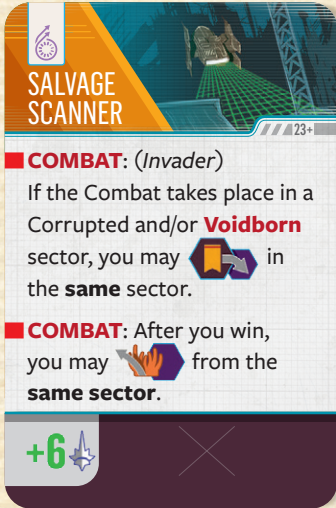


Voidfall Errata and Clarifications

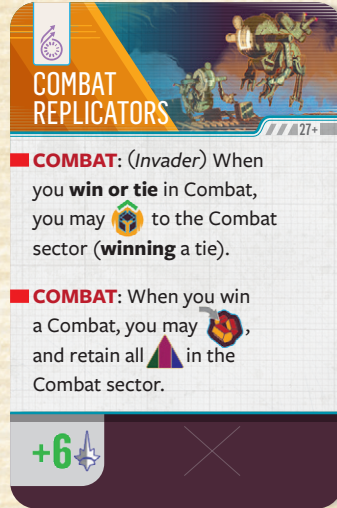
CARD EFFECTS

TECHNOLOGY CARDS



IMPROVED SALVAGE SCANNER

Second ability (removing Corruption) should only work as an **Invader**.



IMPROVED COMBAT REPLICATORS

Second ability (Bounty and retaining Installations) should only work as an **Invader**.

HOUSE FOCUS CARDS



KRADMOR TEMPTATION

Foresee effect divider should be **“and/or”** (green “+”)



SHIVEUS CRUSADE

Exterminate effect divider should be **“and”** (green “+”)

CRISIS CARDS



SCIENTIFIC BREAKTHROUGH 31

Penalty right side should say:
"Place Sector Defense in **adjacent**
Voidborn Sector"



HIDDEN NOVARCHON RICHES 53

Penalty right side should say:
"Place Sector Defense in **adjacent**
Voidborn Sector"

HOUSE MATS

HOUSE ABILITY

You gain 2 Fleet Power at the end of each
Cycle but your Upkeep is 2 higher.

ASTORAN (BACK SIDE)

Ability description should say:

"You **activate** 2 Fleet Power at the end of each
Cycle but your Upkeep is 2 higher."

ICONS



"Place Harbinger in adjacent
Voidborn sector"

The icon should directly communicate that
the sector is **Voidborn** and **adjacent**.

Affected components:

Crisis card 62 - Hold Your Ground

Crisis card 65 - Saving Grace

Galactic Event card 3J - Final Breath

Rulebook, page 34

RULEBOOK

PAGE 8

STEP 5/a

When you have to skip the "entire instruction", **only do it for the sector in question**. For instance, if two sectors are affected by the text box and the first sector can fit all components, but the second cannot, only skip placing the components for the second sector.

PAGE 13

THE VOID ADVANCES STEP

If the current Alert card is a Situation and your current Crisis was resolved earlier in your turn, **skip this step** (it is not optional to skip).

PAGE 22

THE VOIDBORN FLEET POWER LIMIT RULE

The rule does not apply when the Voidborn is invading one of your sectors during a **Skirmish**. The invading Voidborn army may have more Fleet Power than the limit of the sector.

PAGE 30

TRADE TOKEN EXAMPLE, STEP 1

You take the token from the **3rd** space from the top (not the 4th).

PAGE 32

GAINING AN AGENDA, STEP 2/A

The text "take one of the visible Agendas" suggests there is more than one Agenda visible from the selected type. Only 1 Agenda is visible from the selected type.

PAGE 33

SKIRMISH RULES

The text in the lower Co-op/Solo box should say: "When you add or subtract the value under the Skirmish icons in Co-op/Solo, you must always add whatever you find on the Crisis board and also add what you find either on the War Alert card or the Crisis card."

A bit below: "When the Voidborn try to invade with 0 Fleet Power, they will **automatically lose** the Combat."

GLOSSARY

PAGE 9

JOINT POLITICS FOCUS, PREVAIL

The ability description should be phrased in the same manner as other similar abilities: Choose another player: one of you invades a sector; the other gains a Trade token.

PAGE 9

JOINT REINFORCEMENT FOCUS, ACCELERATE

The text should say "a **Sector Defense**" instead of "an Installation".

PAGE 20

FENRAX H11-B STARTING AGENDA CARD

The second and third scoring conditions should be different to reflect the actual card: Gain **2 Influence** for each of your Pure sectors with one or more Shipyards or Starbases; Gain **1 Influence** for each 3 Fleet Power in your Pure sectors. The Fleet Power can be in the same or different sectors.

PAGE 21

YARVEK'S ABILITIES

Bounty and Reclaim tokens can be used specifically in the Selection and Actions steps of your turn, not "any time".

PAGE 26

DECONTAMINATION CHAMBERS TECHNOLOGY

The list of specified places are wrong in the sentence "When you are instructed (by a Galactic Event, Crisis condition or Crisis penalty) to gain a Corruption specifically on your House mat, Agenda slot, or House mat, you cannot choose to place it here". The specified places should be "**your sectors, House mat, Agenda slots, or Civilization tracks**".

PAGE 33

SKIRMISH EXAMPLE, STEP 4

The top left sector should have **1 blue Fleet Power** (otherwise it's not player controlled).

