Twilight Imperium 3.Ed. Rules of Play

A Game by Christian T.Petersen

Complete Ruleset with the Addons Shattered Empire and Shards of the Throne, Online Variants, Preset Maps and FAQ 2.4, some Houserules, Linklist and additional Help
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Base Game Rules and Options
Rules and Options from the Shattered Empire Expansion (SE)
Rules and Options from the Shards of the Throne Expansion (SotT)
Online Rules and Options (from the FFG-Website)
House-Rules and Options (boardgamegeek.com / ti3wiki.org etc.)

The Errata has been integrated in the corresponding chapters, when possible. Also the FAQ has been sorted.

Version	Date	Comment
1.0	18.Jan 2012	First Release
1.1	22.Feb 2012	Updated to FAQ 2.4
1.2	28.Feb 2012	Corrected FAQ about Flagships and TypeIV Drive and Nano Tech
1.3	24.Apr 2012	Corrected pagination and player diagram for 7-8 players

1) The Object of the Game

To win a game of TWILIGHT IMPERIUM ("TI"), players seek to accumulate a total of 10 victory points by achieving objectives and carefully choosing helpful strategies. The game ends when one player gains his 10th victory point or immediately after any other game-ending condition applies (see later).

2) Game Contents and Preparations

Enclosed in your TI box, you will find the following components.

- 6 (8 with SE) frames of highly detailed plastic components in 6 (8) colours. Each frame contains the following:
  - 5 Dreadnoughts
  - 4 Carriers
  - 8 Cruisers
  - 8 Destroyers
  - 2 War Suns
  - 12 Ground Forces
  - 10 Fighters
  - 6 Planetary Defense Systems (PDS)
  - 3 Space Docks
  - 1 Flagship
  - 4 Mechanized Units
- 256 Technology Cards (28 each in eight decks separated by colour) (24x6 in Base Game, 28x8 in SE, 32x8 in SotT) (3 Replaced Techs x 6 in SE)
- 34 Race-specific Technologies Cards (14 SE, 22 SoTT), (2 Replaced in SotT)
- 3 Race-specific Technology Tokens
- 17 Flagship Cards
- 34 Trade Cards (2 each for 17 races)
- 51 Leader Counters (3 each for 17 races)
- 272 Command Counters (16 each for 17 races)
- 289 Control Markers (17 each for 17 races)
- 51 Representative Cards (3 each for 17 races)
- 17 Race Sheets (10 Basegame, 4 Shattered Empire, 3 Shards of the Throne)
- 86 Hexagonal Board Tiles (43 from Base Game, 28 from Shattered Empire, 15 Shards of the Throne)
- 91 Planet Cards (51 Base Game, 28 SE, 12 SotT)
- 16 Facility Cards (8 Colonies, 8 Refineries)
- 170 Action Cards (103 Base Game, 40 Shattered Empire, 34 SotT) (7 Replaced Cards (5 SE, 2 SotT))
- 110 Political Cards (60 Base Game, 32 Shattered Empire, 19 SotT) (1 Replaced Card)
- 68 Objective Cards (Secret and Public) (30 Base Game, 28 Shattered Empire, 10 Preliminary SotT)
- 16 Mercenary Cards
- 40 Promissory Note Cards
- 20 Cardboard Strategy Cards (8 Base Game, 8 Shattered Empire, 1 Variant Strategy Card from SE, 3 Variant Strategy Cards from SotT)
- 8 Bonus Counters
- 64 Trade Goods Counters (40 Base Game, 12 SE, 12x3 SotT)
- 51 Fighter Supplement Counters (23x1, 28x3), (23 Base Game, 12 SE, 16 SotT)
- 51 Ground Force Supplement Counters (23x1, 28x3) (23 Base Game, 12 SE, 16 SotT)
- 12 Shock Troop Tokens
- 12 Space Mine Tokens
- 2 Mecatol Custodian Tokens

- 8 Artefact Tokens
- 1 High Alert Token
- 3 Worm Hole Tokens
- 66 Domain Counters (44 Base Game, 22 SE,)
- 15 Space Domain Counters
- 16 Mercenary Tokens
- 8 Unit Reference Cards (8 new in SotT)
- 1 Speaker Token
- 1 Victory Point Track
- This rules booklet
- 4 10-sided dice (note that in TI, the "0" result represents the number "10")

Part of the Scenario "Fall of the Empire"
- 1 Race Sheet (the Lazax)
- 16 Lazax Command Counters
- 17 Lazax Control Counters
- 2 Scenario Strategy Cards
- 34 Agenda Cards
- 1 Lazax Objective Card
- 7 Scenario Objective Cards
- 2 Lazax Trade Agreements
- 31 Treaty Cards
- 1 Variant Mecatol Rex Hexagonal Board Tile

The Shattered Empire Icon
All the cards in this expansion are marked with the SHATTERED EMPIRE symbol on their fronts, to allow you to easily separate them from your base TWILIGHT IMPERIUM game.

The Shard of the Throne Icon
All the cards included in this expansion are marked with the *Shards of the Throne* symbol on their fronts (pictured above), to allow you to easily separate them from your base *Twilight Imperium* game.

Replacement Cards for Base Game
Several replacement cards for the Twilight Imperium 3rd Edition base game are included in this expansion. Some of these cards have been revised to correct errata, while others have been revised to work better with this expansion. To use the replacement cards, simply remove the original cards from their appropriate decks and replace them with the new versions. The replacement cards are:
TECHNOLOGY CARDS
6 Advanced Fighters (1 in each colour)
6 Micro Technology (1 in each colour)
6 Assault Cannon (1 in each colour)
ACTION CARDS
4 Direct Hit Cards
1 Ruinous Tariff Card
POLITICAL CARDS
1 Open the Trade Routes Card

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3) Component Overview

We will here summarize the various components of TI, so that you may recognize them while reading these rules.

3.1) 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. There are 28 new system tiles in SE, including Ion Storms (a new type of Special System). Hope's End, the imperial training ground, is also among the new systems. One of the new systems is the Wormhole Nexus (WN), which is easily distinguished by its non-hexagonal shape. Use of this system is optional, and when this rulebook refers to systems, the WN should be excluded unless stated otherwise. There are 14 new system tiles in *SotT*, including a Gravity Rift (a new type of Special System) and new Home Systems. A variant version of Mecatol Rex, used only in the Fall of the Empire scenario, is also among the new systems.

3.2) Plastic Game Units

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

3.3) 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.

3.4) Technology Cards

At the beginning of the game, each player receives an identical Technology Deck (separated by colour) consisting of 24 (28 with SE) (32 with SotT) technology advances. Throughout the game, when a player purchases (or otherwise acquires) a technology, the corresponding Technology Card is taken from his deck and placed face-up before him.

3.5) 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.

3.6) 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 Political Strategy Card during the Action Phase (see later), he must draw and resolve the top card of the Political Deck. 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.

3.7) Objective Cards (Public and Secret)
In order to win TI, players need to accumulate 10 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.

The new sets of Stage I and Stage II Public Objectives can optionally be used instead of the original Objective deck. These cards tend to focus more on military conflict than the original set. Also provided are 3 new Secret Objectives, to be mixed in with the original set.

Finally, Special Objectives have been included for use with two new optional rules: Artefacts (detailed on page 65) and the Voice of the Council option (detailed on page 68).

Preliminary Objective Cards optionally start players with easier objectives worth 1 victory point each. Also provided are Scenario Objective Cards, only used in the Fall of the Empire scenario (including a special Lazax Objective Card).

The Secret Objective Deck
Some cards and rules in this expansion refer to the Secret Objective deck. This deck consists of any Secret Objective not in play. Instead of placing unused Secret Objective cards in the box, simply place them in the play area. When a player fulfils a Secret Objective card, it is removed from the game (and not shuffled back into this deck).

3.8) 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.

3.9) Strategy Cards
Each of the eight 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.

SE features a new set of eight variant Strategy Cards, with a white background, that favours different strategies than the original set. In addition, there is a High Alert token for use with the new Warfare II Strategy Card. The variant Imperial Strategy Card, with a black background, may optionally be used with the original set of Strategy Cards.

SotT features variant Political, Assembly, and Trade Strategy Cards. Two Strategy Cards only used for the "Fall of the Empire" scenario are also included (Civilization and Industry, s. page 76).

3.10) Bonus Counters
After all players have selected a Strategy Card during the Strategy Phase, there will (in a six-player game) be two Strategy Cards remaining in the common play area. Before the Strategy Phase ends, the two remaining Strategy Cards both 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.

3.11) 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.

3.12) 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, and (most often) to indicate ownership of planets.

3.13) 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, and are frequently used as currency among players to pay for bribes or other considerations.

3.14) 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 reverse side is be used with the optional rule "The Long War" found on page 57.

3.15) Speaker (First Player) Token

This token is claimed each round by the player who selects the Initiative Strategy Card during the Strategy Phase. The player who controls the Speaker Token always chooses the first Strategy Card during the next Strategy Phase.

3.16) Ground Force and Fighter Unit Supplement Tokens

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.

3.17) Race Sheets

Enclosed in your game, you will find 10 (14 with SE, 17 with SotT) 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.

A race sheet for the Lazax is also included in SotT. The Lazax race is only used in the "Fall of the Empire" scenario (see page 76). Cards and Markers are also provided for this race.

3.18) Race-Specific Technologies

Each of the 17 races now has one Race-Specific Technology. These optional Technology cards may only be acquired by the appropriate race (see page 64). In SotT there is a second race-specific Technology per Race included.

3.19) Facility Cards

These cards represent refineries and colonies that players may build on a planet to increase the planet's resources or influence value. See page 67 for details.

3.20) Unit Reference Cards
The unit reference cards provide players with an image of each unit type and its game stats.

3.21) Shock Troop Tokens
Shock Troops represent battle-hardened, veteran Ground Forces. These special Ground Forces are much more powerful and have special rules governing them (found on page 65).

3.22) Space Mine Tokens
With the new Space Mines option, Cruisers have the ability to deploy space mines. Ships moving into a system that contains space mines could be destroyed before combat. See details on page 66.

3.23) Mecatol Rex Custodian Tokens
These tokens represent guardians of Mecatol Rex. Their optional use is described on page 68.

3.24) Artefact Tokens and Objective Cards
These tokens represent four ancient relics of power that are hidden somewhere through out the galaxy. Each artefact also has a corresponding Special Objective card worth 1 Victory Point to its controller., See details on page 65.

3.25) Wormhole Tokens
Special Wormhole tokens have been included for use in optional map setups.

3.26) Agenda Cards
These cards replace the Political Card deck when playing the "Fall of the Empire" scenario.

3.27) Flagship Cards
Each of the 17 races now has the ability to build its own Flagship, a powerful warship with unique race-specific abilities. These optional ships may only be built by the appropriate race (see page 70).

3.28) Mercenary Cards
These cards represent Mercenaries that players may hire using the new Trade III Strategy (s. page 73).

3.29) Promissory Note Cards
Players can now offer Promissory Notes in the Galactic Council. These new cards are used with the new Political II and Assembly II Strategy Cards (see page 74).

3.30) Representative Cards
Each of the races has 3 Representatives that players may choose from to send to the Galactic Council. These optional cards are used with the new Political II and Assembly II Strategy Cards (see page 13).

3.31) Treaty Cards
These cards are only used in the "Fall of the Empire" scenario. Players can make alliances with each other using these cards.

3.32) Space Domain Counters
These new counters are used with the Final Frontier option. See page 70 for more information).

3.33) Mercenary Tokens
These tokens mark the locations of Mercenaries (a new type of unit) on the board. They are double-sided to display whether the Mercenary is in space or on a planet. The appropriate battle value for each Mercenary is also displayed on each side.

3.34) Race-specific Technology Tokens
Special Tokens have been included for use with the Ghosts of Creuss' and the Embers of Muaat's special abilities.

