EMPIRES OF THE VOID by Ryan Laukat
FAQ compiled and edited by Joshua Jones ("squash" on BGG)

COMPONENTS

The back of the box mentions 85 cards in the game. I have 72 cards. Which is correct?
---The number on the box is an error - you have the correct amount.

The rules say that there are three Infestors in the game. I had components for four. Which is correct? Should the Parasites of Sreech player be limited to three Infestors?
---Yes, they should be limited to three. The fourth Infestor is extra. (There are also other extra ship tokens that will be used with future promo/expansion races.)

The game has some blank technology tokens with no description on them. What are they used for?
---They are simply extras, with no current in-game use.

I noticed when looking at the components that there are 12 home planets and the box includes 9 races. So I guess we can assume that there will be three more eventually in an expansion?
---The extra planets in the game will be for three races available online for free download this year, or for promos you will be able to get at conventions and other places. The eventual expansion will have four more races with other planets.

I noticed that there are a few extra ship tokens in the counter sheets: two yellow "Moth" ships (the six other Moth ships are green), two Grey "Diplomat" ships, and two Pinkish "Centipede" ships (which are on bigger counters than the player ships). Are these just extras because there was room on the punchboard and they'll be useful later, or am I missing something about how they are used now?
---The extra ships will be used in future alien promos.

SETUP

Errata: Step 5 should read: Put the four Player Turn Order tokens face down. Each player draws one token. The player with the "Player 1" token is the first player. Put the remaining Turn Order tokens in the box.

Unofficial alternate setup order: Rather than follow steps 1 through 9 in sequence, change the order to 1, 5, 6, 7, 8, 4, 2, 3, 9 so that players can set up their player boards at locations on the table that are close to where their home worlds end up.

Unofficial variant shorter game option: Use all three score cards, but in the initial event deck setup place three event cards on the A score card, two event cards on the B card, and one event card on the C.

There are three possibilities for determining turn order each round. Basic rules: The first player is determined randomly and then play proceeds clockwise for the remainder of the game. Advanced rules: Turn order proceeds in order of the player controlling the most planets to the player controlling the fewest. FAQ rules: The "Player 1" token is passed to the player to the left at the beginning of each round, and then play proceeds clockwise. Which is the designer's preferred method?
---Personally, I think the advanced rules are best for two players, but for everything else I like the FAQ rules. It depends on how much time you want to spend figuring out turn order. I like to spend as little time as possible. Both options work great though.

BUILD

During the Pre-round Phase, if two players have the ability to build the same type of alien ship, who gets to build first?
---The player that owns the planet builds first.

Are the planets' special ships built at their native worlds or in the home worlds of the controlling players?
---Ships are always built on your home world unless you have a Space Port, in which case you can build one ship per turn at the location of the Space Port. When you ally with a neutral planet, they are teaching you HOW to build the ships; your production facilities are still at home.

I know that there is no player elimination, however how does the Build phase work if you don't have a home planet? Do you place your ships on the world that you do not own?
---Yes, you place your ships on the world that you no longer control. (Remember that this does not result in a battle immediately taking place, since Attack is a separate action. The player controlling the newly-built ships could potentially move them away without a battle taking place if they do not wish to attempt to regain control of the home world right away.)

RESEARCH TECHNOLOGY

You're allowed to trade goods and diplomacy cards when researching. Are you allowed to trade one for another, or mix and match, or throw in some money, non-attack agreements, or restricted ships?
---All those things are allowed except for trading ships.

I may work out a deal to use another player's trade good. If I do, can they also still use that same good in the same turn, or since they traded it can they no longer use it that turn?
---They can use it too. It's never "exhausted" – you're simply giving the player a one-time access to that particular good.

Conceptually, what are goods exactly? Specifically, do they have a quantity or do you simply control a good if you conquer or are allied with the right planet? If the latter, how does trading controlled goods work? That is, if you trade the control of a good is it for one turn or for the duration of the game? Can you share the control of a good? Are the trading ground rules meant to be flexible here?
---Goods are natural resources that are available only on specific planets which are a prerequisite for researching certain technologies. They do not have a quantity. They are simply available to players who have conquered, or allied with, the associated planets. If a player wishes to research a technology but does not control a planet with the required good, s/he may ask a player who *does* control a planet with the required good for the favour of a one-time use of that good in order to research the technology. Of course, the player with the good is only likely to grant this favour in exchange for something useful, such as a credit or two, a culture card, an on-board peace agreement, a beer, etc. If this exchange is agreed upon by both players, no physical exchange of the good actually takes place. Rather, you have to imagine that the player offering the good is giving a small amount of that resource to the other player in order to create the desired technology. Offering the use of the good to one or more other players does not prevent the controlling player from using it for his/her own tech research that turn, and on the flip side, the players receiving the favour only have the good available to them for the creation of a single technology, not for the rest of the game. (Thus, they would have to work out further deals if they wished to use that good again in the future.)

