REVENANT

MINDCLASH GAMES

INTRODUCTION

From the void between dimensions, an ancient cosmic entity came to corrupt and devour. In the wake of the cataclysm known as Voidfall, the admirals of the fallen Novarchon Empire formed a desperate contingency plan. To preserve the accumulated knowledge that might one day answer the Voidborn threat, a former imperial flagship, the Revenant was retrofitted to hold the Empire's databanks. Carrying humanity's last hope, and accompanied by ships provided by the Empire's vassal Houses, you must now escort the fleet to safety while managing your influence with the Great Houses and securing your political future.

Revenant is a standalone, competitive worker placement game of shifting allegiances, set in the Voidfall universe. Players take on the role of rival admirals coordinating the defense of a fleeing starfleet, and competing to earn influence with the factions that stand to survive the journey.

The journey won't be an easy one. The Voidborn's corrupted forces will continuously attack the fleet, dealing damage to various ships at the end of every round. You can take your part in protecting the fleet by destroying enemy ships, repairing friendly vessels or maneuvering them to safe areas, or ultimately activating the Revenant's hyperdrive to jump to a safer sector. Regardless of your efforts, there will be casualties - you have to make sure that the Houses you have influence in are protected above others.

GAME COMPONENTS

Influence board (x1)

Influence markers (x28)
(7 in each player color)

House power tokens (x14)
(2 for each Great House)

Sequence board (x1)

Hyperjump marker (x1)

Starting Player marker (x1)

Round marker (x1)

Crew board (x4)

Crew Figures (x12)
(3 in each player color)

Frigate board (x4)
(1 in each player color)

Main board (x1)

Absorber tokens (x12)

Rift (x4)

Corruption markers (x26)

Spawn die (x3)

Player markers (x8)
(2 in each player color)

Discovery Data markers (x15)

Damage markers (x30)

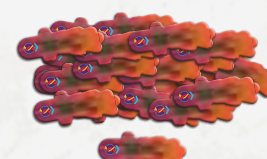**Revenant** (x1)

Arkship (x7)
(1 for each Great House)

Fighter (x7)
(1 for each Great House)

Voidborn ship (x32)

Frigate (x4)
(1 in each player color)

Civilian ship (x7)
(1 for each Great House)

Dropship (x7)
(1 for each Great House)

Improvement cards (x90)
(30 Training, 30 Equipment, 30 Support)

Hidden influence cards (x63)
(7 for each Great House)

Hidden Agenda cards (x8)
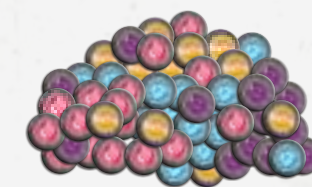(2x in each Captain specialization)

Revenant damage tiles (x8)

Planet cards (x24)

Colony cards (x7)

Sonar cards (x7)

Resource tokens (x80)
(Science x20, Energy x20, Material x20, Neutronium x20)

Corruption Removal token (x3)

SETUP

1. Place the main board in the middle of the table.

2. Place the Influence board and the Sequence board close to the main board.

3. Place the following tokens on the influence board steps:
   - **A** 🔶 Fenrax = Material token on step 2, 5 and 8.
   - **B** 🔶 Shiveus = Corruption Removal token on step 2, 5 and 8.
   - **C** 🔶 Yarvek = Discovery data cube on step 2, 5 and 8.
   - **D** 🔶 Belitan = Science token on step 2, 5 and 8.
   - **E** 🔶 Zenor = Neutronium token on step 2, 5 and 8.
   - **F** 🔶 Novaris = Absorber token on step 2, 5 and 8.
   - **G** 🔶 Dunlork = Energy token on step 2, 5 and 8.

4. Give each player a Frigate board and a Crew board. Each player chooses the A or B side of their Crew board (players can mix and match).

5. Place the spaceships on the main board as follows.
   - **A** Place the Revenant in the center of the main board.
   - **B** Place 1 Arkship randomly in Sectors 1, 4 and 6. Place 2 Arkships randomly in Sectors 3 and 7.
   - **C** Take the Fighters with the following affiliations: 🔶🔶🔶 Distribute them randomly in Sectors 3, 5, and 6, 7. Place all other Fighters next to the main board.
   - **D** Take the Dropships with the following affiliations: 🔶🔶🔶 Distribute them randomly in Sectors 2, 4, and 8. Place all other Dropships next to the main board.
   - **E** Place 3 Voidborn ships in Sectors 1, 3, 5 and 7. Place 1 Voidborn ship in each remaining numbered Sector.
   - **F** Each player takes the Frigate of their color and places it in any central Sector.

6. Place a Rift in Sectors 1, 3, 5, and 7.

7. Place all 7 Civilian ships next to the main board.

8. Place the Hyperjump marker with the Disabled side up on the Sequence board.

9. Shuffle the deck of Planet cards. Reveal 3 cards, then place one Planet card face-up next to Sectors 1, 4 and 6. Place a Discovery Data cube on each revealed Planet card. Place the Planet deck face-down next to the main board.

10. Shuffle the Sonar cards and create a face-down deck. Then, reveal 2 cards next to the main board. Place the Spawn die next to the Sonar deck. Use the yellow die for 2 players, orange for 3 players and red for 4 players.

11. Shuffle the Colony cards and create a face-down deck next to the Sonar deck. They will be used in the last round.

12. Place the Resource tokens, Absorber tokens, Damage cubes, Discovery Data cubes, Corrupted ships and Corruption markers in the supply area.

13. Each player takes one from each Resource type and places them on the Resource token slots on their Frigate board in any order.

