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PRESENT

RULEBOOK

X-ODUS

RISE OF THE CORRUPTION

RULEBOOK

INTRODUCTION

Humanity has long left the confines of the solar system and colonized the stars. The people of the Galaxy now strive to go always further and deeper, and discover the secrets of the Precursors, a mysterious alien species who disappeared a millennium ago. They left behind ruins of their once great civilization, and a legacy: the hyperspace lanes, powerful devices allowing interstellar travel.

As the Galactic council is opening an ancient hyperspace lane to the core of the old Precursor empire, the system falls under attack by mysterious invaders, led by an entity of pure darkness.

You are a group of adventurers who managed to flee the massacre by jumping into the unknown. As you travel through the hyperspace lane, your ships are infected by a Precursor energy field. It modifies your ships to grant them powerful boons, and leaves you with a warning.

A 1000 years ago, the Precursors inadvertently created a dimensional Rift and unleashed a powerful force on the Galaxy, an artificial being only known as the Corruption, who ravaged their empire and left darkness and desolation in its wake.

They launched an all-out assault and managed to temporarily seal the Rift away. But the energy keeping it closed is fading, and the Corruption is spreading again to every stellar system in the Precursor Empire. You have to find enough Keys, ancient energy sources of near limitless power, to reactivate the seal before it collapses entirely.

But beware, time is against you and the Corruption is rising. Its Cultist armies are spreading in the remnants of the old Precursor empire and its most trusted lieutenants, the Avatars, are looking for you.

GOAL

In X-ODUS, you play as captains of spaceships brought together by a common mission: to recover the Precursor Keys, immensely powerful energy sources left behind by the Precursors. They are the only objects powerful enough to reactivate the seal on the Main Rift, thus preventing the Corruption from spreading to the entire Galaxy.

In order to win, you need to:
• track down all 4 Precursor Signals,
• solve the cards to gather the 4 Precursor Keys,
• find the Main Rift,
• activate the Keys to seal it again,
• defeat the Avatars in the system (if any).

If all the players are defeated before the Rift is closed, or the Corruption marker reaches the Rise of the Corruption, you lose the game.

GAME COMPONENTS

1 Main Rift
Tile

30 System Tiles
12 Allied (blue), 12 Enemy (orange), 6 Corrupt (red)

20 Explorations
Markers

20 Explorations Cards

18 Scraps
Markers

6 Pacified
Markers

2 Wormhole
Markers

2 Rift
Markers

4 Precursor Key
Markers

12 Precursor Signals
Cards

6 Ship Mats

4 Ship Tokens
4 XP Trackers

6 Activation Markers

4 Avatars Cards

36 Precursor Mods Cards
(6 per Ship)

12 Player Dice
(4 Red, 4 Blue, 4 Yellow)

16 Enemies Cards

8 Precursor Ship
Modules Cards

24 Ship Modules
Cards

16 Damaged
Cards

36 Ship Health
Markers

28 Energy
Markers

4 Allies Cards

1 Avatar Die

1 Corruption Tracker
4 Avatar Tokens

3 Avatar Movement
Markers

8 Enemy Health
Markers

6 Enemy Shields
Markers

1 Corruption Mat

SETUP

CORRUPTION AND AVATARS

The Corruption mat is used to track the Rise of the Corruption, determine when new Avatars and Enemies come into play and the progress of your quest to track the Keys.

Place the *Corruption tracker* on the first space of the *Corruption mat*, above "The X-ODUS begins". Randomly select three *Avatar tokens* and place them face down (number hidden) on their marked spaces.
Select *Precursor Signals cards* **according to your difficulty level** *(see Difficulty p. 19)*, shuffle them, pick 4 at random and place them on the mat, face down. Add a *Precursor Key marker* on each one.

Set the *Avatar cards*, *Avatar die* and *Avatar Movement markers* aside.

Corruption mat, avatars and enemies setup

ENEMIES

Enemy cards will be used throughout the game during combats and are set-up so their power and threat increase as the game goes.

Shuffle each level of *Enemies cards* separately, then stack them **in ascending order** (level 4 at the bottom, level 1 on top) to form the Enemies reserve and set it aside.
Draw 4 cards to form the Enemy deck (with level 1 Enemies) and place it near the Corruption mat.

Set the *Enemy Health* and *Shield markers* aside.

ENEMY LEVEL

Enemies have 4 different levels, indicated on the front of the card. These levels determine how powerful they are and how much of a threat they pose.
A good rule of thumb for fair fights is to face an Enemy of a certain level with a Fleet containing as many ships.

EXPLORATIONS, MODULES & ALLIES

These elements are everything the players will need during the game, from resources to exploration material, rewards and negative effects.

Shuffle the *Explorations*, *Allies*, *Ship Modules*, *Precursor Ship Modules* and *Damaged cards* individually and place them next to each other.

Set the *Exploration, Scraps, Player Health, Energy, Rift, Wormholes* and *Pacify markers* aside.

Explorations, Modules and Allies setup

PLAYER SHIPS

The Ship mats are used to track the evolution of your Ship, its equipement and overall stats. The Precursor Mods cards are powerful upgrades and unique to each Ship.

The following setup is indidvual per player:
Choose a *Ship mat* and take the corresponding *Precursor Mods card* (see Precursor Mods p. 14).
Place the level 1 card on your mat, and set the rest aside.
Pick the required number of *Health markers*, your colored *Player dice*, *Activation marker* and an *Energy marker*. The first one is free, but you'll have to buy the others
Place your *XP tracker* on the first level and your *Ship token* on the *Starting System*.
Gain 1 *Scrap marker*.

Battlecruiser Ship mat full setup

SYSTEM STACK & MAIN RIFT

The system stack is the core of the game, containing every system you can reveal and explore. You start with just one in the center of the table, and reveal more as you go.

Start by setting aside all 6 red tiles and the *Main Rift tile*.

1 Shuffle the 24 blue and orange tiles, **face down,** together and divide them in 6 **equal stacks** (of 4 tiles each).

2 In the first one, shuffle the *Main Rift tile*.
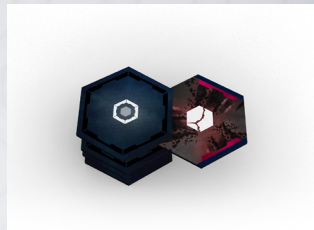
3 Then take 5 random red tiles and shuffle them in the other 5 stacks.