4) Suggested Play Area

Available Trade Contracts and active Trade Agreements

Active Technology Advances

Available/Exhausted Planet cards

Reinforcements Area

THE EXCHA KINGDOM

Trade Goods

Race Sheet

Technology Deck

Control Markers

Active Command Counters

Available Units

Available Command Counters

Secret Objective Card (kept hidden)

Action Cards (kept hidden)

Suggested Common Play Area

Political Card Deck

Bonus Tokens

Action Card Deck

Objective Card Deck

Victory Point Track

Trade Supply

Fighter/Ground Force Supplement Tokens

Active Laws

Revealed Objective Cards

Neutral Planet cards

Strategy Cards (presented before a Strategy Phase)

5) Number of Players

These rules are written assuming that you will be playing TI with 6 players. TI plays just as well with fewer players, and rules for playing with 3-8 players are provided on page 53 of this rules set.

6) Game Setup

Before you start playing, follow the steps below:

1. Separate the 10 Home Systems from the other hexagonal game-board pieces. Randomize the Home Systems face down and allow every player to draw one at random. This process determines which race a player will control throughout the game. All players then take the Race Sheet, Control Markers, Trade Cards, and Command Counters corresponding to their race.
2. Each player selects one of the six available colours and takes the plastic units and Technology Deck corresponding to that colour.
3. Find an area of the table that is convenient for all players to reach. Designate this space the "common play area." Then shuffle the Action Card deck and the Political Card deck and place them separately in the common play area. Also place the Fighter and Ground Force Supplement Counters in the common play area.
4. Each player takes the individual Planet Cards corresponding to the planets of his Home System and places these face up in his play area. Place the remaining Planet Cards, representing the neutral planets at the start of the game, in the common play area.
5. Place all the Trade Goods Counters in a single pile (the "Trade Supply") in the common play area.
6. Now place the 8 Strategy Cards side-by-side in numerical order with their "active" side up, prominently in the common play area.
7. Create the Objective Deck, by following the directions in the "Preparing the Objective Cards" sidebar. Do not forget to place the unused Secret and Public Objective Cards back in the box, while allowing no players to look at them.
8. Now place the Victory Point Track in the common play area and place one Control Marker for each player in the space marked "0."
9. Players must now create the game board (or "galaxy"). Please read and carry out the instructions for doing so in the "Setting up the Galaxy" sidebar on page 15 before proceeding.
10. After the galaxy has been created, all players place their "setup units" (as indicated by their Race Sheets) on their Home Systems. If a Home System contains several planets, any Space Dock, Ground Forces, and PDS may be placed among them according to the player's wishes.
11. All players then find and place their "Starting Technology" cards face up in their respective play areas. 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).

You are now ready to start the game.

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).

6.1) Preparing the Objective Cards

Before the game begins, the Secret Objective Cards must be distributed and the Public Objective Deck properly prepared. First separate all the Objective Cards into the three different types: Secret Objectives, Public "Stage I" Objectives, and Public "Stage II" Objectives. Then proceed to the following:

1. Shuffle the 10 Secret Objective Cards and deal a random card face down to every player. All players should read their Secret Objective Card and then place the card face down in their play area. A player is never allowed, for whatever reason, to show an opponent his Secret Objective Card. Place the remaining Secret Objective Cards back in the box, allowing no player to look at them.

2. Now take the 10 Stage II Public Objective Cards and remove the "Game Over" card. Shuffle the remaining 9 Stage II cards and draw 3 random cards (at all times keeping them hidden from all players). After drawing the 3 random cards, take the "Game Over" card and shuffle it with the 3 randomly-chosen cards. You should now have 4 randomized Stage II Public Objective Cards, one of which is the "Game Over" card. Place these 4 cards face down in a stack in the common play area. Place the remaining Stage II cards back in the box, allowing no player to look at them.

3. Then shuffle the 10 Stage I Public Objective Cards and draw 6 random cards. Place the 6 cards on top of the 4 Stage II cards, now forming a single deck of 10 Public Objective Cards in the common play area. This deck always consists of 6 random "Stage I" cards on top of 4 random "Stage II" cards (one of which is the "Game Over" card). This deck is the "Public Objective Deck."

NOTE: It is important that the unused Objective Cards (Secret, Public Stage I & II) are placed back in the box so they remain hidden from players both before and during the game. Otherwise, experienced players would be able to deduce which objectives are in play before they are revealed.

6.2) Creating the Galaxy
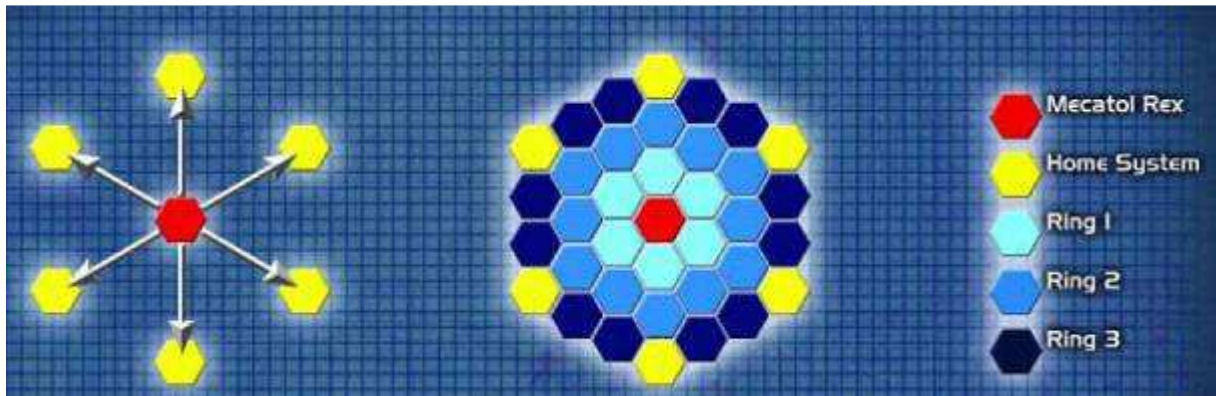
TI uses a unique game board consisting of multiple hexagon pieces ("systems") that are brought together in a unique combination at the beginning of every game. Before a game of TI begins, players build the galaxy by following these steps:

1. After all players have drawn their Home Systems, find the Mecatol Rex system and place it in the middle of the table. Then randomly determine one player to be "first player. Give the "Speaker"-Token to the first player. He then shuffles the remaining 32 systems, *randomly removes two systems* (by placing them back in the box without looking at them), and deals five systems, face down, to every player. Players may look at their dealt systems but should not show them to the other players.

2. The first player now selects one of the sides of Mecatol Rex, and drags his Home System about two feet towards himself in a straight line away from the chosen side (see diagram). Then the player to his left does the same, etc., until all players have chosen a side and placed their Home Systems on the table (note that the sixth player must chose the last remaining side

of Mecatol Rex). Players should now shift their seating around the table to best accommodate their Home System placement.

3. Then players, in clockwise order, starting with the first player, begin creating the galaxy by placing, one at a time, a single system face up adjacent to the Mecatol Rex system. After the first ring around Mecatol is completed, players continue to place systems in the second ring until that is completed, and then finally proceed to the third ring.

When all the systems are placed, the galaxy is finally created. The following rules apply to placing systems

- A system cannot be placed in the second ring before the first ring surrounding Mecatol Rex has been completed. Likewise, a tile cannot be placed in the third ring before the second ring is completed (see diagram).
- As soon as the correct placement for your Home System becomes available, connect your Home System to the galaxy at its fixed spot (which is exactly 3 systems out from the chosen side of Mecatol Rex, see diagram). Connecting your Home System is automatic and does not cost you a placement "turn."
- You may not place a Special System (with an inner red border) adjacent to another Special System, unless you have no other option.
- The order of placement switches counter clockwise after all players have placed a round of tiles and yet again clockwise after that, etc. This in effect will make the player, who placed the last system, place the first system in the next round (thus actually placing two systems in a row). Example of turn order: P1, P2, P3, P4, P5, P6, P6, P5, P4, P3, P2, P1, P1, P2…
- If you placed a system that did not contain a planet during your last placement, you must, if able, place a system that **does** contain a planet during your next placement. If you are unable to do so, you must reveal your remaining systems to the other players to prove this. Then place one of your available systems.

When creating the board, the actual shape of the galaxy and the position of Home Systems will differ depending on the number of players. If you are playing a game with less than six players, please consult the optional rules on page 53 of this rules booklet.

Game Setup with the New Systems from the Expansion Shattered Empire
Due to the addition of many new systems, players will need to remove more random systems before setting up the galaxy than specified in the base game.
The first player should place these systems back in the box during setup without looking at them.
Remove the following systems instead of the systems specified on page 53 of the original rulebook:
- 3 Players: Remove 7 empty, 6 Special, and 18 Regular Systems (with planets).
- 4 Players: Remove 4 empty, 5 Special, and 14 Regular Systems (with planets).
- 5 Players: Remove 4 empty, 5 Special, 14 Regular Systems (with planets), and 1 random system.
- 6 Players: Remove 4 empty, 5 Special, 14 Regular Systems (with planets), and 2 random systems.

Larger Galaxy Games
With five or six players, players may wish to set up an additional outer ring. To do this, fewer tiles are removed during setup.
- 5 Players: Deal out every tile, so that each player has 11 tiles. Then create the galaxy as normal. (Unlike the standard 5-player setup described on page 32 of the original rules, no random system is placed adjacent to Mecatol Rex.)
- 6 Players: Remove 1 random hex and then deal out the rest, so that each player will have 9 tiles.

Then create the galaxy as described on page 8 of the original rulebook. However, in step 3 of "Creating the Galaxy," continue placing systems until there are 4, rather than just 3, rings around Mecatol Rex.

Game Setup with the New Systems from both Expansions

Due to the addition of many new systems, as well as the systems introduced in *Shattered Empire*, players now have more options when setting up the galaxy. Instead of removing the systems specified on page 53 of the original rulebook, players create three piles of systems; one pile of Special Systems (all systems with red borders), one pile of empty systems (all systems with no planets), and one pile of Regular Systems (all remaining non-Home Systems). Without looking at the tiles, players deal a number of random systems into a galaxy pile and shuffle it. All remaining tiles are returned to the game box without looking at them. Players then use the systems in this galaxy pile to create the galaxy (following all normal setup rules).

- 3 Players: Shuffle together 3 Special, 5 empty, and 16 Regular Systems.
- 4 Players: Shuffle together 4 Special, 8 empty, and 20 Regular Systems.
- 5 Players: Shuffle together 4 Special, 8 empty, and 20 Regular Systems. Randomly remove 1.
- 6 Players: Shuffle together 4 Special, 8 empty, and 20 Regular Systems. Randomly remove 2.
- *7 Players: Shuffle together 9 Special, 12 empty, and 34 Regular Systems, randomly remove 2
- *8 Players: Shuffle together 9 Special, 12 empty, and 34 Regular Systems, randomly remove 3
- *5 Players (Larger Galaxy): Shuffle together 9 Special, 12 empty, and 34 Regular Systems.
- *6 Players (Larger Galaxy): Shuffle together 9 Special, 12 empty, and 34 Regular Systems. Randomly remove 1.

*Requires the *Shattered Empire* expansion.

7) The Game Round

After you have finished setting up the game, players will begin playing the game by starting with the **Strategy Phase** of the first **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 10 victory points or until another game-ending condition is met.

Victory points are generally claimed during the Status Phase as players fulfil the requirements printed on the Public and Secret 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.

7.1) Strategy Phase

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") that players may choose from. These are: Warfare, Political, Trade, Initiative, Imperial, Logistics, Diplomacy, or Technology.

Not only does the Strategy Card provide an important ability, but it also determines the **order of play** (as indicated by its number; see the text box on page 20 for more information on the order of play).

At the beginning of every Strategy Phase, the player who controls the Speaker Token (the "Speaker") may choose the first Strategy Card from the common play area.

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.