14. Each player takes 1 Corruption marker, and places it on the rightmost Corruption slot on their Frigate board (above the "Move Frigate" bonus action space).

15. Place a House Power marker with its Power 2 side up on each House's Influence track on the Influence board.

16. Shuffle the Revenant Damage tiles into a face up stack and place it next to the Sequence board. Do not look at tiles below the topmost (visible) tile.

17. Each player places their Player markers on the lowest position on the Tactics track (stacked on top of eachother in random order) and on the lowest Captain level on their Crew board.

18. Each player places their Influence marker on the lowest position of each House Influence track.

19. Each player takes 3 Crew figures of their color and places them on the 3 crew spaces on their Crew board.

20. Shuffle the Training, Equipment, and Support cards separately, then place each deck in the supply area. Each player draws one card from each deck.

21. Each player takes the 2 Hidden Agenda cards that match their Captain's specialization (Scout, Commander, Scientist or Politician). Choose one and return the other to the box.

22. Give the Starting Player marker to a random player.

23. Take a Hidden influence card from each of the 7 houses and lay them out for all players to see.
   - **A** In turn order, each player takes one card, and increases their influence with the chosen house by 1, and then places 1 damage marker on the Arkship of that house.
   - **B** Shuffle the cards that were not chosen by players, and randomly draw 3 of them. Place a corruption marker on each Arkship of those houses (with 4 players, it will be the 3 remaining Houses).
   - **C** Shuffle all Hidden Influence cards back to the deck.
   - **D** Then each player draws 1 random Hidden Influence card from the deck to their hand.

24. Place the Round marker on round 1.

25. Place 2 Discovery Data cubes on the Revenant.

GOAL OF THE GAME

At the end of the 4th round, the player with the most Victory Points (VP) wins.

You score VP mainly for **Influence** (the Power of each House multiplied by your Influence on each House). Additional VP comes from completing your **Hidden Agendas**, improving your **Captain and Cadets**, upgrading your Frigate with **Equipment**, playing **Support** cards and having leftover **Resources**. You will lose VP for each **Corruption** you have at the end of the game.

ROUND SEQUENCE

The game lasts for 4 rounds. In each round, follow the round sequence below. You can track the rounds and phases with the Round marker on the Sequence board.

- **I** Sonar phase
- **II** Action phase
- **III** Recall phase
- **IV** Breach phase
- **V** Hyperjump phase

I. SONAR PHASE (SKIP IN ROUND 1)

1.A. Sonar cards

If a Hyperjump was resolved at the end of the previous round, place new Voidborn ships, Planet cards, Civilian ships and Rifts on the map as shown on the face-up Sonar card. Place 1 Discovery Data cube on each revealed Planet card. Place 2 Discovery Data cubes on the Revenant. Then, discard the Sonar card and reveal 2 new Sonar cards. If a Hyperjump was not resolved at the end of the previous round, roll the Spawn die for each Rift, and place Voidborn ships on the map as shown on the die. The large number shows the amount of Voidborn to be placed in the Rift's sector, while the small numbers show the amount to be placed in the two adjacent sectors. Each Zone has a limit for 7 Voidborns, so if after a roll there would spawn more, just ignore the Voidborns over 7. Place 1 Discovery Data cube on each Planet card that does not have any Data cube on it.

1.B. Colony cards

At the beginning of Round 4, instead of revealing Sonar cards, take the Colony cards you set aside during setup and reveal 2 Colony cards. These represent the Revenant's and the Fleet's final destination they can arrive at if there is a Hyperjump resolved at the end of the last round. Reveal the Colony cards even if a Hyperjump was not resolved in the previous round.

2. Improvement cards

Each player draws a number of Improvement cards determined by the current level of their Captain. You may draw from the different Improvement types in any combination.

> **i** Whenever the game instructs you to draw a number of Improvement cards, you must choose which types and draw them all before looking at them.

The hand size limit is 8 cards. At any time when you have more than 8 cards in your hand after drawing cards, you must immediately choose and discard cards until you have 8 cards left.

II. ACTION PHASE

During the Action phase, players take turns to resolve a Main action and a Bonus action.

Once all players are finished with their 3rd turn, proceed to the Breach phase.

1. Main action

① Assign your Crew member.
Place a Crew figure from your Crew board on any ship with an empty action space. You cannot place your Crew figure on another player's Frigate or on Civilian ships.

② Gain Influence.
Advance on the Influence track affiliated with the same House as the ship on which you have placed your Crew figure.

Ⓐ If you have placed your Crew figure on any of the Revenant's action spaces, advance on a House track of your choice.

Ⓑ If you have placed your Crew figure on your own Frigate, instead of advancing on the Influence track, **draw a number of Hidden Influence cards** according to your Captain's level, then keep one and discard the rest. Keep your Hidden Influence cards secret until the end of the game. They will be revealed and added to your public Influence points during Final scoring.

③ Move.
If you placed your Crew figure on a small ship (i.e. Fighter, Dropship, player Frigate), you may optionally move it to an adjacent Sector before or after you resolve the ship's action (except after landing on a planet, which stops your movement).

④ Resolve main action.
Resolve the action connected to the ship's action space on which you have placed your Crew figure.

⑤ Gain Corruption.
If the ship you placed your Crew figure on was corrupted, or you landed on a planet and chose the Corrupted Planet action, place 1 Corruption on an empty Corruption slot on your Frigate board.

Movement

Whenever the game instructs you to move a ship, for each Movement you have, you may move that ship from one Sector to an adjacent one.

Only the player's Frigates can stop in one of the 4 central sectors next to the Revenant. Other small ships (Fighter, Dropships etc) may move through these sectors, but may not end the move in the central sectors.