4 Stack all the systems together to form the System stack, **with the pile containing the Main Rift at the bottom.**

The last red tile becomes the *Starting System* and goes at the center of the table.
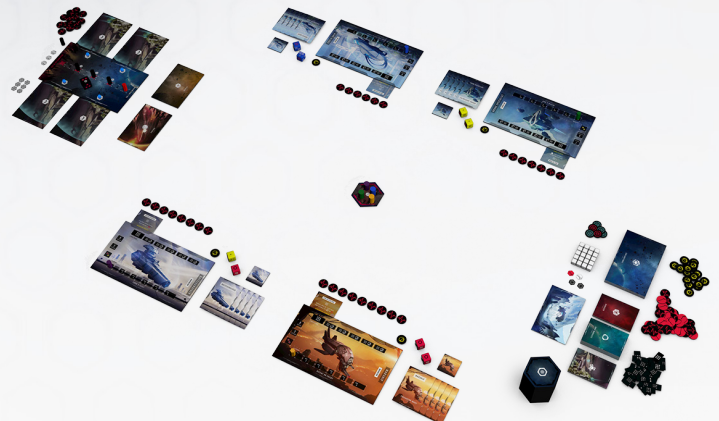
PLAYER DICE

Dice are used in combat and throughout the game for solving various situations. Each die has three different symbols:
- ⬡ means a hit.
- ⭕ represents a miss.
- ⚡ are special symbols used during Explorations, or to activate some Mods.

There are three different dice in the game, each represented by a color. They have varying odds of activating the various symbols.

Suggestion of setup for 4 players.

GAMEPLAY

In X-ODUS, each turn is divided in 3 phases.
1. **Action phase:** all the players use their Actions to perform various tasks.
2. **Corruption phase:** the Corruption increases its hold on the Galaxy and the Avatars move on the board.
3. **End phase:** various effects are resolved.

ACTION PHASE

The first phase of the turn. Players decide in which order they want to play and perform a number of Actions (determined by their Ship) from the list below. When a player has no Actions left, he flips his Activation marker and ends his turn.

> A PLAYER (OR A FLEET) MUST SPEND ALL HIS ACTIONS BEFORE ANOTHER PLAYER OR FLEET CAN TAKE ITS TURN.

ACTIONS

REVEALING & MOVING

Send a probe
1 Action
Choose an adjacent empty space. Draw the first tile from the System stack and place it face up at the designated location (i.e. **Reveal the System**).
You can orient the tile any way you want as long as it is connected to your **current System by a hyperspace lane** (an opening connects both tiles).
Put an Exploration marker or a Precursor Key marker on the revealed System *(see Systems p. 8).*

> YOU HAVE TO CHOOSE THE LOCATION **BEFORE** YOU REVEAL THE TILE.

Jump
1 Action
Move your Ship token to an adjacent, **already revealed** connected System.

Blind jump
1 Action
Perfom the same action as if you had Sent a Probe, then **immediately** Jump in the revealed System.

Hyperspace Rush
2 Actions
Jump three times in a row.
While Rushing, you do not enter the Systems along the way and therefore **don't need to perform Detection Rolls in Enemy Systems.**

> THE DETECTION ROLL STILL APPLIES IN THE LAST SYSTEM.

> YOU CAN'T RUSH PAST AN AVATAR.

FLEETS

When two or more players are on the same tile, they can form a Fleet (for no Action) that will be active until the end of the turn. Players in a Fleet must perform the same Action on the same target (Send a Probe to a system, Scavenge in the current one, Explore, etc...)

A Fleet always has the same number of Actions as the player with the least remaining amount at the time of the formation. It can also add new players along the way, as long as they haven't played this turn, but their number of Actions will be limited by that of the Fleet.

The Captains of the Warship and Battlecruiser form a Fleet at the beginning of the Turn and have 3 Actions. They use 1 to Jump and reach the Captain of the Explorer. If he joins them, instead of his individual 4 Actions, he will only have the 2 the Fleet has left.
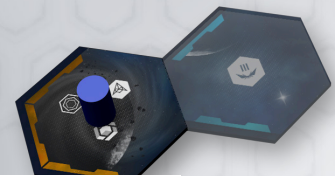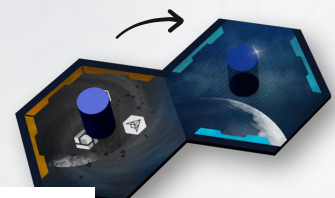

SEND A PROBE

When you Blind Jump, Jump immediately after the Reveal.

HYPERSPACE RUSH

JUMP

SYSTEM ACTIONS

Explore
1 Action
Remove the Exploration marker from the tile you currently occupy, then draw an Exploration card.

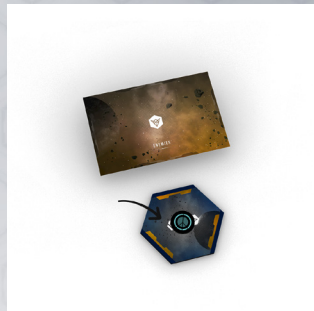**Scavenge**
1 Action / Once per turn
Once per turn, gain 1 Scrap or, **if a defeated player is in the System**, gather his Precursor Key markers.

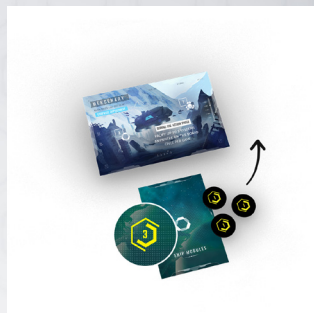**Pacify** (only in non-pacified Enemy Systems)
1 Action
Draw an Enemy card. If you win the combat, Pacify the System.

Trade
1 Action
Buy *Modules* from an Ally **or** trade *Scraps, Ship Modules, Precursor Ship Modules* and *Precursor Key markers* with ships **in your system**.

