeds the limit of 4. You choose the Glory token of value 1 and return it to the common supply.

!2+ 3b If you have more than four **Glory tokens,** return Glory tokens of your choice to the common supply until you have four left.

!2+ 3c If you've played an **Agenda card** this turn, you must choose **one** of the following options:

- Place it into an **empty** non-starting Agenda slot at the bottom of your House mat. If you already have an Agenda card of the **same type** in one of your Agenda slots, you **cannot choose this option.**



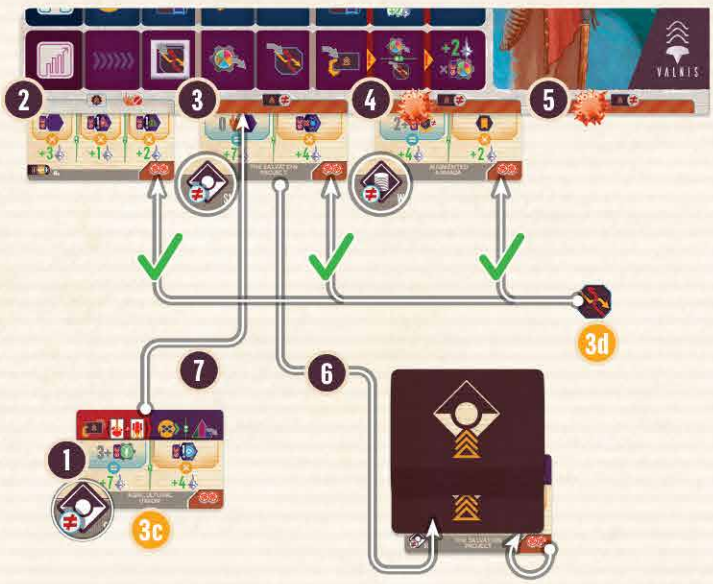
The four Agenda types: Support, Might, Wealth, and Dominance.

- Remove one of your **non-starting** Agenda cards from a slot of your House mat and place the new Agenda card into that slot (keeping the Trade token, if there was one on the old card). Discard the removed Agenda card face down at the bottom of its respective draw deck. If you would end up with two Agenda cards of the **same type** in your Agenda slots after this, you **cannot choose this option.**
- Discard it face down to the bottom of its respective draw deck.

! **Important:** Agenda cards are placed under your House mat only at the Clean-up step and are **not** considered to be **in play** until then. This is different from how Technology cards work (see pages 31-32).

3d Count all **Trade tokens** you have at this point. If you flipped a Trade token in step 1, return it to the Galactic board now. You must find a place for each remaining Trade token, choosing from the following two options:

- Place it on the bottom right corner of an Agenda card in one of your Agenda slots that does not already have a Trade token on it or
- Return it to the Galactic board.



Example 3c: You have played a Support Agenda 1 along with your Reinforcement *Focus this turn. There are 3 Agendas in play in your House mat's Agenda slots: a starting Agenda 2, a Support Agenda 3, and a Wealth Agenda 4. Your fourth slot is free 5 –it's not a problem that it's Corrupted–, but you cannot have two Support Agendas simultaneously in your slots. You decide to discard the old Support Agenda 6 (face down to the bottom of the Support Agenda draw deck) and place the newly played Agenda in the slot 7.*

Example 3d: You have 1 Trade token remaining that you did not use this turn. You have 3 Agendas in the slots of your House mat, you can store the Trade tokens on any of them, regardless of the Corruption on the slots.

3e Place your selected Focus card into your personal discard pile, face up. COMP

3f Place your selected Focus card into your personal discard pile, face up, or if you have played a Joint/Heroic Focus card, return that to the box. CO-OP/ SOLO

4 THE VOID ADVANCES STEP



If the current Alert card is a **Situation** and your **current Crisis was resolved** earlier in your turn, you can skip this entire step.

If the current Alert card is a **Situation** and your **current Crisis is still present,** you must choose from the following three options:

4a Suffer the **penalty** shown at the bottom of the current Crisis. If you cannot fully resolve the instructions there, you cannot choose this option.

4b Place a **Catastrophe** token on a Catastrophe space on the right side of the Crisis board and discard the current Crisis.

4c Make it an **ongoing Crisis** by doing the following:

- Select one of the two rows of the Crisis board to put your Crisis card on.
  - **i.** Economic Crisis cards must be placed on the Economic Crisis row.
  - **ii.** Military Crisis cards must be placed on the Military Crisis row.
  - **iii.** General Crisis cards can be placed on either row, your choice.
- If all spaces of the row are occupied by Harbingers, you cannot place the card on the row. Discard it and place a Catastrophe token to the right side of the Crisis board.
- If there are one or more Crisis cards on the row already, shift all of them one space to the right and place your current Crisis into the leftmost free space (with no Harbinger token on it). If, during shifting, a card is pushed off the rightmost space of the track, discard that card and place a Catastrophe token on the right side of the Crisis board.

! Note: Discarded Crisis cards are placed face up beside their respective draw pile. In the unlikely case of a draw pile running out, reshuffle the discard pile.

Example: A Level I Situation Alert card is visible on your turn 1. You have drawn a Level I Crisis accordingly, and did not resolve it on your turn 2. You have three options. The first is to suffer the penalty on the bottom 4a, which would place 1 Voidborn Fleet Power on each Rift. The second option is to discard the Crisis and place a Catastrophe on the Crisis board 4b. You choose the third option: making the Crisis on-going by placing it on the Economic row of the Crisis board 4c. To do it you first slide the Crisis already on the row one space to the right 3a and place the current Crisis in its place 3b.



If the current Alert card is a **War,** you must choose one of the following two options.

! Note: During a round where a War Alert card was revealed, each player will face this choice in the Void Advances step of their own turn.

A **Resolve the Crisis board** by doing the following:

- Resolve the **Skirmish** (see page 33) shown on the Military row. Add the value seen on the leftmost unoccupied space of the Military row to the total Fleet Power of the Voidborn side. Also add any modifiers that you find on the War Alert card that correspond to the current Cycle.
- **Spend the resources** shown on the leftmost unoccupied space of the Economic Crisis row. If you do not have enough resources to spend, you **lose 3 Influence for each resource** you were unable to spend. You may not willingly lose Influence instead of paying resources.

! Note: Because this is not Upkeep, substituting (see page 17) is allowed.

B Place a **Catastrophe** token on the right side of the Crisis board (and do **not** discard the War Alert card).

Example: In Cycle 1, a War Alert card is visible on your turn 1. *At the end of your turn, you have two options. The first option is to resolve the Crisis board* A. *You first resolve a Skirmish, as indicated by the leftmost unoccupied space on the Military Crisis row* 2, *and you also see here that you must add 2 Voidborn Fleet Power to the Skirmish* 3. *You also consider the War card itself, which says you can subtract 1 Voidborn Fleet Power from the Skirmish* 4. *After resolving the Skirmish, you continue with resolving the Crisis board: you spend 2 Materials, 2 Energy, and 1 Science as indicated on the leftmost unoccupied space on the Economic Crisis row* 5. *As an alternative to evaluating the Crisis board, you could have placed a Catastrophe token on it* B.

Whenever a **Catastrophe** token is placed, **each of you** may immediately choose to either remove a Corruption (see details on page 29) or gain 5 resources (in any combination) into their Stockpile.

Anytime you would be required to place a **4th Catastrophe token** during this step, you 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. After every player has taken their turn, proceed with the next round of player turns in the same order. Once the required number of rounds have been completed, proceed to the Evaluation Phase.

PRE-SELECTED FOCUS VARIANT

For experienced players, we offer the following variant, especially suitable for highly competitive play.

At the beginning of each round of the Focus Phase (before the first player starts their turn), every player selects one Focus from their hand simultaneously and places it face down in front of themselves.

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

If playing cooperatively, planning your Focuses **before** revealing the Alert card for the round greatly increases the difficulty.

Do not attempt to use this variant until all players at the table are experienced and willing. This will leave players later in the Turn Order with significantly less time to plan their turns in peace, and can lead to significant increases in game time. However, for experienced and expedient players, it creates greater tension and gives extra weight to Turn Order.



C - EVALUATION PHASE

To wrap up a Cycle, each of you performs the following steps, following Turn Order within each of them. You may perform some of them simultaneously if your decision has no effect on the other players.

1 THE VOIDBORN STRIKES BACK

COMP

Resolve a **Skirmish.** Based on the Skirmish chapter calculate the total participating Voidborn Fleet Power, and find which one of your sectors will be invaded by them.

CO-OP/SOLO

Resolve the Crisis board (see page 13).

- Resolve a **Skirmish**. Based on the Skirmish chapter on page 33 calculate the total participating Voidborn Fleet Power. Add the value seen on the leftmost unoccupied space of the Military row. Also find which one of your sectors will be invaded by them.
- Spend the resources seen on the leftmost unoccupied space on the Economic Crisis row. You may substitute Food, Energy, and Materials with Credits. You must spend the resources if you have any left. For each resource you cannot spend, lose 3 Influence.

Note: If the total Voidborn Fleet Power in a Skirmish is 0, you are immediately successful in defending it.

2 UPKEEP

2a Calculate your total Upkeep the following way:

- Every Agenda card (on the bottom of your House mat) shows two Upkeep icons. Count these unless covered by a Trade token.
- Most sectors have Installation and Guild spaces that have Upkeep icons attached to them (usually one each). Each of these **occupied** spaces counts as one Upkeep.

1st Some sectors have one or two free-standing Upkeep icons on them. Controlling such a sector counts as one or two Upkeep respectively.

Example: In your sector, the Installation space with Upkeep is unoccupied while the Guild space with Upkeep is occupied. You also have 3 Agendas in play; one is covered with a Trade token, the other two are not. This adds up to 1 + 2 + 2 = 5 Upkeep.





2b You must **satisfy** the Upkeep by spending either 1 Food or a total of 2 Materials and/or Energy (in any combination). You cannot spend Credits or Science to satisfy Upkeep (unless you have a Technology which explicitly allows this). If you do not have enough resources to satisfy all Upkeep, **lose 3 Influence per Upkeep** you were unable to satisfy. You may not willingly lose Influence instead of spending resources.

CO-OP/SOLO

2c For each sector you control that has 6 Population **and** three or more Guilds in it, you may take one of your **Inactive** Fleet Power cubes and place it on a **Safe Haven** tile.

3 GALACTIC OBJECTIVES

Evaluate the **objectives** on the right side of the Galactic Event card currently on the Galactic board. If you meet the condition of an objective, you may resolve the benefit. If a red line is separating the objectives, you can only choose one of the two to evaluate; if a green line is separating the two objectives, you may evaluate both. There are two types of objectives:

- On achievements, the condition and benefit is separated by an "=" sign. This means you have to check if you have met the condition (usually a minimum required number of certain things), and if you do, gain the benefit exactly once.
- On multipliers, the condition and benefit is separated by an "x" sign. This means you have to count how many times you meet the condition (usually a number of a certain things), and gain the benefit as many times as you meet the condition.

CO-OP/SOLO

Note: Resolving a benefit with the appropriate conditions may resolve an ongoing Crisis.

Example: On the current Galactic Event card, there are two objectives. The top objective A requires you to have 5 Fleet Power in your sectors. The bottom objective B requires you to have 5 Pure Guilds in total. You have met the conditions of both objectives, but they are separated by a red line, meaning you can only select one to evaluate. You choose the bottom objective: you gain 2 Food and deploy a Fleet Power C.



