

The background is a dark, star-filled space. In the top left, a large, blue-tinted planet or moon is partially visible. In the bottom right, there is a glowing blue nebula. A bright comet streaks across the lower left quadrant. The title 'CALL OF THE VOID' is centered in a stylized, glowing font. 'CALL' and 'VOID' are in a dark blue, outlined font, while 'OF THE' is in a smaller, glowing yellow font. A bright starburst is positioned behind the letter 'O' in 'VOID'.

**CALL
OF THE
VOID**

A MOTHERSHIP EXPANSION

BY PETER SANDERSON AND BJORN BRETT


TABLE OF CONTENTS

Components	2
Neutron Stars	3
Black Holes	4
Distress Beacons	6
Objectives	10
Module Specific Cards	12

NOTE: The following modules can be mixed and matched with those from other expansions or those included in the base game.

Please see the base game rulebook for rules about any modules mentioned, but not explained.

COMPONENTS

62x  Distress Beacon Cards



36x  Objective Cards



16x  Distress Beacon Tokens



2x Neutron Stars / Black Holes



Mothership, the Energy logo, Control Panel mechanic, all artwork, rules and concepts are copyright of Peter Sanderson 2020. Any resemblance to other intellectual properties is purely for the sake of parody and satire.

For more information, please visit mothership-game.com.

NEUTRON STARS

Similar to asteroids, neutron stars break up the blank spaces on the board and provide a hazard for players to avoid, or use to their advantage. In most cases, it is best to avoid neutron stars.

SETUP

When setting up, place as many neutron star tiles as you like on the board while maintaining board balance (*see Board Balance, pg 5 of the main rulebook*).

Tiles should not overlap any other tiles. You cannot place planets and ● Colony Stations inside neutron star tiles.



GAMEPLAY

A neutron star tile is an impassable hazard. No unit can move into its space or through it, either with normal movement or other abilities. If a unit is in a space adjacent to a neutron star tile, the following effects will occur:

HALVE ALL TOTAL DAMAGE: Any unit adjacent to a neutron star that engages in any dogfight (including planet attack rolls) will have its total damage halved. This is the roll, plus any buffs from any sources divided by 2 (round up).

NO SHIELDS: Any 🛡️ Mothership that is adjacent to a neutron star tile cannot use shields. This includes any buffs from any sources. This means the ⚡ Energy distribution of the shields will always be counted as 0 for the purpose of any dogfights, 💡 Distress Beacons or any other situation that asks the player to count the ⚡ Energy in that subsystem.

BLACK HOLES

Similar to asteroids, black holes break up the blank spaces on the board, and provide a hazard for players to avoid or use to their advantage. In most cases, it is best to avoid black holes.

SETUP

When setting up, place as many black hole tiles as you like on the board while maintaining board balance (see *Board Balance*, pg 5 of the main rulebook).

Tiles should not overlap any other tiles. You cannot place planets inside a black hole. You cannot place ●Colony Stations inside or adjacent to black holes.



GAMEPLAY

As soon as a unit enters a black hole, a dogfight is initiated by the black hole. Black holes always attack with a D12. Unlike when fighting asteroids, the entering unit cannot fight back against a black hole. The outcome is determined by the number rolled. ♣Guardian Cannons are automatically destroyed regardless of the dice roll.

IF 1 - 2 IS ROLLED: The player can warp that unit to any space on the board. A dogfight against a black hole does not use that unit's attack phase, meaning that the warping unit can now attack if they wish.

IF 3 - 12 IS ROLLED: The exact number rolled is taken as damage by the unit. In the case of a ♣Fighter or ♣Bomber that means the unit is destroyed.

ESCAPING A BLACK HOLE

If the unit remains inside the black hole for any reason, it will not be able use engine power next turn or initiate any dogfights. However, the unit can warp if the player has the ability to do so. If the unit does not escape in the next turn, the black hole will roll again when the player declares that unit's movement phase is resolved or at the end of their turn.

PULLED IN BY A BLACK HOLE

If a unit ends their movement phase on a space adjacent to a black hole tile, that ship will move one space into the tile. The player affected can choose which space to enter.

The aforementioned actions are then initiated by the black hole. This action will happen when the player declares that the unit's movement phase is resolved, but before the unit begins its attack phase.