You only need to spend 1 Action, **no matter how many modules you buy or exchange**.
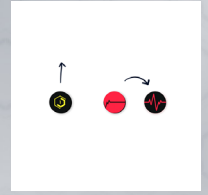
PLAYERS IN A FLEET CAN POOL THEIR SCRAPS TOGETHER TO BUY MODULES FROM AN ALLY AND CHOOSE WHO RECEIVES IT.
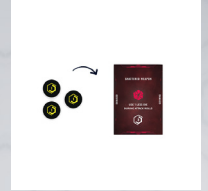
Ship Maintenance
1 Action
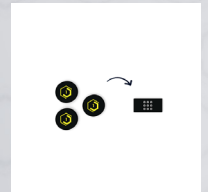Perform any of the following actions **once**:

1. Pay 1 Scrap to **Repair** your Ship or another Ship in the System for 1 Health.
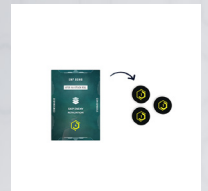
2. Pay 3 Scraps to **remove a Damaged card** (not a Repair) on your Ship or another Ship in your System.

3. **Buy** a new Energy marker by paying its Scrap cost.

4. **Salvage** one of your Ship Module or Precursor Ship Module and gain its value in Scraps -1.

WHEN IN A FLEET, EACH PLAYER CAN CHOOSE A DIFFERENT SHIP MAINTENANCE OPTION ON THE SAME ACTION.

STRAIN

Once per turn, you can choose to increase your number of Actions by 1 by straining your Ship engine. If you do so, you have to perform a Damage Roll at the end of your Action phase *(see Damage Roll p. 11)*.

STRAINING CAN BE DONE AT ANY POINT DURING YOUR TURN, NOT JUST WHEN YOU HAVE SPENT ALL YOUR ACTIONS.

The Captain of the Warship has 3 Actions. She *Repairs* her ship, then *Blind Jumps* for a total of 2 Actions, and have 1 left. But she ends up in a Corrupt system, and decides to *Strain* and **gain an additional Action**, now having 2 left.

She then uses those 2 to perform a *Hyperspace Rush* and moves 3 tiles away. Since she used *Strain*, she now has to **perform a Damage roll** before ending her Action phase.

SYSTEMS

Each hexagonal tile on the board is a **revealed** star System of the Galaxy. They are **connected** by hyperspace lanes, represented by openings on the sides of the tiles (as opposed to the colored borders).

The color of the tile indicates the type of system (*Allied*, *Enemy* or *Corrupt*) and the symbols inform about the events you can or have to resolve while in it.

A. ALLIED SYSTEMS

The Allied Systems are safe havens for the players. The Cultist have not yet invaded them and, therefore, **they do not trigger Combat** (you don't perform a Detection Roll when entering an Allied system).

Avatars, however, can follow and attack you even there. Allied Systems can be Explored.

You can find the following symbols on Allied Systems:

An Exploration is possible in the System. Place an Exploration marker on this symbol when the tile is revealed.

A wormhole is open in the system. You can use them to navigate the Galaxy very quickly. Systems with wormholes **are all considered adjacent to one another**.

> THE AVATARS CANNOT USE WORMHOLES, UNLESS SPECIFIED BY THE CORRUPTION DIE.

A Precursor Signal has been detected. When you reveal this symbol, place the matching Precursor Key marker on the tile instead of an Exploration marker. When you use an *Explore* Action, reveal the corresponding Precursor Signal card instead of a normal Exploration card and **leave the marker on the tile**. Move it to the Ship mat of any player successfully accessing the Key *(see Precursor Signals p. 12).*

An Ally is around and available for Trade each time you are in this System.

ALLIED SYSTEMS

ENEMY SYSTEMS

CORRUPT SYSTEMS

ALLIES

When you enter a system with an Ally symbol ⬡, draw the first card from the Ally deck and place it face up near the board. Then draw the required number of Ship modules ① and Precursor Ship modules ②.

You can now perform a *Trade action* to buy **any number of modules** from this Ally.

When in a Fleet, all the players are required to use the Trade action, and can pool their Scraps together to buy modules (they choose who receives it).

On top of that, some Allies have special skills ③ or offer unique services, such as revealing tiles on the board or lowering the prices of their modules. Refer to the card for more informations.

B. ENEMY SYSTEMS

These Systems have fallen prey to the Corruption and its Cultist legions. They are openly hostile and will send ships to stop you if you are detected when jumping in.

When you **enter a non-pacified enemy system or start your turn in one**, perform a *Detection Roll*. If you fail, you are detected and must draw the Enemy cards indicated on the tile or engage any cards already revealed in the system.

If, at any point, you have to draw an Enemy card and none are left in the deck, <u>shuffle the discard pile to form a new deck.</u>

> YOU CAN CHOOSE TO IGNORE THE DETECTION ROLL AND VOLUNTARILY TRIGGER COMBAT.

If you defeat the Enemies, the System becomes Pacified.

<u>Enemy Systems can be Explored as long as you are not engaged with an Enemy.</u>

You can find the following symbols in Enemy Systems:

An Exploration is possible in the system.
Place an Exploration marker on the symbol when the tile is revealed.

An Enemy or fleet of Enemies is patrolling the system. If Detected, draw one or two cards and fight them **consecutively** *(see Combat p. 18).*

The system is under constant surveillance.
You are **always detected** when entering this system and **skip the Detection Roll entirely**.

Enemies in this system are stronger.
If Detected, draw the Enemy card from the reserve **instead of the deck**.

A Wormhole is open in the system.

> TRAVELING TO AN ENEMY SYSTEM THROUGH A WORMHOLE STILL TRIGGERS A DETECTION ROLL.

PACIFY

When you Pacify a system, place a Pacify token on the tile, green face up.
A Pacified system is temporarily free of Enemies, and you do not need to perform a Detection Roll when entering it. During the End Phase, discard red tokens and flip all green tokens to their red side.

In other words, **a system stays Pacified for 2 turns**.

DETECTION ROLL

When you perform a Detection Roll in an Enemy system, roll both of your dice. If you roll at least 1 ⭕, you are Detected and must draw an Enemy card from the deck.

In a Fleet, **all the players roll their dice together**. If any one of them rolls at least a ⭕, the entire Fleet is **detected**.

C. CORRUPT SYSTEMS

These systems have been completely infested by the Corruption and drained of all their resources.

<u>Corrupt Systems cannot be Explored.</u>

Secondary Rifts are opened in every corrupt systems, allowing passage to the Avatars. During Avatar movement, Corrupt systems are all considered **adjacent to one another**.

EXPLORATIONS

Explorations represent random events and discoveries happening to you during your time in a System. Some of them can be positive, other very powerful, and some even treacherous.

