

VOIDFALL

UNOFFICIAL SOLO CAMPAIGN BOOK



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PALACE OF FALSE PROPHETS

Campaign 01 | House Valnis **011**

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Introduction

WHAT'S INSIDE?

This booklet contains my first solo campaign for Voidfall. More may follow.

My main goal was to create a number of missions that flowed from one to the next with some kind of carryover effects: the end state of one game should affect the setup of the next. I also wanted to do some storytelling that both connected the missions of each campaign with a single throughline and expanded the (unofficial) lore of the Voidfall universe.

In some ways, the structure drew inspiration from the campaign of the original Homeworld game, with story up front, then a mission, and at the end your remaining fleet “jumps” to the next mission.

I thought it made sense to start with one of the four basic factions for simplicity while I figure things out, and I was particularly interested in House Valnis’ description as a close ally to the Novarchs with tactical superiority known throughout the galaxy. So that’s why the first campaign is strictly for House Valnis.

I also didn’t want to bite off too much on the first attempt, so the Valnis campaign is limited to just 5 missions.

Know that I've intentionally broken some of the normal rules of Voidfall. The maps also get to be pretty large. These choices were a function of wanting to make the player feel as though they’re growing more powerful over the course of the campaign, and then the difficulty of the game itself reflecting that greater power.

FEEDBACK AND FUTURE CONTENT

I hope you really enjoy this booklet, but for any number of reasons it might not meet your expectations. In either case (or both!), if you play through it, I’d love to get your feedback.

What was awesome?

What was confusing?

What was excruciatingly simple/difficult?

And, importantly, what would you want out of a new campaign?

I hope to do a couple of things with this feedback.

First, I intend to make revisions to ensure each campaign is fun, interesting, challenging, and appropriately balanced to the best of my abilities.

Second, I would very much like to make new — and ideally *better* — campaigns for Voidfall. I would likely work through the basic Houses before moving on to more complex Houses and longer campaigns.

Finally, to set expectations, I don’t have any intent at this time of making co-op or competitive campaigns. Getting this far was hard enough, and I can’t wrap my head around the idea of making this an enjoyable multiplayer experience. Anything’s possible, but it’s not my aim at this time.

I’ve done quite a bit of experimenting in this booklet. If nothing else, it’s certain to be a wild ride! Surely some ideas work better than others. While I’ve done my best, and quite enjoyed my own playthroughs, one person is a very small sample size indeed.

If you like what I’ve done so far, you can help me shape what comes next, and I'd love it if you did!

WHO I AM, AND WHO I'M NOT

Well, hello there!

My name is David. You might know me from BoardGameGeek where my handle is *@astrotron*. You might also know me from my Youtube channel — *@table_for_one* — and the associated website *tableforone.games*. I'm also one of the co-founders at BrainBucketGames, a premium board game component store on Etsy which originally launched specifically to make cool pieces for Voidfall (find us at <https://brainbucketgames.etsy.com>). If we haven't crossed paths before — first, hi! — and let this be the first of many adventures together! I hope to hear from you on these platforms.

Let's get something important out of the way: who *aren't* I? I don't have the page space or the desire to list everyone who I'm not, but there are some specifics worth calling out. I am not, nor am I a representative of or in any way affiliated with, the designers, publishers, distributors, resellers, or any other persons or entities associated with Voidfall. In that respect, I'm simply an enthusiastic fan of the game. This booklet is **as unofficial as unofficial can be**.

WHY DID I MAKE THIS?

So why in the world did I set about making what you now hold in your hands (or more likely on your screen, even though — I must say — it makes a fine book)?

I'm super excited about Voidfall. It's the first game I ever backed on crowdfunding, and it has not disappointed. That's an important point I want to get across. This game rocks on its own, as is. I don't think anything's missing; I don't think needs to be tweaked; I don't think there's anything "wrong" with it.

What's already included in Voidfall is awesome, I love it. I love it so much that I want more of it, and particularly from the perspective of a frequent solo gamer. And so that's the goal of this project. When I choose a House to play with, I want to have a connection with them — some emotional reference to their struggles, triumphs, and aspirations. I want to know about specific people and places within the Domineum at the time of the Voidfall.

I've created fan-made content for other games like Terraforming Mars and Spirit Island, but never anything like this. I'm not a game designer, and there's a better than likely chance that this booklet isn't up to the standards of the base game. Tight and challenging gameplay cannot be fully separated from having fun and exploring what is possible, but my emphasis was certainly more on the latter. For me it's been a joy to create, and I've had a blast playing through it. And I sincerely hope you do, too.

BEFORE PLAYING

Let's be very clear: don't play this if you're brand new to Voidfall. Play the game as it was intended, get comfortable with the iconography, mechanics, rules, and strategies. After you've done that, this campaign will still exist and you can check it out if you think you might enjoy it.

Some important notes before playing:

First: this booklet is for **solo play only**, and **each campaign is limited to a specific House**. I'm trying to tell a story here, and that doesn't work well if the Houses are interchangeable.

Second: **the missions of each campaign are sequential**. You can't move on to the second until you've successfully completed the first. Why? Because the end state of your first mission will change how you set up the second, and so on down the line.

Third: you should be very familiar with how to play Voidfall already. Why? Because I take what already exists and then change it in a variety of ways. I modify or add rules, or sometimes set up situations that would **normally be impossible**. If you don't understand the official rules then it will be exceptionally difficult, and not in a fun puzzle-solvey way.