EVENT CARDS

Unofficial variant option: Rather than drawing the event card after the Pre-Round Phase, draw it prior to the start of the Pre-Round Phase in order to allow players to potentially prepare for a negative event.

Where do ships go when board hexagons rotate?
---Ships move with the rotating hexagon unless it would place them in an asteroid field.

Imagine this scenario: Player A has conquered Bindok II when "**Distress call from Bindok II**" is played. Can player B, instead of attacking the invaders, attack the fleet of Player A which is on Bindok II and liberate the planet that way? After defeating Player A's fleet, can Player B play a peaceful diplomacy card to ally himself with the planet? What would happen to the distress signal token and card in that case?
---Player B can attack Player A's fleet, but it would not result in taking control of the planet because player A does not control the planet. Technically, the unknown invaders control the planet.

Player A was allied with Emrok. Player B conquers Emrok. "**Distress Call from Emrok**" is played. Player C defeats the invaders. In this case, which player is the ally, and who controls the planet?
---"Distress Call" makes the owning player lose control of the planet (the Distress Call token is placed on top of the player control tokens). So player B loses control until he can defeat the invaders. If player C came in to defeat the invaders, he would control of the planet and be the new ally.

Player A is allied with Emrok. "**Distress Call from Emrok**" is played. Player B defeats the invaders. I assume player B now becomes the ally and player A is kicked out?
---Yes, player B is now the ally and player A loses allied status.

Is it correct that if one player is already allied with Corra, the second phrase of the "**Rebellion on Corra**" card has no effect?
---That is true.

When the "**Tan Lock Radical Sect Captures Ambassador**" event is played, can other players attempt to make the diplomacy roll to rescue the ambassador even if another player is already allied with Tan Lock?
---Yes, they can.

The "**Tan Lock Radical Sect Captures Ambassador**" event card comes up. Player 1 holds Tan Lock as an ally at the beginning of the round but has no Mysterious diplomacy cards. When do the other players get to attempt the diplomacy on this event card? And how do players do the diplomacy attempt (do they have to have a Diplomat at the planet, or can they make the check from anywhere)? Also does the check require an action? Does this resolve on each player's turn, or before they start individual turns after the event phase?
---The "Tan Lock Radical Sect Captures Ambassador" event is treated like a normal diplomacy action. Any player may attempt the diplomacy roll on his turn, even if he does not control the planet. You must have a Diplomat in orbit, and the appropriate cards. It requires an action. Even if a player is allied with the planet and you successfully rescue the Ambassador, you are now allied with the planet and the former owner loses allied status. The event is in effect until it is resolved.

MOVE

Are the half circles on the edges of the map hexes playable spaces?
---Yes, ships may move on the half circles.

ATTACK

Can ships that roll multiple dice when they attack score more than one hit and potentially destroy more than one enemy ship, or do they simply have an increased chance of hitting?
---They can score multiple hits and potentially destroy multiple ships.

How do you initially conquer a neutral planet? Just score one hit?
---Yes, it just takes one hit to conquer a neutral planet. (What's more, if an enemy-controlled planet doesn't have ships of the controlling player at the planet, it doesn't even take an attack roll to conquer it, though you do still have to use an Attack action to take it.)

Can you conquer or ally with a planet if enemy ships are present?
---If it is neutral, yes. If it is controlled by another player and the ships belong to that player, then those enemy ships need to be destroyed in order to take over the planet.

If you have conquered a planet on a previous turn, can you subsequently ally with your own planet if you have now obtained the diplomacy cards you needed?
---No (unless your enemy token is removed by another player's attack or a special ability of the cards).

If I liberate a planet from one player, and the planet is already allied to another player, can I use a diplomacy card to become allies?
---No. Once a planet is allied, it cannot become allies with another player.

Player A is allied with a planet. Player B attacks and conquers that planet, taking the planet card from player A. He cannot liberate the planet because it is already allied with player A, so he conquers it and puts his enemy token on top of player A's ally token. Player C now attacks and would like to liberate the planet, removing player B's enemy token, because he has a diplomacy card that matches the planet type. Could he do so and ally with the planet?
---No. A player cannot liberate and ally with a planet that already has an ally. However, in this example, player C could JUST liberate the planet without allying, removing player B's enemy token and reverting control of the planet back to player A (for example, if player C had made a deal with player A to help free his planet).

