Twilight Imperium III

Shattered Ascension living rulebook

Contents

Note on this rulebook:

I have tried to incorporate all rules from these sources:

- Twilight Imperium 3rd Edition rulebook
- Shattered Empire rulebook
- Shards of the Throne rulebook
- FAQ
- Shattered Ascension rulebook 4.2beta

These rules have been written with the assumption of "increased plastic" from SA rules.

"Twilight Council" is the default political system for SA games. If preferred, just replace the SA Assembly card with the official one.

If there are errors/omissions, please let me know at the TI3 Tweaks forums.

Magic_Octopus

1. OVERVIEW

GAME OVERVIEW

In a game of Twilight Imperium, 2-8 players take the role of varied Great Races that are fighting for supremacy in the galaxy after the ruling Lazax Empire has fallen. The game is played over several rounds, during which players strive to fulfil Objectives in order to score Victory Points. The first player to reach a predetermined number of Victory Points is declared the winner and the new Emperor of the Galaxy.

Each race begins the game from their Home Systems, and slowly begins expanding and exploring the galaxy. They meet other races for Trade and for war, to form alliances and to vote for common policies and laws in the Galactic Council. Fleets are built, armies recruited and Technologies developed, in order to enforce important diplomatic relations and advance the races' cause.

Each of the 17 races has a set of unique special abilities, and begins the game with different units, planets and technologies. Each player also starts the game with a Secret Objective that is unknown to other players. The game board (the Galaxy) is different in each game. All these factors combine to create a unique and varied experience, and force the players to constantly find new tactics and strategies to be successful.

The game board (the galaxy) is built before the game begins. The galaxy consists of hexagonal tiles called "systems". In some systems there are planets. Players move units (ships and ground units) on the board to conquer these planets. Movement is handled by a game mechanism called "Activation". To "Activate" systems players use game pieces called Command Counters.

Planets provide the players with Resources and Influence. Resources are used to build more units and to acquire Technology Advances. Influence is used to purchase more Command Counters, enabling the players to take more actions. Influence also gives the players votes that are used in the Galactic Council.

During most game rounds, the Galactic Council convenes to vote on "agendas". These agendas vary from one time special events to permanent changes to the rules called "Laws". Different laws include, but are not limited to, changing the effects of some systems in the galaxy, to giving certain players new special abilities, to increasing or decreasing the power of different units (ships or ground units) in the game.

> *Examples of agendas*
> *"Closing the Wormholes": If this agenda is passed, wormholes may no longer be used to move across the board.*
> *"Crown of Emphidia": Players elect one amongst them to gain this card. He gains 1 Victory Point, but if anyone wins an Invasion Combat against that player they get the cards instead.*
> *"Ancient Artifact": If this agenda is passed, there's a 50% chance that all units at the centre of the galaxy are destroyed OR every player gains 2 Technology Advances.*

Players may form "Trade Agreements" with each other. Trade agreements provide the players with "Trade Goods" that can be used in place of resources (to build units or to buy technology) or Influence (to purchase Command Counters).

"Strategy Cards" are a central mechanism of the game. At the start of each game round, each player selects one of these cards. They give the players powerful special abilities that are used to form Trade Agreements, acquire Technology, gain Command Counters, convene the Galactic Council and so on. Not every card is selected every round, so the Galactic Council might not convene each round, or Technology might not be available for purchase every round, for example.

Each race begins the game with a random Secret Objective. This objective is kept hidden from other players, and often involves some kind of aggressive behaviour (for example, conquering another player's Home System). This Objective, if completed, gives the player 2 Victory Points, and is commonly an important factor in winning the game.

The game also has different kinds of publicly available Objectives that can be scored by all players.

> *Examples of Public Objectives:*
> *I won a Space Battle against at least 3 opposing ships this round.*
> *I control at least 2 ships at least 4 systems away from my Home System.*
> *I have 5 Technology Advances.*
> *I now spend 8 resources.*

Depending on which Objectives appear in each game, different strategies are necessary for achieving victory. The game ends when one or more players reach the required number of victory points. At that time, the player with the most points wins. If there is a tie, the player with the most planets outside their Home System wins.

COMPONENT OVERVIEW

THE MAP HEXES

Before every game of TI, players will create a unique game board by connecting the provided hexagon map pieces. Each individual piece is called a "system." The systems of TI each represent an area of space, its planets, and/or other elements of interest. Systems that contain an interior yellow outline are Home Systems from which the great races hail. Systems containing an interior red outline are Special Systems (such as Asteroid Fields) governed by special rules.

THE PLASTIC GAME UNITS

The detailed plastic pieces of TI (collectively called "units") represent the military personnel, shipyards, defence systems, and spaceships that players will command. Units not employed on the game board are kept in a player's reinforcement area.

THE PLANET CARDS

Representing the multitude of planets in TI, Planet Cards are used by players to indicate ownership over each individual planet and are "exhausted" (turned face down) when their owner "spends" the planets' resources or influence.

TECHNOLOGY TREES

At the beginning of the game, each player receives an identical Technology Tree depicting all the 30 Technology Advances. Throughout the game, when a player purchases (or otherwise acquires) a technology, the corresponding Technology is marked on the Technology Tree. The Technology Tree can be found in Appendix 7.

THE ACTION CARDS

The Action Cards of TI provide players with a variety of helpful events, manoeuvres, bonuses, and other advantages. Players receive Action Cards throughout the game by a variety of activities.

THE POLITICAL CARDS

Often the representatives of the great races must meet in the hallowed halls of the Galactic Council on Mecatol Rex to debate, deliberate, and enact policy for the custodial imperial charter. When a player executes the primary ability of the Assembly Strategy Card during the Action Phase (see page 41), one or more Political Cards will be put on the "docket". Each Political Card contains an agenda that all players must vote upon. The effects of an agenda can range from a minor formality, to a major change in the very structure of the game.

THE OBJECTIVE CARDS (PUBLIC, PRELIMINARY AND SECRET)

In order to win TI, players need to accumulate victory points. The primary way for players to receive such is by qualifying for the requirements of an Objective Card. The victory points provided by Public Objective Cards are attainable by all players, whereas those from Secret Objective Cards are individual to each player.

Preliminary Objectives are only temporarily available – once someone has scored them, they are no longer available to the other players.

ARTIFACT TOKENS AND OBJECTIVE CARDS

These tokens represent four ancient relics of power that are hidden somewhere throughout the galaxy. Each artifact also has a corresponding green Special Objective card worth 1 Victory Point to its controller. There are also "dummy" tokens that are not worth Victory Points but give out 2 Trade Goods upon discovery.

VOICE OF THE COUNCIL, MAGISTERIAL AND IMPERIAL

These cards are green Special Objectives that each give their holder one Victory Point. Voice of the Council is acquired through voting in the Galactic Council and it also gives the holder 5 extra votes (see the rules for Galactic Council on page 41). Magisterial and Imperial are awarded to any players who control enough planets outside their Home Systems (8 and 12, respectively).

THE TRADE CARDS

Each race has two Trade Contract cards which they can use to form trade agreements with other players. Each Trade Card has a numerical trade value which varies from race to race, with higher being better. However, the number indicates the number of Trade Goods that the Trade Partner gets, not what the player himself gets.

THE STRATEGY CARDS

Each of the eight (or nine, in a 4, 7 or 8-player game) cardboard Strategy Cards represents a powerful short-term strategy. During the Strategy Phase of each game round, each player will select one Strategy Card and must later use its primary ability. Each Strategy Card also enables an important secondary ability that other players may execute after the primary ability is resolved. In addition, there is a High Alert token for use with the Warfare Strategy Card. See Chapter 15 for a detailed discussion on Strategy Cards.

THE BONUS COUNTERS

After all players have selected a Strategy Card during the Strategy Phase, there will be one or more Strategy Cards remaining in the common play area. Before the Strategy Phase ends, the remaining Strategy Cards receive a Bonus Counter that is placed on top of the Strategy Card itself. A player that later selects such a Strategy Card will be able to use the Bonus Counter to receive an additional Command Counter or Trade Good.

COMMAND COUNTERS

The Command Counter in TI is the abstract but integral resource representing the domestic mandate, budget, organization, logistics, and preparedness of your race. When a player receives a Command Counter from his reinforcements, he must place it in either the Fleet Supply area, Strategy Allocation area, or Command Pool area on his Race Sheet. In order to execute tactical actions (such as moving, building, or initiating combat on the board), take advantage of the secondary abilities of Strategy Cards, or manage his fleets, a player must wisely allocate and spend Command Counters.

THE CONTROL MARKERS

At the beginning of the game, each player is provided with a generous number of flag-shaped Control Markers, each bearing the insignia of that player's race. The Control Markers are used to

represent a race wherever appropriate, such as on the Victory Point Track, on successfully achieved Objective Cards, to indicate ownership of planets and other instances.

THE TRADE GOOD COUNTERS

These counters represent the wealth and rewards of interstellar commerce. They are primarily obtained by active trade agreements while the Trade Strategy Card is being executed. A player's Trade Goods can be used as a direct substitute for either resources or influence (except when voting!), and are frequently used as currency among players to pay for bribes or other considerations.

THE VICTORY POINT TRACK

The Victory Point Track is used to indicate each player's accumulation of victory points. Note that the main side of the Victory Point Track has spaces numbered from 0 to 10, whereas the reverse side is numbered 0 to 14. The players may choose which side to use, depending on how many points are decided to be the winning amount.

THE SPEAKER TOKEN AND THE ROTATION CYCLER

The holder of this token (called the Speaker) is determined when the Assembly Strategy card is activated. The player who controls the Speaker Token always chooses the first Strategy Card during the next Strategy Phase. The Rotation Cycler determines the order, clockwise or anti-clockwise, of Strategy Card selection and activation of secondary abilities of Strategy Cards.

GROUND FORCE AND FIGHTER UNIT SUPPLEMENT TOKENS AND SHOCK TROOPS

The Ground Force and the Fighter units are the only units in the game that players may purchase unlimited quantities of. All other unit types are limited to the figures provided with the game. The Fighter and Ground Force supplement tokens represent the extra Fighter and Ground Force units that players may add to their forces. Shock troops don't have their own plastic figures. Each player uses the same cardboard counter to represent their Shock Troops, marked with the race's Control Marker.

THE RACE SHEETS

Enclosed in your game, you will find 17 large cardboard sheets, each representing one of the great races of the TI universe. After selecting a race to play, each player receives the corresponding Race Sheet, which provides each player with specific information for his race as well as helpful game information tables. The Race Sheet is also used for keeping track of a player's active Command Counters and Trade Goods.

RACE-SPECIFIC TECHNOLOGIES

Each of the 17 races has three Race-Specific Technologies. These Technology cards may only be acquired by the appropriate race (see page 43). Special Tokens have been included for use with the Ghosts of Creuss and the Embers of Muaat Racial Technologies.

FLAGSHIP CARDS

Each of the 17 races has the ability to build its own Flagship, a powerful warship with unique race-specific abilities. These ships may only be built by the appropriate race (see page 65).

FACILITY CARDS

These cards represent refineries and colonies that players may build on a planet to increase the planet's resources or influence value.

SPACE MINE TOKENS

Cruisers have the ability to deploy space mines. Ships moving into a system through borders covered with space mines could be destroyed before combat.

MECATOL REX CUSTODIAN TOKENS

These 3 Fighters and 2 Ground Forces represent guardians of Mecatol Rex. They must be defeated before annexing the capitol planet.

WORMHOLE TOKENS

Wormholes facilitate movement to distant systems across the galaxy. Some galaxies have more wormholes than others. These tokens can be used to create more interesting maps.

DOMAIN COUNTERS AND SPACE DOMAIN COUNTERS

Domain Counters are used with the Distant Suns and Final Frontier optional rules. They bring more randomness and excitement to the early expansion stages of the game. Domain Counters are placed on planets, while Space Domain Counters are in space.

NUMBER OF PLAYERS

These rules are written assuming that you will be playing TI with 6 players, but any player count from 2-8 can be used. The two player game is a somewhat different experience, more akin to "Twilight Imperium chess". Rules for 2-player games are in Appendix 2.

In games with 3 or 4 players, each player selects 2 Strategy Cards during every Strategy Phase, instead of the normal 1 (see page 14). If playing with 4, 7 or 8 players, nine Strategy Cards are used in the game instead of the normal eight.

RULES AND CARDS

If the effect of a card or other component seems to contradict the rules of the game, the card text is always correct.

CARDS, ABILITIES AND VARIABLES

Many different Political, Action, and Technology Advances modify, set, or limit the same numerical variables in the game. This is handled thusly:

First, all Political Cards, in the order that they entered the game, affect variables. Then your Technology Advances affect the same variables (with multiple relevant Tech cards being resolved in an order of the owners choice), and at last, the Action Cards affect the variables, in the order that such Action Cards were resolved. *Example: The Political Card "Humane Labor" lowers the production capacity of Space Docks to 2, but the Technology "Enviro Compensator," for example, would add one additional capacity for its owner (raising his limit to 3).*

2. SETUP

TABLE SETUP

Find an area of the table that is convenient for all players to reach. Designate this space the "common play area", and populate it with the following:

1. Action Cards and Political Card in separate decks (both shuffled)
    1. Leave room for Active Laws
2. Ground Force and Fighter supplemental counters
3. Trade Goods tokens
4. Non-Home system planet cards
5. The 8 Strategy Cards side-by-side, in order, with the Active side up.
    1. **If playing with 4, 7 or 8 players (only), include the 9th Strategy Card Prospect.**
6. Objective decks (Stage I and Stage II), shuffled, in separate decks
    1. Leave room for revealed objectives
7. Special Objectives Voice of the Council, Magisterial and Imperial
8. Artifact Cards
9. Victory Point Track

REINFORCEMENTS

Every player maintains a "reinforcement" area consisting of his unused plastic units and Command Counters. Whenever a player builds a unit, it is taken from his available reinforcements and thereafter placed on the board. (An exception to this is the Fighter and Ground Force Supplement counter, see later). Whenever a player receives a new Command Counter, it is taken from his available reinforcements and placed in one of the three appropriate boxes on his Race Sheet (Command Pool, Fleet Supply, or Strategy Allocation).

GAME SETUP

Complete the following sequence to begin the game:

1. Determine the galaxy type: traditional, Star-by-Star, or pre-set map (see Appendix 1).
2. Decide on the number of Victory Points required to win, and agree on which optional rules to use (p.78).
3. Have each player roll a die. Take seat positions around the table going clockwise from high to low.
4. Deal two random Secret Objective cards to each player. One of these must be discarded during step 11).
5. Race selection:
   a. Starting with the highest rolling player and going clockwise in turns, each player may in turn choose any available race to command, or announce pass to wait for step 5b)
   b. Remaining races are dealt out randomly, with the following advantage; they may be kept hidden and secret until the beginning of the first Strategy Phase. Upon receiving a random race, the player may reject it and draw another. A third draw is allowed, but this race must be immediately revealed.
6. Create the Galaxy (see Appendix 1) (or bid for Home System locations, if using a pre-set map).
   a. Optional: After the map (or bidding) is completed, for practical reasons, players may now change seats so that they are aligned with their HS positions.
7. Bid for Speaker Token: The player with the lowest roll may now place a bid on the Speaker Token (this bid may be 0 TG). Going counter-clockwise, players may either pass or bid over. The winning bidder is assigned Speaker (i.e. takes the Speaker Token), and all other players then receive a number of TG equal to winning bid.
8. The Speaker may now set the orientation of the Rotation Cycler (clockwise or anti-clockwise).
9. Normalize TG: All players now adds or subtracts the same number of TG such that the player with the lowest amount starts out with 1 TG.
10. Reveal the 3 Stage I Objectives, 3 Stage II Objectives and 2 Preliminary Objectives. Put the remaining Stage II and Preliminary Objectives back in the box.
11. Reveal hidden races, discard Secret Objectives and deal 2 Political Cards to each player.
    a. Note that it is important that the unused Secret Objectives are placed back in the game box, so that no one sees which objectives are not used in the game.
12. All players choose a different coloured set of plastic miniatures and take their races' Command Counters and Control Markers. These miniatures (units) and counters form the players' "Reinforcements".
13. Have each player place one of their Control Markers on the Victory Point Track at "0".
14. All players place their "setup units" (as indicated by their Race Sheets) and Leaders on their Home Systems. If a Home System contains several planets, any Space Dock, Ground Forces, PDS and Mechanized Units may be placed among them according to the player's wishes. Leaders may be placed on ships or planets. All players then take a Technology Sheet and mark their starting technologies on it.
15. All players now take their starting Command Counters from their reinforcements, placing them on their Race Sheets as follows: 2 Command Counters in the Strategy Allocation area, 3 Command Counters in the Command Pool area, and 3 Command Counters in the Fleet Supply area (with the "Fleet" side up).
16. Players will begin playing the game by starting with the Strategy Phase of the first game round!

Summary:
-Determine galaxy type and number of VPs
-Take seats according to random order
-Deal SOs, but don't choose SOs yet
-Races: from high to low, determine random or chosen (don't choose races yet). After declarations, players choose races, then randoms are given out
-Create galaxy or bid for starting locations; after, change seating
-Bid for Speaker token, set rotation
-Normalize TG, reveal objectives, discard extra SOs, deal 2 PCs to each player
-Finish setup (cards, counters)

3. THE GAME ROUND

TWILIGHT IMPERIUM is played over a consecutive number of game rounds with each round consisting of the following phases:

1. The Strategy Phase
2. The Action Phase
3. The Status Phase

After every Status Phase, if no player has yet declared victory, simply begin another game round starting with another Strategy Phase, etc. In this way the game continues, repeating the three phases above, until a player has achieved the agreed number of Victory Points. Victory points are generally claimed during the Status Phase as players fulfil the requirements printed on the various Objective Cards. In order to meet these various objectives, players must seek to expand their empires, forge alliances with other races, negotiate for the best outcome during the Galactic Council, and choose the optimal Strategy Cards during the Strategy Phase.

Game round vs. player turn
During each Strategy Phase each player takes one turn. During the Action Phase each player may take several turns. Completing the sequence from Strategy Phase to Status Phase makes up the game round.

THE STRATEGY PHASE

In the Strategy Phase, all players choose a Political Card as their proposed agenda for the Galactic Council. After this, they each select one Strategy Card from the common play area. Also, if a player has Fleet Supply greater than 8, they must pay an upkeep cost during the Strategy Phase.

POLITICAL AGENDAS

At the start of the Strategy Phase, each player must simultaneously reveal a Political Card and place it in the common play area with their Control Marker. If a player already has one of his Political Cards revealed (left over from a previous Strategy Phase), he may at this point change it. Each player only has one Political Card revealed in the common play area at any one time. The agendas may not be changed at any other time during the game round.

If and when the Assembly Strategy is activated during the Action Phase, the Galactic Council will convene to vote on one or several of these agendas. See chapter 9 on page 41 for more information.

It is important to note which agendas are revealed each round. This may have an effect on which Strategy Cards players choose!

STRATEGY CARDS

During every Strategy Phase, each player must choose one available Strategy Card from the common play area. The chosen Strategy Card grants its player a special ability during the upcoming Action Phase. At the beginning of every Strategy Phase, there are 8 possible Strategy Cards (or "strategies", or SCs) that players may choose from. These are: Leadership, Diplomacy, Assembly, Production, Trade, Warfare, Technology and Bureaucracy. (4, 7 and 8 player games use a ninth card called Prospect). Not only does the Strategy Card provide an important ability, but it also determines the order of play (during the Action Phase (as indicated by its number; see page 15).

After all players have revealed agendas the players proceed to select Strategy Cards. The Speaker chooses first, after which the selections proceed in rotation order. When selecting a Strategy Card, a player simply chooses and takes an available Strategy Card from the common play area and places it before him (with the "active" side facing up). That card is now no longer available for selection by the other players.

See Chapter 15 starting on page 69 for detailed descriptions of each Strategy Card.

ROTATION CYCLER

After the Speaker has first selected a Strategy Card, the selection process proceeds in the Rotation order from the Speaker. Each player selects one of the remaining Strategy Cards. This order is either clockwise or anti-clockwise around the table, as indicated by the Rotation Cycler. Before the first Strategy Phase, the Speaker determines the direction of rotation. From then on, the cycler can be "flipped" with the primary ability of the Bureaucracy Strategy Card during the Action Phase (see page 76). The Rotation Cycler also determines the order in which the secondary abilities of Strategy Cards are executed (see page 16).

Note that being farther from the Speaker (in the direction of Rotation) gives a player an increasingly limited choice of Strategy Cards (i.e., if Rotation is clockwise, the player to the immediate right of the Speaker will have the least number of cards to choose from).

BONUS COUNTERS

After all players have selected a Strategy Card, the Speaker places a Bonus Counter on the two remaining Strategy Cards. In this way, should a Strategy Card not be picked for several consecutive rounds, multiple Bonus Counters will accumulate on it. The presence of Bonus Counters makes a Strategy Card more attractive in subsequent rounds.

When a player selects a Strategy Card that contains one or more Bonus Counters, that player may immediately exchange each Bonus Counter for either a Trade Good or a Command Counter (either of which is immediately placed on the player's Race Sheet). After all players have chosen their Strategy Cards and the Bonus Counters have been placed on the remaining cards, the Strategy Phase ends and the game proceeds to the Action Phase. Note, that the last player to claim the Speaker Token will keep the Speaker Token until it is assigned to another player via the Assembly Strategy Card.

FLEET SUPPLY UPKEEP

A player employing exceptionally massive fleets must pay upkeep to keep up with the logistics. Each Strategy Phase, each player must spend resources equal to how much his Fleet Supply

exceeds 8. *For example, a player with Fleet Supply of 10 must spend 2 resources.* If he cannot pay, the excess Command Counters are immediately removed from his Fleet Supply and placed in the player's reinforcements.

STRATEGY PHASE IN 3- AND 4-PLAYER GAMES

During the Strategy Phase of a three or four player game, players must choose 2 Strategy Cards (when normally players would only choose 1). This is done over two rounds of selection, with the second round of selection using the same order of selection as the first round. Since each player will have two Strategy Cards, players **must now execute two separate Strategic Actions at some point during the Action Phase (one for each of their Strategy Cards) before they are allowed to pass.** Each individual Strategic Action is resolved as normal. A player may choose which of his Strategy Cards to execute first. The Order of Play is determined according to each player's lower numbered Strategy Card. *Example: Norr has selected the Leadership and Bureaucracy Strategy Cards. He takes the first action in the round, because his lower numbered Strategy Card is Leadership, which comes first in the Order of Play.*

THE ACTION PHASE

The Action Phase forms the heart of TI. It is during the Action Phase that players will execute the special abilities of their Strategy Cards, produce new units at their Space Docks, conquer new planets, and move their fleets into battle.

The Action Phase is resolved over a number of player turns in which each player may take a single action. Each player turn is taken in the order of play (see below). After the first player in the order of play has taken his action, the second player takes his action and so on. After the last player in the order of play has taken his turn, play returns once more to the first player who may take an action, followed by the second player, and so on. In this way, players keep taking one action at a time, following the order of play, until all players have passed and the Action Phase ends. A player that is currently in the process of taking his turn (i.e., action) is called the active player.

ORDER OF PLAY

Each Strategy Card has an Initiative Number printed near its top. This number represents what place in the order of play its owner will be. Thus, the player who has the Leadership Strategy card is always first, followed by the player who controls the Diplomacy Strategy card, etc.

The order of play, as dictated by the Strategy Cards, is as follows:
1. Leadership Strategy
2. Diplomacy Strategy
3. Assembly Strategy
4. Production Strategy
5. Trade Strategy
6. Warfare Strategy
7. Technology Strategy
8. Bureaucracy Strategy
9. Prospect Strategy

When the turn order advances to an unchosen Strategy Card in the common play area, simply skip it and proceed to the next number. If, for example, no player picked the Leadership Strategy card during the Strategy Phase, the first player in the turn order would be the player who selected the Diplomacy Strategy.

THE PLAYER ACTION

When it is a player's turn to take an action, he must execute **one** of the following:
- Strategic Action
- Tactical Action
- Transfer Action
- Play an Action Card playable "As an Action"
- Use a racial ability playable "As an Action"
- Pass

These actions are described in detail throughout the sections below.

A player can only take one action at a time. For instance, a player may not take two Tactical Actions during his turn, or first take a Strategic Action and then immediately play an Action Card "as an Action".

