

REVENANT

OFFICIAL FAQ &
ERRATA



MINDCLASH
GAMES

ERRATA

(All editions)

RULEBOOK

Page 3

There are **48** Voidborn cardboard ships (not 32).

Page 6-7

In the example image of step **42a**, Pink player should advance on House **Belitan's** track.

Page 7

In the example image, the magnification on House Belitan's Arkship should be representing step **42a** (not **42b**).

Page 7

The rule and example of resetting the Tactics track are both wrong. Players should reset the Tactics track in turn order (not in reverse turn order)...

The entire example should follow this logic, namely:



Example (Reset Tactics): Current turn order is: Hendri, Emily, and Jacob. First Hendri resets to step 1. Hendri has 9 Tactics (A) so he gains Hidden Influence at this point. Since his Captain is Rank 1, this means he draws 2 Hidden Influence cards, discards one and keeps the other (B). Emily is next, her Captain is Rank 3 (C), so she resets it to Step 3 (D), and gains 1 Material. Lastly Jacob resets his tactics to 1 (E), placing his marker on top of Hendri's.

Page 26

The example image about the Council's turn shows Dropship moving to the wrong sector. It should move to sector 8 (not 6).

Note: The example text is correct.

SOLO RULEBOOK & GLOSSARY

Page 4

The first rule of Step **6** "Revel in Corruption" is wrong. It is **only true in Voidfall difficulty (and not on lower difficulties) that**, when placing the Harbinger on an Arkship, Fighter, or Dropship without Corruption, you must place a Corruption on that ship.

Note: The corresponding Player Aid is correct.

Page 16

Politician A and Politician B titles are swapped.

Page 18

Commander A Rank 2 image shows an outdated version of the Commander A Crew board.

Page 18

Commander A ability descriptions wrongly state that you must use the shown Fighter(s) (to destroy Voidborn) before you can gain the extra Tactics. You always gain the extra Tactics after your Crew action no matter if you used the first part of the ability or not.

Page 18

Commander B text for Rank 2 and 3 incorrectly states "You have the ability of Rank 1" while in fact you have "twice the ability of Rank 1"

Page 19

Politician A and Politician B titles are swapped.

CARDS

Secret Agenda Cards

Fleet Agendas are mistakenly numbered 11-14 instead of 10-13. The numbering is correct in the Glossary, but not on the cards.

#27 Construction Bay

The "small ship" icon on the card is incorrect, it should be "small ship (excluding Arkship)". The description in the Glossary is correct.

#26 Shield Deployment

The icon regarding the Shield is incorrect, it should show a "=" (same sector). The description in the Glossary is correct.

RESEARCH TILES

#10 Synaptic Booster

The iconography on the card says to copy an action anywhere; the glossary says to copy an action in your sector (which would need the '=' icon). The research tile should have the "=" (same sector) icon added. The description in the Glossary is correct.

FAQ

SETUP

Q: Should I use the 2-player setup in Solo games?

A: Yes. Set up the game as if there are 2 players, and then follow the instructions in the Solo rulebook. Note that you ignore all the "Rules for two players" on page 26.

Q: What is the purpose of the shuffling envelopes?

A: They are used in the Solo mode to create the Corrupted House deck. We added them as a helping tool for shuffling 7 stacks of Hidden Influence cards. If you find it easier to build the Corrupted House deck without them, you are not required to use them.

CARDS

Q: Can you replace/overwrite a Cadet or Frigate card with a new one?

A: No.

Q: Do Cadets cards work in every turn?

A: No. Cadet card abilities are only active during the turn of the Crew member to which the cards are attached. Abilities on cards attached to other Crew members are ignored. Cadet card abilities never work on the Captain's turn.

Q: Can Frigate cards only be used while using my Frigate?

A: Mostly yes. To determine which ones, look for the trigger icons that explicitly spell "your Frigate", for example: "After Frigate action" or "During an attack with your Frigate".

For completeness' sake the following effects can be used even if you are not using your Frigate:

- Any "Activate" effect (purple diamond icon) can be used on any crew's turn if you take the "Activate" bonus action.
- Frigate card #2 "Decontamination Chamber", Top ability
- Frigate card #5 "Surveyor Module", Top ability
- Frigate card #9 "Synthesizer module"
- Frigate card #25 "Neural Network"

Q: Frigate card #30 "Rift Disruptor". Can I use this multiple times in a turn?