When you Explore a system, **remove the Exploration marker from the tile** and draw the first Exploration card of the deck. Starts by reading the title and type of Exploration (Analysis, Warning, Danger), then the immersion text.

ANALYSIS

These Explorations are the safest and present little to no danger for the players. You can pick any of the three options (if eligible), and even **spend more Actions to pick additional ones**. If an option gives you two or more rewards, apply all of them in whichever order you choose.

FLEET MEMBERS CAN ALL PICK A DIFFERENT OPTION OR SHARE A COMMON ONE *(SEE SYMBOLS & EFFECTIS)*, BUT ANY OPTION CAN ONLY BE PICKED ONCE PER EXPLORATION.

WARRIOR	SCHOLAR	ROGUE

Some options are locked unless your, or a Fleet member's, Ship belongs to a certain **class**, indicated above it. In that case, you can access the option and its rewards.

The Captains of the Explorer and Battlecruiser reveal the System Exodus together. The Explorer belongs to the ROGUE class and his Captain decides to **exchange information about cultist movements** to reveal 2 Systems anywhere on the board.

In the meantime, the Captain of the Battlecruiser **trades resources with the fleet** and gains a Ship module.

Since the two ships have lost some health, both Captains decide to use 1 additional Action to **dock with one of the engineering ships**, and recover 2 Health and all their Energy.

WARNING

These Explorations are timed events, where you have to choose "quickly". They offer stronger rewards, but also greater risks. Warning cards have one option that is stronger than the rest, but requires to pass a *Skill Roll*. If you fail the Roll, pick the red effect and if you succeed, refer to the immersion text, next to the ✲ symbol, for your reward.

THE ENTIRE FLEET HAS TO PICK ONLY ONE OPTION AND YOU CAN'T SPEND MORE ACTIONS FOR ADDITIONAL REWARDS.

The Captains of the Warship and Proto-Ship reveal the Cultist Factory. They can **only pick 1 option, and have to agree on it.**

Since none of them have a Rogue Ship, they can't gain the Scraps. They can either ◈ slow down the Avatars this turn or try their luck (and skill) to ✲ prevent the Rise of the Corruption.

But if they fail, 🔴 the Avatars will be granted a bonus movement during this Corruption phase!

SKILL ROLL

SKILL ROLL ⚡

When an action requires you to pass a Skill Roll, simply roll both of your Dice. If you obtain the number of ⚡ or ⌀ stated on the effect, it is successful.

In a Fleet, all the players roll together and add their results. **They succeed or fail together.**

DANGER

These Explorations are hazards, and you have only one option. In order to pass a Danger card, you have to perform a *Skill Roll*. In Danger cards, if you succeed, nothing happens, but if you fail, resolve all the red symbols.

> THE ENTIRE FLEET SUCCEEDS OR FAILS TOGETHER AND SHARES THE CONSEQUENCES.

The Captains of the Explorer and Pirate Ship reveal the Dormant Swarm. They **have to manage a Skill Roll with two targets to succeed.**

The Explorer rolls ⬤⬤ and the Pirate ▨▨ therefore the test is successful and no one loses Health or is Damaged.

Had the Pirate Ship rolled just 1 target, both ships would have lost 2 Health and been Damaged (regardless of individual rolls).

DAMAGE ROLL

When a situation requires you to perform a Damage Roll (such as when *Straining*, *Disengaging* or *being engaged by an Avatar*), roll both your Dice.
If you roll 1 ⭕, lose 1 Health, if you roll 2 ⭕, lose 2 Health and **draw a Damaged card.**

In a Fleet, **each player rolls separately their dice in order to determine their own damage.**

SYMBOLS & EFFECTS*

- Gain the indicated amount of Scraps. Fleet members decide how to share the Scraps.

- Gain a Ship Module without paying its cost. Fleet members decide who gets the module after it is revealed.

- Gain a Precursor Ship Module without paying its cost. Fleet members decide who gets the module after it is revealed.

- Reduce the Avatars' movement by 1 this turn (use the white Avatar Movement marker to remember).

- Recover the indicated amount of Health. Fleet members each recover the Health.

- Recover all your Energy. Fleet members all recover their Energy.

- Reveal the indicated number of Systems anywhere on the board (they must be connected to at least 1 already revealed system).

- Pacify the indicated number of revealed Enemy Systems anywhere on the board.

- Disable a Rift in the system (use the white Rift marker).

- Draw a Damaged card. Fleet members all draw a Damaged card.

- Increase the Avatars' movement by 1 this turn (use the red Avatar Movement marker to remember).

- Lose the indicated amount of Health. Fleet members each lose the Health.

- End your turn and flip your Activation marker. Fleet members all end their turn.

- Create a Rift in the System (use the red Rift marker).

*if no Fleet effect is specified, several players activating the option together has no additional effects.

PRECURSOR SIGNALS

Precursor Signals are special Explorations that lead you to a Precursor Key. To reach them, however, you will have to **solve a given situation.**

When you Explore a system containing a Precursor Key marker, draw its corresponding Precursor Signal card (from the Corruption mat). Start by reading its title, level of difficulty *(hazardous, perilous, lethal)* and immersion text, then follow the instructions and read the access condition.

Each Precursor Signal card is different and require a different problem to be solved. You can only access the Precursor Key once the condition is met.

There are three levels of difficulty when it comes to the challenges faced to gather a Key, indicated by the color of the danger indicator.

HAZARDOUS   Hazardous cards offer a fair challenge, without too much drawback.

PERILOUS   Perilous ones have much more demanding effects and harsher consequences.

LETHAL   Lethal are the worst possible cards, often with game altering effects.

Once you solve a Precursor Signal card, discard it, move the Precursor Key marker from the tile to your Ship mat.

Congratulations, you just found a Precursor Key.

SPECIAL RULES

Precursor Signals, as opposed to Explorations, don't have to be solved right away or in one go. The card stays in play until you manage to access the Key.

Once a Precursor Signal card has been revealed, you can interact with it whenever you are on the corresponding system. **Anytime you perform an instruction between [ ], you need to spend 1 Action.** This can end your Action Phase.

Unless otherwise specified, accessing the Key is not an Action.

The Captain of the Warship Explores a Precursor Signal and reveals the Derelict Ship *(Hazardous level)*.