The only two compulsory actions every player must take during the course of a Game Round are the Strategic Action and Passing. One is not forced to take a Transfer Action, for instance. Moreover, every player may decide themselves the order in which to take the actions (except for passing, which is always last). Also, the Strategic Action and Passing are the only actions that by rule everyone only does once during a game round (Exception: In 3- and 4-player games each player takes two Strategic Actions). The other actions players may be able to execute several times (they each have their own limitations; the number of Tactical Actions a player may take is limited by the number of Command Counters they have in their Command Pool, for instance).

Example: A player might, during a game round, execute the following actions in this order: Tactical Action, Tactical Action, Strategic Action, Action card playable "as an Action", Tactical Action, Pass.

THE STRATEGIC ACTION

A player must, at some point during the Action Phase, execute a Strategic Action. When a player chooses to take his Strategic Action, he first reads and then resolves the Primary Ability as printed on his Strategy Card.

After the active player has finished resolving the Primary Ability, the other players, in **Rotation order** from the active player, may each spend one Command Counter from their Strategy Allocation area on their Race sheet to execute the Secondary Ability of the current Strategy Card. Special Exception: Players do not have to spend a Command Counter from their Strategy Allocation area when executing the Secondary Ability of the Leadership Strategy Card. The active player may not execute the Secondary Ability of his own Strategy Card.

After all players have completed (or passed on) the Secondary Ability, the active player's Strategy Card is flipped over onto its "Inactive" side and the player action is over. Thus, **a player may only take one Strategic Action per round** (two in 3- or 4-player games). Likewise, a player may only execute any given Secondary Ability once (but a player may, if he has a sufficient number of Command Counters in his Strategy Allocation area, participate in the Secondary Ability of several Strategy Cards during the game round).

The initiative number on each Strategy Card only determines the order of play. Players may execute their Strategic Action at a time of their choosing, regardless of its initiative number. It is likely, for example, that the player holding the Trade Strategy will take his Strategic Action before the player holding the Leadership Strategy, even if the Leadership Strategy has a lower initiative number. Details for each specific Strategy Card can be found in Chapter 15, starting on page 69.

THE TACTICAL ACTION

The Tactical Action is the primary function for engagement on the game board. It is during a Tactical Actions that you will move your fleets on the board, engage in space battles, transport your Ground Forces to new planets, build new units, etc.

The process of taking a Tactical Action always follows the "Activation Sequence" below:

THE ACTIVATION SEQUENCE

1) Activate a system
2) Move ships into the system & trigger Space Mines
3) PDS fire
4) Space Battle
5) Planetary Landings
6) Invasion Combat
7) Produce Units, Mines and Facilities

These steps are always conducted in this order.

Except for the first step (the activation itself), each individual step of the Activation Sequence is only resolved if necessary, that is if the condition for its resolution applies or it is initiated by the active player. A player, for example, may activate a system to produce new units there during step 7, but does not necessarily have to move any ships into the system during step 2. Or, a player may activate a system and move ships into the system, but if the system contains no enemy ships, there is no Space Battle during step 4, etc.

On the other hand, step 2 through 7 cannot be executed unless preceded by the initial activation.

If a player has no Command Counters left in his Command Pool, he cannot take a Tactical action, and therefore not move ships, fight battles, produce units, etc.

When the cards and rules of TI refer to a "friendly" unit or planet, it refers to a unit or planet belonging to you (i.e., a single player). Although you may have an alliance or be personally friendly with another player, for the purposes of TI rules, only your own units and planets are "friendly. "

When the rules refer to an "enemy" planet or unit, it refers to any unit or planet controlled by another player. Even though you may have an alliance with another player, and even though you may consider the other players your personal friends, for the purposes of TI rules, the units and planets of other players are considered "enemy." Neutral units (the Custodians of Mecatol Rex and units from Distant Suns tokens) are NOT considered "enemy".

THE ACTIVATION SEQUENCE IN DETAIL

Below, each step in the Activation Sequence is described in detail. Rules for how to resolve Space Battles and Invasion Combat start on pages 26 and 30, respectively.

1) Activate a System

Take an available Command Counter from your Command Pool and use it to activate a system by placing the Command Counter directly on a system (place the counter face up so that your race's insignia is showing). You cannot activate a system if one of your Command Counters has already been placed in the system (by a prior activation or by other means). **Indeed, it is never possible for any race to have more than one of their Command Counters in the same system.** You can, however, activate a system that contains one (or more) Command Counters belonging to other races (you may ignore their presence).

Players may not activate other players' Home Systems during the first game round. Also, players may not activate Supernovas or Asteroid Fields

A system that contains a player's Command Counter is considered to have been **activated** by that player. In summary: When the TI rules and cards refer to an "activated" system, this means a system that contains a Command Counter of the player in question.

As a general rule, for purposes of activation and movement, a player can ignore the presence of Command Counters on the board belonging to other players. This means, for example, that every race can activate a specific system. In such a case, that system would contain a Command Counter from each race and would be considered "activated" by all players. Although the Command Counters on the board belonging to other players do not limit where you may activate a system, it can be helpful to study which systems an opponent has activated, since those systems cannot be activated again by that player this round, nor can his ships in his activated systems move.

2) Move Ships into System & Trigger Space Mines

After you have activated a system, you may move friendly ships (within movement range) <u>into</u> the activated system. Any ship moving must always end its movement in the system that was just activated. The rules for moving ships during a Tactical Action are as follows:

- Every ship (except for Fighter units, which move with Carriers, War Suns or Flagships) has a movement value found on the unit table located on every player's Race Sheet. A movement of "1" indicates that a ship can move from its current system into an adjacent system. A movement of 2 indicates that the ship may move up to two systems from its current system, etc. A ship may start its movement from the system that is being activated, as long as it *finishes its movement in the activated system*.
- Any ship that can carry cargo (Ground Forces, PDS units etc.) may pick up units at any stage during the movement step (before, during, and after moving) from **unactivated systems and the system just activated.** Ground units aboard a ship, however, cannot be "dropped off" by the ship until the Planetary Landing step of the Activation Sequence. If the last unit on a planet is picked up by a ship, the owner of the planet must place a Control Marker on the planet to indicate that he controls it.
- A ship is not allowed to move through a system occupied by enemy ships (except Fighters). The only way to enter a system that contains enemy ships is to activate that system itself. Exceptions: Fleets with the Light/Wave Deflector Technology Advance may move through enemy fleets.

Also, Diplomats may allow moving through enemy fleets (see page 67).
- A ship may not move if it is located in a system that already has been activated by the active player (i.e., contains a friendly Command Counter placed *prior* to the current activation). **It therefore follows that once a ship has moved into an activated system the very Command Counter used for the activation will prevent the ship from moving again during the same round.** Ships are allowed to move *through* systems containing friendly Command Counters.
- A ship does not need to take the shortest route possible. As long as it has sufficient movement, it may take any desired route to the destination system.

If for any reason a player's Command Counter is removed from a system, that system can be activated again by the same player (and allowing any friendly units in such a system to move again, etc.).

In summary: Only ships that can actually enter the activated system may move. Ships that are out of movement range, that need to pass through a system containing enemy units, or are in a system already activated, may not move. Remember, any ship moving must always end its movement in the system that was just activated. See the detailed graphical example of a Tactical activation and movement on page 20.

Triggering Space Mines
Immediately after moving ships across a system border that has a Space Mine token, the active

player must roll dice equal to the number of non-fighter ships *moving through the minefield*. For each roll of 8+, he must assign a hit to the fleet. He does not need to roll for ships that are entering the target system through a border without a mine token. Also, he may not assign any hits from the minefield to ships that did not move through the mines.

After hits have been assigned and casualties removed, remove the Space Mine token from the board and resume the action.

Note that all movement during a single Tactical Action happen simultaneously. Thus, it is not possible for a player to first see which of his ships survive Space Mines and then decide whether he wants to move in more ships.

Space Mines are deployed by Cruisers - see p.61.

3) PDS Fire
After the active player has finished moving his ships into the activated system (and after any Space Mines rolls), all enemy PDS in range may fire at the active player's fleet. For every "hit," the activating player must assign a hit to his fleet. After enemy PDS units have fired, any PDS in range owned by the active player may then fire at enemy ships in the activated system.

Note that when firing your PDS units during another player's activation, you may only fire at the units controlled by the activating player. It is thus not possible to draw third party PDS fire at an enemy fleet by simply activating its system from afar. For more details on PDS units, see page 58.

4) Space Battles

If at this time there are ships controlled by two different players in the activated system (even Fighters) a Space Battle must be initiated between the two players. A Space Battle will continue until only one player has ships remaining in the system.

If a Space Battle is initiated, the active player is the attacker and the player whose ships were in the system before activation is the defender. For complete rules of how to resolve a Space Battle, please see the "Space Battles" section on page 26.

5) Planetary Landings

Ground units

These rules talk of ground units. These units include, unless otherwise stated, Ground Forces, Mechanized Units, Shock Troops and PDS units.

After any Space Battles are completed, the active player may now commence Planetary Landings by landing ground units from his ships onto planets in the activated system. If a system contains multiple planets, the active player may split any landing forces between them in any way he sees fit, but may not change his mind once the Invasion Combat step begins.

There are three types of Planetary Landings; Friendly, Neutral and Hostile.

Friendly Landing: A player lands units on a planet already under his control. Simply add the new units to the ones already there, if any.

Neutral Landing: A player lands units on a neutral planet (i.e., a planet not controlled by any player). After landing at least one ground unit (except PDS) on the neutral planet, the active player takes the corresponding Planet Card from the Planet Deck and places it, exhausted, in his play area. **Note that only a Ground Force, Shock Troop a Mechanized Unit can take over a planet.** If a PDS unit lands alone on a neutral or enemy planet, it is immediately destroyed.

Hostile Landing (also called an "Invasion"): A player lands units on a planet controlled by another player. If the planet contains one or more enemy ground units, this will result in an Invasion Combat during the Invasion Combat step. If the planet is controlled by an opponent but does not contain any enemy ground units, the planet falls without resistance. The invader simply removes the opponent's Control Marker and takes the corresponding Planet Card from the opponent, placing it exhausted into his play area. If there was an enemy Space Dock on the planet it is immediately destroyed (unless the invader landed an Agent or Shock Troop and is able to capture it. See pages 68 and 55, respectively).

6) Invasion Combats

After planetary landings, should any planet contain units of two different players, that planet must now engage in Invasion Combat. If a system has several planets engaged in Invasion Combat, the battles are resolved one-at-a-time in the order decided by the active player.

Landing PDS units with an Invasion

The invading player is allowed to land PDS units with his other units during the Planetary Landings step. Such PDS units do not participate in Invasion Combat, nor can they be taken as a combat casualty. If all the other invading units are destroyed during Invasion Combat, all invading PDS are immediately destroyed with no further effect. Details for how to resolve Invasion Combat are found in the chapter 5 on page 30.

6) Production

As the final step of a Tactical Action, the active player may produce
- Space Docks on friendly planets (see p.51),
- units in previously built friendly Space Docks (see p.51),
- Space Mines, if there are friendly Cruisers in the system (see p.61)
- and/or Facilities on friendly planets (p.36).

Space Docks and Facilities can only be built if the planet in question has been in the player's control for the entire game round.

Concluding a Tactical Action

After resolving the steps of the Activation Sequence (Activate a system, Movement & Mines, PDS fire, Space Battles, Planetary Landings, Invasion Combat, and Production), the Tactical Action is over and the opportunity to take an action proceeds to the next player in the order of play (see Order of Play, p.15).

TACTICAL ACTION MOVEMENT EXAMPLE

In this example, the Norr player has just initiated a Tactical Action during the Action Phase. As the first step, he takes a Command Counter from his Command Pool and places it on the system occupied by the Xxcha fleet and planet. After activating the system, he proceeds to the second step in the Activation Sequence. As the N'orr player may now move ships into the activated system, his movement options are as follows:

1. The Dreadnought has a movement rate of 1. Since the activated system is 2 spaces away, it is too far preventing the Dreadnought from moving into the activated system.

2. Although these two Cruisers are in two different systems, they each have a movement rate of "2," which allows them to reach the activated system. The two Cruisers may move into the activated system. The top Cruiser will move **through** a system that contains another N'orr Command Counter, which is perfectly legal.

3. This fleet of one Destroyer, one Carrier and four Fighters are all within movement range, and may all move into the activated system. If he wishes, the N'orr player may split the fleet and only move some of the ships (although the Fighters should stay with the Carrier).

4. These two Destroyers are within movement range of the activated system, but their system was already activated earlier by the N'orr player. This prevents them from moving to the activated system.

5. This N'orr Cruiser is within movement range to reach the activated system, but it cannot move through the Supernova or through the system containing two Xxcha Destroyers. This prevents the Cruiser from moving to the activated system.

6. After moving units into the activated system (being careful not to exceed his Fleet Supply) the N'orr player will engage in Space Battle against the Xxcha fleet there.

THE TRANSFER ACTION

The Transfer Action is a simple reorganization of units that cannot be effectively handled by the Tactical Action. The Transfer Action simultaneously activates *two adjacent systems that only contain units belonging to the active player* and allows units in either system to simultaneously move between the two systems. In addition to this movement, the active player may also produce units in one of the two systems if a Space Dock is present in either.

The process of taking a Transfer Action always follows the steps of the Transfer Sequence:

THE TRANSFER SEQUENCE

1) Activate two adjacent systems
2) Movement between systems
3) PDS Fire
4) Planetary Landings
5) Production (in one system)

Below, each step of the Transfer Sequence is described in detail:

1) ACTIVATE TWO SYSTEMS

After announcing a Transfer Action, the active player takes one Command Counter from his Command Pool and activates a system by placing the Command Counter upon it. Then the active player takes a Command Counter from his reinforcements and activates another system adjacent to the one just activated. **Both activated systems must contain at least one unit controlled by the active player and must contain absolutely no enemy units (including ground units)**.

REMINDER: When "activating a system" the active player places a Command Counter physically on the system itself (with his race insignia facing up). It is never possible for a player to activate a system that he has already activated (i.e., already contains one of his Command Counters).

2) MOVEMENT

The active player may now move friendly ships between the two activated systems according to the ships' movement ratings. As during a Tactical Action, Fighters, PDS, and Ground Force units must be transported by Carrier/War Sun (or other ship with transport capacity). *Example: A ship with a movement rating of 2 could move from system A to system B, pick up units in system B, and move back to system A.*

All Fighters and ground units must always be supported during a Transfer Action. This also means that you may not move ground units during a Transfer Action unless a unit with sufficient capacity is also moving with them.

3) PDS FIRE

After the active player has finished moving, enemy PDS in range may fire at the active player's fleets in the activated systems. PDS units that are in range of both activated systems may fire at only one of the systems, not both.

4) PLANETARY LANDINGS

During this step, any Ground Force and PDS units on board ships in the activated systems may land on friendly planets in their system. Note that during a Transfer Action you may only land forces on friendly systems, not neutral or enemy planets.

5) PRODUCTION

The active player may now produce units and Space Mines in one of the activated systems (but not both). He may build Space Docks, Mines, and other units, but all production must take place in the same system. Facilities may not be built using a Transfer Action.

PASSING

If a player does not wish to (or is unable to) take any additional actions, he may choose to pass. A player is only allowed to pass if he has already taken his Strategic Action. All players must therefore, at some point during the Action Phase, take their Strategic Action (and thereby allow other players to execute the Secondary Ability of the Strategy Card). In 3- and 4-player games, the player must have taken both of his Strategic Actions.

After a player has passed, he is no longer allowed to take any additional actions this round. When it normally would have been his turn in the order of play, simply skip him, and proceed to the next player. There are 2 exceptions: A player, who has passed, is allowed to execute the Secondary Abilities of Strategy Cards that are resolved later during the phase. A player is also allowed to take part in any vote(s) that happen after he has passed.

Example: After taking several actions, including his Strategic Action, the Hacan player decides to pass. After doing so, the game goes on for several additional cycles until the Letnev player decides to take his Strategic Action. After the Letnev has resolved the Primary Ability of the Strategy Card, the other players, including Hacan, are allowed to execute its Secondary Ability.

END OF THE ACTION PHASE

The Action Phase continues, repeating the order of play, until all players have passed. This could potentially result in a remaining player taking several consecutive actions, while all other players, having passed, must wait for him to finish his actions. Once all players have passed, the game proceeds to the Status Phase.

THE STATUS PHASE

The Status Phase, when compared to either the Strategy or Action Phase, is a straightforward experience. It is during the Status Phase that many of the game functions are "reset," such as players refreshing Planet Cards, discarding Command Counters from the board, etc. It is also during the Status Phase that players may gain victory points by meeting the requirements of a Public and/or Secret Objective Card, and develop their races by acquiring a Race-Specific Technology.

To resolve the Status Phase, follow the sequence below:

The Status Sequence
1) Claim Objectives
2) Progression Feedback to the leader
3) Research Racial Technologies
4) Produce Trade Goods
5) Refresh Planet Cards
6) Refresh Sustain Damage abilities
7) Remove Command Counters
8) Receive 1 Action Card, 1 Political Card and 2 Command Counters
9) Redistribute Command Counters
10) Return Strategy Cards

The Status Sequence steps are described here in detail:

1) CLAIM OBJECTIVES

In this phase, each player may announce that he has met the requirements of a face-up Public and/or Preliminary Objective Card, Secret or Racial Objective Card and/or Special Objectives, if any. Note that Stage II Public Objectives cannot be claimed until late in the game, see below. Whenever a player claims an objective, he places his Control Marker on the Objective Card (indicating that he has claimed that objective) and advances his Control Marker on the Victory Point Track the appropriate number of spaces. All kinds of objectives are claimed simultaneously by all players.

Once a player has received Victory Points for a specific Public, Racial or Secret Objective Card, he may not qualify for that Objective Card again. In addition, once a race has fulfilled one of their Racial Objectives, the other two are immediately discarded, and may not be claimed for the remainder of the game. Special Objectives, if lost, may be claimed again. Claiming Public, Racial and Secret Objectives is optional – claiming Special Objectives is compulsory.

Public Objectives

A player may only claim one Public Objective each Status Phase. After a player announces that he has met the requirements of a face up Public Objective Card, he must prove to his opponents that his claim is valid. Any number of players may claim each of the Public Objectives, as long as they fulfil the requirements.

Stage II Objectives

Stage II Public Objectives cannot be claimed until Stage II is initiated, which is when there are as many face-up Stage I Objectives as the number of Victory Points needed to win. E.g in a 10 point game, until 10 Stage I Objectives are revealed, the Stage II Objectives can only be seen (and planned for) but not claimed.

Stage II Objectives that state "I win the game" are worth the amount of points that are required to finish the game (in a 10 point game each such objective is worth 10 points) - claiming them does not mean automatic victory.

Note that the game begins with 3 Stage II Objectives revealed. Additional Stage II Objectives are only revealed if Stage II has been initiated and a bonus counter is added to the Bureaucracy Strategy Card.

Preliminary Objectives

There are two revealed Preliminary Objectives at the start of the game. They are claimed in a similar fashion to Public Objectives, and may be claimed simultaneously with them. When a Preliminary Objective is claimed for the first time (by one or more players), turn it face down. It may not be claimed again in the game.

Racial Objectives

Each race starts the game with three Racial Objectives of varying difficulty and point value. The Objectives are worth one, two and three Victory Points. During any Status Phase, a player may score one of his own Racial Objectives INSTEAD of his Secret Objective. Then, he must discard the other two Racial Objectives. Thus, each player must weigh carefully if they are better off scoring an easier or more valuable Racial Objective.

Secret Objective

If a player has met the requirements of his Secret Objective Card, he may now reveal the card, prove

that its objectives are met, and then claim its victory points. He then places the card it in the common play area with one of his Control Markers. Again, note that a player may not score his Racial Objective and Secret Objective in the same Status Phase.

Special Objectives

There are three kinds of Special Objectives in the game: Voice of the Council, Artifacts and two planet control objectives (Magisterial and Imperial). Each of the Voice of the Council and Artifact Objectives can only be qualified for by one player at a time. Magisterial and Imperial must, however, be claimed by anyone who controls enough planets. Claiming Special Objectives is not optional – you automatically gain the Victory Point if you qualify.

Unlike Public and Secret Objectives, Special Objectives may be lost. As soon as the requirements for the objectives are not met, they are lost and the player loses the associated Victory Points. However, they may also be reclaimed.

Voice of the Council

The player who was elected Voice of the Council during the Primary Ability of the Assembly Strategy Card must now qualify for the objective. He gains 1 Victory Point and may add 5 votes to his vote total in future votes. If another player is elected in the future, the previous holder loses the Victory Point and the extra votes. For more information on Voice of the Council, see page 42.

Artefacts

If a player controls any Artefacts, he must now claim the relevant objectives. He gains 1 Victory Point for each Artifact controlled. For more on Artefacts, see page 35.

Magisterial and Imperial

If you control at least 8 planets outside your Home System you get 1 Victory Point from Magisterial. If you control at least 12 planets outside your Home System, you get 1 additional Victory Point from Imperial. As soon as the number of planets you control outside you Home System goes below the required number, you lose the respective Victory Point(s).

Winning the Game

After all players have finished claiming objectives, if at least one player has the minimum number of Victory Points required to win (as agreed on at the start of the game), the game ends. Whoever at this time has the most Victory Points has gained the power needed to claim the Imperial Throne on Mecatol Rex. The Winnaran Custodians will step aside for their new emperor, who must lead the galaxy to a new age of prosperity and peace.

Example: In a 10 point game at the beginning of the Status Phase Yssaril is at 6 points, Hacan at 9 points and Yin at 7 points. Yssaril scores 1 Public Objective worth 1 point, 2 Artefacts and his Secret Objective. Hacan scores 1 Public Objective worth 1 Victory Point. Yin scores the same Public Objective as Hacan, but also scores his Secret Objective. The game is over. Although all the players have 10 or more points, Yssaril wins because he has 11 points.

Note that if a player does not control all the planets in his Home System, 3 Victory Points should have been deducted from his total. See page 32.

Tiebreakers

If more than one player scores the same number of Victory Points, victory goes to the player who controls most planets outside his Home System. In the unlikely case that this also is equal, the other participants around the board must vote for either a 'moral winner' or a split victory!

Winning the game during the Action Phase

Note that although generally Victory Points are scored in the Status Phase, it is possible to receive them during the Action Phase. Most commonly this happens due to the execution of the Bureaucracy Strategy Card (page 76), but also various Political Cards may give players points. Thus, it is possible to win the game outside the Status Phase. **If a player reaches the minimum number to win the game at any time, the game ends immediately.**

2) PROGRESSION FEEDBACK AND SCUTTLING

The player with the most Victory Points receives a number of Trade Goods equal to the difference in Victory Points to the player in second place. *Example: Yssaril is in the lead with 5 points. Norr is second with 3 points. Yssaril receives 2 Trade Goods.*

Scuttling

At this time, players are allowed to scuttle (destroy) any of their own units on the board. Scuttled units are simply returned to the player's reinforcement pile and become available for production during the next Action Phase.

3) RESEARCH RACIAL TECHNOLOGIES

Each player may now purchase a single Racial Technology that belongs to their race. The base cost in resources for each technology is printed on the card. That cost is reduced by the VP total of the race, and increased by the cost of each Racial Technology the race has previously acquired.

Example: A race has race-specific technologies with costs 4, 3, and 6. They have previously acquired the two first ones and now have 5 VP. To acquire the last one, the cost will be 6(printed cost) + 4(cost of previous) +3(cost of previous) - 5(VP discount) = 8 resources.

4) PRODUCE TRADE GOODS

If players have unexhausted planets, they may produce trade goods by spending 2 resources per TG produced. Any player who has the Micro Technology Technology Advance may also use Influence, with the same ratio.

5) REFRESH PLANET CARDS AND SPACE DOCKS

Each player refreshes his exhausted Planet Cards by turning them face up. All Space Docks that are exhausted are refreshed and turned upright. Players may use Refresh abilities (see page 35) on their planets.

6) REPAIR SUSTAIN DAMAGE UNITS

All damaged units are returned to their normal upright position on the game board. They are no longer considered to be damaged.

7) REMOVE COMMAND COUNTERS

Each player now removes all his Command Counters from the game board, placing them in his reinforcements pile.

8) PLAYERS RECEIVE 1 ACTION CARD, 1 POLITICAL CARD AN 2 COMMAND COUNTERS

Each player now receives one Action Card from the Action Card deck, 1 Political Card from the Political Deck and two Command Counters from his reinforcements (placing each Command Counter in any of the three appropriate areas of his Race Sheet).

9) REDISTRIBUTE COMMAND AREAS

Each player (in order of play, if necessary) may now redistribute the Command Counters between the Strategy Allocation, Command Pool, and Fleet Supply areas on his Race Sheet. If a player reduces the number of Command Counters in his Fleet Supply, remember to check that all of his fleets on the board are in compliance with his new fleet size limit.