PAGE 29

TACTICAL TRANSPORTS TECHNOLOGY

The Basic Permanent ability should allow you to activate 1 Fleet Power **and/or** deploy 1 Fleet Power in that sector (not forcing to do both, saying "and").

The Improved Permanent ability should allow you to **deploy 2** Fleet Power (instead of 1) when playing Conquest Focus. This is an improvement compared to the Basic ability.

PAGE 34

GALACTIC EVENT 1C REMNANTS OF THE DOMINEUM

The top objective should allow you to remove a Corruption **and/or** move a Corruption (not forcing to do both, saying "and").

PAGE 34

GALACTIC EVENT 1F TIME OF RECKONING

In the second objective, gain **two**, not three Bounty tokens.

PAGE 36

GALACTIC EVENT 2B STRENGTH IN NUMBERS

The bottom objective should require you to have a total Upkeep of **4 or lower** (not 6 or lower).

PAGE 37

GALACTIC EVENT 2J GROWING MENACE

The top and bottom objectives can **both** be evaluated by the same player (blue divider box should say "**and**" instead of "or").

PAGE 36

INVADER'S SALVO ABSORPTION

The part about the *Shields* Technology should state that they only gain 1 Absorption if there is at **least 1 Corvette Fleet Power present**.

PAGE 39

GALACTIC EVENT 3G WIND OF ANNIHILATION

The bottom text box's description has two typos: You should be able to advance on a Civilization track "**and/or**" increase a Pure Population; You should be able to **deploy up to 3 Fleet Power**.

PAGE 39

GALACTIC EVENT 3J FINAL BREATH

When choosing from the 3 options in the instruction text box, if neither option is possible for a player, they then may ignore it, but only then.

When choosing the option to "place a Harbinger" it has to be on an adjacent Voidborn sector, if possible (following "place Harbinger on adjacent Voidborn sector" rules, Rulebook, page 34).

The top and bottom objectives cannot both be evaluated by a player, the "and/or" divider should be "or".

PAGE 45

CRISIS 62 HOLD YOUR GROUND

Penalty should be: Place a Harbinger on an **adjacent** Voidborn sector and resolve a Skirmish.

PAGE 45

CRISIS 65 SAVING GRACE

Penalty should be: Place a Harbinger on an **adjacent** Voidborn sector and resolve a Skirmish.

TRAY MANUAL

LEVEL 1 TRAY LID

Step 6 (House boards, Galactic board, Crisis board, House mats) should be the last step in the process, after Step 10 (Improvement Block tile).

LEVEL 2 4 PLAYER TRAYS

The Resource dial color should be dark gray for the Science dials and light gray for the other dials.

LEVEL 3/3 HOUSE TRAYS

In the list of House Focus cards, Nervo and Kradmor should have 2 House Focus cards instead of 1.

LEVEL 3 BASIC COMPONENTS TRAY

Here the lid of the Basic Components tray is not shown. You should always keep the **Agenda board** in this lid (during both packing and gameplay).

LEVEL 3 2 COMMON SUPPLY TRAYS

The footnote at the bottom of the page should tell you to divide the components into the two Common Supply trays (not the “Generic” trays).

COMPENDIUM

PAGE 16

SETUP, STEP 9/B

You should **shuffle** the face-down draw deck of Fallen House cards.

PAGE 28

DARKEST HOUR SOLO MAP

The scenario should feature **1 Safe Haven with 3 spaces** (instead of 2 Safe Havens with 2-2 spaces each).

PAGE 68

THROUGH ALTERED SPACE 3-PLAYER MAP

The 3 Wormholes in the middle should have 1 Harbinger each, so it's consistent with the 2-player version of the scenario.

ICON REFERENCE SHEET

The “Produce the same resource type” icon does not exist in the game.

FAQ

I have to face a Skirmish during Cycle 2 or 3 of a co-operative game. Do I add the +1 Voidborn Fleet Power from the Galactic board?

Only if you're processing the Skirmish that happens during the Evaluation phase of Cycle 2 or 3. (Rulebook, page 33)

Can I select a different Trade bonus when getting a Trade token?

Yes, select one of the Trade bonuses next to the space where you took the Trade token, or next to any space below it. (Rulebook, page 30)

Can I use a Trade token or Agenda on the same turn that I got it?

No, you can use it starting from your next turn. (Rulebook page 30 for the Trade token, rulebook page 32 for the Agenda)

Do I have to use the extra damage of the Destroyer in the first salvo step?

There is no benefit in not dealing the damage as soon as you can.

Do I pay resources using the left or the right dial?

Use the right dial (stockpiles) to pay (rulebook page 17)

Why do we need to check for cracked glass on Fallen House cards in step 9/d on page 16 of the Compendium?

The Fallen Houses with cracked glass have combat-oriented Technologies. This is the way to guarantee a balanced availability of Technologies in a co-operative game.

When I get the possibility to deploy a Fleet Power, does it need to be in sectors with a Shipyard?

No, you are only restricted to Shipyards when instructed to do so, for instance using the Reinforcement Focus. (Rulebook, page 21)

Do Corrupted sectors still produce resources?

Yes, the only restrictions for corrupted sectors are that you can't change the Population of them, and those sectors do not count for scoring purposes or other bonuses related to Pure (i.e. not corrupted) sectors. (Rulebook pages 19-20)

When I get a Salvo Absorption during Combat, do I get it in every Salvo step?

No, you can only use the Absorption once in a single Salvo step. (Rulebook page 36)