DISTRESS BEACONS

◆ Distress Beacons, sometimes referred to only as ◆ Beacons, add random story events to *Mothership*. Players can land ships on spaces with Beacon Tokens and play through a short story with two outcomes. Most outcomes are positive, usually offering rewards and abilities not available through any other means.

SETUP

Shuffle the ◆ Distress Beacon Cards and place them in the area near the ◆ Action Cards and supply of resources.




When setting up the board, randomly select twice as many ◆ Distress Beacon Tokens as there are players, and then place them in balanced locations around the board (see the example on the right). They may be placed in asteroid fields or nebula.









Beacon Tokens do not necessarily need to be easy to access. Sometimes, it is best to put them in out of the way locations or in places that are going to be contentious. If, after placing Beacons Tokens, you feel the layout could do with a few more, feel free to place them where you please. At the same time, try not to clutter the board, as ◆ Distress Beacons should not be the focus of the game.

Half of the tokens should be face up (showing a unit type) and the other half should be locked. Locked Beacon Tokens are flipped over immediately after all of the active Beacons Tokens have been removed from the board.

ACTIVATING BEACONS

Each turn, a player may activate 1x  Distress Beacon. To activate, move the required unit type onto the Beacon Token, resolving that unit's movement phase. The unit will still be able to attack, but only after the  Beacon Card is resolved. Once activated, immediately pick up a  Beacon Card from the top of the pile and resolve it before continuing with your turn.

You can also move units onto  Beacons that they cannot activate, either to block another player from activating it or simply to move onto that space. If your unit can activate the  Beacon, but you have already activated a  Beacon that turn, you may still move onto that space. If your unit is on top of that  Beacon at the start of your next turn, it will either need to move from that space or resolve its movement by staying there to activate the  Beacon.

After resolving the  Beacon, remove the Beacon Token from the board and move the used card to the discard pile.



DISTRESS BEACON CARDS

When a **◆** Beacon Card is picked up, hand it to another player to read. While you are permitted to read your own card, involving other players allows them to enjoy the stories too.

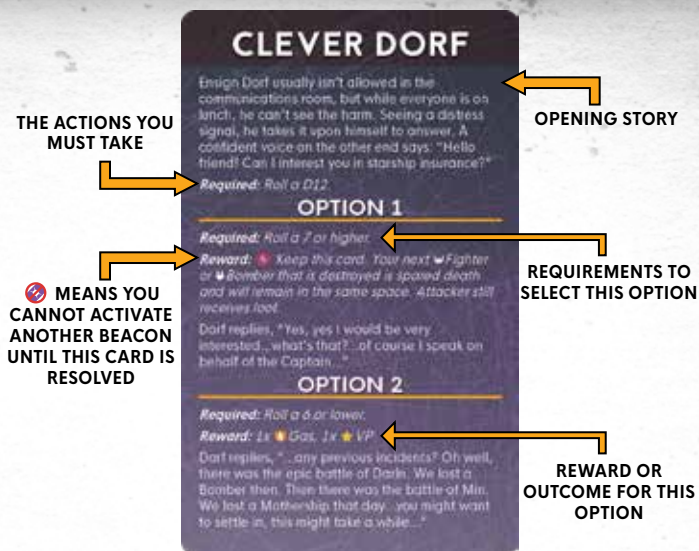
Every card contains an opening story that is to be read first, followed by two alternative outcomes for that story. After the story is read, advise the player who activated the **◆** Beacon of the rewards and / or requirements of each option and have them choose one. Then, read the outcome of the story from the option chosen.

An option **must** be selected. While the majority of cards have positive outcomes, some may be negative. Either way, the player must resolve the card **before** continuing with their turn. Some requirements, such as dice rolls, are stated in the story and dictate the option to be chosen. Other requirements ask the player to commit to an option before knowing what the outcome will be. Read the card carefully to determine how to proceed.



The requirements and rewards for **◆** Beacon Cards are written for an average game of *Mothership* with **◆** Artifacts. Some cards may include elements from modules or expansions you are not playing with (such as nebula, **◆** Class Cards, etc). If you encounter a card you cannot complete due to a missing module (or part, such as a planet), just discard the **◆** Beacon and pick up another. **For module specific cards, see page 12.**

Some cards also offer **★** Victory Points. If playing Deathmatch Mode, simply ignore any **★** Victory Point rewards.