10) RETURN STRATEGY CARDS

Each player now returns his Strategy Card to the common play area. Here the eight Strategy Cards will be ready for the beginning of the next game round.

END OF A ROUND

After the Status Phase has been completed (and provided no winner has yet emerged), the game round is over and another game round begins with a new Strategy Phase. In this way, the game is played over a series of game rounds until a winner has been determined.

4. SPACE BATTLES

If the active system contains ships belonging to the active player and ships belonging to an opponent, a Space Battle must be fought. A Space Battle is fought over a consecutive number of combat rounds until only ships of one player remain (or the ships of both players have been simultaneously destroyed).

PRE-COMBAT

Before the actual Space Battle begins, players must resolve any pre-combat actions. The following is a list of possible pre-combat effects:

Anti-Fighter Barrage
Action Cards that state "Immediately before a space battle" or words to that effect
Assault Cannons
Creuss Racial Technology Dimensional Splicer
Mentak ability
Minister of War
Naalu Racial Technology Psionic Relays

First both sides roll for Anti-Fighter Barrage and remove casualties. Then remaining pre-combat effects are conducted simultaneously by the attacker and defender. Ships moving into the system using Naalu Psionic Relays do not get the benefit or harm from any pre-combat effects.

Naalu retreat ability takes place before the Space Battle step of the Tactical Action sequence. Thus, it precedes any and all other pre-combat abilities and effects. If Naalu retreats like this, the space battle "never happened" and it is not considered "won" or "lost" by either party for the purposes of objectives.

DESTROYER ANTI-FIGHTER BARRAGE

Before the first round of Space Battle, roll two dice for each Destroyer unit in the battle. For every result equal to or higher than the Destroyer's combat value (all combat values can be found on the unit table on every player's Race Sheet), the opponent must take one Fighter unit as an immediate casualty. Such eliminated Fighter units are removed immediately and placed back among a player's reinforcements; they do not receive return fire and will not participate in the upcoming Space Battle. A fleet containing no Fighter units is unaffected by pre-combat Destroyer fire.

OTHER PRE-COMBAT EFFECTS

The details for the other pre-combat effects can be found on the respective Action, Political and Technology Advances and the Mentak Race Sheet.

THE SPACE BATTLE ROUND

After finishing any "before combat" actions, continue to the actual combat. A Space Battle always follows the Space Battle Sequence:

THE SPACE BATTLE SEQUENCE

1) Announce withdrawals/retreats
2) Roll combat dice
3) Remove casualties
4) Execute withdrawals/retreats

After step 4, if both players still have ships remaining in the system, repeat the Space Battle Sequence until only one player has ships remaining, or all ships in the system have been destroyed. Below, each step of the Space Battle Sequence is described in detail:

1) ANNOUNCE WITHDRAWALS/RETREATS

At this time, the attacker may **announce** a withdrawal and the defender may announce a retreat. Normally, withdrawals and retreats are **executed** after at least one combat round. Note that the Naalu retreat ability happens before the Space Battle step. See Pre-Combat, above.

The attacker first has the option to announce his withdrawal from battle. If the attacker chooses not to declare a withdrawal, then the defender may declare a retreat. Note that if the attacker does decide to withdraw, the defender may not retreat at all.

Announcing a withdrawal or a retreat, the player must declare a target system. **Retreats and withdrawals are always done into systems containing no enemy ships** (there can be Space Docks, and/or ground units) adjacent to the Space Battle.

A withdrawal (by the attacker) may only be declared if the system withdrawn into has already previously been activated by the attacker.

Retreat (by the defender), however, may also be declared into an unactivated system. The system will be activated after the retreat has been executed. The command counter for the activation comes from the player's Strategy Allocation. Thus, an activated fleet may not declare a retreat into an unactivated system unless the retreating player has at least one Command Counter in his Strategy Allocation.

When announcing a retreat (or withdrawal), the player need not pay attention to his Fleet Supply in the system being retreated to. Any excess ships will be removed after the retreat (or withdrawal).

2) ROLL COMBAT DICE

During this step, both players simultaneously roll combat dice for every one of their spaceships in the battle. Note that Dreadnoughts, War Suns and Flagships roll more than one combat die. For each result that is equal to or higher than the combat value of its ship, a "hit" is scored (all base combat values can be found on the unit table on a player's Race Sheet). Players must remember the total number of successful hits as they move to the next step.

Example: The attacking player has a fleet of three Cruisers and one Dreadnought. During the first battle round, he rolls for his attacking ships. He takes three dice for the Cruisers (Combat Value 7) and rolls a 2, 5, and 7 -- one hit. Then he takes two dice for his Dreadnought and rolls a 6 and a 4 -- one

hit. The attacking player announces that he has inflicted a total of two hits on the defending fleet. The defending player has two Fighters (supported by a Space Dock in the system) and one Destroyer. He takes two dice for the Fighter units and rolls a 3 and a 5 -- both misses. Then he takes one die for his Destroyer and rolls a 0 (a 10) a hit. The defending player announces that he has inflicted one total hit on the attacking fleet.

3) REMOVE CASUALTIES

Each player must now take a number of casualties equal to the number of hits scored by the opponent in step 2.

First the attacking player removes his casualties. For every casualty, he must destroy one of his ships of his choice or damage one of his Dreadnoughts or War Suns (if a damaged Dreadnought receives a second hit or War Sun a third hit, it is destroyed). Destroyed ships are placed among a player's reinforcements, and become available for production once again. After the attacking player has removed all his casualties, the defending player must then remove his casualties.

Note that whenever a player removes casualties in TI, the casualty is always determined by the affected player. Since Fighters are the cheapest unit to produce, they make effective "cannon fodder" and are thus typically among the first units to be chosen as casualties.

Example: The defending player scored one hit. The attacking player then chooses to damage his Dreadnought (soaking up a casualty). The attacker scored a total of two hits. The defending player

chooses to remove two Fighter units as casualties and places them back with his reinforcements.

4) EXECUTE WITHDRAWALS/RETREATS

If the attacking player announced a withdrawal or the defending player announced a retreat during step 1 of the Space Battle Sequence, that player must now execute the withdrawal/retreat, following the rules below.

A withdrawal or retreat is not allowed if, at this point in the battle, the opposing player has no units left in the system. Even if a player announced a withdrawal or retreat at the beginning of the combat round, if he has somehow managed to destroy all the opposing units, the withdrawal/retreat is cancelled and the units must remain in the system.

The system withdrawn or retreated into was declared at the start of the space battle round. For a retreat, if the system was not already activated by the retreating player, he must now activate it with a Command Counter from his Strategy Allocation area, unless all his ships were destroyed in the battle.

After a successful withdrawal or retreat, make sure that the withdrawing/retreating player is still in compliance with his Fleet Supply (see rules for Fleet Supply on page 38) and has sufficient Fighter capacity (see the Fighter unit's description on page 60) in the new system. If not, he must immediately destroy the excess ships.

END OF A SPACE BATTLE

After the first Space Battle round is completed, if both players still have surviving ships in the system, another Space Battle round begins. This continues until only one player has ships in the system (or the ships of both players have been eliminated).

SPACE BATTLE EXAMPLE

In this example, the Xxcha player has just activated a N'orr system, moving a fleet of one Carrier unit (carrying two Ground Forces), three Fighter units (also supported by the Carrier) and one Cruiser unit.

1

As the N'orr has two Destroyer units in the battle, and the Xxcha has Fighter units, the N'orr Destroyers each will roll two dice for their pre-combat "Destroyer Anti-FighterBarrage." The results are 2, 2, 5, and 6 (all misses). The players then proceed to the firs tstep of the Space Battle Sequence. The Xxcha player announces that he will not withdraw, and the N'orr player announces that he does not wish to retreat.

2

The Xxcha player now rolls combat dice for his units. His Fighters roll a 3, 5, and a 10 (one hit), his Carrier a 6 (a miss), and finally his Cruiser an 8 (one hit). The Xxcha player announces that he has made **2** successful hits. Then the N'orr player rolls three combat dice for his spaceships. The N'orr Cruiser rolls a 8 (a hit) and the two Destroyer units roll a 9 and a 10 (both hits). The N'orr player announces that he has made 3 successful hits. As casualties, the Xxcha player elects to destroy three Fighter units. The N'orr player removes his two Destroyer units.

3

The second round of Space Battle combat now begins. The Xxcha player declares that he will not withdraw, and the N'orr that he will not retreat. The Xxcha player then proceeds to roll a 9 with his Cruiser (hit), and 1 with his Carrier (a miss). The N'orr player rolls a 3 with his Cruiser (a miss). As he must sustain one casualty, the N'orr player must destroy his remaining Cruiser, and the Space Battle is now over with the Xxcha player victorious.

During the Planetary Landings step of the Activation Sequence, the Xxcha plans to land the two Ground Forces on the N'orr planet, starting an Invasion Combat.
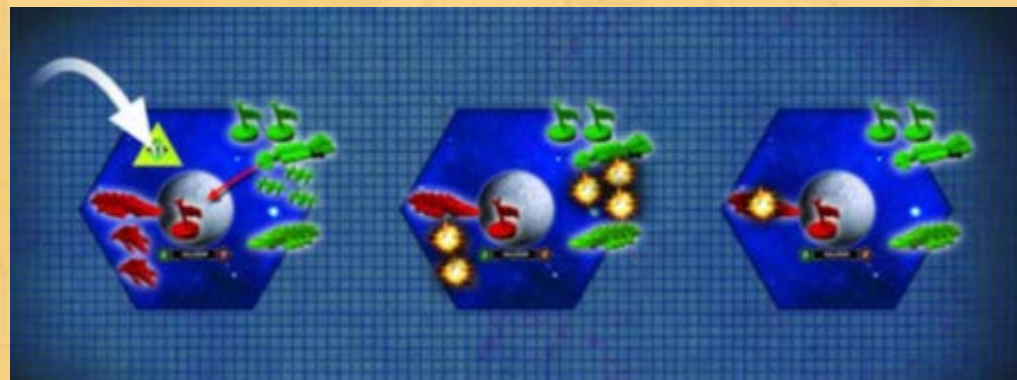
5. INVASION COMBAT

After the active player has landed one or more ground units during the Planetary Landings step of a Tactical Action, an Invasion Combat must be fought if the destination planet holds any enemy Ground Forces, Shock Troops or Mechanized Units.

Invasion Combat is executed almost identically to Space Battle, with the notable exception that no withdrawals or retreats are allowed.

Landing PDS units with an Invasion
The invading player is allowed to land PDS units with his other units during the Planetary Landings step. Such PDS units do not participate in Invasion Combat, nor can they be taken as a combat casualty. If all the other invading units are destroyed during Invasion Combat, all invading PDS are immediately destroyed with no further effect. PDS units may never take control of a planet on their own.

BEFORE COMBAT

Before the actual Invasion Combat begins, players must resolve pre-combat actions such as planetary bombardments, defensive PDS fire and assign commandos.

1) BOMBARDMENTS

The active player's Dreadnoughts and War Suns may bombard planet before any Invasion Combats take place. **They may bombard even if no Invasion**

Combat is about to happen, that is if no attacking ground units have been landed on the planet. However, the decision to land must be made before making bombardment rolls.

Roll one combat die for every Dreadnought, three for every (undamaged) War Sun. Each ship may only bombard one planet, so a War Sun may not divide its bombardment dice. Remove one enemy Ground Force on the contested planet for every result equal to or higher than the combat value of the bombarding unit. If there are any Mechanized Units on the planet, they are removed before Ground Forces, and may not use the Sustain Damage ability against bombardment.

Each PDS Unit on the planet (max. 2) cancels one bombardment hit. If there is ALSO a Scientist on the planet, one additional hit is cancelled.

Ground Forces, Shock Troops and Mechanized Units destroyed by bombardment are removed immediately, do not receive return fire, and will not participate in the upcoming Invasion Combat.

If a planet takes more hits from bombardment than it has Ground Forces, Shock Troops or Mechanized Units, and the active player so wishes, the planet immediately reverts to neutral status. If a planet reverts to neutrality, all PDS and Space Dock units on it are removed. If this happens, the PDS do not get return fire.

2) PDS FIRE

After the attacking player has finished his bombardment, the defending player may fire a single shot with each PDS unit on the contested planet. The defending player rolls a die for every

PDS unit present, and for every result equal to or greater than the combat value of the PDS unit, the invading player must assign a hit to his invasion force. Attacking units destroyed by defending PDS do not receive return fire and will not participate in the upcoming Invasion Combat.

3) ASSIGN COMMANDOS

This step only happens if there are Shock Troops landing along with Ground Force units. After removing casualties from the PDS fire, the attacker may assign any number of landing Shock Troop units as Commandos. Commandos do not participate in the Invasion combat - they do not roll combat dice nor can they be taken as casualties – but each Commando can capture one PDS or a Space Dock after a successful invasion.

See page 55 for more rules on Shock Troops and Commandos.

THE INVASION COMBAT ROUND

After any bombardment and defensive PDS fire has been resolved, the players proceed to the Invasion Combat itself. Like a Space Battle, Invasion Combat is fought over a series of consecutive combat rounds until only one player's units (or none) remain.

To resolve an Invasion Combat round, follow the Invasion Combat Sequence:

THE INVASION COMBAT SEQUENCE

1) Roll combat dice
2) Remove casualties

The sequence is here described in detail:

1) ROLL COMBAT DICE

Both players simultaneously roll one die for every friendly Ground Force and Shock Troop (but not Commando!) and two dice for each undamaged Mechanized Unit (only one die for a damaged MU) on the planet. For every result equal to or higher than the combat value of the unit, the player scores a "hit." Players must remember their total number of successful hits as they move to the next step.

2) REMOVE CASUALTIES

Each player must now assign the hits scored by the opponent in step 1. Shock Troops must be killed first. Casualties are, as always, returned to a player's reinforcement pile. If, at this point, both players still have units remaining on the planet, another Invasion Combat round is initiated. This continues until only one (or no) player has units left on the planet.

INVASION SUCCESS?

If all defending units were destroyed and at least one attacking Ground Force, Shock Troop or Mechanized Unit survived the battle, the invasion is a success. All defending PDS units and any Space Dock on the planet are immediately destroyed. The attacking player then claims the Planet Card from the previous owner and places it, exhausted, into his play area.

The Attacker then promotes one of his invading Ground Forces into a Shock Troop. If he has more than one Ground Force remaining, and he has the Gen Synthesis Technology Advance, he may promote two Ground Forces. If he has no other ground units on the planet, mark the Shock Troops with the race's Control Marker.

Since combat is simultaneous, it is possible that all the units on both sides were destroyed. If this is the case, the defending player retains control over the planet and simply places one of his Control Markers on the vacant planet to indicate this.

6. THE SYSTEMS

There are three types of systems in TWILIGHT IMPERIUM, home systems, special systems and regular systems:

HOME SYSTEMS

(Interior Yellow Border)
These represent the starting systems for each of the 17 great races. Containing the races' home worlds, Home Systems play a significant role in the game and are subject to some special rules.

Players may not activate other players' Home Systems during the first round of play. Home Systems are also immune to several Action and Political Cards, and the secondary ability of the Diplomacy Strategy Card.

If a player at any time loses control of any of the planets in his Home System, he immediately loses 3 Victory Points. The Clan of Saar is immune to this limitation. A player's Victory Point total may never be less than 0, or less than the number of Special Objectives he controls. These points are immediately returned if he regains control of all the planets in his Home System.

The Creuss Gate system is not considered a Home System.

SPECIAL SYSTEMS

(Interior Red Border)

The Special Systems represent three unique types of interstellar terrain, governed by the following rules:

ASTEROID FIELDS

A player's ships may not move through an Asteroid Field unless that player has gained the Anti-mass Deflector technology. If a player does have the required technology, he may move his ships through an Asteroid Field, but it is never possible, by any means, for a ship to end its movement in an Asteroid Field. An Asteroid Field may never be activated (Exception: The Clan of Saar may activate an Asteroid Field after acquiring the Racial Technology Chaos Mapping.)

Asteroid Belts

Asteroid Belts are "terrain features" that exist between systems. Like Asteroid Fields, ships may not move through them unless the player has the Antimass Deflectors Technology Advance.

NEBULA

- A Fleet defending a Nebula receives +1 to its combat rolls during any Space Battle
- Ships can never move through a Nebula (but ships can move into a Nebula via normal activation)
- A ship leaving a Nebula always has its movement reduced to 1 (regardless of technology modifiers, Action Cards or the Warfare Strategy Card).

SUPERNOVA

These fiery dying stars are incredibly dangerous and absolutely impassable. Only units of the Embers of Muaat may move through them. A Supernova may never be activated.

ION STORM

- Ships may not move through an Ion Storm unless they possess the Maneuvering Jets Technology (however, ships can move into an Ion Storm via normal activation).
- PDS Cannons may never be fired at ships inside an Ion Storm.
- Fighters do not roll any dice during combat inside an Ion Storm. However, Fighters may still be taken as casualties.

GRAVITY RIFT

- Gravity Rifts grant +1 movement when moving through them in a non-straight line (i.e., not exiting on the opposite side of entering.)
- Ships in Gravity Rifts do not block enemy movement.
- Unless they possess the Maneuvering Jets Technology, roll one die for each ship passing through the Gravity Rift. At a roll of 1-3, the ship ends its move there. Place a Command Counter from reinforcements pile in the system. If there are already enemy ships present, immediately conduct a Space Battle.

REGULAR SYSTEMS

Regular systems are either empty, or contain one or several planets (see the "Planets of Twilight Imperium" below). Some regular systems also contain an end of either the Alpha or Beta Wormhole. The large majority of the TI galaxy consists of regular systems, and they form the battle grounds and points of contention for the great races.

Although considered a regular system, the Mecatol Rex system is never randomly distributed to players before the galaxy is created. Normally, Mecatol Rex is in the center of the galaxy, but on pre-set maps it may be elsewhere.

WORMHOLES

In TI, Wormholes are spatial anomalies that connect distant areas of space. A system containing one end of a Wormhole is considered adjacent to a system containing another end of its Wormhole type (Alpha, Beta, C or D) for purposes of *movement*. For example, a ship with a movement rate of 1 may move from a system containing a Beta Wormhole, directly to another system containing a Beta Wormhole (remember that all movement is still part of an Activation Sequence in which ships must end their movement in the activated system). If only one Wormhole of a type is in play, it has no function in the game and is ignored.

The D-wormhole created by the Creuss Flagship Hil Colish can only be used by the Creuss.

Note that the wormhole systems are considered adjacent only for movement purposes. This means that you cannot fire PDS cannons, annex planets etc. through a wormhole. You may, however, make Transfer Actions and execute Retreats through wormholes.

7. THE PLANETS OF TWILIGHT IMPERIUM

The real points of interest in the TI galaxy are its planets. Each planet is printed with its resource value (number with a green background, influence

value (red background), and possibly a technology specialty (red, yellow, green or blue symbol). When a player successfully invades a planet (neutral or enemy), he immediately claims its corresponding Planet Card. Resources represent a planet's economic surplus, which can be used by its owner to purchase units and technology. Influence represents a planet's population, knowledge base, and/or political importance. Influence is used to acquire Command Counters, to play certain Action Cards, and to provide vital votes at The Galactic Council.

RECEIVING PLANET CARDS

Whenever a player receives a Planet Card, by either successfully taking over a neutral planet or by successfully invading an enemy planet or by any other means, he claims the corresponding Planet Card and places it, exhausted, in his play area. A newly claimed Planet Card is always received exhausted, even if the previous owner had not yet exhausted it.

CONTROLLING PLANETS

To take control of a planet, a player must normally have successfully landed at least one friendly Ground Force or Mechanized Unit on that planet. (Exception: See Trade Stations, below.) Unless the planet is later lost to another player by invasion, a planet will remain under a player's control for the remainder of the game. If the last of a player's Ground Force units leaves a planet, the player simply places one of his Control Markers on the planet to indicate his ownership.

Example: During the previous round, the Naalu player invaded the neutral planet Dal Bootha with a single Ground Force unit. This round the Naalu player wishes to move his Ground Force on Dal Bootha to a different planet. During his turn of the Action Phase, he activates another system and moves the Carrier here. Before moving out of the Dal Bootha system, his Carrier picks up the Ground Force unit here. As the Ground Force is picked up, the Naalu player places one of his Control Markers on Dal Bootha to indicate his continued control over the planet.

TRADE STATIONS

Two regular systems contain Trade Stations (Tsion and Sumerian). Trade Stations have a white name box and a space for a Control Marker. Trade stations follow the rules below:

- No Distant Suns Domain tokens (see page **Virhe. Kirjanmerkkiä ei ole määritetty.**) are placed on Trade Stations.
- Trade Stations have a special Refresh ability that gives the controller 2 Trade Goods if exhausted during the Status Phase. See Refresh abilities (page 35).
- Trade Stations may never be invaded. Instead, whenever a player has ships in a system in which no other player's ships are present, he immediately places his Control Marker on the station (and gains the corresponding planet card in its exhausted state). TheControl Marker stays on the station until another play er becomes the only player with ships in the system (at which point the other player places his Conrol Marker on the system and gains the corresponding planet card in its exhausted state). Control Markers may also be removed from Trade Stations by certain abilities and cards.
- Capturing a Trade Station from an opponent does not break a trade agreement with that opponent. Ground units or Space Docks may not be placed on Trade Stations.

Aside from the above exceptions, Trade Stations are still considered planets (with planet cards) for the sake of abilities and other cards that target planets. For example, a player can target a Trade Station with Peaceful Annexation (a power on the

Diplomacy Strategy Card) or the Local Unrest Action Card. (Note, however, that using an ability such as Peaceful Annexation – which gives you control of a planet – on a Trade Station in which another player is the only player with ships in the system is pointless, since that player will immediately regain control of the station.)

Example: The Sol player activates a system containing a Trade Station. He moves a Destroyer into the system. Since he is now the only player with a ship in the system, he places his Control Marker on the Trade Station and gains the corresponding planet card. Later that turn, the Muaat player activates the system and moves in with a War Sun. After a crushing victory, he is now the sole occupant of the system, so he immediately gains control of the Trade Station. He removes the Sol flag, places his own Control Marker, and then gains the corresponding planet card.

TECHNOLOGY SPECIALTIES

Some planets have a technology specialty (a printed technology symbol by the planet itself and on the Planet Card). Technology specialties represent a certain local knowledge or a natural resource important to a specific area of science. The presence of a technology specialty gives the owner of the planet the ability to purchase a Technology Advance (of the specific type: yellow, red, green, or blue) for 1 less than its normal cost when purchasing technologies with the Technology Strategy Card. If a player controls multiple planets with technology specialties of the same colour/type, the cost to acquire that technology type is lowered by 1 for each such planet.

Technology specialty discounts do not apply if the contributing Planet Card is exhausted. (It is not necessary to exhaust a planet with the technology specialty in order to receive the discount, nor is it necessary to exhaust that specific planet to buy the Technology advance).

Example: If a player controls three planets with the green technology specialty (Biotech), as long as the planets remain unexhausted, he may subtract three from the cost of purchasing green Technology Advances.

A Scientist on a planet that contains at least one technology specialty provides 1 additional technology specialty of the same colour. See page 67 for more information.

Winnu and Arborec Home System technology specialties

The Winnu have a yellow technology specialty on their home planet. It is *not* counted towards objectives.
The Arbored have a green technology on their home planet. It *is* be counted towards objectives.

REFRESH ABILITIES

Some regular systems have Refresh abilities that may be used during the Status Phase. A Refresh Ability is indicated on the system tile by an icon to the right of the planet name and is detailed in the text of the corresponding planet card.

During the Status Phase, immediately after refreshing planet cards, you may exhaust one or more planets with the Refresh ability to gain the special abilities listed on their planet cards. When

you exhaust a planet to gain its ability, you do not gain its resources.

Refresh abilities may provide 2 Trade Goods (Sumerian and Tsion), 2 Shock Troops (Hope's End), 2 Ground Forces (Primor), or 2 Fighters (Mirage). If the Refresh ability provides units, the units must be placed on the planet that was exhausted to produce them.

The Mirage refresh ability produces Fighters. The planet itself, like any other planet, does not have fighter support. Thus, any Fighter units produced with the refresh ability are immediately destroyed unless supported by a Carrier, Space Dock, a War Sun or a Flagship (unless the controlling race has the Advanced Fighters Technology Advance).

Example: Hope's End's Refresh ability allows its controller to gain 2 Shock Troops. The Muaat player controls Hope's End. After refreshing it during the Status Phase, he decides to immediately exhaust it to gain 2 Shock Troops. He must immediately place them on Hope's End.