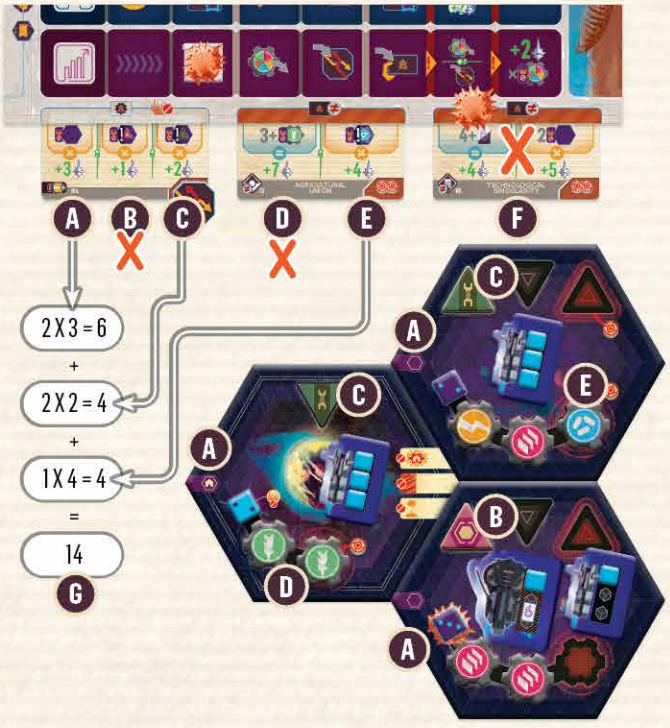


4 AGENDA OBJECTIVES

Evaluate the objectives on the **Agenda cards** found in the Agenda slots of your House mat that have **no Corruption** above them (i.e. Pure Agendas). Each card shows multiple sections that are evaluated individually and independently of each other. Similarly to Galactic Events cards (see step 3), the objectives can be achievements or multipliers.

! Note: On Agenda cards, the benefit is always Influence. See page 18 and 31 of the Glossary for the list of starting and non-starting Agenda objectives.

Example: You have three Agendas in your slots. First, you evaluate your starting Agenda. You have two Pure sectors (A)*, for which you gain 3 Influence each, and a Corrupted sector that gains you nothing. You have one sector with a Sector Defense* (B)*, but it is the Corrupted one–so you gain no Influence. You have two sectors with one or more Shipyards* (C) *–including the printed Shipyard on your Home sector–so you gain 2 Influence for each. Then, you evaluate your other Agenda,* Agricultural Union. *You have two Pure Farmers' Guilds, and you would need at least three to gain 7 Influence* (D)*. You have one Pure sector with a Scientists' Guild on it* (E)*, you gain 4 Influence for it. Your third Agenda has a Corruption on its slot, so you may not evaluate it at all* (F)*. From your Agendas, you have gained 14 Influence in total* (G)*.*



! **Important note:** You can almost never score Influence for sectors with Corruption on them and for tokens on these sectors. This is always indicated on the objectives themselves.

5

Draw all your discarded Focuses back to your hand. If this is the end of Cycle 1, also draw your **Innovation Focus** back, as it is now available to use.



After the end of the Evaluation Phase in Cycle 1 and 2, proceed to the Preparation Phase of the next Cycle. After the end of the Evaluation Phase in Cycle 3, proceed to the end of the game.

END OF THE GAME

COMP

The player with the most Influence wins. In case of a tie, the tied player with the fewer total Corruption tokens on their House mat or controlled sectors wins. If still tied, players share victory.

CO-OP/SOLO



Calculate the Voidborn's Influence over the galaxy:

- 60/100/140 Influence (as shown on the Difficulty Setup Aid corresponding to the selected difficulty);
- 30 Influence for each open Rift sector (see page 51 in the Glossary);
- 20 Influence for each incomplete Safe Haven (see page 34);
- 20 Influence for each Catastrophe token placed on the right side of the Crisis board;
- 10 Influence for each Harbinger token on the map (not on the Crisis board!);
- 5 Influence for each Consumed Technology card (regardless of whether Basic or Improved) (see page 34);
- 5 Influence for each ongoing Crisis card on the Crisis board;
- 3 Influence for each Fallen House card still on sectors;
- 2 Influence for each Corruption marker on any sector (regardless of who controls it), on the Agenda and Civilization track spaces of the House mats, and on the Agenda offer; and
- 1 Influence for each Population in Voidborn sectors (not sectors without Fleet Power).

If **each player has at least this many Influence,** the players (collectively) **win the game.** Otherwise you **lose the game.**

VALID TARGETS FOR ACTIONS, EFFECTS AND OBJECTIVES

Unless explicitly stated otherwise, actions, their costs, and all their effects always target you, sectors you control, your House mat, and your personal play area. When paying costs or resolving effects, you may take tokens from the common supply and the Galactic board and take cards from the common offers, but you never directly handle the pieces other players have. One effect (*invade*) targets an adjacent sector, which always means a sector that is adjacent to a sector you control.

When you evaluate an objective on an Agenda or Galactic Event, always consider things in your personal play area, sectors you control, and your House mat. You never consider what other players have, sectors not controlled by any player, or common play areas like the Galactic board.

Galactic Events have special instructions that target Voidborn sectors and the Agenda offers, which don't belong to any player. These instructions will always explicitly state their valid targets.

CO-OP/SOLO

In cooperative and solo games, there are more costs and effects that have special targets. All are explicitly stated in each case.

Some effects in cooperative games (on Joint Focuses) will grant you the option to allow another player to resolve an effect for themselves, but these will be explicitly noted.

GAINING AND SPENDING

Icons in *Voidfall* mostly represent game objects—resources and assets—on the map, in your hand, on your boards, or on your House mat.

+1 When an icon is accompanied by a plus (+) sign (and often a number), it means to gain the indicated amount of that component.

-1 When an icon is accompanied by a minus (-) sign (and often a number), it means to spend/lose the indicated amount of that component.

INFLUENCE

Influence has a single utility: you need it to win the game. When you **gain** or lose Influence, adjust the dials of your Influence board by the indicated amount.

Influence will rarely be lost (see "Upkeep" on page 15 for the main cause)—in the extremely unlikely case of you needing to lose more Influence than you currently have, ignore the excess.



Influence board

RESOURCE STOCKPILES

Most costs are paid in *resources:* Food, Energy, Materials, Credits, or Science.

Some costs allow for a combination of Food/Energy/Materials or a combination of any of the 5 resources.

Credits may be used as a **substitute** for **spending** Food, Energy, or Materials in a 1:1 exchange A. You cannot use use Credits to substitute a Science or non-resource cost. You also cannot use this substitution for satisfying **Upkeep** (which is a mandatory spending in the Evaluation Phase of each Cycle, see page 15).

Track your resources on the Stockpile dials found on the right side of your Resource board. When you spend or gain resources, reduce or increase your matching Stockpile dial's value accordingly.

Your Stockpiles cannot be reduced below zero, nor can you take any action where the resource cost is higher than any of your corresponding Stockpiles. All Stockpiles have a **cap of 15.** Any excess you would gain above 15 is lost.



Resource board

1st The special abilities of some sectors and Houses allow you to substitute one resource with another. You can use these abilities anytime except for satisfying Upkeep.

TRADING RESOURCES

CO-OP/SOLO

In cooperative games, you can **trade resources** with another player. When doing so, you may spend up to the indicated number of resources (of any types). The other player then gains the same amount of the same types of resources. Then the other player may similarly spend up to the indicated resources (not necessarily the same that you have spent earlier) that you then gain.

Example: Yellow player is trading resources with Green player using the Joint Reinforcement *Focus' action (limited to 4 resources). First, Yellow spends 2 Food and 2 Science, and Green gains 2 Food and 2 Science. Then, Green spends 3 Credits (they cannot spare a 4th one unfortunately, and there is nothing else Yellow needs right now), and Yellow gains 3 Credits.*

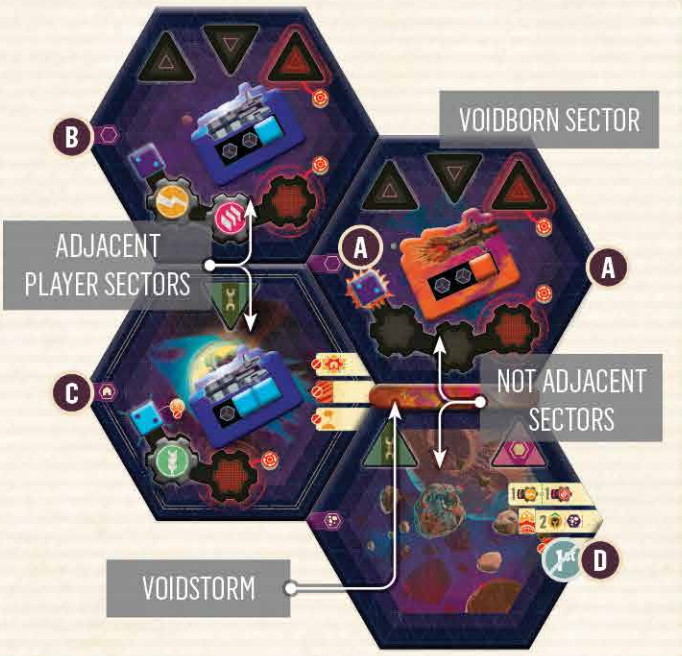
SECTORS

The core unit of scale on the map is a **sector.**

SECTOR ADJACENCY AND VOIDSTORMS

Two sectors are **adjacent** if they share a hex edge. **Voidstorm tokens,** however, break adjacency, and no game effect may move/place/remove them from the map.

Some actions in the game say you must pay a cost and resolve an effect in the **same sector.**



SECTOR CONTROL

A sector can be in one of three states, depending on who controls it.

Voidborn sectors (A) have one or more Voidborn Fleets on them and almost always a Corruption.

Player sectors (or **"your sectors"**) (B) have one or more player-colored Fleet Power of *one* player on them;

Your **Home sector** (C) always stays under your control, even if no Fleet Power is present, and **cannot ever be attacked** by any other player or the Voidborn. Any effect directly destroying a Guild or Installation (see below) cannot target Home sectors either.

All your other sectors are **non-Home sectors.**

Sectors with no Fleet Power (D) on them are controlled by neither the players nor the Voidborn, and are defended by one or more Sector Defenses. Most notable amongst these are Fallen House sectors, each of which have a card on them representing the unique aspects of the House controlling it.

SECTOR ABILITIES

Special sectors have abilities printed on them. These printed abilities are always in effect when you control the sector. If you successfully invade the sector, the printed abilities are also immediately in effect in the Invasion outcome.

Some abilities trigger only once: immediately after you successfully invade the sector. These effects should be taken into account during the resolution of Invasion outcomes (see page 26).

PURE AND CORRUPTED SECTORS

In terms of Corruption, a sector can be in one of two states:

- **Corrupted** sectors have a Corruption present under the Population die (A). Most sectors, even player sectors, may be Corrupted.
- **Pure** sectors do not have a Corruption present (B).

Some sectors cannot be Corrupted and always remain Pure. Most notably the standard Home sectors.

GUILDS AND INSTALLATIONS

There are two main categories of infrastructure to be developed in a sector: civilian **Guilds** and military **Installations.**

There are 5 types of Guilds, each increasing the production of a single **matching resource.**

- Farmers' Guilds increase Food production,
- Engineers' Guilds increase Energy production,
- Miners' Guilds increase Materials production,
- Bankers' Guilds increase Credit production, and
- Scientists' Guilds increases Science production.

Farmers' Guild *Engineers' Guild* *Miners' Guild* *Scientists' Guild* *Bankers' Guild* *Any Guild* *Farmers', Engineers', or Miners' Guild*

There are 3 types of Installations, each with a different function.

- **Shipyards** are the most effective means for Fleet Power deployment (see page 21).
- **Sector Defenses** are used in Combat. They help in the Approach step in defense (for details on Combat, see page 24).

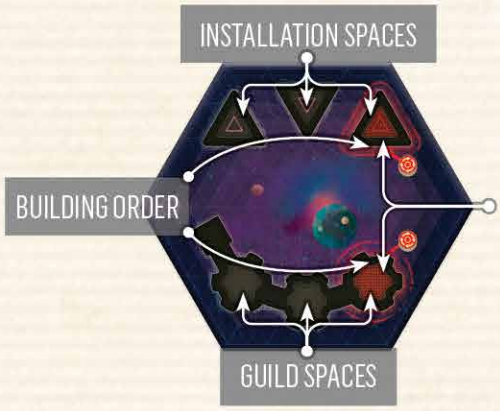
Starbases require a Technology in order to be built. If you have the *Starbases* Technology, Starbases **act as Shipyards** for the purposes of Fleet Power deployment. They also help in the Approach step in defense, just as Sector Defenses do.



Sector Defense *Shipyard* *Starbase*

When you *build* an *Installation* or *establish* a *Guild,* take the corresponding token from the common supply and place it on an empty space on the target sector tile you control. You **can** build or establish on **Corrupted** sectors.

Each sector tile has a number of spaces for Installations and Guilds respectively, usually three Guild and three Installation spaces. Guild tokens cannot be placed in Installation spaces, and vice versa. You must place these tokens in the first free space from left to right, always leaving the space with the Upkeep indicated on it last.