Corruption

Each Corruption slot on your Frigate board is linked to a Compartment of your Frigate. Each Compartment provides a Bonus action and two Resource token slots where you can store your Resource tokens.

Whenever you gain a Corruption, you must place it on one of your Frigate's empty Corruptions slots 🪨. As long as you have a Corruption on a Compartment, you lose access to that Compartment's Bonus action and Resource token slots, meaning you cannot resolve that action and you cannot store Resource tokens there, either.

If you place a Corruption on a Compartment that already has Resource tokens stored there, you cannot spend those Resource tokens until you remove the Corruption from that Compartment.

When you remove a Corruption from anywhere, place it on one of the three Corruption slots in the upper left corner of your Frigate board.

Whenever you have 3 Corruptions in the upper left corner of your Frigate board (not on the Compartments), discard them and draw 1 Hidden Influence card.

Ship actions

Fighter (dealing Damage)

Deal 1 damage to a Voidborn ship in the same Sector as the Fighter. A Voidborn ship is destroyed by 1 damage. Remove the destroyed Voidborn ship from the map and advance 1 on the Tactics track.

Dropship (landing on Planets)

Land on a planet by moving the Dropship onto an unoccupied Planet card adjacent to the Dropship's Sector. Landing on a planet does not count as a move as the Planet card that is adjacent to a Sector is considered part of that Sector (landing on a planet prevents you from moving any further).

If there is already a ship on a Planet card, that planet is considered occupied and you cannot land on it. Once you have landed on a planet, resolve one of the two Planet card actions and take the Discovery Data cube from the Planet card.

One of the two Planet actions is representing the corrupted part of the Planet, if you choose it, you also gain 1 Corruption. One of the Planet actions is always a Mining location (⛏️), some effects add benefits when you take this action.

Collect Discovery Data cubes on the upper left part of your Frigate board. Once you get the third cube, discard them and draw 1 Hidden Influence card.

Frigate (player ship)

Choose and resolve one of the following Frigate actions:

- **Deal 1 Damage to a Voidborn ship** in the same Sector and advance on the Tactics track (like a Fighter).
- **Land on a planet.** Resolve one of the two Planet actions and take the Discovery Data cube (like a Dropship).
- **Add 1 Absorber** to the same Sector as your Frigate, then gain 1 Energy,

> **i** Your Frigate's actions can be modified by your played Equipment cards and sometimes by your Captain's and/or Cadets' abilities (if you place their figure on your Frigate).

Revenant

Resolve the action connected to the taken action space.

- **Hyperjump:** Gain the 2 Discovery Data cubes from the Revenant. Spend 3 Neutronium to fuel up the Revenant and flip the Hyperjump marker to its Enabled side (the Hyperjump will be triggered in the Hyperjump phase at the end of the round). Then, discard one of the face-up Sonar cards so that the remaining one will be used in the next round's Sonar phase.

> **!** In the 4th round, 2 Colony cards will be revealed instead of the regular Sonar cards. If you enable the Hyperjump in the 4th round, you must discard either one of the Colony cards. You may choose to discard both of them.

- **Deploy:** spend 1 Energy, 1 Material, 1 Science, and 1 Neutronium to place a ship from the supply on the map. You may place the deployed ship in any Sector of your choice as long as your placement doesn't exceed the ship limit (5 ships per Sector, not including Voidborn ships). Then, increase the Power of the affiliated House.

> **i** You can deploy any Fighter, Dropship, Civilian ship or Arkship that is off the board with the deploy action.

Arkships

Resolve one of the two actions connected to the Crew figure slot.

-2 ⚡ / +4 ◈: **Convert:** Spend 2 Energy to gain any 4 Resource tokens.

BELITAN

3×: **Research:** Draw 3 Improvement cards and discard a Corruption from your board.

2×: **Absorb:** Add 2 Absorbers to any 1 Sector or 1 Absorber to any 2 Sectors. Gain 2 Energy (1 for each placed Absorber).

DUNLORK

Provision: Gain 2 Science. **+2**

3×: **Reorganize:** Move up to 3 small ships to an adjacent Sector. You cannot move the ships to a Sector that has more Voidborn ships than the Sector they were moved from.

FENRAX

Provision: Gain 2 Neutronium. **+2**

2×: **Improve:** Play up to 2 Improvement cards from your hand. Spend 1 fewer Resource token for each.

NOVARIS

-3 🜨: **Promote:** Spend 3 Science to increase your Captain level.

Analyze: Advance on the Tactics track by 3.

SHIVEUS

2×: **Purge:** Destroy 2 Voidborn ships anywhere on the map. Advance 2 on the Tactics track as normal.

∞ / -1: **Repair:** Spend Materials to remove the same number of Damage anywhere and gain the same number of Tactics.

YARVEK

Provision: Gain 2 Materials. **+2**

Clone: Discard an Improvement card from your hand to resolve a ship action on a ship that has a Crew member on it.

ZENOR

Clone: Discard an Improvement card from your hand to resolve a ship action on a ship that has a Crew member on it.

Captain level

The current level of your Captain affects the following:

- The number of Improvement cards you can draw in the Sonar phase.
- The number of Hidden Influence cards you can draw and choose one from when gaining Hidden Influence (from any source).
- Your lowest limit on the Tactics track (you cannot drop below it).

Special abilities when you use your Captain crew figure.

During Remove Corruption Bonus Action
Playing Training card
When removing Corruption
Landing on an already occupied Planet
During Main Action
When dealing Damage
When moving up on the Tactics track
Cost of Equipment and Training
At the end of your turn

Destroying Voidborn ships

Whenever you destroy a Voidborn ship, remove the destroyed Voidborn ship from the map and advance on the Tactics track by 1 for each destroyed Voidborn ship. If your Tactics marker passes a Material icon, gain 1 Material.

