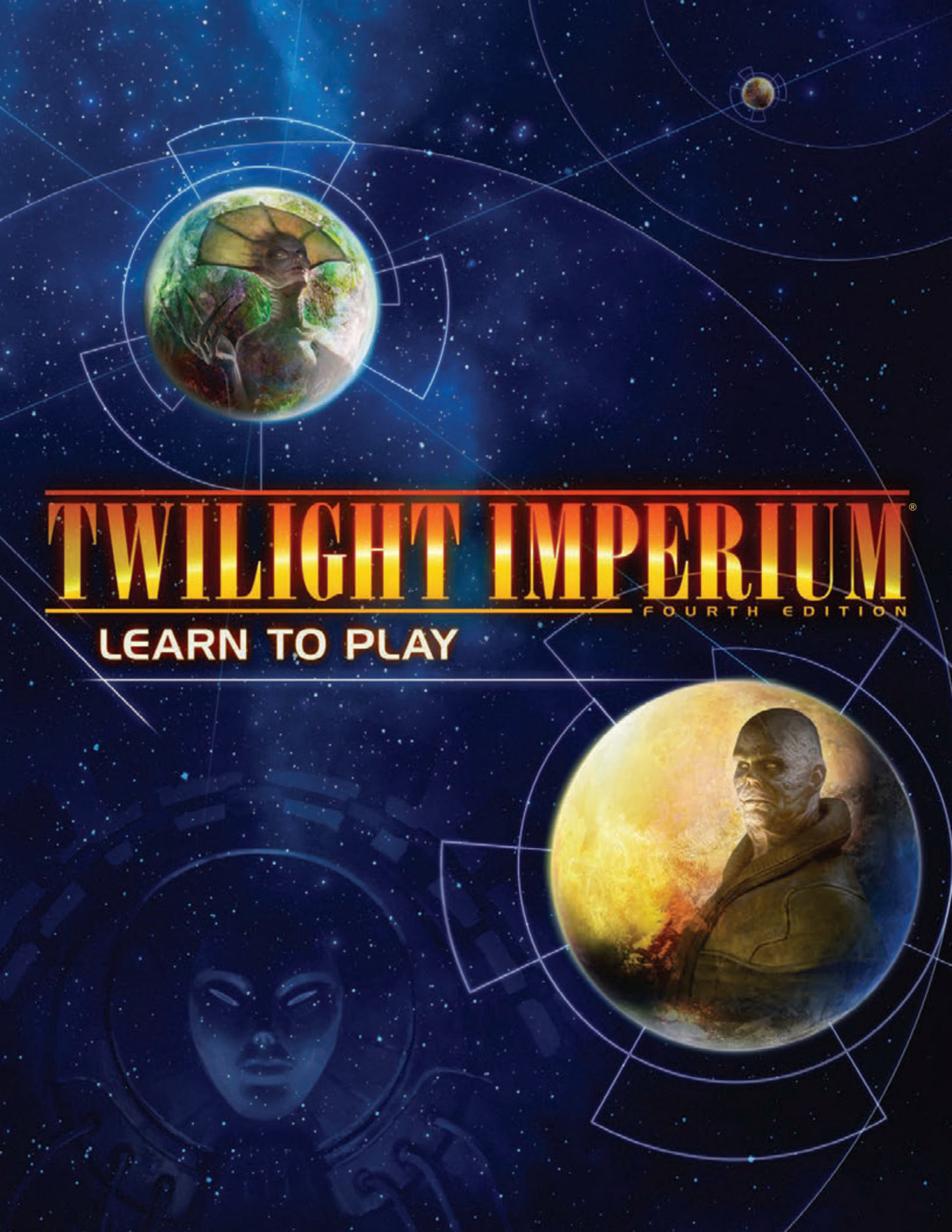


TWILIGHT IMPERIUM®

FOURTH EDITION

LEARN TO PLAY

OBJECT OF THE GAME

Throughout a game of *Twilight Imperium*, players will barter, plot, and wage war upon one another to complete objectives. The first player to accumulate 10 victory points claims the Imperial Throne and wins the game.

COMPONENTS



17 Faction Sheets



6 Command Sheets



51 System Tiles



354 Plastic Units (59 Units In 6 Colors)



8 Strategy Cards



8 Ten-Sided Dice



1 Victory Point Track



59 Planet Cards



40 Objective Cards



80 Action Cards



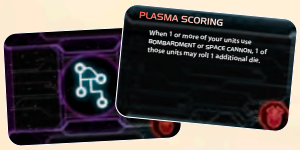
50 Agenda Cards



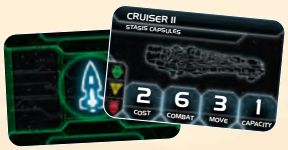
41 Promissory Note Cards



1 Speaker Token



122 Technology Cards



62 Unit Upgrade Technology Cards



2 Creuss Alpha/Beta Wormhole Tokens



1 Naalu "0" Token



1 Custodians Token



2 Nekro X/Y Assimilator Tokens



272 Command Tokens



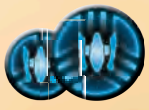
289 Control Tokens



48 Trade Good and Commodity Tokens (Double-Sided)



49 Infantry Tokens



49 Fighter Tokens

USING THIS BOOKLET

The purpose of this booklet is to teach new players how to play *Twilight Imperium*. It is recommended that players read this booklet in its entirety before playing for the first time.

This game also includes a Rules Reference, which describes detailed rules and exceptions that are omitted from this booklet. As questions arise during the game, players should consult the Rules Reference rather than this booklet.

KEY CONCEPT: UNITS

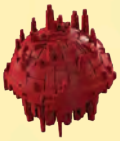
During a game of *Twilight Imperium*, each player's **UNITS** are represented by plastic figures. There are three types of units: **SHIPS**, **GROUND FORCES**, and **STRUCTURES**.

Ships

Ships represent spacefaring units. Players use these units to engage one another in space combat and expand their empires to new systems.



Dreadnought



War Sun



Flagship



Fighter



Destroyer



Carrier



Cruiser

Ground Forces

Ground forces represent foot soldiers. Players use these units to invade planets or defend their own territories.



Infantry

Structures

Structures represent military installations built by an empire to support its war effort.



Space Dock



PDS

Reinforcements

A player's personal supply of unused units and unused command tokens is that player's **REINFORCEMENTS**. When producing units and gaining command tokens during the game, players will take those components from their reinforcements.

KEY CONCEPT: SYSTEMS AND PLANETS

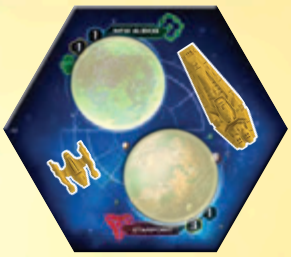
The game board for *Twilight Imperium* is formed using modular system tiles. Each tile represents a single **SYSTEM** in the galaxy, which may contain one or more planets or other celestial bodies.

Placing Units on System Tiles

When a unit is placed in a system, it is placed in one of two areas on the tile. Structures and ground forces are usually placed on planets, while ships are placed in space—the star-filled area surrounding the planets.



Structures and ground forces are placed on planets.



Ships are placed in space.

Planets

As players move about the galaxy and expand their empire beyond their home systems, they will gain control of new **PLANETS**.

When a player gains control of a planet, they take that planet's card and place it facedown in their play area. The planet card is taken from either the deck of planet cards or from the player who controlled it previously.

Each planet card displays two values: **RESOURCES** on the left in yellow and **INFLUENCE** on the right in blue. Players spend resources to acquire new units and technologies. Players spend influence to gain command tokens and to vote during the agenda phase.



Faceup Planet Card

If a player ever controls a planet but has no units on that planet, that player places one of the control tokens that matches their faction on that planet to mark that they control it.



Control Token

FIRST-GAME SETUP

When playing for the first time, players perform the following steps to set up the game. Some components are not used during the first game and are explained in detail at the end of this booklet.



1. **DETERMINE SPEAKER**: Randomly determine one player to take the speaker token. This player is the speaker and will go first when the game begins.

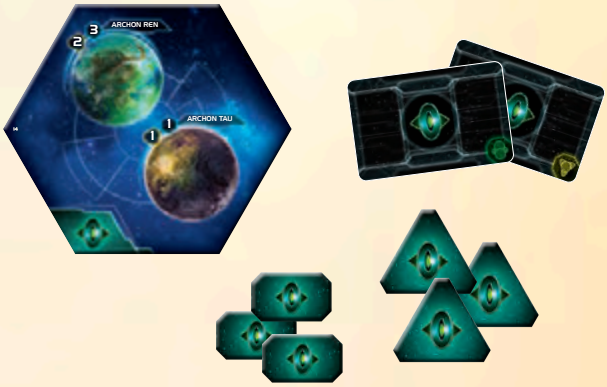
2. **ASSIGN FACTIONS**: Each player controls a faction with unique strengths and weaknesses. Each faction has a sheet which shows the attributes and abilities of that faction's units as well as abilities unique to the faction itself. Gather the following faction sheets:



- The Xxcha Kingdom
- The Federation of Sol
- The Emirates of Hacan
- The Barony of Letnev
- The Sardakk N'orr
- The Universities of Jol-Nar

The speaker deals one random faction sheet from the list above to each player.

3. **GATHER FACTION-SPECIFIC COMPONENTS**: Each player takes the following components that match their faction:



- 1 home system tile
- 17 control tokens
- 16 command tokens
- 2 technology cards

Each player's faction-specific components contain a faction symbol that matches the symbol on their faction sheet. Each player places their faction sheet and all of their faction's components in front of them. Return all unused faction components to the game box.

4. **CHOOSE COLOR**: Each player chooses a color and takes the following components that match their chosen color:



- 59 plastic units
- 1 command sheet
- 25 technology cards

Each player slides the edge of their command sheet under their faction sheet and places the other components nearby.

5. **GATHER STARTING PLANET CARDS**: Each player takes the planet cards that correspond to the planets in their home system. Then, each player places their planets faceup near their faction sheet.

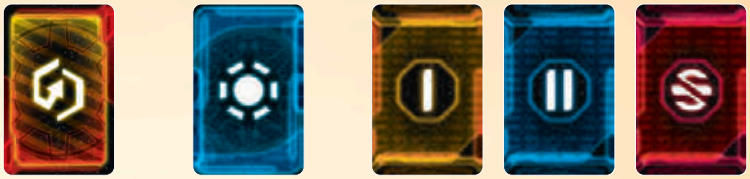


6. **CREATE GAME BOARD**: Players create the game board using the diagram that corresponds to the number of players shown on page 22. Experienced players create a custom game board at the start of each game, as explained later.

7. **PLACE CUSTODIANS TOKEN**: Place the custodians token in the center of the game board on Mecatol Rex.



8. **SHUFFLE COMMON DECKS**: Shuffle the action, agenda, stage I objective, stage II objective, and secret objective cards into separate decks and place them near the game board.



Action Card Deck *Agenda Deck* *Objective Decks*

9. **CREATE SUPPLY**: Create separate piles near the game board for trade good, infantry, and fighter tokens.



10. **GATHER STRATEGY CARDS**: Place each of the eight strategy cards faceup in the common play area within reach of the speaker.



11. **GATHER STARTING COMPONENTS**: Each player takes the starting technology and starting units listed on the back of their faction sheet. Each player places the technology cards faceup near their faction sheet and the starting units in their home system. If a player has multiple planets in their home system, it is recommended that they place their space dock and infantry on the planet with the highest resource value.

Each player places three command tokens in their tactic pool, three command tokens in their fleet pool (ship silhouette side up), and two command tokens in their strategy pool. These pools are located on the player's command sheet.



12. **PREPARE OBJECTIVES**:

i. Each player draws one secret objective and keeps it hidden from other players.

ii. Place the victory point track near the game board with its 0–10 side faceup. Then, each player places one of their control tokens on space "0" of the track.

iii. The speaker draws five stage I objective cards from the deck and places them facedown in a row above the victory point track. Then, the speaker draws five stage II objective cards from the deck and places them facedown in a row below the victory point track.

iv. The speaker reveals the first two stage I objectives.



Secret Objective

PLAYING THE GAME

Twilight Imperium is played over a series of **GAME ROUNDS**, each of which contains the following four **PHASES** that players must resolve in order.

1. **STRATEGY PHASE**: During this phase, each player chooses a strategy card. These cards provide players with powerful abilities to use during the action phase. Each card also has a number that determines turn order for the game round.
2. **ACTION PHASE**: During this phase, the majority of the game's action occurs. This includes moving units, producing units, resolving combat, and using strategy cards.
3. **STATUS PHASE**: During this phase, players perform cleanup steps in preparation for the next game round.
4. **AGENDA PHASE**: During this phase, players vote on political agendas, which can have lasting ramifications in the game. The agenda phase is added to the game after a player gains control of Mecatol Rex.

These phases repeat in successive game rounds until one player accumulates 10 victory points and wins the game.

These phases are described in detail in the following sections.

STRATEGY PHASE

During the **STRATEGY PHASE**, players take turns selecting a strategy card that provides them with a unique action they can use during the action phase. First-time players may not know which strategy card to choose and should consult the strategy card overviews at the bottom of this page and the next.

Beginning with the speaker and continuing clockwise, each player chooses one of the strategy cards from the common play area and places it faceup near their faction sheet. After a player chooses a strategy card, it is not available for other players during this game round.

Each strategy card has a number between "1" and "8" in the upper-right corner. During the action phase, players take turns in order according to the number printed on their chosen strategy card, starting with "1." This is called **INITIATIVE ORDER**.

After each player has chosen a strategy card, the speaker places one trade good on each strategy card that was not chosen. During future strategy phases, when a player chooses a strategy card that has one or more trade goods on it, that player gains those trade goods.

STRATEGY CARD OVERVIEW



1. **Leadership: A player might choose this card to gain more command tokens, enabling them to perform more actions during the action phase.**
2. **Diplomacy: A player might choose this card if they feel threatened and wish to prevent other players from attacking one their systems.**
3. **Politics: A player might choose this card to draw action cards, increasing the variety of abilities that are available to them.**
4. **Construction: A player might choose this card to produce planetary structures, such as space docks and PDS units.**

ACTION PHASE

The **ACTION PHASE** is the main phase of the game, during which players produce units, move ships, enact strategies, and interact with other players.

During the action phase, players take turns in initiative order. While a player is taking a turn, they are the **ACTIVE PLAYER**, and they can perform **one** action. After each player has taken a turn, player turns begin again in initiative order. Initiative order may repeat in this manner several times within a single action phase. The action phase does not end until each player has passed (see below).

There are three types of actions: **TACTICAL ACTIONS**, **STRATEGIC ACTIONS**, and **COMPONENT ACTIONS**. They are described in detail later.

If a player does not wish to perform an action during their turn, they may **PASS**. After a player passes, their turn is skipped for the remainder of the action phase. A player cannot pass until they have performed their strategic action, which is explained later. After each player has passed, the game round continues to the status phase.

TACTICAL ACTION

A tactical action allows a player to move ships, initiate combat, invade planets, produce units, and otherwise interact with the game board.

To understand a tactical action, players need to understand many other game concepts, such as movement and combat. For this reason, the steps of a tactical action are summarized below, but are not described in detail until later.

1. **ACTIVATION**: The active player must **ACTIVATE** a system by taking a command token from their tactic pool and placing it in that system.
2. **MOVEMENT**: The active player may **MOVE** ships into a system from any number of other systems. Ships can also transport ground forces from one system to another.
3. **SPACE COMBAT**: If multiple players have ships in the active system, they resolve a **SPACE COMBAT**.
4. **INVASION**: The active player may commit ground forces to land on planets in the active system. If another player has units on those planets, the players resolve a **GROUND COMBAT**.
5. **PRODUCTION**: If the active player has a space dock in the active system, they can **PRODUCE UNITS** by spending resources.

A player might not resolve all of the above steps during every tactical action. For example, a player may choose not to move units during the "Movement" step but may still produce units during the "Production" step.

STRATEGY CARD OVERVIEW



5. **Trade: A player might choose this card to gain trade goods and commodities, which they could use to produce additional units or trade to other players.**
6. **Warfare: A player might choose this card to allow some of their ships to move twice, or to build a unit and move it during the same game round.**
7. **Technology: A player might choose this card to research a new technology that would grant them a new ability or unit upgrade.**
8. **Imperial: A player might choose this card to draw an additional secret objective, granting them additional routes to victory.**

STRATEGIC ACTION

Each strategy card has both a **PRIMARY ABILITY** and a **SECONDARY ABILITY**.

When a player performs a strategic action, they resolve the primary ability of their strategy card. After resolving this ability, each **other player** may resolve the secondary ability of that strategy card. The active player **cannot** resolve the secondary ability of their own strategy card.

After each player has had an opportunity to resolve a strategy card's secondary ability, the active player exhausts that strategy card by flipping it facedown. Players cannot resolve abilities on exhausted strategy cards, but the exhausted cards' numbers are still used to determine initiative order.

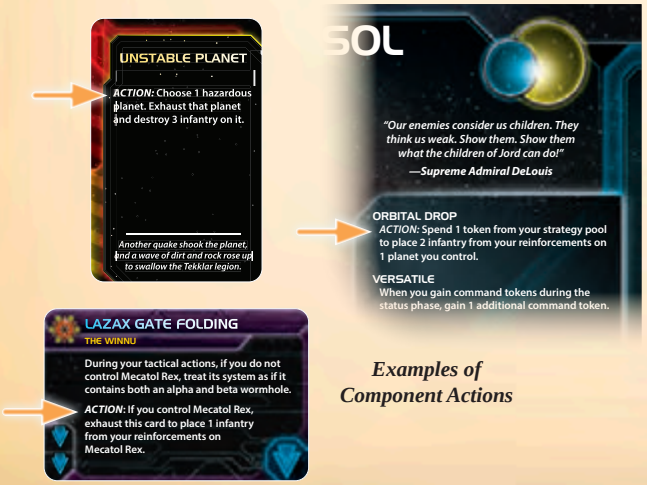


Exhausting a Strategy Card

A player **cannot pass** during the action phase unless their strategy card is exhausted. This means that each player must perform a strategic action at some point during the action phase, which guarantees that each other player has an opportunity to resolve the secondary ability of that strategy card. A player who has passed during the action phase can still resolve the secondary ability of other players' strategy cards.

COMPONENT ACTIONS

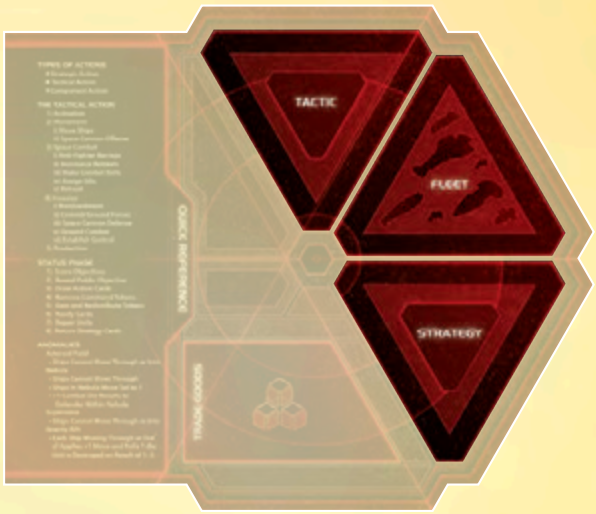
A component action is an action that is printed on a game component. Many action cards, faction sheets, and even some technology cards have component actions. Each of these effects is preceded by the word "Action."



Examples of Component Actions

KEY CONCEPT: COMMAND SHEET

Successfully navigating the action phase in *Twilight Imperium* requires careful management of command tokens. When a player gains a command token, they place it in any one of three pools: the **TACTIC POOL**, the **FLEET POOL**, or the **STRATEGY POOL**.



TACTIC POOL

During the action phase, players may spend command tokens from their tactic pool to perform tactical actions.

FLEET POOL

Players place command tokens in their fleet pool with the ship silhouette faceup. Players do not spend these command tokens like the command tokens in their other pools. Instead, the number of tokens in a player's fleet pool is the maximum number of ships, excluding fighters, that they can have in each system. If a player ever has more ships in a system than they have tokens in their fleet pool, they must return ships from that system to their reinforcements until the number of ships in that system no longer exceeds the number of tokens in their fleet pool.

STRATEGY POOL

Most of the secondary abilities on strategy cards require a player to spend a token from their strategy pool to resolve the ability. Players will want to keep tokens in their strategy pool so that they can use the secondary abilities of the other players' strategy cards.

STATUS PHASE

During the **STATUS PHASE**, players perform various upkeep tasks, including repairing units and scoring objectives. To resolve the status phase, players perform the following steps in order:

1. **SCORE OBJECTIVES**: In initiative order, each player may score up to one public objective card and one secret objective card if they fulfill those cards' requirements. This is the main way in which players gain the victory points they need to win the game. Objectives are described in detail later.
2. **REVEAL PUBLIC OBJECTIVE**: The speaker flips the next unrevealed public objective card faceup. The first stage II objective is not revealed until all stage I objectives have been revealed.
3. **DRAW ACTION CARDS**: Each player draws one card from the top of the action card deck.
4. **REMOVE COMMAND TOKENS**: Each player removes all of their command tokens from the game board and returns them to their reinforcements.
5. **GAIN AND REDISTRIBUTE COMMAND TOKENS**: Each player gains two command tokens from their reinforcements. Then, each player may redistribute any of the command tokens on their command sheet by moving them between the tactic, fleet, and strategy pools.
6. **READY CARDS**: Each player readies all of their exhausted cards, including planet, technology, and strategy cards.

KEY CONCEPT: READIED AND EXHAUSTED CARDS

Many cards have a **READIED** and an **EXHAUSTED** state. An exhausted card is flipped facedown, indicating that the values and abilities on the front of the card cannot be used.

During the status phase, all exhausted cards are readied. A readied card is flipped faceup, indicating that the values and abilities on the front of the card can be used.



Readied Card



Exhausted Card

7. **REPAIR UNITS**: Some units may have been turned on their side during the action phase to mark that they have been damaged. Players repair these units during this step by turning them upright. This is described in detail later.
8. **RETURN STRATEGY CARDS**: Each player returns their strategy card to the common play area. Then, if the custodians token is no longer on Mecatol Rex (the planet in the center of the game board) the game round continues to the agenda phase. Otherwise, a new game round begins with the strategy phase.



The custodians token indicates that players begin a new game round.



If there is no custodians token, players proceed to the agenda phase.

AGENDA PHASE

After the custodians token has been removed from Mecatol Rex, a new phase is added to each round for the remainder of the game: the **AGENDA PHASE**.

During this phase, the galactic council convenes to discuss issues that affect the entire galaxy. Players vote for outcomes on two agendas, establishing laws and policies that have lasting repercussions.

Voting on agendas is described in detail later.

After resolving this phase, a new game round begins with the strategy phase.

WINNING THE GAME

A game of *Twilight Imperium* immediately ends when one player has gained 10 **VICTORY POINTS**. Players gain victory points by completing **OBJECTIVES**. There are two types of objectives:

- **PUBLIC OBJECTIVES**: During setup, the speaker reveals two public objectives, and more are revealed throughout the game. Any number of players can score each of these objectives.

  Important: A player cannot score a **public** objective if they do not control all of the planets in their home system.

- **SECRET OBJECTIVES**: Each player begins the game with one secret objective that they may look at but must keep hidden from other players. A player can score their own secret objectives but not those belonging to other players.

  Important: A player **cannot** have more than **three total scored and unscored secret objectives**. If a player draws a secret objective and has more than three, they **must** choose one of their **unscored** secret objectives and return it to the deck. Then, they shuffle the secret objective deck.

Objective Timing

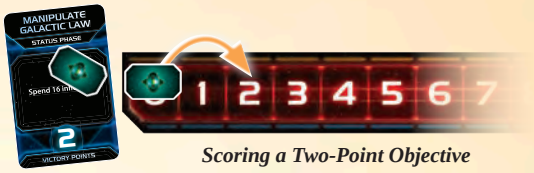
Each objective specifies when a player can score it, either during the status phase or during the action phase. This timing is indicated directly below a card's title. If a player scores an objective during the status phase, they must fulfill the requirement on the card during the "Score Objectives" step of the status phase to score that objective. For example, if an objective states that a player must control six planets outside of their home system, they must control those planets when they score the objective—having controlled those planets earlier is not sufficient.

Players can score some objectives by spending resources, influence, or tokens, as described by the objective card. To score such an objective, a player must pay the specified cost at the time indicated on the card.

If an objective's timing specifies "Action Phase," a player can score it during the action phase immediately after they fulfill its requirements.

Scoring Objectives

A player who fulfills an objective's requirements at the time indicated on the card can score it. To do so, the player advances their token on the victory point track a number of spaces equal to the value of the objective card.



Scoring a Two-Point Objective

After scoring an objective, a player places a control token from their supply on that objective card to indicate that they have scored it and cannot score it again this game. If a player scored a secret objective, they place the card faceup in front of them before placing a control token on it.

Important: Each player can only score one public and one secret objective during each status phase and each step of the action phase.

Imperium Rex

The game can end early if no player has scored 10 victory points and there are no more objectives to reveal. When the speaker would reveal an objective but cannot, the game immediately ends and the player with the most victory points wins the game. If there is a tie, the player among the tied players who is earliest in initiative order wins the game.

THREE- AND FOUR-PLAYER GAMES

When playing the game with three or four players, players implement the following rules:

- **THE STRATEGY PHASE**: After each player has chosen one strategy card during the strategy phase, players repeat the strategy card selection process until each player has chosen a second strategy card from the available cards.
- **INITIATIVE ORDER**: Each player's lowest-numbered strategy card is used to determine their placement in initiative order.
- **PASSING**: A player cannot pass during the action phase unless both of their strategy cards are exhausted.

THE TACTICAL ACTION

This section contains detailed rules for performing a tactical action. To perform a tactical action, players follow these steps in order:

1. ACTIVATION
2. MOVEMENT
3. SPACE COMBAT
4. INVASION
5. PRODUCTION

These steps are described in detail in the following sections:

1. ACTIVATION

The active player must choose one system that they would like to make the focus of their tactical action. They **ACTIVATE** that system by taking a command token from their tactic pool and placing it on that system. That system is the **ACTIVE SYSTEM** for the remainder of the tactical action. A player cannot activate a system that already contains one of their command tokens, but they may activate a system that contains other players' command tokens. A player also cannot activate a system if they do not have any command tokens in their tactic pool.

2. MOVEMENT

During the movement step of a tactical action, the active player may choose to move some of their units **into** the active system.

Each ship has a move value printed on its faction sheet. This value indicates how far that ship can travel to reach the active system. For example, a ship with a move value of "1" can only move to adjacent systems.

To resolve this step, the player chooses any of their units that can move into the active system and places them in that system. When moving a ship, a player must obey the following rules:

- A ship must end its movement in the active system.
- A ship cannot pass through a system that contains another player's ships.
- A player cannot move units out of a system that contains one of their command tokens.

Some ships have a capacity value printed on their faction sheets. When such a ship moves, it may **TRANSPORT** a number of fighters and ground forces, in any combination, up to the ship's capacity value. Transported ground forces and fighters move to the active system along with the ship that is transporting them. These units must remain with the ship in the space area, though ground forces may be able to land on planets during the invasion step. The active player's ships may also pick up and transport ground forces and fighters from systems that they pass through that do not contain any of their command tokens.

MOVEMENT EXAMPLE



The Xxcha player activates the Wellon system [1]. They intend to move their carrier into that system along with two infantry and two fighters [2]. The carrier can move to the system because it has a move of "1" [3]. It can also transport the infantry and fighters because it has a capacity of "4."

The Xxcha player has two other ships that have move values that are great enough to reach the active system. However, the cruiser [4] is in a system that has already been activated and the destroyer [5] cannot move through a system that contains another player's ship [6]. As such, neither ship can move to the activated Wellon system.

WORMHOLES

Some system tiles contain **WORMHOLES**. There are two types of basic wormholes–alpha and beta–as indicated by the wormhole's symbol. Systems that contain identical wormholes are adjacent to one another for all purposes.



Alpha Wormhole



Beta Wormhole

ANOMALIES

Some system tiles contain **ANOMALIES**. These systems restrict movement and have special rules governing them.

Asteroid Field

- A ship cannot move through or into an asteroid field.

Nebula

- A ship cannot move **through**, but may move **into** a nebula.
- A defender's ship in a nebula applies +1 to the result of each of its combat rolls.
- A ship moving out of a nebula has a move value of 1.

Supernova

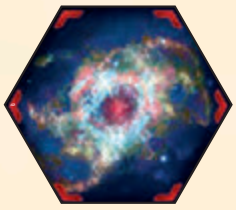
- A ship cannot move through or into a supernova.

Gravity Rift

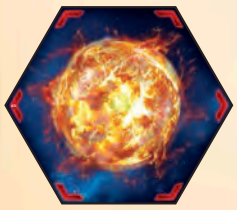
- A ship that moves through or out of a gravity rift applies +1 to its move value and then rolls one die; on a result of 1–3, the ship is removed from the game board and returned to its reinforcements.



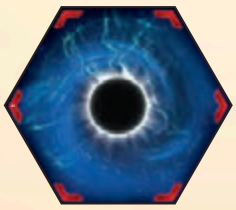
Asteroid Field



Nebula



Supernova



Gravity Rift

SPACE CANNON OFFENSE

After the active player's ships move into the active system, each player's units in the active system may use their "Space Cannon" abilities against the active player's ships in that system. The active player may also use their units' "Space Cannon" abilities at this time. The "Space Cannon" ability is explained in detail later.

KEY CONCEPT: CAPACITY

The number of fighters and ground forces that a player has in the space area of a system cannot exceed the combined capacity of that player's ships in that system. For example, if a player has two carriers in a system, each with a capacity of "4," that player cannot have a combination of more than eight fighters and ground forces in the space area of that system. Ground forces on planets do not count against this limitation.

If at any time the number of a player's fighters and ground forces in the space area of a system exceeds the capacity of that players ships in that system, the excess units are destroyed. During combat, a player's fighters and ground forces can exceed their ships' capacity, but at the end of the combat, any excess units are destroyed.

3. SPACE COMBAT

If multiple players have ships in the active system, they must resolve a space combat in that system. During combat, the active player is the **ATTACKER** and the other player is the **DEFENDER**.

Players resolve space combat by performing the following steps in order:

i. **ANTI-FIGHTER BARRAGE**: Each player's units can use their "Anti-Fighter Barrage" abilities.

ii. **ANNOUNCE RETREAT**: Either player may choose to announce a retreat. A retreat will not happen immediately; the units will retreat at the end of the combat round.

iii. **MAKE COMBAT ROLLS**: Each player rolls one die for each ship they have in the active system. If the result of a unit's die roll is equal to or greater than that unit's combat value shown on its faction sheet, that roll produces a **HIT**. The total number of hits a player produces will be used in the next step.

If a unit's combat value contains two or more burst icons, the player rolls this number of dice instead, potentially producing one hit with each die rolled.



Two Burst Icons

iv. **ASSIGN HITS**: Each player must choose and destroy one of their ships for each hit their opponent produced. A player removes destroyed ships from the game board and places them in their reinforcements.

Since players assign hits to their own units, it is a good strategy to assign hits to units that are cheaper to replace. Because of this, fighters are often used as fodder to protect the rest of a player's ships.

v. **RETREAT**: If a player announced a retreat during the first step of the combat round, they retreat. To retreat, the player takes **all** of their ships from the combat and places them in an adjacent system. The chosen system cannot contain ships that belong to another player and must contain either a planet that the retreating player controls or at least one of their units; otherwise, the player cannot retreat.

   If the chosen system does not contain one of that player's command tokens, the player must place one token from their reinforcements in that system when they retreat.

SPACE COMBAT EXAMPLE

The green player has activated and moved ships into a system that contains the yellow player's ships [1]. As such, a space combat begins.



Both players roll one die for each ship in the space combat [2]. The green player's roll produces only one hit while the yellow player's rolls produce two hits.

The green player must assign hits to two of their ships. They choose to destroy two of their fighters. The yellow player must assign a hit to one of their ships. They choose to destroy one of their cruisers [3].



The next round of combat begins [4]. This round, the green player's roll produces two hits while the yellow player's roll produces one hit.

The green player assigns a hit and destroys a fighter while the yellow player must assign the hit to their only ship, a cruiser [5]. Since the yellow player has no ships remaining in the combat, the combat ends and the green player wins.

End of Space Combat

If both players have units remaining in the combat at the end of the "Retreat" step, they resolve another round of combat starting with the "Announce Retreat" step. After all units on one or both sides of the combat have been destroyed or have retreated, play proceeds to the invasion step.

Some objectives require a player to win a combat; a player has won a space combat if they are the only player with ships remaining in the active system when the combat has ended.

4. INVASION

The active player can invade planets in the active system. Players resolve an invasion by performing the following steps in order:

i. **BOMBARDMENT**: If any planets in the active system contain another player's ground forces, the active player may use the "Bombardment" abilities of any of their units in that system. This may allow the active player to destroy some of the defender's units before landing ground forces. Bombardment is described in detail later.

ii. **COMMIT GROUND FORCES**: The active player decides which ground forces they wish to land on planets. To do so, the player takes any of their ground forces that are with their ships in the space area of the active system and places each one on the planet they wish to invade.

iii. **SPACE CANNON DEFENSE**: If another player has a PDS on any of the planets the active player has committed ground forces to, the player who has a PDS may be able to use its "Space Cannon" ability to destroy some of those ground forces before they land. The "Space Cannon" ability is described in detail later.

iv. **GROUND COMBAT**: If multiple players have ground forces on the same planet, those players resolve a ground combat. Ground combats on multiple planets are resolved in the order of the active player's choice.

   Players resolve ground combat over a number of rounds that each consist of two steps, following the same rules as the space combat steps of the same name:

   1. Make Combat Rolls
   2. Assign Hits

   After assigning hits, if multiple players have units remaining on the planet, they resolve another round of ground combat starting with the "Make Combat Rolls" step. After all units on one or both sides of the combat have been destroyed, proceed to the next step.

v. **ESTABLISH CONTROL**: The active player gains control of each invaded planet that still contains at least one of their ground forces. When a player gains control of a planet, they gain its corresponding planet card and place it in their play area exhausted. Then, if the planet contains structures that belong to another player, those structures are destroyed.

KEY CONCEPT: SPENDING RESOURCES AND INFLUENCE

Many effects in *Twilight Imperium* require a player to spend resources or influence.



To spend a planet's resources or influence, a player exhausts that planet's planet card. For example, if a player needs to spend two resources to produce units, that player can exhaust a planet that has a resource value of "2" or instead exhaust two planets that each have resource values of "1." The player could exhaust a planet that has more resources, but the excess resources are lost.

5. PRODUCTION

The active player can **PRODUCE UNITS** using their space docks in the active system. When a player produces units, they may choose to produce any of the units on their faction sheet by spending resources equal to the chosen unit's cost.

When a unit is produced, the player takes the unit from their reinforcements and places it in the active system. Players always place ships in the space area of the system in which they were produced. Players always place ground forces on the planet that contains the space dock that produced them.

When producing multiple units at a time, the cost values of those units are added together to determine the total cost.

Each space dock's "Production" ability has a value that limits the number of units that it can produce during this step. A player cannot produce more units than the combined production values of their units in the active system.

If a unit's cost is accompanied by two icons, such as the cost values of fighters and infantry, the player receives two units for the indicated cost. When producing these units, each individual unit counts against the production limit.



Two Unit Icons

When a player wishes to produce a unit but has no units of that type available in their reinforcements, that player may remove one of their units of that type from a system that does not contain one of their command tokens and return it to their reinforcements.

When a player produces a fighter or infantry unit, but has none in their reinforcements, that player can use fighter or infantry tokens from the supply instead. These tokens function identically to plastic figures of that type; however, they must be accompanied by at least one plastic figure of that type that matches their color.

If a player's space docks are in the same system as another player's ships, those space docks are **BLOCKADED**. Blockaded space docks cannot produce ships. They may, however, still produce ground forces.

PRODUCTION EXAMPLE

The Xxcha player activates their home system [1]. They will be producing units from the space dock located on Archon Tau [2].



The Xxcha player intend to produce one carrier and as many infantry as they can afford. Their space dock has a production value of "3," meaning that it can produce up to three units. The cost of a carrier is three resources, and the cost of two infantry is one resource [3], so they will need to exhaust at least four resources total to produce them.



After exhausting both of their planet cards, they are still one resource short, so they must spend one trade good (detailed on the following page). Then, they place two infantry [4] on Archon Tau and one carrier [5] in the space area of that system tile.



ADDITIONAL RULES

This section contains additional rules that players need to understand to play their first game.

ACTION CARDS

Throughout the game, players will accumulate action cards. Players can use action cards to resolve powerful one-time abilities. Each player can have a maximum of seven action cards in their hand. If a player exceeds this number, they must choose which seven cards they wish to keep and discard the rest.

Each action card indicates when it can be used at the top of its card. When an action card is used, the player using it reveals the card, resolves its effect, and discards the card.

If an action card begins with the word "Action," it can be used as a component action during a player's turn of the action phase.

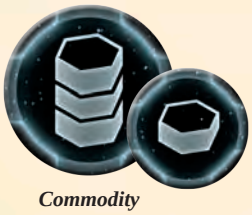
TRADE GOODS AND COMMODITIES

TRADE GOODS are a universal currency that players will use to produce units or bribe other empires. A player may spend a trade good as either one resource or one influence.

Players may also accumulate **COMMODITIES**. A commodity represents a product that is plentiful within a player's empire. Commodities have no inherent value but become trade goods when given to another player. Both trade goods and commodities are represented by opposite sides of the same token, and exist in values of "1" or "3."



Trade Good



Commodity

During the game, players may **REPLENISH** commodities by using the abilities of the "Trade" strategy card. When a player replenishes commodities, that player takes commodity tokens from the supply until they have a number of tokens equal to the commodities value on their faction sheet. A player cannot have more commodities than that printed value.