After the Speaker has picked his Strategy Card, the other players, in clockwise order from the Speaker, each select one of the remaining Strategy Cards. In this way every player will pick an available Strategy Card before the Action Phase begins. Note that being farther clockwise from the Speaker gives a player an increasingly limited choice of Strategy Cards (i.e., the player to the immediate right of the Speaker will only have three cards to choose from).

After all players have selected a Strategy Card, there will be two cards remaining in the common play area. The Speaker places a **Bonus Counter** on the two remaining unchosen 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 another player selects the Initiative card during a future Strategy Phase.

7.2) 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 text box on page 20), with players one after the other taking **one** action to complete their turn. After the last player in the order of play has taken his turn, play returns once more to the first player in the order of play 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**.

The Player Action
When it is a player's turn to take an action, he must execute **one** of the following:
1) Strategic Action
2) Tactical Action
3) Transfer Action
4) Pass

7.2.1) Strategic Action

A player must, at some point during the Action Phase, execute a Strategic Action (except for the player holding the Initiative Strategy Card, who has no 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 **clockwise 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 *Logistics Strategy Card*.

The active player **may never** 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.
A player may only take one Strategic Action per round. 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).
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 Logistics Strategy, even if the Logistics Strategy has a lower initiative number. Details for each specific Strategy Card can be found on page 88.

7.2.2) 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 you're 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
3) PDS fire
4) Space Battle
5) Planetary Landings
6) Invasion Combat
7) Produce Units

Except for the first step (the activation itself), each individual step of the Activation Sequence is only resolved if the condition for its resolution applies or 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.

"Friendly" and "Enemy"
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 not controlled by you (i.e., controlled by any other 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."

7.2.3) 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 can be found on pages 27 through 30.

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). You **can**, however, activate a system that contains one (or more) Command Counters belonging to other races (you may ignore their presence). 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 system cannot be activated again by that player this round, nor can his ships in his activated systems move.

2) Move Ships into System
After you have activated a system, you may move friendly ships (within movement range) into the activated system. **Only movement into the activated system is allowed.**

The rules for moving ships during a Tactical Action are as follows:
- Every ship (except for Fighter units, which move with Carriers or War Suns) 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 Carrier/War Sun may pick up Ground Force and PDS units at any stage during the movement step (before, during, and even in the activated system itself). Ground Force and PDS units aboard a Carrier, however, cannot be "dropped off" by the Carrier until the Planetary Landing step of the Activation Sequence. *If the last Ground Force unit on a planet is picked up by a Carrier, the owner of the planet must place a Control Marker on the planet to indicate that he controls it.*
- A ship is never 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.
- 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.

Certain effects by Strategy or Action Cards can remove Command Counters from the board, allowing systems to 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 23.

3) PDS Fire
After the active player has finished moving his ships into the activated system, enemy PDS in range may fire at the active player's fleet. For every "hit," the activating player must remove a casualty from the fleet (note that Dreadnoughts and War Suns can take one "Damage" before they are destroyed, see page 52). 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. For more details on PDS units, see page 48.

4) Space Battles
First determine whether a Space Battle will occur in the activated system.
If the active player has moved one or more ships into a system that contains ships controlled by an opponent (even a Fighter) 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 27.

5) Planetary Landings

After any Space Battles are completed, the active player may now commence Planetary Landings by landing Ground Force and PDS units from his Carriers 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

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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 Initiative 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 Initiative Strategy
2 Diplomacy Strategy
3 Political Strategy
4 Logistics Strategy
5 Trade Strategy
6 Warfare Strategy
7 Technology Strategy
8 Imperial 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 Initiative Strategy card during the Strategy Phase, the first player in the turn order would be the player who selected the Diplomacy Strategy.

- **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 controlled by no other player). After landing at least one Ground Force unit 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 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 containing one or more of an enemy player's Ground Force units. This will result in an Invasion Combat during the Invasion Combat step.

If a player lands units on a planet that is controlled by an opponent, but does not contain any enemy Ground Forces, 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.

6) Invasion Combat

After planetary landings, should any planet contain Ground Forces 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 Ground Forces during the Planetary Landings step. Such PDS units do not participate in Invasion Combat, nor can they be taken as a combat casualty. If the last invading Ground Force unit is 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 "Invasion Combat" section on page 30.

7) Produce Units

As the final step of a Tactical Action, the active player may produce new units at one or more friendly Space Docks in the activated system. During this step, it is also possible for the active player to produce a **new** Space Dock unit on an eligible planet in the activated system (provided that the planet has been under the player's control for the entire round). See more information on how to produce units under the Space Dock on page 44 concluding a Tactical Action.

After resolving the steps of the Activation Sequence (Activate a system, Movement, 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.

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, and War Sun units) controlled by one player in one system at any given time.

7.2.4) 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 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 Forces and PDS).

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 is 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. As during a Tactical Action, Fighters, PDS, and Ground Force units must be transported by Carrier/War Sun.

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 onboard Carriers 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 planets or planets containing an enemy Control Marker.

5) Production

The active player may now produce units at his Space Docks in **one** of the activated systems (but not both).

7.2.5) Passing

If a player does not wish 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** (except for the player who controls the Initiative Strategy, who has no 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 their Strategy Card).

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.

Exception: A player, who has passed, is allowed to execute the Secondary Ability of Strategy Cards that are resolved later during the phase.

Example: After taking several actions, including his Strategic Action, the Xxcha 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 the Xxcha, are allowed to execute its Secondary Ability.

7.2.6) 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.

7.2.7) Example of Activation and Movement

In the example above, the N'orr 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.

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.
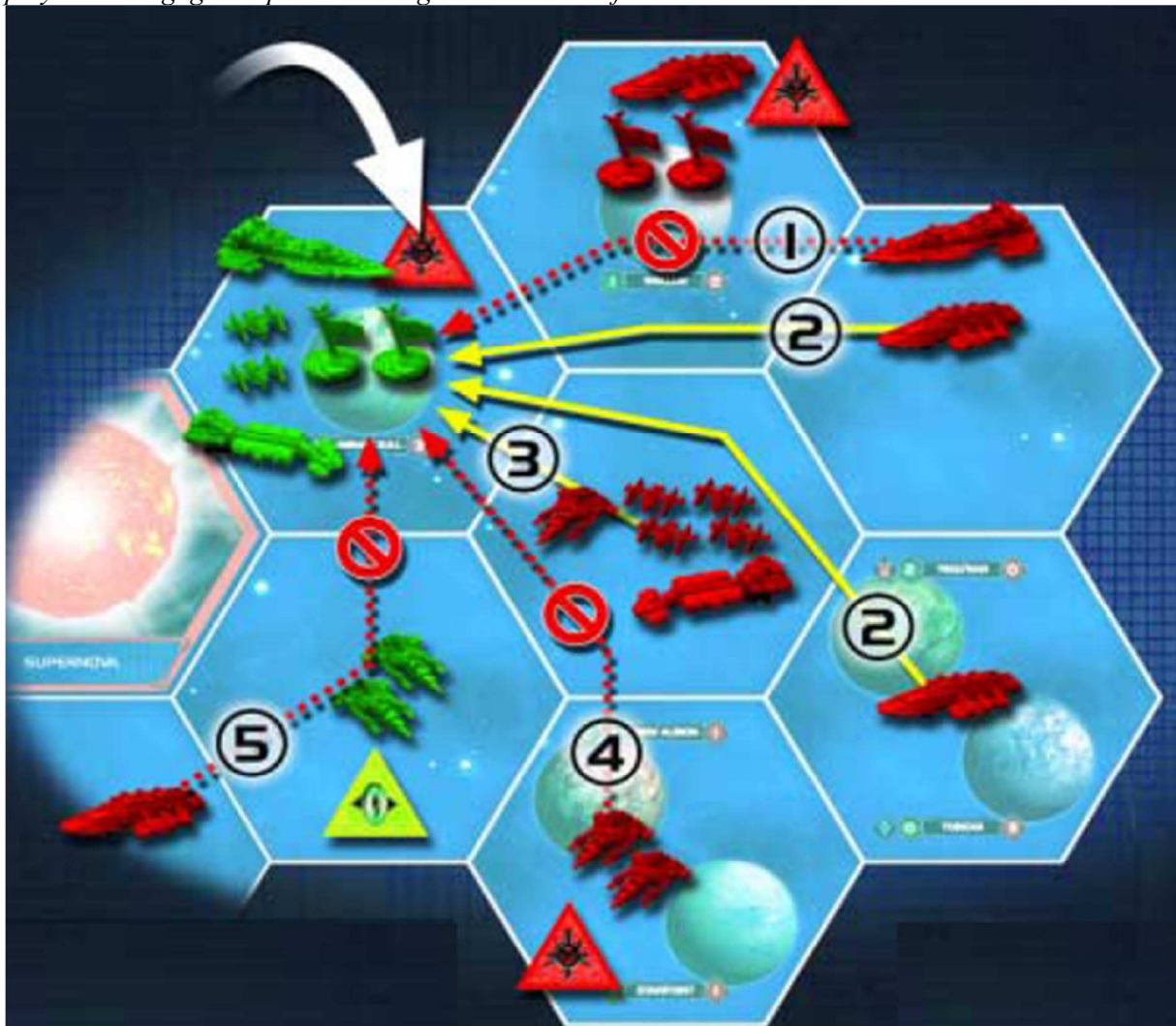
7.3) Status Phase

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. To resolve the Status Phase, follow the Status Sequence below:

The Status Sequence
1) Qualify for Public/Secret Objective Cards
2) Repair Damaged Ships
3) Remove Command Counters
4) Refresh Planet Cards
5) Receive 1 Action Card and 2 Command Counters
6) Redistribute Command Areas
7) Return Strategy Cards

The Status Sequence steps are described here in detail:

1) Qualify for public/secret Objectives
In the order of play, each player may announce that he has met the requirements of **one** face-up Public Objective Card **and/or** his Secret Objective Card.
After a player announces that he has met the objectives of a face up Public Objective Card, he must prove to his opponents that his claim is valid.
After doing so, the player places one of his Control Markers on the claimed Objective Card (indicating that he has claimed that objective), and then advances his Control Marker on the Victory Point Track the appropriate number of spaces.
Once a player has received Victory Points for a specific Objective Card, he may not qualify for that Objective Card again.
In addition, 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.
Important Exception: A player may never qualify for a Public or Secret Objective Card if he does not control all the planets in his Home System.

Winning the Game
When a player advances his Control Marker to the 10th step of the Victory Point Track, he 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.
As players, one at a time, qualify for Objective Cards by following the order of play, one player will always reach 10 victory points first. That player is the winner of the game, even if other players would also have achieved 10 or more victory points later in the order of play.
It is also possible for a player to win the game during this step if he is the first to meet the requirements of either the "Supremacy" or "Domination" card (provided that either card is face up in the common play area).

The "Imperium Rex" Objective Card
While the Primary Ability of the Imperial Strategy card is resolved, it is possible that the "Imperium Rex" objective card is drawn from the Objective Deck. When this card is drawn, the game ends *immediately* and a winner is declared The winner is the player who has the most victory points (the active player does not receive the 2 victory points). If there is a tie, then the greater number of resolved Objective Cards breaks the tie; if there is still a tie, then the greater number of planets, then unused Command Counters, and then the total number of Command Counters on a player's Race Sheet. If still tied, then the game ends in a draw between the tying players.

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2) Repair Damaged Ships

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

3) Remove Command Counters

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

4) Refresh Planet Cards

Each player refreshes his exhausted Planet Cards by turning them face up.

5) Players receive 1 Action Card and 2 Command Counters

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

6) 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.

7) 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.

7.4) 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.

8) 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).

8.1) Before Combat

Before the actual Space Battle begins, resolve any pre-combat actions such as Destroyer Anti-Fighter Barrage and then Sabotage Runs (the Sabotage Run is an optional rule found on page 63).

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.

8.2) 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 Retreats/Withdrawals
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 declare a retreat. Any actual withdrawals/retreats occur at the last step of the combat phase. This means that all Space Battles will have at least one round of combat.