Absorbers

Placing Absorbers are your main way to get Energy. You can add Absorber tokens to the map with your Frigate, the Dunlork Arkship and via various Improvement card effects. Whenever you add an Absorber token to a Sector, place it close to the Voidborn ships and **gain 1 Energy for each Absorber you placed** (they have just been stunned as you drained their Energy).

During the Breach phase, reduce the number of damage dealt by the Voidborn by the amount of Absorber tokens present in the same Sector.

At the end of the Breach Phase, all Absorbers are removed.

> **!** You do NOT gain 1 Energy when you place an Absorber that you gain by advancing on House Novaris's Influence track.

Hidden Influence cards

You keep your Hidden Influence cards until the end of the game, where they will be used during the endgame scoring,

2. Bonus action

At the end of your turn, resolve one of your Frigate board's bonus actions that is not corrupted.

- **Remove Corruption:** Spend 1 Neutronium and discard 1 Improvement card from your hand to remove a Corruption from your Frigate board or from a ship. You may do this up to twice during the same Bonus Action.
- **Gain Resource: +1** Gain any 1 Resource token and place it on a Compartment's empty Resource token slot that is not corrupted.
- **Gain Tactics:** Advance on the Tactics track by 1.
- **Play card:** Choose an Improvement card in your hand and spend its Resource cost indicated at the top left corner to play that card.
- **Activate ability:** Resolve all abilities with the Activate icon. You start with one on your Crew board, but you can get more by playing Equipment and Training cards. You choose in which order to activate your different abilities with the Activate icon.
- **Move Frigate:** Move your Frigate up to twice (two Sectors away) without using a Crew figure. You may not resolve any of the Frigate's actions during this move.

Improvement cards

Playing Improvement cards is the main way to improve your efficiency by upgrading your Frigate, training your Cadets or trigger beneficial effects. After you resolved your Main action, you may play an Improvement card only if you choose the "Play card" bonus action. The Resource tokens you must spend to play a card can be found in the top left corner.

> **i** The Novaris Arkship allows you to play Improvement cards on your Main Action.

Equipment cards can modify your Frigate's actions and provide further abilities. They are placed on the Frigate board, filling up the Equipment card slots from left to right. Placing an Equipment card on the rightmost two slots costs 2 additional Energy, but you also gain 1 Influence of your choice.

Training cards are tucked under the Crew board so that the abilities are connected to one of the two Cadets' illustrations. Once you attached a Training card to a Cadet this way, you may use the Training card's ability whenever you resolve a Main action with that Cadet. You may attach up to 3 Training cards to a Cadet.

Support cards grant you a one-time benefit. After the support card has been played you store it face down tucked under your equipment board. You never use the card again during the game, but it is stored for the end-scoring.

House discount

Each Improvement card is affiliated with one of the Great Houses, indicated in the top left corner. If the card you played has the same House affiliation as the ship on which you placed your Crew figure this turn, you can ignore a single Resource on the card when paying the card's cost.

Resources

You may rearrange your Resource tokens across your non-corrupted Compartments' Resource token slots anytime, even before you are about to gain a Corruption.

III. RECALL PHASE
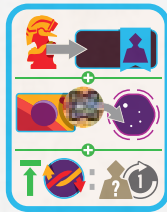
Each player retrieves their Crew figures from the ship action spaces.

Move all Dropships and Frigates from the planets back to the Sector adjacent to the Planet card, leaving all planets free to land on in the next round.

The player in the highest position on the Tactics track gets to decide who will be the first player in the next round. Give the First player marker to the chosen player.

> **i** Ties on the Tactics Track are broken in favor of the player who reached the highest position first (i.e. their marker is at the bottom).

IV. BREACH PHASE

In an ascending order starting with Sector 1, resolve the Voidborn attacks in each Sector. Skip the Sector(s) without any Voidborn ship present.

Since each Voidborn ship deals 1 damage, count the Voidborn ships in a Sector to calculate the sum of their damage output. If there are Absorbers in the same Sector, reduce the damage output by 1 for each Absorber present. Then, distribute the total number of Damage markers (Voidborn ships minus Absorbers) between the ships affiliated with a Great House in the same Sector (i.e. not the player Frigates).

The player whose Frigate is closest to the attack resolution's Sector decides how the Damage markers are distributed. If multiple players have their Frigate equally close, the player higher on the Tactics track decides how the Damage markers are distributed.

> **!** You can never deal damage to a player's Frigate.

Whenever a damage is dealt to a ship with no empty Damage space left, that ship is destroyed. Return the destroyed ship from the map to the common supply and decrease the Power of the affiliated House.

If there is excess damage in a Sector that cannot be dealt to a ship in that Sector, that excess damage is dealt to the Revenant instead. If the Revenant receives damage and it has no more empty Damage space left, resolve the topmost Revenant Damage tile's effect, then return it to the box, revealing the one beneath it. Finally, remove all Damage markers from the Revenant.

> **!** After you resolved a Revenant Damage tile, all the Damage that would be placed on the Revenant is ignored in the remainder of the Breach phase.

Once all damage is dealt, **check for Corruption**. If there are **both a Rift and at least 1 Voidborn in the same Sector**, the resolving player adds 1 Corruption to a ship in the same Sector that is affiliated with a Great House of their choice. You can never add a Corruption to a ship that already has one.

If all ships with House affiliation are already corrupted in a Sector, do not add any Corruption.