ARTIFACTS

There are 8 Artifact Tokens and 4 corresponding Special Objective Cards in the game. Artifacts are place on the galaxy map during Galaxy Creation (see Appendix 1). Artifacts may never be moved or destroyed.

Each Artifact is worth 1 Victory point. Artifacts are "terrain features" that may exist on planets or in space. As described on the 4 "artifact" Special Objective cards, artifacts are worth 1 Victory Point to the player that controls them.

Four of the Artifact tokens represent actual artifacts, while the other 4 are "dummy" tokens.

CONTROLLING ARTIFACTS

On a planet

When a player gains control of a planet that contains a facedown Artifact token, the Artifact is immediately turned face up and remains on the planet for the rest of the game. If the token is indeed an Artifact (the token is colored), the token is left on the planet and from there on out **whoever controls the planet controls the Artifact**.

In Space

The first player moving ships into a system containing an Artifact in space reveals the token. If it is an Artifact, it remains on the board, face up.

Artifacts that are in space follow exactly the same rules for control as Trade Stations (see page 34).

Artifact Special Objectives

During the Status Phase, all players that control Artifacts must score the corresponding Special Objectives by placing their Control Markers on the Objectives. Each Artifact is worth 1 Victory Point. **If a player ever loses control of an Artifact, he immediately loses 1 Victory Point.**

Dummy tokens

When revealing an Artifact, if the token turns out to be a dummy, the player immediately gains 2 Trade Goods.

ARTIFACT TECHNOLOGY SPECIALTIES

Artifacts provide the player controlling them a Technology specialty of the same color as the Artifact. These work in exactly the same way as regular Technology specialties from planets, except Artifacts are never exhausted, so the discount is always available.

Having a Scientist on a planet containing an Artifact, or on a ship in a system that contains an Artifact in space, provides the player with 1 additional Technology specialty of the appropriate color.

FACILITIES

The planets in a player's possession may be improved by building Facilities. They do not necessarily provide an immediate benefit, but are more of an investment that gives returns in future rounds. There are two types of Facilities: Colonies and Refineries. Colonies increase the influence value of a planet by 1, while refineries increase the resource value of a planet by 1. There are 8 of each included in the game.

A player may build facilities during the Produce Units step of a Tactical Action – Facilities may not be built during Transfer Actions. Facilities may only be built on unexhausted planets. The cost of building the Facility is to exhaust the planet, and this is the only cost associated with the Facility.

Like Space Docks, Facilities may only be built on a planet that you have controlled for the entire game round. A player may not build a facility if an opponent has ships in the system or if there are no more Facility Cards of the chosen type remaining. Facilities may not be built on Trade Stations.

Once built, place the Facility Card under the planet card, with the bottom edge sticking out to indicate that it will provide an additional influence (colony) or resource (refinery) in future game rounds. You never exhaust Facility Cards. Instead, when you exhaust a planet with a facility, the planet is treated as if the relevant number on the planet card (influence for colonies or resources for refineries) were one higher.

Each planet may have no more than one facility on it at a given time. If a player successfully invades a planet that contains an opponent's facility, the facility is immediately destroyed. Exception: A facility may be captured by an Agent or Shock Troops as if it were a Space Dock.

8. OTHER GAME CONCEPTS AND RULES

SPENDING RESOURCES AND INFLUENCE

Throughout a game of TI, you will need to spend resources and influence for many different purposes. Both resources and influence are provided by the planets under your control, and you will use their corresponding Planet Cards to keep track of your expenditures.

EXHAUSTING PLANETS

Whenever you want to spend influence or resources you must exhaust one of your Planet Cards by turning it face down. This provides you with the resources or influence of that planet. Each Planet Card (and the planets on the board themselves) shows the specific information on how many resources and how much influence is gained from exhausting that specific planet (see the diagram above). A face down Planet Card cannot be exhausted again until it is refreshed during the Status Phase (or by another effect). When a card is refreshed, it is simply returned to its face-up position. When you exhaust a planet for its resources or influence, it provides you with all of its resources or influence. You cannot use the resources or influence of a planet partially, nor can you save a portion for later.

Note that when exhausting a planet, it will provide you with either its resource value or its influence value, but not both. Before exhausting a planet, you must announce whether you are exhausting it for its resources or for its influence (in most cases it is clear for what purpose you are exhausting a planet).

PAYING COSTS

Whenever a player wishes to spend resources or influence, he calculates the total amount of resources/influence that he wishes to spend, and then exhausts the number of Planet Cards with that (or greater) combined amount of resources/influence.

When producing units at a Space Dock, the player calculates how many resources he is going to spend in total. Then he exhausts the appropriate number of planets and places the produced units on the board (see rules for producing units under the Space Dock unit on page 51). This means that you are not producing (and spending resources on) a single unit at a time, but rather purchasing the production with one lump sum. The same goes for spending influence. Any spare resources or influence provided by an exhausted Planet Card are lost.

Special Note: You do not have to exhaust a specific Planet Card to pay for the cost of production at that exact planet; any resources will do.

THE COMMAND COUNTERS

At the start of the game, players are each provided with a total of 24 Command Counters. During the game, these counters will be either on a player's Race Sheet, with his reinforcements or on the game board.

Whenever a player receives a Command Counter from his reinforcements, he must immediately place it on his Race Sheet in one of the three following areas:

- The Strategy Allocation Area
- The Fleet Supply Area
- The Command Pool Area

These three areas represent three distinctly different vital areas of managing your race. Once a player places a Command Counter in one of these areas, he may not move it to a different area until the upcoming Status Phase. Decisions on where to place and how to spend Command Counters are among the most important that a player will make during the game.

When a player spends a Command Counter (for example to activate the secondary ability of a Strategy Card) he must remove the counter from the appropriate area of his Race Sheet and return it to his reinforcements. When a player uses a Command Counter to activate a system, he takes the counter from his Command Pool and places it on the game board (in system he is activating). In detail, the effects and rules for each of the three areas are as follows:

THE FLEET SUPPLY AREA

The number of Command Counters in a player's Fleet Supply area dictates the maximum number of non-fighter ships that a player may have in any given system on the board. A player may never move units, build units, or otherwise acquire units in any system so that the number of ships herein (again, excluding Fighters) exceed the number of Command Counters in his Fleet Supply area. *Exception*: A player may Withdraw or Retreat from a Space Battle even if that would violate his Fleet Supply. The excess ships are removed from the board after the withdrawal/retreat has been executed.

Fleet Supply is not checked *during* movement. Thus, it is allowed to move through systems with non-fighter ships and briefly "violate" Fleet Supply in those systems. FS is check only at the end of the movement.

If, for any reason, the number of ships in a system should exceed the number of Command Counters in a player's Fleet Supply, the owner of those ships must immediately remove enough ships from the system (by placing them back with his reinforcements) until the number of ships is again in compliance with the number of Command Counters in his Fleet Supply area.

When a player places a Command Counter in his Fleet Supply area, it is placed with the "Fleet" side up, to indicate that it is a part of the Fleet Supply area. In this way, other players can easily identify your fleet limit from across the table, and it helps prevent your counters from mixing with the Command Counters in the two other areas.

It is important to note that a player may have any number of active fleets on the board, as long as each fleet contains a number of ships that is equal to, or less than, its owner's Fleet Supply limit. As noted, Fighter units do not count toward the Fleet Supply limit. A player may thus have any number of Fighter units in a given system, as long as he has the capacity to support them (see the Fighter unit on page 60).

UPKEEP

A player employing massive fleets must pay upkeep to keep up with the logistics. Each Strategy Phase, each player must spend resources equal to how much his Fleet Supply exceeds 8. *For example, a player with Fleet Supply of 10 must spend 2 resources.* If he cannot pay, the excess Command Counters are immediately removed from his Fleet Supply and placed in the player's reinforcements.

THE COMMAND POOL AREA

After a player decides to take a Tactical or Transfer Action during the Action Phase, he must take an available Command Counter from his Command Pool in order to activate a system on the board. If a player has no Command Counters remaining in his Command Pool, he is not able to take Tactical or Transfer Actions. In other words, the number of Command Counters in a player's Command Pool dictates the amount of activity he can initiate on the board.

THE STRATEGY ALLOCATION AREA

Generally, Command Counters in the Strategy Allocation area are spent to execute the Secondary Abilities of Strategy Cards. They are also used for other effects, such as Retreats or Racial Abilities.

THE ACTION CARDS

Throughout the game, players will come into possession of Action Cards. Action Cards should be kept hidden from other players. An Action Card can only be used given the specific circumstances (or phase) printed on each individual card. When an player announces he is playing an Action Card, the effect is immediately carried out.

A player may never play two identical Action Cards for the same situation and/or on the same entity during one round. *Example: A player cannot play two "Flank Speed" Action Cards on the same fleet in one round. The player may, however, play a "Flank Speed" on two different fleets in the same round.*

HAND LIMIT

A player may never have more than 7 Action Cards at any one time. If, after receiving additional cards, a player has more than 7 Action Cards in his hand, he must immediately choose and discard cards until he has 7. If a player at 7 cards is about to draw additional cards, he should draw and discard one Action Card at a time.

THE SABOTAGE ACTION CARD

A player does not have to announce the playing of a Sabotage card. The Sabotage card is simply played immediately after an Action Card has been revealed, cancelling its effect. Then both cards are discarded. If an Action Card is sabotaged, it is not considered played. Thus, if a Flank Speed is sabotaged, if the same player has another Flank Speed in hand he may immediately play it, and it is not considered to have been played "in the same situation".

"PLAY AS AN ACTION"

Some Action Cards read "Play: As an action." This Action Card must played by its owner during the Action Phase instead of taking a regular action.

UNIT LIMITATIONS AND SCUTTLING

Except for Fighters and Ground Forces, players are limited to the number of units provided in the game. If all of a player's units of a specific type are on the board, that player may not produce additional units of that kind until one is destroyed and returned to the player's reinforcement pile.

Example: A player has been using all of his 7 Dreadnought units in his campaign against the Letnev. Last round, he was unable to build another Dreadnought unit, since all 7 of his Dreadnought units were in play. During a Space Battle this round, however, the player loses a Dreadnought. The destroyed Dreadnought is placed back with his

reinforcements, allowing the player to build the Dreadnought unit again (provided that he has the resources to pay for it and a Command Counter in his Command Pool to activate a system containing a Space Dock).

SCUTTLING

During the Status Phase, after step 1 (Qualify for Objectives) of the sequence, players are allowed to scuttle (destroy) any of their own units on the board. Scuttled units are simply returned to the player's reinforcement pile and become available for production during the next Action Phase.

ELIMINATION

A player who controls no planets and has no units on the board is eliminated (i.e. removed) from the game. After a player has been eliminated, the other players continue the game normally, with no changes to the number of Strategy Cards taken, etc. When a player is eliminated, all his Action Cards and Trade Goods are discarded, his Strategy cards are immediately returned (even if still active) and all of his race's Trade Agreements are removed from the game. If he had open Trade Agreements, those agreements are returned to their owners. If there were any Trade Goods on his race's Agreements, their holders (that is, the trade partners) may immediately collect all of them from the agreements they held. If the eliminated player was the Speaker, the token moves to the next player in rotation order.

SURRENDERING

This option minimizes the impact on the game if a player has to or wishes to leave the table, or perhaps due to being practically eliminated wishes to admit defeat. This routine should ensure a fair continuation of the game.

A player may, after having passed, call the Surrender. Doing so, immediately remove his flag from any Special Objectives and then subtract an additional VP from the score.
Trade Agreements are kept until elimination. If the surrendered player was Speaker, the token moves one step in the direction of the Cycler.

After refreshing planets in the following Status Phase, conduct the following procedures:
1. Remove all of the surrendered player's Leaders. Also remove all of his Space Docks *outside his Home System*.
2. Add up to three, to a maximum of five total Ground Forces on the planet of highest resource value in the surrendered HS. (That is, if there already is more than five GFs on the planet, do not add any). These will be passive forces protecting the planet normally.
3. Speaker then chooses a planet (not the passive HS planet) or fleet belonging to the surrendered player . In turns players will place bids, in influence, on ownership of the selected fleet or planet. A bid may be zero.
4. Only the winning bid of influence (or TG as influence) are paid for . Planets are transferred exhausted.

5. The next player (again in the direction of the cycler) may then choose the next planet/fleet and place a bid in the same way. Repeat this step until all ships and planets (except the one HS planet) are taken over by opponents.
6. Resume game as normal like after an elimination.

CARD, UNIT AND TOKEN LIMITS

ACTION CARD HAND LIMIT

A player may never have more than 7 Action Cards at any one time. If, after receiving additional cards, a player has more than 7 Action Cards in his hand, he must immediately choose and discard cards until he has 7. If a player at 7 cards is about to draw additional cards, he should draw and discard one Action Card at a time.

POLITICAL CARD HAND LIMIT

A player may never have more than 10 Political Cards at any one time. If, after receiving additional cards, a player has more than 10 Political Cards in his hand, he must immediately choose and discard cards until he has 10. If a player at 10 cards is about to draw additional cards, he should draw and discard one Political Card at a time.

FLEET SUPPLY

A player may not have more non-fighter ships in any one system than the number of Command Counters in the Fleet Supply area of his Race Sheet. See page 38 for more information.

PRODUCTION CAPACITY

When building units at a Space Dock, the number of units produced is limited by the planet's Production Capacity. The Production Capacity of each planet is equal to its resource value, and the Space Dock adds 2 to this value. Each unit takes as much capacity to build as it rolls dice. For example, a Dreadnought rolls 2 dice, so it takes up 2 Production Capacity to build. See page 51 for more information.

The Arborec and Production Capacity

The Arborec do not necessarily need Space Docks in order to build units. Each of their Ground Forces has a Production Capacity of 1 but does not have the benefits that a Space Dock has. Thus, an Arborec planet with 4 Ground Forces and a resource value of 2 has a Production Capacity of only 4, but does not need a Dock to produce units.

PDS MAXIMUM

Each planet may only contain a maximum of 2 PDS units. If there ever is a situation in which more than 2 would be present, immediately destroy (remove) the excess ones.

FACILITY MAXIMUM

Each planet may only contain one facility. If a planet has a Colony, you may not build a Refinery (or another Colony) on the same planet.

UNIT LIMITATIONS

Except for Fighters and Ground Forces, players are limited to the number of units provided in the game. If all of a player's units of a specific type are on the board, that player may not produce additional units of that kind until one is destroyed and returned to the player's reinforcement pile.

CARRYING CAPACITY

Carriers and War Suns may transport ground units (Ground Forces, Mechanized Units, PDS Units and Shock Troops) and Fighters. Each Carrier and War Sun has a carrying capacity of 6 units. Each unit takes up one "slot", regardless of how many dice they roll. If a player has researched the Stasis Capsules Technology Advance, his Cruisers and Dreadnoughts may each carry one Ground Force unit (but not, for example, a Mechanized Unit).

Flagships also have varying carrying capacities.

The Carrying capacities of the various ships may be modified by Technologies, Racial Technologies and other effects.

9. THE POLITICAL CARDS AND THE GALACTIC COUNCIL

POLITICAL CARDS

Each player starts the game with 2 Political Cards in their hand, and receives 1 more each Status Phase. Political Cards are also gained from the Assembly Strategy's Primary and the Bureaucracy Strategy's Secondary abilities. Each player has a maximum hand size of 10 Political Cards. However, at any time a player may discard 2 Political Cards in order to draw a new one.

THE POLITICAL AGENDA

Every Political Card contains an agenda that requires a vote in the Galactic Council (i.e., the players). There are two types of agenda votes:

"ELECT" VOTES

When a political agenda asks the Galactic Council to elect something or someone, each player may choose who or what to nominate (i.e., elect) when casting his vote. That player's entire vote is now attributed towards that subject. The subject with the highest number (not necessarily the majority) of the total votes is considered elected. After this, follow the instructions on the Political Card.

"FOR OR AGAINST" VOTES

Most agendas will ask the Galactic Council to vote for or against a certain agenda. In this type of vote, players indicate either "for" or "against" when casting their vote. The majority of all votes cast will decide the outcome.

LAWS

Many agendas are "Laws." **Laws represent permanent changes to the rules and/or flow of the game.** When a Law is voted "for," first enact any effects of the "for" result and then place the Political Card face up in the common play area. The effects of this card are now permanent. If voted "against," resolve any effects that an "against" result may have and then discard the card.

Although the council might have adopted a Law earlier in the game, the balance of power can later have shifted, and old Laws soon become unpopular. If this happens, how can the council reverse the old Law? Among the Political Cards, there are certain agendas that allow older Laws to be either re-evaluated or discarded. Note that these cards are few and that most enacted Laws are in the game to stay, so be careful how you vote.

GALACTIC COUNCIL

At the start of the Strategy Phase, each player must reveal a Political Card in the common play area (see page 13). During the Galactic Council, the agendas to be voted on are chosen from amongst these cards.

When the player who controls the Assembly Strategy Card executes his Strategic Action, one or more Political Cards are presented and the Galactic Council convenes to debate and vote upon their agendas (see Assembly Strategy Card p.71).

After the active player has drawn 2 Action Cards and 1 Political Card, he must decide whether to claim the Speaker Token.

- If he claims the Speaker Token he must select exactly THREE of the revealed agendas up for vote (**but he may not select his own agenda**), and determines *the order in which they are resolved*, in case that is significant. If playing with 4 players, only TWO agendas are chosen, and with 3 players only ONE.

- If the active player gives the Speaker Token to (or leaves it with) another player, he has much more choice in how to deal with the agendas. First, he chooses one agenda up for the vote. Then he selects one to three agendas, each of which he may either discard or add to the voting.

- The active player also selects *the order in which the agendas are resolved*, in case that is significant. Discarded agendas are simply put in the Political Card discard pile.

VOICE OF THE COUNCIL

During Assembly, before voting begins, any player may spend 1 Command Counter from their Strategy Allocation area in order to include the Voice of the Council Special Objective in the voting. It is added in the "docket" like the other chosen revealed agendas. The person selecting the agendas decides in which order the agendas are resolved, including Voice of the Council.

VOTING IN THE GALACTIC COUNCIL

Voting in the Galactic Council is simultaneous for all agendas. Thus, players may not wait to see how one agenda resolves before placing their votes on the rest. However, the *resolution* of agendas might in some cases be of significance. Therefore it is important to note the order before votes are cast.

Regardless of who chooses the agendas, at least one agenda will be voted on. The maximum number of agendas up for vote at the same time is 5, including Voice of the Council.

After the agendas have been selected, the Galactic Council must resolve the voting in the following way:

1) All players take a piece of paper and a pen. They then write the names of the agendas on the paper. These "voting slips" are used in step 4).
2) Each player now calculates their total votes. A player has as many votes as the **total combined influence value of all his unexhausted planets** (minimum 1 vote). The Technology Advance Xeno Psychology adds 3 votes, and the Voice of the Council card adds 5 votes. *Example: The Letnev player controls five planets, but has exhausted three of them . His two remaining unexhausted planets have influence values of "2" and "1." The Letnev player therefore has a total of 3 votes during the Galactic Council.*
3) Players first debate, threaten, lure, or convince each other to vote in their favour. Trade Good Counters may be used as "bribes" but no promises or agreements in TI are binding (even after receiving a bribe or payoff).
4) Players then vote upon the agendas. They write next to each agenda their choice (e.g. FOR or AGAINST) and number of votes. Votes must be split between the agendas. A vote may be zero – this is called "abstaining". *Example: Letnev has 3 votes. There are three agendas "on the docket". He decides to place 2 votes one agenda and one vote on another. Since he has not more votes, he will abstain from the last agenda.*
5) Lastly, the active player collects the voting slips from all players and tallies the votes. Note that the voting is simultaneous for all agendas. However, the *resolution* of the agendas might be of significance.

Voting does not cause your Planet Cards to exhaust. Trade Good counters cannot be spent to gain additional votes. Trade Goods may, however, be used to bribe other players to vote in your favour!

ABSTAINING AND TIE VOTES

A player may always choose to cast zero votes for any and or all agendas. They are still subject to the resolution of the agenda(s).

If there is a tie vote, **the player holding the Speaker Token breaks the tie**. Exception: if all players abstain from an agenda (i.e. it receives zero votes), the agenda is discarded without effect.

10. TECHNOLOGY ADVANCES

Before the game begins, each player is provided with an identical Technology Tree depicting 27 Technology advances, and each player starts the game with a few "Starting Technology" advances. When a player has successfully acquired (or received at the start of the game) a Technology advance, he circles the Technology in the tree. In this way players slowly advance their race, receiving useful bonuses and special abilities.

Example: After acquiring the "Deep Space Cannon" technology, a player's PDS units may fire at adjacent systems, rather than just their own.

Technology Advances are normally acquired during the resolution of the Technology Strategy Card, but can also be acquired via certain Action and Political Cards. Players may not give each other Technology advances.

There are four different technology areas, each attributed the following colour:

- Warfare Technology = Red
- Biotechnology = Green
- Propulsion Technology= Blue
- General Technology= Yellow

ACQUIRING A TECHNOLOGY ADVANCE

In general Technology advances are acquired when the Technology Strategy Card is executed during the Action Phase. The active player receives a free Technology advance, or he may purchase THREE technologies for the price of 5 resources each. By spending a Command Counter to activate the secondary ability, other players may pay 5 resources to acquire ONE Technology advance

Most Technology advances (but not all) have prerequisite technologies. This means that most technologies may not be acquired before the prerequisites are met. The races advance on the Technology Tree from top to bottom along the lines drawn from their existing Technologies. They are not allowed to skip any Technologies on the way. Moreover, if there is a red circle in the line, the player must own both technologies that are connected to the circle before proceeding downwards on the tree.

Example: The "Micro Technology" advance requires that a player has either the "Stasis Capsules" or "Sarween Tools" Technology advances already. The War Sun Technology requires BOTH Deep Space Cannon and Sarween Tools. Until a player possesses both of these Technologies he may not acquire the War Sun Technology.

The Technologies on the topmost row on the tree do not have prerequisites. Also, Xeno Psychology does not have any prerequisites.

PLANETARY TECHNOLOGY SPECIALTIES

Some planets have a technology specialty (a printed technology symbol by the planet itself and on the Planet Card). Technology specialties represent a certain local knowledge or a natural resource important to a specific area of science. The presence of a technology specialty gives the owner of the planet the ability to purchase a Technology Advance (of the specific type: red, green, or blue) for 1 less than its normal cost when executing the secondary ability of the Technology Strategy Card. If a player controls multiple planets with technology specialties of the same color/type, the cost to acquire that technology type is lowered by 1 for each such planet.

Example: If a player controls three planets with the green technology specialty (Biotech), he may subtract three from the cost of purchasing green Technology Advances.

Technology specialty discounts do not apply if the contributing Planet Card(s) is exhausted. (It is not necessary to exhaust a planet with the technology specialty in order to receive the discount, nor is it necessary to exhaust that specific planet to buy the Technology advance).

RACIAL TECHNOLOGIES

Racial Technologies are special Technologies that are unique to each race – they may not be acquired by other races (except the Krotoan Virus, see below). They are not obtained through the

Technology Strategy. Instead they are bought in the Status Phase (see page 25). Racial Technologies have no prerequisites. Their base cost is printed on the card. This cost is discounted by the amount of Victory Points that the race currently has, and increased by the cost of previously acquired Racial Technologies.

The Krotoan Virus And Racial Technologies

The Krotoan Virus do not have their own Racial Technologies. Instead, they may copy up to three of other races' Racial Technologies if they destroy enemy units in combat. However, they may not acquire Racial Technologies that modify other races' racial abilities. For example, they could not copy Saar's Floating Factories, because that technology enhanced Saar's racial abilities regarding space docks.

11. TRADE GOODS AND TRADE AGREEMENTS

In TI, trading is an important avenue for players to gain additional resources and influence. Trade can be used as important political leverage against hostile players or to help seal an important alliance.

THE TRADE GOODS COUNTERS

Players may spend Trade Good counters (TGs) from their Trade Goods area as a substitute for spending either one resource or one influence. In this way, a player can pay for a Dreadnought unit by spending 5 Trade Goods from his Trade Goods area, or by exhausting Planet Cards for 3 resources, and paying the remaining 2 resources with Trade Goods (or any combination thereof). When a player spends a Trade Good, he simply moves it from his Trade Goods area to the common play area.

Players are allowed to give other players Trade Goods from their Race Sheet *at any time*. This makes the Trade Goods counter a flexible currency with which to bribe, pay, or assist other players economically.