A: No. You can use it during an attack with your Frigate, and you can only attack once with your Frigate per turn.

Example: You maneuver your Frigate from Sector 2 to Sector 3 (which has a Rift). You have Rift Disruptor installed. You then attack with your Frigate. You can deal 1 damage normally with your Frigate, +1 damage from the first effect on the Rift Disruptor card, and then if there is a Rift in your sector +1 damage into any sector with a Rift. You could choose to deal all 3 damage into your current sector, or you could deal 2 damage in your current sector, and then deal 1 damage into one of the other sectors with a rift (in cycle 1 this would be sectors 1, 5 or 7).

Q: Frigate card #30 "Rift Disruptor" combined with Cadet card #5 "Innovator". If I use a Fighter with my Innovator Cadet, and strafe to visit multiple sectors with a Rift, can I deal +1 damage in each with the "deal +1 damage in a sector with a Rift" ability?

A: No. You only gain that +1 damage in a single sector with a Rift during your turn.

Q: A Cadet with the card #26 "Salvager" goes on the Revenant. Does the top ability take effect?

A: Yes. Because there are no Voidborn in the sector where you (the active Crew) is in after your Crew action.

Q: Cadet card #1 "Logistic", bottom ability. Can this provide a maximum of 2 or a maximum of 3 resources?

A: A maximum of 3. You have our 3 Crew members including your Captain, and can each be on House ships from different/unique Houses.

Q: Cadet card #22 “Supplier”, bottom ability. Does this allow me to play a card, or does it simply modify the price when I play a card?

A: It only modifies the price when you play a card.

Q: Cadet card #22 “Supplier”, bottom ability. Can I use the discount from the “Supplier’s” ability to play the “Supplier” card itself?

A: No. The effects of a card do not become active until after you’ve fully paid the cost.

Q: If I have multiple cards with effects that trigger with the same timing, may I choose in which order they trigger?

A: Yes.

Example: Cadet card #30 “Shaper”, has two abilities that trigger after your Action step. The top one triggers after an Arkship action. The bottom one triggers after any Crew action. So if you take an action on an Arkship with the Crew who has this card, then both abilities will trigger at the same time. You can now choose in which order you resolve them. You will most likely want to resolve the bottom ability first to gain Energy, before you resolve the top ability where you pay Energy to build a Ship. But you can also reverse the order if you want to spend resources first to free up space in your storage.

Q: Can a Colony card increase the House Power above 4?

A: Yes, to a maximum of 5. This happens when at the end of the game all 4 House ships of one House are on the map and the Colony card of that House is selected via the Hypercharge action in the last round.

Q: Using the Affiliate Bonus action to play Operation card(s), can I play the non-affiliated card and pay full resources before I play the card with the House affiliation?

A: No. In order to gain one of the two benefits tied to House affiliation it must be your first played card.

Q: Do you spread Rift Corruption for damage caused by Revenant Failure cards?

A: No.

Q: Do we reset Revenant Failure cards that are tucked under the Sequence board?

A: Yes. The cards are being tucked only as a reminder that they’ve been resolved in that Cycle. So, when you refresh these cards, you untuck the one on top and move it to the bottom position and this means that same Revenant Failure card can trigger again in the coming Cycle.

CAPTAIN ABILITIES AND FRIGATE BOARDS

Can you play a card using the Rank 2 and 3 abilities of the “Scientist A” Captain?

A: No. These abilities give you a price reduction when you play a Cadet card during your Captain’s turn (either by 1 resource or down to 0 resources). The act of playing the card itself must be provided by another action or ability (for example by taking the Affiliate Bonus action).

Q: On Frigate boards, what is the rectangular space directly to the right of the Discovery Data cube slots?

A: It is the action space and description of the Emergency action, which is explained on page 9 in the Rulebook.

Q: How does the Rank 2 and 3 ability of the “Commander B” Captain work while strafing with a Fighter? When removing a Shield, can I deal the 2 damages in different sectors?

What are the ways to gain Tactics (and/or Hidden Influence) on my turn?

A: Regarding the Shields and damage: When you remove a Shield in a sector, you gain the two damages in that sector where the Shield was removed. You are allowed to Strafe out of the sector after you deal the first damage out of the two, but then you lose the second provided damage.