When you conquer a planet that someone else has previously allied with through Diplomacy, you put your enemy token on top of the ally token, but who gets what from the planet? Does the conqueror get the usual and the ally the rest?
---The allied player gets nothing. You only get resources from a planet if you control it. The allied player leaves his token there so that if he retakes the planet, he is still allied.

CULTURE

Errata: (Insert this section at the end of the "Culture" action section.) You may take a Culture action if you have reached your hand limit. Draw a card and add it to your hand. Before doing anything else, you must choose one card to discard from your hand to comply with your hand limit.

When I use a Tactic ability with the number 2, do I need the diplomacy card +2 more cards of the same diplomacy type, or does that diplomacy card count in the 2 cards (requiring just 1 more)?
---You only need 2 cards total (that card plus 1 more).

Can a Tactic ability be paid for and then held for use at a later time?
---No.

Player A allies with Emrok. Player B conquers Emrok. Player A uses "**Insurrection**". I assume this kicks player B out, and now player A is the enemy?
---No, because Insurrection does not allow a player to take control of the planet; it only changes a token from ally to enemy. If player A lost allied status and another player controlled the planet, he would have to remove his token from the planet (since only one enemy token is allowed on a planet).

Player A allies with Emrok. Player B conquers Emrok. Player B flies off to do other things, and player A sends a fleet to liberate Emrok. Just before he gets there, player B plays "**Insurrection**", resulting in player A's ally token being removed. Now if player A liberates Emrok, they have to ally all over again.
---True. And similarly, you can play "Insurrection" on an undefended planet, immediately liberate it, and then play a diplomacy card of that planet's disposition, thus allying with it.

With the Tactic "**Peace Talks**", can I become allied with a planet that already has an ally?
--- Once a planet has an ally, it remains allied for the remainder of the game (unless a special ability, event card, or Tactics ability changes that) and may not ally with another player.

If I conquer a planet that an opponent is allied with, can I play 3 Peaceful cards for the "**Peace Talks**" Tactic to flip my enemy token into an ally? If so, I presume that my opponent's ally token is removed?
---Yes, you can do that. Your opponent loses allied status.

Player A allies with Emrok. Player B conquers Emrok. Player B uses "**Peace Talks**". I assume this kicks player A out, and now player B is the ally?
---Yes, player B is the ally and player A loses ally status.

I had two ships on an allied planet and two Peaceful cards in my hand. It's my opponent's turn and he sends over his fleet to my planet using Warp Gates (and thus two of his three turn actions). For his final action he attacks. I use my Peaceful cards to "**Retreat**". He claims that he would then take over my planet since I don't have ships. I counter that he would need another attack action to take it over since he didn't get to actually attack my ships. Who is correct?
---Your friend is right. Playing the Peaceful cards doesn't cancel the attack; it just moves all your ships away. The rules state that when you target the ships, you are also targeting the planet. Moving the ships away AFTER he targets them would remove the ships from the battle, but he is still targeting the planet.

DIPLOMACY

Can I use Diplomacy on a planet that has an ally?
---No. Planets with an ally are not available for the Diplomacy action.

END OF TURN

Errata: (Insert this section just after the "End of Turn" section.) The player with the "Player 1" token passes it to the player on the left. That player is the new first player.

One of the neutral planets has a special ability of "+1 credit." Is that credit given during the end of turn income phase, or when you take over the planet?
---That is additional income given during the income phase.

With the "Capital Cities" mini expansion, if I already have four tokens, may I collect another token and discard one of my previously collected tokens?
---Yes.

SCORING

When scoring for planets, do you count your own home planet also (assuming you control it)? Most of the time it doesn't matter that much, since everyone else is scoring points for the same net gain, but the "New Earth" shows it's worth three VPs (and a credit).
---Yes, make sure to score your home planet each scoring round if you control it!

When you conquer another player's home world, do you earn two VPs at the end of each turn or only during the scoring events?
---Only during the scoring events.

How are the number of VPs awarded for the Galactic Council determined?
---Points are listed on the scoring event cards, for first and second place only (with ties being resolved as stated in the rules). The number of VPs players receive is NOT equal to the number of influence they have – the number of influence is simply used to determine which players are awarded the points listed on the scoring cards.