If you have no spaces left on which to place a type of infrastructure, you cannot build or establish it in that sector.

You cannot willingly destroy, move, or overbuild Guilds or Installations.

Some game effects (Action costs, Galactic Events, or Crises) may instruct you to *destroy* a Guild or Installation in a non-Home sector. In this case, you can destroy any one of them and then shift all remaining ones to the left.

Permanent Guilds or Installations (printed on the sector tile) count as their token equivalent for all purposes, but they cannot be removed or replaced by any game effect.

Guilds and Installations in Pure sectors are themselves **Pure Guilds** and **Pure Installations**, respectively.

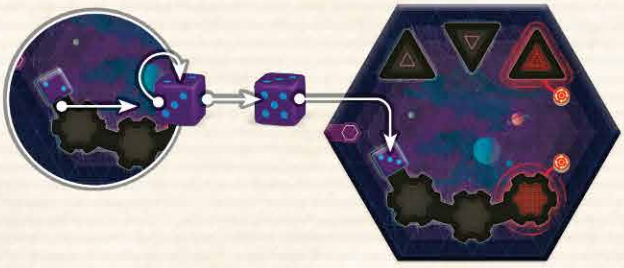


POPULATION

Most sectors have a *Population,* between 1 and 6, represented by a die on the sector. Your Home sector's Population is shown with a player-colored die. Population affects resource Production (see the next section).

A Pure sector has a *Pure Population.* You can change a Pure Population, but you **cannot** change the Population of a **Corrupted** sector.

To **increase** a Pure Population, add 1 to the Population die on one of your sectors. Populations of 6 cannot be increased further.



Example: You increase your Pure sector's Population from 2 to 3 by setting the Population die.

To **decrease** a Pure Population, subtract 1 from the Population die on one of your sectors. This is a cost and can only be done in non-Home sectors. Populations of 1 cannot be decreased further.

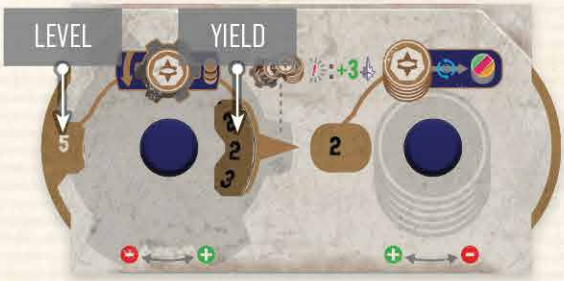
Some special sectors have **fixed** Populations, which are shown with a black and red die printed on the sector. These sectors can never have their Population modified.

Other special sectors don't have a Population at all. These sectors can never be Corrupted.



RESOURCE PRODUCTION

You have five **Production dials** corresponding to each of the resources on the left side of your Resource board. Each dial shows two numbers. The number on the left side of the Resource board is the **Production Level** and the one in the middle of the board is the **Production Yield.**



Example: Your Credits Production Level is 5 and your corresponding Production Yield is 2

The **Production Level** of a resource type is determined by your Guilds that **match** the resource. Each Guild adds to your Production Levels equal to the **Population** of the sectors that they are in, i.e. they add:

- +1 if their sector has 1 Population,
- +2 if their sector has 2 Population,
- … and so on.

Guilds in **both Pure and Corrupted** sectors increase Production Levels. The maximum (total) Production Level for each resource is 13, but even if one resource type reaches this maximum, you can still establish more matching Guilds (or invade sectors that have them).

Adjust your Production Levels whenever you establish or destroy a Guild, increase or decrease Population, or gain or lose control of a sector.

Your starting Agenda card may show an icon that indicates that the Production Level of one resource is permanently increased by 1. This is on top of what your Guilds would normally provide.



Example: The basic Energy Production Level of House Valnis is 1 instead of 0, if you have selected their "A" Origin during House setup.

The **Production Yield** of a resource increases at a different rate than its Production Level. Credits Production Yield in particular increases at an even lower rate than the Yield of other resources.

! Note: You can find the exact Level and Yield pairs in the Glossary.

When you *produce* one or more of your **resource types,** gain as many of the respective resource(s) into your Stockpile(s) as your Production Yield (**not** your Level) up to the Stockpile cap of 15.



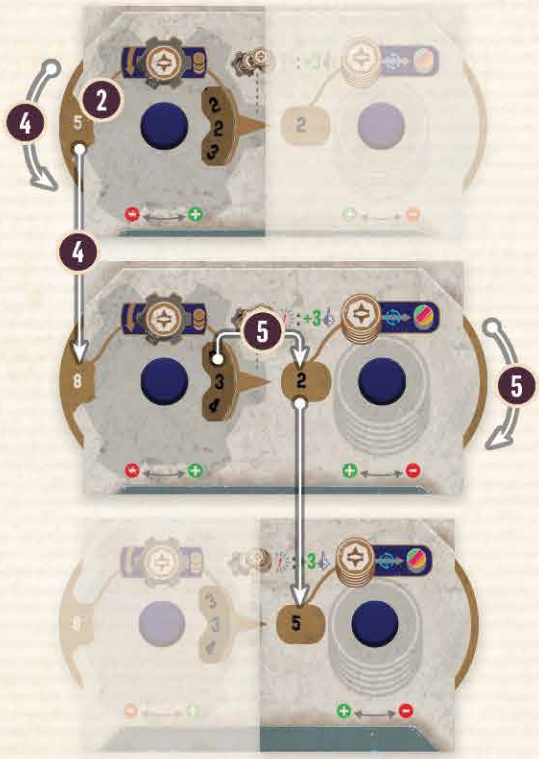
Produce Food | *Produce Energy* | *Produce Materials* | *Produce Credits* | *Produce Science*



Produce a resource type (any one of the five) | *Produce two different resource types* | *Overproduction*

When you *overproduce* a resource, it means that you produce a resource and you would end up with more than 15 of that resource in your Stockpile. In this case, you must **lose** the **excess** resources to end up with 15 in your Stockpile. When doing so, **gain 3 Influence** regardless of the amount forfeited. If, on your turn, you overproduce multiple resources or the same resource multiple times, you gain the 3 Influence each time you overproduce.





Example: You have one Bankers' Guild on a 3-Population Corrupted sector and one on a 2-Population Pure sector (1). Your Production Level is 0 + 3 + 2 = 5 and the corresponding Production Yield is 2 (2). You play a Wealth Agenda (3) resolving its action. First, you build another Bankers' Guild (4) in the 3-Population sector, and you immediately adjust your Production Level to 8, which results in a Yield of 3. Then, you produce Credits, adding the Production Yield of 3 to your Stockpile, increasing it from 2 to 5 (5).

! Note: Other sources of production besides your Guilds include the *Neural Matrix and Improved Orbital Docks* Technologies.

! Note: Some special sectors *(Asteroid Belt, Paradise World)* may also provide additional Production Levels.

FLEETS AND FLEET POWER

A Fleet is a large group of ships, represented by one Fleet token of the appropriate Fleet type and having one or more Fleet Power cubes on them. Each Fleet has a minimum of 1 Fleet Power and a maximum of 3. There are 5 playable Fleet types in the game.



The 5 Fleet types of Voidfall: Corvette, Sentry, Destroyer, Dreadnought, and Carrier

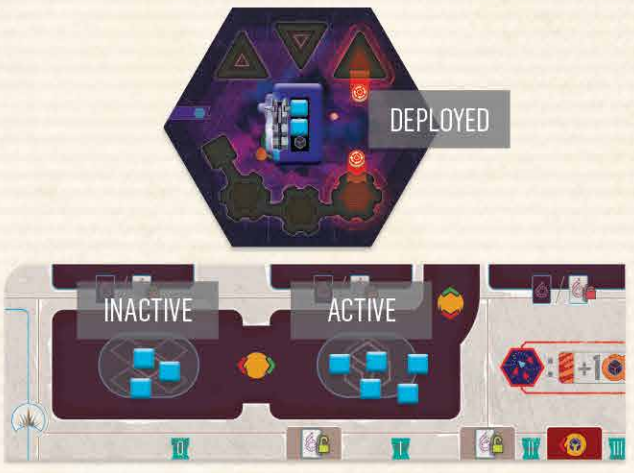
Fleet Power cubes are limited to 14 for each player. They are the only player-colored components on the map (besides the Home sector's Population die); thus, they represent **player control** of sectors.

Fleet Power can be in three states:

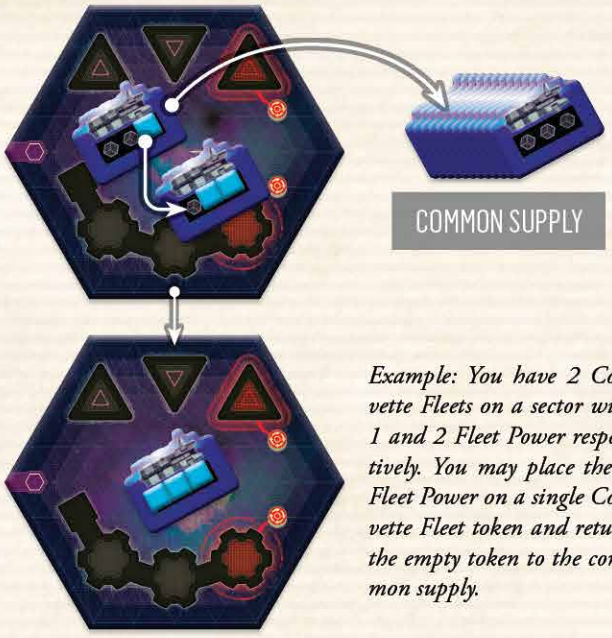
Inactive—In the Inactive area of your House mat;

Active—In the Active area of your House mat; and

Deployed in one of your **sectors,** on a Fleet token.



Fleets in the same sector can freely be split or merged at any time during your turn: if you have a Fleet token with 2 or more (Fleet) Power, you can always take another token of the same type, place it in the same sector, and move one of the Fleet Power over to create a new Fleet. Similarly, two Fleets of 1 Power each in the same sector can be merged into a single Fleet with 2 Power, with the empty token being removed from the sector. You may **not** move Fleet Power between Fleets of different types. When a Fleet token remains without Fleet Power, immediately return it to the common supply.



Example: You have 2 Corvette Fleets on a sector with 1 and 2 Fleet Power respectively. You may place the 3 Fleet Power on a single Corvette Fleet token and return the empty token to the common supply.

You **deploy 1 Fleet Power** by moving it from the Active area of your House mat and placing it on a sector. When deploying a Fleet Power, you must choose its Fleet type as well. Corvette Fleets require no special Technology; the other four, however, do require you to have the appropriate Technology (of the same name as the Fleet type) in order to be deployed.

If you have no Active Fleet Power you cannot deploy more. You cannot willingly recall a Fleet Power from the map to deploy it elsewhere.

When deploying a Fleet Power into some Fleet types, you must pay the required resource cost indicated on the Technology of the corresponding Fleet type. If you cannot pay this cost, you cannot deploy a Fleet Power onto that type.

Sometimes you deploy in a restricted way:

Deploy in your Home sector only;

Deploy into a specific Fleet type *(Corvettes in this example);* and

For each Shipyard you have, deploy 1 Fleet Power in the Shipyard's sector.

The cost of some actions is to **recall 1 Fleet Power** from the map **to the Active area** on your House mat. When taking **Damage in Combat,** you must also recall 1 Fleet Power from the Combat sector in the same manner. If you recall the last Power of a Fleet, return the Fleet token to the common supply.

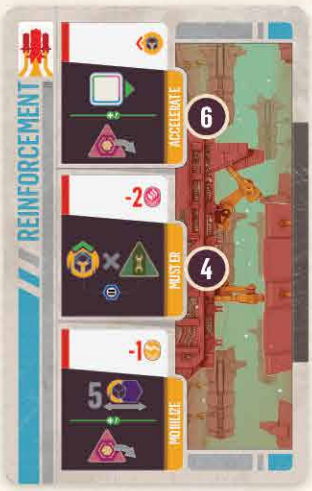
If you recall the last Fleet Power from a non-Home sector, you must discard a Glory token of your choice (see page 27 on Glory tokens), and the sector is abandoned (see page 24 on abandoned sectors).