Regarding component limitations, all normal limits apply with the following 2 exceptions. First, **Harbingers are unlimited**, so if you run out of Harbinger tokens please find a suitable stand-in. Second, you may be allowed to have **more than 14 Fleet Power** during setup. When this happens, borrow Fleet Power cubes from an unused player color. After setup is complete, you are hard limited to the number of Fleet Power at that time — you cannot gain additional Fleet Power cubes from the box during the mission.

Fourth: and maybe **most importantly, a note on the format**. Each mission will start with a map and Safe Havens. It will also list some specifics more typical of a competitive game: the starting Technology Tableau and specific Galactic Event cards. Additionally, I use Fallen Houses a little differently: when they are used, specific Fallen Houses are assigned to specific sectors (they are not randomized).

Set up these components as well as your House mat and other pieces as if you were going to play a normal solo game of Voidfall. Note that some items on the map, such as Population, might override what is preprinted on the sector tile. Then read over the rest of the mission in its entirety before beginning play.

You'll find a short narrative followed by notes on how to adjust the setup you've already laid out. Then you'll find any special rules for this mission, specific victory conditions, secondary objectives, and important notes about what to document after a win so that you can setup your next mission. Note that your Influence will frequently be higher during endgame scoring than in a typical game; the hurdles (and the fun!) are intended to be in achieving the additional victory conditions.

Lastly: a quick word on origin and difficulty. As a rule, select 1 of the 2 Origin cards (A or B), and then **use that same Origin for the rest of the campaign**. As for difficulty, choose either Easy, Medium, or Hard as you normally would for solo play, and then stick to that same difficulty for the remainder of the campaign. Switching the difficulty partway through introduces imbalances due to the carryover effects between missions.

Revision Notes

PALACE OF FALSE PROPHETS

This is not the first version of this campaign. This is Revision 1.01, released December 15, 2023. Previous versions include:

- Revision 0.01 – Released Sep 20, 2023

The changes made from the previous version are outlined here. All changes were made to help improve the overall experience and are based on feedback from players just like yourself!

I especially want to thank Dávid Turczi—Voidfall co-designer—and Saiful Imaan—official Voidfall beta tester (five-star admiral rank!)—for their time, expertise, and detailed notes as they voluntarily played this campaign on their own time. I'd also like to thank the fine folks at Mindclash Games for their encouragement in this endeavor, and for highlighting this campaign to all of the Voidfall Kickstarter and Gamefound backers!

Of course, any mistakes, imbalances, or contradictions that may exist here are all my own.

Vallis Alpha Under Siege

- Minor changes to the Mission Brief
- Removed Belitan and Kradmor from the Technology Tableau
- Added Astoran and Marqualos to the Technology Tableau
- Specified which Basic Technologies grant +4 Influence
- Removed special rule “Rift Warfare”
- Added a War card component to the special rule “Home Sector Harbinger”
- Map changes:
 - Added 1 Harbinger each to the top and right Rifts
 - Added 1 Harbinger to the Fallen/Genesis sector (Gennis Valir)
 - Removed 1 Glory token (value 1) from the Asteroid Belt
 - Added 3 Bounty tokens to the Asteroid Belt
 - Added +1 Glory value to the topmost Standard sector
 - Added +1 Population value to the topmost Standard sector
 - Added 1 Reclaim token to the topmost Standard sector

The Worst Is Yet to Come

- Minor changes to the Mission Brief
- Changed Galactic Events from ACEJ to ABEI
- Removed Astoran and Marqualos from the Technology Tableau
- Added Belitan and Kradmor to the Technology Tableau
- Specified which Basic Technologies grant +4 Influence
- Added the 4-slot Ice World Safe Haven tile
- Simplified and rebalanced Carryover Technology
- Added special rule “Hyperaggression”
- Added special rule “Forward Fabrication”
- Updated Victory Condition to reflect the additional Safe Haven
- Map changes:
 - Added 1 Fleet Power cube to each Asteroid Belt sector
 - Added +1 Voidborn Fleet Power to the Comms Relay

Rally Beneath the Valnis Banner

- Minor changes to the Mission Brief
- Changed Galactic Events from BCIJ to CFIJ
- Specified which Basic Technologies grant +4 Influence
- Simplified and rebalanced Carryover Technology
- Rebalanced special rule “Tactical Prowess” while also removing unnecessary restrictions
- Added special rule “Outside Influence”
- Map changes:
 - Added a Harbinger adjacent to Wormhole A
 - Decreased -1 Population value in rightmost Voidborn sector
 - Removed Harbingers from bottom Rift and rightmost Standard sector
 - Added Harbingers to top-left and bottom-left Standard sectors
 - Removed 1 Bounty token from each Genesis sector
 - Added 1 Reclaim token to each Genesis sector

Paradise Lost

- Minor changes to the Mission Brief
- Changed Galactic Events from DEIJ to ADEG
- Specified which Basic Technologies grant +4 Influence
- Rebalanced special rule “Combat Logistics”
- Rebalanced special rule “Tactical Prowess” while also removing unnecessary restrictions
- Added special rule “Security Breach”
- Map changes:
 - Moved Voidstorm on existing Rift from top-right to bottom-left side of hex
 - Added +1 Voidborn Fleet Power to existing Rift
 - Removed the top-right Genesis Sector and all its components
 - Relocated the Research Complex to replace top-right Genesis Sector
 - Removed 1 Bounty Token and 1 Harbinger from Research Complex
 - Added a Rift in place of the former Research Complex
 - New Rift has 3 Voidborn Fleet Power and 1 Harbinger