After reading the title and immersion text, she sets the card up by placing 5 Health markers on it as damages. To access the Key, all markers must be removed through *Repair* actions. She spends 1 Action performing a Repair (paying the Scrap cost associated) and end her turn.

Later during the action phase, the Captains of the Drone Specialist and Battlecruiser reach the system. There, they interact with the already revealed card for free, then spend 2 Actions to finish the Repairs (they each *Repair* twice, removing 4 markers).

The condition is finally met, they access the Key (for no additional Action) and decide the Battlecruiser will carry it.

ACTIVATING THE KEYS

Whenever you are on the Main Rift, you can Explore it (paying 1 Action as usual) to **activate all the Keys in your possession.** To signify this, place all the Key markers in your inventory on the tile.

When all 4 Keys are on the Rift, the Avatars will immediately move (roll the Avatar die as if you were in the Corruption phase). They will focus their movements on reaching the main Rift (instead of players) where they will engage anyone in the System (since you are not in the Corruption phase, don't perform a Damage Roll when engaged).

THE AVATARS WON'T SPECIFICALLY TARGET THE PLAYERS, BUT WILL STILL STOP TO ENGAGE ONE, AS PER THEIR NORMAL ENGAGEMENT RULES. IT CAN BE VERY USEFUL TO BLOCK THEM AND PREVENT THEM FROM REACHING THE MAIN RIFT IN TIME.

If all 4 Precursor Keys are on the Main Rift tile at the **end of the Action phase,** and **no Avatars are in the system**, players manage to seal the Rift and immediately win the game.
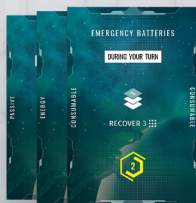
MODULES

Modules are special pieces of equipment that can be installed on your Ship. They grant **a wide variety of new abilities and skills**, as well as **powerful boons**. There are three type of modules.

SHIP MODULES

Ship modules are lower grade equipment that can be found during *Explorations* or bought from *Allies* (for the price indicated on the card).

While they are not as powerful as your *Precursor Mods*, they can still make a difference, either by **reinforcing your ship's strength or by offsetting its weaknesses**.

PRECURSOR SHIP MODULES

Precursor Ship modules are rare artifacts from the Precursor era that can also be found during *Explorations* or bought from *Allies* (for the price indicated on the card).

They work essentially in the same way as other modules, but are **much more powerful**, and can have **game changing abilities**.

TYPE OF ACTIVATION

Ship Modules and Precursor Ship Modules come in three types:

Passive cards grant a permanent effect that triggers whenever its condition is met.

Consumable cards are one-time only effects and are discarded after use.

Energy cards require Energy to activate *(flip an Energy marker on your ship mat)*.

You start the game with one marker in your reserve but can unlock more at any point by performing a *Ship Maintenance Action* and buying a new **Energy marker** for its Scrap cost.

PRECURSOR MODS

The Precursor energy field that altered your ship grants you many powerful assets in the form of self-evolving, highly specialized modules (known as Precursor Mods).

The more you use your ship the way it is designed to, the stronger it becomes. **Each Ship is better suited to play a specific role**, and becomes more powerful when doing so.

Everytime you perform the action indicated on your Ship mat ①, move your XP Marker on to the next space ② .
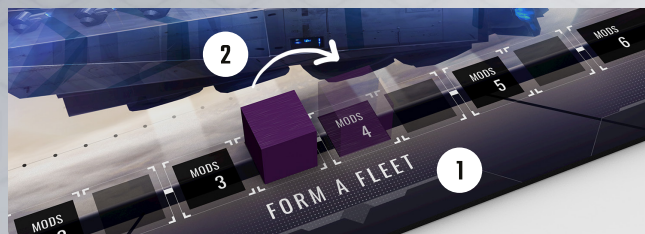
Whenever you reach a new level, immediately unlock the corresponding mod. **Choose one of its effects** and place the card halfway under the mat so that only the chosen effect sticks out. You can activate it **the next time its condition is triggered**.

Mods that require Energy (1, 3 and 5) go on **top of the mat.**
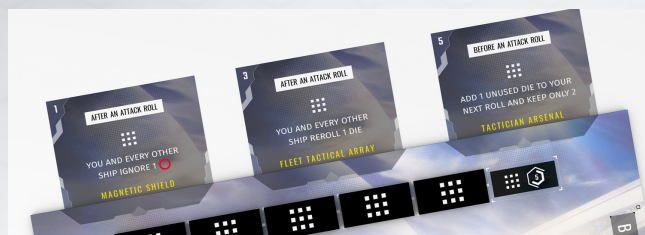
Passive Mods (2, 4 and 6) go **at the bottom of the mat.**

> ENERGY MANAGEMENT IS KEY TO WINNING THE GAME, AND INCREASING YOUR ENERGY RESERVES IS ALWAYS A GOOD IDEA.

COMBAT

Whenever you trigger combat, draw an Enemy card (or use the one already revealed in the system) and place it near your Ship mat. You are now **engaged** with the enemy and can't do anything until it is Defeated or you Disengage.

> COMBAT ITSELF DOES NOT REQUIRE ACTIONS.

Each enemy has a Health and Shield value, as well as a special ability that triggers under specific conditions.

Enemy combat setup

COMBAT SEQUENCE

A combat is divided in a series of player attacks and enemy retaliations. Before each attack, you have to choose between Offense, Defense and Disengage manoeuvres.
- During an Offense, you get to roll **all your dice,** increasing your damage output, but also the risks of retaliation.
- With a Defense, you roll **only one die** (you choose which), limiting your damage output, but also preventing critical miss.
- When you Disengage, you run away from combat *(see Disengaging p.14).*