Trade Goods are unlimited. If the tokens run out, players should use replacement tokens.

Trade goods are received through Trade Agreements when the Trade Strategy Card is activated.

TRADE AGREEMENTS

At the beginning of the game, each race is provided with two Trade Cards, each with a numerical trade value printed on the "trade agreement" side of the card (you may notice that some races have Trade Cards of differing trade values). At the beginning of the game, players should place these cards with the "Trade Contract" side up in their playing area. This side has no trade value, **as players get no direct benefit from their own Trade Cards.** The agreements only have value when given to other players.

OPENING TRADE AGREEMENTS

When the primary ability of the Trade Strategy Card is being resolved during the Action Phase, the active player may allow players (himself included) to forge trade agreements. Before a trade agreement can be completed, the agreement must first be approved by the active player, the "Trade Master".

If approved (and that may take some bribes to the active player), the players may exchange Trade cards. **Upon receiving another player's Trade Card, a player should place it before him with the number side face up. This agreement is now active.**

Since every race has only two Trade Cards, each player may only have two active trade agreements at any one time. Two players may only make one trade agreement with each other. Thus, for a player to utilize both of his Trade Cards, he must make trade agreements with two different opponents. **If able, a player may initiate both of his trade agreements at the same time (with different players).**

RECEIVING TRADE GOODS

When the primary ability of the Trade Strategy Card is activated all players immediately place trade goods on their active trade agreements equal to their value.

Then the active player has a choice: He may either receive extra 3 Trade Goods or cancel all trade agreements in play. If he chooses the first option, he also collects all TGs that are currently on his agreements, for free. If he chooses to cancel all agreements in play, all players (including the active player) immediately collect half of the total TGs on their agreements (round down), discarding the rest.

After the active player has completed the primary ability, the other players, in rotation order from the active player, may execute the secondary ability of the Trade Strategy Card to collect the Trade Goods from their active trade agreements. If a player opts not to use the secondary ability, the TGs stay on the agreements and can be collected the next time the Trade Strategy is activated.

Trade Goods on the players' agreements may not be used for any purpose. Only when the Trade Goods are collected and placed in the Trade Goods area of a player's race sheet may they be spent to buy units, Command Counters, given to other players and spent on Objectives.

BREAKING TRADE AGREEMENTS

Any player involved in a trade agreement may unilaterally break the agreement during the Status Phase. Such a player simply announces that he is ending the agreement and immediately returns the Trade Card to its owner and retrieves his own Trade Card from the former trading partner (a player's own Trade Cards are always returned with the "Trade Contract" side face up, as they provide no trade value for their owner). If there are Trade Goods on the agreements, half of them (round down) are immediately collected for free.

It is not possible for a player to break a trade agreement with the Hacan race in this fashion, as per the Hacan's special ability.

War between trade partners immediately breaks the Trade Agreement. This happens if:

- A player moves ships into a system containing his trade partner's ships
- A player invades or bombards a planet belonging to his trade partner

If there are Trade Goods on the contracts, the **attacker discards all TGs from his contracts but the defender may collect all of his TGs for free.** The two players may later open another trade agreement, but this will again be broken if another act of war occurs between them. Trade agreements with the Hacan player are also broken in the event of open war between the Hacan and their trading partner.

Note that only Space Battles and Invasion Combat will automatically break a trade agreement between two players. Playing Action Cards or taking shots with a PDS, etc., does not cause an automatic break. Invading a planet that contains only an enemy Control Marker is still considered an invasion for purposes of cancelling trade agreements.

12. THE OBJECTIVE CARDS

The Objective Cards represent the primary way for players to receive victory points. There are four kinds of objective cards: Public (yellow and blue), Preliminary (grey), Secret (red) and Special (green). Each Objective Card contains a requirement and a victory point award for meeting that requirement. The Public Objective Cards are slowly revealed as the Bureaucracy Strategy Card is resolved during the Action Phase. During the first step of the Status Phase, players may qualify for objectives in order to receive the corresponding victory points. A player may, if able, qualify for one Public Objective, one Secret Objective, and any number of Special Objectives during the same Status Phase. Public Objectives may also be claimed with the primary ability of the Bureaucracy strategy.

PUBLIC OBJECTIVES

The Public objectives are claimed via the Bureaucracy strategy card, and during the Status Phase.

A player may only receive victory points from a specific revealed Objective Card once per game. After collecting victory points from an Objective Card, a player should, to serve as a reminder, place one of his Control Markers on the card. Any number of players may score the same Public Objective(s). A player cannot qualify for more than one Public Objective Cards in one Status Phase.

Some Objective Cards state "Now I…". This requires a player to actually fulfil the requirement during the first step of the Status Phase. For example, one Objective Card reads "I now spend 8 Resources (1 victory point)." In order for a player to receive these two victory points, he must have enough Trade Goods and unexhausted planets to spend 8 resources during the first step of the Status Phase.

PRELIMINARY OBJECTIVES

Three Preliminary Objectives are randomly revealed at the start of the game. These are the only ones used in the game – there is no Preliminary Objective deck. A player may claim any number of Preliminary Objectives during the same Status Phase. This may be done in addition to scoring a Public Objective. After the status phase in which a Preliminary Objective is claimed by one or more players it is turned face down. It may not be claimed again for the rest of the game.

THE SECRET OBJECTIVE CARD

At the beginning of the game, each player receives a Secret Objective Card. A player is not allowed to show other players his Secret Objective Card until he is able to meet its objectives during the first step of the Status Phase. A player who reveals his Secret Objective Card without being able to meet its requirements loses his Secret Objective Card, which is placed back in the box. Such a player will not be able to receive victory points from a Secret Objective for the duration of the game.

SPECIAL OBJECTIVES

The Special Objective cards are Imperial, Magisterial and the different colour Artifacts (and see Voice of the Council, p.42). These objectives must be claimed when the player controls the required number of planets (8 for Magisterial, 12 for Imperial) or the planet containing an Artifact. Each is worth 1 victory point (note that to score Imperial, the player must also have scored Magisterial, so for 12 planets the player effectively receives 2 victory points).

Scoring Special Objectives is mandatory. In the Status Phase all players automatically score all Special Objectives that they qualify for.

Unlike Public and Secret Objectives, Special Objectives may be lost. If the player loses control of enough planets to bring him under 8 or 12 planets controlled (respectively), or loses control of a planet containing an Artifact, he immediately removes his flag from the corresponding Special Objective, and moves his flag on the Victory Point Track 1 space *backwards*. Also, during the Galactic Council, if a different player is elected Voice of the Council, the previous holder immediately loses on Victory Point.

VICTORY POINTS AND POLITICAL CARDS

There are Political Cards that grant and deduct victory points. These cards are not considered objectives, and a player may gain points from Political Cards in the same round he claims objectives.

When a card or rule makes players lose victory points, a player's victory point total may never be less than the number of Special Objectives he currently has claimed, nor can a player's victory point total ever be less than zero.

13. UNITS OF TWILIGHT IMPERIUM

Following is a detailed breakdown of the characteristics and rules for the 11 different unit types in TI that players have at their disposal. At the end of each description you can find a list of useful Technology Advances applicable to the unit in question.

DEFINITION OF A FLEET

For the purposes of the TI rules and cards, a fleet is defined as all spaceships (Fighters, Cruisers, Carriers, Dreadnoughts, Destroyers, War Suns and Flagships) controlled by one player in one system at any given time.

TECHNOLOGIES FOR FLEETS

These Technologies are applicable to all ships.

Light/Wave Deflectors
Duranium Armor (may be used with any unit, not just ships)
Ion Drive (except (non-Advanced) Fighters without a carrier, and War Suns)

GROUND UNITS

Ground Forces, Mechanized Units, PDS Units and Shock Troops are considered Ground Units. They may generally not move unless transported by a ship.

SHIPS WITH TRANSPORTING CAPABILITIES

All ships that are able to transport other units follow the same rules regarding picking up, transporting and dropping off units. These units are:

- Carriers, War Suns and Flagships. They may carry all types of ground units and fighters.
- Cruisers and Dreadnoughts of a race that has the Stasis Capsules Technology Advance. They may normally only carry Ground Forces and Shock Troops.

Transporting units are subject to the following rules:

- Each such ship has a capacity that cannot be exceeded. You may think of capacity as open "slots," for which each slot may hold a Ground Force, PDS, a Mechanized Unit, Shock Troop or Fighter unit. Note that Stasis Capsules only makes it possible to carry Ground Forces and Shock Troops.
- If the transporting ship is destroyed, all ground units on board are immediately destroyed. Fighters are only destroyed if there is not enough fighter capacity in the system. If the transporting ship was destroyed in a Space Battle, fighter capacity is checked for only after the battle.
- Transported ground units do not participate in combats and have no combat rolls.
- Units may be picked up at any time during movement from planets or other ships. They may only be "dropped" during the Planetary Landings step of an action.
- Units may be picked up in a system that contains enemy spaceships. In other words, a ship may move into a system containing enemy spaceships, pick up units, and then fight a Space Battle.
- **Units may not** be picked up from a system that has been previously activated by the same player.

SUSTAIN DAMAGE

Mechanized Units, Dreadnoughts, Flagships and War Suns have the Sustain Damage special ability. Cruisers may also get this ability through some Action Cards and racial technologies.

When a unit with this ability takes its first hit, it is damaged rather than destroyed. Place the unit on its side to indicate its damaged status. War Suns may take two hits before being destroyed. Place a Hit Marker inside the War Sun in order to show that it has taken two hits. Any unit that is in a damaged state loses 1 combat die per hit taken, down to a minimum of one. *Example: A War Sun has taken 2 hits. It is on its side, with a Hit Marker inside it. It rolls only 1 die in Space Battles and for bombardment.*

Any dice lost due to damage taken are restored when the unit is repaired. All damaged units are automatically repaired in the status phase.

BOMBARDMENT

During the Invasion Combat step of a Tactical Action, the active player's Dreadnoughts, War Suns and Cruisers with the Graviton Negator Technolgoy

may bombard planets before any Invasion Combats take place. They may bombard even if no Invasion Combat is about to happen. If there is more than one planet in the system, the active must decide how to divide bombardments – each ship may only bombard one planet.

Simply roll one combat die for every Dreadnought, three for every (undamaged) War Sun and one for every Cruiser (if you have Graviton Negator), and remove one enemy Ground Force on the contested planet for every result equal to or higher than the combat value of the bombarding unit. If there are any Mechanized Units on the planet, they are removed before Ground Forces, and may not use the Sustain Damage ability against bombardment.

Each PDS Unit (max. 2) on the planet cancels one bombardment hit. If there is ALSO a Scientist on the planet, one additional hit is cancelled.

Ground Forces, Shock Troops and Mechanized Units destroyed by bombardment are removed immediately, do not receive return fire, and will not participate in the upcoming Invasion Combat.

If a planet takes more hits from bombardment than it has Ground Forces, Shock Troops or Mechanized Units, and the active player so wishes, the planet immediately reverts to neutral status. If a planet reverts to neutrality, all PDS and Space Dock units on it are removed.

UNIT LIMITATIONS

Except for Fighters and Ground Forces, players are limited to the number of units provided in the game. If all of a player's units of a specific type are on the board, that player may not produce additional units of that kind until one is destroyed and returned to the player's reinforcement pile.

THE FIGHTER AND GROUND FORCE SUPPLEMENTAL TOKENS

Fighters and Ground Forces are unlimited to each player. If a player runs out of plastic figures for these units, they may use the supplemental counters. The only condition is that there is always at least one actual plastic unit of the same type on the same planet or fleet. This condition prevents confusion as to whom the units belong.

A player need not run out of plastic units for Ground Forces or Fighters in order to use the supplemental counters. They may also be used for the sake of space.

THE SPACE DOCK

Units Available: 4
Cost: 4

The Space Dock unit represents a military industrial complex, shipyard, and recruiting station in close orbit of a specific planet. In order to build units (other than another Space Dock) in a given system or on a specific planet, a Space Dock must be present there.

BUILDING A NEW SPACE DOCK

In order to build a new Space Dock on a planet, the following requirements must be met:

1. The active player must have controlled the planet for the entire current round. Thus, it is not possible to build a Space Dock on a planet that has just been acquired during the current round.
2. The system (that contains the planet on which you want to build the Space Dock) has just been activated, and is currently at the "Production" step of the Activation or Transfer Sequence.
3. The planet does not already contain a Space Dock (only one Space Dock per planet is allowed).
4. The system does not contain any enemy ships.

If these requirements are met, the activating player may take an available Space Dock from his reinforcements, spend 4 resources, and place the Space Dock on the chosen planet.

A newly acquired Space Dock can never produce units during the round in which it was built. A new Space Dock is thus always placed on its side to indicate its "exhausted" state. Next round the Space Dock may begin producing units for its owner.

A Space Dock is tied to a specific planet and is not considered to be "in space" and so does not participate in Space Battles, nor can it be attacked directly by enemy ships.

BUILDING UNITS AT A SPACE DOCK

In order to produce new units (other than a new Space Dock), players must activate (via a Tactical or Transfer Action) a system that contains at least one friendly "refreshed" Space Dock. As the last step in resolving the activation of the system, the activating player may spend resources to build units at the Space Dock, governed by the following rules:

- When building units there are three variables that the player must account for: resource cost, production capacity and Fleet Supply.
- When building units during an activation the player must pay their resource cost either by exhausting planets, or spending Trade Goods, or using the Sarween Tools technology advance, or any combination thereof.
- As noted under Fleet Supply on page 38, players may never build non-fighter ships so that they would violate the Fleet Supply limit. *Example: If a player has 3 non-fighter ships in the system and his Fleet Supply is 4, he may only build 1 non-fighter ship in the system.*
- Production capacity limits the number of units that may be built. A Space Dock has Production Capacity for each build equal to the resource value of its planet plus two. This means that a Space Dock located on a planet with a resource value of 3 has a Production Capacity of 5.
- Each built unit takes up Production Capacity equal to the number of dice it rolls in combat.
  ◦ Fighters, Ground Forces, Destroyers, Cruisers, Carriers and PDS units take up 1 Production Capacity each.
  ◦ Dreadnoughts and Mechanized units take up 2 Production Capacity.
  ◦ War Suns take up 3 Production Capacity.
  ◦ Example: The aforementioned Space Dock with a Production Capacity of 5 could build 4 Fighters and 1 Destroyer, or 2 Dreadnoughts and 1 PDS unit etc.
- New spaceships (Fighters, Cruisers, Carriers, Destroyers, Dreadnoughts, , War Suns and Flagships), when built, are placed directly (and always exist) in space. Each system represents one area of space. Unlike ground units and the Space Dock itself, spaceships are never considered to be on, attached to, or affiliated with a planet in their current system.
- Ground units are always built and placed on the planet containing the Space Dock. Ground units cannot move to another planet (including other planets in the same system) unless transported by a ship.

- When purchasing either Fighter or Ground Force units, 1 resource provides two units. If, due to the production limit of a Space Dock, a player wishes to only purchase 1 Ground Force or Fighter unit, the single unit still costs 1 resource. A player may, however, "mix and match" when purchasing Ground Forces and Fighters, such as purchasing one of each for only one resource.

FIGHTER CAPACITY AND BLOCKADING

- A Space Dock has the capacity to support 3 Fighter units in its system.
- If a system contains at least one enemy spaceship, all friendly Space Docks in that system are considered **under blockade**, and may not produce spaceship units while the enemy units are in the system. A Space Dock under blockade may still build ground units on its planet.

SAAR SPACE DOCKS

The Clan of Saar Space Docks behave differently from other races' shipyards. They are subject to the following rules:

- Saar Space Docks have a movement rate of one and are not considered to be tied to planets. They may not build during the same activation in which they move.
- Saar Space Docks may only be built **in a system containing a planet** that the player controlled for the entire game round.
- The Saar may only ever have three Space Docks in the same system.
- Saar Space Docks do not count as ships and therefore do not count towards Fleet Supply, do not roll combat dice, may not be taken as casualties, may not retreat or withdraw from Space Battles (until enhanced by the Floating Factories racial technology) and may never benefit from bonuses that mention the word "ship".
- Saar Space Docks are never blockaded; they are simply destroyed if present with enemy ships.
- Ground units built in systems containing Saar Space Docks may be placed on any planet you control in the system, or they may be place directly on a ship with carrying capacity. If you do not have a planet or such ship in the system to place ground units on, you may not build them.

TECHNOLOGY ADVANCES FOR SPACE DOCKS

Enviro Compensator
Sarween Tools

EXAMPLE OF SPENDING RESOURCES AND PRODUCTION

The N'orr player has just activated a system containing one of his Space Docks. As the final step of the Activation Sequence, he now wishes to produce units in the system.

The N'orr player takes 1 Carrier, one Destroyer, and one Cruiser from his reinforcements. Referring to his Race Sheet, the N'orr player notes that the cost for these units are as follows:

1 Carrier	3 Resources
1 Destroyer	1 Resources
1 Cruiser	2 Resources
Total	= 6 Resources

The planet can produce up to 5 units, so the production capacity of the planet is not a problem. To pay for three units, however, the N'orr player must spend 6 resources. As he has no Trade Goods on his Race Sheet, the N'orr player takes three of his ready Planet Cards, with a combined resource value of 6, and

exhausts those planet cards (by flipping them face down) to pay for the three units that he wishes to buy.

After paying for the production, the N'orr player takes the three units and places them in the activated system. Since the activated system already held a Carrier unit, he now has a fleet of 4 units (remember that Fighters do not count towards Fleet Size) in the system. Since the N'orr player has 4 command counters on his Fleet Supply, the Fleet is not in violation of the N'orr Fleet limit.

THE GROUND FORCE UNIT

Units available: 24 (plus supplemental counters)
Cost: 0,5 (one resource to produce two)
Combat value: 8

The Ground Force unit (GF) represents a player's military and occupational forces. It is an essential unit necessary to take over neutral planets, invade enemy planets, or defend your own planets against enemy invasion. Ground Forces are governed by the following rules:

- Ground Forces cost 0,5 resources. This means that with one resource a player may build 2 Ground Forces, or 1 Fighter and one Ground Force. If, due to the production limit of a Space Dock, a player wishes to only purchase 1 Ground Force, the single unit still costs 1 resource. Each individual unit takes up 1 production capacity.
- Ground Forces, when produced, are placed on the planet of the producing Space Dock. Ground Forces are primarily transported around the galaxy by Carrier units (although the War Sun unit, as well as certain Technology advancements, can facilitate other means of Ground Force transportation). A Ground Force unit is never considered to be in "space", as it is always either on a planet or being transported inside a Carrier/War Sun.
- A Carrier unit may, at any point during its movement, pick up a Ground Force unit located on a planet in the same system as the moving Carrier (see more details under the Carrier unit). Exception: A Carrier, when moving through an already activated system, may not pick up Ground Forces there.
- During the Planetary Landings step of the Activation Sequence, Ground Forces on a ship unit may move directly onto any friendly, hostile, or neutral planet in the same system.
- The number of Ground Forces a player has is unlimited. However, may "only" have Ground Forces in 24 different locations (planets or fleets) due to the unit limit.

ARBOREC GROUND FORCES

Arborec Ground Forces are different from other races troops. They are subject to the following rules:

- They cost 1 resource each and are immune to the Biohazard and Radiation Domain Counters.
- Arborec Space Docks may not produce Ground Forces.
- Arborec Ground Forces may produce units if they did not move during the same activation.
- Each GF has a cumulative production capacity of 1. Producing 2 Fighters with 2 GF costs only 1 resource.
- If the producing GF are on a ship, any units produced may be placed on ships with capacity or a planet controlled by that player in the same system.
- The Arborec Ground Forces do not benefit from any effects or abilities affecting Space Docks. For example, the resource value of the planet that the GF are on has no effect on their production capacity. Exception: Using the primary ability of the Production Strategy Card, Arborec GF in a system containing a friendly Space Dock may produce units normally.
- At the beginning of the Status Phase, Arborec may replace 3 GF on a planet with a Space Dock on that same planet, or vice versa.

TECHNOLOGY ADVANCES FOR GROUND FORCES

Gen Synthesis
Magen Defence Grid
Dacxive Animators
Transit Diodes

SHOCK TROOPS

Units available: Unlimited
Cost: 3
Combat value: 5
Special abilities: Capturing; commandos
Vulnerability: Taken first as casualties

As the Twilight Wars progressed and warriors proved themselves in battle, a new classification of Ground Forces known as Shock Troops arose. Shock Troops are elite, experienced troopers that make very formidable opponents.

Shock Troops (STs) are treated as Ground Forces for all cards and abilities, except as noted below.

ACQUIRING SHOCK TROOPS

- Shock Troops may be built at a Space Dock at the cost of 3 resources per unit.
- When a player wins an Invasion Combat as the attacker, and he has at least one Ground Force unit surviving on the planet, he may replace one of those Ground Force units with a Shock Troop. This happens during the Production Step of the Tactical Action. There must be actual combat for the "promotion" to occur, a simple invasion of an empty planet (or invading a planet containing only PDS units or a Space Dock) is not enough. If he possesses the Gen Synthesis Technology, two surviving Ground Forces are promoted.
- Shock Troops may also be acquired via Hope's End's refresh ability or certain Action or Political Cards.

USING SHOCK TROOPS

- Since Shock Troops do not have their own plastic figure, if a Shock Troop is on a planet without any other units or Leaders, place the race's Control Marker on it to indicate ownership of the unit.

- When participating in Invasion Combat, Shock Troops have a Combat Value of 5 (a significant increase over the 8 of standard Ground Forces).
- If any attacking Shock Troops survive the Invasion Combat, the invader may capture all PDS units and Space Dock on the planet.
- *Instead of using Shock Troops in combat*, the active player may assign any number of invading Shock Troops as Commandos. Commandos do not roll dice in the Invasion Combat and cannot be taken as casualties. After a successful invasion, each Commando may capture either a Space Dock, a PDS unit (The attacker may replace them with his own units) or a Facility. Each Shock Troop unit may only capture one such structure. If the invasion fails all commandos are immediately destroyed. If the attacker has reached his maximum in PDS units (9) or Space Docks (4) on the board, any capture of those units fails (the units are just destroyed instead). A captured Space Dock is treated as if the attacker had built it during the current round. Therefore he may not build at the captured Space Dock until the following round.

SHOCK TROOP RESTRICTION

- Shock Troops that participate in Invasion Combat (i.e. that are not assigned as Commandos) must always be taken as casualties before any other Ground Forces or Mechanized Units. This excludes any other time that a Ground Force would be taken as casualty (bombardment and PDS Fire, for example). Shock Troop casualties are placed in the common play area and not in the player's own reinforcements.
- *Optional rule:* For the sake of aesthetics and clarity, Shock Troops must always exist with a friendly (plastic) Ground Force Unit. If a Shock Troop would ever be on a planet or in a fleet alone, it immediately reverts into a GF. If you choose not to use this rule, you should mark lone STs with your race's Control Marker.

TECHNOLOGY ADVANCES FOR SHOCK TROOPS

Gen Synthesis
Magen Defence Grid
Dacxive Animators (Shock Troops are resurrected as Ground Forces)
Transit Diodes

THE MECHANIZED UNIT

Units available: 8
Cost: 2
Combat value: 6(x2)
Production Capacity required: 2
Special ability: Sustain Damage
Vulnerability: Bombardment

Mechanized units (MUs) provide added firepower for invasion combats. They can be used for defence, but their vulnerability to Bombardment makes MUs more useful for offensive operations.

Mechanized Units are used mostly in a similar fashion to Ground Forces. There are differences, however:

- Mechanized Units roll 2 dice in Invasion Combat and have the Sustain Damage ability. If a Mechanized Unit takes a hit, turn it on its side to indicate it is damaged. Taking a second hit destroys the unit. When damaged, MUs roll only 1 die in combats.
- MUs take up 2 production capacity to build.
- MUs can only be transported on Carriers, War Suns and Flagships. They cannot be transported on Cruisers or Dreadnoughts with the Stasis Capsules Technology.
- MUs count as Ground Forces in regards to controlling planets (only).
- **MUs may not make use of and are immune to Technology Advances, Action Cards or any other abilities or effects that specifically refer to Ground Forces.**

BOMBARDMENT VULNERABILITY

When a planet containing one or more Mechanized Units is bombarded, bombardment hits must first be applied to MUs. They may not use the Sustain Damage ability for bombardment hits, and are immediately destroyed after each hit. They do not receive return fire and do not participate in the possible ensuing Invasion Combat.