To Rule Where Once We Only Served

- Minor changes to the Mission Brief
- Changed Galactic Events from BFGJ to BEHJ
- Removed Marqualos from the Technology Tableau
- Added Kradmor to the Technology Tableau
- Specified which Basic Technologies grant +4 Influence
- Removed Fallen House Marqualos
- Added Fallen House Kradmor
- Simplified and rebalanced Carryover Technology
- Clarified special rule “Extra Cycle 1 Turns”
- Removed special rule “Rift Warfare”
- Added special rule “Massive Counteroffensive”
- Rebalanced special rule “Combat Logistics”
- Rebalanced special rule “Tactical Prowess” while also removing unnecessary restrictions



VOID FALLE

Palace of False Prophets



Unofficial Solo Campaign 01



MISSION BRIEF

“Scramble the alert fighters! Deploy everything! I don’t care if it’s down for repairs or only half assembled — if it has a cannon, I want somebody on it!” This was the last recorded command of Vice Admiral Castavin before her cruiser was destroyed at Gennis Valir. The sector fell soon after, consumed by fleets from beyond the void. The Genesis sector had been the final remaining stronghold between the advancing Voidborn armadas and the Valnis Home sector itself: Vallis Alpha.

Long ago, it was the influence of the Voidborn in the Supreme Novarch’s ear that first suggested House Valnis lead the royal Novarchon space fleet. It was a bid to keep the Voidborn’s most dangerous challenger close at hand. The Valnis fleet’s demonstrated excellence made it a threat — one that would require swift and complete annihilation for the Voidborn to be successful in their coming campaign of fire and death.

In the first days of the Voidfall, Valnis sectors were assaulted in force, aided by Harbingers of House Novarchon, whom House Valnis had not only served but also given their blood to defend for generations innumerable. It was a betrayal of the highest degree. Valnis renounced allegiance to the Novarchs and vowed to seek their own justice. But first they would have to survive.

In the skies across the Vallis Alpha sector, the very fabric of space was torn asunder, and out from the Rifts poured the corrupted starships of a fearsome and enigmatic foe. The legendary Valnis space fleets were put to an unprecedented test.

Defend the Valnis homeworld, or this war will be over before it starts.

SETUP

Ignore all House Abilities and Technologies until all setup steps are complete except where explicitly stated.

Fallen Houses

Note that the Fallen House of Valnis is assigned to a specific sector.



Vallis Alpha Under Siege

SPECIAL RULES

Fallen House Valnis

The Fallen House card is House Valnis, and it is placed on a Genesis Sector. This represents an important Valnis outpost under assault. When you liberate (successfully invade) this sector:

- immediately gain the special sector abilities, AND
- gain the *other* starting Basic Technology for House Valnis that you did not select during Setup (along with the other Basic Technology benefits printed on the card, taking the version with +4 Influence).
 - This Basic Technology cannot be acquired in any other way, and the Improved version is not available at all during this mission.

Home Sector Harbinger

There is a Harbinger on your Home Sector.

- The Harbinger only acts as a source of Voidborn attacks for adjacent sectors during Skirmish actions. Your Home Sector can never be Corrupted, Invaded, have additional Harbingers added, or contain Voidborn Fleet Power, and it is never considered a Voidborn Sector.
- This Harbinger can only be removed using actions from Heroic Focus cards or Galactic Event cards.
- When this Harbinger is removed from the map, return it to the supply (not the Crisis board). Then, immediately shuffle a War card into the Alert deck. If you run out of War cards for your selected difficulty, reuse a previously resolved War card if possible; otherwise, use a random War card closest to your selected difficulty.

VICTORY CONDITIONS

In addition to the standard end-of-game scoring conditions for your selected difficulty level, in order for your mission to be successful:

- all Rifts must be closed, AND
- you must remove the Harbinger from your Home Sector.

SECONDARY OBJECTIVES

These objectives are not necessarily required for victory, but may improve the starting conditions of your next mission in this campaign.

- Gain Improved Technologies.
- Deploy Fleet Power.
- Control Pure sectors.
- Liberate the Valnis Fallen House sector by successfully invading it.

CARRYOVER NOTES

After a successful mission, record the information listed here. You will need it in order to set up the next mission in this campaign.

- Note the Tier of each of your Civilization tracks.
- Note any Improved Technologies you possess.
- Count your total deployed Fleet Power.
- Count the number of Pure sectors you control.
- Note whether you successfully liberated the Valnis Fallen House sector.



The Worst Is Yet to Come

BELITAN

TECHNOLOGIES:



KRADMOR



NOVARIS



THEGWYN



GALACTIC EVENTS FOR EACH CYCLE:



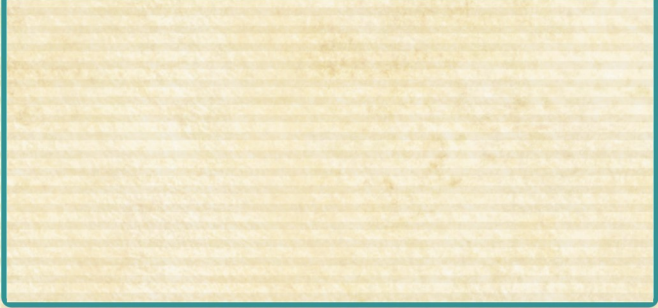
(A)

(B)

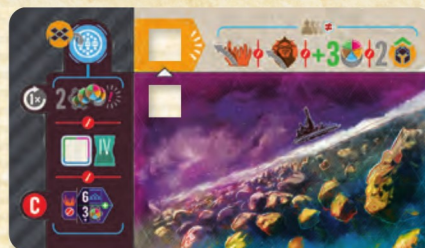
(E)

(I)

FALLEN HOUSES:



SAFE HAVENS:



MISSION BRIEF

House Valnis endured the Voidborn's assault on their Home sector, but the shrewd tacticians of this Great House know the darkest days are still ahead. The surviving Admirals regroup around a classified fallback position in deep space. Here they can prepare to stem the tide of the Voidborn's advance, easily concealed in the debris field left behind by the engineered collision of two iron-rich rouge planets. They call it The Shroud.