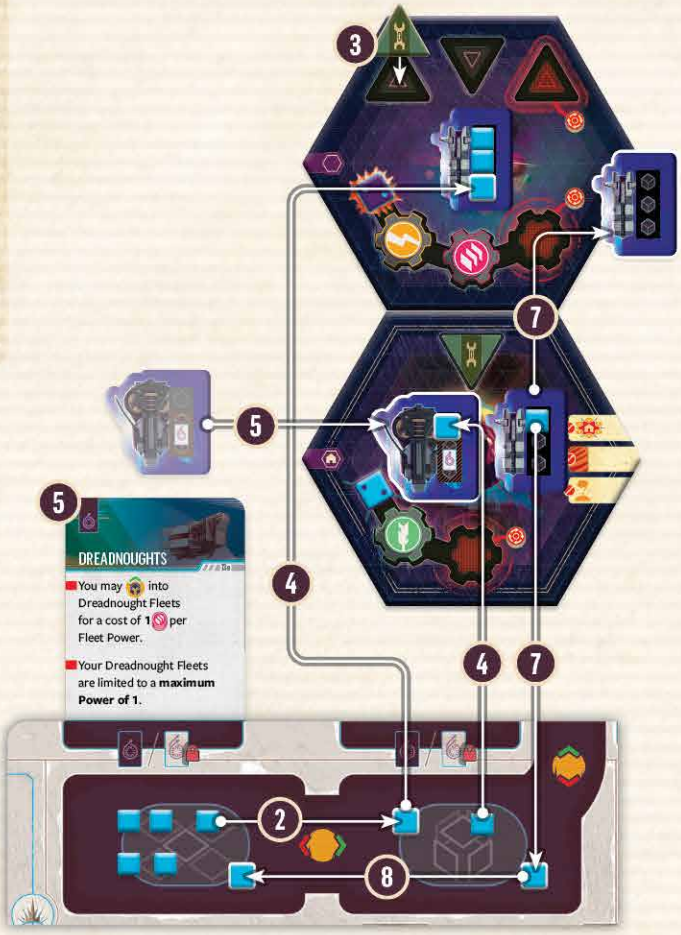
Some actions specify that you must resolve an effect in the same sector where you have recalled the Fleet Power from.

When you **activate 1 Fleet Power,** move it from the Inactive area into the Active area on your House mat. If you do not have any Inactive Fleet Power, you cannot take this effect.

The cost of some actions is to **deactivate 1 Fleet Power,** moving it from the Active area into the Inactive area on your House mat. In cases where you have no Active Fleet Power and must deactivate one, you must recall a Fleet Power and then deactivate it.







Example: You play the Reinforcement *Focus and a Support Agenda. You have 1 Active Fleet Power at the start of your turn. You take the Agenda action* 1 *to activate a second Fleet Power* 2 *and build a Shipyard* 3*. You take the* Muster *action on the* Reinforcement *Focus* 4 *and spend 2 Materials to deploy 1 Fleet Power for each of your Shipyards, in the sector the Shipyards are in. You have the* Dreadnoughts *Technology* 5 *which lets you deploy into Dreadnought Fleets, so you choose to deploy one as a Dreadnought, spending 1 extra Material for it–as required by the Technology description. You finally take the* Accelerate *action* 6 *on the* Reinforcement *Focus, which has a special cost: deactivate 1 Fleet Power. You have no Fleet Power in your Active area, so you recall a Corvette Fleet Power* 7 *and return the empty Corvette Fleet token to the common supply. Then you deactivate this Fleet Power* 8*. The action cost is now paid and you can resolve the effects of* Accelerate.

Important note: At the end of each of your turns in the Focus phase (in step 3, Clean-up), you may never have more than **2 Fleet tokens** 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 the Active area of your House mat until you are able to combine the remaining Fleet Power markers into 2 Fleets.

VOIDBORN FLEETS

Voidborn Fleets are functionally equivalent to the Corvette Fleets and similarly each consist of one Fleet token and 1-3 Voidborn Fleet Power. For the purposes of Combat, they behave like regular Corvette Fleets.

Each Voidborn sector is **limited to one Voidborn Fleet token** (i.e maximum 3 Fleet Power).



Voidborn Fleet Power icon



Voidborn Fleet Power cube



Voidborn Fleet token

Some special sectors are allowed to contain two or three Voidborn Fleet tokens (and thus 6 or 9 Fleet Power, respectively), as indicated by these icons.



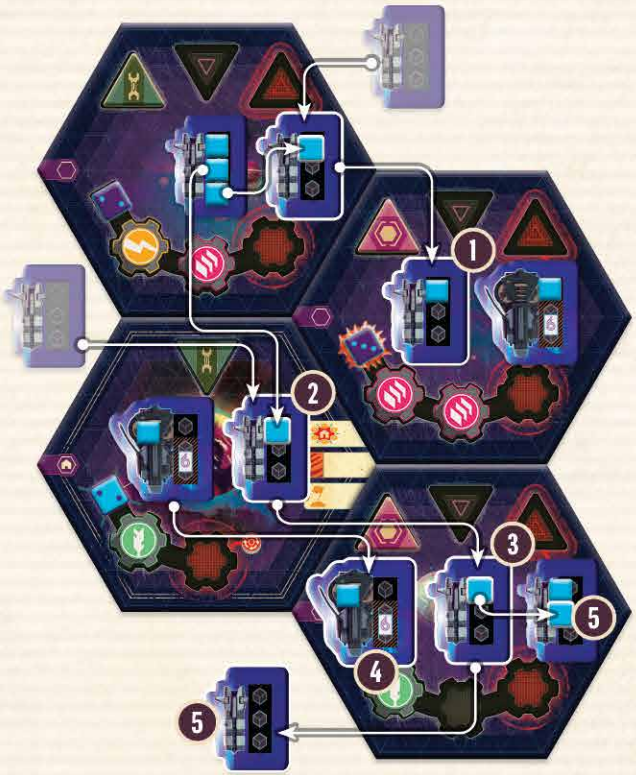
If you are ever instructed to place more Voidborn Fleet Power than is allowed in a sector, only place cubes up to the sector limit. If you have a choice between multiple sectors to place Voidborn Fleet Power into, you must choose a sector where you can place the required number; if this is not possible, choose the sector where you can place as close to the indicated number as possible.

FLEET MOVEMENT: REGROUP AND INVADE

There are two kinds of movement available in the game: *regroup* and *invade*.

When you **regroup,** you may make up to five total moves with any of your Fleet Powers to adjacent sectors that **you control** from their current positions. The Fleet Powers you move do not have to start from or end up in the same sector. You may move a specific Fleet Power multiple times. Move, add, or remove Fleet tokens along with your Fleet Power as appropriate.

Important: You may not move the last Fleet Power out of (abandon) a non-Home sector this way.



Example: You control four sectors and choose to regroup. You split your Corvette Fleet of 3 Power in the top left sector–taking one Corvette token from the common supply–move one Fleet Power to your top right sector 1. *You then split your Corvette Fleet on the top left again, and move one Fleet Power two times* 2, 3 *to the bottom right sector. You then move the one Dreadnought Fleet Power from your Home sector to the bottom right sector* 4. *You forfeit your fifth movement. Finally, you merge your Corvette Fleet in your bottom right sector, discarding the empty Corvette token* 5. *Now you don't exceed the limit of maximum 2 Fleet tokens per sector by the end of your turn.*

When you **invade** a sector, select one target sector that you **do not control.** The valid targets depend on the game mode:

2+ A Voidborn sector,

COMP A non-Home sector controlled by another player, or

1st A sector with no Fleet Power on it.

Then, you perform the following three steps, which are together called the *Invasion:*

1. **Fleet movement:** Select **any number** of your Fleet Powers **adjacent** to the target sector—including from multiple sectors—and move them into the target sector. Move, add, or remove Fleet tokens along with your Fleet Power as appropriate.
2. **Combat:** This is explained in the Combat section (see page 24).
3. **Invasion outcome:** This is explained after the Combat section. The exact rules depend on the identity of the Invader (player or Voidborn), the identity of the Defender, and if the victor is either the Invader or the Defender or if they tie in Combat.

Some effects only let you invade a Corrupted sector. You cannot invade a Pure sector using that effect.

Invading allows you to voluntarily **abandon** non-Home sectors by leaving them without any Fleet Power. If doing so you must **discard a Glory** token of your choice from your House mat (if able) for **each sector** you have abandoned. The sectors are now **abandoned sectors** and the Voidborn takes over (see page 24).

2+



Invade example: You choose to invade a Voidborn sector 1. *You move the 3 adjacent Corvette Fleet Power from the bottom sector* 2 *and leave the Dreadnought behind. Note that you can't move the Corvette on the left* 3, *because it's not directly adjacent to the target sector. You also move the Corvette Fleet Power on the top sector* 4 *and leave the Dreadnought behind. After you finish moving, the Combat begins in the target sector.*



ABANDONED SECTORS AND VOIDBORN TAKEOVER

When the last Fleet Power is removed from a non-Home sector it **immediately** becomes abandoned. This can happen as a result of a Combat tie, losing against a Voidborn Skirmish (see page 33), you recalling your last Fleet Power (due to paying a cost or being forced to by an effect), or voluntarily moving your last Fleet Power out when invading another sector.

Regardless of the cause, the Voidborn immediately tries to take control of this sector. You must do the following on the abandoned sector:

1. Destroy all Installations (but not Guilds),
2. Place a Corruption marker under the Population die (if there isn't one),
3. Place a Voidborn Fleet token with two Fleet Power, and a face-down Bounty token.

It is now a **Voidborn sector.**



Example: When you invade, you decide to move out all Fleet Power from one of your non-Home sectors–abandoning it. The Voidborn takes it over following the steps described in this section.

Some special sectors are resistant to the Voidborn in some way.

A. Sectors immune to Corruption are indicated either with this icon or by having no Population. You must skip step 2 of the Voidborn takeover if you abandon these sectors.

B. Sectors immune to Voidborn Fleets are indicated with this icon . You can never place a Voidborn Fleet token and Voidborn Fleet Power on them (and also skip the entire step 3 of the Voidborn takeover).



COMBAT

Whenever you invade a sector or the Voidborn declares a Skirmish against you, *Combat* takes place. The sector where this happens is called the *Combat sector.*

Combat in Voidfall is completely deterministic with no random elements or hidden information. On page 35, you will find a complete description of the Combat sequence with all Technologies and Fleet Types included, but to start playing the game, you only need to understand the high-level concept with the basic units.

The opposing **sides** are the *Invader* and *Defender* . Both sides may have participating Fleet Power, and the Defender may also have Sector Defenses and Starbases on their side.

! Note: In Combat, only Fleet Power and their type is considered. It does not matter how many Fleet Tokens are there, and neither splitting nor merging Fleets has any effect on the outcome.

A Voidborn sector will have Voidborn Fleets on it, which have exactly the same abilities in Combat as Corvettes. Any Sector Defense on these sectors will also participate on the Voidborn side.

Sectors with no Fleet Power will have Sector Defenses or Starbases in them instead. Sector Defenses printed on **Fallen House cards** are considered to be on the sector for all purposes of Combat until the card is removed.

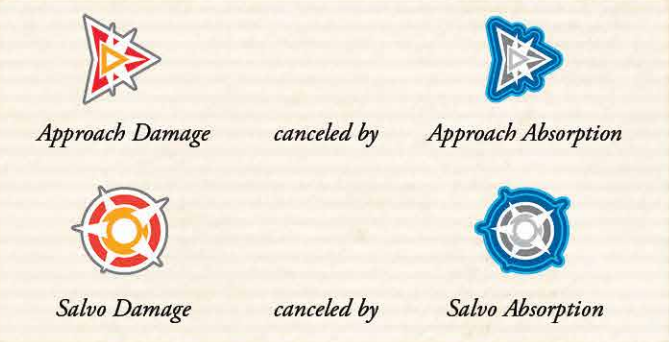
Combat is split into two parts: an **Approach step** and one or more **Salvo steps.**

The warring sides will *deal Damage* to each other. Whenever you suffer 1 Damage, you—as the owner of the damaged Fleet—must **recall** one Fleet Power of **your choice** from the Combat sector. Damage is never dealt to Guilds or Installations, not even to Sector Defenses or Starbases that participate in Combat.

Some Fleet types and Technologies provide *Absorption* which cancels 1 Damage.

Damage or Absorption takes effect in **either** the Approach or Salvo step, and have separate icons.

