THE VOID

As the different factions expanded and fought each other to claim access to the alien artifacts, a strange spatial anomaly emerged from a far off distance. Initially, scientists from all factions analyzed and jointly agreed it was a minor gravitational effect such as a black hole. Yet unbeknownst to all, this was no black hole but it was a new alien race called „The Void".

As ships and probes were sent to investigate, none ever returned and the anomaly continued to grow in size and speed. Interest suddenly became concern as nearby space stations to The Void suddenly lost communication. Soon afterwards, moons and planets were being absorbed in this mysterious creature. It started to accelerate through the more populous systems. Alarms were raised and ships started to lay mines in attempt to destroy the alien but it only seemed to slow the creature. Attempts to make contact failed as The Void continued it relentless assault.

SETUP

1. Take a separate player board (one you are not using) and place a counter on zero for the bank and a counter on the zero scoring track.

2. You select your race as normal and do your typical setup conditions.

3. Take the resource deck and divide this in to 3 piles. Take one of ship cards and place it on top of 2 of the piles. Take one of the piles with the ship card and shuffle the resources. Put this shuffled deck on top of the one with the ship card and then take the final deck and place this on top. You have inserted ships in the deck to indicate how fast the AI will absorb cards.

RULES

The variant only uses pieces from the game and you shouldn't need more than a dice.

- The game lasts through 1 run thru of the resource deck and it has 3 phases (Phase 1 to 3). You start the game in Phase 1 and after you expose the ship cards you shuffled in the resource desk then it becomes Phase 2 and eventually Phase 3.

- The AI bot does not use any resources and it will discard 3 resource cards every 4 turns to claim a 1/2/3 cards in phase 1/2/3 from the ship, tech or planet decks. To determine what type of card, role a 1D6, 1-2 is ship, 3-4 is tech and 5-6 is planet. The cards claims now belong to The Void's empire.

- You will take your turn as normal (usual actions and etc)

- If you Expand beyond 9 cards in your empire, the Void will attack you and attempt to absorb something as you have grown too big. You select one ship and draw a resource card (same as attacking but you are defending) and resolve as follows and apply your ship bonus/power as applicable:

VOID ATTACK PLAN

4 You successfully fight off the Void. Gain 1 VP.

3 You manage to repel the attack but your ship is damaged. Gain 1 money from salvage.

2 You fail and the ship is added to The Void empire

1 You fail and the ship is added to The Void empire

If you do not have any ships, you will still do the combat and if you lose the AI will select either Tech or Planets (whatever is longer). I assume you have some imaginary planetary defenses.

- The player can also attack The Void to lay blockades. If the Void has a blockade token on its board then it will not attack the player but spend its attack to remove the blockade token.

- If player chooses to attach, they resolve the following:

VOID DEFENSE PLAN

4 You successfully mine the area. Gain 1 VP and put 2 blockades on The Void.

3 You marginally succeed. Put 1 blockade on The Void.

2 You marginally succeed and your ship is damaged. Put 1 blockade on The Void.

1 You have failed and the ship is absorbed in The Void empire.

PLAYING FORMAT

1. You take an action.

2. Move the AI counter up by 1. If counter is 4, discard 3 cards from the top of the resource deck, roll 1D6, based on 1D6 role select the card and add it to the AI board. The roll is repeated twice if you are in Phase 2 and 3 times if you are Phase 3. This represents the AI empire growing more rapidly. Reset the counter to 0.

3. Determine if AI attacks you (from 9 card limit)

4. Play goes back to you again and repeat.

5. The game ends when you run through the resource deck once.

SCORING

You score as normal (cards, bonuses and faction abilities). For AI, count number of cards in empire and multiply it by 2. This is the AI score.