> **!** You can never add Corruption to a player's Frigate, a Civilian ship or the Revenant.

After the Voidborn attack is resolved in a Sector, remove all Absorbers from that Sector (if any) and proceed to the next Sector. After resolving Sector 8, proceed to the Hyperjump phase.

V. HYPERJUMP PHASE

Once the Breach phase is over, check the Hyperjump marker on the Sequence board. If the Enabled side of the marker is up, resolve the Hyperjump phase. Otherwise, skip this phase.

Hyperjump sequence:

1. Flip the Hyperjump marker to its Disabled side.
2. Remove all Voidborn ships from all Sectors of the map.
3. Remove all Planet cards from around the map.
4. If a player's marker is on step 8 or higher on the Tactics track, that player draws a Hidden Influence card. Additionally, if a player's marker is on step 11 or higher, that player also advances on any Influence track of their choice by 1.
5. Reset your marker on the Tactics track to the step determined by your Captain's current level. If multiple players end up on the same step, the player who was previously higher on the Tactics track will be at the bottom.
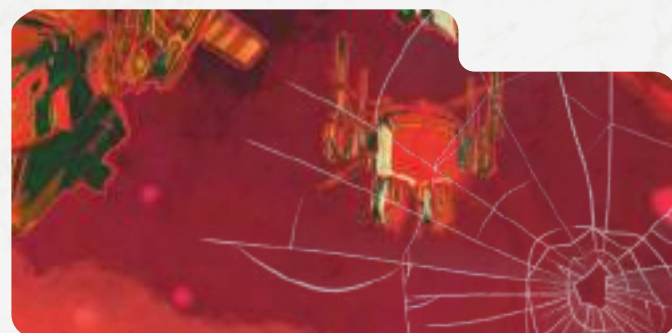
INFLUENCE TRACK

The Influence track is where players track their Influence with each House. Each House has a track from 0-8. Whenever a player gains Influence with a House, they move their marker up on that track.

Each track has reward tokens on steps 2, 5 and 8. The first player to reach these steps will get that reward token.

Special rules for tokens:

- The Corruption Removal token means that the player gets to remove a corruption from anywhere (either their own board or from a ship). The token from the track is discarded, and the player places 1 Corruption marker on one of the 3 Corruption slots in the upper left Corner of the Frigate board.
- The Absorber reward allows the player to place the Absorber in any sector, but does not give the player the Energy that Absorbers would normally do.
- The other tokens are simply taken to the player's board as normal.

HOUSE POWER

The Power of each House is shown by a token on the top of the Influence Track. During the game, this number is always equal to the number of Ships each House has. At the start of the game, each house has 2 ships, so each token shows a 2. If a House loses its last ship, remove the Power token from the top of that House's Influence track to show that their power is 0.

> **i** At the end of the game, the power of a House may increase beyond the amount of ships if the Colony card is revealed (see Final Scoring rules below).
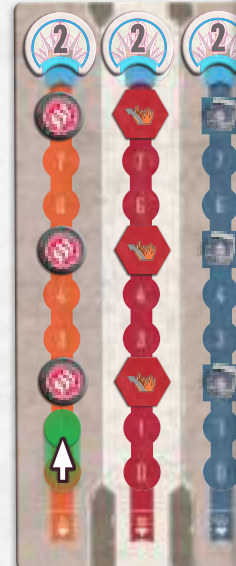
FINAL SCORING

Each of the Hidden Agenda Cards shows three Objectives. During Round 4, players may reveal their Hidden Agenda card at the end of ANY of their turns. Mark each Condition that they meet when they reveal the card as Completed.

> **i** The UI solution to this is not yet implemented, so please use any token to mark the completed Objectives.

After the Breach phase of the 4th round, resolve the Final scoring:

1. If there is only 1 Colony card revealed (because the Hyperjump marker was flipped to its Enabled side during this round), add +1 to the Power of the House shown on the card.
2. If there are two Colony cards, no Power is added, as the Hyperjump was not enabled and the fleet did not arrive at any of the colonies.
3. If a player's marker is on step 8 or higher on the Tactics track, that player draws a Hidden Influence card. Additionally, if a player's marker is on step 11 or higher, that player also advances on any Influence track of their choice by 1.
4. Each player who hasn't revealed their Hidden Agenda card during Round 4 does so now, and marks each Condition that they now meet as Completed.
5. Each player reveals their Hidden Influence cards and calculates their overall Influence. Each step on the Influence track and each Hidden Influence card is 1 Influence.

6. Each player calculates their Victory Points:
   - **A Influence:** Each Influence is worth 1 VP per Power of the respective House. (e.g. If you have 5 Influence on House Yarvek, and their Power is 3, you score 15VPs for House Yarvek). Then, score the sum of each Great House's total Influence.

   > **Example:** You have 7 Influence on House Fenrax, and House Fenrax has 3 ships on the map, so their Power marker shows 3 [7 Influence x 3 Power = 21VP]. You score 21VPs for House Fenrax.
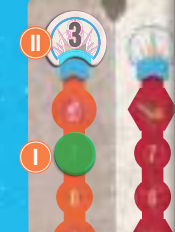
   - **B Hidden Agenda:** Each Objective marked Completed is worth 6 VP.
   - **C Improvement and Resources:** Score 2VPs for each played Equipment and Training card in your play area. Score 1 VP for each played Support card stored. Score 1 VP for each Captain advancement and 1 VP for every 4 Resource tokens on your Frigate board.
   - **D Corruption:** Each Corruption on your Frigate board is worth -2 VPs.
   - **E** If there's only 1 Colony card revealed, resolve its additional scoring condition.

The player with the most VP wins the game. In case of a tie, the player with the highest Tactics at the end of the game wins.