"Trade" Strategy Card



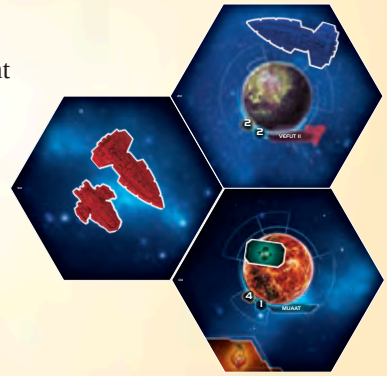
Commodities Value

When a player gives another player a commodity, that commodity converts into a trade good; the player receiving the commodity flips the token to its trade good side. Players are encouraged to replenish commodities through the "Trade" strategy card and trade them to one another in mutually beneficial transactions.

NEIGHBORS, TRANSACTIONS, AND DEALS

As players move their ships about the galaxy and invade planets, they will undoubtedly come into contact with other players' empires. While this may often lead to war over planets and systems, it does not have to. Neighboring players can peacefully trade with each other.

If a player has a unit or controls a planet in a system that is adjacent to a system that contains a unit or planet that another player controls, those two players are **NEIGHBORS**.



The red player is a neighbor to both the blue player and the Xxcha player.

During the active player's turn, they may negotiate a **TRANSACTION** with one or more of their neighbors, even during a combat. As part of a transaction, the negotiating players may exchange any number of trade goods and commodities.

The active player may negotiate only once with each of their neighbors per turn. After a transaction has been finalized, no other transactions may occur between those players that turn.

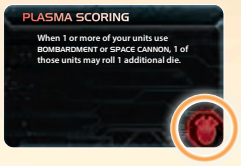
Frequently, players will negotiate transactions that go beyond a simple exchange of goods. These transactions are called **DEALS**. For example, the active player might move his ships into a system that contains another player's PDS, at which point the active player might offer the owner of that PDS a trade good to refrain from using the "Space Cannon" ability. Because the effect can be resolved immediately, this deal is a **BINDING DEAL**. When a deal is binding, a player must honor their end of the bargain. In the previous example, if the owner of the PDS agrees to this deal and takes the trade good, they cannot fire their PDS as this would violate their agreement.

Not all deals are binding, however. For example, a player might offer another player a trade good to attack a specific player during a later turn. Because the effect cannot be resolved immediately, this deal is a **NON-BINDING DEAL**. The player who was given the trade good, despite the terms of the deal, is not required to honor their end of the bargain and may fulfill or ignore the deal as they choose.

TECHNOLOGY

During the game, players will gain technology in the form of technology cards. Technologies provide players with powerful abilities and allow players to upgrade their units. Each player has an identical deck of technology cards that they may look through at any time, as well as a number of faction technology cards that they set aside during setup.

There are four basic colors of technology. A technology's color is indicated by a green, red, blue, or yellow symbol located on the lower-right corner of the card. Players use these symbols when researching technology.



Red Technology Card



Biotic Technology



Warfare Technology



Propulsion Technology



Cybernetic Technology

Each player begins the game with a number of starting technologies as indicated on the back of their faction sheet. Additionally, a player can research new technologies from their deck during the game. A player places their starting technologies and any technology they research faceup in their play area.

After a technology is faceup in a player's play area, that player **OWNS** that technology. A player's owned technologies remain in play for the duration of the game and their abilities can be used as described on the card.

Some technologies have the word "Action" in their card text; players can resolve these cards by using a component action during the action phase.

Some technologies are unit upgrade technologies. Unit upgrades technologies match a unit on a player's faction sheet. When a player gains a unit upgrade technology, they place its card over the corresponding unit on their faction sheet. The white arrows next to an attribute's value on the faction sheet indicate that the attribute will improve when its unit is upgraded.



Unit Upgrade Technology

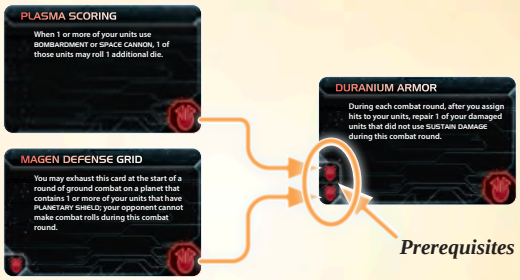
When a unit is upgraded, all the player's units of that type, both on the game board and in their reinforcements, now have the attributes shown on the unit upgrade technology.



Researching Technology

Players gain new technology by **RESEARCHING** it, usually by using the "Technology" strategy card. To research a technology, players must satisfy the **PREREQUISITES** of the technology they wish to research. Prerequisites are printed as a column on the lower-left side of each technology card and contain one or more symbols that correspond to the four basic technology colors. Some technologies have no prerequisites and can be researched without owning any technology.

To satisfy a technology's prerequisites, a player must own a matching technology for each prerequisite symbol on the card that they wish to research. For example, a player that owns two red technologies may research the red technology "Duranium Armor," as it has two red prerequisites.



A player needs to own at least two red technologies to research "Duranium Armor" as it has two red prerequisites.

After the player researches the "Duranium Armor" technology, it satisfies another red prerequisite, as indicated on the lower-right corner of the card; the next time that player researches a technology, they may research a technology that has three red symbols as a prerequisite. Unit upgrade technologies, unlike other technologies, may have prerequisites composed of multiple colors. Additionally, unit upgrade technologies do not satisfy prerequisites when researching technology.

Technology Specialties

Some planets provide the player with a **TECHNOLOGY SPECIALTY**. Technology specialties are extremely valuable and help players research new technologies.



If a player controls a planet that has a technology specialty symbol, they may exhaust that planet when researching technology to ignore a prerequisite that matches that technology specialty. While researching technology, players may exhaust planets for their technology specialty or for their resources, but not for both.

PLANET TRAITS

Most planets outside of home systems have a **PLANET TRAIT**. There are three types of planets: **CULTURAL**, **HAZARDOUS**, and **INDUSTRIAL**. Traits have no inherent game effect, but are referred to by some cards and abilities.



Cultural Planet



Hazardous Planet



Industrial Planet

UNIT ABILITIES

Many units in the game have unit abilities that appear as bulleted keywords on faction sheets and unit upgrade technology cards. The rules for these abilities are as follows:

PLANETARY SHIELD

If a unit has the "Planetary Shield" ability, the planet where that unit is located is not an eligible target for other units' "Bombardment" abilities.

SUSTAIN DAMAGE

If a unit has the "Sustain Damage" ability, it can become **DAMAGED** to cancel one hit. A damaged unit is turned on its side but otherwise functions as it did previously.



Undamaged Dreadnought



Damaged Dreadnought

A damaged unit cannot use "Sustain Damage" until it is repaired either during the status phase or by another game effect.

PRODUCTION

A unit with the "Production" ability, such as a space dock, can produce new units. This ability is always followed by a value which dictates the maximum number of units that a unit that has this ability can produce. See "Production" on page 16.

OFFENSIVE ABILITIES

The following abilities require a player to roll dice to determine whether or not another player's units are hit: "Anti-Fighter Barrage," "Bombardment," and "Space Cannon."

These abilities are always followed by a number that determines the minimum die result required to produce a hit. For example, "Bombardment 5" indicates that the player rolls a single die, and if the result is five or greater, it produces one hit.

Some of these abilities are followed by a second number presented inside parentheses. This number indicates how many dice a player rolls.

For example, when a player uses an ability that reads "Space Cannon 5 (x3)," they roll three dice and each die with a result of "5" or higher produces one hit. If an ability that requires a roll does not contain a number inside parentheses, a player only rolls one die.

Hits that are produced by abilities are assigned immediately. When a hit is produced against a player's units, that player chooses and destroys one of their units.

Players use each of these abilities at different times and can hit different types of units as described below:

- **ANTI-FIGHTER BARRAGE**: A player uses this ability during the "Anti-Fighter Barrage" step of the first round of space combat. These hits can only be assigned to fighters.
- **BOMBARDMENT**: A player uses this ability during the "Bombardment" step of an invasion. These hits can only be assigned by the bombarded player to ground forces on the planet being bombarded. If there are multiple planets in the system, the active player must choose which of their units in the system are bombarding which planets before rolling dice.
- **SPACE CANNON**: A player can use this ability at two different times, as follows:
  - After the "Movement" step of a tactical action, **all players** can use the "Space Cannon" abilities of their units that are in the active system. The player whose units the ability was used against must assign these hits to ships in that system.
  - During the "Space Cannon Defense" step of an invasion, the player who controls the planet being invaded can use the "Space Cannon" abilities of their units on that planet. The invading player must assign these hits to their ground forces that are invading the planet.

THE GALACTIC COUNCIL

This section contains rules for the agenda phase, which is added to the game after a player gains control of Mecatol Rex. The agenda phase involves heavy negotiation and political maneuvering.

CUSTODIANS OF MECATOL REX



The custodians token represents the caretakers that safeguard Mecatol Rex until one of the great races can claim the throne.

Players may freely move units into the Mecatol Rex system, but cannot land ground forces on the planet while the custodians token is present. To remove this token, the active player must spend six influence immediately before landing ground forces on the planet. If the player cannot spend six influence, they cannot land ground forces on the planet.

When a player removes the custodians token, they place it in their play area and gains one victory point. Since the galactic council can now convene on Mecatol Rex, the agenda phase is added as the last phase of each game round, including the round during which a player gained control of Mecatol Rex.

THE AGENDA PHASE

After the agenda phase has been added to the game, the galactic council votes upon issues that affect the entire galaxy. These issues are referred to as **AGENDAS** and are represented by agenda cards. Each agenda card has text that includes a number of possible **OUTCOMES**. Each outcome will affect the game, and players will vote for which outcome they want to occur.

To resolve the agenda phase, players perform the following steps in order:

1. **FIRST AGENDA**
   - i. **REVEAL AGENDA**
   - ii. **VOTE**
   - iii. **RESOLVE OUTCOME**
2. **SECOND AGENDA**
   - i. **REVEAL AGENDA**
   - ii. **VOTE**
   - iii. **RESOLVE OUTCOME**
3. **READY PLANETS**

1. FIRST AGENDA

To resolve an agenda, players perform the following steps:

i. Reveal Agenda

The speaker draws one agenda card from the top of the agenda deck and reads it aloud to all players, including its possible outcomes.

ii. Vote

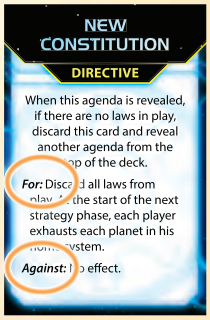
Each player, starting with the player to the left of the speaker and continuing clockwise, casts votes in favor of a single outcome.

When it is a player's turn to cast votes, they may exhaust any number of their planets. Each planet contributes a number of votes equal to its influence value.

Outcomes

The outcomes that a player can vote for depend upon the type of agenda:

- **FOR OR AGAINST**: The player commits their votes "For" or "Against" the agenda. The agenda card will have different results according to the outcome that receives the most votes.
- **ELECT PLAYER**: The player commits their votes for the player of their choice, including themselves.
- **ELECT PLANET**: The player commits their votes for the planet of their choice. That planet must be controlled by a player unless the agenda specifies otherwise.



When casting votes, the player announces the outcome they are voting for aloud. For example, a player may say, "I'm casting three votes to elect the Hacan player" or "I'm casting three votes against this agenda."

A player can only vote for one outcome per agenda. For example, they cannot cast votes for two different players. They may, however, choose to abstain from the vote entirely.

Transactions

During each vote, players may freely negotiate transactions with other players, even if they are not neighbors with those players. Each player may negotiate up to one transaction with each other player while resolving the vote for each agenda. This often involves convincing players to vote for certain outcomes using trade goods or future promises.

iii. Resolve Outcome

Players count votes and resolve the outcome with the most votes. Each agenda will be one of two types: a **DIRECTIVE** or a **LAW**.

Directives

When resolving a directive, players resolve the outcome that received the most votes and discard the agenda card immediately.

Laws

When resolving a law, if a "For" outcome received the most votes, or if the law requires an election, the law's effect becomes a permanent part of the game. Players resolve the outcome and place the agenda card in the common play area unless the effect specifies otherwise.

If an "Against" outcome received the most votes, players resolve the text effect of the outcome and discard the agenda immediately.

Ties

If multiple outcomes receive the same number of votes after all players have voted, the speaker decides which of the tied outcomes is resolved.

2. SECOND AGENDA

Players resolve a second agenda following the same rules and steps for step 1, "First Agenda."

3. READY PLANETS

Each player readies all of their planet cards. Then, the agenda phase ends and players begin a new game round, starting with the strategy phase.

STOP!

Now, players know all the rules necessary to play their first game. As questions arise during the game, players are encouraged to consult the Rules Reference for answers regarding the topic in question rather than referring to this Learn To Play booklet.

Players that are already familiar with the game should read the rules for complete setup and promissory notes in the next column.

Pax magnifica bellum gloriosum!

ADVANCED RULES

After players have played their first game, they should use the advanced rules found in this section.

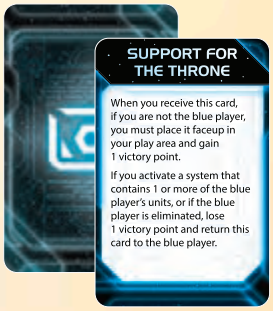
COMPLETE SETUP

This booklet contains rules for an abridged "First-Game Setup" to facilitate players' first time playing the game. During setup for a standard game, players have a wider array of factions to choose from, many of which are more complex than the factions suggested in the "First-Game Setup."

During setup, players are dealt a hand of system tiles to create the galaxy instead of using a preset map. Full rules for setup can be found in the "Complete Setup" section on page 2 of the Rules Reference. Additionally, during setup, players will receive promissory notes, a type of card that players can use to facilitate negotiations with other players. Finally, players who wish to play a longer game may use the 14-space side of the victory point track.

PROMISSORY NOTES

Each player begins the game with five promissory note cards; four of which match their player color, and one faction-specific card. A promissory note helps players negotiate with each other by creating an enforceable contract between them.



A player can offer a promissory note to another player as part of a transaction. Each promissory note contains text that describes the card's effect and indicates when the card can be resolved. A player cannot resolve their own promissory notes, but they can resolve other players' notes that they receive from a transaction.

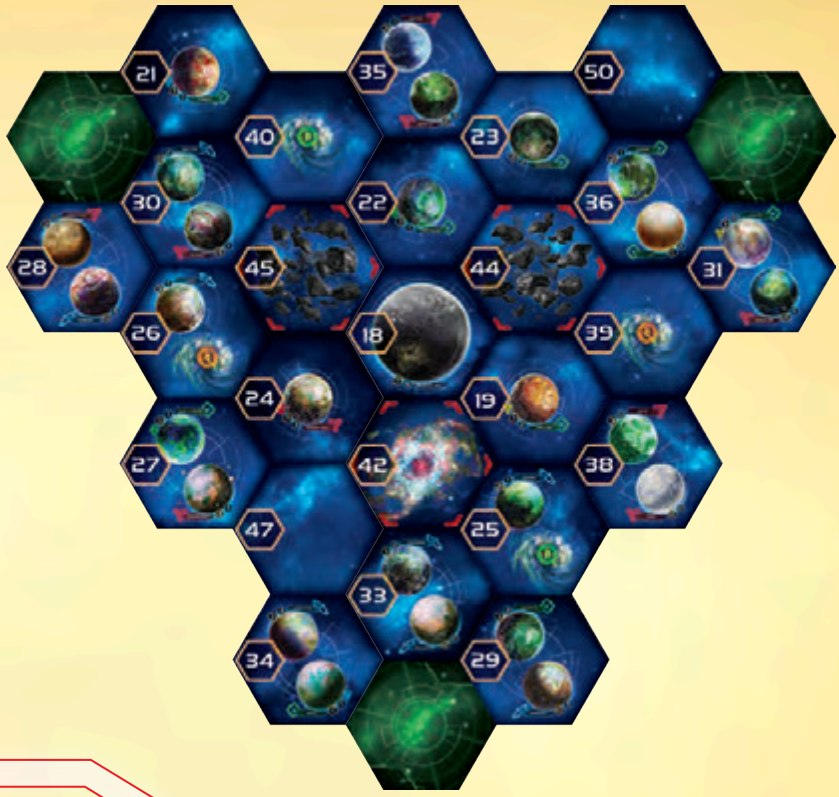
When a player resolves a promissory note, they reveal the card and resolve its text effect. Though some promissory notes will stay in play after they are resolved, a promissory note is usually returned to its original owner and may again be offered by that player as part of a transaction.

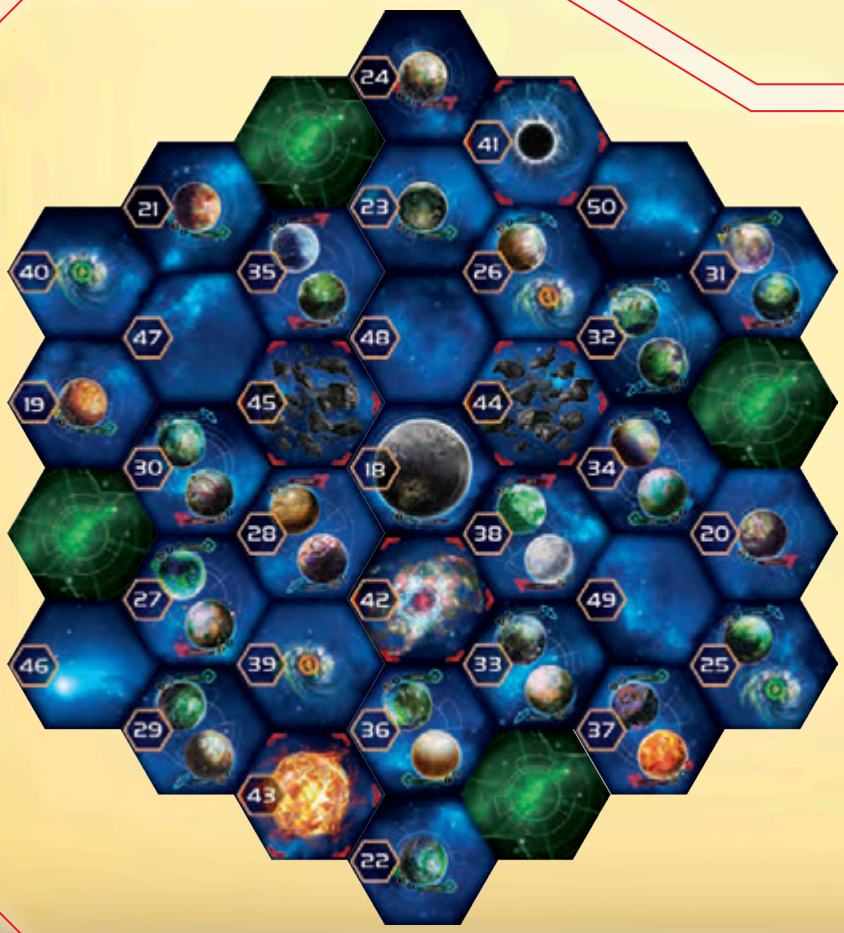
When a player offers a promissory note to another player as part of a transaction, the offering player may allow the receiving player to view the card being offered if they wish. A player cannot trade more than one promissory note during a single transaction. Players can also exchange promissory notes that they have received from other players. This does not require permission from the promissory note's original owner.

THREE-PLAYER GALAXY SETUP

Match the numbers in the leftmost corner of each system tile to the preset map on the right to create the three-player galaxy.

After placing the system tiles of the preset galaxy, each player places their home system in the space indicated on the diagram by the green system tile that is nearest to their position around the table.





FOUR-PLAYER GALAXY SETUP

Match the numbers in the leftmost corner of each system tile to the preset map on the left to create the four-player galaxy.

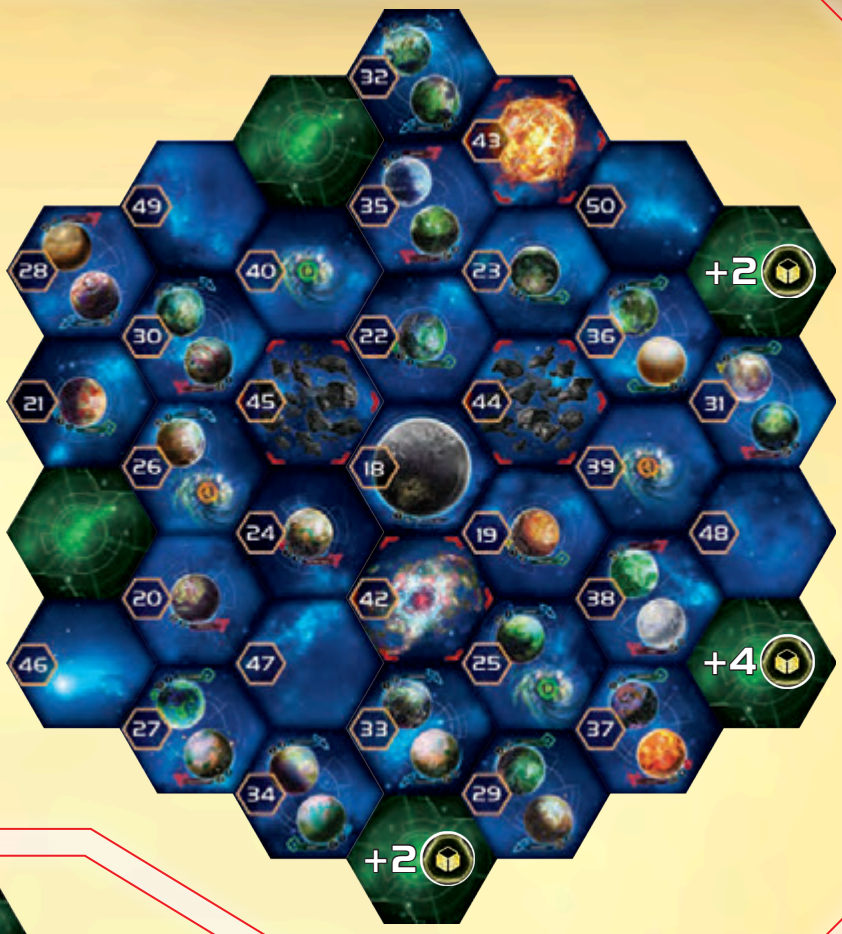
After placing the system tiles of the preset galaxy, each player places their home system in the space indicated on the diagram by the green system tile that is nearest to their position around the table.

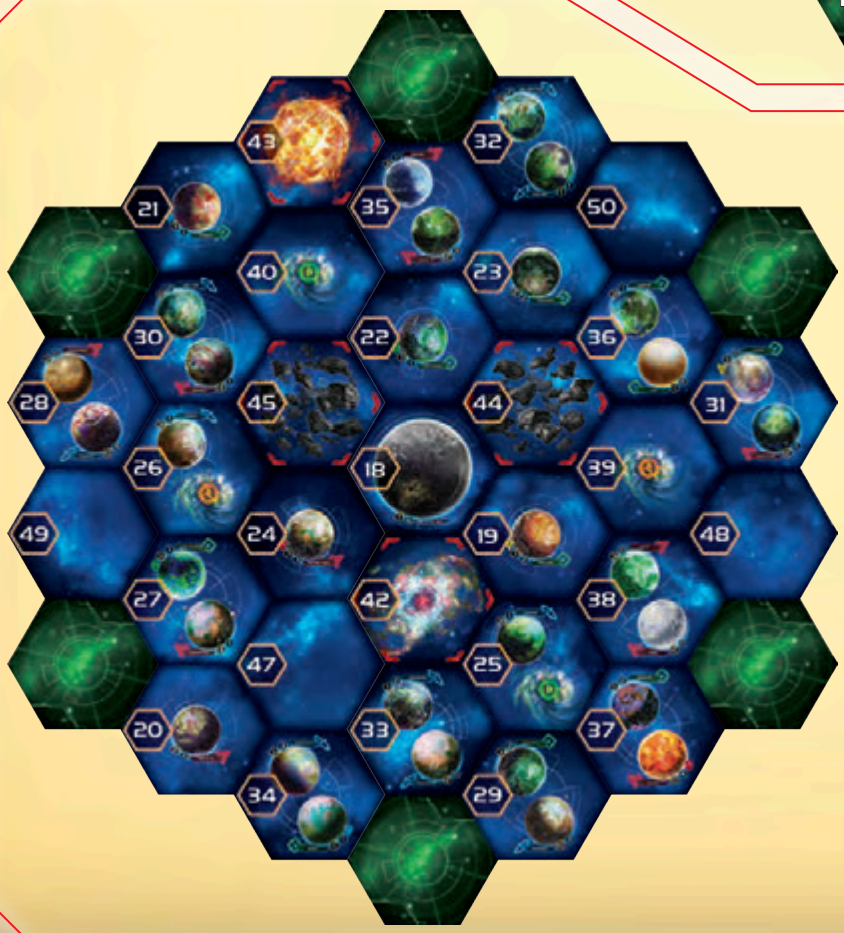
FIVE-PLAYER GALAXY SETUP

Match the numbers in the leftmost corner of each system tile to the preset map on the right to create the five-player galaxy.

After placing the system tiles of the preset galaxy, each player places their home system in the space indicated on the diagram by the green system tile that is nearest to their position around the table.

During a five-player game, the player who is closest to two other players receives four additional trade goods to start the game. The two players on either side of that player each receive two additional trade goods, and the remaining two players, who are not within two tiles of any other player, do not receive additional trade goods.





SIX-PLAYER GALAXY SETUP

Match the numbers in the leftmost corner of each system tile to the preset map on the left to create the six-player galaxy.

After placing the system tiles of the preset galaxy, each player places their home system in the space indicated on the diagram by the green system tile that is nearest to their position around the table.

QUICK REFERENCE

GAME OVERVIEW

1. **Strategy Phase:** Players choose strategy cards starting with the speaker and proceeding clockwise.
2. **Action Phase:** Players take turns in initiative order, repeating until each player has passed.
3. **Status Phase:** Players perform cleanup steps in preparation for the next game round.
4. **Agenda Phase**: Players draw and resolve two agendas.

ACTIONS

There are three types of actions that players may perform during the action phase:

Strategic Action

A player performs the primary action of his chosen strategy card. Then, **other** players perform the secondary ability of that card.

Component Action

A player may perform an action granted to them by their faction sheet, a technology, or an action card.

Tactical Action

A player may perform a tactical action by spending a command token from their tactic pool. They resolve the following steps:

1. **Activation**
2. **Movement**
   i. Move Ships
   ii. Space Cannon Offense
3. **Space Combat**
   i. Anti-Fighter Barrage
   ii. Announce Retreat
   iii. Make Combat Rolls
   iv. Assign Hits
   v. Retreat
4. **Invasion**
   i. Bombardment
   ii. Commit Ground Forces
   iii. Space Cannon Defense
   iv. Ground Combat
   v. Establish Control
5. **Production**

STATUS PHASE

1. **Score Objectives**
2. **Reveal Public Objective**
3. **Draw Action Cards**
4. **Remove Command Tokens**
5. **Gain and Redistribute Command Tokens**
6. **Ready Cards**
7. **Repair Units**
8. **Return Strategy Cards**

PLANET TRAITS



CULTURAL



HAZARDOUS



INDUSTRIAL

FREQUENTLY OVERLOOKED RULES

- Players do not resolve the agenda phase until any player has removed the custodians token from Mecatol Rex.
- Players cannot pass during the action phase until they have performed a strategic action.
- When performing a strategic action, players cannot use the secondary ability of their own strategy cards.
- Players can produce units at a space dock in the active system during their tactical actions, even if they did not move ships or invade planets.
- Ships can only drop off ground forces in the active system.
- Players can exceed their ships' capacity during combat.
- Players are limited to two PDS units and one space dock on each planet.
- Unit upgrade technology does not satisfy prerequisites.
- Players can exchange only one promissory note each as part of a single transaction.
- Players with upgraded PDS units in the same system as a wormhole can use those units' "Space Cannon" abilities to fire through the wormhole.
- Players may trade promissory notes that were given to them by another player.
- A player is limited to three secret objectives, including both scored and unscored secret objectives.



TWILIGHT IMPERIUM®

FOURTH EDITION

PROPHECY OF KINGS

EXPANSION RULES

OVERVIEW

Twilight Imperium: Prophecy of Kings introduces a wealth of additional content for the *Twilight Imperium: Fourth Edition* base game. Seven new factions enter the fray, including the infamous Mahact Gene-Sorcerers, former rulers of the galaxy. Leaders step to the forefront to provide their factions with their exceptional skills. In the bloody theater of planetary combat, mechanized infantry raise the brutality to new heights. Among the stars, war spreads to famous planets around the galaxy, and the race for new territory reveals lost relics of immense power.

EXPANSION IDENTIFIER

Each card and sheet in this expansion has the *Prophecy of Kings* expansion icon to distinguish these components from the components in the *Twilight Imperium: Fourth Edition* base game. The expansion system tiles are numbered 52–91.

THE LONG WAR

When playing the *Prophecy of Kings* expansion, new avenues to gaining victory points become available, and the ease of scoring some objectives increases. Players who wish to play a longer game may use the 14-space side of the victory point track.

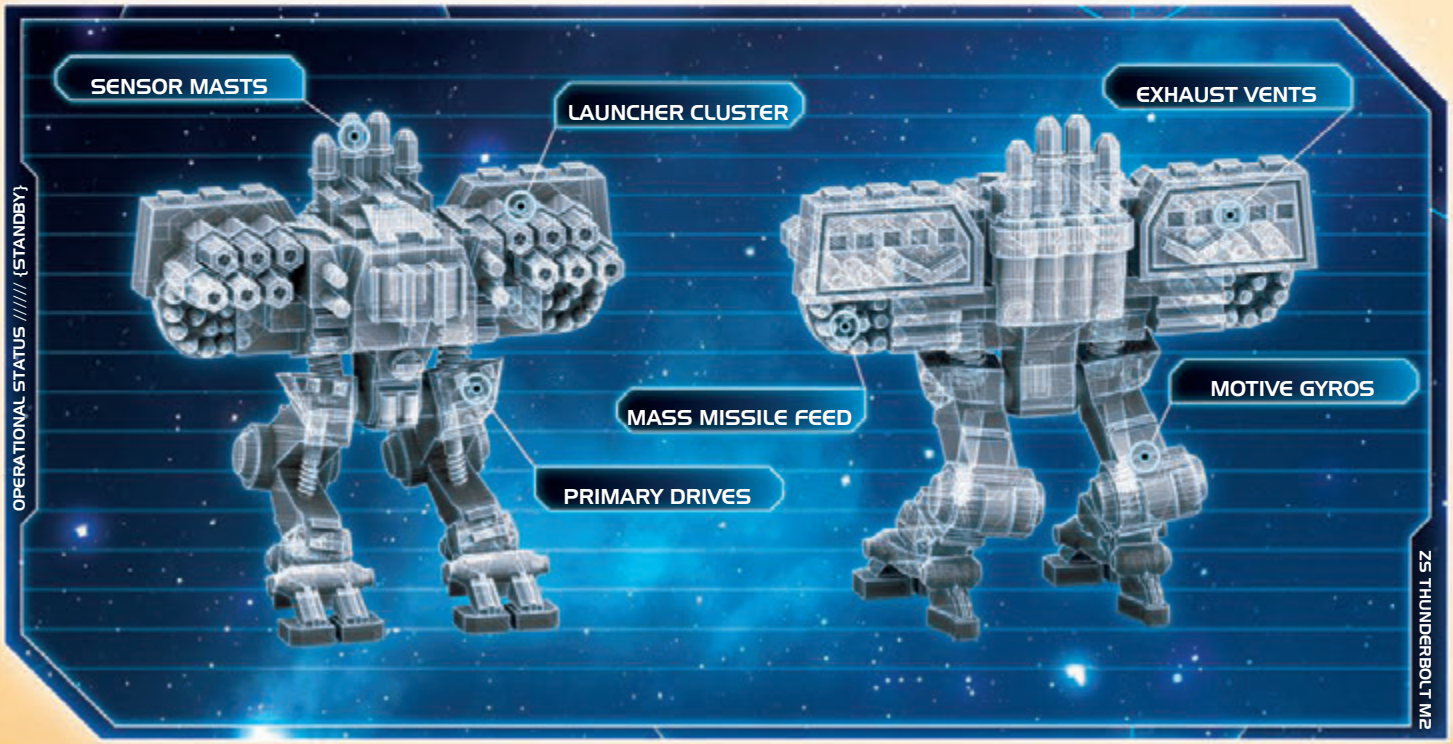


INTEGRATING THIS EXPANSION

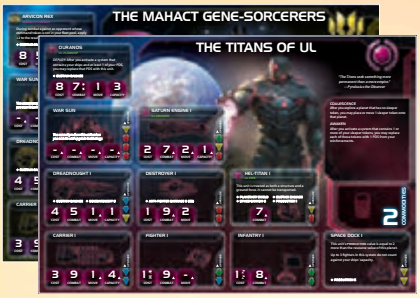
Before combining the components of this expansion and the base game, remove the following agenda cards from the base game, which are no longer used when playing with the expansion:

- Core Mining
- Demilitarized Zone
- Holy Planet of Ixth
- Representative Government
- Research Team: Biotic
- Research Team: Cybernetic
- Research Team: Propulsion
- Research Team: Warfare
- Senate Sanctuary
- Shard of the Throne
- Terraforming Initiative
- The Crown of Emphidia
- The Crown of Thalnos

Then, combine this expansion's components with the like components from the base game. Add the four mech units, eight new technology cards, and one new promissory note that match each base-game color to the other components of that type. Add the remaining cards to their respective decks, and shuffle the red-backed and blue-backed system tiles into their respective piles of base-game system tiles. Replace the "Diplomacy" and "Construction" strategy cards from the base game with the revised versions included with the expansion. Finally, add the seven new faction sheets to the stack of sheets from the base game.



COMPONENTS



7 Faction Sheets



8 Leader Sheets



2 Command Sheets



2 Revised Strategy Cards



118 Plastic Base Game Units (59 Units in 2 Colors)



32 Plastic Mech Units (4 Units in 8 Colors)



40 System and Hyperlane Tiles



40 Planet Cards



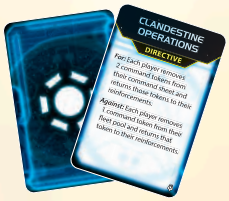
74 Exploration Cards (20 Cultural, 20 Industrial, 20 Hazardous, and 14 Frontier)



10 Relic Cards



20 Action Cards



13 Agenda Cards



40 Objective Cards



24 Promissory Note Cards



74 Leader Cards



24 Mech Unit Cards



4 Legendary Planet Ability Cards



128 Technology Cards



1 Mirage Planet Token



1 Destroyed Planet Token



13 Attachment Tokens (6 Generic, 4 Tech, 1 DMZ, and 2 Titan)



1 Ion Storm Token (Double-Sided)



6 Dimensional Tear Tokens (3 Cabal and 3 Nekro Virus)



4 Gamma Wormhole Tokens (3 Generic and 1 Creuss)



5 Ul Sleeper Tokens



20 Frontier Tokens



119 Control Tokens



112 Command Tokens



42 Trade Good and Commodity Tokens (Double-Sided)



71 Infantry Tokens



71 Fighter Tokens

SETUP

To set up a game of *Twilight Imperium* with the *Prophecy of Kings* expansion, follow the Complete Setup rules found in the base game's rules reference with the following additions:

- **STEP 3—GATHER FACTION COMPONENTS:** In addition to their faction components from the base game, each player takes their faction's mech unit card and their three leader cards. The factions listed below take additional components:
  - The Ghosts of Creuss: 1 Creuss Gamma Wormhole Token
  - The Vuil'raith Cabal: 3 Dimensional Tear Tokens
  - The Nekro Virus: 3 Dimensional Tear Tokens
  - The Titans of Ul: 5 Ul Sleeper Tokens
  - The Embers of Muaat: 1 Muaat Supernova Tile



Additional Faction Components for the Ghosts of Creuss

- **STEP 4—CHOOSE COLOR:** Each player takes all of their color's components, which now include:
  - 4 mech units
  - 8 new technology cards
  - 1 new promissory note
  - 1 leader sheet

  Each player slides the edge of their leader sheet under their faction sheet. Then, from top slot to bottom slot, they place their agent, commander, and hero leader cards and their mech unit card on the leader sheet. All leaders are placed showing the side that has the slot icon in the upper-right corner.



Top Slot Icon (Agent)

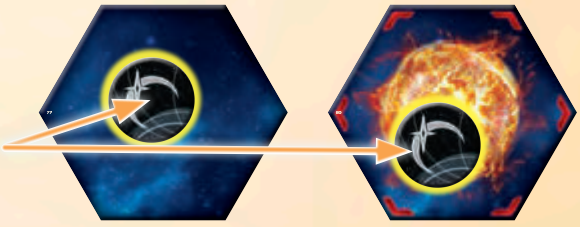
- **STEP 6—CREATE GAME BOARD:** Place the wormhole nexus in the common play area so the side that shows only the gamma wormhole is faceup. Then, place the 3 gamma wormhole tokens next to the wormhole nexus.

  If playing with five, seven, or eight players, see the next page for specifics about creating the game board for that number of players.



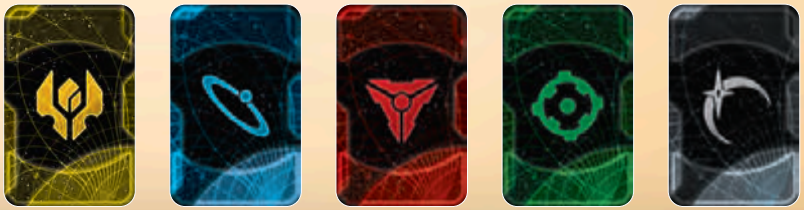
The Wormhole Nexus

- **STEP 7—PLACE CUSTODIANS TOKEN:** Place one frontier token on each non-home system that has no planets. Return the remaining frontier tokens to the game box. Place all attachment tokens near the game board.



