

This is a list of official variants for Empires of the Void II. Any combination of variants can be used together unless specified.

Planet Liberation

Before you invade an inhabited planet that is controlled by another player, you can declare that you are attempting to "liberate" it. You do not lose any of your influence on the planet when attacking if you are attempting to "liberate" it. If your attack is successful, gain 1 VP as normal, but instead of placing your control cube on the planet, you leave the control box empty (removing the previous owner's control cube) and immediately move your units to the orbit region of the planet. You then place 2 influence on the planet.

Open Actions

When setting up the game, do not use the action token or the commander token.

In this variant, there is no active player, and players do not follow actions. On your turn, you may choose any action and perform it. The next player in turn order can also choose any action, and so on.

As in the standard rules, you cannot perform the same action two turns in a row, although it does not matter what actions are chosen by other players. Each player places one influence or control cube on the action track on the board, and moves it to the action they perform each turn.

Using the scavenge action is the only way to refresh.

When the power card deck runs out, reshuffle the deck and finish the current round. Starting with the first player, each player gets 4 more turns before the game ends (4 rounds of play). Keep track of these 4 rounds by placing the action token on the score track and moving it at the start of each round.

Open Actions for Two Players: If playing with two players, each player takes two actions each turn, one after the other. Players still only use one command cube or influence token on the action track, and cannot perform the same action twice in a row. When the power card deck runs out at the end of the game, after the current round is finished, each player gets 2 "double action" turns before the game ends.

Designer's Note: This variant may be preferable for groups that want more freedom in their choice of actions each turn. The pace of the game slows somewhat, and the tension may be reduced slightly.



Epic Game

For a longer game, follow these steps:

1. Use Valka VII *in addition* to the standard eight planets. Follow the Valka VII Scenario rules, except do not replace any of the eight planets. Place Valka VII to the side of the board. Place a wormhole path token next to it (connecting it to the other wormholes on the board).
2. When you build the power card deck, add power cards from one of the planets not being used in the game. This will make the deck larger than normal.
3. When you draw the Score card, shuffle the power card discard pile. Draw 7 cards from this pile and shuffle them into the power card draw deck.