It was here, long ago, that the prescient Valnis leaders hid a series of deep space shipyards and mining facilities for use in a catastrophe such as the Voidfall. And it is here, now, that House Valnis will establish its first Safe Haven to weather the impending storms.

But the Voidborn have already corrupted many minds, and there has never yet existed a mind bereft of secrets, be they personal transgressions, political machinations, or the coordinates of remote military staging areas. Something more than ice and metal may be waiting among the shadowed craters of the asteroids.

Gather resources and ready the fleets for intensifying combat, but do so quickly. And establish a Safe Haven in The Shroud, no matter the cost.

SETUP

Ignore all House Abilities and Technologies until all setup steps are complete except where explicitly stated.

Civilization Tracks

Start each of your Civilization tracks at the first space of the Tier in which it ended the previous mission. Any track that ended in Tier 4 starts over at the first space of Tier 0.

If your setup card requires you to advance a Civilization track that begins on any Tier >0:

- you must advance your track.
- you must deactivate Fleet Power if applicable.
- you do gain the immediate benefit.
- if you advance into Tier 4, you may build 1 level of a Safe Haven.

Carryover Technology

If you acquired any Improved Technologies by the end of the previous mission, you may choose up to 1 to carry over into this mission.

- Immediately gain the Basic version of your selected Technology. Do not gain any of the Immediate Effects or Influence.
- Place the Improved version next to your House mat. It will be available for the duration of this mission.
- If your selected Technology is included in the Technology Tableau for this mission, remove it from the Tableau. Cycle 3 will have 4 Improved Technology cards available on the Galactic board as normal, but Cycle 2 will have fewer.
- You always start with the Basic version of your starting Technology.

Outposts

Outpost A

Treat this as the standard Outpost sector as usual during setup.



The Worst Is Yet to Come

Outpost B

Use a Standard sector tile.

Take the number of deployed fleet power from the end of the previous mission and divide it by 3 (rounding down). Place this number of Fleet Power (Corvettes only) in Outpost B (max 1 Fleet token).

- If this number is <1 , move 1 Corvette Fleet Power from Outpost A to Outpost B.
- If this number is >0 , use a different colored player cube. You will have more than 14 total Fleet Power available.

Take the number of Pure sectors you controlled at the end of the previous mission and divide it by 2 (rounding down). This is the starting Pure Population in Outpost B (min 1).

Other Setup Notes

Fallen House Valnis

If you liberated (successfully invaded) the Valnis Fallen House sector in the previous mission, take the *other* starting Technology cards from House Valnis that you did not select during Setup (both the Basic version with +4 Influence and the Improved version) and place them next to your House mat. They will both be available for the duration of this mission.

Fleet Materials

During setup, place one of your Fleet Power cubes—taken from your Inactive Fleet Power—on each of the four Asteroid Belt sectors.

SPECIAL RULES

Hyperaggression

The Voidborn can attack sectors that would not normally be allowed to contain Voidborn fleet power. This rule applies to Asteroid Belts and the Survivor's Colony, but NOT to your Home sector. Affected sectors are now treated the same as standard sectors in the following ways:

- They are valid Skirmishes targets
- Limit of 1 Voidborn Fleet token (does not limit Skirmish fleet size, as normal)
- Normal abandonment rules:
 - Add 2 Voidborn Fleet Power
 - Add a random facedown Bounty token
 - Add a Corruption marker (if the sector is pure and has a population die)
 - Remove all non-preprinted Installations
 - Discard one of your Glory tokens

Forward Fabrication

Each Asteroid Belt sector contains 1 Fleet Power cube, taken from your Inactive Fleet Power during Setup. After successfully invading any of these sectors, immediately take the Fleet Power cube from that sector and move it to the Active Fleet Power area of your House mat. Until/unless recovered in this manner, these Fleet Power cubes will not be available to you.

VICTORY CONDITIONS

In addition to the standard end-of-game scoring conditions for your selected difficulty level, in order for your mission to be successful:

- at least one Safe Haven must be complete.

SECONDARY OBJECTIVES

These objectives are not necessarily required for victory, but may improve the starting conditions of your next mission in this campaign.

- Gain Improved Technologies.
- Control the Comms Relay with a Pure Population.
- Control the Survivor's Colony.
- Control Asteroid Belt sectors.
- Control as many sectors as possible.

CARRYOVER NOTES

After a successful mission, record the information listed here. You will need it in order to set up the next mission in this campaign.

- Note the Tier of your Civilization tracks.
- Note any Improved Technologies you possess.
- Note whether you control the Comms Relay AND it is Pure.
- Note whether you control the Survivor's Colony.
- Count the number of Asteroid Belts you control.
- Count the total number of sectors you control.



Rally Beneath the Valnis Banner

ASTORAN

TECHNOLOGIES:



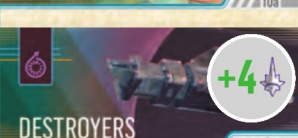
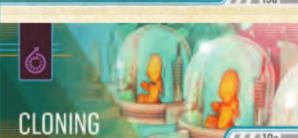
FENRAX



SHIVEVS



ZENOR



GALACTIC EVENTS FOR EACH CYCLE:



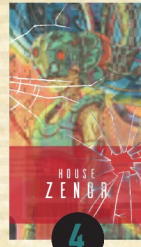
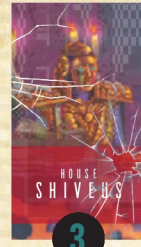
C

F

I

J

FALLEN HOUSES:



SAFE HAVENS:



MISSION BRIEF

Among the rising powers of the Minor Houses, no star shone brighter than that of House Aeziraph. A Client House of Novarchon itself, Aeziraph was charged with operating, maintaining, and protecting one of the most complex and far reaching of the great wormhole networks, which included the Forholder Gate bordering Valnis space.