Regarding Tactics and Hidden Influence: You have two ways of gaining them. One is to clear a sector completely of Voidborn ships, and gain the 2 Tactics (and Hidden Influence) for that sector. The other is to deal damage in a sector and leave it using Strafe, then end up in a sector with no Voidborn ships. In this case you are also allowed to gain 2 Tactics (and Hidden Influence).

Note that the ability to gain 2 Tactics & 1 Hidden Influence is limited to once per turn.

SHIP ACTIONS

Q: Do you gain Affiliation bonus for Operation cards when you go on the Revenant?

A: No. The Revenant is not a House ship, and you can only match a card’s Affiliation with a House ship (i.e. Fighter, Dropship or Arkship).

Q: Is the Crew member in a sector when on the Revenant?

A: Yes. The Revenant is considered to be in all 4 inner sectors. When you are on the Revenant you are therefore in all those 4 sectors.

Q: Which sectors are adjacent to the Revenant?

A: All of Sectors 1-8 are considered adjacent to the Revenant, because the Revenant is considered to be in all 4 inner sectors.

Example: You use your Commander A Captain to go on the Revenant, to use the Reinforce action to deploy a ship. You pay the resources, and deploy a Fighter to Sector 4 (the fighter was destroyed in a previous round). Then your Captain A at Rank 0 has the ability “Right after the Crew action with your Captain: You may choose 1 Fighter either in your sector or an adjacent sector, then destroy 1 Voidborn ship in the sector with the chosen Fighter”. Because there is a Fighter in Sector 4 (you’ve just built it), you can choose to destroy 1 Voidborn in that sector as it is adjacent to the Revenant.

Q: How does the “Resolve a Dropship” effect work on my Frigate?

A: You use your Frigate as if it was a Dropship. You may maneuver first, then you may land on a Planet with your Frigate, and then take one of the Planet actions.

Q: When using my Frigate to attack, will extra damage from cards or abilities allow me to do more attacks in different sectors?

A: No, unless the ability explicitly says so. An extra damage in general only allows you to destroy one more Voidborn ship in your sector. Your Frigate can only attack once (either before it maneuvers or after it maneuvers), and you must deal all extra damage during that attack in the sector your Frigate currently is. An example of a card that allows otherwise is Frigate card #15 “Hunter-Seeker missiles” which allows you to deal 1 damage into any other sector on the board.

Q: Should I physically move my Frigate if I use the Fenrax Arkship’s Control action to copy it?

A: Yes.

Q: If my Frigate is on a planet without a Crew member because I used the Fenrax Arkship’s Mobilize action option to put it there in an earlier turn, can I place a Crew member on it to get it off that planet, and then immediately land on that same planet again?

A: Yes. If you place a Crew member in your Frigate while it is on a planet, you return it to the planet’s sector first before starting your action. The planet is now free to land on (although it does not have a Discovery Data cube on it anymore!). Note that this is also possible in reverse order, i.e. first landing with a Crew, then landing again with Fenrax Mobilize.

Q: Can you move a Dropship off a planet with Fenrax Arkship Mobilize action?

A: No. You “Move with Caution” with this action (explained on page 13 of the Rulebook), which explicitly prohibits removing a Dropship from a planet.

Q: Do both Zenor Arkship action options (Replicate and Clone) require their targets to be occupied?

A: Yes. This is also stated in the Rulebook (page 16), and the iconography shows a “Crew member”, to indicate this.

Q: Do I gain Corruption if I copy an action from a Corrupted ship using the Zenors Arkship’s actions (Replicate or Clone)?

A: No, not by default. You would only gain Corruption if the ship you place your Crew member on is Corrupted, but you don’t place a Crew member while copying. However it’s possible to gain Corruption if you choose the Corrupted effect of a planet.

Q: When using a Fighter, can you use your extra movements during strafing?

A: No. Extra movement can only be used during a maneuver, and strafing happens during an attack. While both an extra movement and strafing means moving a Fighter to an adjacent sector, the key difference between them is that they are used during different actions.

Q: Is a Dropship or Frigate on a planet considered to be in a sector?

A: Yes. The ship is in the same sector as the planet card.

Q: In a Solo game, will the Corrupted Crew move a Dropship, if the only available planet(s) is in a sector that has reached the ship limit?

A: No. The Dropship will stay in place.

EXPANSIONS

Q: Research tile #12 “Rift Suppressor”. Can the Shield be placed on any Rift anywhere?

A: No. You can only place the extra Shield token on a Rift if you have placed a Shield in the same sector as that Rift.