Frontier Tokens

- **STEP 8—SHUFFLE COMMON DECKS:** Shuffle the relic deck and each exploration deck separately and place them in the common play area.



Relic *Cultural* *Hazardous* *Industrial* *Frontier*

GAME BOARD SETUP

When playing with five, seven, or eight players, the "Create Game Board" step of setup is modified as described below.

Five-Player Setup

During the "Deal System Tiles" substep, each player is dealt **three blue** tiles and **two red** tiles. Before the "Place System Tiles" substep, the players place the hyperlane tiles exactly as shown in the "Game Board Setup" diagram.

Seven-Player Setup

During the "Deal System Tiles" substep, each player is dealt **four blue** tiles and **two red** tiles. Before the "Place System Tiles" substep, the players place the hyperlane tiles exactly as shown in the "Game Board Setup" diagram.

Then, before placing system tiles, the speaker draws five tiles—**two red** and **three blue**—from the unused tiles and places them one at time in an order of their choice so they are faceup, adjacent to Mecatol Rex following normal rules for placing tiles.

Eight-Player Setup

During the "Deal System Tiles" substep, each player is dealt **four blue** tiles and **two red** tiles.

Then, before placing system tiles, the speaker draws four tiles—**two red** and **two blue**—from the unused tiles and places them one at time in an order of their choice so they are faceup, adjacent to Mecatol Rex following normal rules for placing tiles.

HYPERLANE SETUP

For the game board setups described on this page, hyperlane tiles are always set up in the formation shown below using hyperlane tiles 83A, 84A, 85A, 86A, 87A, and 88A. The rules for hyperlanes are described on page 11.



GAME BOARD SETUP FOR 5, 7, OR 8 PLAYERS



Five-Player Setup | Seven-Player Setup | Eight-Player Setup

Mecatol Rex | Ring 1 | Ring 3 | Hyperlane

Home System | Ring 2 | Ring 4

RULES

This section describes the components and mechanics introduced in this expansion.

ADDITIONAL PLAYERS

This expansion adds components to enable seven-player and eight-player games. There are no additional rules for playing with this number of players aside from the changes to game board setup on page 9.

LEADERS

Each faction has three leaders with unique abilities that are resolved by following their instructions. There are three types of leaders:

- **AGENT:** Each agent ability exhausts that leader. Agents are readied along with all other exhausted cards during the "Ready Cards" step.
- **COMMANDER:** Each commander has a passive ability. This ability can be shared with another faction by trading the "Alliance" promissory card.
- **HERO:** Each hero has an exceptionally powerful, once-per-game ability.

Leaders are placed on their corresponding leader slots during setup. All leaders must be placed showing the side that has the slot icon in the upper-right corner.



Commander Slot Icon

Agent abilities are available from the beginning of the game, but commander and hero abilities begin the game **LOCKED**. Each commander and hero card has a goal, such as "Have 3 scored objectives." When the goal on a leader card is fulfilled, the player flips the card and the ability on the revealed side is now **UNLOCKED** and available for the player to use.

MECH UNITS

Mech units are highly specialized faction-specific ground forces.



Each player starts with their mech unit card in play. Mechs are produced like other units and are available from the beginning of the game.

Mechs are a type of ground force. They can be transported and can participate in ground combat. Each faction's mechs have the stats and abilities shown on their mech unit card.

Some mech unit cards have a "Deploy" ability. Deploy abilities provide an alternative way to place units on the game board. These abilities can only be resolved to place a unit that is in a player's reinforcements, and each deploy ability can be resolved only once per timing window.

CAPTURE

Some abilities instruct a player to **CAPTURE** a unit. While a unit is captured, it is placed on the capturing player's faction sheet until it is **RETURNED**. The rules for capturing and returning units vary depending on the type of unit that is captured.

If at least one of a player's space docks is being blockaded, they cannot capture units from the player who is blockading them.

Non-Fighter Ships and Mechs

If a player captures a non-fighter ship or mech, they place it on their faction sheet. When such a unit is returned, it is placed in the reinforcements of the player who it was captured from. A captured non-fighter ship or mech can be returned, as follows:

- If the player who captured the unit agrees to return it as part of a transaction.
- If an ability allows a player to return a captured ship, typically as a cost for an effect.
- If the player whose unit was captured blockades a space dock of the player who captured the unit.

Fighters and Ground Forces

If a player captures a fighter or ground force, it is placed in its reinforcements instead of on the capturing player's faction sheet. Then, the capturing player places a fighter or ground force token from the supply on their faction sheet instead. Captured fighters and ground forces do not belong to any player color. As such, they cannot be returned as part of a transaction and they are not returned because of a blockade. They remain on the capturing player's faction sheet until an ability returns them. When returned, they are placed in the supply.

LEGENDARY PLANETS

Four of the planets in this expansion are **LEGENDARY PLANETS**, which are indicated by the legendary icon.

Legendary Icon on Primor



When a player takes control of a legendary planet, they also place its legendary planet ability card in their play area. Each legendary planet ability card has a unique ability that can be used at the end of that player's turn. If a player gains control of an exhausted legendary planet ability card, it remains exhausted.



Primor's Planet Card and Legendary Planet Ability Card

EXPLORATION

When a player takes control of a planet that is not already controlled by another player, they **EXPLORE** that planet. To explore, the player draws a card from the top of the exploration deck that matches that planet's type and resolves the card's effect. Then, the card is discarded unless it is a relic fragment or has an "Attach" ability, which are described on the next page. Planets that do not have a type **cannot** be explored.



Industrial Planet

Players that have the "Dark Energy Tap" technology can explore frontier tokens. When a player explores a frontier token, they discard the token and draw a card from the top of the frontier exploration deck.



Frontier Token

If a player gains control of multiple planets at the same time, they choose the order in which they explore those planets, drawing and resolving each planet's exploration card before exploring the next planet.

ATTACHED CARDS

When a player draws an exploration card that includes the "Attach" header, they attach it to the explored planet's card by sliding it underneath. Then, they place the matching attachment token on that planet on the game board. That planet is modified by the exploration card's values and ability, and the attached card remains attached if another player takes control of that planet.





Dyson Sphere's Attachment Token

RELIC FRAGMENTS AND RELICS

When a player draws an exploration card that contains "relic fragment" in the title, they place it faceup in their play area. As described on the card, three relic fragments of the **same type** can be purged to gain a relic, a card that has a powerful ability. When a player gains a relic, they draw a card from the top of the relic deck and place it faceup in their play area.



Relic Fragment

Relic fragments can be exchanged as part of a transaction.

PURGE

If an ability instructs a player to **PURGE** a component, that component is removed from the game and returned to the box.

WORMHOLE NEXUS

The wormhole nexus is a unique region of the galaxy where numerous wormholes converge. It is a two-sided system tile—the **INACTIVE** side displays only a gamma wormhole, and the **ACTIVE** side displays three wormholes. The nexus is treated as part of the game board, and it begins the game inactive, meaning it is only adjacent to tiles that have a gamma wormhole.



Inactive

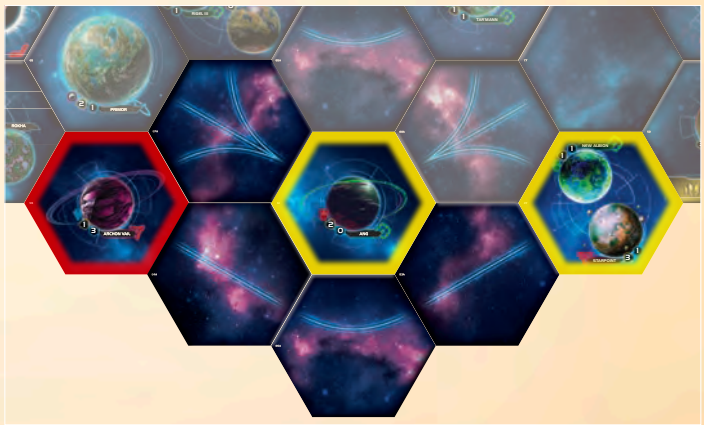


Active

The first time a player moves or places a unit into the wormhole nexus or gains control of its planet (Mallice), the nexus becomes active and the player flips it to its active side. The active nexus is adjacent to tiles that have an alpha, beta, or gamma wormhole.

HYPERLANES

When playing with five or seven players, the galaxy is set up with hyperlane tiles (see "Game Board Setup" on page 9). Each contiguous line created by one or more hyperlane tiles is a **HYPERLANE**. System tiles connected by a hyperlane are adjacent for all purposes.



Hyperlanes make the red-highlighted system adjacent to the two yellow-highlighted systems.

Hyperlane tiles improve balance in the starting positions for each player, so players **do not receive extra trade goods** for having a particular starting position.

Hyperlane tiles are **not** systems. They cannot have units on them and they cannot be targets for effects or abilities.

MAP APPENDIX

Players can customize their game board setup with one of the following options when playing with the expansion.

PREMADE MAPS

Instead of standard game board setup, players can choose one of the premade setups from pages 13–15.

ALTERNATE HYPERLANES

When playing with **seven** or **eight** players, players can use the alternate hyperlane setups and non-standard game board shapes below to facilitate more equalized starting positions between players. When doing so, the "Create Game Board" step of setup is modified as described in this section.

NOTE: Due to the presence of hyperlanes, the rings for these maps deviate from standard board setup. Pay attention to the non-standard shape of each ring and be sure that each ring is completely filled before placing tiles in the next ring.

SEVEN-PLAYER SETUP

During the "Deal System Tiles" substep, each player is dealt **three blue tiles** and **two red tiles**. Before the "Place System Tiles" substep, the players place the hyperlane tiles exactly as shown in the "Seven-Player Alternate Hyperlanes Setup" diagram below, using hyperlane tiles **83B**, **84B**, **85B**, **86B**, **88B**, and **90B**.

EIGHT-PLAYER SETUP

During the "Deal System Tiles" substep, each player is dealt **three blue tiles** and **two red tiles**. Before the "Place System Tiles" substep, the players place the hyperlane tiles exactly as shown in the "Eight-Player Alternate Hyperlanes Setup" diagram below, using hyperlane tiles **83B**, **85B**, **87A**, **88A**, **89B**, and **90B**.

LARGE GALAXY

When playing with **six** players, players wishing to play with a more expansive game board setup can use a four-ring galaxy that uses all of the tiles that are available in both the *Twilight Imperium* base game and the *Prophecy of Kings* expansion. When doing so, the "Create Game Board" step of setup is modified as described below.

NOTE: Due to the abundance of resources and influence in the "Six-Player Large Galaxy" setup, it is recommended that players use the 14-space side of the victory point track when using the large galaxy setup.

SIX-PLAYER SETUP

During the "Deal System Tiles" substep, each player is dealt **six blue tiles** and **three red tiles**.

ALTERNATE HYPERLANES AND LARGE GALAXY SETUP



Seven-Player Alternate Hyperlanes Setup



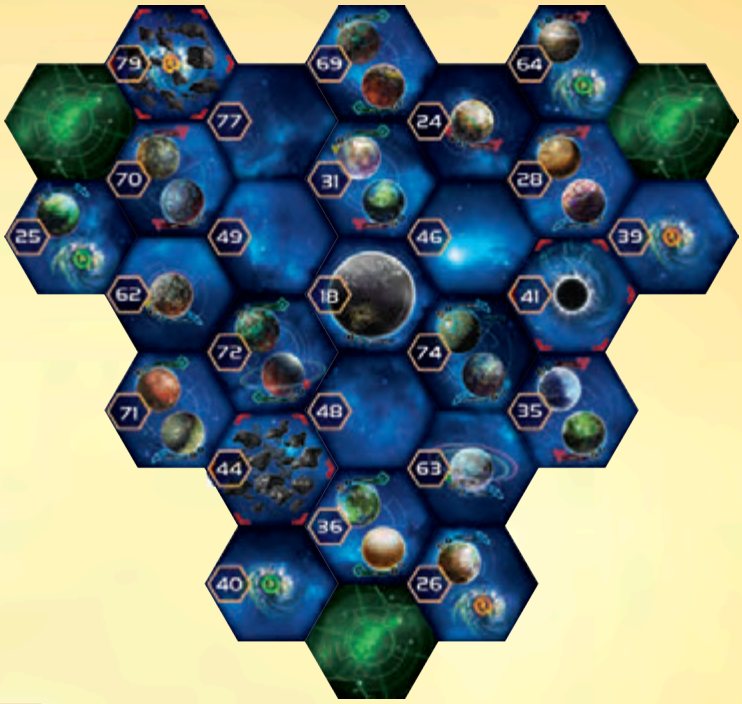
Eight-Player Alternate Hyperlanes Setup



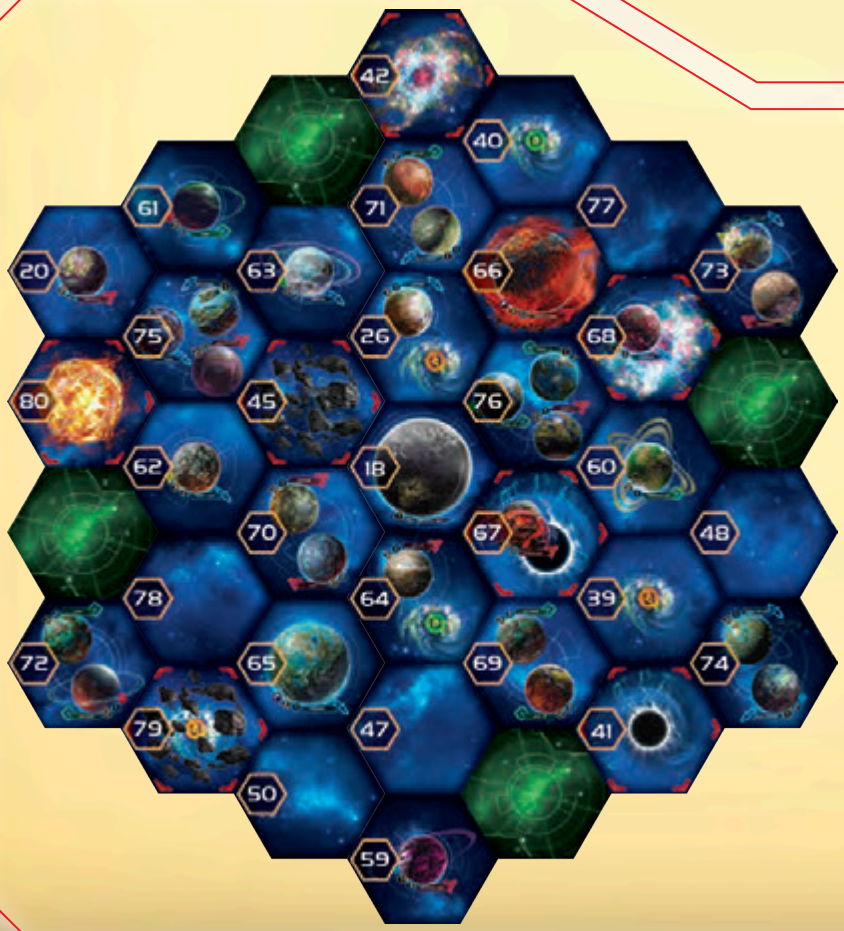
Six-Player Large Galaxy Setup

Mecatol Rex
Home System
Ring 1
Ring 2
Ring 3
Ring 4
Hyperlane

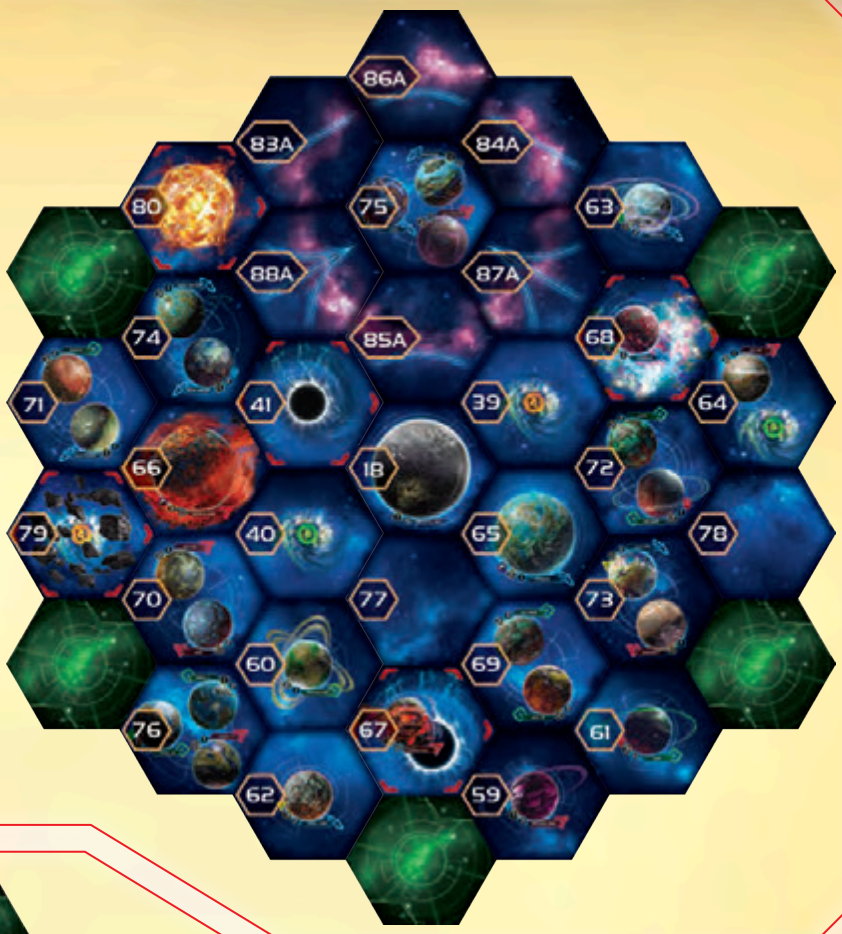
THREE-PLAYER GALAXY SETUP

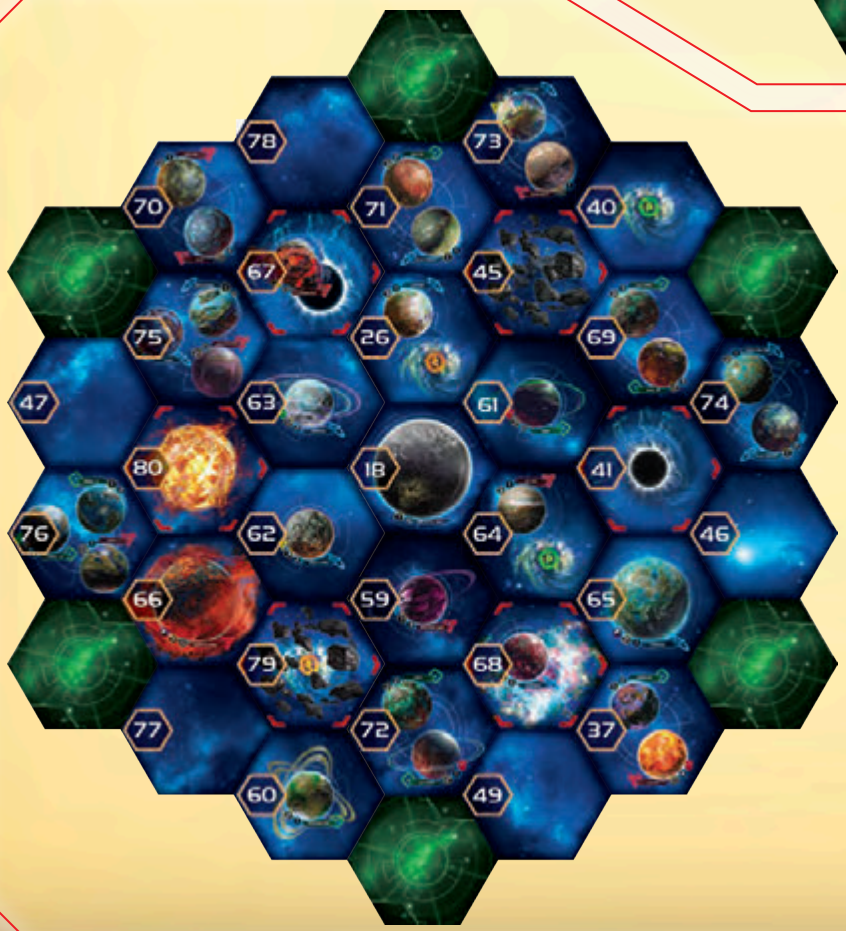


FOUR-PLAYER GALAXY SETUP



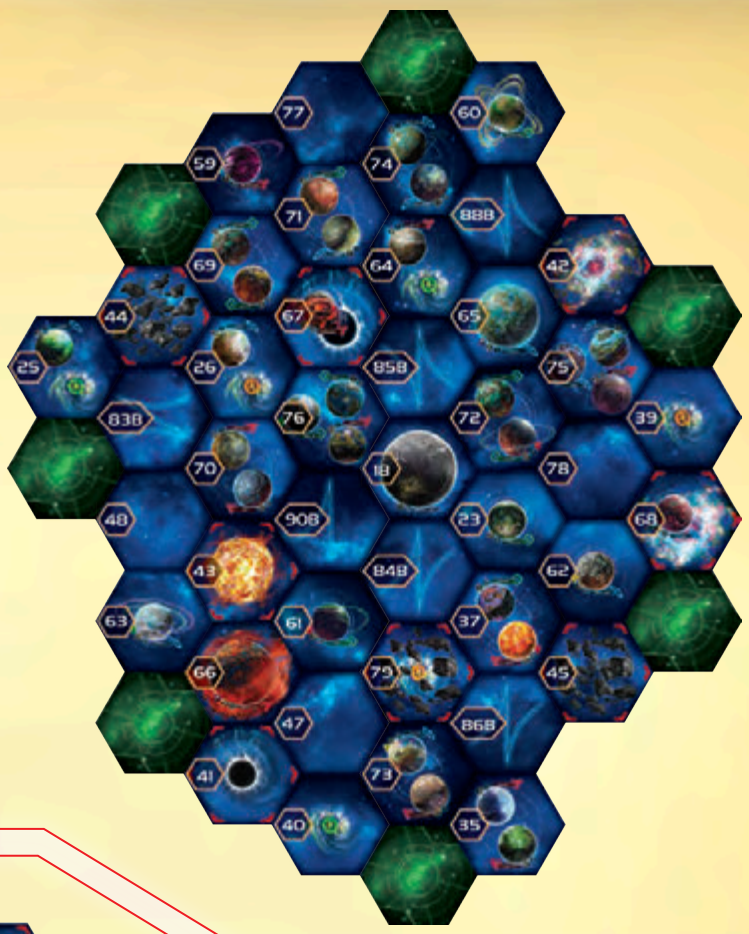
FIVE-PLAYER GALAXY SETUP
(WITH HYPERLANES)

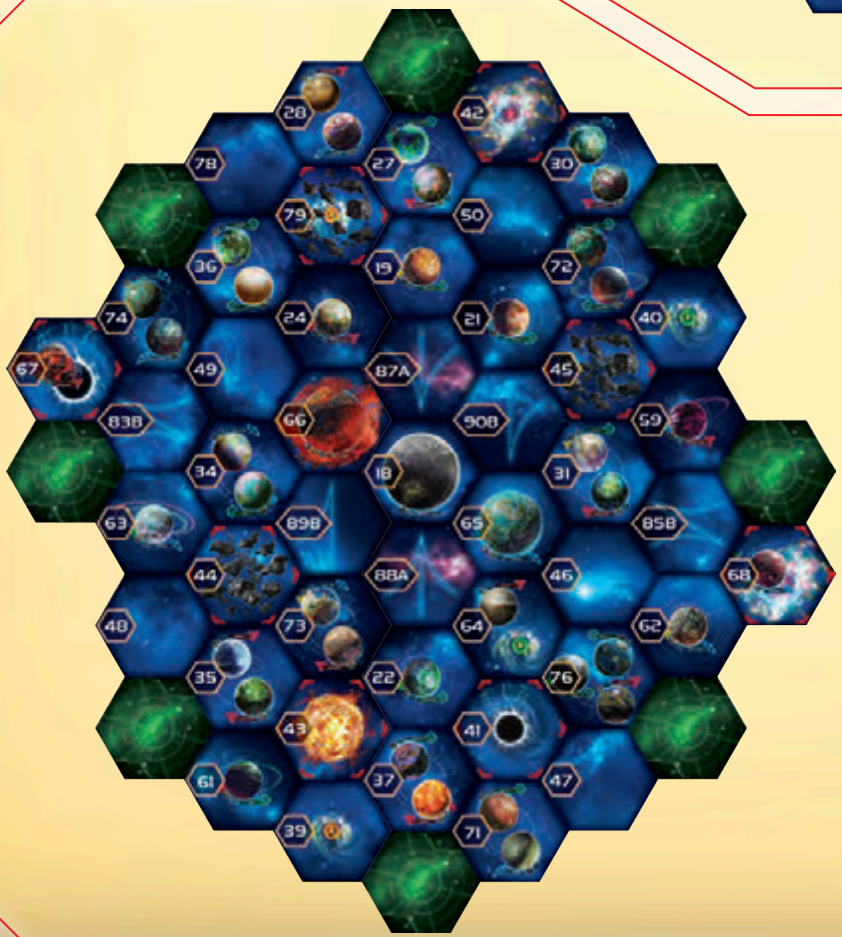




SIX-PLAYER GALAXY SETUP

SEVEN-PLAYER GALAXY SETUP
(WITH HYPERLANES)





EIGHT-PLAYER GALAXY SETUP
(WITH HYPERLANES)

CLARIFICATIONS

This section includes clarifications about timings, interactions, and easily overlooked rules. If the players have a question, they should look here or consult the Living Rules Reference online.

Anti-Fighter Barrage

- The "Anti-Fighter Barrage" step can occur even if a player's opponent has no fighters in the combat.

Captured Fighters and Infantry

- If a player captures a fighter or infantry unit, it is returned to its reinforcements and the capturing player places a fighter or infantry token from the supply on their faction sheet.

Dimensional Tear Tokens

- If a space dock that has a dimensional tear token under it is destroyed, the dimensional tear token is removed from the board.
- The Nekro Virus have their own dimensional tear tokens that they can use if they copy the Vuil'raith Cabal's "Dimensional Tear II" unit upgrade technology card.

Exploration

- A planet that does not have a type cannot be explored.
- If an ability instructs a player to explore a frontier token, they may do so even if they do not have the "Dark Energy Tap" technology.

Frontier Tokens

- During setup, a frontier token is placed in each non-home system that does not contain planets, including anomalies.

Gravity Rifts

- Players apply +1 to the move values of ships for each gravity rift they move through, but must roll for each rift as well.

Mech Units

- Mech unit cards are not technology cards.

Objectives

- A player can score any number of "Agenda Phase" objectives during a single agenda phase.
- The wormhole nexus and the Ghosts of Creuss' home system are on the edge of the game board for the purpose of scoring objectives.

Relics

- Relics cannot be exchanged as part of a transaction even though relic **fragments** can be exchanged.

Wormhole Nexus

- If the wormhole nexus would become active after a ship moves to it during the "Movement" step of a tactical action, it does not become active until the end of that step.

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TWILIGHT IMPERIUM®

FOURTH EDITION

LIVING RULES REFERENCE

PROPHECY OF KINGS

Version 2.0

USING THIS REFERENCE

This document is the definitive source for all *Twilight Imperium* Fourth E*dition: Prophecy of Kings* rules. The Living Rules Reference will occasionally be updated with additions, clarifications, errata, and an FAQ, changes to which are listed on page 3. Additionally, the related topics of each entry can be clicked to navigate to the associated section.

The glossary provides players with detailed rules and clarifications listed in alphabetical order by topic. Players are encouraged to use the glossary's digital bookmarks as well as the index on page 38 to find specific topics within the glossary.

COMPLETE SETUP

This section describes how to set up a game using all of the advanced rules. Note that some of these steps vary slightly from the "First-Game Setup" rules.

STEP 1—DETERMINE SPEAKER: Randomly determine one player to gain the speaker token; that player is the speaker.

STEP 2—CHOOSE FACTIONS: Each player chooses one faction sheet; this is their faction for the game. Each player places their faction sheet in their play area.

STEP 3—GATHER FACTION COMPONENTS: Each player takes the following components that have their faction's icon:

- 1 home system tile
- 17 control tokens
- 16 command tokens
- 1 faction promissory note
- 2 faction technology cards
- 3 leader cards
- 1 mech unit card
- additional faction-specific components*

Each player places each of their faction components near their faction sheet. Players return all unused faction components to the game box.

***NOTE:** Only the Naalu Collective, the Nekro Virus, the Ghosts of Creuss, the Embers of Muaat, the Vuil'raith Cabal, the Nomad, the Empyrean, and the Titans of Ul have additional faction-specific components.

STEP 4—CHOOSE COLOR: Each player chooses one color and takes the following components that correspond to that color.

- 63 plastic units
- 1 command sheet
- 1 leader sheet
- 33 technology cards
- 5 promissory notes

Each player combines their color-specific and faction technology cards into one technology deck and their color-specific and faction promissory note cards into one promissory note deck. Then, each player places their decks in their play area along with their command sheet and plastic units.

Then, each player places their leader sheet in their play area. They then place their agent, commander, and hero leader cards as well as their mech unit card in the corresponding slots. All leaders are placed showing the side that has the slot icon in the upper-right corner.

STEP 5—DISTRIBUTE STARTING PLANET CARDS: Each player takes the planet cards that correspond to the planets in their home system and places those cards faceup in their play area.

STEP 6—CREATE GAME BOARD: Place the Mecatol Rex system tile in the center of the common play area—this is the center of the galaxy. The galaxy will consist of either three or four rings around Mecatol Rex. Each player's home systems will be in a set position in the third ring. Use the "Game Board Setup" diagram to estimate where players' home systems will be placed based on each player's position around the game area.

Next, if the desired game board setup uses hyperlane tiles, gather the following hyperlane tiles and place them exactly as shown in corresponding diagram on page 6:

- **FIVE-PLAYER (HYPERLANES)**: 83A, 84A, 85A, 86A, 87A, and 88A.
- **SEVEN-PLAYER:** 83A, 84A, 85A, 86A, 87A, and 88A.
- **SEVEN-PLAYER (ALTERNATE):** 83B, 84B, 85B, 86B, 88B, and 90B.
- **EIGHT-PLAYER (ALTERNATE):** 83B, 85B, 87A, 88A, 89B, and 90B.

Place the wormhole nexus in the common play area so the side that shows only the gamma wormhole is faceup. Place the 3 gamma wormhole tokens next to the wormhole nexus.

Then, create the rest of game board following these steps:

i. **SEPARATE SYSTEMS:** Separate the system tiles into two piles using the color on the back of each tile: one pile of blue-backed system tiles and one pile of red-backed system tiles. Green-backed system tiles are home systems and are not separated into piles in this way.

ii. **DEAL SYSTEM TILES:** Shuffle each pile of system tiles facedown. Then, deal facedown system tiles to each player according to player count and desired game board setup:

- **THREE-PLAYER:** Six blue and two red tiles are dealt to each player.
- **FOUR-PLAYER:** Five blue and three red tiles are dealt to each player.

- **FIVE-PLAYER (NO HYPERLANES):** Four blue and two red tiles are dealt to each player.
- **FIVE-PLAYER (HYPERLANES):** Three blue and two red tiles are dealt to each player.
- **SIX-PLAYER:** Three blue and two red tiles are dealt to each player.
- **SIX-PLAYER (LARGE GALAXY):** Six blue and three red tiles are dealt to each player.
- **SEVEN-PLAYER:** Four blue and two red tiles are dealt to each player.
- **SEVEN-PLAYER (ALTERNATE):** Three blue and two red tiles are dealt to each player.
- **EIGHT-PLAYER:** Four blue and two red tiles are dealt to each player.
- **EIGHT-PLAYER (ALTERNATE):** Three blue and two red tiles are dealt to each player.

NOTE: For some player counts and game board setups, additional system tiles are required. Before placing system tiles for the following setups, the speaker draws additional system tiles and places them faceup in any space adjacent to Mecatol Rex:

- **FIVE-PLAYER (NO HYPERLANES):** The speaker places one red tile.
- **SEVEN-PLAYER:** The speaker places two red and three blue tiles.
- **EIGHT-PLAYER:** The speaker places two red and two blue tiles.

iii. **PLACE SYSTEM TILES:** First, players place their home systems in the approximate positions where they will connect to the galaxy. Then, starting with the speaker and proceeding clockwise, each player places one system tile faceup in the first ring around Mecatol Rex. After the last player has placed their first tile, they place a second tile. Then, the order of tile placement reverses and proceeds counterclockwise, until it reaches the speaker again, who places two tiles. Then, tile placement reverses again and proceeds clockwise. This process repeats until players have placed all of their tiles.

Each ring around Mecatol Rex must be fully built before any tile can be placed in the next ring. Anomaly system tiles **cannot** be placed next to one another unless there is no other option. Additionally, system tiles that contain the same type of wormhole **cannot** be placed next to one another unless there is no other option. After placing all of the dealt system tiles, players attach their home systems to the rest of the galaxy.

NOTE: During a five-player game that does not use hyperlanes, three players will have a slight disadvantage because of their home systems' starting positions on the game board. After creating the game board, those players receive trade goods according to their positions. Use the diagram on page 6 to determine how many trade goods each of those players receives.

STEP 7—PLACE GAME BOARD TOKENS: Place the custodians token in the center of the game board on Mecatol Rex.

Then, place one frontier token on each system that has no planets. Return the remaining frontier tokens to the game box. Place all attachment tokens near the game board.

STEP 8—SHUFFLE COMMON DECKS: Shuffle the action card, agenda, stage I objective, stage II objective, and secret objective decks separately and place them in the common play area.

Shuffle the relic deck and each exploration deck separately and place them in the common play area.

STEP 9—CREATE SUPPLY: Gather and create separate piles in the common play area for trade good tokens, fighter tokens, and infantry tokens.

Place the planet cards and legendary planet ability cards near the game board.

STEP 10—GATHER STRATEGY CARDS: Place each of the eight strategy cards faceup in the common play area within reach of the speaker.

STEP 11—GATHER STARTING COMPONENTS: Each player gains the starting technologies and starting units listed on the back of their faction sheet. Each player places the technology cards faceup near their faction sheet and the starting units in their home system.

Each player places three command tokens in their tactic pool, three command tokens in their fleet pool, and two command tokens in their strategy pool.

STEP 12—PREPARE OBJECTIVES: Prepare objectives as follows:

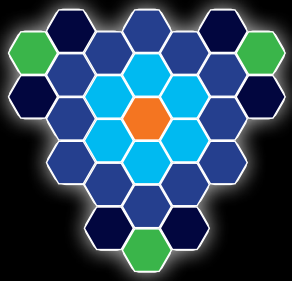
i. Each player draws two secret objectives and chooses one to keep. Shuffle the unchosen secret objectives back into the secret objective deck without revealing them.

ii. Place the victory point track near the game board. As a group, players decide whether to play with the 10- or 14-space side of the victory point track faceup. Each player places one of their control tokens on the "0" space of the track.

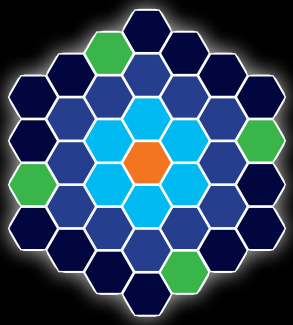
iii. The speaker deals five facedown stage I objectives and places them in a row above the victory point track. Then, the speaker deals five facedown stage II objectives and places them in a row below the victory point track.

iv. The speaker reveals the first two stage I objectives.

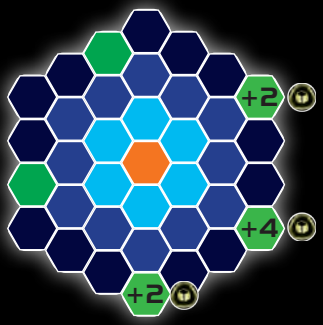
GAME BOARD SETUPS



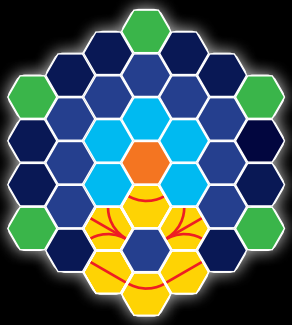
THREE-PLAYER SETUP



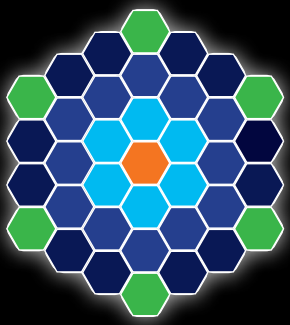
FOUR-PLAYER SETUP



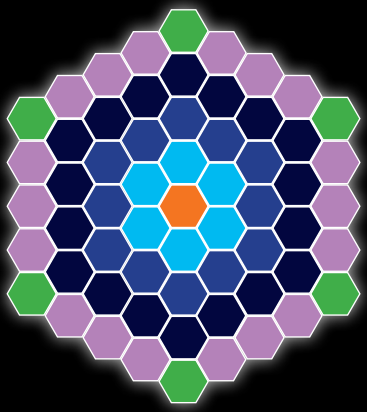
FIVE-PLAYER SETUP



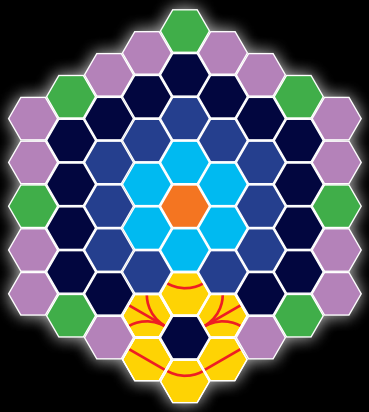
FIVE-PLAYER (HYPERLANES)



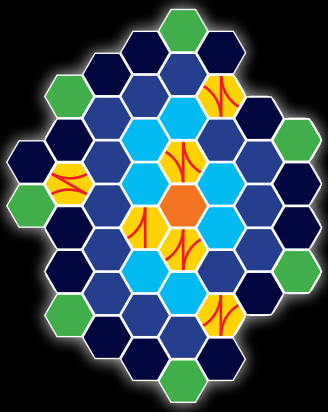
SIX-PLAYER SETUP



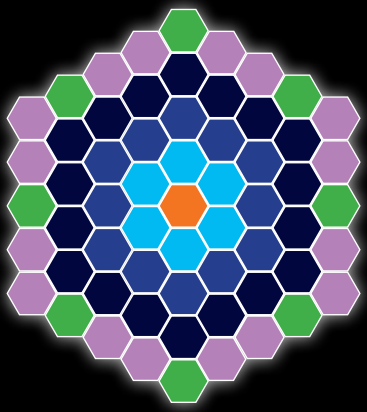
SIX-PLAYER (LARGE GALAXY)



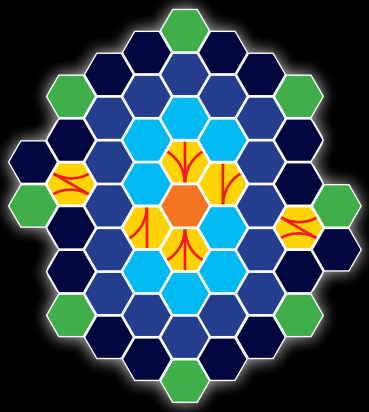
SEVEN-PLAYER



SEVEN-PLAYER (ALTERNATE)



EIGHT-PLAYER



EIGHT-PLAYER (ALTERNATE)

MECATOL REX
HOME SYSTEM
RING 1
RING 2
RING 3
RING 4
HYPERLANE

GLOSSARY

This glossary provides players with detailed rules for *Twilight Imperium: Fourth Edition* and its *Prophecy of Kings* expansion, organized by topic. Players are encouraged to use the index on page 38 to find specific topics within the glossary.