House Aeziraph was swallowed up quickly in the Voidfall, their close ties with the Novarchs no doubt a devastating source of Corruption. This left the Forholder Gate — and the wormhole network beyond — vulnerable to Voidborn exploitation.

House Valnis cannot mount an effective counteroffensive until the Forholder Gate is purged of the Voidborn threat. The wormhole network will also be necessary to establish additional Safe Havens and to access the distant sectors of other Great Houses. Valnis' tacticians may know no rivals, but the shipwrights of distant suns possess skills that cannot be disregarded, for pride nor for glory.

Secure the Forholder Gate, establish far-flung Safe Havens to shelter your citizens, and forge alliances with the survivors of your Fallen rivals — especially those with ships.

SETUP

Ignore all House Abilities and Technologies until all setup steps are complete except where explicitly stated.

Fallen Houses

Note that the Fallen Houses of Astoran, Fenrax, Shiveus, and Zenor are each assigned to specific sectors.

Civilization Tracks

Start each of your Civilization tracks at the first space of the Tier in which it ended the previous mission. Any track that ended in Tier 4 starts over at the first space of Tier 0.

If your setup card requires you to advance a Civilization track that begins on any Tier >0:

- you must advance your track.
- you must deactivate Fleet Power if applicable.
- you do gain the immediate benefit.
- if you advance into Tier 4, you may build 1 level of a Safe Haven.

Carryover Technology

If you acquired any Improved Technologies by the end of the previous mission, you may choose up to 2 to carry over into this mission.

- Immediately gain the Basic versions of your selected Technologies. Do not gain any of the Immediate Effects or Influence.
- Place the Improved versions next to your House mat. They will be available for the duration of this mission.
- If any of your selected Technologies are included in the Technology Tableau for this mission, remove them from the Tableau. Cycle 3 will have 4 Improved Technology cards available on the Galactic board as normal, but Cycle 2 will have fewer.
- You always start with the Basic version of your starting Technology.

Outposts

Outpost A

Treat this as the standard Outpost sector as usual during setup.



Rally Beneath the Valnis Banner

Outpost B

Use a Standard sector tile.

Take the number of sectors you controlled at the end of the previous mission and subtract 3. Place this number of Fleet Power (Corvettes only) in Outpost B (max 2 Fleet tokens).

- If this number is <1 , move 1 Corvette Fleet Power from Outpost A to Outpost B.
- If this number is >0 , use a different colored player cube. You will have more than 14 total Fleet Power available.

If you controlled the Comms Relay and it was Pure at the end of the previous mission, set the Pure Population to 3. Otherwise, set the Corrupted Population to 1.

If you controlled the Survivor's Colony at the end of the previous mission, you may build either 1 Sector Defense or 1 Shipyard here.

Depending on the number of Asteroid Belts you controlled at the end of the previous mission, you may now establish Guilds to this sector (all that apply). Increase your Production Levels as appropriate.

- <2 Asteroid Belts: No bonus.
- $2+$ Asteroid Belts: You may establish 1 Farmer's, Engineer's, or Miner's Guild.
- $3+$ Asteroid Belts: Also, you may establish 1 Banker's or Scientist's Guild.
- 4 Asteroid Belts: Also, you may establish 1 Guild of any type.

SPECIAL RULES

Tactical Prowess

When you use a Focus card (NOT an Agenda card) to take an invade action, you may invade multiple sectors simultaneously, paying the cost once per invaded sector. No matter the number of sectors invaded, it is considered a single action. All movement and combat for this action is considered to happen simultaneously.

- First, pay up front the total cost for the number of sectors to be invaded. For each invasion after the first, you must also gain 1 Corruption.
- Second, complete all Fleet Power movement, evaluating each invaded sector independently and following normal invasion rules.
 - When any Fleet Power enters a sector you do not control, it becomes dedicated to combat within that sector and may not be moved again during this action.
 - Each Fleet Power may only be moved once, and no Fleet Power may be moved after the first combat begins.
- Then, resolve combat and combat outcomes independently and completely for each sector one at a time. You may choose the order in which each sector is resolved.

Outside Influence

There is a Harbinger bordering Wormhole A. This Harbinger is permanent and cannot be removed by any game effects for any reason. It serves as a source of Skirmishes for any sectors adjacent to Wormhole A. During endgame scoring, the Voidborn do NOT gain 10 Influence for this Harbinger. For Carryover Notes for the next mission, this Harbinger is NOT considered "on the map."

VICTORY CONDITIONS

In addition to the standard end-of-game scoring conditions for your selected difficulty level, in order for your mission to be successful you must complete at least 4 of the following 8 objectives in any combination:

- 4 Fallen Houses to recruit (successfully invade)
- 2 Rifts to close
- 2 Safe Havens to complete

SECONDARY OBJECTIVES

These objectives are not necessarily required for victory, but may improve the starting conditions of your next mission in this campaign.

- Gain Improved Technologies.
- Deploy Fleet Power.
- Recruit Fallen Houses.
- Close Rifts.
- Complete Safe Havens.
- Remove Harbingers from the map.

CARRYOVER NOTES

After a successful mission, record the information listed here. You will need it in order to set up the next mission in this campaign.