TECHNOLOGY ADVANCES FOR MECHANIZED UNITS

Nanotechnology

THE CARRIER UNIT

Units Available: 6
Cost: 3
Combat value: 9
Special ability: Carrying capacity of 6

The Carrier unit (CV) is the primary vehicle for expanding territory by transporting friendly Ground Forces and PDS units from system to system. In addition to the mundane task of transportation, the Carrier can also be a formidable weapon as it may bring swarms of deadly and inexpensive Fighter units to bear against your enemies.

See rules for transporting units on page 49.

TECHNOLOGY ADVANCES FOR CARRIERS

Antimass Deflectors
XRD Transporters

THE PLANETARY DEFENSE SYSTEM (PDS) UNIT

Units Available: 9
Cost: 2
Combat value: 6

The PDS unit represents both anti-fleet and planetary invasion countermeasures (missiles and enormous energy cannons) as well as a planetary shield. The rules for using the various abilities of the PDS unit are as follows:

PDS LIMITATION

A player may never have more than two PDS units on a planet. A planet already holding two PDS units cannot produce a third.

SPACE CANNON

A PDS unit is capable of firing its massive arsenal into space in order to destroy nearby enemy ships. The basic range of a PDS reaches only into its own system, but by acquiring the "Deep Space Cannon" players can extend the range of their PDS units into adjacent systems.

A PDS "space cannon attack" is always fired during the third step of the Activation Sequence, and only given one of the two conditions below:

- After the owner of the PDS has activated a system, and after any friendly ship movement into the system, each of the active player's PDS units in range may fire once at any enemy fleet in the activated system before a Space Battle begins. Note that the activating player's PDS units (that are in range) may fire even if the player did not move any ships into the system during the activation. In other words, it is possible for a player to activate a system purely for the purposes of firing his PDS at an enemy fleet in range.

- When a player activates a system in range of an enemy PDS unit, the owners of any enemy PDS units in range may, after the movement step of the Activation Sequence, fire once per PDS at any units in the system owned by the activating player. Note that when firing your PDS units during another player's activation, you may only fire at the units controlled by the activating player. It is thus not possible to draw third party PDS fire at an enemy fleet by simply activating its system from afar.

PLANETARY SHIELD

During the Invasion Combat step of the Activation Sequence, after bombardment rolls, deduct one bombardment hit for each PDS unit on the planet. (See page 30 for additional information on Invasion Combat.)

INVASION DEFENCE

Immediately before the first round of an Invasion Combat, any defending PDS units on a planet may fire, once per PDS, at the invading Ground Forces. This is a one-time pre-combat shot only and does not occur before every other round of the subsequent Invasion Combat.

FIRING PDS UNITS

When firing a PDS unit, simply roll one die for each PDS involved. For each result equal to or greater than the combat value of the PDS (normally a 6), the enemy fleet (or invading Ground Force units) must immediately take a casualty without being granted return fire.

TRANSPORTING PDS UNITS

When built, PDS units are always placed on the planet of the producing Space Dock. PDS units cannot move of their own volition. PDS units must be transported to other planets via a Carrier or a War Sun unit.

TECHNOLOGY ADVANCES FOR PDS UNITS

Deep Space Cannon
Magen Defence Grid
Graviton Laser System
Transit Diodes

THE FIGHTER UNIT

Units Available: 20 (plus supplement counters)
Cost: 0,5 rounded up (one resource to produce two)
Combat value: 9

The Fighter unit (FF) is the most inexpensive ship in a player's arsenal. Fighters, which are typically moved into battle by Carrier units, can overwhelm an enemy by their sheer numbers and are vital to bolster a player's fleet against enemy fire.

Fighters are governed by the following rules:
- Fighters cost 0,5 resources. This means that with one resource a player may build 2 Fighters, or 1 Fighter and one Ground Force. If, due to the production limit of a Space Dock, a player wishes to only purchase 1 Fighter, the single unit still costs 1 resource. Each individual unit takes up 1 production capacity.
- Fighters do not take up or need Fleet Supply, and they do not block enemy movement. (Exception: Using the Advanced Fighters technology, all fighters in excess of a system's Fighter capacity take up Fleet Supply exactly like non-fighter ships.)
- Fighters cannot move by themselves and require the transport of a Carrier, War Sun or Flagship to move around the board. (Exception: Advanced Fighters do not require transport.)
- Fighters are always considered to be in space, even while being transported. Thus fighters will always participate in any Space Battle in their system.
- Fighters require at all times that their present system has sufficient capacity to sustain them. A Space Dock has a capacity for 3 Fighters, a Carrier (if not carrying any Ground Forces or PDS) a capacity of 6, and a War Sun (if not carrying any Ground Forces or PDS) also a capacity of 6. If a system contains more Fighter units than its capacity allows, the owner of the Fighter units must immediately return enough Fighters to his reinforcement pile so that the number of Fighter units and the system's capacity is equal.

Example: A System that contains one Space Dock and one Carrier (currently transporting two Ground Forces) can safely maintain 7 Fighter units (three for the Space Dock and 4 for the Carrier). Should the Carrier leave the system, 4 of the 7 Fighter units must move with the Carrier to prevent an excess of Fighter units in the system.

Note that a system's Fighter capacity is not relevant during a Space Battle. This means that Fighters participating in a Space Battle can continue to fight even if their Carrier has been destroyed. After a Space Battle has ended, however, Fighter units without sufficient supporting capacity are immediately removed.

TECHNOLOGY ADVANCES FOR FIGHTERS

Cybernetics
Advanced Fighters
Graviton Negator

THE CRUISER UNIT

Units Available: 12
Cost: 2
Combat value: 7
Special ability: Space mines

With a fair price, the Cruiser unit (CA) can bring combat effectiveness and flexibility to a player's fleet. It is a fairly simple unit, but versatile, because it can be upgraded with many different Technologies and it is the subject of some powerful Action Cards. Cruisers can also deploy Space Mines.

SPACE MINES

Cruisers have the ability to deploy space mines. Ships moving into a system through a minefield could be destroyed before combat.

DEPLOYING SPACE MINES

During the Production step of a Tactical or Transfer Action in a system containing a friendly Cruiser, the active player may build up to 2 Space Mines on the borders of the system. Each Space Mine costs 2 resources.

TRIGGERING SPACE MINES

Space Mines are neutral, and will trigger even for the player who deployed them.

Immediately after moving ships across a system border that has a Space Mine token, the active player must roll dice equal to the number of non-fighter ships *moving through the minefield*. For each roll of 8+, he must assign a hit to the fleet. He does not need to roll for ships that are entering the target system through a border without a mine token. Also, he may not assign any hits from the minefield to ships that did not move through the mines.

After hits have been assigned and casualties removed, remove the Space Mine token from the board and resume the action. Note that apart from some Action or Political Cards, triggering Space Mines is the only way to remove them.

Note that all movement during a single Tactical Action happen simultaneously. Thus, it is not possible for a player to first see which of his ships survive Space Mines and then decide whether he wants to move in more ships.

TECHNOLOGY ADVANCES FOR CRUISERS

Hylar V Assault Laser (see below)
Stasis Capsules
Assault Cannon
Type IV Drive
Graviton Negator

The +1 bonus to combat rolls from Hylar V Assault Laser is not applicable to bombardment with the Graviton Negator technology advance.

THE DESTROYER UNIT

Units Available: 15
Cost: 1
Combat value: 9
Movement: 2
Special ability: Anti-Fighter Barrage (2x9)

The Destroyer unit (DD), although not as powerful in combat as its larger cousin, the Cruiser, is a fast, inexpensive, and versatile weapon that can deliver a lethal blow to any enemy fleet that relies too heavily on Fighters. They also serve as good "patrol" units when placed in border systems between opponents, preventing movement through empty territory.

THE DESTROYER ANTI-FIGHTER BARRAGE

Before a Space Battle begins, each Destroyer unit (both attacking and defending) may roll two combat dice. For every result equal to or higher than the Destroyer's combat value (normally a 9), the opponent must immediately destroy one Fighter unit. Fighters destroyed in this way are removed before the Space Battle begins and do not receive return fire. Note that the Destroyer unit's special barrage is only fired once before the actual Space Battle begins, and not before every Space Battle round.

TECHNOLOGY ADVANCES FOR DESTROYERS

Hylar V Assault Laser
Automated Defense Turrets

The +1 bonus to combat rolls from Hylar V Assault Laser is not cumulative with the Automated Defense Turrets technology advance. If you have Automated Defense Turrents, you get +1 die and +2 to hit, not +3.

THE DREADNOUGHT UNIT

Units Available: 7
Cost: 5
Combat value: 5(x2 dice for Space Battles, x1 die for Bombardment)
Movement: 1
Production capacity requirement: 2
Special Abilities: Sustain Damage; Bombardment

The Dreadnought (DN) rolls 2 dice in combat, unless damaged, and takes up 2 production capacity to build. Thus, it enables you to enforce diplomacy with massive firepower. It is slow to move, though, so it needs to be strategically placed in order to be effective.

The Dreadnought unit provides two distinct features: The ability to sustain damage and to execute a planetary bombardment.

SUSTAINING DAMAGE

A Dreadnought unit can absorb a single hit before it is destroyed. After taking its first hit (as a result of Space Battle, PDS fire, or other), turn the Dreadnought unit on its side to indicate that it has been damaged. It now rolls 1 less die in Space Battle. If a damaged Dreadnought is forced to take another hit, it is destroyed. During the Status Phase, all damaged units are repaired and are returned to their normal upright position.

PLANETARY BOMBARDMENT

Dreadnoughts have the bombardment ability. Dreadnoughts roll 1 die for bombardment. Each PDS Unit on the planet cancels one hit, and a Scientist with a PDS cancels an additional hit. Each hit must first be applied to Mechanized Units first, and they may not use the Sustain Damage ability against bombardment. Remaining hits are applied to Ground Forces and Shock Troops. If a planet takes more hits than it has MUs, GF, and ST, the bombarding player may choose to turn the planet to neutral.

TECHNOLOGY ADVANCES FOR DREADNOUGHTS

Stasis Capsules
Assault Cannon
Nano-Technology
Type IV Drive
X89 Bacterial Weapon
Graviton Negator

THE WAR SUN

Units Available: 3
Cost: 12
Combat value: 3(x3)
Movement: 2
Production capacity requirement: 3
Special Abilities: Sustain Damage (x2); Bombardment; Carrying Capacity of 6

Most galactic historians reject the notion that a "War Sun" existed during the forgone Twilight Wars. The few historians that do argue for its existence mostly provide only vague proof by outlining a combination of multiple, seemingly unconnected, folklore tales and a few old records describing a massive combat vessel developed by the Jol Nar towards the later years of the period. There seems to be some evidence that the Jol Nar, desperately fighting the advancing fleets of the Sardakk N'orr, brought a secret weapon to bear against the main N'orr fleet in the Saudor system. It is plausible that some new weapon was used here, if only evidenced by the fact that the N'orr never advanced farther into Jol Nar space. It is also highly likely that if a War Sun did exist, that it was destroyed during this battle, since no trace or rumor can be found of it after this period. Tangentially collaborating with this conclusion, Xxcha archeologist have found large samples of ancient wreckage on Saudor that is of an unknown make and intent. Perhaps the greatest credence lent to the War Sun theory, or the existence of some other powerful weapon, has been the inconsistent Jol Nar stance of denial, silence, and restriction of records on the subject. Without a doubt, the War Sun unit is the definitive combat unit of the galaxy. It is more like a fleet unto itself, than a mere ship. The War Sun boasts an almost unfathomable firepower, powerful construction, tremendous speed, capacity to hold great hosts of troops and fighters, and unparalleled bombardment strength.

The War Sun (WS) is the most powerful unit in the game, and is subject to the following rules:

- A player may not produce a War Sun unit unless he has acquired the War Sun Technology advance.
- A single War Sun takes up 3 production capacity to build.
- War Suns has the Sustain Damage ability. Unlike the Dreadnought, however, it takes 3 hits to destroy a War Sun. In order to indicate damage to a War Sun, place the unit on its side after the first hit and place a Control Marker inside it after the second hit. After a third hit the War Sun is destroyed. Any damage sustained by a War Sun is automatically repaired during the Status Phase.
- Like any other unit sustaining damage, a War Sun loses a combat die each time it takes a hit. These combat dice are restored when the unit is repaired.
- Like the Dreadnought, a War Sun unit is allowed to bombard planets, but the War Sun bombards with 3 dice. Each PDS Unit on the planet cancels one hit, and a Scientist with a PDS cancels an additional hit. Each hit must first be applied to Mechanized Units first, and they may not use the Sustain Damage ability against bombardment. Remaining hits are applied to Ground Forces and Shock Troops. If a planet takes more hits than it has MUs, GF, and ST, the bombarding player may choose to turn the planet to neutral.
- A War Sun unit rolls three combat dice during Space Battles and Bombardments.
- Like the Carrier unit, a War Sun has a capacity of 6 and may transport Ground Forces, Mechanized Units, PDS, and Fighter units. See rules for transporting units on page 49.

TECHNOLOGY ADVANCES FOR WAR SUNS

Nanotechnology

FLAGSHIPS

Units available: 1
Cost: Varies
Combat Value: Varies
Movement: Varies
Production Capacity requirement: 2
Special abilities: Varies

Each of the great races has at its disposal a Flagship (FG) - a powerful unit with unique special abilities for each race. Each ship has its own card, listing cost, combat value, movement, capacity, and special ability. They follow all normal rules for units, including Fleet Supply limits and all cards and abilities that affect ships.

The Flagship may only be built at a Space Dock, in the race's Home System (exception: The Saar may build their Flagship at any of their Space Docks). Each race may only build its own Flagship.

All Flagships have the Sustain Damage ability – it takes two hits to destroy one.

TECHNOLOGY ADVANCES FOR FLAGSHIPS

Nanotechnology

14.   LEADERS

Each great race has 3 great personalities as Leaders at the start of the game. There are five different types of Leaders: Generals, Admirals, Diplomats, Agents, and Scientists. Leaders are unique, and once killed, cannot be resurrected.

USING LEADERS

LEADER PLACEMENT AND MOVEMENT

All three of a race's Leaders are placed in their player's Home System before the game begins just like the normal starting units. They may be placed on the Home System planets or ships.

Like Ground Forces and PDS, a Leader is always considered to be on a planet, or being transported by a ship. Unlike Ground Forces and PDS, however, any space ship (including Fighters) may transport one or more Leaders using the same rules as Carriers transporting Ground Force units. For movement purposes, Leaders are considered Ground Forces that takes no capacity. Thus Technologies or Action Cards that allow movement of Ground Forces may also move Leaders (e.g. Transit Diodes and Shuttle Logistics).

Leaders may be moved freely between the steps of a Tactical Action within the same system, as long as there are no enemy ships present. *Example: Before a Space Battle, the Attacker may not move his Admiral from a Cruiser to a Dreadnought but after winning the Space Battle he may wait to see the result of any Invasion Combat before deciding to land his Diplomat.*

A Leader is not allowed to invade a neutral or hostile planet unless accompanied by at least one Ground Force or Mechanized Unit. Leaders can never exist on neutral planets.

Example: The Sol player moves a Carrier containing 3 Ground Force units and his Agent to a system with a Norr planet guarded by 1 Ground Force and a PDS unit. Sol may choose to land his Agent on the planet with the GF, but if his invasion is *not successful the leader is automatically captured. If he leaves it on the ship, the Agent cannot use its special abilities during the invasion, but he may still move the leader on the planet after the Invasion Combat step of the Tactical Action has been completed.*

KILLING AND CAPTURING LEADERS

Leaders are powerful assets, and your opponents would like nothing better than to capture or eliminate these individuals. There are several occasions on which the fate of a leader will have to be determined. These are divided into two categories depending on whether the Leader is on a planet or a ship. On each occasion the Leader might be killed, captured or he might be able to escape. Sometimes the outcome is automatic, other times a die roll is needed. Consult the table below to determine a Leader's fate:

The Leader is

on a ship

that is destroyed in a space battle:
              Roll 1die: : 1=**Killed**. 2-7 **Captured**, 8-10 **Escapes**
       that is destroyed outside of space battle: **Killed**

on a planet

losing a combat as the defender:
              Roll1 die: 1=**Killed**. 2-7 **Captured**, 8-10 **Escapes**
       failing an invasion as the attacker against an enemy: **Captured**
       failing an invasion against neutral forces: **Escapes**
       that changes hands outside of combat: **Escapes**

Killed Leaders are simply removed from play.

Escaped Leaders
If a Leader escapes, he may be immediately placed on a friendly planet in the same or adjacent system. If no such planet is in range, the Leader is captured instead.

Captured Leaders
Captured opponent Leaders are marked with a flag of the capturing race, and retain their position on a planet or in space. Such captives are transported exactly like the player's own Leaders. The captor of a Leader may transfer them to

another player during the Status Phase, but only to fleets or planets adjacent to the present location of the captured Leader.

RESCUING CAPTIVE LEADERS

If a planet that holds a captured Leader is successfully invaded, or the ship holding him/her is destroyed, a new fate roll is in order. On a result of 'captured' or 'escapes', the Leader changes hands. If the planet was invaded or ship destroyed by the original owner of the Leader, he may immediately place the Leader in play in the same system, on a friendly planet or ship. If the "rescuer" was not the original owner of the Leader, the Leader is still regarded as 'captured', only by a new player.

The abilities of a Leader depend on the Leader type. The 5 different Leader types and abilities are described in detail below. In terms of rules, all Leaders of a certain type are identical.

<u>SCIENTIST</u>

- Scientists add a +1 technology discount if present (on a planet or in space) with a Technology Specialty
  - ◦ The discount is the same color as the Technology Specialty on the planet or the Artifact
  - ◦ Scientist on a planet with both a Specialty and an Artifact may only add to one of those during purchasing Technology
  - ◦ The bonus remains as long as the planet is refreshed (But Artifacts are never exhausted!). *Example: A player purchases 3 red Technologies with the primary ability of the Technology Strategy. He has a Scientist on a planet with a red Specialty. He gets the bonus discount on all purchased Technologies for a net discount of 6.*
- A planet with a Scientist may build a new Space Dock at a cost of 2 rather than 4.
- PDS units on a planet with at least one Scientist receive +1 on all rolls.
- If a planet with at least 1 PDS unit and at least 1 Scientist is bombarded, the player may deduct 1 additional bombardment hit (see PDS unit's Planetary Shield on p.58 and Bombardment on p.30).

Jol-Nar's 2 Scientists
Only one Scientist may add to the Specialty a planet provides. Thus, the only benefit of having two Scientist on the same planet is that if the planet has an Artifact and a Specialty, one Scientist may be "assigned" to each of them.

<u>DIPLOMAT</u>

- Diplomatic Immunity: If a Diplomat is present on a planet about to be invaded by an enemy during the Planetary Invasion step, the Diplomat may cancel the entire Invasion Combat sequence. The attacking units are returned to the carrying ships, and no bombardment is conducted. This cancellation may be overturned by the invading player if he immediately spends 10 influence (in which case the Diplomat will immediately escape to a friendly planet). A planet protected by a Diplomat may not be protected again by a Diplomat for the remainder of the round, or for the next game round.
- Safe Passage: A player controlling a Diplomat may allow enemy ships to move through his ships in the system with the Diplomat.
- Diplomatic Convoy: A fleet travelling with a Diplomat may move through enemy fleets with the enemies' permission.
- Negotiated Mercy: In a system where a Diplomat is present, if the attacker agrees, a defending fleet may retreat before the Space Battle step of the Tactical Action sequence. Although no Space Battle is initiated, this still counts as a won Space Battle for the purpose of fulfilling Objectives. This manoeuvre does not cancel Trade Agreements.

<u>GENERAL</u>

- Superior Tactics: A player may reroll 2 dice during each Invasion Combat round for each of his Generals present. The same die may not be rerolled more than once each combat round, however.

- Strong Leadership: Each Ground Force unit participating in Invasion Combat with at least one General receives +1 on all combat rolls.
- Advanced Organization: Bombarding units receive -4 to bombardment rolls against a planet that contains at least one General.

- Enemy Leaders are automatically captured when defeated in a Space Battle or Invasion Combat with an Agent present (the Agent must be on the fleet winning the Space Battle, or part of the victorious invasion force).

ADMIRAL

- The ship carrying the Admiral rolls one extra Combat die during Space Battles, excluding precombat (and bombardment!). Note that only one additional die is rolled, even if the Admiral is on a ship with more than 1 combat die.
- A Dreadnought carrying an Admiral receives +1 movement.
- When attacked by a fleet containing an Admiral, a defending fleet may not retreat unless the defending fleet also contains an Admiral. This does not apply to the Naalu retreat ability.

AGENT

- If an Agent is part of an Invasion Combat as an attacker (by landing on the enemy planet with one or more friendly ground units), enemy PDS may not fire at the invading Ground Forces.
- Capturing: If an Agent is part of a successful Invasion Combat as an attacker (by landing on the enemy planet with one or more friendly ground units), the active player may replace any enemy PDS and Space Dock on the planet with his own similar units (normally these units would be destroyed), if he has these units available in his reinforcements.
- Agents may cancel an Action Card effect that takes place in their present system. The Action Card is not considered played, but is still discarded. Doing so, an Agent may not cancel other cards this round or through the entire next round. In respect to this ability, all political oriented Action Cards (e.g Thugs,) are considered to take place on Mecatol Rex, and all cards targeting the race sheet (e.g Insubordination, Cultural Crisis) take place within your Home System. (see Appendix 3 for a list of Action Cards that can be cancelled by an Agent)

15.   STRATEGY CARDS

1. THE LEADERSHIP STRATEGY

Primary Ability
Immediatey receive 3 Command Counters from your reinforcements. You may then use the card's secondary ability.

Secondary ability
You may purchase a maximum of 3 Command Counters with a cost of 2 Influence each.

The Leadership Strategy provides two important strategic advantages. First, it allows the player to go first during the round, which can be crucial. Second, the Leadership Strategy Card provides the Active player with 3 Command Counters, which are always vitally important.

This Strategy Card also allows the active player to use the card's secondary ability (which is normally prohibited). This can potentially allow a player to receive 6 Command Counters (3 for free and he may purchase up to 3 more).

The secondary ability of the Leadership Strategy is the most common way for other players to accumulate more Command Counters.

IMPORTANT SPECIAL RULE FOR LEADERSHIP STRATEGY: Unlike most other Strategy Cards, players do not need to spend a Command Counter from their Strategy Allocation pool in order to execute this secondary Ability.
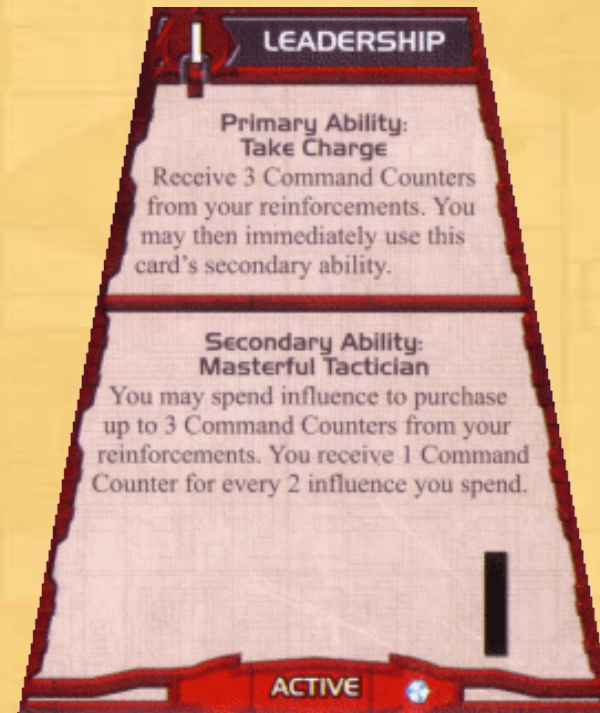
2. THE DIPLOMACY STRATEGY

The Diplomacy Strategy can provide some protection from aggressive enemies. It is different in relation to other Strategy Cards in that it provides a benefit even before it is activated. If an enemy commits a hostile action against the player holding the Diplomacy Strategy, the offender must exhaust one of his planets. A hostile action is one that would normally break a Trade Agreement (typically, initiating a Space Battle or Invasion Combat). This effect does not apply after the card's holder commits a hostile action himself.

Option "a" of the primary ability allows the active player to choose one system and place one Command Counter from each other player's reinforcements in the system. This will make it impossible for players to activate the system during their turns. If any player does not have any Command Counters left in his reinforcements, that player must choose a Command Counter from any area of his race card and place it in the system.

Option "b" allows the active player to immediately use the secondary ability without paying any influence or Command Counters.