2. Roll Combat Dice
During this step, both players simultaneously roll one combat die for every one of their spaceships in the battle (with the exception of the War Sun, which rolls three dice). 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 one die for his Dreadnought and rolls a 6 -- a 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 or War Sun receives a second 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 may 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.
- When executing a withdrawal or retreat, a player must withdraw his entire fleet to **an adjacent system that has previously been activated by the withdrawing/ retreating player that contains no enemy ships** (but it can contain enemy planets with GFs, PDS and Space Docks). If a player has no previously activated systems adjacent to the contested system, he may not withdraw or retreat. (Changed in the Online-Errata)

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 35) and has sufficient Fighter capacity (see the Fighter unit description on page 50) in the new system. If not, he must immediately destroy the excess ships.

End of 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).

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, 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.

8.3) Space Battle Example

1. 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. 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-Fighter Barrage." The results are 2, 2, 5, and 6 (all misses). The players then proceed to the first step 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 a 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.
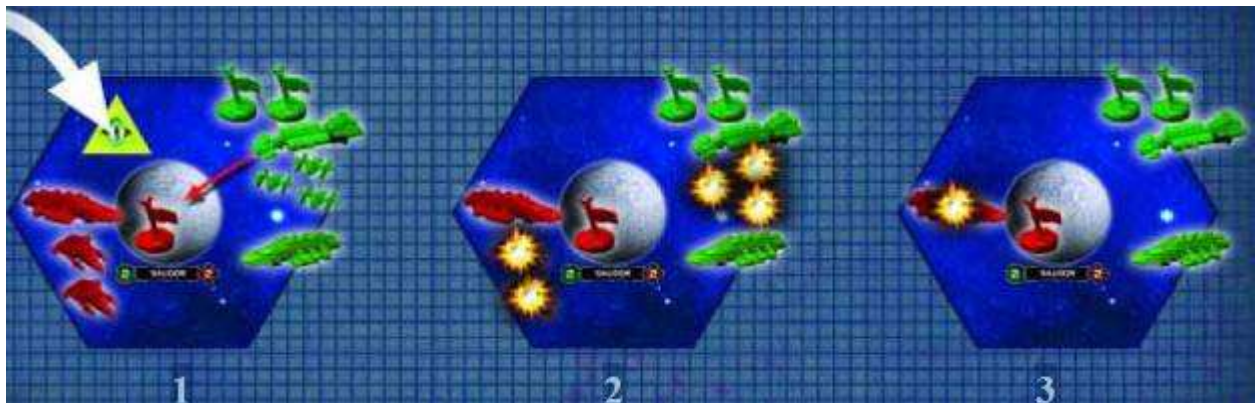
9) Invasion Combat

After the active player has landed one or more Ground Force units during the Planetary Landings step of a Tactical Action, an Invasion Combat must be fought if the destination planet holds any enemy Ground Force units. Invasion Combat is executed almost identically to Space Battle, with the notable exception that no withdrawals or retreats are allowed.

9.1) Before Combat

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

Bombardments

Dreadnought and War Sun units in the activated system may bombard a planet before the player undertakes Invasion Combat (exception: a War Sun unit may bombard a planet even if no Invasion Combat is about to take place). Simply roll one combat die for every Dreadnought, three for every War Sun, 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. Remember that a Dreadnought **may not bombard** a planet that contains at least one enemy PDS due to the presence of a planetary shield. Ground Forces destroyed by bombardment are removed immediately, do not receive return fire, and will not participate in the upcoming Invasion Combat.

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, an invading Ground Force is destroyed. Attacking Ground Force units destroyed by defending PDS do not receive return fire and will not participate in the upcoming Invasion Combat.

9.2) Invasion Combat Round

After any bombardment and defensive PDS fire has been resolved, the players proceed to the Invasion Combat. Like a Space Battle, Invasion Combat is fought over a series of consecutive combat rounds until only one player's Ground Forces (or none) remain. To resolve an Invasion Combat round, follow **the Invasion Combat Sequence:**
1) Roll combat dice
2) Casualties are removed

1) Roll Combat Dice

Both players simultaneously roll one die for every friendly Ground Force unit on the planet. For every result equal to or higher than the combat value of the Ground Force 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 take a number of Ground Force unit casualties equal to the number of hits scored by the opponent in step 1. Casualties are, as always, returned to a player's reinforcement pile. If, at this point, both players still have Ground Force units remaining on the planet, another Invasion Combat round is initiated. This continues until only one (or no) player has Ground Force units left on the planet.

3) Invasion Success?

If all defending Ground Forces were destroyed and at least one attacking Ground Force 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. Since combat is simultaneous, it is possible that all the Ground Forces 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.

10) Other Game Concepts and Rules

10.1) Races

10.1.1) Winnaran Yellow Technology Specialty

The Winnaran home world is unique in that it is the only planet with a yellow (general) technology specialty. This yellow technology specialty works exactly like the red, green, and blue technology specialties except that the yellow technology specialty does not count for the purpose of fulfilling objectives.

10.1.2.) Saar Space Docks

As described on their race sheet, the Clan of Saar's Space Docks have a base movement of 1. The following rules also pertain to Saar Space Docks:
- Saar Space Docks may only be built in a system containing a planet that you have controlled for the entire game round.
- Saar Space Docks do not count as ships and therefore do not count towards Fleet Supply and do not participate in Space Battles.
- Saar Space Docks are never blockaded; they are simply destroyed if present with enemy ships.
- Ground Forces and PDS units built in systems containing Saar Space Docks may be placed on any planet you control in the system, or they may go on a Carrier. If you do not have a planet or Carrier in the system to place Ground Force or PDS units on, you may not build them.

10.1.3) Arborec Green Technology Specialty

The Arborec home world is unique in that it is the only home planet with a green Technology specialty. This green Technology specialty works exactly like it would on any other planet and can even count for the purpose of fulfilling objectives.

10.1.4) Ghosts of Creuss Home Systems

The Ghosts of Creuss have two separate Home Systems connected by a "D" Wormhole. Both of these systems are considered Home Systems for the purpose of card and game effects. During setup, the Ghosts of Creuss player only places the hexagonal tile in the galaxy. He places the non-hexagonal tile in front of him. Also, the "D" Wormhole is considered a Wormhole for the purposes of card and game effects.

10.2) Systems

There are three types of systems in TWILIGHT IMPERIUM:

10.2.1) Home Systems (Interior Yellow Border)

These represent the starting systems for each of the 10 great races. At the beginning of the game, players randomly draw one of these systems to determine which race they will play.

10.2.2) Special Systems (Interior Red Border)

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

Asteroid Field

A player's ships may not move through an Asteroid Field unless that player has gained the Anti-mass Deflector (B) 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.

Nebula

A Nebula is governed by the following rules:

- A Fleet defending a Nebula receives +1 to its combat rolls during any Space Battle here
- 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 and Action Cards).

Supernova

These fiery dying stars are incredibly dangerous and absolutely impassable. A Supernova may never be activated.

Ion Storms

- Ships may never move through an Ion Storm (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

- Ships may move into and through a Gravity Rift.
- When a ship moves out of (or through) a Gravity Rift, its controlling player must roll a die. On a roll of 1–5, the ship is destroyed. If there are multiple ships moving out of a Gravity Rift on the same activation, a separate roll must be made for each ship. If a Carrier is destroyed, all Ground Force and Fighter units being carried by that Carrier are also destroyed.

10.2.3) Regular Systems

Regular systems are either empty, or contain one to two planets (see the "Planets of Twilight Imperium" sidebar for more information). 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 battlegrounds and points of contention for the great races. Although considered a regular system, the Mecatol Rex system always forms the centre of the galaxy and is never randomly distributed to players before the galaxy is created.

Refresh Abilities

Some regular systems have Refresh abilities that may be used during the Status Phase. A Refresh ability is indicated on the hex 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, 2 Shock Troops, 2 Ground Forces, or 2 Fighters. If the Refresh ability provides units, the units must be placed on

the planet that was exhausted to produce them. If you are not playing with the Shock Troops option (see page 65), then Refresh abilities that provide Shock Troops provide Ground Forces instead.

Example: 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.

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 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 (above).
- 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). The Control Marker stays on the station until another player becomes the only player with ships in the system (at which point the other player places his Control 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 Forces, Space Docks, and PDSs 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 new Diplomacy Strategy Card in this expansion) 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.

10.3) Planets

The real points of interest in the TI galaxy are its planets. Each planet is printed with its **resource value**, **influence value**, and possibly a **technology specialty**. 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.

Technology specialties represent a certain local knowledge or a natural resource important to a specific area of science. This provides the owner of the planet with a discount resource towards purchasing advances of that technology type.
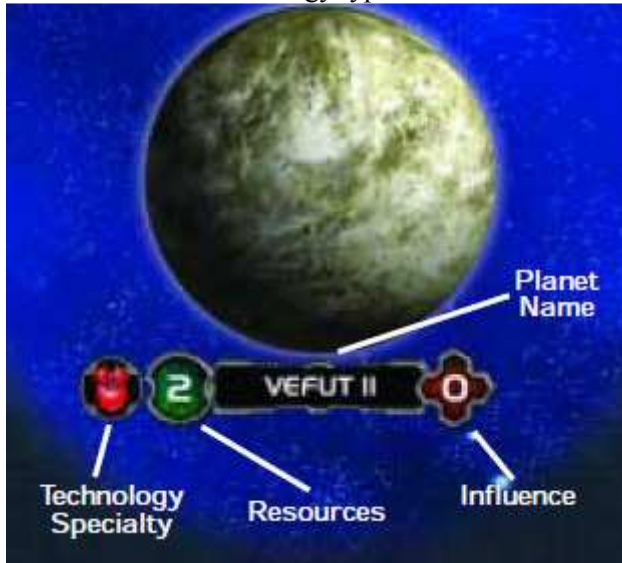
10.4) Wormholes

In TI, Wormholes are spatial anomalies that connect distant areas of space. A system containing one end of a Wormhole is considered **adjacent** (even for the purposes of a transfer action) to a system containing another end of its Wormhole type (Alpha or Beta). 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 and is ignored.

10.5) 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.

Example: A player has been using all of his 5 Dreadnought units in his campaign against the Letnev. Last round, he was unable to build another Dreadnought unit, since all 5 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 units
At any time during the Status Phase, 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.

From the Online-Errata:
Players may not scuttle units until step 1 of the Status Sequence (Qualify for Public/Secret Objectives) is complete.

10.6) Fighter and Ground Force Supplement Counters

Unlike every other unit type, players are allowed to build more Fighter and Ground Force units than supplied with the game. To build these additional units, players must use the Fighter or Ground Force Supplement Counters. These counters are neutral, can be used by any player, and are governed by the following rules: The presence of a Supplement Counter simply states "there is one additional unit of this type here!" There must always be at least one actual unit (controlled by the same player) of the appropriate type in the same system, or on the same planet, as a Supplement Counter. Players may, at any time, replace any number of Ground Forces and/or Fighters in a system/planet with an equal number of Fighter/Ground Force Supplement Counters as long as at least one original unit remains. The actual units are placed back among a player's reinforcements, and the appropriate Supplement Counters are taken from the common play area and placed on the board in the same spot. Likewise, players may, at any time, replace Supplement Counters on the board with actual units from their reinforcements (if able). Players must do this when they want to split the forces without sufficient actual units present.

Example: On a planet containing three Xxcha Ground Force units, the Xxcha player may replace two of the Ground Force units with two Ground Force Supplement Counters (by placing the actual units back with his reinforcements, and placing the two Ground Force Supplement Counters under the remaining unit). The planet is still considered to have three Ground Force units, and the Xxcha player may choose to replace the Supplement Counters with actual units from his reinforcements at any time. Note that the Xxcha player may not have replaced all three Ground Forces with Supplement Counters, since one actual unit must always be with Supplement Counters of its kind.