- Note the Tier of each of your Civilization tracks.
- Note any Improved Technologies you possess.
- Count your total deployed Fleet Power.
- Note the number of Fallen Houses you recruited (successfully invaded).
- Note the number of Rifts that were closed.
- Note the number of Safe Havens completed.
- Note the number of Harbingers on the map.

Paradise Lost

BELTAN

TECHNOLOGIES:



NERVO



THEGWYN



YARVEK



GALACTIC EVENTS FOR EACH CYCLE:



(A)

(D)

(E)

(G)

FALLEN HOUSES:



SAFE HAVENS:



MISSION BRIEF

All wars are the same in one respect: they are expensive. The costs are many: effort and energy, capital and consumables, human suffering and loss of life. War is not a thing that can be won, but the side that best withstands the burden of these costs will have lost the least. As it stands now, House Valnis cannot bear the costs of expelling the Voidborn from the galaxy.

This does not mean all is lost; it merely suggests a lack of resources. Defending Vallis Alpha, establishing a Safe Haven in The Shroud, and securing the Forholder Gate have each exacted their toll. House Valnis requires replenishment, though that too will demand its price.

Among the galaxy's trillion planets, only a scant few are quite so tailored to human life as to be considered Paradise Worlds. Xirantis is one such planet. It remains unspoiled and uninhabited per royal decree, an uncharacteristically sentimental edict from the Supreme Novarch, and perhaps one born of Corruption. Such a thing is unknowable, and in any event irrelevant. Royal decrees from a Fallen House hold no sway with Valnis, a stance even the Voidborn might understand.

Seize the lost Paradise World of Xirantis from the Voidborn's grasp. Populate it with your best minds and bravest souls. Accept the resources it offers. And prepare the fleets for the final confrontation that can no longer wait. Heavy costs lie ahead.

SETUP

Ignore all House Abilities and Technologies until all setup steps are complete except where explicitly stated.

Fallen Houses

Note that the Fallen Houses of Nervo and Yarvek are each assigned to specific sectors.

Civilization Tracks

Start each of your Civilization tracks at the first space of the Tier in which it ended the previous mission. Any track that ended in Tier 4 starts over at the first space of Tier 0.

If your setup card requires you to advance a Civilization track that begins on any Tier >0:

- you must advance your track.
- you must deactivate Fleet Power if applicable.
- you do gain the immediate benefit.
- if you advance into Tier 4, you may build 1 level of a Safe Haven.

Carryover Technology

If you acquired any Improved Technologies by the end of the previous mission, you may choose up to 3 to carry over into this mission.

- Immediately gain the Basic versions of your selected Technologies. Do not gain any of the Immediate Effects or Influence.
- Place the Improved versions next to your House mat. They will be available for the duration of this mission.
- If any of your selected Technologies are included in the Technology Tableau for this mission, remove them from the Tableau. Cycle 3 will have 4 Improved Technology cards available on the Galactic board as normal, but Cycle 2 will have fewer.
- You always start with the Basic version of your starting Technology.

Outposts

Outpost A

Treat this as the standard Outpost sector as usual during setup.



Paradise Lost

Outpost B

Because you were successful in your mission to control the Forholder Gate, you may take advantage of the connected wormhole network to plan your assault on the Voidborn Fleets surrounding Xirantis. Place the Outpost B sector in a location of your choice along the outside of the map during setup. It must be adjacent to at least 2 other sector tiles (including adjacencies via wormhole).

Use a Standard sector tile and set the Corrupted Population to 3.

Take the number of deployed fleet power from the end of the previous mission and divide it by 3 (rounding down). Place this number of Fleet Power in Outpost B (max 2 Fleet tokens).

- If this number is <1 , move 1 Corvette Fleet Power from Outpost A to Outpost B.
- If this number is >0 , use a different colored player cube. You will have more than 14 total Fleet Power available.
- If you have a Carryover Technology that allows you to deploy Fleet types other than Corvettes, you may do so in Outpost B during this step:
 - You must follow any quantity restrictions (1 Basic Carrier/Dreadnought per Fleet token).
 - Do not pay any applicable costs (1 Food/Material per Basic Carrier/Dreadnought).

Other Setup Notes

Recruited Fallen Houses

For each Fallen House you recruited during the previous mission, increase any Standard Population die anywhere on the map by one. Increase your Production Levels as appropriate.

Closed Rifts

For each Rift closed during the previous mission, remove a corruption from any sector on the map.

Completed Safe Havens

For each Safe Haven completed during the previous mission, build one level of any Safe Haven now, immediately taking any bonus earned from completing a Safe Haven.

Removed Harbingers

Depending on the number of Harbingers remaining on the map at the end of the previous mission, you gain the following bonuses:

- >3 Harbingers: No bonuses.
- 3 Harbingers: You may remove any 1 Voidborn Fleet Power* from any Voidborn sector.
- 2 Harbingers: You may remove any 2 Voidborn Fleet Power* from any Voidborn sector(s).
- 1 Harbinger: You may remove any 3 Voidborn Fleet Power* and any 1 Sector Defense token from any Voidborn sector(s).
- 0 Harbingers: You may remove any 4 Voidborn Fleet Power*, any 1 Sector Defense token, and add 2 random Reclaim tokens to any Voidborn sector(s).

*Remember that if a sector becomes abandoned it will immediately be repopulated with 2 Voidborn Fleet Power.

SPECIAL RULES

Paradise Regained

After successfully invading the Paradise World sector, immediately place a Pure Population of 6 on this sector using a standard (variable) die.

Combat Logistics

When you take a regroup action, you may discard a Trade token to regroup again. You may repeat this as many times as you want, so long as you have Trade tokens to discard, but you must do so consecutively. Once you take another action, you cannot go back and regroup again.