(optional)
Activate eligible modules.
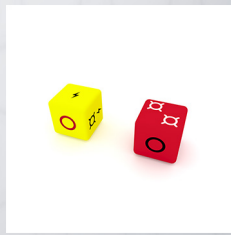
Attack roll.
Roll your die or dice.
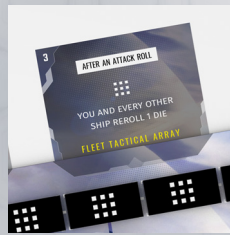
(optional)
Activate eligible modules.
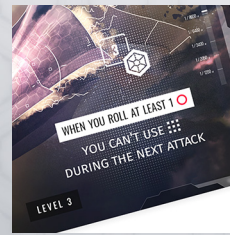
Trigger enemy abilities
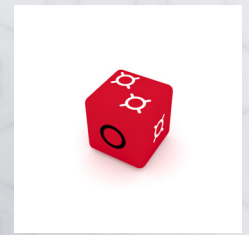
Add up all your hits to determine the power of your attack.
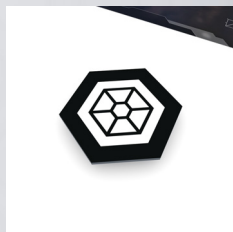
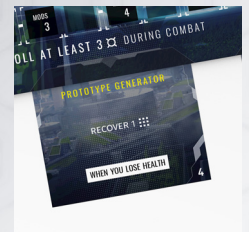Subtract enemy shields (they are not destroyed and must be bypassed **everytime**.)
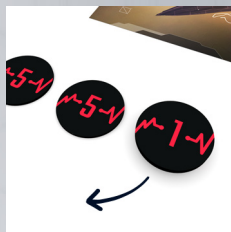
Remove the difference from the enemy's health.
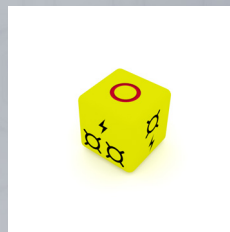
Add up all your miss to determine the power of the retaliation.
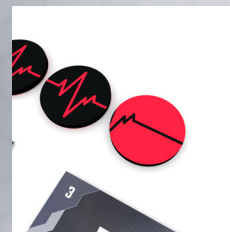
Retaliation.
Lose health equal to the power of the retaliation.

(optional)
Activate eligible modules.

ENEMY'S DEFEAT

When an Enemy's Health reaches 0, he is **immediately defeated and doesn't retaliate**. Remove the Health and Shield markers, put the card in the discard pile and each player in the Fleet **gains 1 Scrap per enemy level**.

> SOME SHIPS HAVE MODS WITH A "WHEN YOU DEFEAT AN ENEMY" ABILITY, DO NOT FORGET TO TRIGGER THEM.

PLAYER'S DEFEAT

When your Health reaches 0, you are immediately defeated and your ship is destroyed. Discard your Health and Energy markers, your Mods, Modules and Damaged cards, but leave your toppled Ship token on the tile where you were defeated.

If you were carrying a Precursor Key, the other players can recover it by performing a Scavenge action in this system.

14

MULTIPLE ENEMIES

When multiple Enemies are in the system, draw all cards at once to have an overview, and fight them **in the order of your choice.**

You are considered to be engaged with all the Enemies in the system. When Disengaging, you must perform **1 Damage Roll per Enemy** and apply "When you disengage" abilities.

DISENGAGING

Despite all your power and Precursor mods, sometimes luck runs out and a fight turns sour.

When a situation becomes desperate, you can always Disengage from the Enemy and hide or flee.

When you disengage, **perform 1 Damage Roll per Enemy** in the system. Once you've Disengaged, you are free to Jump, Blind Jump or perform an Hyperspace Rush out of the System *(normal Action costs apply)*.

You can also disengage and **hide in the system**, immediately ending your turn.

> YOU CAN'T DISENGAGE IF YOU'RE PART OF A FLEET, UNLESS THE ENTIRE FLEET CHOOSES TO DISENGAGE.

FLEET COMBAT

During Fleet combat, **all players roll together and at the same time.** Each player can **choose Offense or Defense manoeuvres separately**. Retaliation damages are individual and **can't be shared between players**. If a player is defeated, the rest of the players carry on the fight without him, and his Scraps, Energy and modules are all lost.

Some Precuror mods and Ship modules can affect other Ships in the Fleet. The rules for mods still apply, no matter if you're using an effect from your own mod or that of an ally.

> WHEN AN ENEMY IS DEFEATED BY A FLEET, EACH PLAYER GAINS THE SCRAPS REWARD.

MODS AND MODULES - SPECIAL RULES

Ship modules, Precursor Ship modules and Precursor mods offer various effects throughout combat and exploration and follow a certain set of rules.
- each module can only be used **once per attack or action**.
- you can use as many modules as you want as long as their energy cost and trigger conditions are met.
- you may choose not to activate some beneficial effects (such as ignore a ⊘) but you cannot ignore negative ones.
- when several modules may apply at the same time, choose their activation order.

Some mods allow you to reroll one or several dice. **Each die can only be rerolled once** no matter how many mods are used.
Other mods allow you to ignore some ⊘ on your dice, meaning that it won't trigger retaliation, damages and enemy abilities.

In both cases, **you can't reroll or ignore a die if you used it to trigger** another mod or module during this attack (such as a ⚡ modifier, or a ⊘ effect.)

⚡ act as dice modifiers. High level mods use them to modifiy your dice, adding ⬡ and/or one-time effects (recover Health, Energy, etc.)
Once unlocked, activate it whenever you want after an Attack roll to simply replace the ⚡ by its modifiers.

ACTIVATION CONDITION

Every mods and modules have an activation condition (in the white box) that must be met before you can use the effect on the card, both in and out of combat. Activating a module usually doesn't cost an Action.

DAMAGED

Whenever **all your dice show a ⊘ during combat or after a Damage Roll**, it's a critical miss and you need to draw a Damaged card. The effect of the card will apply right away and remain active until the end of the game, or until removed with a *Ship Maintenance Action (see System Actions p. 7).*

AVATAR COMBAT

The Avatars are the Corruption's most powerful soldiers and hunt you down mercilessly throughout the Galaxy. They have more Health and Shields than any other Enemy, and the most powerful abilities in the game. Combat with an Avatar follows the same rules as a normal Enemy, but with 3 key differences:

AGRESSIVE ENGAGEMENT

If the Avatar engages you **during the Corruption phase**, he attacks right away with overwhelming firepower. **Immediately perform a Damage Roll.**

> THE FIGHT ITSELF WON'T TAKE PLACE UNTIL THE NEXT ACTION PHASE, AND DOESN'T HAVE TO BE RESOLVED FIRST (OTHER PLAYERS CAN COME TO HELP BY FORMING A FLEET).