Regardless of which option the active player chooses, the other players may then use the secondary ability on this card. This ability allows players to spend a Command Counter from Strategy Allocation and 2 influence in order to claim one empty planet (one without any Ground Forces, Mechanized Units, Leaders, PDSs, or Space Docks on it) adjacent to or inside a system in which they control planets or units, even if another player controls the target planet. Once a player executes this ability, he or she immediately places a Control Marker on the planet and claims the corresponding planet card (which the player receives in its exhausted state).

Important: A player may not annex
- a planet that another player annexed this turn,
- Mecatol Rex
- a planet in another player's Home System
- a planet in a system protected by option "a" of the primary ability.

The Xxcha and Diplomacy
When the Xxcha player uses his special ability to execute the primary ability of the Diplomacy card, he must spend a Command Counter from his Strategy Allocation area. (If he chooses option "b" of the primary ability, the only net benefit is that he does not need to pay influence.)
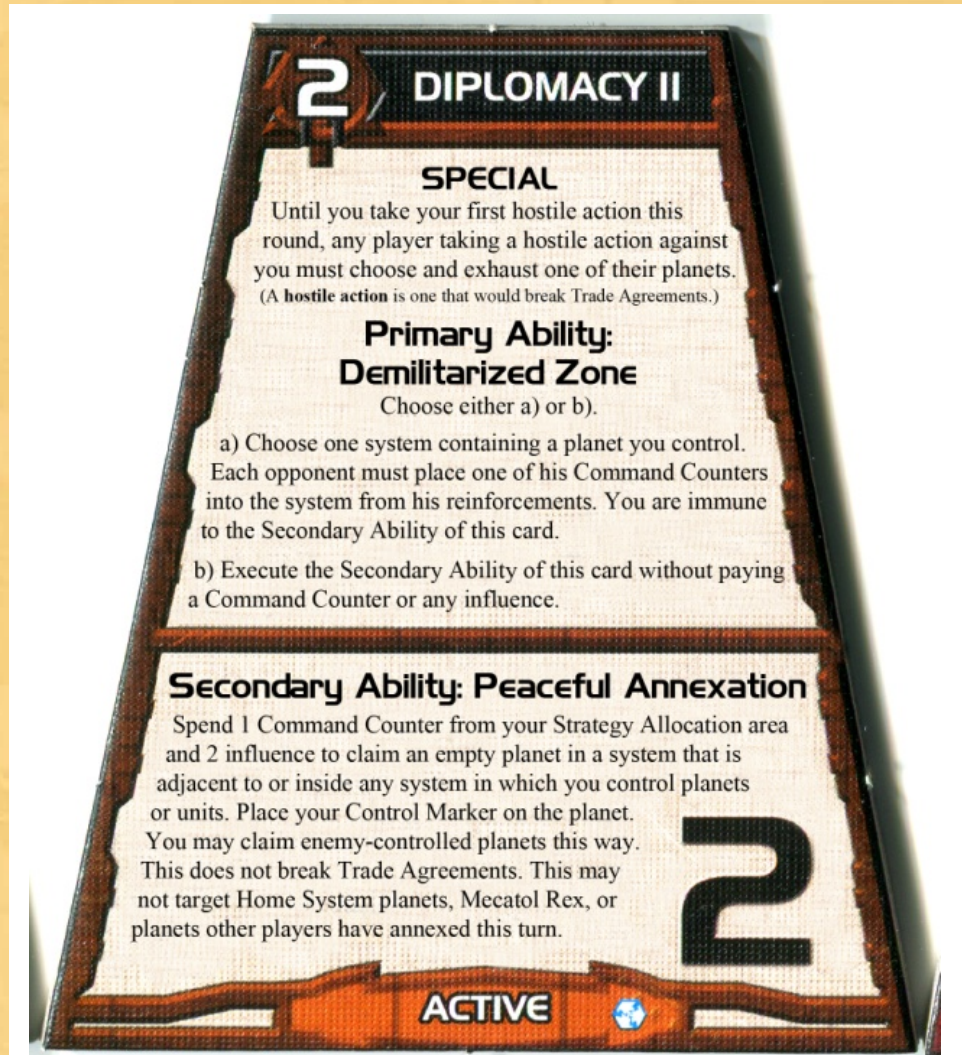
3. THE ASSEMBLY STRATEGY

The primary ability of this card provides 1 Political Card and 2 Action Cards. More importantly, it allows a player to either control what agendas will be voted on or gain the valuable Speaker token. The active player must decide either

a) immediately become Speaker, and then choose three agendas to be voted on (and he may not choose his own revealed agenda), or

b) choose any player besides himself to become (or remain) Speaker. Then the active player chooses at least one agenda up for vote, and 1-3 agendas for vote or discard.

The Speaker token does not have to move, it may remain with the current holder. However, the active player may not choose option a) if he himself is the Speaker.

The secondary ability of the Assembly Strategy Card allows each other player to spend a Command Counter from Strategy Allocation in order to refresh any number of planet cards (even including a Home System), so long as the combined total of all these planets' influence and resource values is 6 or less.

Example: The Yssaril player is executing the Assembly Strategy secondary ability. He decides to refresh the planet cards for Arretze (2 resources, 0 influence), Dal Bootha (0 resources, 2 influence), and Gral (1 resource, 1 influence).

The Xxcha and the Assembly
The Xxcha player can use his special ability (spending a Command Counter from his Strategy Allocation area) to discard a Political Card after it is has been chosen to be voted on. It is simply removed from the "docket" and placed in the discard pile.

4. THE PRODUCTION STRATEGY

The Production Strategy Card allows the active player to produce units at one or more of his or her Space Docks without activating the system. In addition, the player receives two additional resources with which to build. The active player may even produce units at a Space Dock in an activated system. This is extremely useful in both offensive and defensive situations. A player could, for example, build ships and move with them later in the same round.

The secondary ability allows the other players, by spending a Command Counter from Strategy Allocation, to produce units at one of their Space Docks (not several Space Docks even if in the same system), but with a limited production capacity of 3 units. As with the Primary ability, this does not activate the system, and is allowed even if the system is already activated.

Important: Whether executing the primary or secondary ability of the Production Strategy, a player may not exceed the production capacity of the planet where he produces units.

This card can only be used to build units other than Space Docks themselves. You may not build Space Mines or Facilities using the Production Strategy Card.
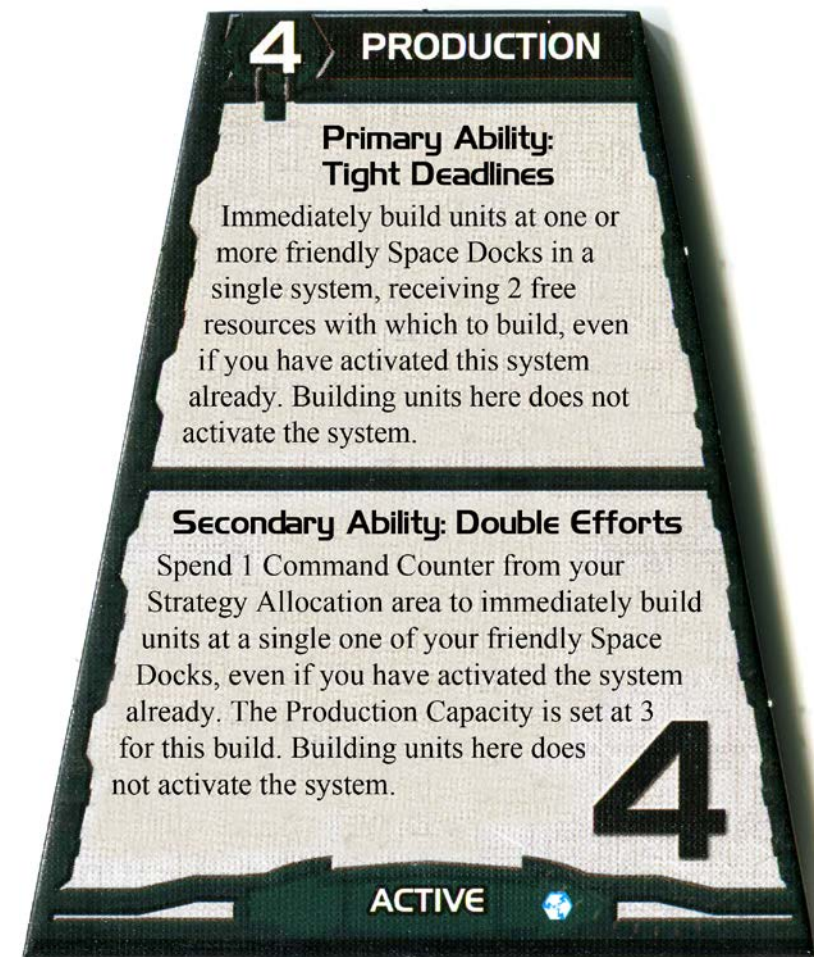
5. THE TRADE STRATEGY

This card brings more resources to the galaxy, and trading can enhance diplomatic relations between the great races. When it is activated, immediately place the indicated number of Trade Goods on each active trade agreement (3 TGs on an active agreement worth 3 etc.). These Trade Goods are not yet available for use!

Then the active player ("the trade master") has a choice: he may either gain 3TG and collect all Trade Goods from his agreements for free, or cancel all Trade Agreements in play (even Hacan's). If he chooses option b), all players may immediately collect half of the TGs on their agreements for free, while the rest are discarded.

Regardless of the active player's choice, new Trade Agreements may then be formed. The trade master must approve each new agreement, or it cannot be formed. Hacan's agreements need no approval.

The secondary ability of Trade allows each player to collect TGs from all of their active Trade Agreements by using one Command Counter from Strategy Allocation.

5 TRADE II

Primary Ability: Influence the Merchant's Guild

Place the indicated number of Trade Goods on top of all active Trade Agreements. Then choose either a) or b).

a) Receive 3 Trade Goods. You may then execute the Secondary Ability of this card without spending a Command Counter.

b) Break all active Trade Agreements. All players may collect half (round up) of the Trade Goods on their Trade Agreements.

After a) or b), open trade negotiations among all players. All new trades require permission from you.

Secondary Ability: Benefit of Trade

Spend 1 Command Counter from your Strategy Allocation area to collect all Trade Goods from your Trade Agreements and add them to your Trade Goods area.

5

ACTIVE

6. THE WARFARE STRATEGY

The Warfare Strategy Card allows the active player to place one of his or her systems on "High Alert," which is indicated with the High Alert token. All the player's ships that are in the system on High Alert receive +1 movement. Also, all units (including GF, PDS and MU) **receive +1 to all combat rolls.** The active player may optionally move the "High Alert" token with any ships that move out of the system, or he may leave the token where it is. The token is removed at the start of the Status Phase.

After the other players have completed the secondary ability, the active player may take one Tactical Action (not a Strategic Action or any other type of an action). The Command Counter for this action may be taken from the player's reinforcements.

The Warfare II secondary ability allows the other players, by spending a Command Counter from Strategy Allocation, to move any two of their ships in unactivated systems into an adjacent system or systems that contain no enemy ships. This does not activate the destination system(s), meaning that as long as the destination system(s) were not already activated, the moved ships will be able to move later on that round. (Also, because the destination system is not activated, this movement does not trigger PDS Cannon fire.) Ships with capacity may pick up units during this movement, but no Planetary Landings may be initiated. This means that you may not take over planets with the secondary ability, and the units you picked up remain on the ships.
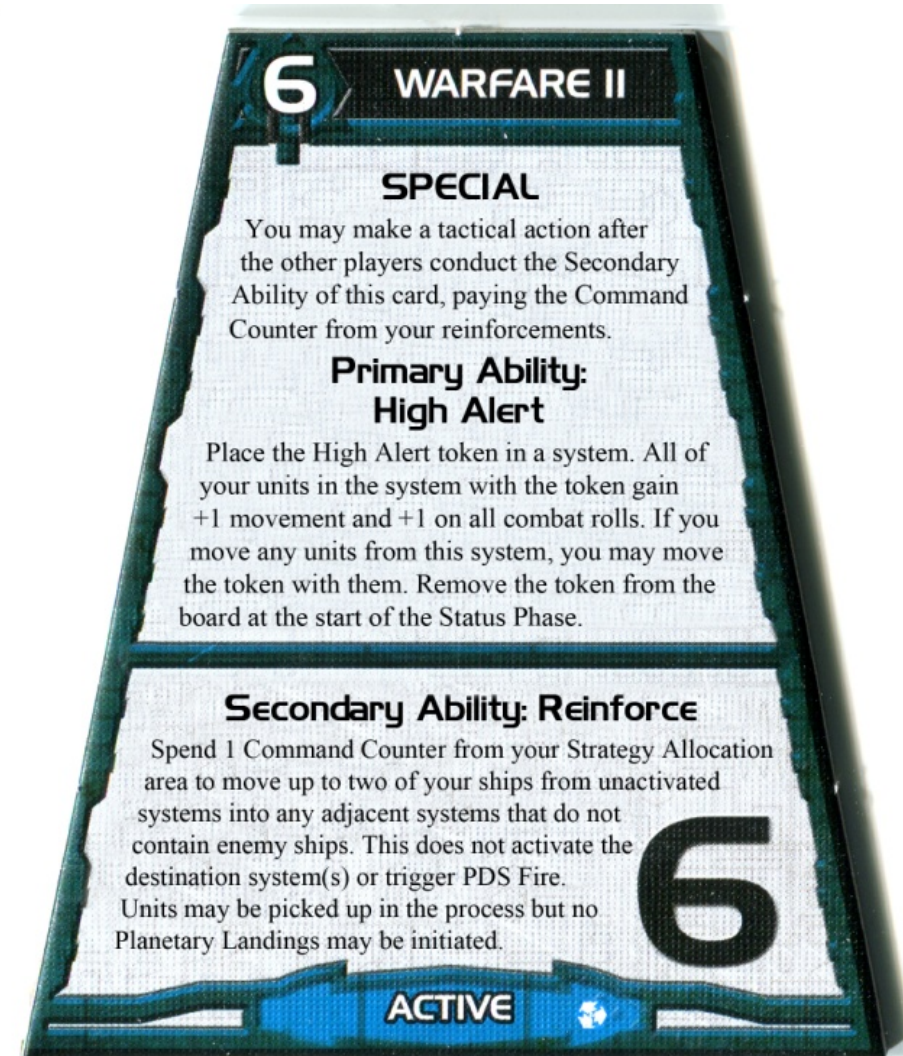
7. THE TECHNOLOGY STRATEGY

The Technology Strategy is the primary avenue for players to gain access to the exciting and helpful Technology Advances found in each player's Technology Tree. Executing the primary lets the active player to choose from two options:

a) Receive a free Technology Advance or
b) Purchase up to 3 Technology Advances at the cost of 5 resources each.

In each case, when a player acquires a Technology Advance (either for free or by paying for it), he simply circles the Technology on his Technology Tree. He can now enjoy the benefits of this Technology advance.

IMPORTANT: As noted on page 43, a Technology Advance can only be acquired if the player has already acquired its prerequisite technologies (as indicated on the Technology Tree). If a player acquires several advances at the same time, they are received in sequence, so the first ones may be prerequisites for the later ones. The same Technology Specialties can be used to acquire each one, as long as the planet with the specialty is refreshed.

Example: The N'orr player executes the primary ability and chooses option b). He has three planets with a red Technology Specialty. He purchases 2 red Technologies, but uses one of the planets to pay for the first one. Thus he gets only a discount of 2 for the second technology. He pays a total of (5-3)+(5-2)= 5 resources for his two new technologies.

The secondary ability of the Technology Strategy allows the other players to spend a Command Counter from Strategy allocation in order to purchase a single Technology advance at the cost of 5.

The Jol-Nar and the Technology Strategy Card

If the Jol-Nar player executes the secondary ability by spending a CC from Strategy Allocation, he may either get 3 technologies for 5 resources each OR one Technology for free.

If the Jol-Nar player has chosen the Technology Strategy Card himself, using the primary ability he may get one Technology for free AND purchase Three Technologies for 5 resources each.

7 TECHNOLOGY

Primary Ability:
Technological Focus
Choose either:
a) Receive one Technology Advance for which you have the pre-requisites.
b) Execute the secondary ability up to three times without paying the CC cost.

Secondary ability:
Advanced Research
Spend 1 Command Counter from your Strategy Allocation and 5 resources to receive a Technology Advance for which you have the pre-requisites. (active technology specialties reduce this cost).

SA 4.2 beta   **ACTIVE**
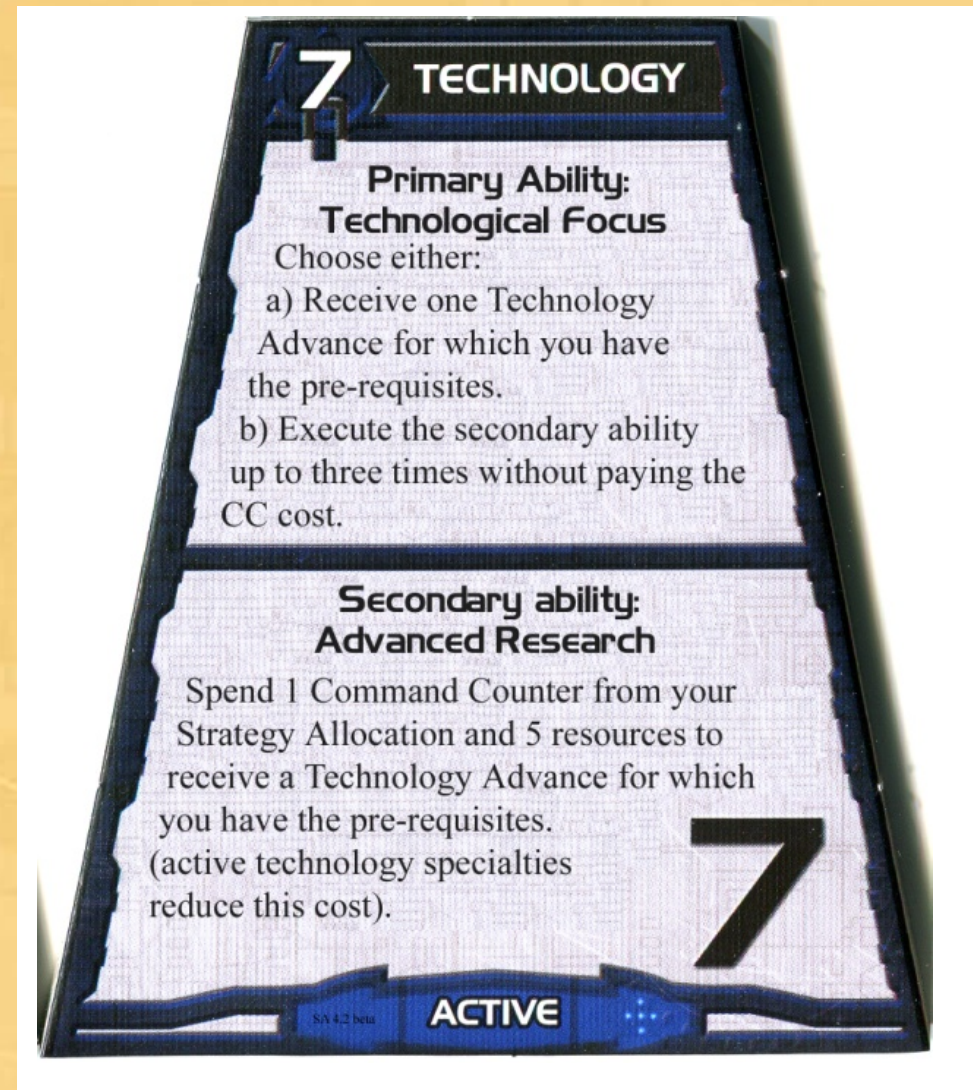
8. THE BUREAUCRACY STRATEGY

Important: Every time a Bonus Counter is added to the Bureaucracy Strategy Card, immediately reveal the next Public Objective. Reveal a Stage I Objective until the number of revealed objectives equals the number of victory points required for a win (e.g. 10 objectives in a 10 point game) – after that, reveal a Stage II Objective.

The primary ability of the Bureaucracy Strategy gives the active player a Command Counter, some control over which Objective will be revealed, and then the ability to fulfill one Public Objective outside of the Status Phase. Lastly, he may change the direction of Rotation by paying 1 influence.

The active player draws 3 Stage I Objectives and shows them to the other players. He then chooses one of them to reveal and place in the common play area. Each of the other two he may then either discard or place on top of the appropriate Objective Deck. Whatever he chooses to do with the cards is public information. The Objectives drawn are always Stage I objectives, even if Stage II has been initiated.

In order to fulfill an Objective, the active player must meet the Objective's requirements. He may fulfill any face up objective and is not restricted to the newly revealed objective. He then places his Control Marker on the Objective and gains the Victory Point(s). If this gives the active player enough Victory Points to win the game, the game ends immediately.

A player who uses the Bureaucracy Strategy to fulfill a Public Objective may still fulfill another Public Objective in the Status Phase. A player may not use the Bureaucracy Strategy to fulfill a Secret, Preliminary or a Special Objective.

While this Strategy Card does not provide "free" Victory Points, it does give the active player a chance at qualifying for an extra Objective. Also, it is one of only two methods of winning the game during the Action Phase (the other being getting Victory Points through Political Cards).

The secondary ability allows other players to spend a Command Counter to draw 1 Action card and 1 Political Card by spending a Command Counter from Strategy Allocation.

9. THE PROSPECT STRATEGY

The Prospect Strategy is only used in 4, 7 and 8 player games. It is the simplest of the Strategy Cards and has no secondary ability.

Activating the Prospect Strategy, the active player has 3 options:

a) Draw two Stage I Public Objective cards and choose one to place on his race sheet. Only he may qualify for that objective. Qualifying for this Objective is done during the Status Phase (or using the Bureaucracy Strategy Card) and is considered as the same as any Public Objective. He may not qualify for another Public Objective at the same time (although, if in the Status Phase, he may still qualify other types of Objectives, as usual). The other objective goes either to the top or bottom of the deck.

b) Receive one Action Card, one Political Card and 2 Trade Goods.

c) Immediately relocate any or all of his Leaders to friendly planets or ships. After relocation, the active player may discard up to a total of three Action or Political Cards and draw an equal number of new corresponding cards. *Example: The Creuss player discards 1 Political Card and 2 Action Cards. He draws 1 new Political Card and 2 new Action Cards.*

Note that the player with the Prospect Strategy Card may still only score one Public Objective in the Status Phase. He may not score an additional Objective when using the primary ability.

9 PROSPECT

Primary Ability: Recoordination

Choose either a) , b) or c):

a) Openly draw two Stage 1 Public Objective Cards. Place one back to the deck (top or bottom), and one face-up by your Race Sheet. Only you may claim this Objective.

b) Receive 2 Trade Goods, one Action Card and one Political Card.

c) You may immediately relocate your Leaders to any friendly planets or fleets. Then trade in up tp three Action- or Political Cards for new cards of the same type.

Secondary Ability: None

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16.   OPTIONAL RULES

This section details additional rules that players may wish to add to their game.

DISTANT SUNS AND FINAL FRONTIER

DISTANT SUNS

Included in the game, you will find the octagon shaped "Domain" counters that form the core of the "Distant Suns" game option. Using Domain Counters dramatically alters the strategy and flavor during the early turns of TI, as they simulate the dangers and rewards of space exploration and colonization.

After creating the galaxy or after the bidding for Home System locations has been finished, place a Domain Counter on each non-home system planet except Mecatol Rex. Place excess Domain Counters back in the box without looking at them.

At the start of the game each player may secretly look at one Domain Counter on the board.

During the Strategy Phase, each player may freely probe one planet in a system adjacent to each friendly Space Dock on the board.

THE DOMAIN COUNTERS

A planet's Domain Counter is revealed (and its effects resolved) immediately after a player has landed all his desired units there during the "Planetary Landings" step of a Tactical Action. After a Domain Counter has been revealed, the active player may not land additional ground units on the planet during the same activation.

When revealed, the symbol on the front of the Domain Counter represents the encounter/event of the planet. Immediately resolve the effects of that event.

On the back of this rules booklet, you will find a detailed description of every Domain Counter effect.

If a player comes to control a planet without actually landing forces there during a Tactical Action (e.g. using the secondary ability of the Diplomacy Strategy Card), the Domain Counter is ignored and placed back in the box with no effect.
If, for any reason, a planet returns to neutrality after being occupied by a player, do not place a new Domain Counter on the planet.

PROBING

Immediately after the movement step of a Tactical Action (not a Transfer Action) the active player may choose to probe Domain Counters in the activated system as long as he has at least one Fighter unit in the system. He may use either Low- or High-Orbit Probing. Both methods may be used in the same system, but only one method can be used on each planet. The player must declare which system is used on which planet before probing is executed.