Tactical Prowess

When you use a Focus card (NOT an Agenda card) to take an invade action, you may invade multiple sectors simultaneously, paying the cost once per invaded sector. No matter the number of sectors invaded, it is considered a single action. All movement and combat for this action is considered to happen simultaneously.

- First, pay up front the total cost for the number of sectors to be invaded. For each invasion after the first, you must also gain 1 Corruption.
- Second, complete all Fleet Power movement, evaluating each invaded sector independently and following normal invasion rules.
 - When any Fleet Power enters a sector you do not control, it becomes dedicated to combat within that sector and may not be moved again during this action.
 - Each Fleet Power may only be moved once, and no Fleet Power may be moved after the first combat begins.
- Then, resolve combat and combat outcomes independently and completely for each sector one at a time. You may choose the order in which each sector is resolved.

Security Breach

Shuffle 1 unused copy of each of the following Basic Technology cards together: Decontamination Chambers, Shields, Targeting, and Torpedoes. Draw one at random, and then return the remaining cards to the box.

If Decontamination Chambers was drawn, add a Corruption marker to the first space of the Military track of the Crisis board. This Corruption cannot be removed by any game effect and the space is permanently occupied. During scoring, the Voidborn do NOT gain 2 Influence for this Corruption marker.

If Shields, Targeting, or Torpedoes was drawn, place the card beside the Combat tiles. During all combat, the Voidborn fleets now have this Technology.

VICTORY CONDITIONS

In addition to the standard end-of-game scoring conditions for your selected difficulty level, in order for your mission to be successful:

- you must control the Paradise World at the end of the mission.

SECONDARY OBJECTIVES

These objectives are not necessarily required for victory, but may improve the starting conditions of your next mission in this campaign.

- Gain Improved Technologies.
- Deploy Fleet Power.
- Complete Safe Havens, or build them as much as possible.
- Increase the total Pure Population.
- Decrease the total Corrupted Population.
- Remove Harbingers from the map.

CARRYOVER NOTES

After a successful mission, record the information listed here. You will need it in order to set up the next mission in this campaign.

- Note the Tier of each of your Civilization tracks.
- Note any Improved Technologies you possess.
- Count your total deployed Fleet Power.
- Note the number of Safe Havens completed.
- Count the total number of Fleet Power cubes on the Safe Haven tiles.
- Count the total Pure Population.
- Count the total Corrupted Population.
- Note the number of Harbingers on the map.



To Rule Where Once We Only Served

CORTOZAAR

TECHNOLOGIES:

STARBASES +4 8a

TORPEDOES 7a

DUNLORK

ENERGY CELLS 6a

ORBITAL DOCKS +4 5a

KRADMOR

PURIFIER +4 24a

SALVAGE SCANNER 23a

NOVARIS

CYBERNETICS +4 28a

COMBAT REPLICATORS +4 27a

GALACTIC EVENTS FOR EACH CYCLE:



(B)

(E)

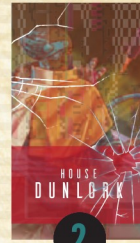
(H)

(J)

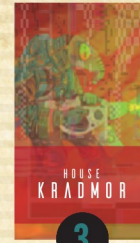
FALLEN HOUSES:



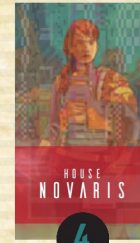
1



2



3



4



SAFE HAVENS:

1

MISSION BRIEF

At last, the Valnis fleets have arrived at the heart of the Fallen Domineum and the seat of its power: the Novarchon Palace. From this vantage the constellations feel smaller and far more numerous.

It was here, long ago, where the Supreme Novarchon himself honored House Valnis with command of the vanguard in the royal Novarch space fleet. The Novarchs were false prophets who abetted their own ruin. House Valnis is not afflicted by any such avarice, and it is House Valnis alone that can restore stability, prosperity, and peace to a galaxy that only remembers these things as fragmentary dreams.

But first, Valnis must do what Valnis does best, and as only Valnis can.; outthink, outmaneuver, and utterly destroy all who stand against.

This marks not an end to what was, but a beginning to what should have been. The time has come for House Valnis to rise, and rise too will the Domineum, not to its former glory, but far beyond.

Now go. Only you can make it so.

SETUP

Ignore all House Abilities and Technologies until all setup steps are complete except where explicitly stated.

Fallen Houses

Note that the Fallen Houses of Cortozaar, Dunlork, Kradmor, and Novaris are each assigned to specific sectors.

Civilization Tracks

Start each of your Civilization tracks at the first space of the Tier in which it ended the previous mission. Any track that ended in Tier 4 starts over at the first space of Tier 0.

If your setup card requires you to advance a Civilization track that begins on any Tier >0:

- you must advance your track.
- you must deactivate Fleet Power if applicable.
- you do gain the immediate benefit.
- if you advance into Tier 4, you may build 1 level of a Safe Haven.

Carryover Technology

If you acquired any Improved Technologies by the end of the previous mission, you may choose up to 4 to carry over into this mission.

- Immediately gain the Basic versions of your selected Technologies. Do not gain any of the Immediate Effects or Influence.
- Place the Improved versions next to your House mat. They will be available for the duration of this mission.
- If any of your selected Technologies are included in the Technology Tableau for this mission, remove them from the Tableau. Cycle 3 will have 4 Improved Technology cards available on the Galactic board as normal, but Cycle 2 will have fewer.
- You always start with the Basic version of your starting Technology.

Outposts

Outpost A

Treat this as the standard Outpost sector as usual during setup.



To Rule Where Once We Only Served

Outpost B

Use a Standard sector tile.