1 ABILITIES

Cards and faction sheets each have abilities that players can resolve to trigger various game effects.

1.1 If information in this Rules Reference contradicts the Learn to Play booklet, the Rules Reference takes precedence.

1.2 If a card ability contradicts information in the Rules Reference, the card takes precedence. If both the card and the rules can be followed at the same time, they should be.

1.3 Each ability describes when and how a player can resolve it.

- a If an ability with a specified duration is resolved, the effect of the ability remains through that duration, even if the component that caused the ability is removed.

1.4 If a card has multiple abilities, each ability is presented as its own paragraph.

1.5 If an ability contains the word "Action," a player must use a component action during the action phase to resolve that ability.

1.6 If an ability uses the word "cannot," that effect is absolute.

- a If two abilities use the word "cannot," a persistent ability takes precedence over a one-time ability and an enabling ability takes precedence over a cancel ability.

1.7 When a player resolves an ability, they must resolve the ability in its entirety. Any parts of the ability preceded by the word "may" are optional, and the player resolving the ability may choose not to resolve those parts.

1.8 Abilities on components that remain in play are mandatory unless those abilities use the word "may."

1.9 If an ability has multiple effects separated by the word "and," a player must resolve as many of the ability's effects as possible. However, if the player cannot resolve all of its effects, that player is allowed to resolve as many as they can.

1.10 COSTS

1.11 Some abilities have a cost that is followed by an effect. The cost of an ability is separated from the effect by the word "to" or by a semicolon. A player cannot resolve the effect of such an ability if they cannot resolve that ability's cost.

1.12 Some examples of an ability's cost include spending resources, spending trade goods, spending command tokens, exhausting cards, purging cards, and activating specific systems.

1.13 TIMING

1.14 If the timing of an ability uses the word "before" or "after," the ability's effect occurs immediately before or after the described timing event, respectively.

- a For example, if an ability is resolved "after a ship is destroyed," the ability must be resolved as soon as the ship is destroyed and not later during that turn or round.

1.15 If the timing of an ability uses the word "when," the ability's effect occurs at the moment of the described timing event.

- a Such an ability typically modifies or replaces the timing event in some way.

1.16 Effects that occur "when" an event happens take priority over effects that occur "after" an event happens.

1.17 If an ability uses the word "then," a player must resolve the effect that occurs before the word "then" or they cannot resolve the effect that occurs after the word "then."

1.18 Each ability can be resolved once for each occurrence of that ability's timing event. For example, if an ability is resolved "At the start of combat," it can be resolved at the start of each combat.

1.19 If there are multiple abilities that players wish to resolve at the same time during the **action phase**, each player takes a turn resolving an ability in initiative order, beginning with the active player. This process continues until each player has resolved each ability that they wish to resolve during that window.

1.20 If there are multiple abilities that players wish to resolve at the same time during the **strategy** or **agenda phases**, players take turns resolving abilities starting with the speaker and proceeding clockwise. This process continues until each player has resolved each ability that they wish to resolve during that window.

1.21 COMPONENT-SPECIFIC RULES

1.22 The opening paragraph of each ability found on an action card describes when a player can resolve that card's ability.

1.23 The opening paragraph of most abilities found on promissory notes describes when a player can resolve that card's ability.

- a Some promissory notes have abilities that trigger as soon as a player receives the card.

1.24 Abilities on agenda cards correspond to an outcome. Players resolve these abilities during the agenda phase after players vote for a particular outcome.

1.25 Each faction has faction abilities presented on its faction sheet. Each faction's flagship has one or more unique abilities. Some abilities provide players with perpetual effects.

1.26 Some units have unit abilities. These abilities are named and presented above a unit's attributes on a player's faction sheet or on a unit upgrade card. Each unit ability has unique rules for when a player can resolve that ability. The following abilities are unit abilities:

- Anti-Fighter Barrage
- Bombardment
- Deploy
- Planetary Shield
- Production
- Space Cannon
- Sustain Damage

1.27 If a unit's ability uses the phrase "this system" or "this planet," the ability is referring to the system or planet that contains that unit.

RELATED TOPICS: Action Cards, Leaders, Promissory Notes, Strategy Card, Technology

2 ACTION CARDS

Action cards provide players with various abilities that they can resolve as described on the cards.



2.1 Each player draws one action card during each status phase.

2.2 Players can draw action cards by resolving the primary and secondary abilities of the "Politics" strategy card.

2.3 When a player draws an action card, they take the top card from the action card deck and add it to their hand of action cards.

2.4 Each player's hand can have a maximum of **seven action cards**. If a player ever has more than seven action cards, that player must choose seven cards to keep and discard the rest.

- a A game effect can increase or decrease the number of cards a player's hand can have.

2.5 A player's action cards remain hidden from other players until those cards are played.

2.6 The first paragraph of each action card is presented in bold text and describes the timing of when that card's ability can be resolved.

- a If an action card contains the word "Action," a player must use a component action during the action phase to resolve the ability. A player cannot resolve a component action if they cannot completely resolve its ability.
- b Multiple action cards with the **same** name cannot be played during a single timing window to affect the same units or game effect. Canceled cards are not treated as being played.

2.7 To play an action card, a player reads and resolves the card's ability text, making any decisions as prompted by the card. Then, that player discards the card, placing it in the action discard pile.

2.8 If an action card is canceled, that card has no effect and is discarded.

RELATED TOPICS: Abilities, Component Action, Politics, Status Phase

3 ACTION PHASE

During the action phase, each player takes a turn in initiative order. During a player's turn, they perform a single action. After each player has taken a turn, player turns begin again in initiative order. This process continues until all players have passed.

3.1 During a player's turn, they may perform one of the following three types of actions: a strategic action, a tactical action, or a component action.

3.2 If a player cannot perform an action, they must pass.

3.3 After a player has passed, they have no further turns and cannot perform additional actions during that action phase.

- a During a turn that a player passes, they can resolve transactions and "at the start of your turn" abilities.
- b A player that has passed can still resolve the secondary ability of other players' strategy cards.
- c It is possible for a player to perform multiple, consecutive actions during an action phase if all other players have passed during that action phase.

3.4 A player cannot pass until they have performed the strategic action of their strategy card.

- a During a three-player or four-player game, a player cannot pass until they have exhausted both of their strategy cards.

3.5 After all players have passed, play proceeds to the status phase.

RELATED TOPICS: Component Action, Game Round, Status Phase, Strategic Action, Tactical Action

4 ACTIVE PLAYER

The active player is the player taking a turn during the action phase.

4.1 During the action phase, the player who is first in initiative order is the first active player.

4.2 After the active player takes a turn, the next player in initiative order becomes the active player.

4.3 After the last player in initiative order takes a turn, the player who is first in initiative order becomes the active player again, and turns begin again in initiative order, ignoring any players who have already passed.

RELATED TOPICS: Action Phase, Initiative Order

5 ACTIVE SYSTEM

The active system is the system that is activated during a tactical action.

5.1 When a player performs a tactical action, they activate a system by placing a command token from their tactic pool in that system. That system is the active system.

5.2 A player **cannot** activate a system that already contains one of their command tokens.

5.3 A player **can** activate a system that contains command tokens that match other players' factions.

5.4 A system remains the active system for the duration of the tactical action during which it was activated.

RELATED TOPICS: Movement, Tactical Action

6 ADJACENCY

Two system tiles are adjacent to each other if any of the tiles' sides are touching each other.

6.1 A system that has a wormhole is treated as being adjacent to a system that has a matching wormhole.

6.2 A unit or planet is adjacent to all system tiles that are adjacent to the system tile that contains that unit or planet.

- a A system is not adjacent to itself.

6.3 A planet is treated as being adjacent to the system that contains that planet.

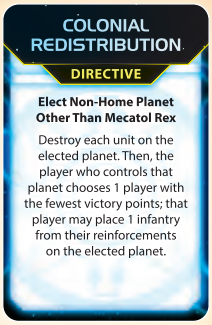
6.4 Systems that are connected by lines drawn across one or more hyperlane tiles are adjacent for all purposes.

RELATED TOPICS: Hyperlanes, Movement, Neighbors, Wormhole Nexus, Wormholes

7 AGENDA CARD

Agenda cards represent galactic laws and policies. During each agenda phase, players cast votes for specific outcomes on two agenda cards.





7.1 There are two types of agenda cards: laws and directives.

7.2 Laws can permanently change the rules of the game.

7.3 When resolving a law, if a "For" outcome received the most votes, or if the law requires an election, the law's ability becomes a permanent part of the game. Players resolve the outcome and place the agenda card either in the common play area or in a player's play area, as dictated by the card.

7.4 If a law is in a player's play area as opposed to the common play area, that player owns that law.

7.5 If a law is discarded from play, that law's ability is no longer in effect. Place that card on the top of the agenda card discard pile.

7.6 If an "Against" outcome of a law received the most votes, players resolve the outcome and discard the agenda.

7.7 Directives provide one-time game effects.

7.8 When resolving a directive, players resolve the outcome that received the most votes and discard the agenda card.

RELATED TOPICS: Agenda Phase, Attach, Victory Points

8 AGENDA PHASE

During the agenda phase, players can cast votes on agendas that can change the rules of the game.

8.1 Players skip the agenda phase during the early portion of each game. After the custodians token is removed from Mecatol Rex, the agenda phase is added to each game round. To resolve the agenda phase, players perform the following steps:

8.2 **STEP 1—FIRST AGENDA:** Players resolve the first agenda by following these steps in order:

i. **REVEAL AGENDA:** The speaker draws one agenda card from the top of the agenda deck and reads it aloud to all players, including all of its possible outcomes.

ii. **VOTE:** Each player, starting with the player to the left of the speaker and continuing clockwise, can cast votes for an outcome of the current agenda.

iii. **RESOLVE OUTCOME:** Players tally each vote that was cast and resolve the outcome that received the most votes.

8.3 **STEP 2—SECOND AGENDA:** Players repeat the "First Agenda" step of this phase for a second agenda.

8.4 **STEP 3—READY PLANETS:** Each player readies each of their exhausted planets. Then, a new game round begins starting with the strategy phase.

8.5 VOTING

When voting during the agenda phase, a player can cast votes for a specific outcome of an agenda.

8.6 To cast votes, a player exhausts any number of their planets and chooses an outcome. The number of votes cast for that outcome is equal to the combined influence values of the planets that the player exhausts.

a When a player exhausts a planet to cast votes, that player must cast the full amount of votes provided by that planet.

8.7 A player cannot cast votes for multiple outcomes of the same agenda. Each vote a player casts must be for the same outcome.

8.8 Some agendas have "For" and "Against" outcomes. When a player casts votes on such an agenda, that player must cast their votes either "For" or "Against."

8.9 Some agendas instruct players to elect either a player or a planet. When a player casts votes for such an agenda, that player must cast their vote for an eligible player or planet as described on the agenda.

8.10 When electing a player, a player can cast votes for themselves.

a When resolving these agendas, the "elected player" is the player for whom the most votes are cast.

8.11 When electing a planet, a player must cast votes for a planet that is controlled by a player.

a When resolving these agendas, the "elected planet" is the planet that had the most votes cast for it.

8.12 When casting votes, a player must declare aloud the outcome for which their votes are being cast.

8.13 Trade goods cannot be spent to cast votes.

8.14 A player may choose to abstain by not casting any votes.

8.15 Some game effects allow a player to cast additional votes for an outcome. These votes cannot be cast for a different outcome than other votes cast by that player.

8.16 If a player cannot vote on an agenda because of a game effect, that player cannot cast votes for that agenda by exhausting planets or through any other game effect.

8.17 OUTCOMES

8.18 To resolve an outcome, the speaker follows the instructions on the agenda card.

8.19 If there is a tie for the outcome that received the most votes, or if no outcome receives any votes, the speaker decides which of the tied outcomes to resolve.

a The speaker's decision is not a vote.

8.20 If an "Elect" or "For" outcome of a law was resolved, that card remains in play and permanently affects the game.

8.21 If a directive or an "Against" outcome of a law was resolved, that card is placed in the agenda discard pile.

8.22 Some game effects instruct a player to predict an outcome. To predict an outcome, a player declares aloud the outcome they think will receive the most votes. That player must make this prediction after the agenda is revealed but before any votes have been cast.

a A predicted outcome must be a possible outcome of the revealed agenda.

b After resolving the outcome of the agenda, any abilities that were dependent upon predicting the outcome are resolved.

RELATED TOPICS: Custodians Token, Game Round, Influence

9 ANOMALIES

An anomaly is a system tile that has unique rules.

9.1 An anomaly is identified by a red border located on the tile's corners.

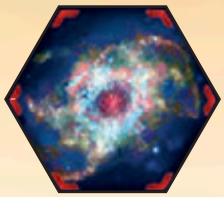
9.2 There are four types of anomalies: asteroid fields, nebulae, supernovas, and gravity rifts.

a Some anomalies contain planets; those systems are still anomalies.

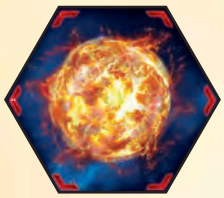
9.3 Each type of anomaly is identified by its art, as follows:



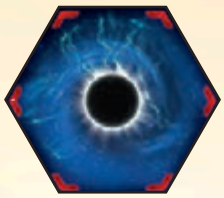
Asteroid Field



Nebula



Supernova



Gravity Rift

9.4 Abilities can cause a system tile to become an anomaly; that system tile is an anomaly in addition to its other properties.

9.5 Abilities can cause a system to be two different anomalies; that system has the properties of both anomalies.

RELATED TOPICS: Asteroid Field, Gravity Rift, Movement, Nebula, Supernova, System Tiles

10 ANTI-FIGHTER BARRAGE (UNIT ABILITY)

A unit with the "Anti-Fighter Barrage" ability may be able to destroy an opponent's fighters at the onset of a space battle. During the "Anti-Fighter Barrage" step of the first round of space combat, players perform the following steps:

10.1 **STEP 1—**Each player rolls dice for each of their units in the combat that has the "Anti-Fighter Barrage" ability; this is called an anti-fighter barrage roll. A hit is produced for each die roll that is equal to or greater than the unit's anti-fighter barrage value.

- a A unit's "Anti-Fighter Barrage" ability is presented along with a unit's attributes on faction sheets and unit upgrade technology cards.
- b The "Anti-Fighter Barrage" ability is displayed as "Anti-Fighter Barrage X (xY)." The X is the minimum value needed for a die to produce a hit, and Y is the number of dice rolled.
- c Game effects that reroll, modify, or otherwise affect combat rolls do not affect anti-fighter barrage rolls.
- d This ability can still be used if no fighters are present; hits produced may be used to trigger specific abilities.

10.2 **STEP 2:—**Each player must choose and destroy one of their fighters in the active system for each hit their opponent's anti-fighter barrage roll produced.

- a If a player has to assign more hits than they have fighters in the active system, the excess hits have no effect.

RELATED TOPICS: Destroyed, Space Combat

11 ASTEROID FIELD

An asteroid field is an anomaly that affects movement.

11.1 A ship cannot move through or into an asteroid field.

RELATED TOPICS: Anomalies

12 ATTACH

Some game effects instruct a player to attach a card to a planet card. The attached card modifies that planet card in some way.

12.1 To attach a card to a planet card, a player places the card with the attach effect partially underneath the planet card.

12.2 If a player gains or loses control of planet that contains a card with an attach effect, the attached card stays with that planet.

- a The attached card maintains its exhausted or readied state.
- b If a planet card is purged, also purge all cards that are attached to that planet card and remove the corresponding attachment tokens from the game board.

12.3 When a card is attached to a planet card, place the corresponding attachment token on that planet on the game board.

RELATED TOPICS: Agenda Card, Control, Exploration, Planets

13 ATTACKER

During combat, the active player is the attacker.

RELATED TOPICS: Defender, Invasion, Space Combat

14 BLOCKADED

A player's unit with "Production" is blockaded if it is in a system that does not contain any of their ships and contains other players' ships.

14.1 A player cannot use a blockaded unit to produce ships; that player can still use a blockaded unit to produce ground forces.

14.2 When a player blockades another player's space dock, if the blockaded player has captured any of the blockading player's units, those units are returned to the blockading player's reinforcements.

- a While a player is blockading another player, the blockaded player cannot capture any of the blockading player's units.

RELATED TOPICS: Producing Units, Ships

15 BOMBARDMENT (UNIT ABILITY)

A unit with the "Bombardment" ability may be able to destroy another player's ground forces during an invasion. During the "Bombardment" step, players perform the following steps:

15.1 **STEP 1—** The active player chooses which planet each of their units that has a "Bombardment" ability will bombard. Then, that player rolls dice for each of those units; this is called a bombardment roll. A hit is produced for each die roll that is equal to or greater than the unit's "Bombardment" value.

- a A unit's "Bombardment" ability is presented along with a unit's attributes on faction sheets and unit upgrade technology cards.
- b The "Bombardment" ability is displayed as "Bombardment X (xY)." The X is the minimum value needed for a die to produce a hit, and Y is the number of dice rolled. Not all "Bombardment" abilities have a (Y) value; a bombardment roll for such a unit consists of one die.
- c Game effects that reroll, modify, or otherwise affect combat rolls do not affect bombardment rolls.
- d Multiple planets in a system may be bombarded, but a player must declare which planet a unit is bombarding before making a bombardment roll.
- e The L1Z1X's "Harrow" ability does not affect the L1Z1X player's own ground forces.
- f Planets that contain a unit with the "Planetary Shield" ability cannot be bombarded.

15.2 **STEP 2—** The player who controls the planet that is being bombarded chooses and destroys one of their ground forces on that planet for each hit result the bombardment roll produced.

- a If a player has to assign more hits than that player has ground forces, the excess hits have no effect.

RELATED TOPICS: Invasion, Planetary Shield

16 CAPACITY (ATTRIBUTE)

Capacity is an attribute of some units that is presented on faction sheets and unit upgrade technology cards.

16.1 A unit's capacity value indicates the maximum combined number of fighters and ground forces that it can transport.

16.2 The combined capacity values of a player's ships in a system determine the number of fighters and ground forces that player can have in that system's space area.

16.3 If a player has more fighters and ground forces in the space area of a system than the total capacity of that player's ships in that system, that player must remove the excess units.

- a A player can choose which of their excess units to remove.
- b Ground forces on planets do not count against capacity.
- c A player's fighters and ground forces do not count against capacity during combat. At the end of combat, any excess units are removed and returned to that player's reinforcements.

16.4 Fighters and ground forces are not assigned to specific ships, except while they are being transported.

RELATED TOPICS: Movement, Capacity, Transport

17 CAPTURE

Some abilities instruct a player to capture a unit, preventing the unit's original owner from using it.

17.1 If a player captures a non-fighter ship or mech, they place it on their faction sheet. When such a unit is returned, it is placed into the reinforcements of the original owner.

17.2 A captured non-fighter ship or mech is returned under the following circumstances:

- a If the player who captured the unit agrees to return it as part of a transaction.
- b If an ability instructs the capturing player to return the unit as part of an ability's cost.
- c If the player whose unit was captured blockades a space dock of the player who captured the unit.

17.3 If a player captures a fighter or infantry, it is placed in its reinforcements instead of on the capturing player's faction sheet; the capturing player places a fighter or infantry token from the supply on their faction sheet instead.

17.4 Captured fighters and infantry do not belong to any player and are returned only when an ability instructs the capturing player to do so.

- a Captured fighters and infantry cannot be returned as part of a transaction.
- b Captured fighters and infantry are not returned as the result of a blockade.
- c When a captured fighter or infantry is returned, it is placed in the supply.

17.5 While a unit is captured, it cannot be produced or placed by its original owner until it is returned.

17.6 If one or more of a player's space docks is being blockaded, that player cannot capture units from the blockading players.

RELATED TOPICS: Blockaded, Fighter Tokens, Ground Combat, Infantry Tokens, Space Combat,

18 COMBAT (ATTRIBUTE)

Combat is an attribute of some units that is presented on faction sheets and unit upgrade technology cards.

18.1 During combat, if a unit's combat roll produces a result equal to or greater than its combat value, it produces a hit.

18.2 If a unit's combat value contains two or more burst icons, instead of rolling a single die, the player rolls one die for each burst icon when making that unit's combat rolls.

RELATED TOPICS: Ground Combat, Invasion, Space Combat

19 COMMAND SHEET



Each player has a command sheet that contains a strategy pool, a tactic pool, a fleet pool, a trade good area, and a quick reference.

19.1 The pools on the command sheet are where players place their command tokens. Command tokens in a player's pools are used by that player to perform strategic and tactical actions and to increase the number of ships that player can have in each system.

19.2 The trade good area on the command sheet is where a player places their trade good tokens; trade tokens in a player's trade good area can be spent by that player as resources, influence, or to resolve certain game effects that require trade goods.

19.3 Players who are familiar with the game can hide the quick reference by placing that portion of the command sheet under their faction sheets.

RELATED TOPICS: Command Tokens, Fleet Pool, Strategic Action, Tactical Action, Trade Goods

20 COMMAND TOKENS

Command tokens are a currency that players use to perform actions and expand their fleets.



20.1 Each player begins the game with eight tokens on their command sheet: three in their tactic pool, three in their fleet pool, and two in their strategy pool.

- a Command tokens in the strategy and tactic pool are placed with the faction symbol faceup.
- b Command tokens in the fleet pool are placed with the ship silhouette faceup.

20.2 When a player gains a command token, they choose which of their three pools to place it in.

20.3 A player is limited by the amount of command tokens in their reinforcements.

- a If a player would gain a command token but has none available in their reinforcements, that player cannot gain that command token.
- b If a game effect would place a player's command token from their reinforcements and none are available, that player must take a token from a pool on their command sheet, unless the token would be placed into a system that already contains one of their command tokens.

20.4 During the action phase, a player can perform a tactical action by spending a command token from their tactic pool; they place the command token in a system.

20.5 After a player performs a strategic action during the action phase, each other player can resolve the secondary ability of that strategy card by spending a command token from their strategy pool.

- a A player does not spend a command token to resolve the secondary ability of the "Leadership" strategy card.

20.6 If a game effect would place a player's command token in a system where they already have one, they place the token in their reinforcements instead. Any effects that resolve by placing that token are resolved as normal.

RELATED TOPICS: Fleet Pool, Leadership, Reinforcements, Strategic Action, Tactical Action

21 COMMODITIES



Commodities represent goods that are plentiful for their own faction and are desired by other factions. A commodity has no inherent game effects, but converts into a trade good if given to or received from another player.

21.1 Commodities and trade goods are represented by opposite sides of the same token.

21.2 The commodity value on a player's faction sheet indicates the maximum number of commodities that player can have.

21.3 When an effect instructs a player to replenish commodities, that player takes the number of commodity tokens necessary so that the amount of commodities that player has equals the commodity value on their faction sheet. Then, those tokens are placed faceup in the commodity area of that player's faction sheet.

21.4 When a player replenishes commodities, that player takes the commodity tokens from the supply.

21.5 Players can trade commodities following the rules for transactions. When a player receives a commodity from another player, the player who received that token converts it into a trade good by placing it in the trade good area of their command sheet with the trade good side faceup.

a That token is no longer a commodity token; it is a trade good token.

b A player can trade commodity tokens before resolving a game effect that allows them to replenish commodities.

c If a game effect instructs a player to convert a number of their own commodities to trade goods, those trade goods are not treated as being gained for the purpose of triggering other abilities.

21.6 Any game effect that instructs a player to give a commodity to another player causes that commodity to be converted into a trade good.

21.7 A player cannot spend commodities unless otherwise specified; a player can only trade them during a transaction.

21.8 Commodity tokens come in values of one and three. A player can swap between these tokens as necessary.

RELATED TOPICS: Deals, Trade Goods, Transactions

22 COMPONENT ACTION

A component action is a type of action that a player can perform during their turn of an action phase.

22.1 Component actions can be found on various game components, including action cards, technology cards, leaders, exploration cards, relics, promissory notes, and faction sheets. Each component action is indicated by an "Action" header.

22.2 To perform a component action, a player reads the action's text and follows the instructions as described.

22.3 A component action cannot be performed if its ability cannot be completely resolved.

22.4 If a component action is canceled, it does not use that player's action.

RELATED TOPICS: Abilities, Action Cards, Action Phase, Exploration, Leaders, Promissory Notes, Relics, Technology

23 COMPONENT LIMITATIONS

If a component type is depleted during the game, players obey the following rules:

23.1 **DICE:** Dice are limitless. If a player needs to roll more dice than the game provides, that player should roll as many as possible, record the results, and then reroll dice as necessary.

23.2 **TOKENS:** Tokens are limited to those included in the game, except for the following:

- Control Tokens
- Fighter Tokens
- Trade Good Tokens
- Infantry Tokens

23.3 If any of the above tokens are depleted, players can use a suitable substitute, such as a coin or bead.

23.4 **UNITS:** Units are limited to those included in the game, except for fighters and ground forces.

a When a player would place a unit, if there are none of that type left in their reinforcements, that player can remove a unit from any system that does not contain one of their command tokens and place that unit in their reinforcements. A player can remove any number of their units in this way; however, any units that are removed must be placed immediately. Abilities cannot force a player to remove and place a unit in this manner.

b When producing a fighter or infantry unit, a player can use a fighter or infantry token, as appropriate, from the supply instead of a plastic piece. These tokens must be accompanied by at least one plastic piece of the same type; players can swap infantry and fighter tokens for plastic pieces at any time.

23.5 **CARDS:** When a deck is depleted, players shuffle the deck's discard pile and place it facedown to create a new deck.

RELATED TOPICS: Producing Units, Units

24 CONSTRUCTION (STRATEGY CARD)

The "Construction" strategy card allows players to construct structures on planets they control. This card's initiative value is "4."

24.1 During the action phase, if the active player has the "Construction" strategy card, they can perform a strategic action to resolve that card's primary ability.

24.2 To resolve the primary ability on the "Construction" strategy card, the active player may place either one PDS or one space dock on a planet they control. Then, that player may place an additional PDS on a planet they control.

a The structures can be placed on the same planet or different planets.

b The structures can be placed in any systems, regardless of whether the player has a command token in the system or not.

24.3 After the active player resolves the primary ability of the "Construction" strategy card, each other player, beginning with the player to the left of the active player and proceeding clockwise, may spend one command token from their strategy pool and place that command token in any system. If that player already has a command token in that system, the spent token is returned to their reinforcements instead. Then, that player places either one PDS or one space dock on a planet they control in that system.

24.4 When a player places either a PDS or space dock using the "Construction" strategy card, they take that PDS or space dock from their reinforcements.

- a If a player does not have the unit in their reinforcements, that player can remove a unit from any system that does not contain one of their command tokens and place that unit in their reinforcements. Then, that player must place the unit on the game board as instructed by the effect that is placing the unit.

RELATED TOPICS: Initiative Order, Strategic Action, Strategy Card, Structures

25 CONTROL

Each player begins the game with control of each planet in their home system. During the game, players can gain control of additional planets.

25.1 When a player gains control of a planet, they take the planet card that corresponds to that planet and place it in their play area; that card is exhausted.

- a If a player is the first player to control a planet, they take the planet card from the planet card deck.
- b If another player controls the planet, they take that planet's card from the other player's play area.
- c When a player gains control of a planet that is not already controlled by another player, they explore that planet.

25.2 A player cannot gain control of a planet that they already control.

25.3 While a player controls a planet, that planet's card remains in their play area until they lose control of that planet.

25.4 A player can control a planet that they do not have any units on; that player places a control token on that planet to mark that they control it.

25.5 A player loses control of a planet if they no longer have units on it **and** another player has units on it.

- a The player that placed units on the planet gains control of that planet.
- b During the invasion step of a tactical action, control is determined during the "Establish Control" step instead.

25.6 A player can lose control of a planet through some game effects.

25.7 If a player loses control of a planet that contains their control token, they remove their control token from the planet.

RELATED TOPICS: Attach, Exhausted, Invasion, Planets

26 COST (ATTRIBUTE)

Cost is an attribute of some units that is presented on faction sheets and unit upgrade technology cards. A unit's cost determines the number of resources a player must spend to produce that unit.

26.1 To produce a unit, a player must spend a number of resources equal to or greater than the cost of the unit they are producing.

26.2 If the cost is accompanied by two icons—typically for fighters and ground forces—a player produces two of that unit for that cost.

26.3 If a unit does not have a cost, it cannot be produced.

- a Structures do not have costs and are usually placed by resolving the "Construction" strategy card.

RELATED TOPICS: Producing Units, Resources

27 CUSTODIANS TOKEN



The custodians token begins each game on Mecatol Rex. The token represents the caretakers that safeguard the seat of the empire until such time as the galactic council can be reconvened.

27.1 Units can move into the system that contains Mecatol Rex following normal rules; however, players cannot commit ground forces to land on Mecatol Rex until the custodians token is removed from the planet.

27.2 Before the "Commit Ground Forces" step of an invasion, the active player can remove the custodians token from Mecatol Rex by spending six influence. Then, that player must commit at least one ground force to land on the planet.

- a If a player cannot commit ground forces to land on Mecatol Rex, they cannot remove the custodians token.

27.3 When a player removes the custodians token from Mecatol Rex, they take the token from the game board and place it in their play area. Then, they gain one victory point.

27.4 After a player removes the custodians token from Mecatol Rex, the agenda phase is added to all subsequent game rounds, including the game round during which the custodians token was removed from Mecatol Rex.

RELATED TOPICS: Agenda Phase, Influence, Victory Points

28 DEALS

A deal is an agreement between two players that may or may not include a transaction that involves physical components.

28.1 Players can make deals with each other at any time, even if they are not neighbors. However, deals that include a transaction must follow the rules for transactions, including that the players be neighbors.

28.2 Deals are binding or non-binding according to the conditions of the deal.

28.3 If the terms of a deal can be resolved immediately, it is a binding deal. When a deal is binding, a player must adhere to the terms of the agreement and whatever transactions, if any, were agreed upon.

- a The results of playing an action card, including the act of successfully resolving a card, are not instantaneous and cannot be guaranteed. They cannot be part of a binding deal.

28.4 If the terms of a deal cannot be resolved immediately, it is a non-binding deal. When a deal is non-binding, a player does not have to adhere to any part of the agreement.

RELATED TOPICS: Promissory Notes, Trade Goods

29 DEFENDER

During either a space or ground combat, the player who is not the active player is the defender.

RELATED TOPICS: Attacker, Invasion, Nebula, Space Combat

30 DEPLOY

Some units have deploy abilities. Deploy abilities are indicated by the "Deploy" header and provide the means to place specific units on the game board without producing them as normal.

30.1 A player can use a unit's deploy ability when the ability's conditions are met to place that unit on the game board.

- a A player does not have to spend resources to deploy a unit unless otherwise specified.

30.2 A player can only resolve a deploy ability to place a unit that is in their reinforcements.

- a If there are no units that have a deploy ability in a player's reinforcements, the deploy ability cannot be used.

30.3 A unit's deploy ability can be resolved only once per timing window.

RELATED TOPICS: Abilities, Mechs, Reinforcements,

31 DESTROYED

Various game effects can cause a unit to be destroyed. When a player's unit is destroyed, it is removed from the game board and returned to their reinforcements.

31.1 When a player assigns hits that were produced against their units, that player chooses a number of their units to be destroyed equal to the number of hits produced against those units.

31.2 If a player's unit is removed from the board by a game effect, it is not treated as being destroyed; effects that trigger when a unit is destroyed are not triggered.

RELATED TOPICS: Anti-Fighter Barrage, Bombardment, Space Cannon, Space Combat, Sustain Damage

32 DIPLOMACY (STRATEGY CARD)

The "Diplomacy" strategy card can be used to preemptively prevent other players from activating a specific system. It can also be used to ready planets. This card's initiative value is "2."

32.1 During the action phase, if the active player has the "Diplomacy" strategy card, they can perform a strategic action to resolve that card's primary ability.

32.2 To resolve the primary ability on the "Diplomacy" strategy card, the active player chooses a system that contains a planet they control other than the Mecatol Rex system; each other player places one command token from their reinforcements in that system. Then, the active player readies any two of their exhausted planets.

- a If a player has no command tokens in their reinforcements, that player places one command token of their choice from their command sheet.
- b If a player already has a command token in the chosen system, they do not place a command token there.

32.3 After the active player resolves the primary ability of the "Diplomacy" strategy card, each other player, beginning with the player to the left of the active player and proceeding clockwise, may spend one command token from their strategy pool to ready up to two exhausted planets they control.

RELATED TOPICS: Active System, Command Tokens, Initiative Order, Planets, Readied, Strategic Action, Strategy Card

33 ELIMINATION

A player who is eliminated is no longer part of the game.

33.1 A player is eliminated when they meet **all** of the following three conditions:

- a The player has no ground forces on the game board.
- b The player has no unit that has "Production."
- c The player does not control any planets.

33.2 When a player becomes eliminated, all of the units, command tokens, control tokens, promissory notes, technologies, command sheets, and the faction sheet that matches that player's faction or color are returned to the game box, including those in their reinforcements.

33.3 When a player becomes eliminated, all agenda cards they own are discarded.

33.4 When a player becomes eliminated, each promissory note they have that matches another player's faction or color is returned to that player.

- a Promissory notes that match the eliminated player are returned to the game box, even if another player has them.

33.5 When a player becomes eliminated, each action card in their hand is discarded.

33.6 When a player becomes eliminated, their strategy cards are returned to the common play area whether those cards have been exhausted or not.

33.7 When a player becomes eliminated, their secret objectives are shuffled back into the secret objective deck whether those secret objectives have been completed or not.

33.8 If the speaker becomes eliminated, the speaker token passes to the player to the speaker's left.

33.9 If a game that started with five or more players becomes a game with four or fewer players due to elimination, the players continue to select only one strategy card during the strategy phase.

33.10 When players are eliminated, faction-specific components interact with the game as follows:

- a If a player becomes eliminated and the Nekro Virus' assimilator "X" or assimilator "Y" token is placed on one of their faction technologies, that technology remains in play.
- b If the Ghost of Creuss player becomes eliminated, their wormhole tokens remain on the game board for the remainder of the game.
- c If the Naalu player becomes eliminated while another player has the Naalu player's "0" token, that token remains with its current player until the end of the status phase, and then it is removed from play.
- d If the Titans of Ul player becomes eliminated while their hero or promissory note is attached to a planet, those attachments and attachment tokens remain in play for the remainder of the game.
- e If the Mahact Gene-Sorcerers become eliminated while they have another player's command tokens on their faction sheet, those command tokens are returned to their respective players' reinforcements.
- f If the Mahact Gene-Sorcerers have an eliminated player's command token on their faction sheet, that command token remains in play, as does the eliminated player's commander, if it is unlocked.

33.11 If a player becomes eliminated, any units they have captured are returned to the reinforcements of their original owners.

RELATED TOPICS: Agenda Card, Control, Ground Forces, Production, Promissory Notes

34 EXHAUSTED

Some cards can be exhausted. A player cannot resolve abilities or spend the resources or influence of an exhausted card.

34.1 To exhaust a card, a player flips the card facedown.

34.2 During the "Ready Cards" step of the status phase, each player readies all of their exhausted cards by flipping those cards faceup.

34.3 A player exhausts their planet cards to spend **either** the resources or influence on that card.

34.4 Abilities, including some found on technology cards, may instruct a player to exhaust a card to resolve those abilities. If a card is already exhausted, it cannot be exhausted again.

- a Passive abilities on an exhausted card are still in effect while that card is exhausted.

34.5 After a player performs a strategic action, they exhaust the strategy card that corresponds to that action.

RELATED TOPICS: Influence, Planets, Resources, Status Phase

35 EXPLORATION

Planets and some space areas can be explored, yielding varying results determined by the cards drawn from the exploration decks.