Be careful that, in multi-planet systems, each planet with Ground Force Supplement Counters contains at least one actual Ground Force unit.

It is only really necessary for a player to use Supplement Counters if he is about to run out of actual units in his reinforcement pile. In some instances, it is possible that there is too little physical room on a given planet/system, and that a player may wish to create more room by replacing some Ground Force/Fighter units with counters. A player may, during production, produce Supplement Counters, but only if the producing system/planet contains at least one actual unit of that type after the production is complete. As stated, Supplement Counters are simply additional units of the indicated type, and therefore also must behave under all the same rules as the actual unit. In other words, Fighter Supplement Counters must have sufficient Carrier/Space Dock/War Sun capacity in order to exist. Ground

Force Supplement Counters must be transported by a Carrier in order to move to another planet, etc. Note that when Supplement Counters are transported by a Carrier or War Sun, at least one actual unit of that type must also be transported by that same Carrier/War Sun. If a Supplement Counter is on system/planet without an actual unit of its type, it is immediately removed. An easy way to manage your Supplement Counters is to always place them **under** an actual unit of their type in the area. As long as a Supplement Counter is under an actual unit of its type, it will always conform to the rules.

10.7) Command Counters

At the start of the game, players are each provided with a total of 16 Command Counters. During the game, these counters will be either on a player's Race Sheet or with his reinforcements.

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 up-coming 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, or uses a Command Counter to activate a system, he must remove the counter from the appropriate area of his Race Sheet and return it to his reinforcements. In detail, the effects and rules for each of the three areas are as follows:

10.7.1) Fleet Supply Area

The number of Command Counters in a player's Fleet Supply area dictates the maximum number of ships **(not including Fighters)** 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. 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. As a player increases the number of Command Counters in his Fleet Supply area, he may increase the size of his fleets on the board correspondingly. 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 50).

10.7.2) 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.

10.7.3) Strategy Allocation Area

Generally, Command Counters in the Strategy Allocation area are spent to execute the Secondary Abilities of Strategy Cards. Some races have special abilities and some Action Cards require their players to spend Command Counters from their Strategy Allocation area for other effects.

10.8) 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.

10.8.1) 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).

10.8.2) Paying Costs

Whenever a player wishes to spend resources or influence, he simply announces 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. In other words, when a player is producing units at a Space Dock during the Production step of the Activation Sequence, he may simply announce 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 43). 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.

10.8.3) 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 costs for these units are as follows:

1 Carrier 3 Resources
1 Destroyer 2 Resources
1 Cruiser 1 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.
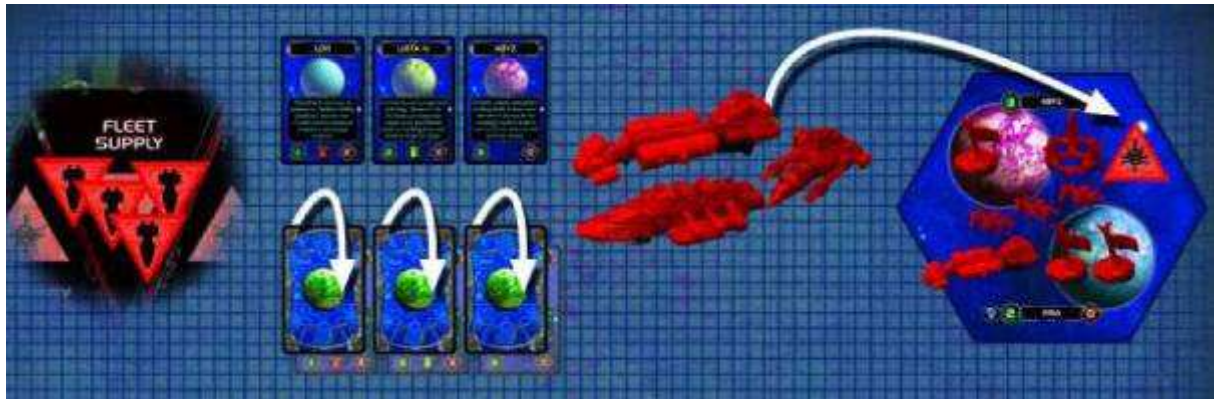
10.9) Action Cards

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. 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. 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 Game round. The player may, however, play a "Flank Speed" on two **different** fleets in the same round.*

Some Action Cards have a Trade Good icon printed on them. If not playing with the optional rule printed on the card, the card may be discarded instead of spending 1 Trade Good.

10.9.1) How to Play an Action Card

If a player wishes to play an Action Card, he must **publicly announce** that he wishes to play an Action Card. Then other players, at that time, may announce that they also wish to play an Action Card. After all players have been given the opportunity to announce that they are playing Action Cards, all the Action Cards are revealed and resolved in order of play. If Action Cards are about to played at a time where players do not have Strategy Cards, then resolve them in clockwise order starting with the Speaker.

10.9.2) 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.

10.9.3) "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**.

10.10) Political Cards an the Galactic Council

When the player who controls the Political Strategy Card executes his Strategic Action, a Political Card must be drawn and the Galactic Council convenes to debate and vote upon its agenda.

10.10.1) Political Agenda

Every Political Card contains an **agenda** that requires a vote in the Galactic Council (i.e., the players). As the first step of convening the Galactic Council, the active player reads aloud the drawn Political Card and makes it clear what kind of vote is about to be cast. There are two types of agenda votes:

10.10.2) "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.

10.10.3) "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.

10.10.4) Laws

Some 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.

10.10.5) Voting in the Galactic Council

After the active player has read the agenda out loud, the Galactic Council must resolve the agenda in the following way:
1. 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).
2. Players then vote upon the agenda. Voting is done clockwise one player at a time, starting with the player to the left of the Speaker (thus the Speaker will always cast the last vote). When voting, a player has as many votes as the **total combined influence value of all his unexhausted planets** (and a minimum of 1 vote). *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.*

When voting, a player must cast all his votes or none. Votes cannot be split. Voting does not cause your Planet Cards to exhaust. Trade Good counters cannot be used to gain additional votes.
The Galactic Council is meant to be a fun, active engagement in which players forge alliances, use their political prowess, engage in sabre-rattling, and "act their race." As powerful agendas are presented to the council, weaker players can seek to hurt strong neighbours politically via the enactment of damaging Laws or other agendas.

10.10.6) Abstaining and Tie Votes

A player may always choose to abstain from voting during any agenda. If so, his votes are simply not counted for purposes of resolving the agenda (including determining a majority). If there is a tie vote, even a tie of "0" (in which all players have abstained), the player holding the Speaker Token breaks the tie.

Rules and Cards
If the effect of a card seems to contradict the rules of the game, the card text is always correct.

10.11) Technology Advances

Before the game begins, each player is provided with an identical deck of 24 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 takes the respective Technology Card and places it face-up before him in his play area. In this way, players will slowly accumulate Technology Cards, each providing a helpful advantage described on the card itself.
Example: After acquiring the "Deep Space Cannon" technology, a player's PDS units may fire at adjacent systems, rather than just their own.

Technology Cards 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**

10.11.1) 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, and other players may pay 8 resources to acquire one Technology advance. Most Technology advances (but not all) have **prerequisite technologies**. Before a Technology advance can be acquired, a player must already have obtained all prerequisite technologies printed on the card.
Example: The "Micro Technology" advance requires that a player has either the "Stasis Capsules" or "Sarween Tools" Technology advances already. If the player has neither of these prerequisites technologies in his play area, he is not allowed to acquire the "Micro Technology" advance.

A player is not allowed to acquire a technology (via Action Cards, or otherwise) if he does not already have the prerequisite technologies face up in his play area.

10.11.2) Planetary Technology Specialities

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 Card (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 colour/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 Cards.

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).

The Yellow Technology Specialty
The yellow (general) Technology specialty works exactly like the red, green, and blue Technology specialties except that the yellow Technology specialty does not count for the purpose of fulfilling objectives.

10.12) Trade Contracts 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. 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 derive no value from their own Trade Cards.

10.12.1) 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**.

A trade agreement is initiated between two players who agree to trade with each other. After agreeing to trade, each of the two players must give the partner **one** of their own Trade Cards. Upon receiving another player's Trade Card, a player should place it before him with the **trade agreement** side face up. Only one Trade Card for each player may be exchanged, not more. Since every race has only two Trade Cards, each player may only have two active trade agreements at any one time.

Before a trade agreement can be completed, the agreement must first be approved by the active player. If approved (and that may take some bribes to the active player), the players may exchange Trade cards.

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 during the same execution of a Trade Strategy Card.

It is important to note that since each player only has two Trade Cards, he cannot make more than two trade agreements.

10.12.2) Receiving Trade Goods

While executing the primary ability of the Trade Strategy Card, the first player receives Trade Goods for his trade agreements (*and* 3 extra trade goods). After the active player has completed the primary ability, the other players, clockwise from the active player, may execute the secondary ability of the Trade Strategy Card to receive Trade Goods for their trade agreements.

Note that players are **not** allowed to collect trade income from trade agreements formed during the same action. It is not possible for a player to make a trade agreement during the primary ability of the Trade Strategy Card, and then immediately collect trade income from the new trade agreement by executing the secondary ability.

A player receives Trade Goods by simply counting the total **trade value** of any trade agreements in his play area. The player then takes that number of Trade Goods from the common play area and places them on the Trade Goods area of his Race Sheet.

Example: The Xxcha currently has an active trade agreement with the Jol Nar player (as illustrated on the "Player Area" diagram on page 11). After the active player has finished the primary ability of the Trade Strategy Card, the Xxcha spends one Command Counter from his Strategy Allocation area to execute the secondary ability of the Trade Strategy Card. The Jol Nar trade agreement has a trade value of "3." The Xxcha player takes three Trade Good counters from the common play area and places them on the Trade Goods area of his Race Sheet.

10.12.3) Trade Goods Counters

Players may spend Trade Good counters 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.

10.12.4) Running out of Trade Goods

There are exactly 88 Trade Goods in the game, if the Trade supply in the common play area is empty, then **players cannot receive additional Trade Goods** until a player spends some and returns them to the common play area once more. Since there is a limit to the total number of Trade Goods, it is important to adhere to the player order of executing the secondary ability of the Trade Strategy Card, which is always done in clockwise order from the active player.

10.12.5) 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). It is not possible for a player to automatically break a trade agreement with the Hacan race, as per the Hacan's special ability.

If two trading players become involved in open war against each other (by one player initiating either a **Space Battle** or **Invasion Combat** against the other), a trade agreement between the two players is automatically broken (and the Trade Cards returned to their owners). The two players may later open another trade agreement, but this will again be broken if another Space Battle or Invasion Combat occurs between them. Trade agreements with the Hacan player **are** broken in the event of open war between the Hacan and its 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 Invasion Combat for purposes of cancelling trade agreements.

10.12.6) Power of the Merchants Guild

When executing the primary ability of the Trade Strategy, the active player may choose to exercise his control of the Merchant's guild in a destructive way, rather than facilitating the wealth of other races. As described in option "b" of the Trade Strategy Card, the active player, instead of receiving Trade Goods and opening trade negotiations, may instead choose to **cancel every trade agreement in play.** If the active player chooses this option, all Trade Cards (including those of the active player and the Hacan) are returned to their owners.

Definition of an "Empty" System

The TI rules and cards will sometimes refer to an "empty" system. An empty system is a system **completely free of units**, including units belonging to the active player. In other words, an empty system is one that is free from ship, Ground Force, PDS, or Space Dock units. The system may, however, contain planets, Control Markers, and Command Counters. Special Systems are not considered empty systems.

10.13) Objective Cards

The Objective Cards represent the primary way for players to receive victory points. Each Objective Card (both Secret and Public) contains a requirement and a victory point award for meeting that requirement. The Public Objective Cards are slowly revealed as the Imperial Strategy Card is resolved during the Action Phase. During the first step of the Status Phase, players may qualify for the requirements of one revealed Public Objective Card in order to receive the corresponding victory points. Note that a player cannot gain victory points from a Public Objective Card that is not yet revealed.