Q: When playing *Solo with the Reason* expansion module, do the Corrupted Scientists stay on the board during the Recall phase?

A: No. You take them back during the Recall Phase along with the normal set of Corrupted Crew.

FINAL SCORING

Q: Do I still score *Hidden Influence* in the Final Scoring if it takes me above 8 Influence?

A: Yes. During Final Scoring you first count your Influence on the track with a House. Then you count the Hidden Influence with that House (you don’t update the track).

For example: Your Influence with Bellitan is 6 on the track. You have 4 Hidden Influence cards with Bellitan. Your total Influence with Belitan is 10.

Q: In a *Solo* game, if a Corrupted Influence card is revealed for the Corrupted Crew, do they gain 1 Influence for that House right then, and also 1 at Final Scoring? So does that Corrupted Influence card eventually give them 2 Influence in total?

A: No. Every Corrupted Influence you reveal for the Corrupted Crew will give them one single Influence over the course of the game, either at the start of the Action Phase, or at Final Scoring, but not both. In the Action Phase of the Corrupted Crew (page 4), at Step 2, there are two distinct ways that you must deal with a Corrupted Influence card.

Consider the case where the Influence marker of the corresponding House is not at the top space yet. In this case after revealing a Corrupted Influence card, you take 1 step on that Influence track, and, importantly, **you don’t place** the Corrupted Influence card next to the Influence board. Instead, you keep it in the pile of revealed Corrupted Influence cards. This instruction is not explicitly stated in the rules, just implied by omission. Since this card is not next to the Influence board, it will not add Influence to the Corrupted Crew at Final Scoring.

MISCELLANEOUS

Q: Regarding the *timing of abilities*, suppose I have an ability “right after your Crew action” and another “right after your Frigate action”. Is there a specific order I need to resolve them?

A: You can choose the order. If you place your Crew in a Frigate, then your Crew action effectively becomes the Frigate action, and you will complete these two at the same time. If two abilities trigger at the same time, you can choose their order.

Q: Are *tokens* limited to the amounts in the box?

A: No. Tokens are generally not meant to be limited (i.e. resources, Damage, Corruption, Discovery Data, Voidborn ships). If you run out of the required type of tokens for these types, use proxies for them.

Q: Can I contain *Corruption* if there is no Corruption anywhere on ships or on my Frigate board compartments?

A: No. You can choose a contain Corruption effect on your turn, but it will do nothing.

Q: When containing *Corruption* on a House ship, can it be from any ship on the board?

A: Yes, any Arkship, Fighter, Dropship (or Science Vessel in the expansion) can be a target.

Q: During the *Reset Tactics* step of the Hyperjump Phase I have 12 Tactics (end of the track). What happens if I gain Influence with House Novaris and earn the “Gain 2 Tactics” token?

A: Gain 2 Tactics **after** you have reset your Tactics marker (defined by your Captain’s rank). Designer’s note: This is bypassing the rule of the “Gain 2 Tactics” token, which should be resolved “immediately”.

Q: If, during the *Reset Tactics* step I have 2 Tactics but my Captain is Rank 3, do I move my Tactics marker forward one space on the track?

A: Yes. You reset the Tactics to the position defined by your Captain’s rank, even if in this case it means moving it forward, and not backward.

Q: Do *inner sectors* count when *measuring distance* (for example for the purpose of determining which player distributes damage in a sector)?

A: Yes, the same way as you calculate movement.

Q: May I move a ship *through* a sector that has reached the *sector limit* of 4 small House ships?

A: No. The sector limits are a hard limit to be kept at all times. Note: that your Frigate is not affected by this limit, and you can freely move this into any sector.

Q: Do you gain 1 *Tactics* for every *Voidborn* you destroy?

A: Yes. Rare effects that remove Voidborn ships without gaining Tactics specifically highlight this fact.

Q: Does the *blue arrow iconography* on some cards indicate that you must perform the ability in front of the arrow before you are allowed to do the ability after the blue arrow?

A: No. The blue arrow indicates sequence, not dependency. The effect before/below the arrow is simply the next effect on the card. It is not contingent on resolving the effect before/above it. However if you perform both effects, you must perform the effect before the blue arrow first.

Q: In a *Solo* game does the House Power also increase when the Corrupted Crew builds a ship?

A: Yes. House Power is always equal to the number of ships on the board. If a ship is added or removed you adjust the House Power without exception.



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