35.1 When a player takes control of a planet that is not already controlled by another player, they explore that planet.

35.2 When a player explores a planet, they draw and resolve a card from the exploration deck that corresponds to that planet's trait.

a There are three planetary exploration decks, each of which corresponds to a planet trait: cultural, hazardous, and industrial.

b Planets that do not have traits, such as Mecatol Rex and planets in home systems, cannot be explored.

c If a planet has multiple traits, the player exploring the planet chooses which of the corresponding exploration decks to draw from.

d If a player gains control of multiple planets or resolves multiple explore effects at the same time, they choose the order in which they resolve those explorations, completely resolving each exploration card before resolving the next.

35.3 Certain abilities may allow a planet to be explored multiple times.

35.4 Players can explore space areas that contain frontier tokens if they own the "Dark Energy Tap" technology or if another game effect allows them to.

a Frontier tokens are placed in systems during setup and by specific abilities.

35.5 When a player explores a frontier token, they draw and resolve a card from the frontier exploration deck.

35.6 After a frontier token is explored, it is discarded and returned to the supply.

35.7 To resolve an exploration card, a player reads the card, makes any necessary decisions, and resolves its ability. If the card was not a relic fragment or an attachment, it is discarded into its respective discard pile.

a If there are no cards in an exploration deck, its discard pile is shuffled to form a new exploration deck.

35.8 If a player resolves an exploration card that has an "attach" header, they attach that card to the planet card of the planet being explored.

35.9 If a player resolves an exploration card that has "relic fragment" in the title, they place that card faceup in their play area.

a Players can resolve the ability of relic fragments that are in their play area. Resolving these abilities allows players to draw cards from the relic deck.

b Relic fragments can be exchanged as part of transactions.

RELATED TOPICS: Attach, Control, Planets, Relics

36 FIGHTER TOKENS



A fighter token functions as a plastic fighter unit for all game purposes.

36.1 When producing a fighter unit, a player can use a fighter token from the supply instead of a plastic piece.

36.2 Players can replace their plastic fighters with tokens at any time.

36.3 If a player ever has a fighter token in a system that does not contain one of their plastic fighters, that player must replace it with a plastic fighter from their reinforcements.

a If the player cannot replace the token, the unit is destroyed.

36.4 Fighter tokens come in values of one and three. A player can swap between these tokens as necessary.

RELATED TOPICS: Infantry Tokens, Producing Units

37 FLEET POOL

The fleet pool is an area of a player's command sheet.

37.1 The number of command tokens in a player's fleet pool indicates the maximum number of non-fighter ships that a player can have in a system.

a Units that are on planets or that count against a player's capacity do not count against that player's fleet pool.

b Units that are being transported through systems do not count against a player's fleet pool in those systems.

37.2 Players place command tokens in their fleet pools with the ship silhouette faceup.

37.3 If at any time the number of a player's non-fighter ships in a system exceeds the number of tokens in that player's fleet pool, they choose and remove excess ships in that system, returning those units to their reinforcements.

37.4 Players do not spend command tokens from this pool unless a game effect specifically allows it.

RELATED TOPICS: Capacity, Command Sheet, Command Tokens, Ships, System Tiles

38 FRONTIER TOKENS



Frontier tokens can be explored for a variety of game effects.

38.1 Frontier tokens are placed on the game board during setup. One frontier token is placed in each system that does not contain any planets.

a Frontier tokens are not placed on hyperlane tiles.

b A system cannot have more than one frontier token.

c Frontier tokens are placed in anomalies that do not have planets.

d A frontier token is placed in the Creuss gate system.

RELATED TOPICS: Exploration

39 GAME BOARD

The game board consists of all system tiles in play.

39.1 The game board consists of all system tiles that were placed during setup, even if the sides of those tiles do not touch any other system tiles, such as the Ghosts of Creuss' home system.

39.2 A system tile is on the edge of the game board if any of its sides are not touching another system tile.

a The Ghosts of Creuss home system and the wormhole nexus are on the edge of the game board.

RELATED TOPICS: System Tiles

40 GAME ROUND

A game round consists of the following four phases:

1. Strategy Phase
2. Action Phase
3. Status Phase
4. Agenda Phase

40.1 Players skip the agenda phase during the early portion of each game. After the custodians token is removed from Mecatol Rex, the agenda phase is added to each game round.

40.2 Player turns occur during the action phase.

40.3 Abilities that last until the end of a player's turn do not persist for the duration of a game round or into the other phases of that game round. Those effects end at the end of that player's turn, before the next player's turn begins.

RELATED TOPICS: Action Phase, Agenda Phase, Custodians Token, Status Phase, Strategy Phase

41 GRAVITY RIFT

A gravity rift is an anomaly that affects movement.

41.1 A ship that will move out of or through a gravity rift at any time during its movement, applies +1 to its move value.

a This can allow a ship to reach the active system from farther away than it normally could.

41.2 For each ship that would move out of or through a gravity rift, one die is rolled immediately before it exits the gravity rift system; on a result of 1–3, that ship is removed from the board.

a Dice are not rolled for units that are being transported by ships that have capacity.

b Units that are being transported are removed from the board if the ship transporting them is removed from the board.

c Units that are removed are returned to the player's reinforcements.

41.3 A gravity rift can affect the same ship multiple times during a single movement.

41.4 A system that contains multiple gravity rifts is treated as a single gravity rift.

RELATED TOPICS: Anomalies, Movement

42 GROUND COMBAT

During the "Ground Combat" step of an invasion, if the active player has ground forces on a planet that contains another player's ground forces, those players resolve a ground combat on that planet. To resolve a ground combat, players perform the following steps:

42.1 **STEP 1—ROLL DICE:** Each player rolls one die for each ground force they have on the planet; this is a combat roll. If a unit's combat roll produces a result that is equal to or greater than that unit's combat value, that roll produces a hit.

a If a unit's combat value contains two or more burst icons, the player rolls one die for each burst icon instead.

42.2 **STEP 2—ASSIGN HITS:** Each player in the combat must choose one of their own ground forces on the planet to be destroyed for each hit result their opponent produced.

a When a unit is destroyed, the player who controls that unit removes it from the board and places it in their reinforcements.

42.3 After assigning hits, if both players still have ground forces on the planet, players resolve a new combat round starting with the "Roll Dice" step.

42.4 Ground combat ends when only one player (or neither player) has ground forces on the planet.

a During the first round of a combat, "start of combat" and "start of combat round" effects occur during the same timing window.

b During the last round of a combat, "end of combat" and "end of combat round" effects occur during the same timing window.

c After a combat ends, the player with one or more ground forces remaining on the planet is the winner of the combat; the other player is the loser of the combat.

d If neither player has a ground force remaining, there is no winner; the combat ends in a draw.

RELATED TOPICS: Invasion, Planets

43 GROUND FORCES

A ground force is a type of unit. All infantry and mech units in the game are ground forces. Some races have unique infantry units.

43.1 Ground forces are always on planets, in a space area with ships that have capacity values, or being transported by those ships.

43.2 Ground forces being transported by a ship are placed in a system's space area along with the ship that is transporting them.

43.3 There is no limit to the number of ground forces a player can have on a planet.

RELATED TOPICS: Capacity, Control, Infantry Tokens, Mechs, Transport, Units

44 HYPERLANES

Hyperlanes are tiles that are used in some game board setups to create adjacency of system tiles that are not touching each other.

44.1 Systems that are connected by lines drawn across one or more hyperlane tiles are adjacent for all purposes.

44.2 Hyperlane tiles are not systems. They cannot have units on them and they cannot be targets for effects or abilities.

RELATED TOPICS: Adjacency, Movement

45 IMPERIAL (STRATEGY CARD)

The "Imperial" strategy card allows players to score victory points and draw secret objectives. This card's initiative value is "8."

45.1 During the action phase, if the active player has the "Imperial" strategy card, they can perform a strategic action to resolve that card's primary ability.

45.2 To resolve the primary ability on the "Imperial" strategy card, the active player can score one public objective of their choice if they meet that objective's requirements as described on its card. Then, if the active player controls Mecatol Rex, they gain one victory point; if they do not control Mecatol Rex, they can draw one secret objective card.

45.3 After the active player resolves the primary ability of the "Imperial" strategy card, each other player, beginning with the player to the left of the active player and proceeding clockwise, may spend one command token from their strategy pool to draw one secret objective card.

45.4 If a player has more than three secret objective cards after drawing a secret objective, they must choose one of their **unscored** secret objectives and return it to the secret objective deck. This number includes the secret objective cards in the player's hand **and** the cards that player has already scored. Then, they shuffle the secret objective deck.

RELATED TOPICS: Initiative Order, Objective Cards, Strategic Action, Strategy Card

46 INFANTRY TOKENS



An infantry token functions as a plastic infantry unit for all game purposes.

46.1 When producing an infantry unit, a player can use an infantry token from the supply instead of a plastic piece.

46.2 Players can replace their plastic infantry with tokens at any time.

46.3 If a player ever has an infantry token on a planet that does not contain one of their plastic infantry or in the space area of a system that does not contain one of their plastic infantry, that player must replace it with one of their plastic infantry from their reinforcements.

- a If that player cannot replace the token, the unit is destroyed.

46.4 Infantry tokens come in values of one and three. A player can swap between these tokens as necessary.

RELATED TOPICS: Fighter Tokens, Producing Units

47 INFLUENCE

Influence represents a planet's political power. Players spend influence to gain command tokens using the "Leadership" strategy card, and the influence values of planets are used to cast votes during the agenda phase.

47.1 A planet's influence is the rightmost value (surrounded by a blue border) found on the planet's system tile and planet card.

47.2 A player can spend a planet's influence by exhausting that planet's card.

47.3 A player can spend a trade good as if it were one influence.

- a Players cannot spend trade goods to cast votes during the agenda phase.

RELATED TOPICS: Agenda Phase, Exhausted, Leadership

48 INITIATIVE ORDER

Initiative order is the order in which players resolve steps of the action and status phases.

48.1 Initiative order is determined by the initiative numbers on strategy cards.

- a A player who has the Naalu "0" token has the initiative number 0.

48.2 Initiative order begins with the player who has the lowest-numbered strategy card and proceeds to the player who has the strategy card that is next in numerical order.

- a Only strategy cards that were chosen during the strategy phase are used when determining initiative order; strategy cards not chosen during the strategy phase are ignored.

48.3 When playing with three or four players, a player's initiative is determined only by their lowest-numbered strategy card.

RELATED TOPICS: Action Phase, Strategy Card, Status Phase

49 INVASION

Invasion is a step of the tactical action during which the active player can land ground forces on planets to gain control of those planets.

To resolve an invasion, players perform the following steps:

49.1 **STEP 1—BOMBARDMENT:** The active player may use the "Bombardment" ability of any of their units in the active system.

49.2 **STEP 2—COMMIT GROUND FORCES:** If the active player has ground forces in the space area of the active system, that player may commit any number of those ground forces to land on any of the planets in that system.

- a To commit a ground force to a planet, the active player places that ground force unit on that planet.
- b The planet may contain another player's ground forces.
- c If the active player does not wish to commit ground forces, that player proceeds to the "Production" step of the tactical action.

49.3 **STEP 3—SPACE CANNON DEFENSE:** If the active player commits any ground forces to a planet that contains units that have the "Space Cannon" ability, those "Space Cannon" abilities can be used against the committed ground forces.

- a If the active player committed ground forces to more than one planet that contained units with a "Space Cannon" ability, the active player chooses the order in which those "Space Cannon" abilities are resolved.

49.4 **STEP 4—GROUND COMBAT:** If the active player has ground forces on a planet in the active system that contains another player's ground forces, those players resolve a ground combat on that planet.

- a If players must resolve a combat on more than one planet, the active player chooses the order in which those combats are resolved.

49.5 **STEP 5—ESTABLISH CONTROL:** The active player gains control of each planet they committed ground forces to if that planet still contains at least one of their ground forces.

- a When a player gains control of a planet, any structures on the planet that belong to other players are immediately destroyed.
- b When a player gains control of a planet, they gain the planet card that matches that planet and exhaust that card.
- c A player cannot gain control of a planet they already control.
- d If there was a combat, and all units belonging to both players were destroyed, the player who was the defender retains control of the planet and places one of their control tokens on the planet.

RELATED TOPICS: Bombardment, Combat, Control, Ground Combat, Ground Forces, Opponent, PDS, Planets

50 LEADER SHEET



Each player has a leader sheet that contains slots for their faction's three leader cards as well as their faction's mech unit card.

50.1 The leader slots of the leader sheet are where players place their three leader cards during setup. Each slot displays the name of the type of leader that is placed in that slot (agent, commander, and hero) as well as a symbol in the upper-right that helps players quickly determine which side of those leaders begins the game faceup.

- a The sides of the leader cards that display one (agent), two (commander), or three (hero) hash marks, respectively, begin the game faceup.

50.2 The mech slot of the leader sheet is where players place their mech unit cards during setup.

50.3 Players who are familiar with the game can hide the quick reference by placing that portion of the leader sheet under their faction sheets.

RELATED TOPICS: Leaders, Mechs

51 LEADERS

Each player has several faction-specific leader cards that represent characters with unique abilities.

51.1 Each faction has three leaders; one agent, one commander, and one hero.

- a The Nomad's "The Company" faction ability grants them two additional agents, for a total of five leaders.

51.2 A player's leaders are placed on their leader sheet during setup.

- a Each leader card is placed on the slot that matches its type. The leader cards are placed so that the hash mark symbols in the upper right are faceup and match the slot that the card is placed on.
- b The two additional Nomad agents are placed in the Nomad player's play area readied side up.

51.3 AGENTS

51.4 An agent does not need to be unlocked and begins the game in a readied state. They can be exhausted by resolving their abilities, and they ready during the "Ready Cards" step of the status phase.



51.5 COMMANDERS

51.6 A commander must be unlocked to use its abilities. A player unlocks their commander if they fulfill the conditions listed after the "Unlock" header.



- a Each faction's commander has a unique "Unlock" condition.
- b After a player fulfills the unlock condition of their commander, they flip it over to its unlocked side.
- c A commander's unlock conditions cannot be met while an ability or game effect is being resolved. That is, pending abilities or partially resolved game effects must be completed before checking if conditions are met.
- d A commander cannot flip to its locked side after it is unlocked, even if its owner no longer meets the unlock conditions.

51.7 A commander cannot be exhausted.

51.8 The "Alliance" promissory note allows a player to share their commander's ability with another player.

- a A commander's owner can still use their commander's ability, even if another player has their "Alliance" promissory note.

51.9 HEROES

51.10 A hero needs to be unlocked to use their abilities. A player unlocks their hero if they fulfill the conditions listed after the "Unlock" header.



- a The "Unlock" condition for each hero is to have three scored objectives; these can be any combination of secret objectives and public objectives.
- b Victory points do not count toward unlocking heroes.
- c After a player fulfills the unlock condition of their hero, they flip it to its unlocked side.
- d A hero cannot flip to its locked side after it is unlocked.

51.11 A hero cannot be exhausted.

51.12 A hero is purged after its abilities are resolved.

- a The Titans of Ul's hero is not purged; it is attached to the planet Elysium instead.

RELATED TOPICS: Exhausted, Leader Sheet, Purge, Readied

52 LEADERSHIP (STRATEGY CARD)

The "Leadership" strategy card allows players to gain command tokens. This card's initiative value is "1."

52.1 During the action phase, if the active player has the "Leadership" strategy card, they can perform a strategic action to resolve that card's primary ability.

52.2 To resolve the primary ability on the "Leadership" strategy card, the active player gains three command tokens. Then, that player can spend any amount of their influence to gain one command token for every three influence they spend.

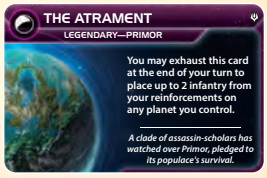
52.3 After the active player resolves the primary ability of the "Leadership" strategy card, each other player, beginning with the player to the left of the active player and proceeding clockwise, may spend any amount of influence to gain one command token for every three influence they spend.

52.4 When a player gains command tokens, that player places each token on their command sheet in the pool of their choice.

RELATED TOPICS: Command Sheet, Command Tokens, Influence, Initiative Order, Strategic Action, Strategy Card

53 LEGENDARY PLANETS

Legendary planets grant the player that controls them unique, planet-specific abilities.



53.1 A legendary planet is indicated by the legendary planet icon.

53.2 When a player gains control of a legendary planet, they also place its legendary planet ability card in their play area.



Legendary Planet Icon

- a If a player gains control of a legendary planet ability card from the deck, it is readied.
- b If a player gains control of an exhausted legendary planet ability card, it remains exhausted.

53.3 Players can use the abilities on the legendary planet ability cards in their play area.

53.4 If a legendary planet's planet card is purged, its corresponding legendary planet ability card is also purged.

RELATED TOPICS: Planets

54 MECATOL REX

Mecatol Rex is the planet placed in the center of the game board during setup.

54.1 During setup, the custodians token is placed on Mecatol Rex. This token prevents a player from committing ground forces to land on the planet unless they spend six influence to remove the token.

RELATED TOPICS: Custodians Token

55 MECHS

Mechs are unique, faction-specific heavy ground forces.

55.1 Mechs are a type of ground force and can be transported and participate in ground combat.

55.2 Each player begins with their mech unit card in play on their leader sheet and can produce mechs for the cost presented on the card.

55.3 Some mechs have "Deploy" abilities which allow a player to place them on the game board without producing them normally.

55.4 Mech unit cards are not technologies.

RELATED TOPICS: Deploy, Ground Combat, Ground Forces, Producing Units, Units,

56 MODIFIERS

A modifier is a number that is applied by an ability to increase or decrease the attribute values of a unit or the results of a die roll.

56.1 A modifier is always preceded by the word "apply" followed by a numerical value.

56.2 A modifier value preceded by a "+" is added to the attribute or result being modified; a modifier value preceded by a "-" is subtracted from the attribute or result being modified.

RELATED TOPICS: Combat, Cost, Move

57 MOVE (ATTRIBUTE)

Move is an attribute of some units that is presented on faction sheets and unit upgrade technology cards.

57.1 A unit's move value indicates the distance from its current system that it can move during the "Movement" step of a tactical action.

RELATED TOPICS: Movement, Tactical Action

58 MOVEMENT

A player can move their ships by resolving a tactical action during the action phase. Additionally, some abilities can move a unit outside of the tactical action.

58.2 TACTICAL ACTION MOVEMENT

58.3 A ship's move value is presented along with its other attributes on faction sheets and unit upgrade technology cards. This value indicates the distance from its current system that a ship can move.

To resolve movement, players perform the following steps:

58.4 **STEP 1—MOVE SHIPS:** A player can move any number of their eligible ships into the active system, obeying the following rules:

- a The ship must end its movement in the active system.
- b The ship cannot move through a system that contains ships that are controlled by another player.
- c The ship **cannot** move if it started its movement in another system that contains one of its faction's command tokens.
- d The ship **can** move through systems that contain its own faction's command tokens.
- e The ship **can** move out of the **active** system and back into it if its move value is high enough.
- f The ship must move along a path of adjacent systems, and the number of systems the ship enters cannot exceed its move value.

58.5 When a ship with a capacity value moves or is moved, it may transport ground forces and fighters.

58.6 The active player declares which of their ships are moving before any ships move. Those ships arrive in the active system simultaneously.

58.7 **STEP 2—SPACE CANNON OFFENSE:** After the "Move Ships" step, players can use the "Space Cannon" abilities of their units in the active system.

58.8 ABILITY MOVEMENT

58.9 If an ability moves a unit outside of the "Movement" step of a tactical action, players follow the rules specified by that ability; neither a unit's move value nor the rules specified above apply.

RELATED TOPICS: Action Phase, Active System, Capacity, Space Cannon, Tactical Action, Transport

59 NEBULA

A nebula is an anomaly that affects movement and combat.

59.1 A ship can only move into a nebula if it is the active system.

- a A ship cannot move through a nebula. That is, a ship cannot move into and out of a nebula during the same movement.

59.2 A ship that begins the "Movement" step of a tactical action in a nebula treats its move value as "1" for the duration of that step.

- a Other abilities and effects can increase this number.

59.3 If a space combat occurs in a nebula, the defender applies +1 to each combat roll of their ships during that combat.

RELATED TOPICS: Anomalies

60 NEIGHBORS

Two players are neighbors if they both have a unit or control a planet in the same system. They are also neighbors if they both have a unit or control a planet in systems that are adjacent to each other.

60.1 Players can resolve transactions with their neighbors.

60.2 Players are neighbors if the adjacency of systems is granted by a wormhole.

60.3 Players are neighbors with the Ghosts of Creuss if the Ghosts of Creuss' "Quantum Entanglement" faction ability is causing adjacency from the perspective of the Ghosts of Creuss player.

RELATED TOPICS: Promissory Notes, Transactions

61 OBJECTIVE CARDS

Players can score objectives to gain victory points.

61.1 There are two types of objective cards: public objectives and secret objectives.

- a Each public objective has a "I" or "II" on the back of its card; all other objectives are secret objectives.

61.2 Each objective card indicates a number of victory points that a player gains by scoring that objective.

61.3 Each objective card indicates the phase during which a player can score that objective—the status, action, or agenda phases.

61.4 Each objective card describes the requirement a player must fulfill to score that objective.

61.5 If a player fulfills the requirement described on an objective card, they can score that objective following the timing indicated on the card, either during the action phase or the status phase.

- a When a player scores an objective during the status phase, they must fulfill the requirement on the card during the "Score Objectives" step of the status phase to score that objective.
- b When a player scores an objective during the action phase, they can do so at any time during that phase.
- c When a player scores an objective during the agenda phase, they can do so at any time during that phase.

61.6 A player can score a maximum of one public objective and one secret objective during each status phase.

61.7 A player can score any number of objectives during the agenda phase or during a turn of the action phase; however, they can only score one objective during or after each combat.

- a A player can score an objective during both the space combat and the ground combat during the same tactical action.

61.8 A player can score each objective only once during the game.

61.9 If an objective requires a player to destroy one or more units, those units can be destroyed by producing hits against them, playing action cards, using technology, or any number of other abilities that use the "destroy" terminology.

- a Forcing a player to remove a unit from the board by reducing the number of command tokens in their fleet pool is not treated as destroying a unit.

61.10 Players can score some objectives by spending resources, influence, or tokens, as described by the objective card. To score such an objective, a player must pay the specified cost at the time indicated on the card.

61.11 PUBLIC OBJECTIVES



A public objective is an objective that is revealed to all players.

61.12 When scoring a public objective, the player places one of their control tokens on that objective's card. Then, that player advances their control token on the victory point track a number of spaces equal to the number of victory points gained.

61.13 Each game contains five stage I and five stage II public objective cards that the speaker places facedown near the victory point track during setup.

- a The speaker reveals two of the stage I objective cards during setup. All other objective cards remain facedown.

61.14 During each status phase, the speaker reveals a facedown public objective card.

- a The speaker does not reveal stage II objective cards until all stage I objective cards are revealed.

61.15 If the speaker must reveal a facedown public objective card but all public objective cards are already revealed, the game ends immediately.

- a The player with the most victory points is the winner. If one or more players are tied for having the most victory points, the tied player who is first in initiative order is the winner.

61.16 A player cannot score public objectives if that player does not control each planet in their home system.

61.17 SECRET OBJECTIVES



A secret objective is an objective that is controlled by one player and is hidden from all other players until it is scored.

61.18 When scoring a secret objective, a player reveals the objective by placing it faceup in their play area. Then, they place one of their control tokens on that objective's card and advances their control token on the victory point track a number of spaces equal to the number of victory points gained.

61.19 A player can only score their own secret objectives; a player cannot score secret objectives revealed by other players.

61.20 Each player begins the game with one secret objective.

61.21 Each player can have up to **three total** scored and unscored secret objectives.

- a If a player draws a secret objective and has more than three, that player must choose one of their unscored secret objectives and return it to the deck. Then, that player shuffles the secret objective deck.

61.22 A player can gain secret objectives by resolving either the primary or secondary ability of the "Imperial" strategy card.

RELATED TOPICS: Action Phase, Agenda Phase, Imperial, Status Phase, Victory Points

62 OPPONENT

During combat, a player's opponent is the other player that either has ships in the system at the start of the space combat or has ground forces on the planet at the start of a ground combat.

62.1 Players who do not have units on either side of a combat are not opponents. Those players cannot use abilities or have abilities used against them that are used against an opponent.

RELATED TOPICS: Ground Combat, Invasion, Space Combat

63 PDS

A PDS (planetary defense system) is a structure that allows a player to defend their territory against invading forces.

63.1 Each PDS has the "Space Cannon" ability.

63.2 The primary way by which players acquire PDS units is by resolving either the primary or secondary ability of the "Construction" strategy card.

63.3 A PDS unit is placed on a planet. Each planet can have a maximum of **two** PDS units.

63.4 If a player's PDS is ever on a planet that does not contain any of their own ground forces and contains a unit that belongs to another player, that PDS is destroyed.

RELATED TOPICS: Structures, Space Cannon

64 PLANETS

Planets provide players with resources and influence. Planets are on system tiles and each has a name, a resource value, and an influence value. Some planets also have traits.

64.1 A planet's resources are indicated by the value on its planet card and system tile that is surrounded by a yellow triangular border.



64.2 A planet's influence is indicated by the value on its planet card and system tile that is surrounded by a blue hexagonal border.

64.3 A planet's trait has no inherent effects, but some game effects refer to a planet's trait. There are three traits: cultural, hazardous, and industrial.



A Cultural Planet



A Hazardous Planet



An Industrial Planet

64.4 Some planets have a technology specialty, which allows those planets to be exhausted to satisfy a prerequisite when researching technology.

64.5 Some planets are legendary planets, as indicated by the legendary planet icon. When a player gains control of a legendary planet, they also gain control of its legendary planet ability card.



Legendary Planet Icon

64.6 PLANET CARD

Each planet has a corresponding planet card that displays its name, resource value, influence value, and trait, if it has one. If a player controls a planet, they keep that planet's card in their play area.

64.7 A planet card has both a readied and exhausted state. When a planet is readied, it is placed faceup. When a planet is exhausted, it is placed facedown.

64.8 A player can spend a readied planet's resources or influence.

64.9 A player cannot spend an exhausted planet's resources or influence.

RELATED TOPICS: Control, Exhausted, Influence, Legendary Planets, Readied, Resources, System Tiles, Technology

65 PLANETARY SHIELD (UNIT ABILITY)

Units cannot use the "Bombardment" ability against a planet that contains a unit that has the "Planetary Shield" ability.

65.1 The "Planetary Shield" ability does not prevent a planet from being affected by the "X-89 Bacterial Weapon" technology.

65.2 The "Planetary Shield" ability prevents an L1Z1X player from using their "Harrow" faction ability.

65.3 If a war sun is in a system with any number of other players' units that have the "Planetary Shield" ability, those units are treated as if they do not have that ability.

- a Units treated as if they do not have a "Planetary Shield" ability cannot use the "Magen Defense Grid" technology.
- b A war sun can use its "Bombardment" ability against planets that contain units that have the "Planetary Shield" ability.

RELATED TOPICS: Bombardment

66 POLITICS (STRATEGY CARD)

The "Politics" strategy card allows players to draw action cards. Additionally, the active player chooses a new speaker and looks at cards in the agenda deck. This card's initiative value is "3."

66.1 During the action phase, if the active player has the "Politics" strategy card, they can perform a strategic action to resolve that card's primary ability.

66.2 To resolve the primary ability on the "Politics" strategy card, the active player resolves the following effects in order:

i. The active player chooses any player that does not have the speaker token. The active player may choose themselves as long as they do not have the speaker token. The chosen player places the speaker token in their play area; they are now the speaker.

ii. The active player draws two action cards.

iii. The active player secretly looks at the top two cards of the agenda deck. Then, that player places each card on either the top or the bottom of the deck. If they place both cards on either the top or bottom, they can place them in any order.

66.3 After the active player resolves the primary ability of the "Politics" strategy card, each other player, beginning with the player to the left of the active player and proceeding clockwise, may spend one command token from their strategy pool to draw two action cards.

RELATED TOPICS: Action Cards, Agenda Card, Initiative Order, Speaker, Strategy Card, Strategic Action

67 PRODUCING UNITS

The primary way that a player produces new units is by resolving the "Production" abilities of existing units during a tactical action. However, other game effects also allow players to produce units.

67.1 Each unit that a player can produce has a cost value presented on its faction sheet or technology card. To produce a unit, a player must spend a number of resources equal to or greater than the cost value of the unit they are producing.

a Spent resources must come from planets or trade goods that are controlled by the player who is producing the units.

b Any resources spent in excess of a unit's cost are lost.

c If a player is producing multiple units at a time, that player can add the cost of each unit they are producing to create a total cost before they spend any resources.

67.2 If the cost is accompanied by two icons—typically for fighters and infantry—a player produces two of that unit for that cost.

a Each of the two units counts toward the total number of units a player can produce.

b A player can choose to produce only one unit; however, they must still pay the entire cost.

67.3 When a player produces a unit through the use of their units' "Production" abilities during a tactical action, that player follows the rules of the "Production" ability to determine where in the active system the units can be placed.

67.4 When a player produces a unit through an ability outside of the tactical action, that ability will state how many units that player can produce and where that player can place those units.

a A player cannot produce a unit on a planet they do not control.

b If an ability allows a player to produce a unit in a system, they may produce that unit in the space area or on a planet they control in that system.

67.5 A player is limited by the number of units in their reinforcements.

a If a player cannot produce a unit because it is not in their reinforcements, that player can remove a unit from any system that does not contain one of their command tokens and place that unit in their reinforcements. Then, that player can produce that unit. A player can remove any number of their units in this way; however, any units that are removed must be produced immediately.

b When producing a fighter or infantry unit, a player can use a fighter or infantry token, as appropriate, from the supply instead of a plastic piece.

67.6 A player cannot produce ships in a system that contains other players' ships.

a Ground forces can still be produced.

RELATED TOPICS: Blockaded, Cost, Fighter Tokens, Infantry Tokens, Production, Space Dock, Tactical Action

68 PRODUCTION (UNIT ABILITY)

During the "Production" step of a tactical action, the active player can resolve the "Production" ability of each of their units that are in the active system to produce units.

68.1 A unit's "Production" ability, which is presented on a faction sheet or unit upgrade technology card, is always followed by a value. This value is the maximum number of units that this unit can produce.

a If the active player has multiple units in the active system that have the "Production" ability, that player can produce a number of units up to the combined total of their units' production values in that system.

b When producing fighters or infantry, each individual unit counts toward the producing unit's production limit.

c A player can choose to produce one fighter or infantry instead of two, but must still pay the entire cost.

d "Production" value from Arborec space docks cannot be used to produce infantry, even if the Arborec player controls other units that have "Production" in the same system.

68.2 When a player produces ships by using "Production," that player must place them in the active system.

68.3 When a player produces ground forces, that player must place those unit on planets that contain a unit that used its "Production" ability.

68.4 If a player uses the "Production" ability of a unit in a space area of a system to produce ground forces, those ground forces may either be placed on a planet the player controls in that system or in the space area of that system.

RELATED TOPICS: Blockaded, Producing Units, Space Dock

69 PROMISSORY NOTES



Each player begins the game with one unique and five generic promissory note cards that can be given to other players.

69.1 Each promissory note contains timing text and ability text. A player can resolve any of their promissory note cards by following the text on the card.

a Promissory notes are **not** mandatory unless otherwise specified.

69.2 A player cannot play their color's or faction's promissory notes. Since the cards are only valuable to other players, promissory notes can be traded as powerful negotiation tools.

69.3 Promissory notes that are returned to a player are returned after their abilities have been completely resolved.

69.4 If a promissory note is returned to a player, that player may give it to other players again as part of a future transaction.

a An unrevealed promissory note is not subject to effects in its ability text that return the card if certain conditions are met.

69.5 When resolving a transaction, a player can trade a maximum of one promissory note from their hand to another player, even if that card originally belonged to another player.

a Promissory notes in the play area cannot be traded.

69.6 Players should keep their hands of promissory notes hidden.

69.7 If a player is eliminated, all of the promissory notes that match their color or faction are returned to the game box, including those that are in play or owned by other players.

a Other players' promissory notes are returned to those players.

RELATED TOPICS: Abilities, Elimination, Neighbors, Transactions

70 PURGE

Purge is a cost that permanently removes a component from the game. If an ability requires that its component is purged, that component can only be used once per game.

70.1 If an ability instructs a player to purge a component, that component is removed from the game and returned to the box.

70.2 Purged components cannot be used or otherwise returned to the game by any means.

70.3 When a player is intructed to purge a component, that component is purged even if its ability was only partially resolved.

RELATED TOPICS: Abilities

71 READIED

Cards have a readied state, which indicates that a player can exhaust or resolve the abilities on those cards.

71.1 A card that is readied is placed faceup in a player's play area; a card that is exhausted is placed facedown in a player's area.

71.2 A player can exhaust a readied planet card to spend resources or influence from that card's planet.

71.3 A player can exhaust certain readied technology cards to resolve those cards' abilities.

a Such a technology will specifically instruct a player to exhaust the card as part of the ability's cost.

71.4 If a card is exhausted, a player cannot resolve that card's abilities or spend resources or influence on that card until it is readied.

71.5 During a "Ready Cards" step, each player readies all of their exhausted cards by flipping them faceup.

71.6 When a player performs a strategic action, they exhaust their chosen strategy card.

a That card is later readied during the status phase.

RELATED TOPICS: Abilities, Exhausted, Status Phase

72 REINFORCEMENTS

A player's reinforcements is that player's personal supply of units and command tokens that are not on the game board or otherwise in use.

72.1 The components in a player's reinforcements are limited.

RELATED TOPICS: Command Tokens, Component Limitations, Units

73 RELICS



Relics are powerful artifacts with unique abilities.

73.1 Players can use the abilities of hazardous, cultural, and industrial relic fragments in their play area to draw cards from the relic deck.

- a Relic fragments can be found when exploring planets and frontier tokens, and can be exchanged with other players as part of transactions.

73.2 When a player is instructed to gain a relic, they draw the top card of the relic deck and place it faceup in their play area.

- a If there are no cards in the relic deck, they do not gain a relic.

73.3 A player can use the abilities of relics that are in their play area.

73.4 Relics cannot be traded.

RELATED TOPICS: Exploration, Purge

74 REROLLS

Some game effects instruct a player to reroll dice.

74.1 When a die is rerolled, its new result is used instead of its previous result.

74.2 The same ability cannot be used to reroll the same die multiple times, but multiple abilities can be used to reroll a single die.

74.3 Die rerolls must occur after rolling the dice, before other abilities are resolved.

RELATED TOPICS: Abilities, Action Cards, Ground Combat, Space Combat

75 RESOURCES

Resources represent a planet's material value and industry. Many game effects, such as producing units, require players to spend resources.

75.1 A planet's resources are the leftmost value that is surrounded by a yellow border on the planet's system tile and planet card.

75.2 A player spends a planet's resources by exhausting its card.

75.3 A player can spend a trade good as if it were one resource.

RELATED TOPICS: Exhausted, Planets, Producing Units, Trade Goods

76 SHIPS

A ship is a unit type consisting of carriers, cruisers, dreadnoughts, destroyers, fighters, and war suns. Each race also has a unique flagship.

76.1 Ships are always placed in space.

76.2 A player can have a number of ships in a system equal to or less than the number of command tokens in that player's fleet pool.

- a Fighters do not count toward the fleet pool limit, and instead count against a player's capacity.

76.3 Ships can have any number of the following attributes: cost, combat, move, and capacity. These attributes are shown on faction sheets and unit upgrade technology cards.

RELATED TOPICS: Capacity, Cost, Combat, Fleet Pool, Move, Space Combat, Units

77 SPACE CANNON (UNIT ABILITY)

A unit that has the "Space Cannon" ability can use it during two different steps of a player's tactical action: after the "Move Ships" substep (Space Cannon Offense) and during an invasion (Space Cannon Defense).

77.1 A player is **not** required to be the active player to use their "Space Cannon" ability of their units.

77.2 SPACE CANNON OFFENSE

During a tactical action, after the "Move Ships" substep of the "Movement" step, beginning with the active player and proceeding clockwise, each player may use the "Space Cannon" ability of each of their units in the active system by performing the following steps:

77.3 **STEP 1—ROLL DICE:** The player rolls dice for each of their units in the active system that has the "Space Cannon" ability; this is a space cannon roll. One hit is produced for each result that is equal to or greater than the unit's "Space Cannon" value.

- a A unit's "Space Cannon" ability is presented along with a unit's attributes on faction sheets and unit upgrade technology cards.
- b "Space Cannon" is displayed as "Space Cannon X (xY)." The X is the minimum value needed for a die to produce a hit, and Y is the number of dice rolled. Not all "Space Cannon" abilities are accompanied by a (Y) value; a space cannon roll for such a unit consists of one die.
- c If a player has a PDS unit upgrade technology, they can use the "Space Cannon" ability of their PDS units that are in systems that are adjacent to the active system. The hits are still assigned to units in the active system.
- d Game effects that reroll, modify, or otherwise affect combat rolls do not affect space cannon rolls.

77.4 This ability can be used even if no ships were moved during the "Move Ships" step.

77.5 **STEP 2—ASSIGN HITS:** The player whose units have been targeted by "Space Cannon" must choose and destroy one of their ships in the active system for each hit result produced against their units.

- a Players other than the active player must target the active player's units.
- b If the active player is using the "Space Cannon" ability of their units, they choose a player who has ships in the active system. That player must choose and destroy one of their ships in the active system for each hit the space cannon roll produced.

77.6 SPACE CANNON DEFENSE

During the invasion step of a tactical action, after ground forces have been committed to land on planets, players other than the active player can resolve the "Space Cannon" ability of their units on those planets by performing the following steps:

77.7 **STEP 1—ROLL DICE:** Each player may use the "Space Cannon" ability of each of their units on the invaded planet by rolling a specific number of dice for each of those units; this is called a space cannon roll. A hit is produced for each die roll that is equal to or greater than the unit's "Space Cannon" value.

