

VIREN INVASION

AN EXPANSION FOR **WARP'S EDGE**

INTRODUCTION

Taylor Minde's battles are far from over. More Viren forces have crawled out from the dark corners of the universe to threaten humanity once again. Will the Hive succeed in pollinating all planets? Will the Endless infest all systems with its infinite hordes? Only time will tell. But not all is doom and gloom! Taylor now has access to new skills and new starfighters with loadouts specially designed to combat the insectoid menace.

COMPONENTS

- 9 Pilot Tokens
- 1 Starfighter Dashboard
- 1 Mothership Dashboard
- 3 Skill Cards
- 6 Enemy Cards
- 2 Phase Markers

GAMEPLAY

This expansion comes with new starfighters, motherships, enemies, skills, and tokens. You can use any of this content in any game of *Warp's Edge*, with or without the rest of the expansion. Simply add in the expansion content you wish to use. The only exception is the two new types of power tokens, which are only used when the new starfighters are in play.

STARFIGHTERS

Achilles Class (AR) - With a bigger arsenal, thanks to an ability that allows you to draw an extra token, this ship is capable of lots of damage. But the fragile hull means that it's a bit of a glass cannon, offering a tense ride down to the last moment.

Titan Class (IO) - Though less beefy than others in its class, this ship has an ability that allows you to gain a new token when you take damage. You can soak up damage to hone your resources, as long as you divert plenty of energy to your shields.

MOTHERSHIPS

The Hive - This protected mothership is accompanied by a swarm, resulting in an enemy row that is five cards deep. If you let enemies deal damage to you, the swarm grows even larger. You'll have to fight through the swarm to take down the Hive.

The Endless - This unprotected mothership has the highest difficulty yet. Instead of evading or destroying sections of the Endless, you must defeat them with energy. But you'll have very little breathing room, with level 2 and 3 enemies to face every turn.

ENEMY CARDS

Worker / Drone / Queen - These enemies require you to add extra enemies to the row when they enter play. Refill the normal slots first, then draw as many extra cards from the enemy deck as required and place them to the right of the existing cards in the row.

Larva / Pupa / Adult - These enemies cannot be stunned or destroyed by lasers. Instead, they can be stunned and defeated by energy. They can still be stunned and evaded by maneuvers as normal, however.

SKILL CARDS

There is one new skill card for each category: Bug Spray (offensive), Blazing Exoskeleton (defensive), and Energy Reserves (upgrade). If you read through the storybook, these are new options when you are prompted to select a skill card of a certain category.

POWER TOKENS



Overwhelm

This token counts as two lasers. If the assigned target is destroyed, this token counts as one laser against all other targets. These effects last until the end of this turn.



Exposed Blast

This token counts as four lasers. However, you first receive one damage.