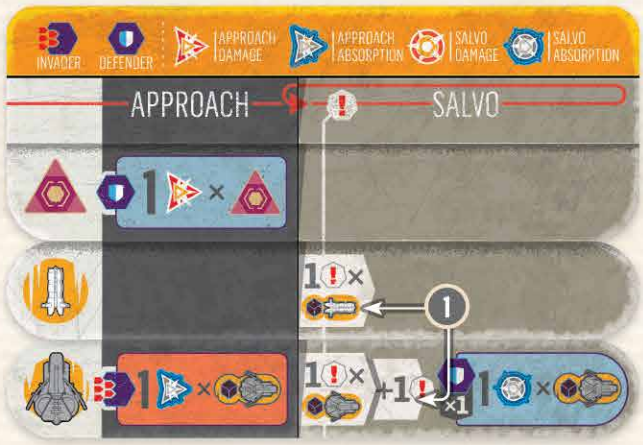
- *Approach Damage* is dealt in the Approach step and is canceled by an *Approach Absorption.*
- *Salvo Damage* is dealt in a Salvo step and is canceled by a *Salvo Absorption.*



Approach Absorption can never cancel a Salvo Damange and, similarly, Salvo Absorption can never cancel an Approach Damage. Ability descriptions of Fleet types or Technologies always specify the type of Damage or Absorption.

COMBAT SEQUENCE—BASICS

In the **Approach** step, each of the Defender's Sector Defenses and Starbases deal 1 Damage to the Invader.



Use the Combat tiles as an aid for this process.

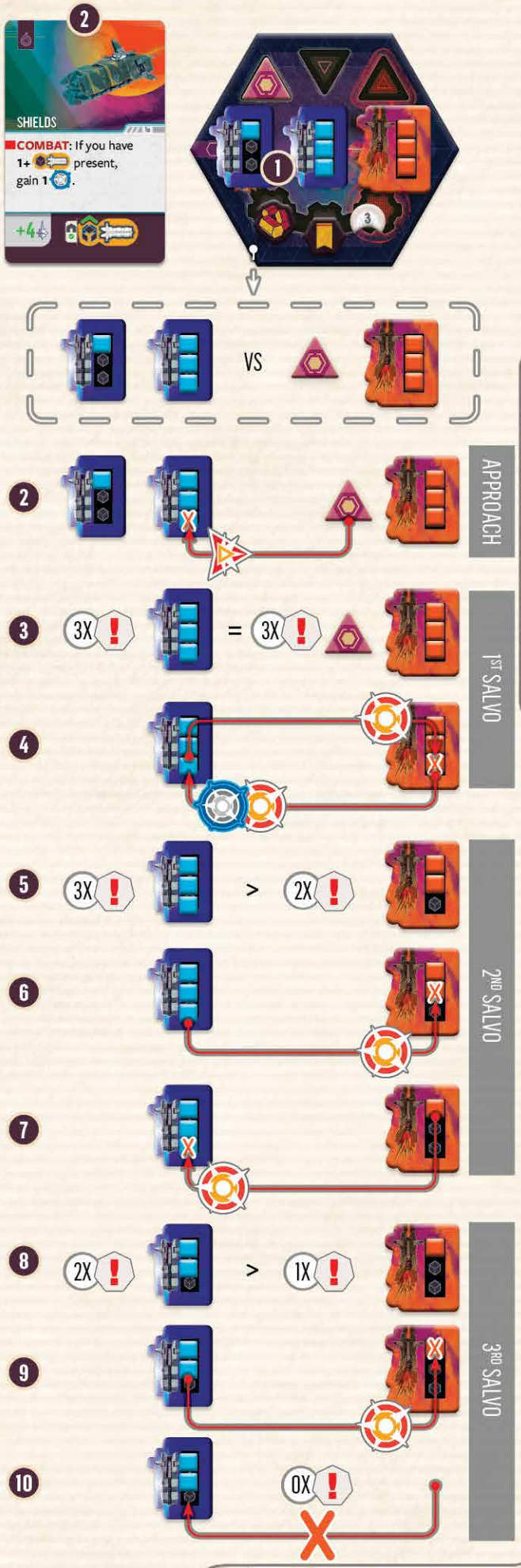
In a **Salvo** step, you perform the following four sub-steps:

1. Determine both sides' **Initiatives** based on the total amount of Fleet Power from all Fleet types in the sector—a Corvette Fleet Power provides 1 Initiative, but Technologies and some Fleet Types may provide a different amount.
2. The side with the higher Initiative deals **1 Damage** to the other—regardless of the difference in Initiative.
3. The side with the lower Initiative should re-calculate their Initiative after suffering (or canceling) the Damage. If they still have at least 1 Initiative, they deal **1 Damage** to the other. Otherwise they deal no Damage.
4. If the two sides' Initiative values are equal, they simultaneously deal 1 Damage to each other.

Repeat Salvo steps (and their sub-steps) until at least one side completely runs out of Fleet Power. Then proceed to the **Invasion outcomes** described in the next section.

For more details of a Combat sequence, see page 35.

Example: You invade a Voidborn sector with a total of 4 Corvette Fleet Power (1). You have Basic Shields Technology that improves your Corvettes (2). The Voidborn Defender has 1 Sector Defense and 3 Voidborn Fleet Power (1). You start with the Approach step, and the Sector Defense deals 1 Damage to you (2), so you recall 1 Fleet Power. You continue with the first Salvo step. You calculate each side's Initiative (3): both of you have 3. You simultaneously deal 1 Damage and the Defender recalls 1 Fleet Power, but you have 1 Salvo Absorption from Shields, canceling the opponent's Damage (4). In the second Salvo step, you recalculate each side's Initiative (5): you have 3 Initiative, and the Defender has 2. You deal 1 Damage first (6), and the Defender recalls 1 Fleet Power. The Defender then deals 1 Damage back (7), and you recall 1 Fleet Power. In the third Salvo step, it is 2 against 1 Initiative (8). You deal 1 Damage first, and the Defender recalls 1 Fleet Power (9). The Defender now has no Fleet Power and no Initiative left, so it can't deal Damage back to you (10). You win the Combat with 2 Fleet Power remaining.



INVASION OUTCOMES

DEFENDER VICTORY

If, after a Combat sequence, only the Defender has any Fleet Power left, they win the Combat (i.e. they have successfully defended the sector). Nothing is awarded to the Defender.

INVADER VICTORY: PLAYER INVASION

If you are the Invader and after a Combat sequence, only your Fleet Power remains, you win the Combat (i.e. you have successfully invaded the sector). Leave all remaining Fleets that you have used for Combat in the sector. If the sector was Corrupted, leave the Corruption marker there as well. The sector is now yours.

Clean up the sector, taking the following steps **in any order.** The number of steps may vary depending on the game mode and sector type. They may also be modified by a Technology you have. Be sure to resolve them in the order most beneficial to you.

A Destroy all Installations in the sector (but not Guilds).

B Resolve each **Bounty** token present on this sector as described on page 27.

C Resolve each **Reclaim** token present in the same way.

D If you have invaded a Voidborn sector, take all the **Glory** tokens on the sector (if any), and place them next to your House mat. Gain Influence equal to the sum of the numbers on all your Glory tokens even if you didn't gain a new one.

COMP

E If you have invaded a player sector, first gain Influence equal to the sum of the numbers on all **their** Glory tokens. You do not gain any Glory tokens specifically, but your **opponent** must **discard** a Glory token of their choice from their House mat (after you gained Influence).



Example 1, Victory against a Voidborn sector: You remove the Sector Defense **A**. *Then, you take the Bounty token on the sector to your House mat, flip it, and resolve it—gaining 2 Food* **B**. *You now flip and resolve the Reclaim token* **C** *that lets you establish a Miners' Guild in the sector. You place the Reclaim token and the Glory token of value 3 next to your House mat* **D**. *You also gain Influence for all the Glory tokens that you currently have—a total of 2 + 2 + 3 = 7 Influence.*

! *Note: You do not remove the Corruption from the sector.*



Example 2, Victory against another player: You remove the Sector Defense and Shipyard **A** *but not the Scientists' Guild. You now gain Influence for all your opponent's Glory tokens* **E**—*a total of 1 + 2 + 3 = 6 Influence. The opponent now discards a Glory token of their choice.*

! *Note: You do not remove the Corruption from the sector.*

CO-OP/SOLO

F If the invaded sector is an open Rift, each player may either remove a Corruption or gain 5 resources (in any combination). Then, immediately replace the open Rift with a standard sector tile, setting its Population to 1 (and without placing a Corruption on it). It is no longer a Rift.

G If the invaded sector has one or more Harbingers present, move them to the Crisis board as described on page 34.

H Special sectors have effects that you resolve a single time after you successfully invade them.

I If the sector was controlled by a Fallen House:

- You are immediately allowed to have a maximum of **6 Technologies instead of the regular 5.**
- Choose **one of the two** Technologies (that you do not yet have) shown in the middle of the card. If you have at least one empty Technology slot and there is an available copy of it on the **Technology tableau,** gain the Basic Technology.
- Resolve the effects shown on the bottom of the Fallen House card; any Guild or Installation placement or Fleet deployment must be done in this sector.
- If this was the first Fallen House you conquered, flip the card face down now, and keep it next to your House mat as your 6th Technology slot. Otherwise, discard the card.



INVADER VICTORY: VOIDBORN SKIRMISH

If, during a Skirmish (see page 33), you have no more Fleet Power in the Combat sector, the Voidborn wins the Combat, and you must:

- Discard one of your Glory tokens (your choice),
- Remove all Installations from the sector, and
- Remove the remaining Voidborn Fleets from the sector.

You have now abandoned the sector, and the Voidborn takes it over. Resolve this as usual (see page 24).

! Note: It doesn't matter how many Fleet Power the Voidborn survives their Skirmish by—it always takes over the sector using the standard amount of 2 Voidborn Fleet Power.

COMBAT TIES

Ties happen if both sides have no Fleet Power remaining at the end of a Combat sequence. As the **Defender player,** you must **discard a Glory token** of your choice from your House mat (if able). The sector is now **abandoned** and the Voidborn takes it over as usual (see page 24).

1st A notable exception is when you invade a sector with no Fleet Power on it (for example, a Fallen House) and the Defender only has Sector Defenses or Starbases. If you have no Fleet Power left after the Approach step, then you must count it as a Defender victory.

BOUNTY AND RECLAIM TOKENS

Bounty and Reclaim tokens are placed face down onto sectors not controlled by any player during set-up. When you invade a sector and win, *resolve* these tokens by flipping them, immediately gaining what's indicated on them and placing them next to your House mat.



If a token shows Influence or resources, simply gain the shown amount. Fleet Power deployments and Guild/Installation placements from **Reclaim** tokens must be done in the same sector that the token was on, but you may forfeit any of these effects (as usual).

Some actions let you gain a Bounty token directly without invading a sector. In that case, draw one from the face down pile in the common supply and resolve it immediately.

! Note: The rewards shown on Bounty and Reclaim tokens on your House mat no longer matter (because you've already received them). Only their numbers matter, because some Agendas may gain you Influence for them, or some effects require you to discard them as a cost.

1st Some Galactic Event cards instruct the players to place Bounty or Reclaim tokens on sectors. The specific rules of placement are always clarified on the card and further clarified in the Glossary.

When you discard a Bounty or Reclaim token, take one from next to your House mat and shuffle it into the face-down pile in the common supply.

1st In the unlikely case of the draw pile being empty when you need to gain or place a token, you may gain either 1 Influence or 1 resource instead.

The list of possible rewards on Bounty and Reclaim tokens can be found on page 3 of the Glossary.

GLORY TOKENS

Glory tokens are assigned to players during General setup and placed on sectors defined by the Scenario setup. They can also be placed or gained as the effect of certain Galactic Event cards or Technologies. Glory tokens are two-sided, with both sides showing the same value from 1 to 5.



Value 1-5 Glory tokens *Any Glory token*

Glory tokens are drawn from and discarded into a common supply. When you gain one, keep it on the left side of your House mat. These tokens are supposed to be unlimited; if you run out of them, use a suitable proxy.