- a If a unit has a "Space Cannon" ability, it is present on its faction sheet and technology cards.
- b "Space Cannon" is displayed as "Space Cannon X (xY)." The X is the minimum value needed for a die to produce a hit, and Y is the number of dice rolled. Not all "Space Cannon" abilities are accompanied by a (Y) value; a space cannon roll for such a unit consists of one die.
- c Game effects that reroll, modify, or otherwise affect combat rolls do not affect space cannon rolls.
- d Game effects that allow the use of "Space Cannon" abilities against ships in adjacent systems have no effect during Space Cannon Defense.

77.8 **STEP 2—ASSIGN HITS:** The active player must choose and destroy one of their ground forces on the planet for each hit the space cannon roll produced.

- a Hits can only be assigned to units that are on the same planet as the units using the "Space Cannon" ability.

RELATED TOPICS: Active System, Attacker, Defender, Destroyed, Invasion, Sustain Damage, Movement, Tactical Action

78 SPACE COMBAT

After resolving the "Space Cannon Offense" step of a tactical action, if two players have ships in the active system, those players must resolve a space combat.

78.1 If the active player is the only player with ships in the system, they skip the "Space Combat" step of the tactical action and proceeds to the "Invasion" step.

78.2 If an ability occurs "before combat," it occurs immediately before the "Anti-Fighter Barrage" step.

- a During the first round of a combat, "start of combat" and "start of combat round" effects occur during the same timing window.
- b During the last round of a combat, "end of combat" and "end of combat round" effects occur during the same timing window.

To resolve a space combat, players perform the following steps:

78.3 **STEP 1—ANTI-FIGHTER BARRAGE:** If this is the first round of a space combat, the players may simultaneously use the "Anti-Fighter Barrage" ability of any of their units in the active system.

- a If one or both players no longer have ships in the active system after resolving this step, the space combat ends immediately.
- b Players cannot resolve "Anti-Fighter Barrage" abilities during any rounds of space combat other than the first round.
- c This step still occurs if no fighters are present.

78.4 **STEP 2—ANNOUNCE RETREATS:** Each player may announce a retreat, beginning with the defender.

- a A retreat will not occur immediately; the units retreat during the "Retreat" step.
- b If the defender announces a retreat, the attacker cannot announce a retreat during that combat round.
- c A player cannot announce a retreat if there is not at least one eligible system to retreat to.

78.5 **STEP 3—ROLL DICE:** Each player rolls one die for each ship they have in the active system; this is called a combat roll. If a unit's combat roll produces a result that is equal to or greater than that unit's combat value, that result produces a hit.

- a If a unit's combat value contains two or more burst icons, the player rolls one die for each burst icon instead.
- b If a player has ships that have different combat values in the active system, that player rolls these dice separately.

c First, that player should roll all dice for units with a combat value of "1." Then, that player should roll all dice for units with combat value of "2," and then "3," continuing in numerical order until that player has rolled dice for each of their ships.

d The player counts each hit their combat rolls produce. The total number of hits produced will destroy units during the "Assign Hits" step.

e If a player has an ability that rerolls a die or affects a die after it is rolled, that player must resolve such an ability immediately after rolling all of their dice.

f The attacker makes all of their combat rolls during this step before the defender. This procedure is important for abilities that allow a player to reroll an opponent's die.

78.6 **STEP 4—ASSIGN HITS:** Each player in the combat must choose and destroy one of their own ships in the active system for each hit their opponent produced.

a Before assigning hits, players may use their units' "Sustain Damage" abilities to cancel hits.

b When a unit is destroyed, the player who controls that unit removes it from the board and places it in their reinforcements.

78.7 **STEP 5—RETREAT:** If a player announced a retreat during step 2, and there is still an eligible system for their units to retreat to, they must retreat.

a If a player announced a retreat during the "Announce Retreats" step, but their opponent has no ships remaining in the system, the combat immediately ends and the retreat does not occur.

b To retreat, a player takes all of their ships with a move value in the combat and moves them to a single system that is adjacent to the active system. That player's fighters and ground forces in the space area of the active system that are unable to move or be transported are removed.

c The system that a player's units retreat to must contain one or more of that player's units, a planet they control, or both. Additionally, the system cannot contain ships controlled by another player.

d If any of a player's units successfully retreat and are moved into an adjacent system, that player must place a command token from their reinforcements in the system to which their units retreated. If that system already contains one of their command tokens, that player does not place an additional token there. If the player has no command tokens in their reinforcements, that player must use one from their command sheet instead.

78.8 After the "Retreat" step, if both players still have ships in the active system, those players resolve another round of space combat beginning with the "Announce Retreats" step.

78.9 Space combat ends when only one player—or neither player—has a ship in the space area of the active system.

a During the last round of a combat, "end of combat" and "end of combat round" effects occur during the same timing window.

78.10 After a combat ends, the player with one or more ships remaining in the system is the winner of the combat; the other player is the loser of the combat. If neither player has a ship remaining, the combat ends in a draw and there is no winner.

a If the winner of the combat has fighters or ground forces in the space area of the active system and those units exceed the capacity of that player's ships in that system, that player must choose and remove any excess units.

RELATED TOPICS: Capacity, Fleet Pool, Opponent, Sustain Damage, Tactical Action, Transport

79 SPACE DOCK

A space dock is a structure that allows players to produce units.

79.1 Each space dock has a "Production" ability that indicates the number of units it can produce.

79.2 The primary way in which players acquire space docks is by resolving either the primary or secondary abilities of the "Construction" strategy card.

79.3 Space docks are placed on planets. Each planet can have a maximum of **one** space dock.

79.4 If a player's space dock is ever on a planet that does not contain any of their ground forces and contains a unit that belongs to another player, that space dock is destroyed.

a The Clan of Saar's "Floating Factory" faction-specific space dock is destroyed when it is blockaded; that is to say, when it is in a system with another player's ships and none of the Clan of Saar's ships.

RELATED TOPICS: Construction, Producing Units, Structures

80 SPEAKER

The speaker is the player who has the speaker token.

80.1 During the strategy phase, the speaker is the first player to choose a strategy card.

80.2 During the agenda phase, the speaker reveals the top agenda card from the agenda deck before each vote. The speaker is always the last player to vote and decides which outcome to resolve if the outcomes are tied.

80.3 During setup, the speaker prepares the objectives.

80.4 During the status phase, the speaker reveals a public objective.

80.5 A random player gains the speaker token during setup before the game begins.

80.6 During the action phase, if a player resolves the primary ability on the "Politics" strategy card, that player chooses any player other than the current speaker to gain the speaker token.

80.7 If the speaker is eliminated from the game, the speaker token is passed to the player to the speaker's left.

RELATED TOPICS: Agenda Card, Agenda Phase, Objective Cards, Politics, Strategy Phase

81 STATUS PHASE

During the status phase, players score objectives and prepare for the next game round. To resolve the status phase, players perform the following steps:

81.1 **STEP 1—SCORE OBJECTIVES:** Following initiative order, each player may score up to one public objective and one secret objective that can be fulfilled during the status phase. To score an objective, a player must fulfill the requirements on the card; if that player does, they gain a number of victory points indicated on the card.

81.2 **STEP 2—REVEAL PUBLIC OBJECTIVE:** The speaker reveals an unrevealed public objective card by flipping that card faceup.

- a The speaker cannot reveal "Stage II" objectives until all "Stage I" objectives are revealed.
- b The game ends if there are no unrevealed public objectives at the start of this step.

81.3 **STEP 3—DRAW ACTION CARDS:** Following initiative order, each player draws one action card.

81.4 **STEP 4—REMOVE COMMAND TOKENS:** Each player removes all of their command tokens from the game board. Each player returns each removed token to their reinforcements.

81.5 **STEP 5—GAIN AND REDISTRIBUTE COMMAND TOKENS:** Each player gains two command tokens. A player takes each gained token from their reinforcements. Then, each player can redistribute each command token on their command sheet, including the two they just gained, among their strategy, tactic, and fleet pools.

- a Players should remember to check the number of their ships in each system after reducing the size of their fleet pools.
- b This step can usually be resolved simultaneously, but if there is a timing conflict, it is resolved in initiative order.

81.6 **STEP 6—READY CARDS:** Each player readies all of their exhausted cards, including strategy cards.

81.7 **STEP 7—REPAIR UNITS:** Each player repairs all of their damaged units by turning those units upright.

81.8 **STEP 8—RETURN STRATEGY CARDS:** Each player returns their strategy card to the common play area. Then, if a player has removed the custodians token from Mecatol Rex, the game round continues to the agenda phase. Otherwise, a new game round begins with the strategy phase.

RELATED TOPICS: Action Cards, Agenda Phase, Custodians Token, Command Tokens, Game Round, Objective Cards, Readied, Sustain Damage, Strategy Card, Strategy Phase

82 STRATEGIC ACTION

During the action phase, the active player may perform a strategic action to resolve the primary ability on their strategy card.

82.1 After the active player resolves the primary ability on their strategy card, each other player, beginning with the player to the left of the active player and proceeding clockwise, may resolve that strategy card's secondary ability.

- a Players do not have to resolve the secondary abilities of the active player's strategy card.

82.2 After each player has had an opportunity to resolve a strategy card's secondary ability, the active player exhausts their strategy card so that it is facedown—this indicates that they cannot use this card again this round and is a reminder that they can now pass during one of their later turns.

- a During three- and four-player games, a player must resolve the strategic action on each of their chosen strategy cards before they can pass.

82.3 When a player is resolving either the primary or secondary abilities from a strategy card, that player resolves each of the ability's effects from top to bottom.

RELATED TOPICS: Action Phase, Objective Cards, Strategy Card, Victory Points

83 STRATEGY CARD

Strategy cards determine initiative order and provide each player with a powerful ability that they can use one time during the action phase.



83.1 During the strategy phase, each player chooses a strategy card from the common play area and places it in their play area faceup.

83.2 Each strategy card has a readied and an exhausted side.

a The readied side contains the strategy card's name, initiative number, and abilities.

b The exhausted side contains the strategy card's initiative number.

83.3 A player can only resolve the **primary** ability of **their own** strategy cards.

83.4 A player can only resolve the **secondary** ability of strategy cards that were chosen by **other players**.

83.5 There are eight strategy cards, each of which has a name and an initiative number.

83.6 The initiative number on a player's strategy card determines the initiative order for the action phase and status phase.

83.7 A strategy card has both a primary ability and a secondary ability. These abilities are resolved during a strategic action.

83.8 Each strategy card exists in either the common play area or a player's play area.

a Strategy cards in the common play area are available for players to choose during the strategy phase.

b A strategy card in a player's play area belongs to that player until it is returned to the common play area during the status phase.

RELATED TOPICS: Construction, Diplomacy, Initiative Order, Imperial, Leadership, Politics, Strategy Phase, Technology (Strategy Card), Trade, Warfare

84 STRATEGY PHASE

During the strategy phase, each player chooses a strategy card to use during the round.

To resolve the strategy phase, players perform the following steps:

84.1 **STEP 1—**Starting with the speaker and proceeding clockwise, each player chooses one strategy card from the common play area and places it faceup in their play area.

a If there are one or more trade good tokens on a strategy card when a player chooses it, that player gains those trade goods.

b A player cannot choose a strategy card that another player has already chosen during the current strategy phase.

c When playing with three or four players, each player will choose a second strategy card. After the last player has received their first strategy card, each player chooses a second strategy card, starting with the speaker and proceeding clockwise.

84.2 **STEP 2—**The speaker places one trade good token from the supply on each strategy card that was not chosen.

a During a four- or eight-player game, all strategy cards will be chosen, and therefore no trade good tokens will be placed on strategy cards.

Then, players proceed to the action phase.

RELATED TOPICS: Game Round, Speaker, Strategy Card, Trade Goods

85 STRUCTURES

A structure is a type of unit. PDS units and space docks are structures.

85.1 Structures are always placed on planets.

a The Clan of Saar's "Floating Factory" faction-specific space dock is placed in a system's space area.

85.2 Structures are primarily placed on planets using the "Construction" strategy card.

85.3 Structures cannot move or be transported.

85.4 A player can have a maximum of **one** space dock on each planet.

85.5 A player can have a maximum of **two** PDS units on each planet.

85.6 A player cannot place a structure on a planet if it would exceed the maximum number of allowed structures of that type on that planet.

RELATED TOPICS: Construction, PDS, Units, Space Dock

86 SUPERNOVA

A supernova is an anomaly that affects movement.

86.1 A ship cannot move through or into a supernova.

RELATED TOPICS: Anomalies, Movement

87 SUSTAIN DAMAGE (UNIT ABILITY)

Some units have the "Sustain Damage" ability. Immediately before a player assigns hits to their units, that player can use the "Sustain Damage" ability of any of their units in the active system.

87.1 For each "Sustain Damage" ability that a player uses, one hit produced by another player's units is canceled. Then, each unit using this ability is placed on its side to indicate that it is damaged.

87.2 A damaged unit does not have reduced capabilities and is functionally the same as an undamaged unit, except that it cannot use the "Sustain Damage" ability.

87.3 A damaged unit cannot use the "Sustain Damage" ability until it is repaired during the status phase or by another game effect.

87.4 A unit can use its "Sustain Damage" ability any time a hit is produced against it. This includes hits produced during combat and from unit abilities such as the "Space Cannon" ability.

- a A unit can only use the "Sustain Damage" ability if it is eligible to be hit. For example, a player cannot use a dreadnought's "Sustain Damage" ability to cancel a hit from "Anti-Fighter Barrage."

87.5 The "Sustain Damage" ability cannot be used to cancel an effect that directly destroys a unit.

87.6 The Barony of Letnev's "Non-Euclidean Shielding" faction technology allows the Letnev player's units with the "Sustain Damage" ability to cancel up to two hits instead of one.

RELATED TOPICS: Abilities, Ground Combat, Space Combat

88 SYSTEM TILES

A system tile represents an area of the galaxy. Players place system tiles during setup to create the game board.

88.1 The back of each system tile is colored green, blue, or red.

88.2 System tiles with a green-colored back are home systems and faction-specific tiles. Each home system is unique to one of the game's factions.

88.3 System tiles with a blue-colored back each contain one or more planets.

88.4 System tiles with a red-colored back are anomalies or are systems that do not contain planets.

88.5 Planets are located in systems. Ground forces and structures are usually placed on planets.

88.6 Any area on a system tile that is not a planet is space. Ships are usually placed in the space area.

88.7 Double-sided tiles that have lines crossing from one edge to another are hyperlane tiles. Hyperlane tiles are not systems.

RELATED TOPICS: Adjacency, Anomalies, Planets, Ships, Wormholes

89 TACTICAL ACTION

The tactical action is the primary method by which players produce units, move ships, and extend their dominion within the galaxy. To perform a tactical action, the active player performs the following steps:

89.1 **STEP 1—ACTIVATION:** The active player must activate a system that does not contain one of their command tokens.

- a To activate a system, the active player places a command token from their tactic pool in that system. That system is the active system.
- b Other players' command tokens do not prevent a player from activating a system.

89.2 **STEP 2—MOVEMENT:** The active player may move any number of ships that have a sufficient move value from any number of systems that do not contain one of their command tokens into the active system, following the rules for movement.

- a Ships that have capacity values can transport ground forces and fighters when moving.
- b The player may choose to not move any ships.
- c After the "Move Ships" step, all players can use the "Space Cannon" abilities of their units in the active system.

89.3 **STEP 3—SPACE COMBAT:** If two players have ships in the active system, those players must resolve a space combat.

- a If the active player is the only player with ships in the system, they skip this step.

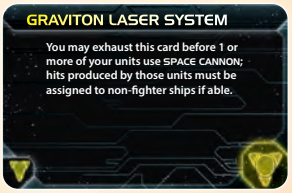
89.4 **STEP 4—INVASION:** The active player may use their "Bombardment" abilities, commit units to land on planets, and resolve ground combat against other players' units.

89.5 **STEP 5—PRODUCTION:** The active player may resolve each of their unit's "Production" abilities in the active system.

- a The active player may do this even if they did not move units or land ground forces during this tactical action.

RELATED TOPICS: Action Phase, Active System, Anti-Fighter Barrage, Bombardment, Command Sheet, Ground Combat, Invasion, Movement, Producing Units, Transport, Space Cannon, Space Combat

90 TECHNOLOGY



Technology cards allow players to upgrade units and acquire powerful abilities.

90.1 Each player places any technology they have gained faceup near their faction sheet. For the duration of the game, they **own** any technology cards they gain and can use the abilities on those cards.

90.2 A player does not own any technology card that is in their technology deck.

90.3 A player can gain a technology card from their technology deck by researching technology.

- a Both the primary and secondary abilities of the "Technology" strategy card allow a player to research a technology.

90.4 Any technology card that a player has not gained remains in their technology deck. A player can look through their technology deck at any time.

90.5 If an ability instructs a player to **gain** a technology, they do not research it; they take it from their technology deck and place it in their play area, ignoring prerequisites.

90.6 Some technologies are unit upgrades. Unit upgrades share a name with a unit that is printed on a player's faction sheet.

- a Players place any unit upgrades they gain faceup on their faction sheets, covering the unit that shares a name with that upgrade card.

90.7 Each technology that is not a unit upgrade has a colored symbol displayed in the lower-right corner of the card and on its card back that indicates that technology's color.

- a A technology's color has no inherent game effect; however, each technology a player owns can satisfy a prerequisite of a matching color when researching other technology.
- b Unit upgrades do not have a color and do not satisfy prerequisites.
- c There are four colors of technologies as follows:



Biotic ***Warfare*** ***Propulsion*** ***Cybernetic***

90.8 Most technology cards have a column of colored symbols displayed in the lower-left corner of the card. Each symbol in this column is a prerequisite.

- a A technology card's prerequisites indicate the number and color of technologies a player must own to research that technology card.

90.9 RESEARCHING TECHNOLOGY

A player can research technology by resolving either the primary or secondary ability of the "Technology" strategy card during the action phase. Other game effects may also instruct a player to research technology.

90.10 To research technology, a player gains that technology card from their technology deck and places it in their play area near their faction sheet.

- a Players place any unit upgrades they gain faceup on their faction sheets, covering the unit that shares a name with that upgrade card.

90.11 A player cannot research a faction technology that does not match their faction.

90.12 When researching technology, a player must satisfy each of a technology's prerequisites to research it. To satisfy a technology's prerequisites, that player must own one technology of the matching color for each prerequisite symbol on the technology card they wish to research.

- a Prerequisites symbols are displayed as symbols on the lower-left corner of the card.
- b Unit upgrade technologies do not have a color and do not satisfy prerequisites.
- c Players may use certain abilities or technology specialties to ignore some prerequisites.

90.13 TECHNOLOGY SPECIALTIES

A technology specialty is a technology symbol found on some planets.

90.14 When researching technology, a player can exhaust a planet they control that has a technology specialty to ignore one prerequisite symbol of the matching type on the technology card they are researching.

90.15 If the planet card is already exhausted, it cannot be used to ignore a prerequisite.

90.16 VALEFAR ASSIMILATOR

The Nekro Virus faction can use its faction abilities in combination with its two "Valefar Assimilator" faction technologies to gain faction technologies that have been researched by other players, including unit upgrades.

90.17 Basic units printed on faction sheets are not technologies and are not eligible targets for "Valefar Assimilator."

90.18 If a player becomes eliminated while one of their technologies has a Valefar Assimilator token on it, the Nekro Virus player places that technology in their play area; it is not removed from the game.

90.19 If a Valefar Assimilator token is removed from the Saar "Floating Factory" unit upgrade, each of the Nekro Virus' space docks must be placed on an eligible planet they control in that space dock's system, or the space dock is returned to their reinforcements.

90.20 If a Valefar Assimilator token is removed from a war sun unit upgrade and the Nekro Virus player does not have the standard war sun unit upgrade, each of the Nekro Virus player's war suns are returned to their reinforcements.

90.21 The Nekro Virus player may upgrade their units with units of the same type (e.g., "dreadnought" or "infantry") even if those unit's names do not match. If the Nekro Virus gains a unit upgrade technology of the same unit type as a unit upgrade technology they already have, the previous upgrade is removed, and they must use the same Valefar Assimilator token that was used to copy the previous upgrade.

90.22 When a Valefar Assimilator token is on a technology, that technology's color and type count toward objectives.

RELATED TOPICS: Command Tokens, Exhausted, Initiative Order, Resources, Strategic Action, Strategy Card, Technology (Strategy Card), Unit Upgrades

91 TECHNOLOGY (STRATEGY CARD)

The "Technology" strategy card allows players to research new technology. This card's initiative value is "7."

91.1 During the action phase, if the active player has the "Technology" strategy card, they can perform a strategic action to resolve that card's primary ability.

91.2 To resolve the primary ability on the "Technology" strategy card, the active player can research one technology of their choice. Then, they may research one additional technology of their choice by spending six resources.

91.3 After the active player resolves the primary ability of the "Technology" strategy card, each other player, beginning with the player to the left of the active player and proceeding clockwise, may research one technology of their choice by spending one command token from their strategy pool and four resources.

RELATED TOPICS: Initiative Order, Resources, Strategic Action, Strategy Card, Technology

92 TRADE (STRATEGY CARD)

The "Trade" strategy card allows players to gain trade goods and replenish commodities. This card's initiative value is "5."

92.1 During the action phase, if the active player has the "Trade" strategy card, they can perform a strategic action to resolve that card's primary ability. To resolve the primary ability on the "Trade" strategy card, the active player resolves the following effects in order:

92.2 **STEP 1—**The active player gains 3 trade goods.

92.3 **STEP 2—**The active player replenishes their commodities by taking the number of commodity tokens necessary to have an amount equal to the commodity value on their faction sheet. Then, they place those tokens in the commodity area of their faction sheet.

- a A player cannot have more commodities than the commodity value printed on their faction sheet.

92.4 **STEP 3—**The active player chooses any number of other players. Those players use the secondary ability of this card without spending a command token.

- a The chosen players **must** resolve the secondary ability of this card without spending a command token after the active player finishes resolving the primary ability.
- b The chosen players can only use the secondary ability once, and they cannot use it by spending command tokens.

92.5 After the active player resolves the primary ability of the "Trade" strategy card, each other player, beginning with the player to the left of the active player and proceeding clockwise, may spend one command token from their strategy pool to replenish their commodities.

RELATED TOPICS: Command Tokens, Commodities, Initiative Order, Strategic Action, Strategy Card, Trade Goods

93 TRADE GOODS

A trade good represents a player's buying and trading power beyond their planet's raw resources.



93.1 Trade goods and commodities are represented by opposite sides of the same token.

93.2 When a player gains a trade good, they take a trade good token from the supply and place it on the trade good area on their command sheet, making sure the trade good side is faceup.

93.3 A player can spend trade goods at any time during the game.

93.4 A player can spend a trade good in one of the following ways:

- a In place of spending one resource.
- b In place of spending one influence. However, trade goods cannot be spent to cast votes during the agenda phase.
- c To resolve an effect that specifically requires that a trade good be spent.

93.5 A player can exchange their trade goods with other players during a transaction.

93.6 When a player receives a commodity token from another player, the player who received that token places it in their trade good area with the trade good side of the token faceup.

- a That token is no longer a commodity token; it is a trade good token.

93.7 Trade good tokens come in values of one and three. A player can swap between these tokens as necessary.

RELATED TOPICS: Commodities, Deals, Influence, Resources, Transactions

94 TRANSACTIONS

A transaction is a way for a player to exchange commodities, trade goods, promissory notes, and relic fragments.

94.1 During the active player's turn, they may resolve up to one transaction with each of their neighbors.

- a A player can resolve a transaction at any time during their turn, even during a combat.

94.2 To resolve a transaction, a player gives any number of trade goods and commodities and up to one promissory note to a neighbor in exchange for any number of trade goods, commodities, and relic fragments, and up to one promissory note.

94.3 Players can exchange commodities, trade goods, promissory notes, and relic fragments, but cannot exchange other types of cards or tokens.

- a The Emirates of Hacan can also exchange action cards with other players as part of their transactions.

94.4 A transaction does not have to be even. A player may exchange components of unequal value or give components without receiving something in return.

- a The players agree on the terms of the transaction before exchanging any components. After the components are traded, the transaction cannot be undone.

94.5 Players can resolve a transaction as part of a deal.

94.6 While resolving **each** agenda during the agenda phase, a player may perform one transaction with each other player.

- a Players do not need to be neighbors to perform these transactions.

RELATED TOPICS: Commodities, Deals, Neighbors, Promissory Notes, Trade Goods

95 TRANSPORT

When a ship moves, it may transport any combination of fighters and ground forces, but the number of units it transports cannot exceed that ship's capacity value.

95.1 The ship can pick up and transport fighters and ground forces when it moves. During a tactical action, it can pick up and transport units from the active system, the system it started its movement in, and each system it moves through.

- a These transported units remain with the transporting ship until it is finished moving.
- b Units being transported by a ship that is removed from the board by a gravity rift are also removed from the board.

95.2 Any fighters and ground forces that a ship transports must move with the ship and remain in the space area of a system.

95.3 Fighters and ground forces cannot be picked up from a system that contains one of their faction's command tokens other than the active system.

95.4 A player can land ground forces on a planet in a system during the "Invasion" step of a tactical action.

RELATED TOPICS: Capacity, Invasion, Movement, Tactical Action

96 UNITS

A unit is represented by a plastic figure.

96.1 There are three types of units: ships, ground forces, and structures.

96.2 Each color of plastic comes with the following units:

- 3 Space Docks
- 6 PDS units
- 8 Destroyers
- 8 Cruisers
- 2 War Suns
- 12 Infantry
- 10 Fighters
- 4 Carriers
- 5 Dreadnoughts
- 1 Flagship
- 4 Mechs

96.3 Units exist either on the game board or in a player's reinforcements.

RELATED TOPICS: Ground Forces, Ships, Structures

97 UNIT UPGRADES

A unit upgrade is a type of technology card.

97.1 Unit upgrades share a name with a unit that is printed on a player's faction sheet, but have a higher roman numeral. For example, a player's "Carrier I" unit is upgraded by the unit upgrade technology "Carrier II."

- a The Nekro Virus player may upgrade their units with units of the same type (e.g., "dreadnought" or "infantry") even if those unit's names do not match. If the Nekro Virus gains a unit upgrade technology of the same unit type as a unit upgrade technology they already have, the previous upgrade is removed, and they must use the same Valefar Assimilator token that was used to copy the previous upgrade.

97.2 Players place unit upgrades they gain faceup on their faction sheets, covering the unit that shares a name with that upgrade card.

97.3 The white arrows next to an attribute on a faction sheet indicate that the attribute will improve when the unit is upgraded.

97.4 After a player gains a unit upgrade card, each of that player's units that correspond to that upgrade card is treated as having the attributes and abilities printed on that upgrade card. Any previous attributes of that unit, such as the one printed on that player's faction sheet, are ignored.

97.5 A mech unit card is not a technology.

RELATED TOPICS: Technology

98 VICTORY POINTS

The first player to gain 10 victory points wins the game.

98.1 Players gain victory points in a variety of ways. A common way that a player can gain victory points is by scoring objectives.

98.2 Each player uses the victory point track to indicate the number of victory points they have gained.

- a If the players are using the 14-space side of the victory point track, the game ends and a player wins when they have 14 victory points instead of 10.

98.3 Each player places one of their control tokens on space "0" of the victory point track during setup.

98.4 When a player gains a victory point, they advance their control token a number of spaces along the victory point track equal to the number of victory points gained.

- a A player's control token must always be on the space of the victory point track that shows a number that matches the number of victory points that player has gained during the game. A player cannot have more than 10 victory points.

98.5 If an ability refers to the player with the "most" or "fewest" victory points, and more than one player is tied in that respect, the effect applies to all of the tied players.

98.6 If a player gains a victory point from a law, and that law is discarded, that player does not lose that victory point.

98.7 The game ends immediately when one player has 10 victory points. If multiple players would simultaneously gain their 10th victory point, the player who is earliest in initiative order among those players is the winner; if this occurs when players do not have strategy cards, the player who is nearest the speaker (including the speaker) in clockwise order is the winner.

98.8 If the game ends because the speaker cannot reveal an objective card, the player with the most victory points is the winner. If one or more players are tied for having the most victory points, the tied player who is first in initiative order is the winner.

RELATED TOPICS: Agenda Card, Imperial, Objective Cards

99 WARFARE (STRATEGY CARD)

The "Warfare" strategy card allows a player to remove a command token from the board and redistribute their command tokens between their tactic, fleet, and strategy pools. This card's initiative value is "6." During the action phase, if the active player has the "Warfare" strategy card, they can perform a strategic action to resolve that card's primary ability.

To resolve the primary ability on the "Warfare" strategy card, the active player performs the following steps:

99.1 **STEP 1—**The active player removes any one of their command tokens from the game board. Then, that player gains that command token by placing it in a pool of their choice on their command sheet.

99.2 **STEP 2—**The active player can redistribute their command tokens.

99.3 After the active player resolves the primary ability of the "Warfare" strategy card, each other player, beginning with the player to the left of the active player and proceeding clockwise, may spend one command token from their strategy pool to resolve the "Production" ability of one space dock in their home system.

- a The command token is **not** placed in their home system.

RELATED TOPICS: Action Phase, Command Tokens, Initiative Order, Strategy Card, Strategic Action

100 WORMHOLE NEXUS

The wormhole nexus is a system tile where several wormholes converge.

100.1 The wormhole nexus begins the game in play with its inactive side up.

- a The inactive side of the wormhole nexus contains a gamma wormhole. The active side of the wormhole nexus contains an alpha, beta, and gamma wormhole.
- b The wormhole nexus is treated as part of the game board.
- c The wormhole nexus is on the edge of the game board.

100.2 After a player moves or places a unit into the wormhole nexus, or gains control of the planet Mallice, that player flips the wormhole nexus to its active side.

- a When a ship moves into the wormhole nexus, the nexus becomes active at the end of the "Movement" step.

RELATED TOPICS: Movement, System Tiles, Wormholes

101 WORMHOLES

Some systems contain wormholes. Systems that contain identical wormholes are adjacent.

101.1 There are two basic types of wormholes: alpha and beta.

101.2 If a player has a PDS unit upgrade technology, they can use the "Space Cannon" abilities of their PDS units through wormholes.

101.3 Players can be neighbors and perform transactions through wormholes.

101.4 There are two advanced types of wormhole: delta and gamma. These wormholes follow all other wormhole rules.

- a The delta wormholes are present on the Creuss Gate system tile and the Ghosts of Creuss home system tile.
- b The gamma wormholes are present on the wormhole nexus and can be discovered during exploration

RELATED TOPICS: Adjacency, Movement, Neighbors, System Tiles, Wormhole Nexus

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ERRATA

This section contains errata for game components.

BRIBERY

The text of the action card "Bribery" should read as follows: "After the speaker votes on an agenda: Spend any number of trade goods. For each trade good spent, cast 1 additional vote for the outcome on which you voted."

DEVOTION

The text of the Yin Brotherhood's "Devotion" faction ability should read as follows: "After each space battle round, you may destroy 1 of your cruisers or destroyers in the active system to produce 1 hit and assign it to 1 of your opponent's ships in that system."

DIPLOMACY

The text of the "Diplomacy" strategy card's primary ability should read as follows: "Choose 1 system other than the Mecatol Rex system that contains a planet you control; each other player places a command token from their reinforcements in that system. Then, ready up to 2 exhausted planets you control."

The text of the "Diplomacy" strategy card's secondary ability should read as follows: "Spend 1 token from your strategy pool to ready up to 2 exhausted planets you control."

DIRECT HIT

The text of the "Direct Hit" action card should read as follows: "After another player's ship uses 'Sustain Damage' to cancel a hit produced by your units or abilities: Destroy that ship."

HARROW

The text of the L1Z1X's "Harrow" faction ability should read as follows: "At the end of each round of ground combat, your ships in the active system may use their bombardment abilities against your opponent's ground forces on the planet."

HEGEMONIC TRADE POLICY

The text of the Winnu faction technology "Hegemonic Trade Policy" should read as follows: "Exhaust this card when 1 or more of your units use 'Production;' swap the resource and influence values of 1 planet you control during that use of 'Production.'"

HYPER METABOLISM

The text of the "Hyper Metabolism" technology should read as follows: "During the status phase, gain 3 command tokens instead of 2."

MATRIARCH

The text of the Naalu flagship "Matriarch" should read as follows: "During an invasion in this system, you may commit fighters to planets as if they were ground forces. When combat ends, return those units to the space area."

POLITICAL FAVOR

The text of the Xxcha promissory note "Political Favor" should read as follows: "When an agenda is revealed: Remove 1 token from the Xxcha player's strategy pool and return it to their reinforcements. Then, discard the revealed agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead. Then, return this card to the Xxcha player."

UNSTABLE PLANET

The text of the "Unstable Planet" action card should read as follows: "Action: Choose 1 hazardous planet. Exhaust that planet and destroy up to 3 infantry on it."

VETO

The text of the "Veto" action card should read as follows: "When an agenda is revealed: Discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead."

FAQ

This section contains answers to frequently asked questions.

GENERAL

Q: *Are the "0" faces of the ten-sided dice included with the game intended to represent the result of a "10"?*

A: Yes, the "0" face is a "10" result.

Q: *How should a space combat be resolved if it is mathematically impossible for either side to win—for example, certain configurations of ships using the "Non-Euclidean Shielding" and "Duranium Armor" technologies in concert?*

A: If neither side has the potential to win, the attacker must retreat. If they cannot retreat, their units in the combat are destroyed.

Q: *Can fighters block ship movement?*

A: Yes, fighters can block ship movement (this was added as a correction in the Living Rules Reference version 1.1).

Q: *Does each unit participating in "Bombardment" or "Space Cannon" roll an additional die for the "Plasma Scoring" technology?*

A: No. "Plasma Scoring" only grants one additional die for each "Bombardment" or "Space Cannon" roll, and the unit benefiting from this technology must be decided before rolling.

Q: *Does "Planetary Shield" prevent the use of "X-89 Bacterial Weapon"?*

A: No. "X-89 Bacterial Weapon" is not part of bombardment, so it is not prevented by "Planetary Shield."

Q: *Can units be picked up and transported off of planets when using abilities that move ships, such as the "Skilled Retreat" action card or "Foresight" faction ability?*

A: Yes. Any effect that moves a ship allows that ship to transport units in its system, if it has available capacity.

Q: *Can you intentionally reveal hidden information to another player, such as an action card from your hand or your secret objective?*

A: Yes. This information is kept hidden by default, but it is permissible to reveal it to another player or players as a strategic option.

Q: *What happens to infantry that would be placed on a planet in any player's home system by the effect of the "Infantry II" unit upgrade technology if that player does not own any planets in their home system?*

A: When those infantry would be placed on a home planet, they are returned to that player's reinforcements instead.

Q: *Can a card (such as a promissory note) with a specified timing of a certain window that is acquired from a transaction during that window be played immediately?*

A: Yes. For example, a promissory note with "At the start of your turn:" timing may be immediately played if the transaction occurred within the "start of turn" timing window.

Q: *When the player resolving the "Trade" strategy card selects another player to resolve the "Trade" secondary ability for free, does the player resolving the effect for free do so during the execution of the primary ability or the secondary ability?*

A: They **must** resolve this effect during the resolution of the secondary ability as normal, but they do not have to spend a command token to do so.

Q: *If a player would refresh their commodities but already has the maximum amount, can another player still play that player's "Trade Agreement" promissory note against them?*

A: Yes. Even if that player gains zero commodities when their commodities are refreshed, their "Trade Agreement" may still be played against them.

Q: *Does the "Neural Motivator" technology give an additional action card for both the standard status phase draw as well as the "Minister of Policy" agenda? What about the Yssaril's "Scheming" faction ability?*

A: No. "Neural Motivator" gives only one action card in addition to the standard status phase draw. It is not triggered additional times by other abilities. The Yssaril's "Scheming" ability, however, is triggered each time that action cards are drawn.

Q: *Does the "Political Secret" promissory note disable passive/mandatory faction abilities, such as the Barony of Letnev's "Armada" faction ability, when it is used against that player?*

A: No. The "Political Secret" promissory note only prevents the use of faction abilities that a player must choose to use.

Q: *Does the "Political Secret" promissory note prevent a player from using faction-specific technology?*

A: No. The "Political Secret" promissory note does not prevent a player from using faction-specific technology, nor does it prevent the use of other abilities, such as those from agendas that a player might own.

Q: *Can the "Turn Their Fleets to Dust" objective be fulfilled by using a "Direct Hit" action card or by destroying a unit with capacity and allowing transported fighters to be removed as a result?*

A: No. In both situations, the "Space Cannon" ability did not destroy the last ship in the system, so the objective is not fulfilled.

Q: *If a player has multiple planets with PDS that are being invaded in a single system, does the "Plasma Scoring" technology add one die to each planet's space cannon roll or for only one planet's space cannon roll?*

A: The "Plasma Scoring" technology adds one die for each space planet's "Space Cannon" roll.

PRODUCTION

Q: *When an ability other than "Production" allows you to produce one or more units, do you have to pay for the units produced?*

A: Yes, a unit that is produced must always be paid for.

Q: *When producing a unit with an ability other than "Production," does the price reduction from the "Sarween Tools" technology apply?*

A: No, "Sarween Tools" is only used with the "Production" ability.

AGENDAS

Q: *When a "Research Team" agenda that is attached to a planet is used to ignore a prerequisite, is the planet exhausted?*

A: No. The agenda is exhausted, not the planet.

Q: *Can a player cast zero votes "For" or "Against" on an agenda instead of abstaining, in order to take advantage of effects associated with that option?*

A: No. A vote of zero is the same as abstaining; that player gains no positive or negative effects of voting "For" or "Against" on an agenda if they contributed zero votes.

Q: *Does the "Enforced Travel Ban" agenda prevent "Space Cannon" usage through wormholes?*

A: No. "Enforced Travel Ban" does not prevent "Space Cannon" usage.