SHIP CLARIFICATIONS

If I'm allied with a planet that gives me the ability to build a special kind of ship (Moth, Fire Bug, Black Hole, etc.) and lose my ally status later in the game, what become my special ships? Are they automatically destroyed, or do I keep them even if another player builds the same kind of special ships later in the game? How do I differentiate those ships if they are of the same kind and belong to different players? If one player has two Moths and another player has three, how can I tell what ships belong to which players?
---You don't lose your ships, but you cannot build any more of those ships once you lose control of the planet. If two players have access to the same ships, any player not currently allied to the planet should indicate ownership with color circle tokens on the alien ships. And keep in mind that this is pretty rare considering you would have to ally with said planet, lose alliance, and then the new player would have to ally with the planet. Conquering does not give you the ability to build the ships.

Diplomat: Can a Diplomat that is being carried by another Diplomat carry ships?
---No. Ships being carried cannot carry.

Diplomat: Can the Diplomat ship "pick up" and "drop off" ships as it moves, or do the ships it is carrying have to start and end in the same space?
---It can "pick up" and "drop off" as it moves.

Fire Bug: Does the Fire Bug get an attack roll against *each* Starfighter in a sector, or do they roll one attack that can only be assigned to Starfighters?
---They make a single attack roll (one per Fire Bug) before the battle, and any successful hits can only be applied to Starfighters. (They will then still attack during Initiative 2 as usual during the combat.)

TECHNOLOGY CLARIFICATIONS

Detection: How does Detection work?
---It cancels Cloaking. A ship that has Cloaking allows that player to choose which enemy ships to damage with hits (making the Black Hole ships very powerful). By getting Detection, you cancel that ability, allowing you to "screen" your powerful ships with Starfighters or other weaker ships.

Docking Bay: What is meant by "Fighters"?
---That should read "Starfighters".

Docking Bay: Does this allow a diplomat to carry four Starfighters or five?
---With this tech, the Diplomat could carry five Starfighters, or four Starfighters and one Centipede.

Nanotechnology: Does a player need to take a Culture action to get an additional free Culture action, or is it a standalone free action?
---It basically gives you one extra free action (bringing your total to four actions), one of which must be a Culture action. The other three "normal" actions can be anything, including additional Culture actions.

Plasma Drill: If I have the Plasma Drill technology, may I still Mine with one of my three actions (effectively collecting two credits)?
--No, the Plasma Drill still counts as your limit of one Mining action per turn. It basically gives you one free credit per turn without having to use an action to collect it, but you then cannot use the Mining action to collect a second credit.

Space Port: Since the Space Port tokens aren't made in unique race colors, can one race build multiple Space Ports?
---There can be only one Space Port per player since you have to research the tech to build the Space Port. You lose the tech if you lose the planet, although you can rebuild it by researching it again.

Space Port: If you've built a Space Port already and would love to build one on a different planet instead, is it possible to scuttle the Space Port, re-build the tech (as your normal pre-round tech purchase) and place it somewhere else instead?
---No, that isn't allowed. The only way to build it somewhere else is if someone else takes over the planet, thus destroying it.

Tractor Beam: Does the Tractor Beam ship ability stop other players from using a "Retreat" ability in that space?
---Yes, it prevents Retreat.

Tractor Beam: From this tech's rules I can infer that, 1) Enemy ships without the Tractor Beam ability cannot "block" the movement of my ships and I can move my ships into, out of, or even through a space or planet containing enemy ships without instigating a battle (since Attack is a separate action); 2) If an enemy ship with the Tractor Beam ability has one or more of my ships trapped and the enemy ship moves away from the space/planet, my ships are not "dragged along" with the enemy's Tractor Beam, but remain on the space/planet and are once again free to move; and 3) If one or more of my ships is trapped in an enemy ship's Tractor Beam, my trapped ship(s) may initiate an Attack action in an attempt to destroy the ship with the tractor beam and thus free themselves up to move again. Does that all sound right?
---Right!

Warp Gates: Can a ship be carried and also move in the same Warp Gates action?
---No.

Warp Gates: May I use the Warp Gates' "Move All Ships" action twice if I have an extra Move action?
---No, you are limited to using Warp Gates once per turn.

Warp Gates: Can a player spend extra Move actions (such as those gained by the Narkani's ability or by allying with certain alien worlds) to trigger his Warp Gates technology?
---Yes, extra move actions can be used for the Warp Gates' "Move All Ships" action, but you are limited to one Warp Gates action per turn.