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 20 Resources (2 victory points)." In order for a player to receive these two victory points, he must have enough Trade Goods and unexhausted planets to spend 20 resources during the first step of 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.

10.13.1) Secret Objective Cards

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.

During the Status Phase, a player may qualify for **one** Public Objective Card and/or his Secret Objective Card. A player cannot qualify for more than one Public Objective Cards in one round.

10.14) Race Sheet

The Race Sheet provides a wealth of useful information and is used to manage a player's active Command Counters. Here is a brief explanation of the player Race Sheet:

1. **Race Title and Symbol** The symbol and title of the represented race.
2. **Starting Units and Special Abilities** The starting units/technologies, and the special abilities of the race.
3. **Phase and Sequence Tables** A detailed overview of the important phases and sequences of the game round.
4. **Unit Data** A detailed chart with the costs, combat value, movement rating, and special abilities of each unit type.
5. **The Strategy Allocation Area** Command Counters herein can be spent to execute the secondary abilities of Strategy cards (and a few other special functions).
6. **The Fleet Supply** Command Counters herein are flipped to their "Fleet" side, so that they do not mix with the other Command Counters on the Race Sheet. The number of Command Counters herein determines the allowable size of a player's fleets.
7. **The Command Pool** A player must spend Command Counters from this area when activating systems on the game board (when taking a Tactical or Transfer Action).
8. **The Trade Goods Area** When a player receives a Trade Good counter, it is placed in this area. A player may give Trade Goods to other players at any time, or use Trade Good as a substitute for spending either one resource or one influence.

11) Rules for Units

Following is a detailed breakdown of the characteristics and rules for the 9 different unit types in TI that players have at their disposal.

11.1) Space Dock

Units Available: 3   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 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.
2. 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.
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. Next round the Space Dock may begin producing units for its owner. It is important to remember that a Space Dock is tied to a specific **planet** and is not considered to be "in space" and so does not participate in Space Battle, 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 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:
*   A Space Dock may only build a number of units (regardless of type) **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 may produce up to 5 different units (3 for the resource value of the planet, plus 2 for the Space Dock itself). This restriction is for the *number* of units, regardless of their total resource cost. Thus the above planet with a production limit of 5 may produce 5 Dreadnoughts or 5 Fighters (or any combination of those, and other, units).
*   New spaceships (Fighters, Cruisers, Carriers, Destroyers, Dreadnoughts, and War Suns), when built, are placed directly (and always exist) in **space**. Each system represents one area of space. Unlike Ground Forces, PDS, and the Space Dock itself, spaceships are never considered to be on, attached to, or affiliated with a planet in their current system.
*   Ground Force and PDS units are always built and placed on the planet containing the Space Dock.

Ground Force and PDS units cannot move to another planet (including other planets in the same system) unless transported by a Carrier or War Sun.

- Note that 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 not "mix and match" when purchasing Ground Forces and Fighters, such as purchasing one of each for only one resource.

Other Rules for Space Docks

- A Space Dock has the capacity to **support 3 Fighter units** in its system (see later).
- 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 Forces and PDS on its planet during the Production step of the Activation Sequence.

Strategy Tip: Cruisers and Destroyers are especially useful for swooping in from afar to blockade your Space Docks. Be cautious if fast enemy ships are within range, and try not to rely on just one Space Dock for your production, especially later in the game.

11.2) Ground Forces
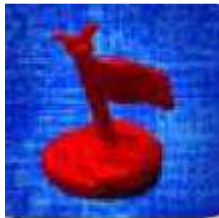
Units available: 12 (plus supplement counters) Cost: 1 (produces two Ground Force units)

The Ground Force unit 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, 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 Carrier unit may move directly onto any friendly, hostile, or neutral planet in the same system.

Controlling Planets

To take control of a planet, a player must always have successfully landed at least one friendly Ground Force on that planet. 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 Xxcha player invaded the neutral planet Dal Bootha with a single Ground Force unit. This round the Xxcha 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 Xxcha player places one of his Control Markers on Dal Bootha to indicate his continued control over the planet.

11.3) Carrier Unit
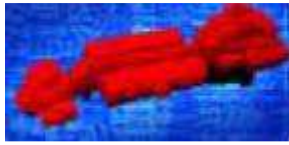
Units available: 4   Cost: 3

The Carrier unit 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. A Carrier unit has a capacity of 6. You may think of capacity as open "slots," for which each slot may hold a Ground Force, PDS, or Fighter unit. Unlike the Space Dock, which has a special capacity that will support 3 Fighter units (and no Ground Forces or PDS), the Carrier will hold units of all three types (Fighters, Ground Forces, and PDS). A Carrier is not restricted to carrying units of only one kind, but can carry any mix of the three unit types.

Example: A Carrier unit holds 4 Fighter units, 1 Ground Force unit, and 1 PDS unit, or any combination thereof.

- A Carrier can never carry more than 6 units, so be careful to keep track of how full your Carriers are. Excess units on a Carrier must be immediately destroyed (chosen by the Carrier's owner).
- If a Carrier is destroyed, any Ground Force and PDS units aboard the Carrier are automatically destroyed. Fighter units can survive if the current system has enough capacity to support the Fighters (supplied by either another Carrier, War Sun, or Space Dock).
- Note that Ground Forces do not participate in any battle while being transported by a Carrier unit. Likewise, while aboard a Carrier, PDS units do not function. Fighters, on the other hand, are not considered "on board" the Carrier, and may participate in any Space Battle in the system.
- A Carrier can only "unload" its Ground Forces and PDS onto a planet, or onto another Carrier, during the Planetary Landings step of the Activation Sequence. Yet, it may **pick up** units from any system in which it started its movement, passed through while moving, or ended its movement. To this, there are the following exceptions:
  - A Carrier may never pick up units in a system that contains enemy spaceships. In other words, a Carrier may not move into a system containing enemy spaceships, pick up units, and then fight a Space Battle.
  - A Carrier may never pick up units from a system that has been previously activated by the same player.

Example of Carrier Transport
The N'orr player has activated a system two spaces away from his Carrier unit. Since the
N'orr player owns the XRD TRANSPORTER Technology advance, his Carrier units can move an ex-
tra space. The Carrier unit above is therefore capable of reaching the activated system.
Before moving, the Carrier picks up the 4 Ground Force units in its starting system.
Now the N'orr player must choose between the two possible routes to the activated system.

1. *When moving along this route, the Carrier will move through a system that the N'orr player has already activated earlier in the same round. Although this does not affect the movement of the Carrier, the Carrier may not pick up the Ground Force unit in that system because of the prior activation.*
2. *By choosing to move along this route, the Carrier could pick up the Ground Force unit while moving through the lower middle system.*

When arriving at the activated system, the N'orr player may even pick up the Ground Force units there (as long as the Carrier does not exceed its maximum of 6 units). After moving, the N'orr Carrier will drop its Ground Force units on the neutral planet during the Planetary Landings step of the Activation Sequence.
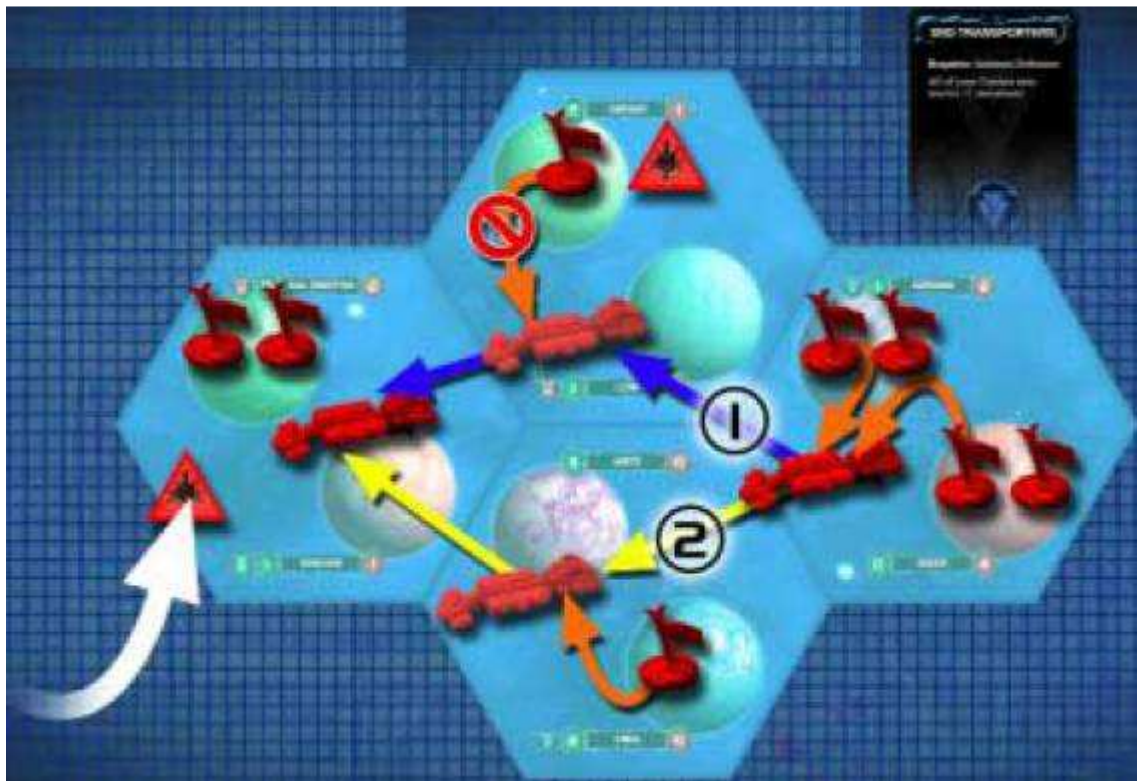
11.4) Planetary Defence System (PDS) Unit
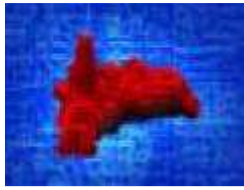
Units Available: 6   Cost: 2

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:

Planetary Shield
During the Invasion Combat step of the Activation Sequence, enemy Dreadnoughts may not bombard a planet containing an enemy PDS unit. (See page 30 for additional information on Invasion Combat.)

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.

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.

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.

Transporting PDS
PDS units are always produced on the planet of the producing Space Dock. PDS units cannot move of their own volition. Like Ground Forces, PDS units must be transported to other planets via a Carrier or a War Sun unit.