Q: *If the "Classified Document Leaks" agenda is discarded, what happens?*

A: The secret objective remains in play; it is no longer a public objective and cannot by scored by any additional players, but it does not count toward the secret objective total of the player who originally owned it.

Q: *During a revote initiated by the "Miscount Disclosed" agenda, does the law that is being voted on remain active and in play?*

A: Yes, the law that is being voted on because of "Miscount Disclosed" remains in play during the revote.

Q: *If there is an 'A' wormhole on Mecatol Rex when the "Ixthian Artifact" agenda causes units in adjacent systems to be destroyed, does the Quantum Entanglement ability cause the Ghost of Creuss faction to lose units in a system that contains a 'B' wormhole?*

A: No. Only the Creuss treats those systems as adjacent.

Q: *When units are destroyed by the "Ixthian Artifact" agenda, in what order are they destroyed?*

A: Units destroyed by "Ixthian Artifact" are destroyed simultaneously.

Q: *If a player's "Political Secret" promissory note is used against them, but that agenda is subsequently discarded by an effect such as the "Veto" action card, can that player vote and use faction abilities on the new agenda?*

A: Yes. It is a new agenda and thus the effect of the player's "Political Secret" is ended.

Q: *Can the "Colonial Redistribution" agenda elect a planet that is already the target of "Demilitarized Zone," and if so, can the chosen player place infantry to take control of the planet?*

A: Both agendas may target the same planet. However, in that situation, infantry cannot be placed on the elected planet, so it remains under the control of its original owner.

Q: *When the "Holy Planet of Ixth," "Shard of the Throne," or "The Crown of Emphidia" agendas are repealed, does the player who owns them lose a victory point?*

A: No, the player who gained a victory point from these agendas can only lose that point through the effect stated on the card. If the card is discarded in any other way, such as the "Repeal Law" action card, the point is not lost.

Q: *Is the trigger for the "Minister of War" agenda card's ability "performing an action"?*

A: Yes. Performing any action is the trigger for the remainder of the "Minister of War" agenda card's ability.

ACTION CARDS

Q: *Is the "Skilled Retreat" action card considered to be a retreat, and can it be canceled by the action card "Intercept?"*

A: No, "Skilled Retreat" is not a retreat and cannot be canceled in this way.

Q: *Can "Sustain Damage" be used against the "Courageous to the End" action card?*

A: No, "Courageous to the End" does not produce hits.

Q: *Can two "Direct Hit" action cards be played by the same player during the same round of combat against different targets?*

A: Yes. Because the two "Direct Hit" cards are targeting different targets, this is allowed.

Q: *During space combat, can each player play a "Shields Holding" action card to cancel hits against their own units, even though the cards are being played during the same timing window?*

A: Yes. Because each of the "Shields Holding" cards are targeting different sets of hits (one set against player A and one set against player B), it is legal to play both cards.

Q: *Can the "Shields Holding" action card be used to cancel hits from abilities that occur during combat, such as "Ambush," "Dimensional Splicer," and "Devotion?"*

A: Yes. "Shields Holding" may be used to cancel hits that are produced by these abilities.

Q: *Can the "Direct Hit" action cards be played when a ship uses "Sustain Damage" to cancel a hit produced by one of your abilities?*

A: Yes. "Direct Hit" can be used to follow up hits that are assigned by "Ambush," "Dimensional Splicer," "Devotion," and other similar abilities.

Q: *Does an effect that casts "additional votes," such as the "Bribery" action card, create a timing window for playing the "Distinguished Councilor" action card?*

A: No. The "Distinguished Councilor" action card can only be played after you vote during the "Vote" step of resolving an agenda.

Q: *When during the action card playing process is a "Sabotage" card played?*

A: The "Sabotage" action can be played after card targets (such as units, planets, systems, cards, outcomes, or players) have been decided on, but must be played before any effects have been resolved, votes have been cast, or any dice have been rolled.

Q: *Can abilities that destroy units, such as the "Lucky Shot" action card, be used by a player against their own units or planets?*

A: No. "Lucky Shot" and other similar effects can only be used against other player's units and planets.

Q: *Can multiple rider action cards be played by the same player on a single agenda? If so, can they be played on different outcomes?*

A: Yes to both. A player may play multiple rider action cards on a single agenda, and they may be played on opposing outcomes.

Q: *When playing the "Upgrade" action card, does the cruiser already have to be present in the active system?*

A: Yes. The cruiser must already be in the activated system.

Q: *Can the "Experimental Battlestation" action card be used if no ships move into the active system, or against ships that do not belong to the active player?*

A: No. "Experimental Battlestation" operates in the same timing window as "Space Cannon Offense," can only target the active player's ships, and can only be resolved if ships actually move into the active system.

Q: *Can a player who cannot vote (such as the Nekro Virus) play rider action cards?*

A: Yes. The Nekro player, or a player who cannot vote due to another effect, can still play rider action cards.

Q: *If the speaker does not vote, can the "Bribery" action card still be played?*

A: Yes, even if the speaker cannot vote, or chooses not to vote, the "Bribery" action card (or any effect with the timing window of "after the speaker votes") can still be played after the timing window in which the speaker would have cast votes.

THE ARBOREC

Q: Can the secondary ability of the "Warfare" strategy card be used to trigger the "Production" ability of the Arborec's Letani Warriors?

A: No, the "Warfare" secondary ability can only be used to trigger the "Production" ability of space docks, and thus cannot be used by the Arborec to produce additional infantry.

Q: *Does the Arborec flagship (The "Duha Menaimon") need to be in a system when it is activated to resolve its ability?*

A: Yes. The "Duha Menaimon" can only be used to produce units when it is in a system at the moment it is activated.

Q: *Can the "Production" abilities of multiple Arborec "Letani Warriors" in a system be combined to allow the production of two infantry for one resource?*

A: Yes. Production value is totaled when the "Production" ability of units in a system is used.

THE NEKRO VIRUS

Q: *Can the Nekro Virus use the "Valefar Assimilator" technologies on printed faction units, such as the Embers of Muaat's Prototype War Sun I?*

A: No, printed faction units are not technologies, and thus are ineligible targets for "Valefar Assimilator."

Q: *Do infantry involved in a space combat due to the effects of "The Alastor" flagship count as ships for the purpose of card effects and fleet supply?*

A: Infantry that are participating in space combat due to the effects of "The Alastor" do count as ships (in addition to their own unit type) for the purpose of card effects. But, as a unit that can be transported, they do not count against fleet supply in that system.

Q: *Do infantry involved in a space combat due to the effects of "The Alastor" flagship cease participation in combat if the Alastor is destroyed?*

A: No. Infantry that are committed to the space combat due to the effects of "The Alastor" continue to participate until the end of the combat, even if "The Alastor" is destroyed.

Q: *Can the Nekro Virus have both a standard and a faction-specific unit upgrade of the same type?*

A: Yes. Only the faction-specific unit upgrade technology will be in effect, but should the Nekro lose the faction-specific upgrade technology that is being copied by the "Valefar Assimilator," they would revert to the standard unit upgrade technology that was previously inactive.

Q: *If the Nekro Virus owns multiple unit upgrade technologies of the same type, such as "Dreadnought II" and "Exotrireme II," does each one count toward the "Develop Weaponry" and "Revolutionize Warfare" objectives?*

A: No. Only one upgrade of a given type counts toward those objectives.

Q: *Do infantry involved in a space combat via the effects of "The Alastor" flagship count toward the ships required to use the "Assault Cannon" technology?*

A: Yes. These infantry may be used to resolve "Assault Cannon."

Q: *Does the Winnu "Salai Sai Corian" flagship get additional dice for infantry participating in a fight due to the Nekro "Alastor" flagship?*

A: Yes. The "Salai Sai Corian" would get one additional die per infantry.

THE EMIRATES OF HACAN

Q: *Does the Hacan player have to initiate negotiations to perform a transaction with a player who is not their neighbor?*

A: As long as the active player is involved in the transaction, either player may suggest the opening of negotiations during either player's turn.

THE XXCHA KINGDOM

Q: *Can the Xxcha use the "Peace Accords" faction ability from one planet to another planet in the same system?*

A: Yes, a planet is treated as being adjacent to its own system.

THE GHOSTS OF CREUSS

Q: *Can the Creuss Promissory note still be used if the Creuss have not researched "Wormhole Generator"?*

A: Yes, the promissory note does not require that the "Wormhole Generator" technology is researched.

Q: *Can the "Light/Wave Deflector" technology be used to move through a wormhole created by the Ghosts of Creuss' "Hil Colish" flagship?*

A: Yes, "Light/Wave Deflector" allows a player other than the Ghosts of Creuss to move their fleet through the "Hil Colish's" system into the Creuss home system or the Creuss Gate system.

Q: *If the "Hil Colish" moves before other ships and is returned to reinforcements by a gravity rift, can other ships still use its delta wormhole to reach the active system?*

A: No, the wormhole ceases to exist when the "Hil Colish" is returned to reinforcements.

THE NAALU COLLECTIVE

Q: *Does "The Matriarch" flagship allow the Naalu to gain control of a planet using only fighters?*

A: No. The Naalu fighters return to the space area when ground combat ends. If no Naalu ground forces are present, the combat is considered to be a draw, and the Naalu do not gain control of the planet during the "Establish Control" step.

Q: *Using "The Matriarch" flagship in combination with the "Dacxive Animators" technology, can the Naalu gain control of a planet using only fighters?*

A: No. Because the combat ends in a draw, the "Dacxive Animators" ability is not triggered.

Q: *Does the Naalu "0" token move with the strategy card it is placed on if the card is exchanged with or taken by another player?*

A: No. The Naalu "0" token stays with the Naalu or the faction that gained the token through the "Gift of Prescience" promissory note and is placed on any of that player's strategy cards.

THE CLAN OF SAAR

Q: *Can the Clan of Saar's "Chaos Mapping" faction-specific technology be used at the start of each of that player's turns during the action phase?*

A: Yes, "Chaos Mapping" can be used as many times as you have turns during the action phase.

Q: *Can the Clan of Saar's "Chaos Mapping" faction-specific technology be used on the turn that the Saar player passes?*

A: Yes, "Chaos Mapping" can be used on the turn that a player passes.

Q: *Can the Clan of Saar's "Floating Factories" trigger Space Cannon Offense or be assigned hits produced by PDS units?*

A: No, "Floating Factories" cannot be the target of PDS fire.

THE MENTAK COALITION

Q: Can the Mentak Coalition use the "Salvage Operations" faction-specific technology to produce a war sun that was destroyed if they do not personally have war sun technology?

A: No. Without war sun technology, they cannot produce a war sun, even using "Salvage Operations."

Q: *Can the Mentak Coalition use the "Salvage Operations" faction-specific technology to produce their own flagship after destroying an opponent's flagship?*

A: Yes, even though the units are technically different, they share the flagship unit type.

Q: *Can the Mentak Coalition use the "Salvage Operations" faction-specific technology to produce infantry after a combat against the Nekro Virus flagship "The Alastor" in which Nekro Virus infantry were treated like ships and were subsequently destroyed?*

A: No, the infantry do not count as ships once the combat is over.

Q: *Can the Mentak Coalition use the "Pillage" faction ability to steal trade goods when they are neighbors with another faction as a result of the "Lazax Gate Folding" faction technology or "Quantum Entanglement" faction ability?*

A: Yes, even in the case of "Quantum Entanglement" only being active from the Creuss' point of view, because the 'neighbor' status is active as a result of the ability, the Mentak may use their "Pillage" in these situations.

Q: *Can the Mentak Coalition use the "Pillage" faction ability for each time the Saar gain a trade good from the "Scavenge" faction ability in a single turn, provided that the other requirements are met?*

A: Yes. The Mentak can trigger "Pillage" each time the Saar gain control of a planet, if all the conditions of "Pillage" are met.



TWILIGHT IMPERIUM®

FOURTH EDITION

TWILIGHT CODEX

VOLUME I: ORDINIAN

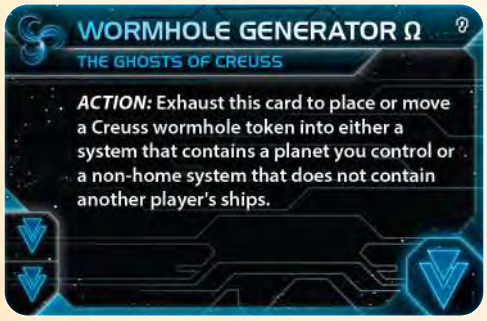
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THE OMEGA INITIATIVE

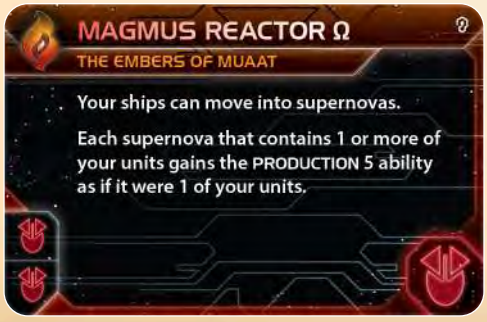
Rin closed her eyes, letting the OmegaIAS43 saturate her system, the acrid, somewhat viscous serum washing over her gills. Then, as a single radiant flame appeared in the dark recesses of her mind, it began. Pathways—memories—connected in rapid succession, and the legacy of the Jol-Nar flowed through her consciousness, searing, burning, begging to be freed. She gritted her teeth. The pain was intense, but bearable. It seemed that the Headmaster would get what he wanted after all.

The Omega Initiative section is a regular feature that contains revised content. With each edition of the Codex we will revisit existing components and provide alternative versions that expand their usage. Components from this section replace preexisting components of the same name and type.

FACTION TECHNOLOGIES

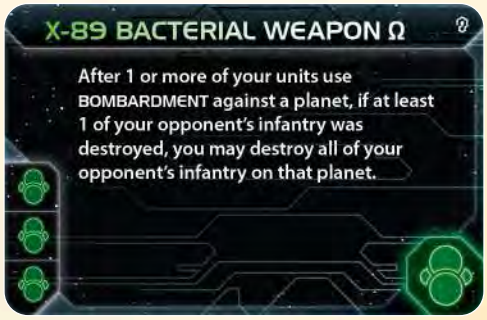






BASIC TECHNOLOGIES





PROMISSORY NOTES











IXTHIAN ARTIFACTS

Tai peered at the scepter from his perch on Dart's shoulder. "Oh no." He squeaked in dismay. Dart's eyes gleamed and the corners of his mouth turned up, revealing a fanged grin. "Oh yes. This. This is exactly what we came here for." Exasperated, Tai hopped deftly to the other shoulder, gesturing wildly. "You know we d-didn't. You always d-do this." Dart swatted at his diminutive friend. "Quit that. It's fine. Relax." He reached out, his fur reflecting the scepter's dull red glow, and after a moment's hesitation, he grabbed it. With a quiet whir, the scepter came to life, the dull glow becoming a brilliant crimson, and pieces of its grip spiraled into asynchronous orbit around its head, impatiently awaiting its owner's command. Dart smiled mischievously. "Well, what do you think we should try first?"

The Ixthian Artifacts section is a regular feature that contains entirely new components. As we design, we experiment with many concepts and ideas that don't make it into the final game. This section provides an opportunity for some of those buried ideas—as well as new ideas—to see the light of day, so that players may use them in their games. They are combined with existing components from the base game and *Prophecy of Kings*.

ACTION CARDS

INSIDER INFORMATION

After an agenda is revealed:

Look at the top card of the agenda deck.

M'aban yawned. Another filibuster. Politics could be so flavorless at times. Besides, she already knew how this one was going to turn out. Not well. Not well at all...

PLAGIARIZE

ACTION: Spend 5 influence and choose a non-faction technology owned by 1 of your neighbors; gain that technology.

The Yssaril spies handed over their prize to Connor, who in turn passed it to the Sol engineers with a grim smile. "Now then, boys," he said, one hand on his rifle, "about those loose ends..."

MASTER PLAN

After you perform an action:

You may perform an additional action this turn.

Viktor laced his long fingers with a wicked smile. Unlenn would be proud. The tactician's reputation was well-earned; even pawns could unseat kings.

RALLY

After you activate a system that contains another player's ships:

Place 2 command tokens from your reinforcements in your fleet pool.

The Federation advance would not be halted—not today. Claire set her broadcast to play on all open channels. She began, her voice fierce and unwavering "Friends! On this day, our names shall be inscribed in the pages of legend!"

SCRAMBLE FREQUENCY

After another player makes a BOMBARDMENT, SPACE CANNON, or ANTI-FIGHTER BARRAGE roll:

That player rerolls all of their dice.

"I will not accept this from that worthless scum!" Feng growled as his enigmatic companion interfaced with the ship's nav suite. The Memoria's position flickered and shifted, and the blast flashed harmlessly by.

FORWARD SUPPLY BASE

After another player activates a system that contains your units:

Gain 3 trade goods. Then, choose another player to gain 1 trade good.

All eyes turned toward the darkening skies as the only surviving supply truck rolled through the gates. "Get these checked in and send the last shipment to our allies!" Harrugh yelled over the din of the engines.

FIGHTER CONSCRIPTION

ACTION: Place 1 fighter from your reinforcements in each system that contains 1 or more of your space docks or units that have capacity; they cannot be placed in systems that contain other players' ships.

T'esla grinned as her shimmering vessel lifted off the flight deck—at last, that damned Viscount would experience the superiority of Naalu dogfighting. "Get ready," she hissed into the comms.

BLITZ

At the start of an invasion:

Each of your non-fighter ships in the active system that do not have BOMBARDMENT gain BOMBARDMENT 6 until the end of the invasion.

"T-these weren't meant to be used like this. T-this is a t-terrible idea." Tai mumbled, wringing his hands. "Well 'course it is," Dart grinned, slamming his fist down on the release lock. "But we've got about sixty kilotons of 'surprise' and nothing to lose!"

HARNESS ENERGY

After you activate an anomaly:

Replenish your commodities.

"Manipulating the cosmos was a power reserved for the gods." Rowl spat at the ground as his contraption whirred to life. "Not anymore."

HACK ELECTION

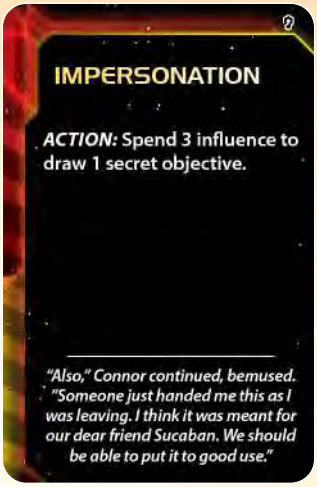
After an agenda is revealed:

During this agenda, voting begins with the player to the right of the speaker and continues counterclockwise.

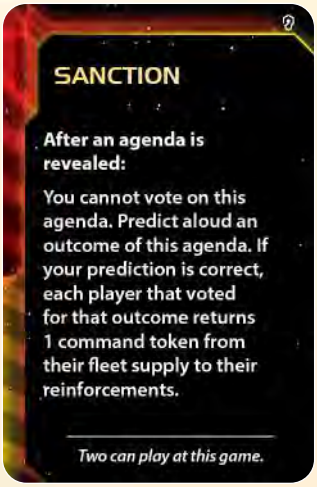
YOUR [NULL ID] STATELY GAME WILL BE FOR NAUGHT<< [VAR:42687] ORDER WILL ARISE FROM [VAR:89001] CHAOS<< IT IS OUR HAND THAT CONTROLS THE OUTCOME<<

ACTION CARDS





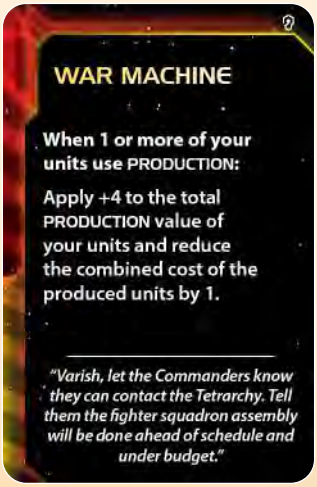


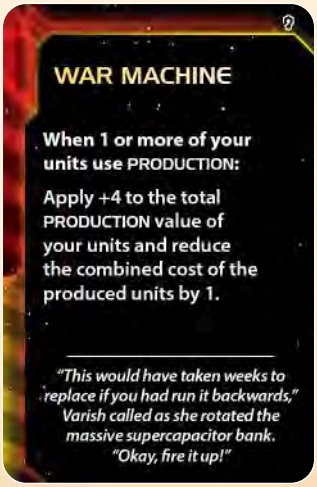


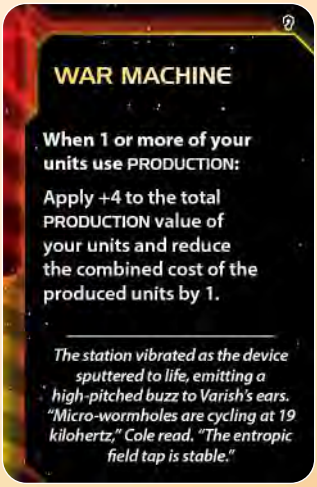












PAX MAGNIFICA

The Pax Magnifica section is a regular feature that contains unique scenarios and game variants that change how the game is played.

ORDINIAN

During this scenario, players fight for control of a disabled Argent Flight flagship, the *Coatl*, which begins the game in the Ordinian nebula in the center of the game board. Like a standard game, the game ends when a player gains their tenth victory point.

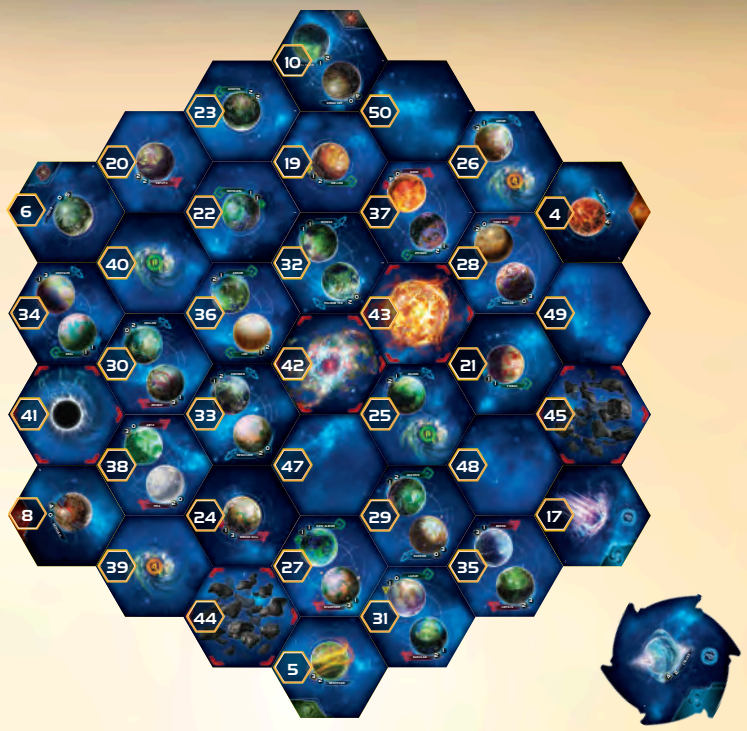
SETUP

The rules for setup are modified as follows:

2. **ASSIGN FACTIONS**: Each player chooses from among the following factions:
   - The Arborec
   - The Embers of Muaat
   - The Ghosts of Creuss
   - The L1Z1X Mindnet
   - The Nekro Virus
   - The Barony of Letnev
3. **GATHER FACTION SPECIFIC COMPONENTS**: The Nekro Virus player does not take the "Valefar Assimilator X" or "Y" faction technologies. Instead, that player uses the "???_EXCEPTION_NO_ID_???" and "????_REDACTED_????" technologies that it has assimilated from the Argent Flight.
6. **CREATE GAME BOARD**: Players create the game board using the diagram on the right. **NOTE**: Mecatol Rex is not used.
7. **PLACE CUSTODIANS TOKEN**: Place the custodians token on the nebula system tile located at the center of the game board with its '6' side faceup.
11. **GATHER STARTING COMPONENTS**: The Nekro Virus player places the *Alastor*, two dreadnoughts, and two fighters from their reinforcements in the Nebula at the center of the game board in addition to their regular starting units. The Nekro Virus player also begins with its assimilated technologies in play as if they were Nekro faction technologies.

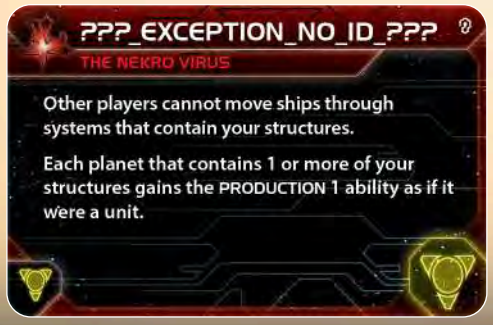
THE ARGENT FLIGHT

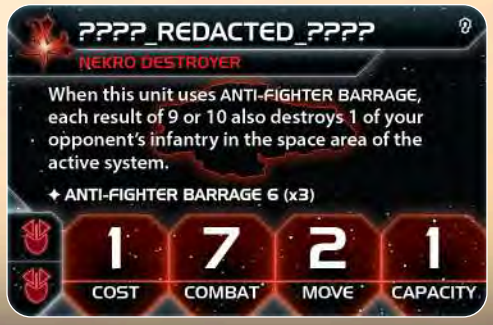
The custodians token represents the Argent Flight flagship, the *Coatl*. Standard rules for the custodians token are not used.



The *Coatl* (custodians token) has the following unique properties:

- A player gains control of the *Coatl* if they are the only player that has ships in its system. A player loses control of the *Coatl* if they no longer have ships in its system.
- Players cannot use **SPACE CANNON** abilities of their units against ships in the system that contains the *Coatl*.
- The *Coatl* begins the game damaged. At the start of a player's turn, if they control the *Coatl*, they can spend 6 resources to repair it and flip it to its '1 Victory Point' side. After the *Coatl* is repaired, the agenda phase is added to the game. Controlling the repaired *Coatl* is worth 1 victory point to the player that controls it.
- The repaired *Coatl* is treated as a ship with a **MOVE** value of 1 for the purposes of the movement step only, and the player that controls the *Coatl* can move it as if it were one of their ships. It does not participate in combat, it cannot retreat, and it cannot be destroyed.
- Game effects that refer to Mecatol Rex or its system instead refer to the system that contains the *Coatl*.
- If the *Coatl* is in a player's home system, it is worth 1 additional victory point to that player, and they cast 6 additional votes on each agenda during the agenda phase.





THE NEXUS

The *Twilight Imperium* community is filled with many talented individuals with a wealth of skills and ideas. Each issue of the *Twilight Codex* features The Nexus, a section devoted to showcasing community developed content.

"RIGHT CAT SOUP"

6-PLAYER GALAXY PRESET

Author: Christopher Chick

DESIGNER NOTES

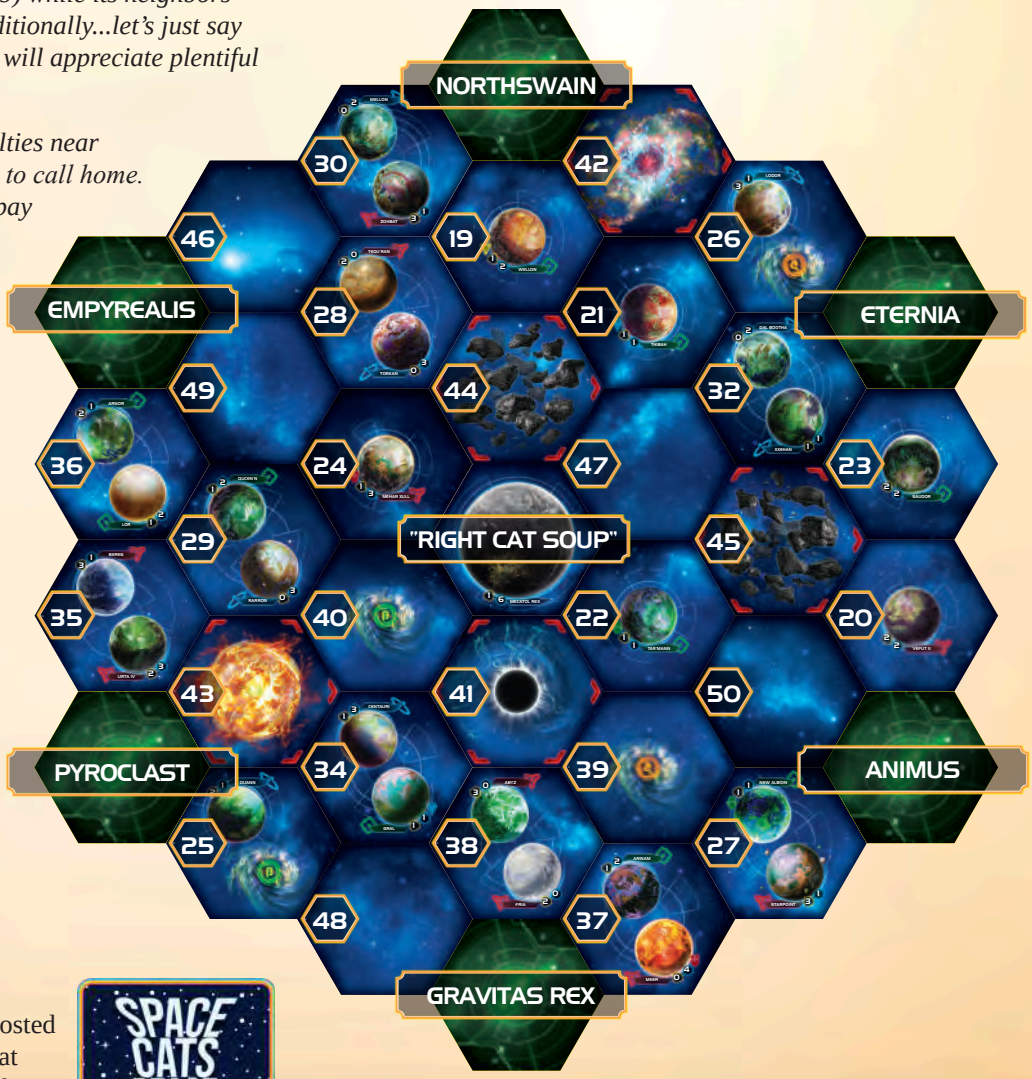
A couple notable things here.

First, I feel like I should address 'Empyrealis.' Yes, it's a bit unusual, but it has a few things going for it. It has two nice equidistant systems to leap for (28 and 29) while its neighbors gobble up their own nearby systems. Additionally...let's just say there is an expansion faction that I think will appreciate plentiful empty space.

Second, the two green technology specialties near 'Animus' make it a pretty lucrative place to call home. An early Hypermetabolism could really pay off, especially for factions that tend to burn through command tokens.

Finally, 'Gravitas Rex' looks like an incredible spot, due to Abyz/Fria and Arinam/Meer, and certainly they won't be lacking in resources. But with 'Empyrealis' pushing 'Pyroclast' away by jumping quickly to equidistants and 'Animus' having few other expansion options, 'Gravitas Rex' will have to be fighting to hold its systems fairly early on, or risk losing expansion opportunities in the early game.

'Eternia', on the other hand, should make a nice little home for anyone who doesn't particularly want to be bothered. And with a wormhole, too. Ghosts of Creuss, anyone?



WANT MORE?

Check out ***Space Cats Peace Turtles***, a *Twilight Imperium* community podcast hosted by Matt Martens and Hunter Donaldson at https://www.spacecatspeaceturtles.com/ for a wealth of discussions, guides, and other content related to *Twilight Imperium*.

RULES UPDATES

Twilight Imperium: Fourth Edition has had a number of rules updates and errata since its release. Each of these can be found in the Living Rules Reference, available on our website. Several of the more impactful adjustments are listed below, and printable versions of adjusted components are available alongside the *Twilight Codex* components.

DIPLOMACY STRATEGY CARD

The "Diplomacy" strategy card's primary ability has received errata to allow the resolving player to refresh any two of their planets, rather than each planet in the chosen system. This adjustment was made to increase the power of the primary ability when compared to the secondary ability, and to make it a more worthwhile pick during the strategy phase.



HYPER METABOLISM

An error in the original printing of *Twilight Imperium* left this biotic technology with incorrect text. Instead of providing two command tokens during the status phase—which is already the default—the technology provides three, increasing the total number of command tokens received by one.



GRAVITY RIFTS

To avoid a number of unusual mechanical interactions, the timing and exact effect of gravity rifts has been adjusted. Now, units will roll for the gravity rift as they pass through it rather than in the destination system, and units that fail to survive the roll are removed from the board and returned to players' reinforcements rather than being destroyed—meaning that abilities that trigger when a unit is destroyed are not resolved.

RETREATING WITH INFANTRY

Retreating from a combat while transporting ground forces that are on planets in the active system—previously a cumbersome and often confusing process—has been streamlined. Players no longer need to move ground forces from a planet to the space area during the "Announce Retreats" step. Instead, when a ship moves as part of a retreat, it can transport ground forces that are on planets in its system as normal.

REROLLS DURING COMBAT

Abilities that reroll or modify dice during combat no longer need to be used immediately following a single die roll. Instead, a player can roll dice for all of their units in the combat before deciding which—if any—to reroll.



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TWILIGHT CODEX

VOLUME II: AFFINITY

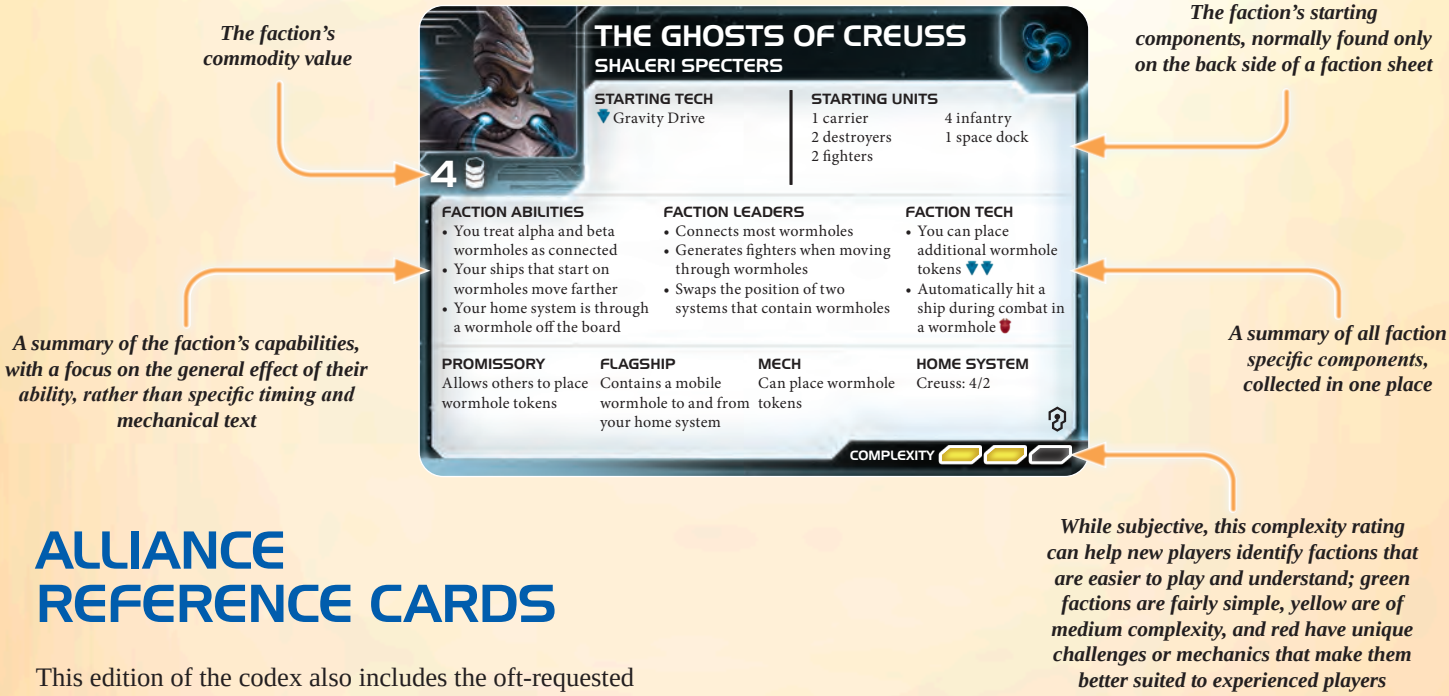
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THE OMEGA INITIATIVE

FACTION REFERENCE CARDS

The Omega Initiative section is a regular feature that contains supplementary or revised content. This edition of the Codex contains a set of reference cards that can be used to draft factions and to provide a quick summary of a faction's capabilities for new players or anyone who needs a reminder.

One of these reference cards is presented in the diagram below. The rest can be found in the high-quality PDF found alongside this document. These cards are standard poker sized, and are a new card type that is not found in *Twilight Imperium: Fourth Edition* or the *Prophecy of Kings* expansion.



ALLIANCE REFERENCE CARDS

This edition of the codex also includes the oft-requested reference cards for Alliance promissory notes. These can be given to recipients of an Alliance to easily reference what the giving player's commander ability is, once it is unlocked. These cards will also be used in the Alliance Game Variant found in the Pax Magnifica section of this Codex on page 13.

One of these reference cards is presented to the right. The rest can be found in the high-quality PDF found alongside this document. These cards are mini American sized. Additionally, they are a new card type and are not combined with any other cards from *Twilight Imperium: Fourth Edition* or the *Prophecy of Kings* expansion.



IXTHIAN ARTIFACTS

The Ixthian Artifacts section is a regular feature that contains entirely new components. As we design, we experiment with many concepts and ideas that don't make it into the final game. This section provides an opportunity for some of those buried ideas—as well as new ideas—to see the light of day, so that players may use them in their games. They are combined with existing components from the base game and *Prophecy of Kings*.