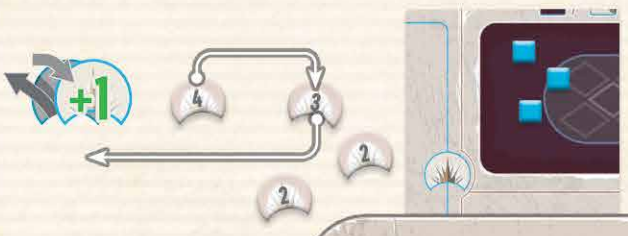
When you successfully invade a sector with one or more Glory tokens on it, you first gain all of them, then gain Influence equal to the sum of the numbers on all your Glory tokens (*i.e., your total Glory value*).

COMP When you successfully invade a player sector, however, you gain as Influence the sum of the numbers on all Glory tokens **the Defender player has**—not your own—and then, they must discard a Glory token of their choice.

If you abandon a sector, you must discard a Glory token of your choice.

Glory tokens have a limit of 4 per player. If you have more than 4 in the Clean-up step of your turn, you must discard tokens of your choice down to four tokens.

When you *upgrade a Glory token,* you must first discard your chosen token, then gain a Glory token having exactly 1 higher value than the token you have discarded. Glory tokens of value 1 to 4 can be upgraded, while value 5 Glory tokens cannot.



CIVILIZATION TRACKS AND TIERS



Civilization track anatomy

You have three Civilization tracks on your House mat: **Society, Statecraft,** and **Economy.**

When instructed to **advance** on one of these tracks, move your marker to the right one space, then you may **resolve the benefit** on the space that you just covered with your marker. Each House has unique Civilization track benefits. The benefits are mostly identical to the effects on your Focus card actions, so you can find their descriptions in the Rulebook. Some really rare effects are described in the Glossary.



Advance on Society | *Advance on Statecraft* | *Advance on Economy* | *Advance on any one track* | *Advance on your lowest track*

Each track has 5 five **Tiers;** the Tier you are in is determined by the space your track marker is currently on. The leftmost three spaces correspond to Tier 0, the next two spaces to Tier 1, and the last three spaces to Tiers 2, 3, and 4, respectively.

Tiers are measured separately for each of the three tracks. Entering Tiers have additional rules, which you must consider separately for each track, regardless of which Tier your other track markers are in.

- After you enter **Tier 1 and 2,** you are allowed to have more Improved Technologies, one for each of your tracks in Tier 1 and two for each of your tracks in Tier 2.
- Before you enter **Tier 3 and 4,** you must first **deactivate** the indicated number of Fleet Power (1 and 2, respectively). If you cannot pay this cost **before** receiving the next space's benefit, you may **not** advance on this track.

If you reach the rightmost space on a track (Tier 4), you may not advance on that track any further.

Example: Your Society track is currently in Tier 3, indicated by your track marker. You now take the Thrive *action on your* Production *Focus* (1) *to advance on the Society track. You deactivate 2 Fleet Power in order to enter Tier 4* (2)*, then move your marker one space right on the Society track* (3)*. There you resolve the benefit of the space: you gain 20 Influence.*





Reaching Tier 4 of a Civilization track allows you to build one level of a Safe Haven (see page 34).

COOP/ SOLO

When you advance onto one of the spaces with the **skipping** benefit, you may immediately advance to the next one (receiving the next one's benefit). You still need to pay the cost for entering Tiers 3 and 4 when you advance using this benefit.

Civilization tracks that do not have a Corruption token on their track marker are **Pure.**

Civilization tracks that have a Corruption token on their track marker are **Corrupted.** You may advance on these as normal, but **you do not gain the benefit** indicated on the space you place your marker in (this includes the skipping benefit). You still gain access to Improved Technologies while in Tier 1 and 2, and you still need to deactivate Fleet Power for entering Tier 3 and 4.



Example: A Corrupted Economy Civilization track.





CORRUPTION

Corruption affects you negatively in multiple ways. You can only change a Pure Population, you do not gain the benefit of a Corrupted Civilization track, you cannot evaluate the objectives of a Corrupted Agenda, and most Agenda objectives require Pure items from you.

Some actions have a cost of gaining a Corruption, and some effects allow you to move or remove a Corruption.

When you **gain** a Corruption, take one from the common supply, then you must choose one of the following options to assign it to:

- **A** Place it in any of your Pure **sectors** (except sectors that are immune to Corruption, for example a standard Home sector). Sectors are limited to one Corruption each.
- **B** Place it above one of your three **Agenda slots** except the leftmost (starting) Agenda slot. Each Agenda slot is limited to one Corruption each.
- **C** Place it on one of your three **Civilization** track markers. Each track is limited to one Corruption.
- **D** If you have the *Decontamination Chambers* Technology card, it contains a fourth placement option for you, but *Decontamination Chambers* itself is not Corrupted. The card is limited to 2 or 3 markers if it is Basic or Improved, respectively. See page 26 of the Glossary for further details.

Example: You want to take an action that has a cost of gaining a Corruption. You take one Corruption marker from the common supply 1*. You consider where you can place it: your Pure non-Home sector* 2*, your Pure Society or Statecraft Civilization track* 3*,* 4 *or above one of your Pure, non-starting Agenda slots* 5*,* 6*. The other places are already Corrupted* 7*,* 8*,* 9 *or cannot be Corrupted at all* 10*,* 11*.*

If all of the above options are already at their Corruption limits, you cannot pay this cost. Successfully invading a Corrupted sector does not count as "gaining Corruption," the Corruption merely stays on the invaded sector.

When you **move** a Corruption, take one from any one of the above options and place it in another valid location. If you have no Corruption, you cannot resolve this effect.

When you **remove** a Corruption, take one from any of the options listed above and put it back into the common supply. If you have no Corruption, you cannot resolve this effect.

There are special effects on Galactic Event cards which instruct you to place your **gained** Corruption to a specified location. You cannot optionally place the Corruption anywhere else in these cases. If the options are at their Corruption limit, do not resolve the effect.

Place the gained Corruption on one of your Pure sectors.



Place the gained Corruption on your House mat, either on one of your Civilization track markers or above one of the Agenda slots (but not the leftmost).

Place the gained Corruption on one of your Civilization tracks' markers.

Place the gained Corruption above one of your non-starting Agenda slots.

Place a Corruption from the common supply on the space corresponding to the Agenda type on the Agenda board (*in this case the "Wealth" Agenda type*), making this offer Corrupted. This Corruption is not yours—you cannot move or remove it with your standard actions. You do, however, **gain** it if you gain an Agenda from the Corrupted offer. If the offer in question already has a Corruption on it, ignore the instruction.

TRADE TOKENS

When you gain a Trade token, take the bottommost Trade token (if it's a stack of two, then the top one of the stack) from the Galactic board. Gain the reward on the right of either the space you took it from or on the right of any one space **below** it. This is called a *Trade bonus,* as it represents the effects of increased trade that the humans have now established outside of the Voidborn's influence. At the end of your turn (in Clean-up, see page 12), you will need to either find a space (on an Agenda) to place the Trade token onto or return it to the Galactic board. At this point, you may also freely rearrange your Trade tokens between eligible spaces.

! Note: Trade tokens are limited components, so if there are none on the Galactic board, you may not gain a Trade token or Trade bonus.

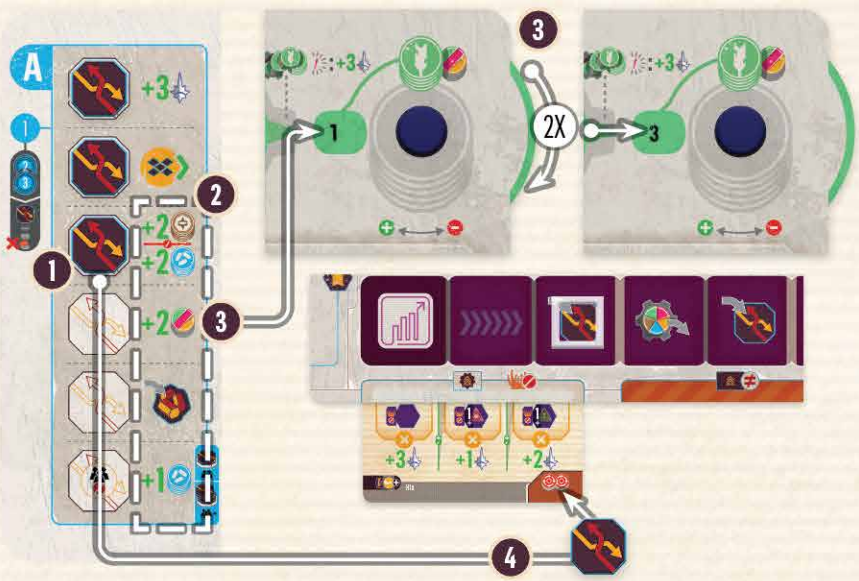
Example: On the Galactic board, the bottom three Trade token spaces are empty. You gain a Trade token, taking it from the 4th space from the top 1.

Now, you consider your Trade bonus options 2. *Either directly to the right of the space or any other benefit below it, you can select 2 Science; 2 Credits; a combination of 2 Food, Energy, or Materials; a Bounty token; or 1 Science. You choose 2 Food* 3 *and add it to your Food Stockpile. At the end of your turn, you put the Trade token on the empty space on your starting Agenda card* 4.

As explained in the Selection step of the Focus phase (see page 9), the most common use for a Trade token is to flip it when selecting a Focus in order to take all three Actions on it in the Actions step. In this case, the Trade token will be returned to the Galactic board at the end of your turn—when you do this, flip it back to its other side. You **cannot flip** a Trade token in the Actions step—i.e. you cannot flip it in the same turn you have gained it. If any other cost calls for a Trade token to be spent, you have to select a token not flipped and return it to the Galactic board immediately.

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

- **If playing solo or with 2 players,** place it on the topmost empty space.
- **If playing with 3 or 4 players,** if the bottommost Trade token stack has a single token, place it on top of that stack. Otherwise, place it on the topmost empty space.



TECHNOLOGIES

Each Technology card shows the following information:



A Name of the Technology.

B Icon to show whether it's a Basic **B1** or Improved **B2** Technology.

C Influence bonus. If you take the first copy of a particular Basic Technology or an Improved Technology, gain this Influence.

D Immediate effect. Some Technologies will grant you an immediate benefit when you acquire them.

E Permanent ability. All Technologies will grant you a benefit for the rest of the game immediately upon aquiring them, which applies to the Immediate effect as well. The benefit of an Improved Technology is always better than that of the matching Basic Technology.

See page 24 of the Glossary for details on each Technology.

Note: Just as with the Focus cards and Galactic Event cards, you are able to forgo resolving any benefit(s) gained via Technology cards. Even if you choose to forfeit part of a benefit, you must still pay the full cost to resolve the rest.

When you **gain a Basic Technology,** take the top available card of any Basic Technology in the Technology tableau. Resolve its immediate effect, and gain the Influence reward (4 or none). Place the Technology card in any empty Technology slot at the top of your House mat. You can never acquire a second copy of a Technology you already have (even if it's already Improved).

You are **limited to 5 Technologies,** including your starting one. Once you have reached your limit, you cannot gain more Basic Technologies.

The limit of 5 can be increased to 6 (but not further) by successfully invading a Fallen House sector.

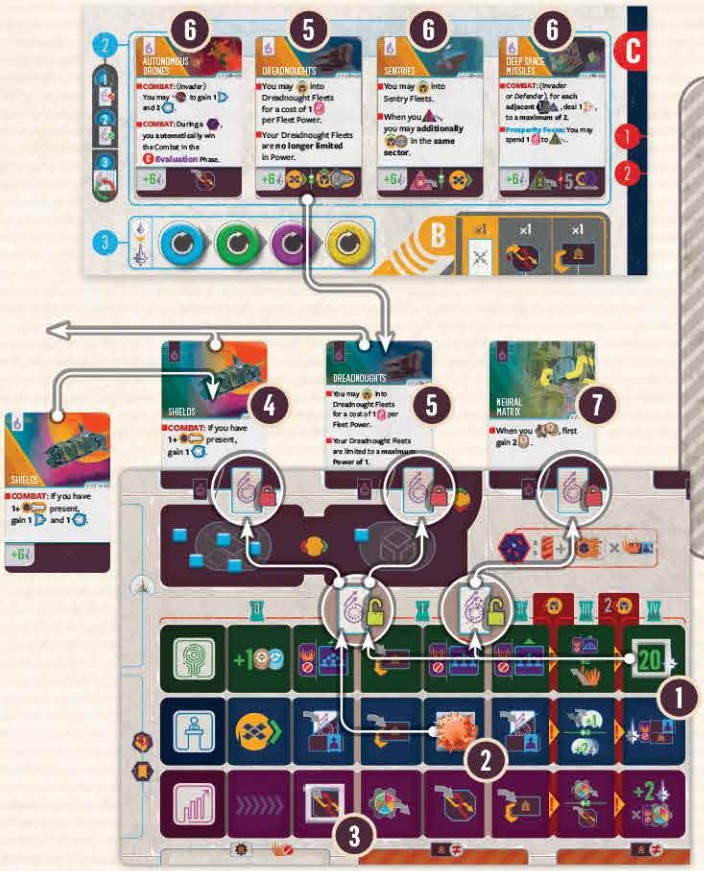
When you **gain an Improved Technology,** you must first check if at least one is available to you and whether you exceed your Improved Technology limit, otherwise you cannot resolve this effect.