DIMENSIONAL ESCAPE

When an Avatar is defeated, he is not destroyed. Instead, **his token is placed back on the Corruption mat**, 2 turns from the current one 1 . It will enter play again when the marker reaches it.
**You also don't gain any Scraps from an Avatar's fight.**

> IF YOU PLACE THE AVATAR TOKEN BEYOND THE RISE OF THE CORRUPTION LINE, IT WON'T COME BACK INTO PLAY THIS GAME, WHICH CAN BE A GREAT WAY TO TAKE OUT AN AVATAR BEFORE THE FINAL CONFRONTATION.

HARBINGER OF THE CORRUPTION

If you Disengage from any number of Avatars, **the Corruption marker immediately progresses by 1** on the timeline 2 .
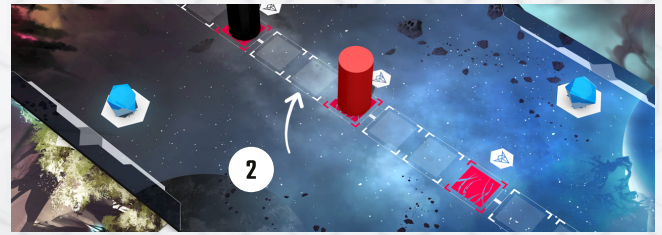
> THIS EFFECT TRIGGERS RIGHT AFTER DISENGAGING, EFFECTIVELY INTERRUPTING THE PLAYERS' ACTION PHASE. IT CAN MAKE NEW AVATARS AND NEW ENEMIES COME INTO PLAY.

SPECIAL RULES FOR DISENGAGING

When several players **in a system** Disengage from one or several Avatars, the **Corruption marker progresses only once**.

However, if 2 separate players Disengage from 2 separate Avatars on the board, the **Corruption progresses twice**.

An easy way to remember is to consider that every time you give ground to the Avatars, the Corruption becomes stronger.

AVATAR ABILITIES

On top of their overwhelming power and resilience, Avatars also possess the most destructive abilities out of all the Enemies.
Some of them can force you to **Permanently Discard** *Modules*, *Energy*, and *Health markers*.

- With Health markers, you can Discard one that is already lost (red face up).
- With Energy, start from the rightmost part of the mat, meaning the last marker unlocked.
- With Modules, choose whichever you want to discard, from all your Precursor Mods, Ship and Precursor Ship modules.

CORRUPTION PHASE

When all the players have spent their Actions, the Action Phase is over and the Corruption Phase begins.

THE CORRUPTION RISES

When the Corruption phase starts, advance the Corruption marker on the timeline by 1 ①.
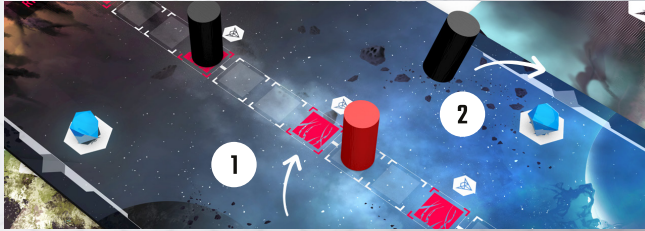

When you reach a new step, place the Avatar pawn face up (number visible) on the Corrupt system **closest to a player** ②, then reveal the corresponding Avatar card.
Shuffle the next 4 Enemy cards from the reserve into the Enemy deck (**do not shuffle the discard pile though**).

If the Corruption marker is on the Rise of the Corruption, and progresses, you **immediately lose the game**.

AVATARS MOVE

Once you've advanced the Corruption, the Avatars move. For each Avatar on the board (in numerical order) **not already engaged to a player or a Fleet**, roll the Avatar die to determine how many systems it will move this turn.
If you roll a wormhole symbol, this Avatar can move through wormholes this turn only, **on top of his normal moves**.
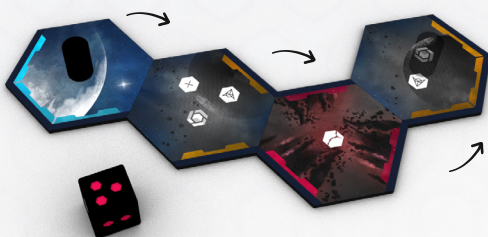
The die indicates that the Corruption is moving 3 tiles this turn.

AVATARS MOVEMENT RULES

An Avatar always targets **the closest player or Fleet that is not already engaged with another Avatar** and moves towards him/it using the shortest path. The Avatars can use hyperspace lanes, Rifts and even Wormholes if their die allows them to.

When an Avatar reaches a System occupied by a player or a Fleet, it stops its movements right-away and engages them. When an Avatar engages players during the Corruption phase, they have to immediately perform a Damage Roll *(see Aggressive Engagement p.16)*.

If an Avatar is **equidistant from two players or Fleets**, he will pick the **weakest one** following these priorities:

1. Single player with the least amount of remaining health
2. Single player with the least amount of total health
3. Fleet with the least number of players
4. Fleet with the least amount of remaining health
5. Fleet with the least amount of total health

In case of a pure tie, use the **Corrupt rule** to decide.

Not only won't Avatars target players or Fleets already engaged with another Avatar, they also **do not use a movement to enter a system occupied by other engaged Avatars**.

If all the players or Fleets are engaged, and an Avatar has yet to play, it will move towards the closest player or Fleet **following normal rules** and engage him/it, if possible.
It is, therefore, possible for a player or Fleet to be engaged by more than one Avatar during the Corruption phase.
In that case, **the Multiple Enemies rule applies**.

As a result, forming Fleets is generally safer, since you can take on higher level Enemies and hazards, but it also means that several Avatars might hunt you down at once...
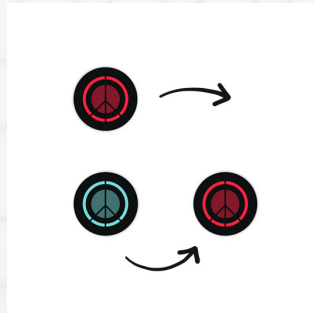
CORRUPT RULE

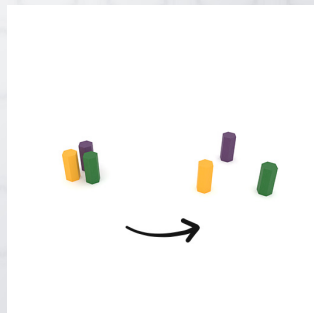When in doubt regarding an Avatar choice, always pick the most damaging one for the players.