RELICS

Several new relics are included in this edition of the codex. The first, the lost Titan of Ul from "*Artifact*," the short story on page 7, is an additional agent that can be used to build structures. Like other agents, its effect can be lent to other players, and it interacts with abilities such as the Yssaril agent and the Nomad's Temporal Command Suite faction technology.



The next two relics are a little less divergent from the rest of the relic deck, but still touch on concepts new to relics and to the game overall. The Nano-Forge allows a planet to become legendary, changing how it interacts with some abilities and objectives, and the Dynamis core is the first effect in the game to increase a player's commodity value.





PAX MAGNIFICA

The Pax Magnifica section is a regular feature that contains unique scenarios and game variants that change how the game is played.

ALLIANCE GAME VARIANT

In this game variant, players form teams of two against 1–3 other alliances. This variant can be played with four, six, or eight players and is compatible with premade maps for those player counts and any number of faction, seat, or ally drafting methods that players wish to experiment with.

SETUP

The rules for setup are modified as follows:

2. **CHOOSE FACTIONS**: Each player must also be assigned an **ALLY**. Determine which pairs of players will be allies.

3. **CHOOSE COLOR**: Each player purges their "Alliance" promissory note. Then, each player takes the Alliance reference card (found in this document) that corresponds to their ally and places it into their play area.

   Additionally, each player flips their commander to its unlocked side; all commanders are unlocked at the start of the game.

   NOTE: While the Mahact Gene-Sorcerers faction does not typically have an "Alliance" promissory note, they **do** have an Alliance reference card.

TRANSACTIONS

When performing transactions with your ally, players follow a modified set of rules:

- When you exchange commodities with your ally, they do not convert into trade goods.
- While you may receive promissory notes from your ally as part of a transaction (to later give to another player, for example), you cannot resolve those promissory notes.

MOVEMENT AND CONTROL

- Your ships may move through and into systems that contain your ally's ships; this does not trigger a space combat.
- Your ground forces may land on planets controlled by your ally; this does not trigger a ground combat or cause you to gain control of that planet.
- When a game effect allows a player to redistribute command tokens, they may also exchange planet cards with their ally, provided that the receiving player has at least 1 ground force or structure on that planet. This exchange does not change the ready or exhausted state of a planet card and does not trigger abilities that occur when you gain control of a planet.
- When your ally activates a system, you may simultaneously perform a tactical action into that system with your ally; if you do, you must spend and place a token from your tactic pool as normal.
- You may, if your ally allows it, transport, support, and commit their fighters and ground forces using your units that have capacity.

COMBAT AND UNIT ABILITIES

- During a combat or unit ability roll where a player and their ally each have units present, both can participate in the same combat; their rolls are combined and hits are assigned as normal. When an opposing force produces hits against allied players, the allies will decide together which units the hits will be assigned against; if they cannot come to a consensus, the active player assigns the hits.
- Effects that produce hits that are assigned by an opponent against an allied pair can be assigned to either ally's units in any combination.

ABILITIES AND EFFECTS

- Your ally's units count as neither your units nor as 'other players' units for the purpose of resolving game effects and abilities.
- Abilities that trigger when a player activates a system that contains another player's units, planets, or command tokens do not trigger when those players are allies.
- Your unit abilities (space cannon, planetary shield, etc.) do not affect your ally.
- Agent abilities can be used on your ally.
- Your ally's planets count as your planets for the purpose of resolving abilities, but you **cannot** exhaust them and they do not count for scoring objectives or scoring the "Imperial" victory point.

ELIMINATION

- A player cannot be eliminated as long as their ally controls a planet.

WINNING THE GAME

- The game is played using the "14" side of the victory point track. One player must have 14 victory points and their ally must have at least 10 victory points in order for that alliance to win the game.

THE NEXUS

The *Twilight Imperium* community is filled with many talented individuals with a wealth of skills and ideas. The Nexus is a regular feature of the *Twilight Codex* devoted to showcasing community developed content. This edition of the codex features the winners of the preset map design contest.

"THREE'S A CROWD"

3-PLAYER GALAXY PRESET

Author: Rex "Wekker" Hearn

DESIGNER NOTES

This map is much more tight than your normal three–player map. Make sure you study the hyperlanes closely as they add a lot of interesting movement options for each player. The most important thing to note is that each player's slice includes the three neighboring systems as well as the asteroid field to their right. The two other systems in each "wing" of the map are both equidistant between two home systems (this includes the triple planet system and legendary planets). Control objectives will be hard on this map, but they are all achievable with some ingenuity and maybe a bit of bullying as well. Mecatol, Mallice, and Mirage will be key to pulling out the win.

–Wekker



"CHOKEPOINT"

4-PLAYER GALAXY PRESET

Author: Matthew Pana

DESIGNER NOTES

This map was made in contrast with normal map conventions, with Mecatol hidden away behind a chokepoint rather than being as accessible as possible. The purpose of this map is to see if the table would work together against the player on Mecatol, or would they rather fight amongst themselves over legendary planets or the strategically valuable Everra system. In an attempt to make things fairer, "Arma" and "Chrysus" have better systems adjacent to them and share Hope's End to make up for being four systems away from Mecatol.

"Ignis Solum" has a red and yellow tech skip and a supernova for protection from "Incrementum". Muaat looks like a great choice here. However, "Ignis Solum" will constantly have to be worried about "Arma" using the gravity rift against them.

"Arma" has a fantastic system adjacent to it (Bereg/Lirta IV), and has a gravity rift, which can be used to threaten the rest of the galaxy.

"Chrysus" has the most resources out of any slice but is somewhat lacking in nearby influence. Perhaps the blue tech skip can help alleviate that issue with an early gravity drive?

Finally, "Incrementum" has by far the most influence, as well as a green tech skip. Factions that rely heavily on command tokens, such as Xxcha or Titans, would benefit from this slice. However, they will also be under constant threat of "Arma" using the gravity rift through the beta wormhole to go directly into their home system, so make sure to keep that wormhole blocked.

–Matthew



"RACE FOR MECATOL"

5-PLAYER GALAXY PRESET

Author: Jacob Turner

DESIGNER NOTES

This map's hyperlane tiles make the special planets easy to take and easy to lose. The top asteroid field and supernova combo is both a blessing and a curse: it creates a protective barrier for most factions, with the caveat that it limits expansion. The Embers of Muaat and the Clan of Saar will find it a great place to hide. A lack of territory is likely to cause the top and bottom positions to fight, leaving the middle position to its own business. The middle position has access to empty space and anomalies, which may make it the most flexible and formidable spot of the bunch. The galaxy is a little disjointed, but the wormholes tie it all together. Enjoy the galactic conquest!

–Jacob



"WON'T YOU BE MY NEIGHBOR?"

6-PLAYER GALAXY PRESET

Author: Daniel Young

DESIGNER NOTES

My main goal was to force a lot more interaction between players by smooshing everyone into the second ring. Anomalies between each home world should prevent any game-ruining or friendship-ending round one eliminations.

Constant proximity to other players will create a sense of tension that lasts throughout the entire game. Aside from two slices that have six non-home planets each, no control objective can be met without crossing into another player's space. Sooner or later, you will need something your neighbor has. Each player is adjacent to three planets of the same type, but will have to venture into enemy territory for a fourth. Similarly, trying to nab a third technology specialty could get bloody.

Don't get complacent after a Support for the Throne swap. You may feel safer, but wrap-around Pac-Man style wormholes mean there will always be plenty of other neighbors knocking on your door.

–Daniel



"MAGI'S MADNESS"

7-PLAYER GALAXY PRESET

Author: Paul Brown

DESIGNER NOTES

Getting silly with this one! Non-standard player and Mecatol Rex positions mix it up a little. Every home system has a three-tile path and a four–tile path to Mecatol Rex. The four players on one half will be all up in each other's faces, and the three players on the other side will be fighting over the two legendary planets.

"Ambassador" has a wormhole to the other half of the galaxy. Maybe they can take Quann on the other side? Easy access to an alpha wormhole as well.

"Non Euclidean" has weird hyperlanes and anomalies for no good reason. Yay! But seriously, I wouldn't want to have to push into this territory.

All aboard the "Pain Train": now boarding to Mecatol Rex.

"Why can't I hold all (these planets)" has so much territory to grab but its three neighbors are going to want a piece of the pie.

"Mountain Fortress" is snug and comfortable where it is. Why would it want to go anywhere else?

Empty space: the "Final Frontier."

"The Floor is Lava" has lots of hazardous planets AND a supernova?

I suggest a simple snake draft of factions and home system locations to balance out certain factions being powerful in the center seats, then randomly determine speaker.

–Paul



"JUNK YARD DOGGO"

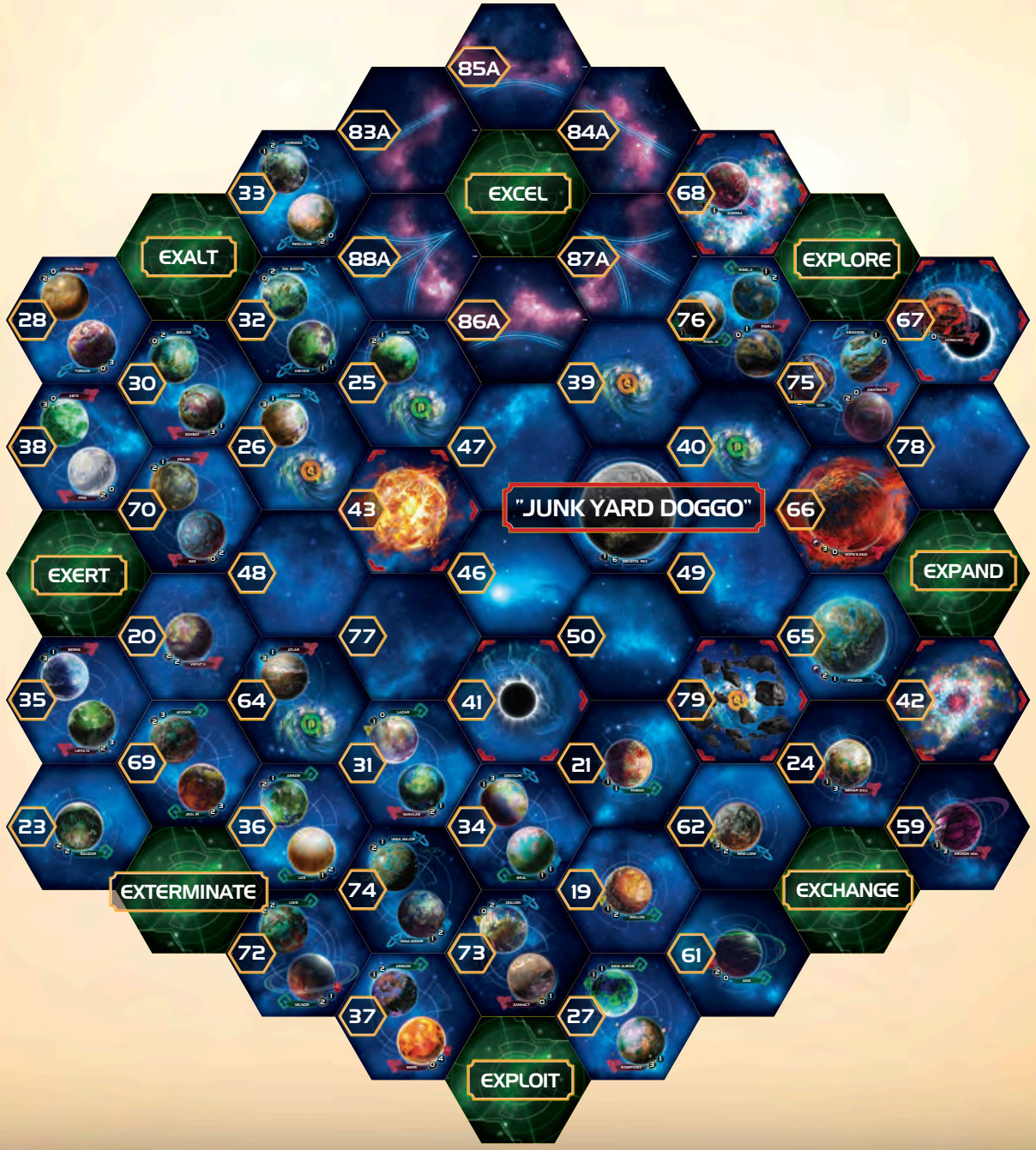
8-PLAYER GALAXY PRESET

Author: Philip Henning

DESIGNER NOTES

When I joined the Army I learned to shoot, move, communicate, fight, and survive in the "Junk Yard Dogs" A.K.A 4th Platoon, Bravo "Bulldogs" Company, 1st battalion of the 61st Infantry Regiment. J.Y.D. was mean, hard, unforgiving, and often intentionally stacked against you. This map is too, and is not recommended for new or casual players. It can, however, be an excellent learning tool for exploring map balance and player driven rebalance through diplomacy, trades, and play—if you can find a group willing to challenge themselves. Join the "Junk Yard Doggos" and turn your 4x play into 8x: Explore Options, Expand Borders, Exchange Resources, Exploit Opportunities, Exterminate Enemies, Exert Control, Exalt Victories, and Excel Yourself. I am making it a personal goal to win a game from each of the 8 starts and I will race you to see who can do it first!

–Philip



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(Last Modified: February 7, 2022)

General

Q: In maps utilizing hyperlanes (e.g. 5p map), what counts as the edge of the game board?
A: Intention is that one of the edges of a system tile does not touch another system tile OR hyperlane tile in order to be considered on the edge of the board.

Q: When ships move, do they move "into" systems other than the destination system?
A: Only the destination system is considered moved "into," other systems are moved "through."

Q: Can you resolve end of turn abilities on the turn you pass?
A: Yes.

Q: When you exceed the number of plastic infantry/fighters available, are unaccompanied tokens removed or destroyed?
A: Removed.

Q: Can abilities that trigger "at the start of a combat" be played in combats you are not participating in?
A: No, any non-agent "at the start of a combat" abilities must be played during a combat you are participating in.

Q: In regards to timing, is "after x" distinct from "before y" or are they the same timing?
A: They are distinct. "After x" happens before "before y"

Q: How does "moving through wormholes" work exactly? Specifically for the Ghosts of Creuss commander or the Ion Storm. Do you choose the path you take to move if multiple paths exist?
A: When you move between systems that both contain a viable wormhole path, you can choose to use those wormholes, a different set of wormholes that are adjacent, or regular adjacency. The player moving the ships chooses the path their ships move through.

Q: When are the hits generated by reflective shielding assigned?
A: The hits are immediately assigned if not during the normal assign hits step. If during the normal assign hits step, they are added to the pool of hits already generated.

Q: Please confirm rules regarding Transport and Movement Abilities (L1Z1X Hero, Argent Hero, Mahact Hero).
A: The LRR will be updated to reflect that transportation of units out of systems that contain your command tokens are only applicable during tactical actions. During Movement abilities, you can transport units out of systems that contain your tokens.

Q: Please elaborate on the keyword "replace" and how it relates to not having any plastic left in reinforcements. Does it follow the same rules as "remove and place"? For example, can you play the Action card "Refit Troops" when you have no Mechs in reinforcements?
A: Any instance of "replace" can be considered to say "remove and place" if no units are left in reinforcements, and would be covered by Component Limitations in the LRR. Yes Refit Troops could be played with no mechs in reinforcements. Note, this overturns a previous ruling regarding Minister of Industry.

Q: If a unit is damaged, and is "removed and placed" from the board via a game effect, does it come back repaired or does it remain damaged.
A: If it is being removed and placed via an ability such as Transit Diodes it stays in the same state. If it is produced, placed, or replaced which would require a remove and place it is no longer damaged.

Q: What happens to captured units when the owner is eliminated?
A: Captured units remain on the sheet of the player that captured them. If they would ever be returned to the eliminated player, they are returned to the game box instead

Exploration

Q: When you gain control of planets, you gain them simultaneously. Can you explore a cultural planet and draw Freelancers, then build a mech on another planet in that system?
A: No, you choose an order to gain and explore planets. The sequence would be > gain control of planet A > explore planet A > gain control of planet B > explore planet be> so on.

Q: What happens to your relics and relic fragments when you're eliminated?
A: Relics are purged, relic fragments discarded.

Q: Can a player "gain" a relic by purging fragments if there are no relics left?
A: Yes you can purge relic fragments and not gain a relic if there are none left in the deck.

Q: If you have more commodities than your maximum due to purging the Dynamis Core Relic, do you remove commodities to your limit?
A: Yes, you discard down.

Q: Can a transaction be performed in the middle of an exploration?
A: Yes, transactions may occur after an exploration card is revealed, before the effect is resolved, but other abilities may not be used until after the effect is resolved.

Q: Are the cards removed from the discard pile via the Relic "The Codex" public knowledge?
A: Yes, the discard is public knowledge, so anything removed from the discard is also public knowledge.

Q: Does the Crown of Thalnos Relic work with Infantry II resurrection rolls? Courageous to the End? Anti-Fighter Barrage?
A: No to Infantry 2, no to Courageous to the End, no to Anti-Fighter Barrage. The intent is ONLY combat rolls. Future errata will clarify this.

Technology

Q: Can a player resolve an ability to gain a technology when they already have that technology (Fires of the Gashlai)?
A: No, you are not resolving the ability fully if you already have the specified technology.

Q: When researching technology via an action card, do you need the prerequisites?
A: If an ability instructs you to "research" a technology, you require the prerequisites on that technology to do so. If you are instructed to "gain" or "replace" a technology, you do not require prerequisites.

Q: Can you Sling Relay without producing anything?
A: No, you must produce a ship.

Q: Can you cast bonus votes using Predictive Intelligence if the technology is exhausted?
A: No, the card being exhausted prevents that ability from being used.

Q: What is the interaction between Infantry 2 and Capture?
A: Both happen

Q: When you gain trade goods from multiple planets using the Psychoarchaeology technology, do you gain them 1 at a time or as a group?
A: You gain them one at a time.

Objectives

Q: Do objectives that say "units" require multiple units, or is one enough?
A: One unit is enough to satisfy these requirements.

Q: Is a planet with a destroyed planet token no longer a planet for game purposes?
A: The destroyed planet token is no longer a planet for any purpose, and if it is covering the only planet in a system, that system contains no planets.

Q: Can you resolve the Impersonation action card to draw a secret objective if you are already at your limit of scored secret objectives?
A: Yes, you could draw an additional secret but would then need to return it and shuffle the secret objective deck

Q: Does another player having my "Trade Agreement" promissory note count for the secret objectives "Strengthen Bonds" or "Betray a Friend"?
A: No, only promissory notes that specifically instruct that player to place them in their play area count for these objectives.

Q: Please clarify the requirements of the Stage 2 Objective, Rule Distant Lands.
A: You must control 2 planets and each planet must be in or adjacent to one of 2 different opposing player's Home Systems. This does not mean 2 planets in or adjacent to the same Home System, and it does not mean 1 planet that is adjacent to 2 different Home Systems.

Q: When EXACTLY are secret objectives scored? Specifically Become a Martyr in relation to elimination and Shard of the Throne, and Drive the Debate in relation to the "Legal Text" action cards. Also Yin Agent and Turn Their Fleets to Dust?
A: Secrets are scored "after", so Become a Martyr would trigger after Shard of the Throne is lost or elimination and "Legal Text" ACs would be played before Drive the Debate can be scored. If the last ship in a system is destroyed, TTFTD could be scored for destroying the last ship, then after the Yin agent would trigger.

Agendas

Q: If Covert Legislation draws an agenda that self-replaces (e.g. miscount disclosed), does it replace immediately?
A: Follow the text, draw a new agenda.

Q: Does the Speaker vote when Covert Legislation is drawn?
A: Yes.

Q: Does New Constitution exhaust home planets if they're not controlled by their owner?
A: No, you only exhaust planets in your home system if you control them.

Q: If Covert Legislation draws an "elect player" agenda, after all votes are cast, does a player with one of the "Legal Text" action cards need to play it before, or can they play it after they know what the agenda being voted on is? What about Deadly plot?
A: The "Legal Text" action cards and Deadly Plot must be played before the agenda that was voted on is revealed.

Q: What is the interaction between Deadly Plot and prediction abilities, given that Deadly Plot specifically says "resolved with no effect".
A: "Resolved with no effect" is not an outcome that could have been predicted, so no prediction abilities can trigger.

Anomalies

Any units moving into, through or out of anomalies must follow the same rules for ships moving into, through or out of anomalies. This includes units being moved by Mahact's Benediction or moving ground forces with G'hom Sek'kus.

Nebula rules will be changed. A Nebula will no longer require being the active system in order to move into it. 59.1 will effectively be changed to "Units may not move through a Nebula"

Factions

Argent Flight:

Q: When is Raid Formation applied? After rolling or after assigning hits? (Interacts with Waylay)
A: Raid formation is applied after rolling, before canceling or assigning hits.

Q: Can ships damaged by Raid Formation trigger a window for the Direct Hit Action card?
A: No, Raid Formation does not cause the ship to use its Sustain Damage ability, it only causes it to become damaged, so there is no window for Direct Hit to be used.

Q: Does Strike Wing Alpha II infantry killing get prevented by Shields Holding/re-roll abilities?
A: The rolls from Strike Wing Alpha II can be subject to rerolls before the ability is applied, but the infantry would be destroyed BEFORE any cancelation of hits.

Barony of Letnev:

Q: Can War Funding Omega be used on Anti-Fighter Barrage rolls?
A: No, War Funding Omega, War Funding, Munitions Reserves and Crown of Thalnos, are specific to combat rolls.

Q: Does the Barony of Letnev agent, Viscount Unlenn, allow an extra dice to be rolled during AFB?
A: No, the Barony agent only has an effect on combat rolls.

Clan of Saar:

Q: How does Clan of Saar's agent, Mendosa, interact with abilities that increase movement such as Gravity Drive or Flank Speed?
A: Clan of Saar's agent, Mendosa, will get an errata to "WHEN you activate a system." This means other bonuses would be applied after Mendosa takes effect.

Q: When leaving a Nebula, is Clan of Saar's agent, Mendosa, applied as a bonus or setting the move value?
A: The Nebula section of the LRR will be edited to reflect changing the printed move value of a unit to 1, Mendosa would be treated as a bonus and would override the Nebula's movement value rule.

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Embers of Muaat:

Q: How does The Embers of Muaat Hero, Nova Seed, interact with tokens (e.g. wormholes, Mirage)?

A: Nova Seed also purges all tokens other than command tokens and frontier tokens. Any faction specific tokens are returned to that faction.

Emirates of Hacan:

Q: Can Hacan trade action cards after having Political Secret played against them?

A: Arbiters is a passive ability and the Emirates of Hacan can trade Action cards regardless of having their Political Secret played against them.

Q: What happens if the Emirates of Hacan trade a planet during combat using their mech's ability? Particularly when combined with Integrated Economy or the Nomad faction technology Temporal Command Suite?

A: A planet that has the Hacan Mech can't be traded in combat. You can't produce ground forces on a planet with another player's ground forces. Future errata will clarify this.

Empyrean:

Q: When a player gives you their commodities and triggers Dark Pact, do you gain all the trade goods simultaneously or the Dark Pact TG separately? (For the purposes of Pillage)

A: It is a single gain of commodities and 1 TG simultaneously.

Q: Can the Empyrean flagship be used to repair the same ship, multiple times in the same combat round? Can it spend a 4 influence planet to use the ability twice?

A: The Dynamo's ability can be used multiple times in the same combat round by spending 2 influence, individually, each time. However, the same unit could not use its Sustain Damage ability multiple times during the same timing window.

Ghosts of Creuss:

Q: When multiple ships with capacity move through wormholes, how many fighters are placed with the Ghosts Commander, Sai Seravus?

A: When Sai Seravus is used, fighters are placed in the active system one at a time, up to the number of ships with capacity that moved through wormholes, or the capacity limit in the system is reached, whichever happens first.

Q: How does the Ghosts of Creuss Hero, Singularity Reactor, interact with tokens (e.g. wormholes, Mirage)?

A: All tokens stay with their original tile

L1Z1X Mindnet:

Q: Can the L1Z1X use harrow when they're defending during ground combat?

A: No, only the active player can use BOMBARDMENT.

Mahact Gene Sorcerers:

Q: If Mahact has an Arborec Command Token in their fleet pool, after another player activates an appropriate system that does not already contain a Mahact Mech, can the Mahact player produce a mech and then trigger that mech's ability to end a player's turn?

A: No, the mech was not in the system at the time of activation, so it didn't see the trigger for its ability.

Q: Can you use the Mahact Agent, Jae Mir Kan, to place a token using the secondary of the Construction Strategy Card without placing a structure

A: The system that you place a token in must have an eligible planet for you to put a structure on.

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Q: If the Mahact player has a token where they want to place a structure using another player's token, does the other player's token go in the system or to their reinforcements?
A: The token is still placed in the system.

Q: In regards to the Mahact Commander, Il Na Viroset, when does your turn end? Do you resolve when/after you activate a system abilities? Is this different from Nullification Field or Starlancer? Can you resolve end of your turn abilities?
A: Contrary to a previous Twitter ruling, when/after you activate and other abilities within your turn cannot be used when the Mahact player places a second token in a system. End of turn abilities can still be used. Any ability that ends your turn should be treated as ending your turn when they occur, and no further abilities during that same trigger window can take place.

Q: What's the interaction with the Mahact Commander, Il Na Viroset, and the Counterstroke action card?
A: Counterstroke cannot be played.

Q: Does Dark Energy Tap trigger if you used the Mahact Commander, Il Na Viroset?
A: No.

Q: Do ships roll when moving out of a gravity rift due to the Mahact Hero, Benediction?
A: Yes.

Q: When the Mahact hero, Benediction, is used who is considered the attacker and who is the defender? For ability purposes, is the combat system considered "The Active System"?
A: The ships being moved belong to the "attacker" and the ships not being moved belong to the "defender." The combat system is treated as the active system during that combat.

Q: When using the Mahact Hero, Benediction, is capacity resolved after moving ships before the space combat? (Only relevant if moving fighters away from a space dock)
A: A Capacity check is resolved before the space combat begins.

Q: When using the Mahact Hero, Benediction, can the Mahact player transport other players' ground forces from planets? Can the units' owner transport ground forces from planets?
A: No in both circumstances.

Q: When using the Mahact Hero, Benediction, can the Mahact player transport their own ground forces from planets when moving?
A: Yes.

Q: When using the Mahact Hero, Benediction, if another player's fleet is moved into a Mahact fleet, who is the attacker/defender?
A: The player that is moved is the attacker, the player that is moved into is the defender.

Q: Can Mahact use their mech ability on themselves?
A: Yes.

Q: If you are the Mahact player, what happens when an agenda tells you to "remove one of your command tokens from your fleet pool and return it to your reinforcements" but you only have tokens from other players in your fleet pool?
A: You are required to remove another player's token and return it to that player's reinforcements.

Q: If the law Fleet Regulations is in play, and Mahact already has 4 tokens in fleet, can they add another one and then discard one via Edict, or can they NOT add one after a combat win because of the "cannot" in Fleet Regulations?
A: The Mahact player can add a 5th token and choose one to return to their reinforcements from their fleet pool afterward.

Q: Can a player with 0 votes be targeted by Genetic Recombination? It is theoretically possible for someone to receive abilities via transaction to allow them to vote after the timing window of Genetic Recombination. Is there a defined difference between "cannot vote" and "currently has no votes" for the purposes of this technology?
A: Genetic Recombination happens before a player would exhaust planets to vote. So if a player cannot vote, or does not have votes to cast, they cannot be targeted by the tech. If they obtain an ability that would allow them to vote, they could be targeted by the tech before the votes are cast.

Mentak Coalition:
Q: Can the Mentak Coalition's hero, Sleeper Cell, be used to place a warsun if you do not own the warsun technology?
A: No.

Q: If Mentak's Hero, Sleeper Cell, is used and their last ship is destroyed during a round of combat in which they also destroy an opponent's ship, does combat continue?
A: Yes, after both players assign hits the Mentak player then places a ship from their reinforcements in the active system and combat continues.

Q: If you use the Mentak Coalition's Hero, Ipswitch, Loose Cannon, and lose your flagship in a combat, but destroy the other player's flagship and rebuild your own, can you score Unveil Flagship?
A: No, the wording on Unveil Flagship would prevent you from scoring it since your flagship was destroyed in the combat, regardless of the fact that it returned.

Naalu Collective:
Q: Can the Naalu Collective commander, M'aban, or the Yin Brotherhood commander, Brother Omar, allow the player to choose to produce only 1 infantry/fighter and then another with their commander?
A: Yes, both of these commanders allow the player to choose to only build a single fighter/infantry for 1 resource and gain an additional unit of that type each time they do.

Naaz-Rokha:
Q: Can the Naaz-Rohka hero, Hesh and Prit, be used when the player has no tokens in reinforcements?
A: The LRR will be updated to be more general towards taking off sheet if none are in reinforcements. This change should cover other requirements in this regard as well.

Q: Can you purge a relic fragment to gain a command token if you have no command tokens in your reinforcements?
A: Yes, you can purge the fragment and not gain a command token if there are none in reinforcements.

Q: For the Naaz-Rokha's Distant Suns ability, do you decide to draw the extra exploration card before you draw the first card, or after?
A: Before the initial exploration card is drawn.

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Nekro Virus:

Q: Can the Nekro Virus player use the Prophet's Tears Relic?
A: Yes, when the Nekro virus player uses their Propagation faction ability, they could exhaust the Relic to gain an action card. They cannot do this when they GAIN technology via their Technological Singularity faction ability.

Q: If the Universities of Jol-Nar player replaces a faction technology with their hero, what happens if the Nekro Virus player had a Valefar Assimilator token on it?
A: The token stays on the tech in the tech-deck and Valefar Assimilator still has that technology's text.

Q: Can I use the Nekro Virus' Agent, Nekro Malleon, or Psychoarchaeology or the Hacan Agent to interrupt another ability since the timing is "during the action phase"?
A: No, any ability that is used "during the action phase" cannot be resolved unless there are no other abilities currently being resolved.

Q: Are ground forces participating in combat via the Nekro Virus' Flagship, The Alastor, in the space area? Are they affected by Argent Flight's Strike Wing Alpha II's ability?
A: Ground Forces participating in space combat via The Alastor do not move from their origin location. If they were on planets at the start of combat, they stay on the planet, participate in combat, and are immune to SWA2's ability. If they started in space, they are in space and are subject to SWA2's ability.

Nomad:

Q: Does the Duranium Armor technology allow you to repair Nomad Mechs that have used their ability to cancel a hit during space combat?
A: No, Duranium Armor only affects units participating (rolling dice) in a combat.

Q: Does Nomad's Temporal Command Suite faction technology bypass transaction limits?
A: Yes, Temporal Command Suite's transaction does not affect performing a second transaction with the same player that turn.

Q: Does the Nomad's Hero, Ahk-Syl Siven, allow their flagship to pick up groundforces in systems that contain their tokens?
A: Yes.

Sardakk N'orr:

Q: Does a Ceasefire promissory note have any impact on committing ground forces from adjacent planets via Sardakk N'orr's commander, G'hom Sek'kus?
A: Will change "commit ground forces" in LRR to say "move" to ensure Ceasefire works. Will also prevent units from being committed to planets in anomalies without the appropriate technology, or through wormholes if Enforced Travel Ban is a Law.

Q: Can the Sardakk N'orr player commit ground forces via their commander, G'hom Sek'kus, on defense?
A: No, only the active player can commit ground forces.

Q: Does using Dominus Orb allow the Sardakk N'orr player to commit ground forces via their commander, G'hom Sek'kus?
A: No, G'hom Sek'kus is explicitly preventing committing from systems with tokens, and Dominus Orb is purged several steps before committing takes place.

Q: Can Sardakk N'orr's commander, G'hom Sek'kus, be used without moving any ships into the active system?
A: Yes, the commander can allow the Sardakk N'orr player to commit ground forces even without moving in ships.

Q: Does Valkyrie Particle Weave trigger after hits were produced if the hits were cancelled?
A: Yes, the hit from Valkyrie Particle Weave is still applied.

Titans of Ul:
Q: If you awaken a sleeper token or deploy your flagship and then your turn ends (Mahact mech, Nullification field, Minister of Peace), do you resolve combat?
A: Coalescence forces combat steps to occur. No other steps of the tactical action occur, and abilities can only be used within combat.

Q: If Titans of Ul have their commander, Tungstantus, unlocked and have 2 TGs and go to production to gain a third and build a carrier, is that TG able to be pillaged?
A: The gain and spend are simultaneous, so cannot be pillaged.

Q: Does the Titans of Ul promissory note "Terraform" count for the purposes of objectives like "Strengthen Bonds" or "Betray a Friend"?
A: Yes, when Terraform is attached to a planet it counts as being in that planet owner's play area.

Q: Does 63.3 (2 PDS on a planet max) mean that Titans couldn't place a PDS via Sleeper token onto a planet where another player already has 2 PDS? Related, if a planet has 2 PDS on it already can you DEPLOY the Titan's mech there, given that the mech is "when you would place a PDS"?
A: 63.3 does not prevent Titans from placing a PDS on a planet that contains 2 of another player's PDS units. You cannot place a structure on a planet with the maximum number of your structures, which prevents using the DEPLOY ability on a planet with 2 PDS of yours, or placing more PDS than would be allowed using Transit Diodes. You also cannot DEPLOY a mech if you have no PDS in reinforcements, but could remove a PDS from the board and then DEPLOY your mech to an eligible target planet

Q: If the Titans Agent is used to cancel the only hit "when" it is generated against a player that has Valkyrie Particle Weave as a technology, does VPW trigger?
A: The Titan's Agent will receive an errata to have the same timing as Shields Holding or Sustain Damage. "Before you assign a hit". The hit is still produced, VPW triggers, then the hit is canceled.

Q: Can the Titans Hel-Titan move via abilities like the action card Ghost Squad or via the Sardakk N'Orr Alliance?
A: No, structures cannot move.

Universities of Jol-Nar:
Q: When the Universities of Jol-Nar player uses their hero, Rin, do they swap all techs simultaneously or consecutively?
A: Simultaneously, that is to say the Universities of Jol-Nar player cannot swap out a tech and re-take it during this component action.

Q: If the Universities of Jol-Nar player replaces a faction technology with their hero, what happens if the Nekro Virus player had a Valefar Assimilator token on it?
A: The token stays on the tech in the tech-deck and Valefar Assimilator still has that technology's text.

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Vuil'raith Cabal:

Q: Can Vortex be used on a ship if a player doesn't have any of those ships in their reinforcements?
A: No, since they cannot fully resolve Vortex.

Q: Can a ship benefit from the Vuil'raith Cabal promissory note, The Crucible, if it would not be able to reach a gravity rift on the way to the active system without it?
A: Yes, once a system has been activated and The Crucible has been played, the bonus would apply to all ships that can make it to the active system, including the bonuses from the promissory and the rift they are passing through.

Q: Are systems that contain Vuil'raith Cabal's Dimensional Tears anomalies?
A: Yes, any game effect that references an anomaly includes systems containing Dimensional Tears.

Q: Can the Vuil'raith Cabal use their agent on someone who has their Trade Agreement used to take their commodities?
A: Yes, the commodities would not be there but the agent could still be used to capture a ship up to the player's commodity value.

Q: Does the Cabal Flagship capture other units that are destroyed in the same timing window in which it is destroyed?
A: Yes.

Q: Does Cabal Agent count as "converting your own commodities," or is the Cabal player converting them for the purpose of Pillage?
A: No, whenever commodities are converted to a player's own trade good area, they are not considered gained.

Winnu:

Q: Does the Winnu commander, Rickar Rickani, stack if Mecatol Rex is also a Legendary Planet?
A: No, the commander only triggers once no matter how many conditions are met, +2 is the max.

Xxcha Kingdom:

Q: Can the Xxcha Agent, Ggrocuto Rinn, be used to "ready" a planet that is not exhausted?
A: The target planet must be exhausted.

Q: If the Xxcha hero gives two players in the lead a Victory Point, and both players now have enough points to win the game, is the order for winning determined from Xxcha player (active player) onwards in initiative, or starting with the lowest initiatve?
A: Initiative order determines the winner. Initiative order is always the lowest initiative player onwards, regardless of who the active player is.

Q: Can the Xxcha Kingdom player play riders while using their hero, Xxekir Grom? Can other players use riders during the Xxcha hero?
A: Yes, the Xxcha player can play riders, and use their quash ability during their hero (other players do not vote, even if quashed). Other players cannot play any action cards as these are abilities.

Q: If Xxcha draws Covert legislation as one of their 5 Agendas with their hero, do they get to see the next agenda that would be tied to it as well? Related, what happens if they draw an agenda that says "if there are no laws in play..." off of their hero?

A: Xxcha would only get to see the agenda tied to Covert Legislation if it was one of the 2 agendas selected to resolve and they are the speaker, otherwise the speaker would see the agenda. If there are no laws in play a new agenda is drawn

Q: When using the Xxcha Kingdom Hero Xxekir Grom, can other players resolve agendas that affect the whole table, such as Galactic Crisis Pact?
A: The intent is that players still resolve agendas that the Xxcha player chooses off of their Hero. I recognize that this may conflict with RAW, but the intention was never to make other players unable to resolve agenda effects.

Q: Checks and balances against reads "Each player readies only 3 of their planets at the end of this agenda phase." Does this trigger at the end of Xxchas hero? At the end of the next agenda phase, not at all?
A: This effect does not trigger if it happens during the Xxcha Hero.

Yin Brotherhood:
Q: Does the Yin Brotherhood agent, Brother Milor, keep combat going after the last ship is destroyed?
A: Yes.

Q: Can the Yin Brotherhood commander, Brother Omar, or the Naalu Collective commander, M'aban, allow the player to choose to produce only 1 infantry/fighter and then another with their commander?
A: Yes, both of these commanders allow the player to choose to only build a single fighter/infantry for 1 resource and gain an additional unit of that type each time they do.