Low Orbit Probing

Using Low-Orbit Probing, the player may secretly look at every face down Domain Counter in the system. After looking, he must return the Domain Counters face down to their respective planets. The player may not look at the counters again, unless he probes once more during a future activation, or lands Ground Forces on the planet. A player may not land Ground Forces on a planet during the same activation in which he conducted Low-Orbit Probing on it.

High Orbit Probing

Using High-Orbit Probing, distribute all available Fighters to planets being probed. Immediately before the Planetary Landings step of the activation, roll 1 die for each Fighter. On unmodified roll of 8+, the planet is successfully probed.

RAZING

During the Invasion Combat segment of a Tactical Action, a War Sun or Dreadnought in the same system as a Domain Counter may choose to raze a face down Domain Counter. The active player simply announces that he is razing the planet, and removes the Domain Counter returning it to the box without applying its effects.

A War Sun or Dreadnought may not raze a Domain Counter that has already been revealed. Note that a single War Sun or Dreadnought may only raze one Domain Counter in its system. If a player wishes to raze two Domain Counters in the same

system during the same activation, he must have at least two Dreadnoughts/War Suns in the system.

A War Sun or Dreadnought that has been used (or will be used) for razing after the movement step may not be used for bombardment during the same activation.

After razing a planet, a controversial act, the player may face adverse reactions from his own people and the Galactic Council. After razing a Domain Counter, the player should roll the dice and consult the table below.

Razing Effects:
1-7 No Effect
8-9 Lose 3 random Action Cards
0 Lose 3 random Action Cards and immediately exhaust all his unexhausted planets.

FINAL FRONTIER

Using the Final Frontier Option, the players will experience more surprises and uncertainty when entering empty systems. Space Domain Counters have a different back than previous Domain Counters (an image of empty space rather than a planet).

After the game board has been created or after bidding for Home System locations, randomize the Space Domain Counters and place one Space Domain Counter face down in each system that does not contain any planets (excluding Special Systems). Place unused Space Domain Counters back in the box without looking at them. You do not need to play with the "Distant Suns" option in order play with "The Final Frontier" option, but they may both be played together if all players agree.

THE SPACE DOMAIN COUNTERS

Space Domain Counters reflect the unknown aspects of deep space exploration, functioning as follows:

An empty system's Space Domain Counter is revealed immediately after all moving units have ended their movement in that system. When revealed, the symbol on the front of the Space Domain Counter represents the encounter/event of the empty system. Immediately resolve the effects of the counter. Detailed descriptions of every Space Domain Counter effect can be found on the back of this rulebook.
Example: The Jol Nar player decides to move a Destroyer and a Cruiser into an empty system containing a Space Domain Counter. After moving both units into the system, the Jol Nar player reveals the Space Domain Counter and immediately resolves the effect.

CRIMSON SUNS

Players may 'Declare War' on opponents during the Status Phase, at the cost of 1 influence. Take one of their flags and place it together with a hit marker on your race sheet to symbolize a War Declaration. When you attack a player you have a War Declaration on, "sympathetic factions of the galaxy" will subside you with a number of Trade Goods equal to half of the value (round down) of ships you lose in Space Battles attacking this opponent. If you defend against a player that you have a War Declaration on, you receive one quarter of the value lost in ships (round down). TG's are received at the end of the Space Battle.

Declaring War immediately breaks Trade Agreements, and accepting a Trade Agreements breaks the War Declaration.

You may only have two War Declarations active at a time.

COVENANTS

- With this setting, each player will command two races in struggle for galactic dominance. Follow the normal setup, with the following differences.
- Step 1) When deciding on the Victory Point total required for victory, increase the chosen VP range with 50%. This means that the goal should be at least 12 points.

- Step 3) Deal one extra Secret Objective to each player.
- Step 4) Move two rounds around the board so that ever player gets a second race.
- Step5) During the bidding phase of a pre-set scenario, only one race is bid for at a time.
- Step 10) Assign two of your Secret Objectives as preferred to your two races, discarding the third one.

- Political cards are dealt to each race. Hand cards, both Action and Political Cards, belong to a specific race and may not be interchanged.
- During the Strategy Phase, players first select, in order, one SC for either of their races. Then another round of selections is conducted, with players selecting a card for the other race.
- ”Opponents” means races controlled by other players.
- Victory ensues when your two races *collectively* have acquired the Victory Points required to win.

DIMENSION RIFTS

Whenever a blank Artifact is discovered, draw a random double-sided Wormhole Token (if available) and place it in the system. The active player chooses which side to be active (face up). Whenever a fleet enters such a Wormhole, flip the Token around. Wormholes of this type are ignored for all Objective purposes, but are affected by political agendas. This game option is not compatible with most of the preset maps.

ASCENDANCY

Using this game option, Victory Point progression will be steadier and less in leaps, and place focus on holding strategic positions. Make the following changes when using this game option:

- Multiply the Victory Points goal value (to win) by two.
- When claiming Objectives, do not mark it with a flag.

- All Objectives (except Secret Objectives and Preliminary Objectives) are claimable once every round.
- Any number of different Objectives may be claimed during the Objectives-step of the Status Phase.
- You do not lose Victory Points when failing to qualify for Special Objectives.
- All “spend”-Objectives have their printed values halved, rounded up.
- After each Status Phase, discard all active technology-based objectives and replace them with new random Objectives.
- All Secret Objectives are worth 4 Victory Points.
- The penalty for not controlling your Home System is 6 Victory Points (instead of 3).

Ascendancy Race-Tech acquisition
Discount on the cost of Race-Specific Technologies are now equal to half of current VP quota (round up).

Ascendancy Progression Feedback
The player in the lead with Victory Points will now only receive a number of TG’s equal to half the VP difference to second place (round up)

Ascendancy Bureaucracy Mod
The primary ability of Bureaucracy yields no Command Counter. Also, instead of being able to claim just one Objective with the primary ability, the same procedure as the Objectives-step of the Status Phase is executed. Otherwise the card works as normal.

Note from editor: According to my forum queries, Mercenaries (from SotT) and the Simultaneous Action System (from SA) are not used by SA adopters. Thus, they have not been included in this rulebook.

17. APPENDIX 1: GALAXY CREATION AND PRESET MAPS

[WORK IN PROGRESS]

18. APPENDIX 2: 2-PLAYER GAMES

Even without the diplomatic aspect of the game, the depth of tactics and strategy of Twilight Imperium 3rd edition makes for a deeply intriguing 2-player game. These rules ensure that the game is balanced and fit for this intensive, chess-like version of the game. It boils right down to waging the most effective war, without the need to "turtle" due to other involved players.

INITIATION

Follow the guidelines on the first page, except Step 3). Secret Objectives are not used. Two player games are normally set on a two ring galaxy with home systems on opposite sides. It is recommended to pre-construct a map or use one of the 2-player maps in appendix 6. Victory is claimed upon reaching the required number of Victory Points (6-10) or eliminating the other player. To construct a 2-player map using normal turn-placement:

1. Place a random red tile in the middle.
2. Remove all high-resource systems and deal 8 tiles to each player.
3. Place tiles normally.
4. Remove 2 blank Artifacts and hand 1 to each player for normal placement.
5. Add an Artifact at Mallice and one in the middle tile if possible.

The two additional Special Objective Cards, Magisterial and Imperial, should not be used in 2-player games. Crimson Suns and Twilight Council are also unfit for 2-player games. Half or all Empty Artifacts may be removed.

STRATEGY AND STATUS PHASE

- Both players pick three Strategy Cards, leaving two with Bonus Counters.
- Both Players receive one fewer Command Counter during Status Phase.
- If the Speaker had Assembly during last round, he may not choose the Assembly Strategy Card as his first pick.

TRADE

Races in duel games may only trade with themselves but require permission from Trade Master as usual.

ALTERED SPECIAL ABILITIES

- Every other time Mentak uses the ability to steal Trade Goods, they may also steal one from the public gaming area.
- If Xxcha activate the Diplomacy card, they may also spend a CC from Strategy and 2 influence to use the primary ability again.
- Hacan must only give 1 Trade Good to the opponent when using Production Centers.

CARD MODIFICATIONS

- Whenever drawing a card that is obsolete or does not work properly in 2-player games discard it and immediately draw another card.
- Rise of the Messiah AC; No more than 3 Ground Forces may be placed on the board playing this card.
- Public Disgrace AC; May not be played on your opponents first Strategy Card pick.
- First Strike AC; Planetary landings may not be initiated with this action.
- Flank Speed AC; Planetary landings may not be initiated with this action.
- Sharing of Technology PC; If the agenda goes FOR, players may acquire a technology held by the opponent.
- Public Execution PC; Remove from the deck.
- Local Unrest will not render a planet neutral if units exists on it.
- Opening The Trade Routes PC; against: "The next three trade goods a player receives this round are instead given to their opponent"
- All Objectives that requires spending a sum of influence, resources or TG have their values halved, rounded up. For example; "I now spend 10 resources" becomes "I now spend 5 resources".

POLITICS AND ASSEMBLY

To reflect uncertain votes from other players, extra votes shift in random direction. When the two opponents have placed their votes on a political agenda, roll one die and consult the results below. Before the die is rolled, TGs may be spent to buy one vote. (For example, if Speaker pays 3 TG and rolls '4', the votes will shift to 2 in his favor.)

During the first round the numbers are only 1, 2, 3, 4 votes on each side of the die. A VoC election may not be called for during the first round. Vote bonus from VoC is only+3 (not +5) in duel games. There are no restrictions to who may receive Speaker Token, regardless of current Speaker.

10	10 votes in favor of Speaker
9	6 votes in favor of Speaker
8	3 votes in favor of Speaker
7	1 vote in favor Speaker
6	Abstain
5	Abstain
4	1 vote against Speaker
3	3 votes against Speaker
2	6 votes against Speaker
1	10 votes against Speaker

19. APPENDIX 3: ACTION CARD GLOSSARY

Advanced Interrogation Techniques x1 (SA)	
Advanced Reinforcements x2	
Alien Technology x1	
Armistice x1	
Bribery x1	
Chemical Warfare x1	
Civil Defense x1	
Command Summit x1	
Communications Breakdown x2	
Corporate Sponsorship x1	This card only provides a discount, not an additional opportunity to purchase a Technology.
Council Dissolved x1	

Courageous to the End x2	These rolls are considered combat rolls for all relevant purposes.
Cultural Crisis x1	
Cut Supply Lines x1 (SA)	
Defection x1 (SA)	
Determine Policy x1	If you chose an agenda from the Political Deck, shuffle the deck.
Diplomatic Immunity x1	
Direct Hit (revised) x4	
Direct Hit! (original) x4	
Disclosure x1	
Discredit x1	
Dug In x1	
Emergency Repairs x2	Does not prevent a Direct Hit!

EMP Shockwave x1 (SA)	
Enhanced Armor x2	
Equipment Sabotage x2	
Experimental Battlestation x1	You get the benefits of all PDS boosting techs that you have.
Experimental Weaponry x2	
Fantastic Rhetoric x1	
Faulty Targeting Systems x2	
Fighter Prototype x1	
First Strike x2	
Flank Speed x4	
Flanking Tactic x2	
Flawless Strategy x1	

Focused Research x1	
Friendly Fire x4	
Ghost Ship x1	
Good Year x1	
Grand Armada x1	
Hidden Warfare x1 (SA)	
In the Silence of Space x3	You may only pass through 1 system containing enemy ships.
Influence in the Merchant's Guild x1	
Inscrutability x2 (SA)	
Insubordination x1	
Into the Breach x1	
Liberation x1 (SA)	

Local Unrest x4	If the planet turns neutral, remove all structures (PDS and Docks) from it.
Lucky Shot x1	
Massive Transport x1	
Master of Fate x1	
Master of Trade x1	
Military Foresight x2	
Minelayers x1	This takes place before other pre-combat effects. Casualties are removed after the first combat round. Hits are not incurred if somehow the space battle doesn't take place.
Morale Boost x5	
Multiculturalism x1	Cannot be played on a player who is under the effect of the 'Cultural Crisis' AC.
Opening the Black Box x1	
Paramagnetic Space Mines x1 (SA)	
Patrol x1	

Plague x1	
Policy Paralysis x1	
Political Stability x1	
Privateers x1	
Productivity Spike x1	
Propaganda Warfare x1 (SA)	
Public Disgrace x1	
Rally of the People x1	Cannot be played if your HS contains enemy ships.
Rare Mineral x3	
Recheck x4	
Reparations x1	
Rise of a Messiah x1	

Ruinous Tariffs (original) x1	
Ruinous Tariffs (revised) x1	
Rule by Terror x1	
Sabotage x5	
Scientist Assassination x1	If played against the player with the Technology Strategy, that player must still take his Strategic Action at some point during the Action Phase.
Secret Industrial Agent x1	
Shields Holding x1	Cannot be played during precombat.
Signal Jamming x4	
Skilled Retreat x4	Cannot be played if the the Law Code of Honor is in effect.
Spacedock Accident x1	
Star of Death x1	
Stealth Run x1 (SA)	

Stellar Criminals x1	
Strategic Bombardment x1	
Strategic Delay x1 (SA)	
Strategic Flexibility x1	If there were bonus counters on the SC you picked first, you must return them with the card.
Strategic Planning x2	
Strategic Shift x1	
Successful Spy x1	
Surprise Assault x1	
Synchronicity x1	
Target Their Flagship! X2	This is considered a combat roll for all relevant effects.
Tech Bubble x1	Even if you played Strategic Planning this round, you have to spend the Strategy Allocation counter using this card.
Temporary Stability x1	

Thugs x1	If played on the player using the Council Elder PC, no votes are cast and the agenda is discarded.
Touch of Genius x1	
Trade Stop x1	
Transport x1	
Unexpected Action x1	
Uprising x1	
Usurper x1	
War Footing x1	
Veto x1	
Voluntary Annexation x1	If played on neutral Mecatol Rex, the Custodians are simply discarded and the the GF placed.

20. APPENDIX 4: POLITICAL CARD GLOSSARY

Aggressive Strategy	
Amnesty for the Fallen (SA)	
Ancient Artifact	Planetary unit = Planetary force, so you roll 3 dice once against the units on each planet. The first blue technology can be a prerequisite for the second one. Custodians of Mecatol Rex are also destroyed.
Arms Reduction	
Bellum Gloriosum (SA)	
Checks and Balances	
Class Struggle	
Closing the Wormholes	
Code of Honor	Has no effect on the Naalu retreat ability.
Colonial Redistribution	
Colonization Licensing	
Compensated Disarmament	

Conscription Campaign (SA)	
Conventions of War	
Core Stability	
Cost Overruns	
Council Elder	
Council's Censure	
Crown of Thalnos	
Defend the Jewel	
Diplomatic Protection (SA)	
Dispute Resolution	
Diversified Income	
Economic Revitalization	
Emperor	

Enemy of the Throne	
Enforcer (SA)	
Fighter Tax	
Fleet Regulations	If this law is passed, any CCs in Fleet Supply in excess of 5 are immediately removed.
Fleet Restrictions	
Forbidden Research	
Forced Economic Independence	
Free Trade	If the law is passed, you only receive one extra trade good total when trade is played.
Freedom of Information Act (SA)	
Glory of the Empire	
Holder of Mecatol Rex	
Holy Planet of Ixth	
Hope's End Training Ground	

Humane Labor	
Imperial Academy	
Imperial Containment	
Imperial Mandate	
Imperial Peace	This agenda also applies to invasions on neutral planets.
Incentive Program	
Intergalactic Commerce	
Interstellar Arms Dealers	
Investigate Spatial Anomalies	
Labor Force Politics	
Limits to Individual Power	
Mass Mobilization	
Massive Dig (SA)	

Minister of Annihilation (SA)	
Minister of Commerce	
Minister of Exploration	
Minister of Intelligence (SA)	
Minister of Internal Security	
Minister of Peace	
Minister of Policy	
Minister of Technology (SA)	
Minister of Treasury (SA)	
Minister of War	
Mutiny	
Neutrality Pact	
New Constitution	

New Extraction Methods (SA)	
New Galactic Order (SA)	
Non-Aggression Pact	
Official Sanction	
Open The Trade Routes (original)	
Open the Trade Routes (revised)	
Pax Magnifica (SA)	
Planetary Conscription	
Planetary Security	
Political Focus	
Prophecy of Ixth	
Prosperity is Stability (SA)	
Public Execution	

Recognize Accomplishments	
Redefining War Crimes	
Regressive Rhetoric	
Regulated Conscription	
Relics of the Past (SA)	
Repeal	
Rescind (SA)	
Research Grant	
Resource Management	
Restoration of the Throne (SA)	
Revote	
Science Community Speaker	
Sector Quarantine (SA)	

Seed of an Empire	
Sharing of Technology	
Short Term Truce	
Subsidized Industry	
Subsidized Studies	
Tax Reform	
Technological Jihad	
Technology Buy-back	
Technology Investigation Committee	
Technology Tariffs	
The Crown of Emphidia	
Trade Embargo	
Trade War	

Traffic Tariffs	
Unconventional Measures	
Unconventional Weapons	
War Funding	
Warship Commission	
Veto Power	
Vorhal Peace Prize	
Wormhole Reconstruction	
Wormhole Research	

21. APPENDIX 5: ABREVIATIONS

AC   Action Card
CA   Cruiser
CC   Command Counter
CP   Command Pool
CV   Carrier
DD   Destroyer
DN   Dreadnought
FF   Fighter
FG   Flagship
FS   Fleet Supply
GF   Ground Force
HA   High Alert token
HS   Home System
MU   Mechanized Unit
PC   Political Card
PDS   PDS unit = Planetary Defence System
PO   Public Objective
SA   Strategy Allocation
SC   Strategy Card
SD   Space Dock
SO   Secret Objective
ST   Shock Troop
TG   Trade Good
VotC   Voice of the Council
VP   Victory Point
WS   War Sun

22.   APPENDIX 6: GAME   CONCEPTS

Acquire/Purchase/Gain technology	Purchasing a Technology means to acquire one by paying resources for it (including when the cost is reduced to zero after discounts). All other terms for receiving (e.g. gain, acquire) are not considered Purchasing. For example, using the Primary Ability of the Technology Strategy Card to receive a free Technology Advance is not considered Purchasing.
Action Card	Action Cards are special cards, playable in different circumstances during the Game Round. Some are playable "As an Action" and other "At any time.". Yet others have more specific circumstances in which they are to be played.
Activate	When a player places their Command Counter in a System that System is considered "Activated" by that player. Never may one system contain more than one Command Counter from the same player. Thus, until the Command Counter is removed, the same player may not Activate the same system again. Command Counters are collected from the board in the Status Phase.
Active player	The player currently taking his action is considered the active player.
Blockading	A Space Dock may not build Space Ships if there are enemy ships present in the same system. In this case the Space Dock is considered under Blockade. Also, a Space Dock may not be built in a system that contains enemy ships.
Capturing	Space Docks, PDS Units and Facilities may be Captured by Shock Troops and Agents. Capturing means that the attacker may replace the units with his own, as long as he as them available in his reinforcements.
Colony	Colony is a Facility that increases a planet's Influence value by one. See "Facility".
Combat roll	Any die roll made against a Unit's Combat Value is a Combat Roll.
Empty planet	A Planet that contains no Units (including Space Docks) or Leaders is considered Empty.
Empty system	A system that contains no planets or units is considered Empty.
Enemy	The other races/players are considered the enemy. Enemy units are units that belong to other players (NOT neutral units).
Exhaust	When a planet's Resources or Influence are spent, the Planet is Exhausted. The Resource and Influence values of an Exhausted Planet are not available for use in any fashion, including counting votes. Planets are Refreshed in the Status Phase.
Facility	Facilities include Refineries and Colonies. They may be built on planets during a Tactical Action. Each planet may only have one Facility. A Refinery increases a planet's Resource value by one, while a Colony increases the planet's Influene value by one.
Friendly system	Any system in which the player controls all the planets and units is considered "Friendly". A system with the player's planets but no units is still friendly, but a system with no planets or units is considered "Empty".

Hostile action	Any action by player that would normally break a trade agreement. This applies even if the player does not have a trade agreement with the opponent that he is committing the hostile action against. The most common examples are Space Battle and Invasions (but not mere PDS fire).
Influence	On a planet card, the value with a red background is its Influence. Influence is used to buy Command Counters, fulfil Objectives. During Assembly, each player gets votes equal to their unexhausted influence (see Votes).
Invasion	When a player lands ground units on a neutral or hostile planet it is considered an Invasion.
Invasion Combat	When a player invades a planet containing neutral or enemy Ground Forces, Mechanized Units and/or Shock Troops an Invasion Combat occurs.
Non-fighter/Capital ship	Any Ship that is not a Fighter is considered a Non-Fighter Ship. These Ships are: Destroyer, Cruiser, Carrier, Dreadnought, War Sun and Flagship. Non-fighter ships are counted against Fleet Supply, and enemies cannot move through non-fighter ships unless a Diplomat is involved or they possess the Light/Wave Deflector Technology.
Opponent, Opposing units	Opponents are the other players. Opposing units are units belonging to other players (NOT neutral units).
Production capacity	Production Capacity determines the number of units a player may produce when building units at SpaceDocks (or in some cases, elsewhere). Each Space Dock has a Production Capacity equal to the resource value of the planet that it is on, plus two. Enviro Compensator Technology increases this number by one for each of the player's Space Docks. Each Unit takes up Production Capacity equal to the number of dice they roll (A single Ground Force unit takes up 1, while a Mechanized Unit takes up 2) to build.
Racial Ability	The Special Abilities printed on each Race Sheet are considered Racial Abilities. Racial Technologies are not considered Racial Abilities.
Racial Technology	All races have three Racial Technologies. They are purchased in the Status Phase. Each race may only purchase one Racial Technology per round. The total cost of a Racial Technology is the cost on the card, minus the current victory point total of the player, plus the cost of all Racial Technologies previously acquired by the same player.
Refinery	Refinery is a Facility that increases a planet's Influence value by one. See "Facility".
Resources	On a planet card, the value with a green background is its Resources. Resources are used to build units, purchase Technology and fulfil Objectives.
Retreat vs. Withdraw	In a Space Battle, the Defender may Retreat, and the Attacker may Withdraw. Retreats and Withdrawals are announced before a round of combat, and executed after that round of Combat. The main difference between withdrawals and retreats is that a retreat may be declared into an unactivated system. However, the system is activated after the retreat using a Command Counter from the retreating player's Strategy Allocation area.
Rotation Cycler	This token indicates the direction of Rotation, clockwise or anti-clockwise around the table. This determined player order for choosing Strategy Cards and executing secondary abilities of Strategy Cards.

Ship/Space Ship	Any unit that exists only in Space is considered a (Space) Ship. See Non-Fighter ship.
Speaker Token	The player holding the Speaker Token is called the Speaker. He is the first to pick a Strategy Card in the Strategy Phase. Also, if a vote ends up in a tie during the Galactic Council the Speaker decides the outcome of the vote (unless there are no votes at all and the agenda is discarded).
Strategy Card	Every Strategy Phase each player chooses one Strategy Card. These cards give the players powerful abilities that are activated during the Action Phase. A player may not Pass before he has activated his Strategy Card. When a Strategy Card is activated, the active player uses the card's Primary Ability. After the Primary Ability has been resolved, the other players, taking turns in the direction of the Rotation Cycler from the Active Player, may each use the Strategy Card's Secondary Ability.
System	The cardboard hexagons that form the game board are called Systems.
Trade Good	Trade Goods are acquired through the Trade Strategy Card. Trade Goods may be given to other players at any time. They may be spent instead of Resources or Influence.
Technology Specialty	Some planets contain Technology Specialties. They appear in four different colors, corresponding to the Technology Advances in the same colors. As long as the Planet is not exhausted, the Technology Specialty gives its owner a discount in purchasing Technologies in the same color.
Unit	All plastic miniatures used in the game are considered Units. Also, the Fighter and Ground Force Supplemental Tokens and Shock Troops are considered Units. On the other hand, Facilities, Space Mines or Leaders are not Units.
Votes	When the Assembly Strategy Card is activated, all players receive Votes equal to their unexhausted planets' combined Influence Values. Players may also gain extra votes from the Voice of the Council Objective Card and the Xeno Psychology Technology Advance. Votes are used to determine the outcomes of Political Cards.
Winning a space battle	After a space battle, the only player who has ships remaining in the system has won the battle. If the enemy has retreated/withdrawn, the battle is still considered "won" by the non-retreating player.