SOLO MODE

Solo specific components:

Solo Action cards **x4**   Tactics Bonus tile **x1**

(1 Revenant, 1 Arkship,
1 Dropship, 1 Fighter)

As the Revenant and its fleet face constant attacks from corrupted ships, the Voidborn has infiltrated the ranks of the crew, taking control of the mind of an admiral and his subordinates. But instead of outright sabotage, the Harbinger and its followers' goal is to secretly influence and bring to power three of the escorting Great Houses along the way, planting the seeds of corruption in the new empire.

SETUP

- Take the Captain and the two Cadet figures of a color you didn't pick. They will represent the Corrupted Crew: the Harbinger and its two Followers.
- Use the 2 player Spawn Die in your solo game.
- Separate the Hidden Influence cards by their House types, and create 7 face-down decks, each deck consisting of the same House Inlfuence cards. Randomize the order of the decks so you will not know which deck is which. Then, create the Corrupted House deck: draw 7 cards from one random deck, 5 cards from another one and 3 from a third deck, without looking at them. Shuffle these 15 cards together without revealing them and place the Corrupted House deck next to the 3 Corrupted Crew figures. Without revealing them, shuffle the rest of the Hidden Influence cards together to create the Hidden Influence deck for yourself.
- Shuffle the Solo Action cards, and place them face up in a two by two grid. Place the Tactics Bonus tile on the card in the top left corner. Take the Captain level marker of the Corrupted Crew's player color and place it on the card in the top right corner (this will be the Assignment marker).

- Place Influence markers of the Corrupted Crew's color on the Influence tracks, and place their Tactics marker on the Tactics track determined by the selected difficulty level:

Difficulty levels:

- **Easy:** Set the Corrupted Crew's Tactics marker to 3 on the Tactics track and set the Influence markers to 1 on all Influence tracks.
- **Medium:** Set the Corrupted Crew's Tactics marker to 5 and set the Influence markers to 2 on all Influence tracks.
- **Hard:** Set the Corrupted Crew's Tactics marker to 5 and set the Influence markers to 3 on all Influence tracks. When placing the Harbinger, also add a Corruption to the ship the Harbinger was placed on. If the ship is already corrupted, advance with the Corrupted Crew's Tactics marker by 1.

- In each Sector, group the Voidborn ships as far away from the Revenant as possible. Then, arrange the House ships in a clear and linear order between the Revenant and the group of Voidborn ships. You can arrange the ships after the regular Sector setup. **It is important to arrange the ships in a clear linear order between the Revenant and the group of Voidborn ships in each Sector, as they will attack the House ships that are closest to them first** (for further details see Breach phase on page X).

- Your Frigate can start in any Sector of your choice except for the four central Sectors of the Revenant. **Your Frigate can never move into the Revenant's central Sectors during the solo game.**

ACTION PHASE

1. The Corrupted Crew always comes first before you. In their turn, reveal the top card of the Corrupted House deck and place it next to the Solo Action cards.

   A Move the Assignment marker onto the next Solo Action card in a clockwise direction. Determine the target ship of the Corrupted Crew's action by checking the Solo Action card marked by the Assignment marker. Then, check if there's a ship type available that belongs to the House shown on the revealed Corrupted House card. The Corrupted Crew can activate the Revenant with any Corrupted House card, regardless of the House shown on it.

   B If the action space of the target ship is available, place a Corrupted Crew figure on it, and proceed to step 2. (Hard mode only: The Corrupted Crew always places the Harbinger first, then its Followers.)

   C If the action space of the target ship is unavailable (i.e. the target ship is not on the main board or its action space is already occupied by a Crew figure), move the Assignment marker onto the next Solo Action card in clockwise order, and check if the ship type shown on it is available for the House on the revealed Corrupted House card. If so, and it's unoccupied, place a Corrupted Crew figure on it, and proceed to step 2.

   D If the second attempt to place a Corrupted Crew figure fails due to not finding an available action space, move the Assignment marker to the next Solo Action card (covered by the Tactics bonus tile), and instead of placing the Corrupted Crew figure, increase their Tactics value by 1 (shown on the Tactics Bonus tile as a reminder).

2. The Corrupted Crew advances on the Influence track that matches with the revealed Corrupted House card. If they advance on a reward on the Influence track, remove it.

3. Place the Tactics Bonus tile on the first card counter-clockwise from the card with the Assignment marker on it.

Dropships

If the Corrupted Crew chooses a Dropship as their action's target, move the ship onto the closest unoccupied Planet card. If there are multiple Planet cards equally close, move the Dropship to the first in clockwise order, following the Sector numbers. Dropships operated by Corrupted Crew can move to any distance, unlike a player operated ship.

The Revenant

If the Corrupted Crew chooses the Revenant as their action's target, they always prioritize the Deploy action space first, and the Hyperjump action space second. If both action spaces on the Revenant are occupied by Corrupted Crew figures, flip the Hyperjump marker to its enabled side and deploy a ship for the House the Corrupted Crew has the highest Influence in (in case of a tie, choose the one with the leftmost track on the Influence board).

Deploy the ship to the lowest numbered Sector that has not reached the ship limit.

If there's no ship left to deploy in the supply for that House, choose the House with the second highest Influence. If they can't deploy for the House with the third highest Influence either, skip their Deploy action.

Discard one of the two face-up Sonar cards. The Corrupted Crew always discards the one with the Civilian ship that belongs to the House in which they have less Influence. In case of a tie, discard one randomly.

Tactics track

If the Corrupted Crew's Tactics marker reaches 8 or 11 on the Tactics track, deploy a ship for the House the Corrupted Crew has the highest Influence in (in case of a tie, choose the one with the leftmost track on the Influence board).