Example of PDS Fire

1. *The N'orr player has just activated a system containing an Xxcha fleet. After the N'orr fleet has moved into the activated system, the N'orr player may fire upon the Xxcha Fleet with his PDS unit in the adjacent system. This is allowed because the N'orr player has acquired the "Deep Space Cannon" Technology advance which allows his PDS the extra range to fire upon adjacent systems when activated.*

2. *The N'orr player has activated a system containing an Xxcha planet with two PDS. After the N'orr fleet has finished moving into the system, the two Xxcha PDS units (and possible other enemy PDS units in range, if any) may fire at the N'orr fleet in the system.*

3. *During the Planetary Landings step of the Activation Sequence, the N'orr player decides to land three Ground Force units on the Xxcha planet containing one Ground Force unit and one PDS. Before Invasion Combat begins, the Xxcha PDS unit may fire at the invading Ground Force units.*
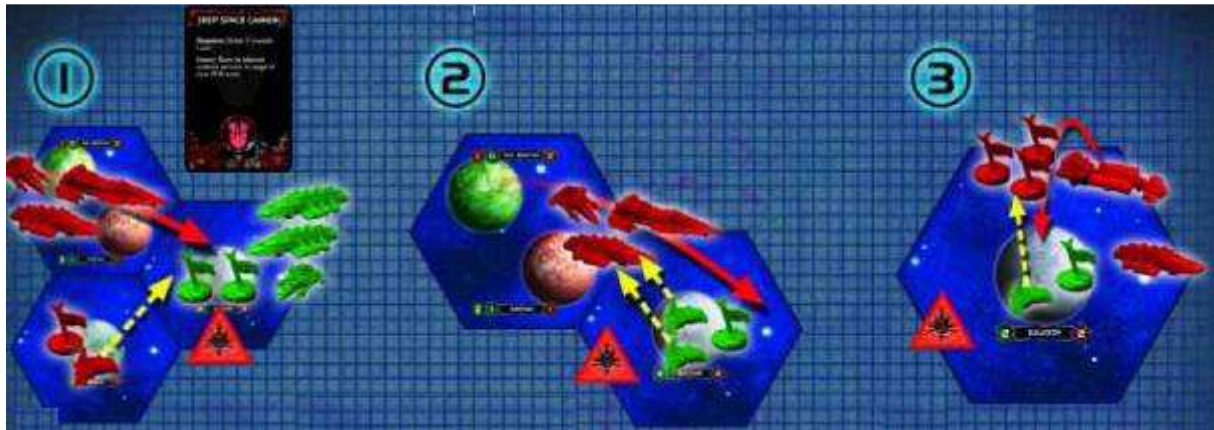
11.5) Fighter Unit

Units Available: 10 (plus supplement counters) Cost: 1 (to produce two Fighter units)

The Fighter unit 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 cannot move by themselves and require the transport of a Carrier unit to move around the board.
- 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.
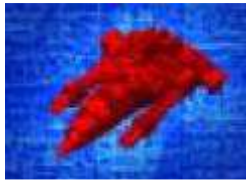
11.6) Cruiser Unit
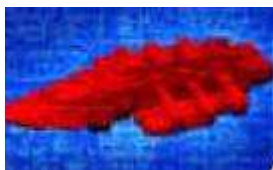
Units Available: 8   Cost: 2

The Cruiser unit is among the most effective ships in the TWILIGHT IMPERIUM galaxy. For a fair price, the Cruiser unit delivers an effective punch in combat and gives its owner the flexibility of great speed. There are no other special rules that govern the Cruiser unit.

11.7) Destroyer Unit
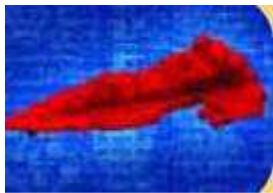
Units Available: 8   **Cost: 1**

The Destroyer unit, 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.

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.

11.8) Dreadnought Unit

Units Available: 5   **Cost: 5**

No unit in the galaxy, except for the legendary War Sun, can project the firepower and force that is mustered by the awesome Dreadnought. Its massive weaponry, deadly bombardment option, and mighty bulwark, makes it the undisputed foundation of any successful fleet. The Dreadnought unit provides two unique features: The ability to sustain damage and to execute a planetary bombardment.

Sustain 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. If a damaged Dreadnought is forced to take another hit, it is destroyed. Other than being one step closer to destruction, being damaged does not affect the Dreadnought in any other way. During the Status Phase, all damaged ships are repaired and are returned to their normal upright position.

Planetary Bombardment
Immediately before an Invasion Combat, the invading player's Dreadnoughts in the activated system may bombard enemy Ground Forces on a contested planet. A planetary bombardment is executed by simply allowing the invading player to roll one combat die for each bombarding Dreadnought. For every hit, the defending player must immediately remove one Ground Force unit. Units eliminated by planetary bombardment do not receive return fire and do not participate in the subsequent Invasion Combat. Note that a Dreadnought may not bombard a planet unless that planet is being invaded by friendly forces that landed here during the Planetary Landings step of the Activation Sequence. A Dreadnought may not bombard a planet that contains at least one PDS. The planet is considered to have a planetary shield protecting it against missile and energy attacks from space. If a player is invading two or more separate planets (in the same system) during the same activation, the active player must decide how to divide his bombardment. A Dreadnought can only bombard once during every Activation Sequence.

11.9) War Sun
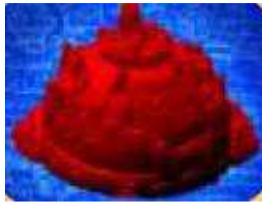
Units Available: 2   Cost: 12

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 rumour can be found of it after this period. Tangentially collaborating with this conclusion, Xxcha archaeologists 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 unit is subject to the following rules:

- A player may not produce a War Sun unit unless he has acquired the "War Sun" Tech. advance.
- Like the Dreadnought, a War Sun can sustain a single hit (or "damage") before it is destroyed. As with the Dreadnought, a War Sun is placed onto its side in order to indicate its damaged state and will be destroyed if subjected to another hit. Any damage sustained by a War Sun is automatically repaired during the Status Phase.
- Like the Dreadnought, a War Sun unit is allowed to bombard planets. Unlike the Dreadnought, however, a War Sun ignores the presence of a PDS unit's planetary shield. Also, a War Sun may bombard a planet during the Invasion Combat step of the Activation Sequence, even if no friendly Ground Force units have landed on the planet in an invasion attempt.
- 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, PDS, and Fighter unit

11.9.1) Damaged and Undamaged Units
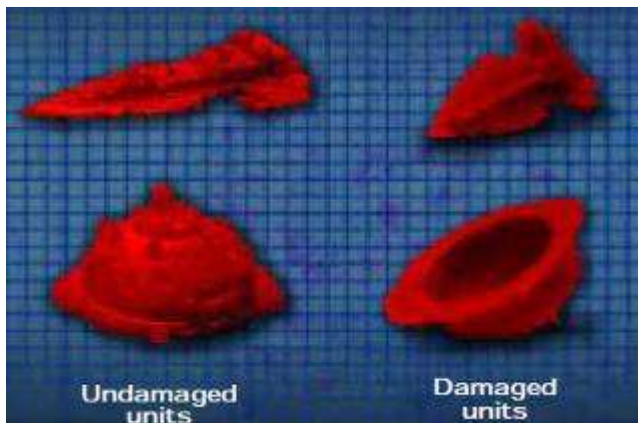
When a Dreadnought or War Sun unit takes its first hit, it is **damaged** rather than destroyed.
Place the unit on its side to indicate its damaged status (As indicated above).

12) Optional Rules

Below you will find several exciting options for your TI game. All the optional rules provided here are modular and can be used in any combination. It is recommended that you use the options that appeal the most to your particular play group.

12.1) Three, Four, Five, Seven and Eight Player Game

The main rules so far have assumed that you will be playing TI with 6 players. It is possible, and just as enjoyable, to play the game with fewer players. If you wish to play TI with either 3, 4, or 5 players, a few small changes will be needed to the board setup and the way Strategy Cards are handled. With Shattered Empire you are able to play the game with up to eight players.

Galaxy Setup for 3-8 players changes a little bit with the expansions. See page 15 for the exact choice of systems.

3 Player Setup

4 Player Setup

Mecatol Rex
Home System
Ring 1
Ring 2
Ring 3
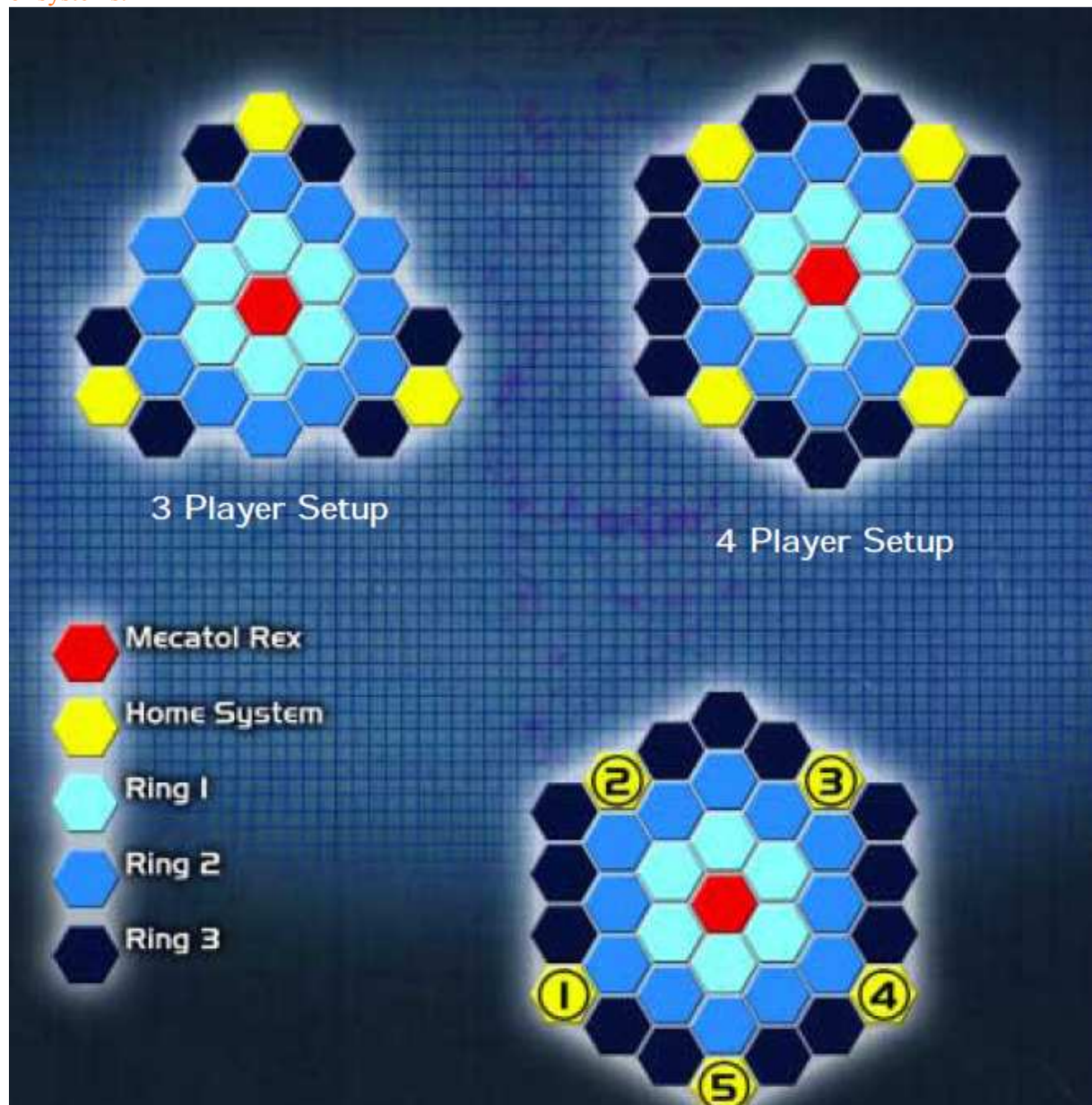
12.1.1) Three Player Game

The following exceptions apply to the three player game.

Creating the Galaxy with three Players

Players should randomly draw races as normal, and place the unused Home Systems back in the box. Mecatol Rex is placed in the middle of the table as usual. Before shuffling the remaining 32 systems, however, remove 3 empty systems (systems containing a star field with no planets) and one Asteroid Field, placing these 4 systems back in the box. Then shuffle the remaining 28 systems. After the systems have been shuffled, remove 4 random systems and place them back in the box without looking at them. Then deal out the remaining 24 systems, so that each player has eight systems. Players now create the galaxy as normal except the final board constellation and Home System placement should match the illustration for the 3 player game found on the "Galaxy Setup for 3, 4, and 5 Players" diagram. With the expansions see page 15for the galaxy setup.

Strategy Cards in the three Player Game

During the Strategy Phase of a three 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.

From the Online-Errata:

To determine order of play in a three- or four-player game (in which players have 2 Strategy Cards) use only the best (lowest) initiative value of the two cards to determine order of play.

12.1.2) Four Player Game

The following exceptions apply to the four player game.