Based on the total number of Fleet Power on the Safe Haven tiles at the end of the previous mission, set the Population as follows:

- 0-2 Fleet Power on Safe Havens: 1 Corrupted Population.
- 3 Fleet Power on Safe Havens: 3 Corrupted Population.
- 4 Fleet Power on Safe Havens: 4 Corrupted Population.
- 5 Fleet Power on Safe Havens: 5 Corrupted Population.
- 6 Fleet Power on Safe Havens: 6 Pure Population.

Take the number of deployed fleet power from the end of the previous mission and divide it by 3 (rounding down). Place this number of Fleet Power in Outpost B (max 2 Fleet tokens).

- If this number is <1 , move 1 Corvette Fleet Power from Outpost A to Outpost B.
- If this number is >0 , use a different colored player cube. You will have more than 14 total Fleet Power available.
- If you have a Carryover Technology that allows you to deploy Fleet types other than Corvettes, you may do so in Outpost B during this step:
 - You must follow any quantity restrictions (1 Basic Carrier/Dreadnought per Fleet token).
 - Do not pay any applicable costs (1 Food/Material per Basic Carrier/Dreadnought).

Other Setup Notes

Remaining Harbingers

For each Harbinger on the map at the end of the previous mission, add 1 of the numbered, thick-bordered Standard sector tiles pictured in orange on the setup map. Do this sequentially, beginning at 1, to a maximum of 6. If there were no remaining Harbingers at the end of the previous mission, do not include any of these sectors during setup.

Wormhole Staging Area

From the totals at the end of the previous mission, subtract the Corrupted Population from the Pure Population, and then divide this number by 2 (rounding down).

- If this number is <1 , do nothing.
- If this number is >0 , place this number of Fleet Power on Wormhole A (max 3 Fleet tokens). Use a different colored player cube. You will have more than 14 total Fleet Power available.
 - If you have a carryover Technology from the previous mission that allows you to deploy Fleet types other than Corvettes, you may do so in Wormhole A during this step:
 - You must follow any quantity restrictions (1 Basic Carrier/Dreadnought per Fleet token).
 - Do not pay any applicable costs (1 Food/Material per Basic Carrier/Dreadnought).

SPECIAL RULES

Extra Cycle 1 Turns

For each Safe Haven completed in the previous mission, you may gain 1 extra turn beyond the number listed on the revealed Galactic Event during Cycle 1 only. Extra turns are taken at the end of the Cycle. Do not draw new Alert/Crisis cards during the extra turns; instead, you must resolve either the Military or Economic track of the Crisis board (your choice). You may choose instead to forfeit any number of these turns to avoid the cost.

Massive Counteroffensive

During the first step of each Evaluation Phase, the Voidborn simultaneously Skirmish in **every one of your sectors** which is an eligible target.

Combat Logistics

When you take a regroup action, you may discard a Trade token to regroup again. You may repeat this as many times as you want, so long as you have Trade tokens to discard, but you must do so consecutively. Once you take another action, you cannot go back and regroup again.

Tactical Prowess

When you use a Focus card (NOT an Agenda card) to take an invade action, you may invade multiple sectors simultaneously, paying the cost once per invaded sector. No matter the number of sectors invaded, it is considered a single action. All movement and combat for this action is considered to happen simultaneously.

- First, pay up front the total cost for the number of sectors to be invaded. For each invasion after the first, you must also gain 1 Corruption.
- Second, complete all Fleet Power movement, evaluating each invaded sector independently and following normal invasion rules.
 - When any Fleet Power enters a sector you do not control, it becomes dedicated to combat within that sector and may not be moved again during this action.
 - Each Fleet Power may only be moved once, and no Fleet Power may be moved after the first combat begins.
- Then, resolve combat and combat outcomes independently and completely for each sector one at a time. You may choose the order in which each sector is resolved.

Wormhole Staging Area

If you added Fleet Power to the Wormhole during the above setup steps, consider this Wormhole to be a “staging area.”

- The Fleet Power here may be recalled or used during regrouping or invasion actions following normal adjacency rules (normally considered adjacent to 3 Rifts, the Megalopolis and Genesis sectors, your Home sector, and both Outposts unless otherwise modified). For all other game purposes (Agendas, Galactic Events, Skirmishes, Crises, etc.), treat the Fleet Power here as if they do not exist. You may never add any more game pieces of any kind to the Wormhole itself for any reason (such as deploying).
 - As examples, invading from your Home sector into a Rift or regrouping from an Outpost to a Megalopolis that you already control, are of course both allowed, because you are not adding Fleet tokens to the Wormhole; the Wormhole is simply showing that the Home sector and the Rift (or Outpost and Megalopolis) are adjacent to each other.

Combined Fallen House/Voidborn Sectors

Depending on the number of tiles used during setup, you may have one or more sectors that contain both a Fallen House and Voidborn Fleet Power.

- These are considered Voidborn sectors for all game mechanics.
- When invading these sectors, combine both the Fallen House Sector Defenses and the Voidborn Fleet Power together as a single defender.
- Invasion outcomes are all-or-nothing: surviving the Fallen House Sector Defenses but failing to win against the Voidborn does not earn you the Fallen House card, and it remains in place.
- Game events may allow the addition of up to 3 Sector Defense tokens to this sector (for a maximum of 5 total Sectors Defenses—3 tokens, and 2 printed on the Fallen House card).

VICTORY CONDITIONS

In addition to the standard end-of-game scoring conditions for your selected difficulty level, in order for your mission to be successful:

- all Rifts must be closed, AND
- you must control the Novarchon Palace at the end of the mission, and it must have a Pure Population of 6.