KEEP CARDS: Some ♦ Beacon Cards ask the player to keep it in their possession until either a requirement is fulfilled or a reward is used. No matter the card, if the player keeps the ♦ Beacon Card, no other ♦ Beacons may be activated by **that player** until it is discarded. This icon 🚫 will be displayed on the card as a reminder of this rule.

CONTEXT OF 'YOUR' SHIP: If a ♦ Beacon Card refers to 'your' ship, it is always referring to the ship that has activated the ♦ Distress Beacon (unless otherwise specified).

MULTIPLE CHOICE: If a ♦ Beacon Card asks the player to perform an action that could have two or more choices (example: *Warp your ship to the closest planet* and there are 2 planets at the same distance), then the player who activated the ♦ Beacon is free to choose whichever they prefer.

OBJECTIVES

- Objective Cards reward players for completing specific tasks throughout the game. Most offer small rewards, but some harder
- Objectives give more valuable rewards.

SETUP

It is required that you play with

◆ Artifacts (*see pg 17 of the main rulebook*). Some ◆ Objectives also require other modules. **For module specific cards, see page 12.**

At the start of the game, shuffle the ◆ Objective Card deck and give each player 2x random ◆ Objectives. Players keep these hidden until the tasks are completed. Players are allowed to complete both ◆ Objectives in any order.



A player can replace an unwanted ◆ Objective Card during their turn at the cost of any combination of 2x resources. Discard the unwanted ◆ Objective and take a new one from the top of the pile.






GLOBAL OBJECTIVES

Global ◆ Objectives are a variant on the rules above. Shuffle the ◆ Objective deck and place as many ◆ Objective Cards as there are players near the ◆ Action Card pile. All players should be aware of these ◆ Objectives. Now, instead of each player having two hidden tasks, all players race to complete as many of the displayed ◆ Objectives as they can. Once a player has completed an ◆ Objective, discard it.

REWARDS

During your turn, when you have completed an  Objective, reveal the  Objective to all the other players and choose between one of the two groups of rewards listed on the card. Rewards must be collected **immediately** and **before** the player continues their turn. See below for a list of possible rewards. If a player cannot claim a reward for any reason, that reward is discarded.






If playing Deathmatch mode, ignore all  Victory Point rewards.

If the player completes the  Objective during another player's turn under any circumstance, they must wait until their turn to claim the reward. A player can also complete more than one  Objective on a single turn.




MINERALS, GAS, INFLUENCE, ACTION OR OBJECTIVE CARDS: Take the stated reward from the general supply.



REPAIR HP: Can be used to immediately repair the  HP on either your  Mothership or  Colony Station. If used on your  Colony Station, the  HP reward must be a multiple of 4.




GUARDIAN CANNON: Deploy a  Guardian adjacent to any ship that has resolved its movement phase, even if your Colony cannot support it.




ARTIFACT CARD: Select any unexplored planet that you control and explore that planet.



TECH UPGRADE: Select the Tree indicated by the colour of the reward and move your  Tech counter up by one.



DEVELOPMENT CARD: Choose a  Development from the Market and build it on an explored planet.

MODULE SPECIFIC CARDS

◆ Distress Beacons and ◇ Objective Cards were designed to be played independently of other modules. Some cards, however, do make use of specific modules. Below is a list of those cards. Some players may wish to remove these before playing the game if you are not playing with those specific modules.

Keep in mind, it is recommended that you always play with ◆ Artifacts when using the ◆ Distress Beacons and ◇ Objective Card modules.

DISTRESS BEACONS

NAME	REQUIRES
Hidden Power	Neutron Star / Black Hole
Pirate Raid	◆ Class Cards
Gas Money	Nebula
Particle Pool	Wormholes

OBJECTIVES CARDS

NAME	REQUIRES
Voyager	◆ Distress Beacons
Hidden	Nebula
Traveller	Wormholes
Hamper	◆ Influence and ◇ Planetary Development
Established	◆ Influence and ◇ Planetary Development
Fortress	◆ Influence and ◇ Planetary Development
Orbiter	Moons
Influencer	◆ Influence and ◇ Planetary Development