Deploy the ship to the Sector with the fewest Voidborn ships. In case of a tie, choose the Sector with the lower number. Place this ship on the Sector so that its position is the furthest in order from the Revenant.

If there's no ship left to deploy in the supply for that House, choose the House with the second highest Influence, then the third highest, etc... (In the rare case when there are no available ships to delpoy at all, skip the Deploy action.) Place the ship to the Sector with the less Voidborns, if tied, Deploy it to the lower numbered Sector.

Changes in Action phase for the player

During your Main Action, your Frigate can move 1 further.

BREACH PHASE

Make sure that all House ships are clearly arranged in a linear order between the Revenant and the group of Voidborn ships in each Sector.

Then, find your Frigate and decide how the damage of the Voidborn attack is distributed in your Frigate's Sector and the Sectors adjacent to it.

***Example:** You are about to resolve a Voidborn attack in a Sector. The order of ships in this Sector starting from the Voidborn ships to the Revenant: Fenrax Civilian ship, Yarvek Fighter, and Shiveus Dropship. The Corrupted Crew (playing as yellow) has 3 Influence in House Shiveus and House Fenrax, and 1 Influence in House Yarvek. There are 4 Voidborn ships in this Sector, so 4 damage must be disrtibuted.*

The first damage is dealt to the Yarvek Fighter ①. Although the Fenrax Civilian ship is closer to the group of Voidborn ships, the Corrupted Crew has higher Influence in House Fenrax, therefore they try to spare their ship and attack the Yarvek Fighter instead, in which they have lower interest.

The second damage is also dealt to the Yarvek Fighter ② for the same reasons, destroying and removing it from the main board.

At this point, the Corrupted Crew is equally interested in both remaining ships' Houses (they have 3 Influence in House Shiveus and in House Fenrax), therefore they prioritize targets based on how close they are. Therefore, the third damage is now dealt to the Fenrax Civilian ship ③, since this House ship is the closest to the Voidborn ships. The Fenrax Civilian ship is destroyed and removed from the main board.

The fourth and last damage is dealt to the remaining Shiveus Dropship ④.

If your Tactics marker is higher on the Tactics track than the Corrupted Crew's marker, you may also decide how the damage is distributed during the Voidborn attack resolutions that are 2 Sectors away from your Frigate.

In all the other Sectors, select the target for every single damage dealt by the following sequence:

- In each Sector, prioritize ships belonging to the House where the Corrupted Crew has the lowest Influence.
- If there are multiple possible targets in a Sector, deal the damage to the ship closest to the group of Voidborn ships.

Repeat these steps until all damage is dealt in the Sector, then proceed with the next Sector until the Voidborn attacks are resolved in all Sectors.

HYPERJUMP PHASE

- While you reset your marker on the Tactics track to the step determined by your Captain's current level, the Corrupted Crew's Tactics marker doesn't get reset, it stays where it is. The Corrupted Crew never takes the printed benefits from the Tactics track.

SONAR PHASE

- If you performed a Hyperjump at the end of the previous round, place new ships according to the face-up Sonar card. Once you're done, you may rearrange the order of the House ships between the Revenant and the group of Voidborn ships in each Sector. You may also remove 4 Voidborn ships of your choice from anywhere on the main board (without gaining any Tactics for them).
- If you did not perform a Hyperjump at the end of the previous round, roll the Spawn die for each Rift, and place Voidborn ships on the map as shown on the die, **but subtract one from the middle, large number**.

END OF THE GAME

- The Corrupted Crew scores VP for House Influence just like you do, and they score 2 VPs for each step on the Tactics track they reached.
- If you have more Victory Points than the Corrupted Crew, you win the game.

HIDDEN AGENDAS

		1ST SLOT	2ND SLOT	3RD SLOT	REWARD FOR EACH FULFILLED SLOT
COMMANDER		Belitan, Yarvek 5+ combined Power	5 Equipment card played	6+ Arkship on the map	6VP each
COMMANDER		Zenor, Shiveus 5+ combined Power	One of your Crew could deal 6 Damage with your Frigate	4+ Fighter on the map	6VP each
SCOUT		Belitan, Shiveus 5+ combined Power	10+ Material in your Storage	3+ Dropship on the map	6VP each
SCOUT		Dunlork, Fenrax 5+ combined Power	2+ Training Card, 2+ Equipment cards and 2+ Support cards played	3+ Civilian ship on the map	6VP each
SCIENTIST		Yarvek, Dunlork 5+ combined Power	5+ Training cards played on your Crew	6+ Absorber on the map	6VP each
SCIENTIST		Fenrax, Novaris 5+ combined Power	Captain level on max + 4 Science in storage	Max 5 Damage on the map	6VP each
POLITICIAN		Novaris, Zenor 5+ combined Power	Have 8+ Influence on a House before revealing Hidden Influences + 4 Energy in Storage	At least one of each ship type on map (Arkship, Dropship, Fighting, Civilian)	6VP each
POLITICIAN	3≠	Any 3 different 9+ combined Power	Have 2+ Influence on each House (before revealing Hidden Influence cards)	1+ Damaged Revenant Tile resolved	6VP each

CAPTAIN ABILITIES EXPLAINED

GENERAL ABILITIES

IV	5		3	Jump: Drop back to 3 Tactics. Draw 5 Cards at the start of round. Hidden Influence draw: choose from 4.
III	4		2	Jump: Drop back to 2 Tactics. Draw 4 Cards at the start of round. Hidden Influence draw: choose from 3.
II	3		1	Jump: Drop back to 1 Tactics. Draw 3 Cards at the start of round. Hidden Influence draw: choose from 2.
I	2		0	Jump: Drop back to 0 Tactics. Draw 2 Cards at the start of round.