END PHASE

After the Avatars have all moved, you need to clean up the Board before the beginning of next turn.
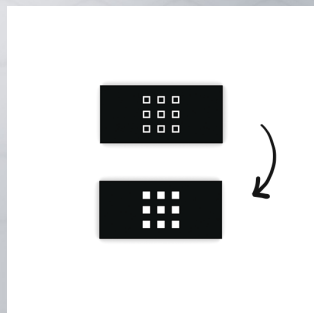
Discard all the red Pacified markers and flip the green ones on their red side.
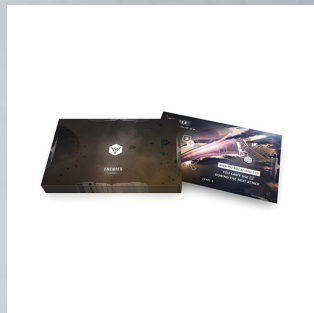
Disband Fleets. Players are free to form them again during their next turn.

Players recover all their available Energy.

Shuffle Enemy cards left on the board back into the Enemy deck, **unless a Player is still in the system.**

Flip the Activation markers.

DIFFICULTY & VARIANTS

The setup is made using the 4-players variant, which is the standard way to play the game. However, it is possible to play the game with less players, and even solo.

3-PLAYERS VARIANT

With three players, there are only a few adjustments needed. First of all, during the setup of the Corruption mat, use the **other side of the mat.**

Corruption mat setup for 3 players

The game will last the same amount of turns, but there will be one less Avatar on the board, most level 4 Enemies won't enter the game and you'll have only 3 Precursor Keys to discover instead of 4.

Before the setup of the system stack, remove the following systems *(marked with a white dot).*

Instead of forming 6 stacks of tiles, assemble only 5, with the Main Rift one still at the bottom.

2-PLAYERS VARIANT & SOLO

Since X-ODUS is about Fleet tactics and building synergies between your ships, **we do not recommend a game with only 2 Ships.** Instead, each player should choose two Ship mats and play both (or you can use 1 and 2 respectively with the 3-Players variant).

The same goes for a solo game, where we recommend the 3-Players variant as the ideal way to play the game.

DIFFICULTY

CASUAL WANDERERS

The first time you play the game, we recommend using only hazardous (blue) and two perilous (yellow) Precursor Signal cards. Shuffle them and place 4 at random on the Corruption mat. They already pose quite a challenge and are a good way to get used to the game.

HARDENED TRAVELERS

Once you're familiar with the game, you can bump the difficulty by adding lethal (red) Precursor Signals. Shuffle two cards of each color and pick 4. The game will pose quite a challenge, and harder cards will force you to adapt your playstyle to different situations.

HEROIC ADVENTURERS

If you're looking for a true ordeal, we recommend using all lethal (red) and a couple of perilous (yellow) cards when drawing the Precursor Signals cards. The lethal cards can throw an Avatar-shaped wrench in even the best laid of plans, and should be used only when your win-to-lose ratio is sufficiently high with the other options.
On top of that, you could add a permanent +1 Avatar movement marker to the Corruption mat, for a true nightmare of a game.

CREDITS

QUICK REFERENCE

ROUND SUMMARY

1 Action phase: all the players use their Actions to perform tasks among the following:

- **Send a probe**: Reveal a System in an adjacent empty space.
- **Jump**: Move your Ship token to an adjacent revealed connected System.
- **Blind jump:** Perfom the same action as if you had Sent a Probe, then immediately Jump in the revealed System.
- **Hyperspace Rush:** Jump three times in a row for only 2 Actions.
- **Explore:** Remove the Explorations marker from the tile you currently occupy, then draw an Explorations card.
- **Scavenge**: Once per turn, gain 1 Scrap or, if a defeated player is in the System, gather his Precursor key markers.
- **Pacify**: Draw an Enemy card. If you win the combat, Pacify the System (only in active Enemy Systems.)
- **Trade**: Buy Modules from a Merchant or trade Scraps, Ship Modules and Precursor Ship Modules with other players in your system.
- **Ship Maintenance**: You can perform any of the following actions once: Repair, Discard a Damaged card, Salvage a module, Buy a new Energy module.

2 Corruption phase: the Corruption increases its hold on the Galaxy and the Avatars move on the board.

- **Advance the Corruption** marker on the timeline by 1, and solve Avatar and Enemy effects.
- **Avatars move**. Roll the Avatar die once per Avatar, in numerical order. If an Avatar engages a player or Fleet during this phase, he/it has to perform a damage roll.

3 End phase: clean up the board for the next round.
- **Flip** or **remove** the pacified markers.
- **Disband** the Fleets.
- **Players recover** all their available Energy.
- **Enemy cards are shuffled back** in the deck unless a player is still in the system.
- **Flip Activation token** to signify the beginning of the next turn.

COMBAT SUMMARY

The following section lists an overview of combat.

1. Choose Offense (roll all your dice) or Defense (roll only 1) manoeuvres.
2. Activate "Before an Attack roll" mods and modules.
3. Attack roll. Roll your die or dice.
4. Activate "After an Attack roll" mods and modules.
5. Activate eligible Enemy abilities.
6. Add up all your targets to determine the power of the Attack.
7. Substract Enemy shields (they are not destroyed).
8. Remove the difference from the Enemy's Health.
9. Add up all your miss to determine the power of the retaliation.
10. Retaliation. Lose Health equal to the power of the retaliation.
11. Activate eligible modules ("when you lose health")

FIRST GAME STRATEGY TIPS

- For your first game, we recommend choosing the Warship, Proto-ship, Battlecruiser and Explorer, as they form a balanced team.

- Read the ship's description, they give useful pointers on how to play and specialize.

- Be mindful of each ship's role and XP condition to quickly increase your power.

- Blind jumps are huge time savers, but can be very risky, especially when you have few Actions left.

- The system stack contains 1 Corrupt system (red tile) per group of 5 tiles, keep that in mind while revealing to avoid creating death traps.

- Buy Energy markers whenever you can. Half of your modules are useless without it. You should aim to have at least 4 by the end of the game.

- Don't be afraid to Explore, most Explorations are really useful and can grant powerful advantages.

- Use wormholes to outmanoeuvre Avatars and come back to unsolved Precursor Signals.

- The game is almost impossible to win without some measure of cooperation. Don't hesitate to form Fleets, play together and, if needed, take one for the team!