

RECOMMENDED HOUSES

From the following 8 Great Houses, each player should select 1 to play with. From the Houses that remain, randomly select 4 to create the Technology Tableau. From these 4, randomize which are used as Fallen House cards and on which Fallen House sectors they appear.

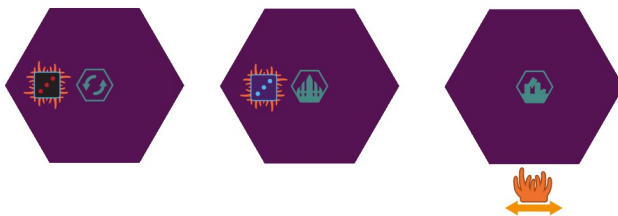
Astoran
Cortozaar
Dunlork
Marqualos
Novaris
Shiveus
Valnis
Zenor

EXPLORATION VARIANT

This mode introduces a greater sense of exploration and added randomness. During setup, place the Novarchon Palace, Ancient Ruins, and Comms Relay sectors upside down (showing only the standard sector sides) and mix them. Randomly place each sector on the map in one of the designated locations. On each of these sectors, add 1 Sector Defense, 2 Voidborn Fleet Power, 2 Bounty tokens, 2 Glory tokens (#1 & #3), and a Corruption marker with no population die (serving as a visual reminder of the special sector):



When a player successfully invades one of these sectors, first resolve all normal effects (gain Bounty tokens, score Glory, etc). Remove all Guilds and Installations (treat them as if they're pre-printed). Then reveal the back side of the sector tile, placing it in the same location, and set the population die as follows:



Note: The Ancient Ruins has no Population die, and you must take the Corruption somewhere else. If you cannot take any more Corruption (yikes!) instead discard the Glory token earned from this sector.

OTHER NOTES

Everything in this booklet is entirely unofficial. This is fan content that is in no way affiliated with Mindclash Games or the designers of Voidfall. Any errors, inconsistencies, or imbalances are entirely my own.

Have feedback? Reach out on BGG (@astrotron), on my website (tableforone.games) or on YouTube (youtube.com/@table_for_one).