CLASS SPECIFIC ABILITIES

ALL CAPTAIN

SCIENTIST

ACTIVATE ABILITY — Gain 1 Science for each played Training card

CAPTAIN LEVELS — Mine/Prov +1 Science, Move +1

IV	-1	0	Move +1, Mine/Prov +1 Science. Remove Corruption Bonus action: -1 cost and playing Training card is free.
III	-1	-1	Move +1, Mine/Prov +1 Science. Remove Corruption Bonus action and playing Training card: -1 cost
II	-1		Move +1, Mine/Prov +1 Science. Remove Corruption Bonus action: -1 cost
I			Move +1, Mine/Prov +1 Science.

SCIENTIST

ACTIVATE ABILITY — 3× Draw 3 cards.

CAPTAIN LEVELS — Remove Corruption Bonus action: -1 Neutronium. Move: +1

IV	+1 ∞ -2 : +1	Move: +1, Remove Corruption Bonus action: -1 Neutronium. Gain 1 Science for each removed Corruption. Spend 2 Science to add 1 Damage to your attack (any number of times).
III	+2	Move: +1, Remove Corruption Bonus action: -1 Neutronium. Gain 2 Science for each removed Corruption.
II	+1	Move: +1, Remove Corruption Bonus action: -1 Neutronium. Gain 1 Science for each removed Corruption.
I		Move: +1, Remove Corruption Bonus action: -1 Neutronium

SCOUT

ACTIVATE ABILITY — Advance 1 on the Tactics track for each of your Crew landed on a Planet.

CAPTAIN LEVELS — Planet: +1 Resource. Move +1

IV	Move +1, Planet: +1 Resource. Can land on Occupied Planet. Deal 1 Damage and place 1 Absorber during landing.
III	Move +1, Planet: +1 Resource. Can land on Occupied Planet. Deal 1 Damage during landing.
II	Move +1, Planet: +1 Resource. Can land on Occupied Planet.
I	Move +1, Planet: +1 Resource.

SCOUT

ACTIVATE ABILITY — Move your frigate to any Sector with a Planet

CAPTAIN LEVELS — Planet: take no Corruption. Move +1

IV	Move +1, Planet: take no Corruption. Draw 2 Colony discard one and shuffle back the other. If already at colony, advance 3 on the Tactics track. Before action draw a Planet and add it to any Sector or discard.
III	Move +1, Planet: take no Corruption. Draw 2 Colony discard one and shuffle back the other. Before action draw a Planet and add it to any Sector or discard.
II	Move +1, Planet: take no Corruption. Draw 2 Colony discard one and shuffle back the other.
I	Move +1, Planet: take no Corruption

COMMANDER

ACTIVATE ABILITY — Kill a Voidborn in your Frigate's Sector

CAPTAIN LEVELS — Move +1

IV	+2	+1	-1	Move +1 Fight: +2 Damage + 1 Tactics. Fighter Eqipment/Training card -1 cost
III	+1	+1	-1	Move +1 Fight: +1 Damage + 1 Tactics. Fighter Eqipment/Training card -1 cost
II	+1	+1		Move +1 Fight: +1 Damage + 1 Tactics
I	+1			Move +1 Fight: +1 Damage

COMMANDER

ACTIVATE ABILITY — Add a Absorber in Your Frigate's Sector

CAPTAIN LEVELS — Move +1

IV	Move +1, Fight: remove 1 Absorber in the zone to add +2 Damage to the attack (can trigger twice). If you clean a Sector entirely, advance 2 on the Tactics track and gain 1 Hidden Influence.
III	Move +1, Fight: remove 1 Absorber in the zone to add +2 Damage to the attack (can trigger twice). If you clean a Sector entirely, advance 2 on the Tactics track.
II	Move +1, Fight: remove 1 Absorber in the zone to add +2 Damage to the attack (can trigger twice).
I	Move +1, Fight: remove 1 Absorber in the zone to add +2 Damage to the attack.

POLITICIAN

ACTIVATE ABILITY — Discard a Hidden influence to take an Influence.

CAPTAIN LEVELS — Move +1

IV	Move +1. You may take any ship's action on the board. Instead of gaining influence, you may advance 1 on the Tactics track and gain 1 Hidden Influence. Keep up to 2 cards.
III	Move +1. You may take any ship's action in the sector where you placed your Captain. Instead of gaining influence, you may advance 1 on the Tactics track and gain 1 Hidden Influence. Keep up to 2 cards.
II	Move +1. You may take any ship's action in the sector where you placed your Captain. Instead of gaining influence, you may advance 1 on the Tactics track and gain 1 Hidden Influence.
I	Move +1. You may take any ship's action in the sector where you placed your Captain.

POLITICIAN

ACTIVATE ABILITY — Trade 3 different Resources for a Hidden Influence, or vice versa.

CAPTAIN LEVELS — Move +1

IV	Move +1. If you land on the Revenant, advance 1 on the Tactics track and gain Hidden influence. After your turn, you may discard 1 Hidden Influence to build a ship matching the discarded House, OR replace an existing ship with the same type from that House. (if available).
III	Move +1. If you land on the Revenant, advance 1 on the Tactics track and gain 1 Hidden influence. After your turn can discard 1 Hidden Influence to build a ship to this House.
II	Move +1. If you land on the Revenant, advance 1 on the Tactics track and gain 1 Hidden influence.
I	Move +1. If you land on the Revenant, advance 1 on the Tactics track.