

FAQ

Are robots, ships, resources, and Damage/Debris cubes limited to the components included?

Robots are limited to 16 per player. Ships, resources, and Damage/Debris cubes are unlimited. If you need more, use a suitable substitute.

Where should I store my robots?

You must store your robots in the Black Angel's break room.

When you use one of your robots, it must always come from the Black Angel's break room. Robots in the supply are unavailable.

When you gain a robot, you must take it from the supply and place it in the break room of the Black Angel.

When you lose/spend a robot (during card ejection or resolution of a card effect), it returns to the supply.

What are comets I see on some of the hexes of the Space board?

The comets are used only in the solitaire game (see pages 15–16).

Do I have to use all of the activations my die gives me?

No, you do not have to use all of the activations your die gives you; however, **you must use at least one of the activations it gives you.**

Example: You want to use a die with value 2 to perform a Destroy Ravagers action. You must destroy at least one Ravager card. If there are no Ravager cards, you cannot use your die for this action.

How can I place a Mission card on the Space board?

The only way to place a Mission card on the Space board is to perform the *Command Your Ships* action.

When I place a Mission card on the Space board, can I immediately activate it?

No! The *Command Your Ships* action only lets you place a card on the Space board. In a subsequent turn, you can use a die to activate this card the card has an activation mission.

When you activate a Mission card, place your die on the card (thus you can only activate one card at a time).

If I use the Command Your Ships action only to move, can I end my move on a hex that is a different color from the die I used?

Yes, the hex color must match the die color **only** if you wish to place a Mission card (which must also match that color).

You can also use your move to land on another player's card, no matter what color it is.

Where do I place my die when I activate an Activation Mission card on the Space board?

Place your die on the illustration of the card. At the end of your turn, return this die to the supply, like you do when performing an action on the Black Angel board.

When the endgame is triggered by the Black Angel reaching Spes, what happens if the Ravager deck is exhausted thereafter?

You must shuffle the discards to form a new Ravager deck. In the final scoring, you can exchange your robots (from the Black Angel's break room) / resources / ships (from your storage area) for VP, at a rate of 2 for 1 VP (rounded down; however, total all of those things before converting them to VP).

Reminder: As soon as the endgame is triggered, **the Black Angel no longer advances.** You can still choose Sequence B, but you skip Phase B.3 (no more cards will be ejected).

REMINDERS & CLARIFICATIONS

Types of Mission cards

- Activation Mission cards: 001–012, 021–032, 041–052.
- Multi-effect Neutralization Mission cards: 013–016, 033–036, 053–056.
- Single-effect Neutralization Mission cards: 017–020, 037–040, 057–060.

Mission cards

- Cards 007–011: If you spend a Technology tile with debris on it to resolve the effect on one of these cards, retrieve the debris and put it in your storage area.
- When you place a Mission card on a hex of the Space board, this hex must be empty (no card on it).

Ravager cards

- Cards 061–066 and 067–072: The Damage cube to be placed comes from the supply.
- Cards 061–066: If the targeted action already has 2 Damage cubes, place the cube on a die in the same-color supply. If that supply is empty, or all of the dice there already have a Damage cube, ignore this effect.
- Cards 061–066 and 067–072: If you are required to ignore their effect, you can perform your action without losing VP.
- Cards 073–078, 079–084, and 085–090: If you cannot resolve their effect, you can still perform your action, but you must lose 1 VP.

Starting Technology tiles

- Orange tile: You can move one of your ships already in space, or launch a new ship then move it.
- Gray tile: If you take 1 debris, it must go into your storage area, and thus cannot activate a tile on your technology grid.

Technology tiles, standard side

- Orange tile (move): You can move one of your ships already in space, or launch a new ship then move it.

Technology tiles, boost side

- You can compound the effects of several tiles. *Example: Change the color of a die and give it a value of 3.*
- When you perform the *Repair the Black Angel* action, you can choose to flip one or more tiles from their boost side to their standard side in order to activate them with the debris you have just recovered.

2-player game

- When the neutral player's robots are removed, they are permanently removed from play.

Solitaire game

- The solitaire game does not use a neutral player like a 2-player game does. It's just you versus Hal!
- *Discover Technology* action: If the card indicates that Hal wishes to take 1 Advanced Technology tile first, Hal only takes an Advanced Technology tile if the value of his die permits him to do so (i.e. the die must be at least a 2). With a value-1 die, he only takes a cost-1 Technology tile, and only if the display offers one.
- When Hal places a Mission card in a hex, he always gains the reward on the card. If Hal places the Mission card on a location with a comet, he gains a 3-VP bonus in addition to the reward.
- When one of Hal's cards is ejected from space, he scores 3 VP, regardless of the card's effect. Hal does not resolve the normal effect.
- If you activate one of Hal's cards with an activation mission, Hal always performs an activation of this card. For the cards that require ships, robots, resources, and such in order to gain VP, always proceed as if Hal has them.
- During Sequence B, for each damaged die that Hal must reroll, Hal loses 1 VP.

Black Angel figurine

- You can play a card on the Black Angel figurine's hex.
- When the Black Angel figurine moves into a hex with a Mission card in it, nothing special happens.
- If the Black Angel figurine is on a Space hex with a Ravager Ship icon, nothing special happens. You still consider this icon when placing a Mission card in an adjacent hex.

Damaged actions and damaged dice

- An action is damaged if there are 2 Damage cubes on that action. If you place your die on this action, its activation value is reduced by 1, but your die is not damaged!
- If you must place 1 Damage cube on a damaged action (an action which already has 2 Damage cubes), you must place the cube on a die in the same-color supply. This die is damaged! If during Sequence B, you must roll a damaged die, you lose 1 VP, and the Damage cube returns to the supply. Damaged dice are only ever found in the supplies.

Reserved dice and Sequence B

- During Sequence B, if you still have dice in your compartment (including both the standard area **and** the high-security area), you lose as many VP as the total value displayed on these dice. You must then return them all to their respective supplies. You cannot keep an unused reserved die if you perform Sequence B.

End of the game

- When the endgame is triggered, finish the round in progress, then play a final round. During this final round, if you are required to perform Sequence B, you can instead simply pass (but only in this final round!). Even if there are still dice in players' compartments, the game ends after this final round.