An Improved Technology is **available** to you if you already have the Basic version of it, and the Improved card is either next to your House mat (i.e. it is your starting Technology) or it is on the Galactic board, unblocked by the Improvement Block tile.

Note: During Cycle 1, the cards on the Galactic board are covered by the Improvement Block tile, thus while you can see which Improved Technologies will be available during the Cycle 2, the only Improved Technology available to you in Cycle 1 is the one next to your House mat.

Your **limit** of Improved Technologies is **0** at the beginning of the game. **Each** Civilization track marker in Tier 1 adds 1 to this limit, and **each** Civilization track marker in Tier 2 or higher adds 2 to this limit.

If below your limit, take one available card and place it in the space where the matching Basic version of the Technology is. Return the Basic card to the box and gain 6 Influence as indicated on the Improved card, then resolve its immediate effect (if any).



Example: Your Society track **1** *is in Tier 4, allowing 2 Improved Technologies* **1**. *Your Statecraft track* **2** *is in Tier 1, allowing 1 Improved Technology. It's Corrupted, but that does not affect this limit. Your Economy track* **3** *is still in Tier 0, allowing none. Your total Improved Technology limit is 2 + 1 + 0 = 3. Later, you gain an Improved Technology. The accessible cards are* Shields **4**, *because it's next to your House mat, as well as* Dreadnoughts *as it's on the Galactic board, and the Improvement Block tile is not on it* **5**. *The rest are not available to you because either you don't have the Basic version* **6** *or the Improved version is not on the Galactic board.* **7**.



AGENDAS

When you **gain an Agenda,** you do the following:

1. Select one of the four Agenda types: **Dominance, Wealth, Might,** or **Support.**

! Note: The Agenda type is sometimes specified by the icon of the effect.

2. Choose one of these two options:

   A. Take one of the visible Agendas of the selected type from the Agenda offer **into your hand,** then draw a new one of the same type and place it face up on the right side of the Agenda board.

   B. Draw two Agendas from the top of the selected type of Agenda deck, and choose one to take **into your hand.** Return the other to the bottom of the same deck.



! Note: The icons on the right side of the Agenda board indicate the most common requirements on the objectives of each Agenda type.

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, but this situation is quite rare. There is no limit to the number of Agendas you may hold in your hand.

Once Agendas are in your hand, do **not** immediately place it in an Agenda slot of your House mat (this is different from how Technologies work, see page 31). Instead you will play them during the Selection step of your upcoming turn (see page 9), allowing you to resolve the Agenda's action. Note that the actions on all Agendas of the same type are identical, and they use the same concepts as Focus actions.

At the Clean-up step of your turn you may place the played card in one of your **non-starting** Agenda slots, which are the three rightmost ones. The leftmost slot is your **starting** Agenda slot. You can never place any Agenda here except your starting Agenda during setup.

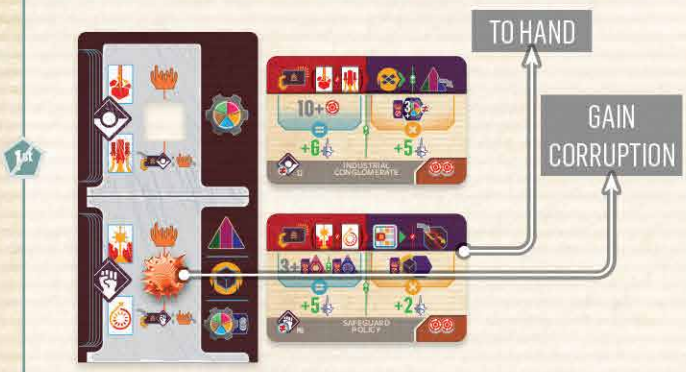


An Agenda in a slot of your House mat is considered to be **in play.**

An Agenda in play is **Pure** if its slot has no Corruption above it.

Conversely, an Agenda in play is **Corrupted** if its slot has a Corruption above it. Your leftmost (starting) Agenda slot can never be Corrupted. You **cannot** gain Influence from Corrupted Agendas.

Each of the four Agenda offers may also be Corrupted. If you gain an Agenda from a Corrupted offer, you must also **gain** the Corruption on the offer. The offer then becomes Pure again.



Example: The Support offer is not Corrupted but the Might offer is Corrupted.

PREFERRED FOCUSES

Some game effects allow you to resolve **one action** from one of your **preferred** Focuses—regardless of whether that Focus is in your hand or discard pile. Your preferred Focuses are indicated on the right side of your House mat. As usual, you still have to pay the cost of the action you are taking.



Example: House Valnis' *preferred Focuses are* Progress *and* Politics.

Taking a Focus action this way does **not** count as resolving the Focus itself. Thus, it does not trigger any abilities that require you to resolve a particular Focus, nor does it allow you to play matching Agenda cards. Furthermore, you **cannot** use the additional action from a flipped Trade token to resolve more actions from your preferred Focus card.

If one of your preferred Focuses is also a special House Focus card, resolve the action's cost and benefit as written on **your** Focus card, not the standard version.

Joint and Heroic Focus cards in the offer are neither in your hand nor your discard pile, so you cannot copy their actions even if they are a preferred type.

CO-OP/ SOLO

PEEKING AT GALACTIC EVENTS

Very rarely, you may peek at the top two Galactic Events. When doing so, draw two cards from one of the Galactic Event draw decks.

- In Cycle 1, draw from the Cycle 2 Galactic Event deck.
- In Cycle 2, draw from the Cycle 3 Galactic Event deck.
- In Cycle 3, you cannot resolve this effect.

Select one of the drawn cards to put back face down on **top** of the same Galactic Event draw deck, and put back the other one face down at the **bottom.**

SKIRMISH

Skirmishes are Voidborn Invasions that target a player sector. They trigger at slightly different times in competitive and cooperative or solo game modes.

COMP

In competitive games, they trigger as the first step of the Evaluation Phase of each Cycle.

CO-OP/ SOLO

In cooperative games, they trigger as the first step of the Evaluation Phase of each Cycle, as well as at the end of your turn due to War Alert cards and some penalties on Crises.

During a Skirmish, the **Voidborn** will **invade** one of your **sectors** with Voidborn Fleet Power equal to the number of **Corruption** on your **Civilization tracks** and **Agenda slots** (and **not** your sectors). The Voidborn Fleet Power is taken directly from the common supply, not from any sector on the map. It does not matter how much Voidborn Fleet Power is currently on any of the sectors.

The participating Fleet Power may be **modified** in the following ways:

- **Add 1** if the Skirmish is during the Evaluation Phase of Cycle 2 (2) and 3 (3).

CO-OP/ SOLO

- Add or subtract the value under the Skirmish icon on the Crisis card, War Alert card, and Crisis board (whichever you are currently resolving).

Use the following procedure to select the **target** sector where the Voidborn invades:

A The Voidborn can only target sectors that are **adjacent** to a Voidborn sector and it never attacks your Home sector.

- Sectors with no Fleet Power on them are **not** Voidborn sectors.
- It also **never** targets sectors immune to Voidborn Fleets.
- If a Harbinger is on the edge of a sector or adjacent to a sector, that sector is considered to be adjacent to a Voidborn sector.

B If there are multiple targets, it prefers the sector where it would **win** or can achieve a **tie.** Calculate this for each target, using the usual Combat rules.

C If there are multiple targets, it prefers to target a sector where you would be forced to **recall the most Fleet Power** during Combat.

If multiple, equally preferred targetsectors still exist, it selects:

1. A Pure one, if possible;
2. The one with the highest Population (amongst multiple Pure sectors);
3. The one with the most Guilds (amongst those of equal Population); then
4. Randomly (amongst those tied in the previous steps).

! Note: If a Skirmish triggers in the Evaluation phase, everyone selects their target sectors first in Turn Order.



Example: A Skirmish triggers in the Evaluation Phase of Cycle 3. Assume you have no Technologies relevant to Combat. You have 2 Corruption on your House mat (1), (2), plus you add 1 because you're in Cycle 3, making the total participating Voidborn Fleet Power 3. There is a Voidborn sector on the bottom (3). Your top left sector (4) is not adjacent to it. Your bottom left sector (5) is also your Home sector, an invalid target. The only two adjacent and valid targets are your middle sector (6) and your rightmost sector (7). In both cases, you have to calculate a Combat beforehand. In the middle sector, the Voidborn wins, because it would invade with 3 against 2. In the rightmost sector, you would tie, because after your Sector Defense damages 1 Voidborn Fleet Power, you both have 2 Fleet Power left. Since it would win or tie in both sectors, check where it would force you to recall more Fleet Power: 2 in both sectors. Since that is also equal, check further: both sectors are Corrupted, but the rightmost sector (7) has a Population of 4, which is higher! The Skirmish target is therefore your rightmost sector. The Voidborn invades it with 3 Voidborn Fleet Power (8) –that you take from the common supply–and you resolve the Combat, which results in a tie and you abandon the sector.

Resolve Combat normally (including possibly triggering Technologies that are relevant as the Defender). If the Voidborn **wins** or achieves a **tie,** resolve the **outcome** following the rules of Invader victory: Voidborn Skirmish or the Combat ties on page 27.

SKIRMISHES ON WAR ALERT AND CRISIS CARDS

You'll find Combat abilities on War Alert cards and on Crisis penalties that the Voidborn side gains during the corresponding Skirmish.

Some Skirmish effects will show an additional instruction, which triggers if you have successfully defended the sector, meaning you do not lose it as a result of the Skirmish. This is typically negative—very rarely a positive— for you. If the participating Voidborn Fleet Power is 0, it is still considered a successfully defended Skirmish, and you must resolve the effect.

When you must place 1 Voidborn Fleet Power or a Sector Defense in an **adjacent Voidborn sector,** you must first try to select a sector adjacent to the Combat sector. If there is no such sector, place it on any Voidborn sector on the map (if able).

HARBINGERS

Harbingers are former members of House Novarchon, perverted and mutated in the service of the Voidborn, for whom they act as scouts and gatekeepers. Harbingers can be in a few places:

- On a sector tile's edge (in this case, it cannot be interacted with during the entire game);
- On a Wormhole sector (it cannot be interacted with);
- On a sector tile, usually sharing it with Voidborn Fleets;
- On the Crisis board blocking one of the spaces of either the Military or the Economic Crisis row.
- In the common supply.

When you **place a Harbinger** on a sector, take it from the common supply and place it on a Voidborn sector adjacent to one of your sectors. If there are multiple such sectors, you must choose one that does not yet have a Harbinger. If there are no Voidborn sectors adjacent to you or no Harbingers remain in the common supply, you may ignore this instruction.

When you **remove a Harbinger,** you can select any one from the Crisis board or a sector, and return it to the common supply.

CRISIS BOARD

The Crisis board shows two rows of card spaces:

- The Military Crisis row on the top and
- The Economic Crisis row on the bottom.

Each space can have either one **Crisis** or one **Harbinger** occupying it. The leftmost space of the Military Crisis row that is unoccupied (having no Harbinger and no Crisis present) shows the current Voidborn Fleet Power value that is relevant in Skirmishes. The leftmost space of the Economic Crisis row that is unoccupied (having no Harbinger and no Crisis present) shows various resources.

If you successfully **invade** a sector with one or more Harbinger(s) present, move the Harbinger from the sector to one of the Crisis rows of your choice. When a Harbinger is placed on a row, move every other Harbinger and Crisis one space to the right. If this causes a Crisis or Harbinger to fall off the right edge of the row, discard it and place a **Catastrophe token** on a Catastrophe space of the Crisis board.