<u>RACE CLARIFICATIONS</u>

7th Academy of Eehg: Can their "-1 tech cost" ability reduce the cost of techs to 0? And can it stack with the Ceeth's -1 to tech cost special ability?
---Yes and yes. It can reduce a tech's cost to 0 (keeping in mind that you can only research one new tech per turn), but it would never *give* a player credits for researching a tech!

Arcura: What is a "conquer roll" (Arcura special ability) - a roll against a neutral planet, against a controlled planet, or against ships of a player on a planet?
---A roll against a neutral planet.

Beta Com: What constitutes a "successful battle"? Is it each time a ship hits, or each time an Attack action is taken? If the latter, what must the outcome be for it to be successful - all the enemy ships destroyed?
---To "win a battle", you must destroy all of an opponent's ships on the space where the Attack action is taking place. That ability only applies when there are enemy ships present. It is not considered "battle" to successfully roll against a neutral planet.

Collective Five: They gain a VP every time they take a Peaceful planet. What happens if they lose that planet to an opponent and later take it back again? Do they get a point again?
----Yes, that's correct. You gain a VP even if you are conquering the same Peaceful planet a second time.

Collective Five/Nomads of Earth: Why do the Collective Five and the Nomads of Earth state 5 credits per turn/3 credits per turn on the text in the player cards?
---They have it listed to bring attention to the fact that the race takes in more/less credits per turn than is usual. Standard income is 4 per turn, but I wanted players to take note of the fact that the Collective Five income is 5 and the Nomads of Earth income is 3 in the ability section.

Emrok: The Emrok minor race ability is "+1 credit". But the Phin give owning players two credits according to the card. So how is the Emrok ability different?
---Emrok is different because you must be allied to the planet for the extra credit since it is a special ability.

Kingdom of Roth: If they can hold four cards, why does the Crystalic Fusion tech allow players to hold four cards?
---All the races have the same techs. However, Roth's ability isn't to hold four cards, but to hold +1 card, so if they get the Crystalic Fusion tech which gives the hand limit of four, Roth gets a hand limit of five. If they then get Cybernetics, their hand limit becomes six.

Kingdom of Roth: Their special ability is, if you conquer a Peaceful or Scholarly planet owned by an opponent, that planet becomes your ally. So let's say for example that Collective Five is allied with Bindok II. Kingdom of Roth fights and successfully conquers Bindok II. Bindok II is now allied with Kingdom of Roth. Does Collective Five lose ally status and Kingdom gain ally status (making this a very powerful ability), or does Collective Five also keep their ally token on Bindok II, allowing both races to get the planet's benefits?
---Only one player may be allied with a planet at a time, so in this case, Kingdom of Roth would be allied with the planet and Collective Five would lose allied status. It is a powerful ability, but it has very specific requirements, so will most likely only be used once per game.

Mining Guild of Astra (promotional/expansion race)**:** I just wanted to clarify that I understand this race's special abilities correctly. During the pre-round phase you pick a good and every player collects one credit at the end of the round for each good they have of that type (sort of a benefit for all players but should benefit the Mining Guild slightly more). During a scoring phase, for every two goods of a type that the Mining Guild owns, that player collects a VP.
---Yes, that's right, except players collect credits at the end of their turns.

Narkani Alliance: Do the Narkani Alliance start with the Centipede tech, or just one Centipede ship?
---They start with one Centipede ship, but not the technology.

Narkani Alliance: Is the "+1 move action for 1 credit" ability limited to once per turn, or can it be used multiple times?
---It is limited to once per turn.

Nomads of Earth: This race lists Terraforming as a starting tech. The rules state that when they research Terraforming they flip the Earth token to New Earth. From this rule I've come to the conclusion that they start with the token but it's not researched (as opposed to 7th Academy of Eehg, who seem to start with Subspace Scan researched and ready to use). However, I can't figure out exactly what the grey circle on the Terrafroming token that says "Any 3 goods" means. Does this simply mean I must control three other planets and pay the three credits, or are goods tangible things like cards/credits?
---Just like with the special tech for the Parasites of Sreech, this one must be researched before it can be used. The "any three goods" refers to planet resources (the coloured symbols that some techs have as a prerequisite before they can be researched). These must be three different goods, acquired either through controlling planets and/or through trade with other players.

Pirates of Cidran: How does the Pirates of Cidran Diplomacy ability work?
---You may spend as many credits as you want. Each spent credit adds one to the Diplomacy die roll. You may choose to add after the roll.