Example: You have successfully invaded a Voidborn sector with a Harbinger on it. Now, you must move it to one of the Crisis rows. If you move it to the Military row 1, it would slide all Crisis cards and would make one Crisis fall off, triggering a Catastrophe. To avoid it, you move it to the Economic row 2, sliding all Crisis cards to the right.

When removing a Harbinger from the Military or Economic Crisis rows, slide all remaining Harbingers and Crisis cards right of it one space to the left to close the gap.

SAFE HAVENS

Safe Havens are hidden refuges across the Domineum where people escaping the Voidborn can settle. These are represented by Safe Haven tiles next to the map. Each Safe Haven has 2, 3, or 4 levels that players can build.

When you build one level of a Safe Haven, you may place 1 **Inactive** Fleet Power on the bottommost empty space of a Safe Haven tile.

If you have no Inactive Fleet Power to place, you can deactivate an Active one. If you have no Active Fleet Power, you can recall and deactivate one.



You can immediately build one level of a Safe Haven each time you reach one of the following economic achievements:

- **A** You overproduce (see page 20) **two or more times** in one turn. Each player may only place 1 Inactive Fleet Power each turn this way, but it is possible for a player to do this both on their own turn and someone else's turn in the same round too.
- **B** You enter Tier 4 on either of your Civilization tracks (see page 28).
- **C** In step 2 of the Evaluation Phase (Upkeep), you have a **Pure sector with 6 Population and three or more Guilds.** If you have multiple of these, you can build one Level for each of them in each Cycle.

When the last level of a Safe Haven tile has been built, it is **completed** (otherwise, it remains incomplete). Leave all Fleet Power on the tile. All players may immediately choose a **different** reward out of these 4 options:

- **D** Remove a Corruption;
- **E** Remove a Harbinger;
- **F** Gain 3 resources (in any combination); or
- **G** Deploy 2 Fleet Power.

It's possible to reach the first two economic achievements during the Preparation Phase and the Evaluation Phase by resolving effects on Galactic Events. Consider the Preparation Phase and the Evaluation Phase as separate turns when you count the times you overproduce.

CONSUMED TECHNOLOGIES

Consuming a Technology is a special Crisis penalty that represents how the knowledge of the Novarchs can forever be lost due to the Voidborn's corrupting influence.

When you consume a Basic Technology, select one Technology from the tableau **showing Influence,** if possible, and place it next to the Crisis board.

When you consume an Improved Technology, take the leftmost card from the Galactic board instead. If the Galactic board has no Technologies on it or the Improvement Block tile is still present, this Crisis penalty cannot be resolved (forcing you to choose another option with which to deal with the Crisis, as explained on page 11).

Consumed Technology cards are no longer available, and are worth Influence points for the Voidborn at the end of the game.

COMBAT SEQUENCE - DETAILED

This chapter describes the complete Combat sequence focusing on the effects of all Technologies that are related to Combat.

Combat itself is split into two main steps: the **Approach** step and one or more **Salvo** steps. Each Salvo step is resolved in the same way, but some Technologies only take effect in the first Salvo step.

APPROACH STEP

Before any Damage is dealt, each of the **Invader**'s Carrier Fleet Powers may deploy 1 Corvette Fleet Power in the Combat sector. These Corvette Fleet Powers are immediately present in the Combat and can take Approach Damage as normal. Carriers deploy the permitted Corvettes even if they themselves are immediately recalled afterwards in the Approach step.

The Invader and the Defender deal Approach Damage **simultaneously.**

The **Defender** may deal **Approach Damage** in the following ways:

- Each Sector Defense and Starbase they have in the Combat sector deals 1 Damage;
- Each Sentry Fleet Power deals 1 Damage;
- If they have *Improved Deep Space Missiles* and have one or more different sectors with a Starbase or Shipyard adjacent to the invaded sector, they deal 1 or 2 Damage respectively; and/or
- If they have *Basic* or *Improved Energy Cells* and deal at least 1 Damage in the Approach step by any of the above means (regardless whether it was absorbed or not), they deal 1 additional Damage.

Each Fallen House card shows two Sector Defenses. When you invade a Fallen House sector, these defenses fire in the Approach step as normal. If you survive this step with at least 1 Fleet Power, the Fallen House capitulates, allowing you to free them from the Voidborn's grasp, and they gratefully join your side (see page 26).



The **Invader** may deal **Approach Damage** in the following ways:

- If at least 1 Destroyer Fleet Power is present and they have the *Improved Destroyers* Technology, they deal 1 Damage;
- If they have *Basic Deep Space Missiles* and have a Shipyard or a Starbase adjacent to the Combat sector and spend 1 Energy, they deal 1 Damage; and/or
- If they have *Improved Deep Space Missiles* and have one or more different sectors with a Shipyard or a Starbase adjacent to the invaded sector, they deal 1 or 2 Damage respectively.

The **Defender** may gain **Approach Absorption** in the following ways:

- If they have *Improved Shields* and they have at least 1 Corvette Fleet Power present, they gain 1 Absorption.

The **Invader** may gain **Approach Absorption** in the following ways:

- If they have *Improved Shields* and they have at least 1 Corvette Fleet Power present, they gain 1 Absorption;
- Each Dreadnought Fleet Power they have provides 1 Absorption;
- If they have *Basic* or *Improved Autonomous Drones* and they return a Trade token to the Galactic board, they gain 1 Absorption; and/or
- If they are using the *Bombard* action of the *Uplift* Focus and have spent Materials, they gain 1 Absorption per 3 Materials spent.

SALVO STEP

At the beginning of each of the Salvo steps, calculate each side's **Initiative** by adding up the Initiative provided by the following:

- Each Corvette, Destroyer, Dreadnought, and Carrier Fleet Power adds 1 Initiative;
- If at least 1 Dreadnought Fleet Power is present, they add 1 Initiative;
- If at least 1 Destroyer Fleet Power is present, they add 1 Initiative for the Invader;
- Each Sentry Fleet Power adds 1 Initiative for the Invader and no Initiative for the Defender;
- The *Basic Targeting* Technology adds 5 Initiative if at least 1 Corvette Fleet Power is present; and
- Each Voidborn Fleet Power adds 1 Initiative—essentially as if it was 1 Corvette Fleet Power.

If one side has *Improved Targeting* and they still have at least 1 Fleet Power remaining that provides any Initiative, then that side is always considered to have the higher Initiative.

Whichever side has the higher Initiative deals 1 Damage to the other side, if it has at least 1 Initiative. **Then, the opposing side deals 1 Damage to the first, if it has at least 1 Initiative left** after suffering the previous Damage.

If the two sides have equal Initiative, they deal 1 Damage each, **simultaneously.**

The **Defender** may deal additional **Salvo Damage** in the following ways:

- If they have *Basic Torpedoes* and have at least 1 Corvette Fleet Power present, they deal 1 additional Damage in the **first** Salvo step; or
- If they have *Improved Torpedoes* and have at least 1 Corvette Fleet Power present, they deal 1 additional Damage in **each** Salvo step.

The **Invader** may deal additional **Salvo Damage** in the following ways:

- If they have *Basic Torpedoes* and have at least 1 Corvette Fleet Power present, they deal 1 additional Damage in the **first** Salvo step;
- If they have *Improved Torpedoes* and have at least 1 Corvette Fleet Power present, they deal 1 additional Damage in **each** Salvo step; and/or
- Each Destroyer Fleet Power they have deals 1 additional Damage in the **first** Salvo step.

The **Defender** may gain **Salvo Absoprtion** in the following ways:

- If they have *Basic* or *Improved Shields* and have at least 1 Corvette Fleet Power present, they gain 1 Absorption;
- Each Dreadnought Fleet Power they have provides 1 Absorption; and/or
- Each Carrier Fleet Power they have provides 1 Absorption.

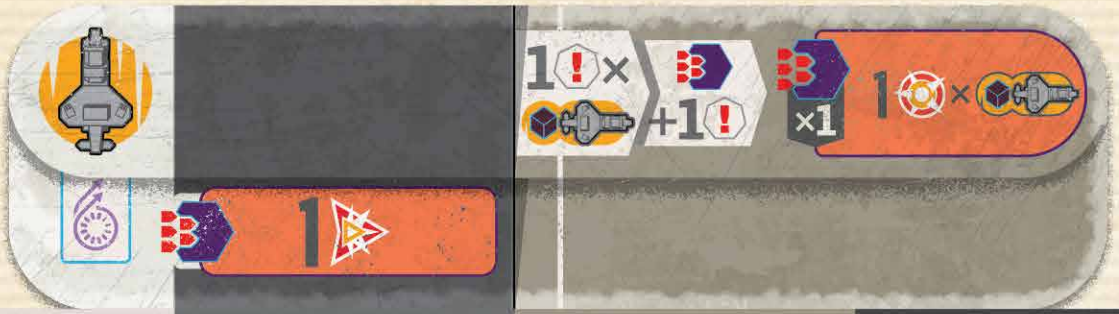
The **Invader** may also gain **Salvo Absoprtion** in the following ways:

- If they have *Basic* or *Improved Shields,* they gain 1 Absorption;
- If they have *Basic Autonomous Drones* and they choose to return a Trade token to the Galactic board, they gain 1 Absorption;
- If they have *Improved Autonomous Drones* and they choose to return a Trade token to the Galactic board, they gain 2 Absorption (which can be used in different Salvo steps); and/or
- If they are using the *Bombard* action of the *Uplift* Focus card and have spent Materials, they gain 1 Absorption per 3 Materials spent.

If at the end of a Salvo step, both sides still have Fleet Power present, perform another Salvo step (as many times as necessary). An Absorption used in one step cannot be used in another step. Initiative is always recalculated at the start of each Salvo step.

FLEET TYPES

Each Fleet type has its own token, and each Fleet type other than Corvette requires a correspondingly named Technology in order to deploy it. The Improved version of the same Technology usually improves a value or an ability of the same Fleet type. Each Fleet type has a corresponding Combat tile that shows a summary of its Combat abilities.

FLEET TYPE	APPROACH STEP	SALVO STEP(S)	FLEET POWER LIMITS
			
CORVETTE	-	1 Initiative per Fleet Power	3 Fleet Power per Fleet token
			
SENTRY	**Defender:** 1 Damage per Fleet Power	**Invader:** 1 Initiative per Fleet Power **Defender:** 0 Initiative	3 Fleet Power per Fleet token
			
DESTROYER	-	1 Initiative per Fleet Power **Invader:** +1 Initiative (not per Fleet Power) **Invader:** +1 Damage per Fleet Power	3 Fleet Power per Fleet token
IMPROVED DESTROYER	**Invader:** 1 Damage (not per Fleet Power)		
			
DREADNOUGHT	**Invader:** 1 Absorption per Fleet Power	1 Initiative per Fleet Power +1 Initiative (not per Fleet Power) **Defender:** 1 Absorption per Fleet Power	1 Fleet Power per Fleet token
IMPROVED DREADNOUGHT			3 Fleet Power per Fleet token
			
CARRIER	**Invader:** Deploy 1 Corvette Fleet Power per Carrier Fleet Power at the beginning of the Approach step	1 Initiative per Fleet Power **Defender:** 1 Absorption per Fleet Power	1 Fleet Power per Fleet token
IMPROVED CARRIER			3 Fleet Power per Fleet token

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 effects **once** for the combined Corvette Fleet—not once per Power—and all except *Improved Targeting* apply only if there is **a Corvette Fleet** present on your side.

TECHNOLOGIES	APPROACH STEP	SALVO STEP(S)
		
TARGETING	-	+5 Initiative
IMPROVED TARGETING		Guaranteed first shot (regardless of Fleet type present)
SHIELDS	-	1 Absorption
IMPROVED SHIELDS	1 Absorption	
TORPEDOES	-	1 additional Damage in first Salvo step
IMPROVED TORPEDOES		1 additional Damage in each Salvo step

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…and the 29 Commanders!

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PROTOTYPES
Viktor Csete

CRUCIAL DEVELOPMENT ADVICE
Anthony Howgego, Kieran Symington, Frank de Jong, Martin Butcher, Robin Hegedűs, Jace Ravensburg, Richárd Ámann, Noralie Lubbers

TABLETOP SIMULATOR MODULE
AgentElrond

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We wholeheartedly thank all of our Backers on Kickstarter!
Voidfall would be lost in the Void without you!


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