Creating the Galaxy with four Players

Players randomly draw races as normal, placing the unused Home Systems back in the box. Mecatol Rex is placed in the middle of the table as usual. Shuffle the remaining 32 systems (**do not remove any systems beforehand).** The first player then deals the systems to the players, with each player receiving 8 systems. Players now create the galaxy as normal, with the final board constellation and home system placement matching the illustration for the 4 player game as found on the "Galaxy Setup for 3, 4, and 5 Players" diagram. With the expansions see page 15for the galaxy setup.

Strategy Cards in the four Player Game

The four player game uses the same rules for choosing Strategy Cards as the three player game (with players choosing two Strategy Cards). Note that in the four player game, since each player selects two Strategy Cards, there will be no Strategy Cards that remain unselected. The "bonus" tokens are therefore not used in the four player game. The Initiative Strategy may still not be selected by the same player twice in a row, unless that player has no other option.

From the Online-Errata:

The Action Cards **Strategic Flexibility** and **Strategic Shift** should be removed before starting a 4-player game.

To determine order of play in a three- or four-player game (in which players have 2 Strategy Cards) use only the best (lowest) initiative value of the two cards to determine order of play.

12.1.3) Five Player Game

The following exceptions apply to the five player game.

Creating the Galaxy with five Players

Player's randomly draw races as normal, and the unused Home Systems are placed back in the box. Mecatol Rex is placed in the middle of the table as usual. Before the galaxy is created (before placing any Home Systems), each player is randomly assigned a number 1 through 5 (using paper, dice, or any other method of randomization). That number assigns each player's position as indicated on the 5 player setup illustration on the "Galaxy Setup for 3, 4, and 5 Players" diagram. The first player shuffles the remaining 32 systems, removing one random system, placing it back in the box without looking at it. The first player then places another single random system face down next to Mecatol Rex in a position of his choice. Then he deals the remaining 30 systems to the players (with each player receiving 6 systems each.) Players now create the galaxy as normal, with the final board constellation and Home System placement matching the illustration found on the "Galaxy Setup for 3, 4, and 5 Players" diagram. After the entire galaxy has been completed, reveal the face down system that was placed adjacent to Mecatol Rex. Due to the nature of 5 players in a hexagon-derived board, some players will be closer to each other than others. To compensate for this, players in position **1** and **4** receive four Trade Goods before the game begins (placing them on their Race Sheets), and the player in position **5** receives six Trade Goods before the game begins (placing them on his Race Sheet).
With the expansions see page 15 for the galaxy setup.

Strategy Cards in the five Player Game

The five player game uses the same rules for choosing Strategy Cards as in the normal six player game. Unlike the 6 player game, however, there will be three remaining unselected Strategy Cards. Place a bonus token on each unselected Strategy Card, thus placing a total of three bonus tokens every round instead of two.

7 Player Setup

8 Player Setup

Mecatol Rex
Home System
Ring 1
Ring 2
Ring 3
Ring 4
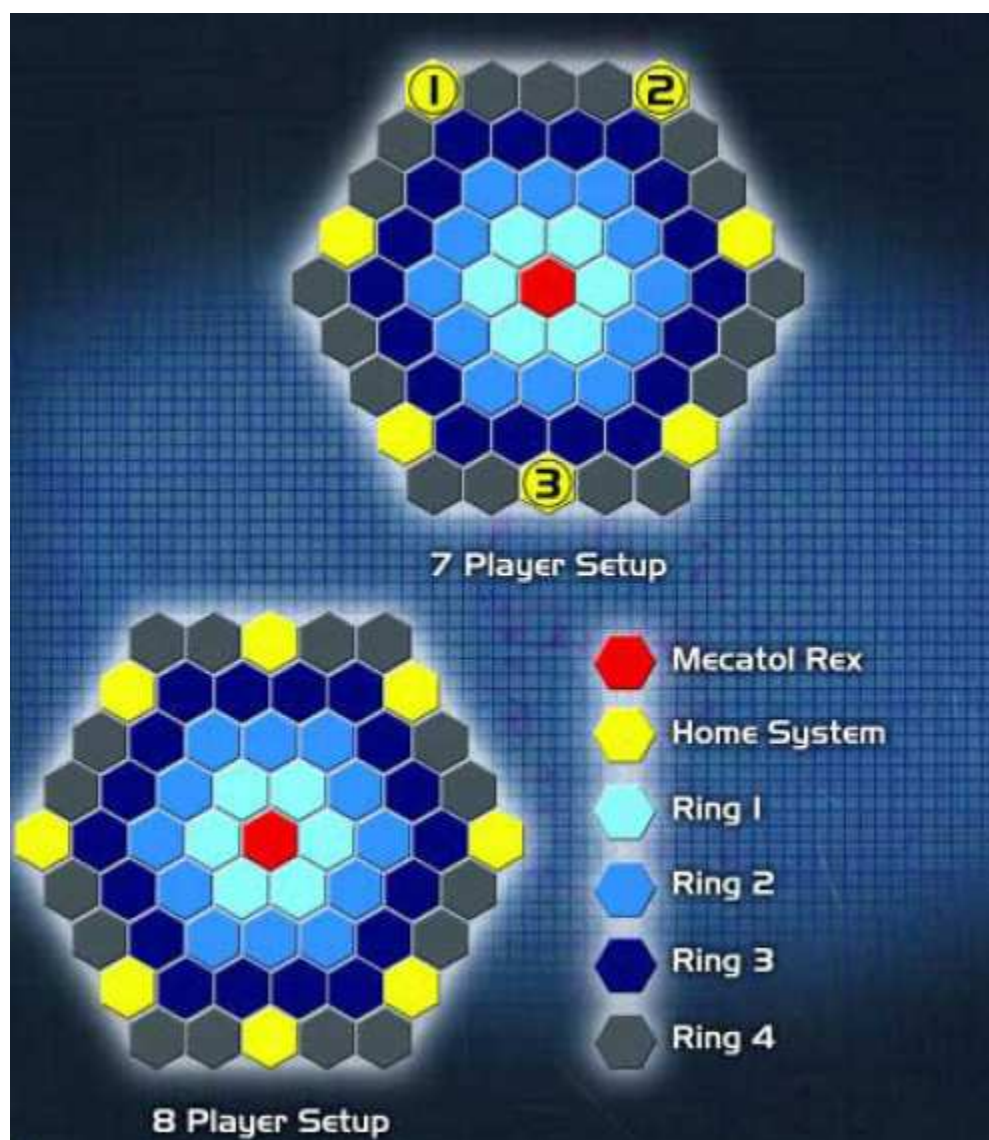
12.1.4) Seven and Eight Player Games

Included in this expansion, you will find 2 new colours of plastic, matching Technology decks, Control Markers, and Command Counters, and enough systems to play a 7- or 8-player game. When playing the 7- or 8-player game, make the following rules changes to setup.

- First, remove 2 random systems. (the Online-Errata says, that this point should be ignored)
- Then, the first player shuffles the remaining 55 systems.
- He removes 2 (for a 7-player game) or 3 more random systems (for an 8-player game), placing them back in the box without looking at them.
- The first player then places 4 random hexes in a position of his choice facedown adjacent to Mecatol Rex.
- He deals the remaining tiles to the players. Each player will then have 7 systems if playing with 7 players, or 6 systems if playing with 8.
- Players now create the galaxy as normal, with the final board constellation and Home System placement matching the illustration found on the "Galaxy Setup for 7 and 8 Players" diagram.
- Once setup is complete, turn the 4 facedown tiles around Mecatol Rex face-up.

Due to the nature of the 7-player board, the players in positions 1 and 2 receive 4 Trade Goods and the player in position 3 receives 6 Trade Goods before the game begins.

12.2) Base Game Option 1: Long War

Some players may find the path to 10 victory points too brief. Such players may desire a more definitive, longer, and more epic experience. You can create this experience by using the optional side of the Victory Point Track, which goes to 14 victory points rather than 10. In addition, when preparing the Public Objective Deck, randomly select 5 Stage II Public Objective Cards (instead of 3) in addition to the "Game Over Card", and 8 Stage I Public Objective Cards (instead of 6), creating a Public Objective Deck of 14 cards (instead of 10).

Alternative Variant: By using the suggested Public Objective Deck above, your game will end somewhere between turn 9 and turn 14. If so desired, you can simply omit the "Game Over" card from the Objective Deck. If you do so, you should end the game after the Status phase in which the last Public Objective Card was drawn.

12.3) Base Game Option 2: Age of Empire

The victory point system of TI, as written, rewards players that seek a balance of planning and flexibility. Some players, however, may desire that the victory objectives of TI be more predictable (which was the case in the two previous editions of TI) so that they may form a more stable long term strategy. This is accomplished in the following way: After creating the Public Objective Deck as normal, start to draw its cards, starting from the top. After drawing a card, place it face up in the common play area, creating a straight line of cards starting to the left. After drawing and placing the "Game Over" card, if there are any additional cards remaining in the deck, place those cards back in the box (you will not need them). Now you should have a line of Public Objective Cards somewhere between 7 and 10 cards long with the "Game Over" card in the rightmost position. During the game, players may qualify for the victory points of **any** of the revealed Objective Cards from Turn one. No further Public Objective Cards will enter the game. In this way, players know exactly which objectives will give them victory points for the duration of the game. After the end of the Status Phase of the first game round, place a **Turn token** (a glass bead, a thimble, a quarter, etc.) on the **leftmost** card. After every Status Phase is finished, move the Turn token *one card to the right*. When the Turn token moves onto the Game Over card, the game ends immediately, and the player with the highest number of victory points is the winner (as described in the core rules). In this way, your row of Objective Cards also act as a Turn track

From the Online-Errata:
When playing with the "Age of Empire" game option, players may not qualify for Stage II objectives during the first three rounds of play.

12.4) Base Game Option 3 + Shattered Empire Option 11/12: 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 flavour during the early turns of TI, as they simulate the dangers and rewards of space exploration and colonization. After the game board has been created, but before the game begins, randomize the Domain Counters and place one Domain Counter **face down** on every neutral planet on the board (do not place Domain Counters on any Home System planets or on Mecatol Rex). Place excess Domain Counters back in the box without looking at them.

The Domain Counters

Domain Counters reflect the unknown aspects of deep-space exploration and colonization, functioning as follows:

- A planet's Domain Counter is revealed (and its effects resolved) immediately after a player has landed all his desired Ground Forces 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 Force 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, 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**. If 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 probed the planet.

Special Rule: If the Domain Counter "Lazax Survivors" is probed, remove the counter from the game. The probing player immediately **receives one victory point** and may immediately draw 3 action cards.

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 then he removes the Domain Counter and returns 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.

Result Effects
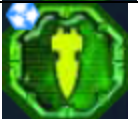
1-7	*No Effect*
8-9	*Lose 3 random Action Cards*
0	*Lose 3 random Action Cards and immediately exhaust all his ready planets.*

Special Rule: If a player razes the "Lazax Survivors" Domain Counter, he must immediately discard all of his Action Cards, exhaust all of his planets, and lose all of his Trade Goods. In addition, that player may not vote on the next Political Agenda.

12.4.1) Domain Counter Description

Domain Effect	Name	Description
	Biohazard	The hostile environment of this planet requires terraforming. The first Ground Force unit to land here is always eliminated while this token remains. Discard this counter after a player successfully invades this planet.
	Radiation	The planet contains unexpected high levels of radiation. Kill all the Ground Forces of the initial landing (the planet remains uncontrolled), then remove this counter.
	Hostile Locals	The local population will not be subdued. The indicated number of local Ground Forces will fight any invader (allow another player to roll their combat dice). If an invasion attempt fails, the locals return to their full indicated strength. May not be bombarded. Discard after a successful invasion.
	Lazax Survivors	A discovery of ancient prophecy. You may take this counter to receive 3 additional votes towards all future political agendas. (See additional functions for the Lazax survivors on page 57).
	Settlers	Return all of your Ground Forces to their Carrier/War Sun. Roll a die. On a result of 6+, place two free Ground Forces on the planet from your reinforcements. On a roll of 1-5, determine a random opponent. That opponent places two free Ground Forces from his reinforcements on the planet. Then discard this counter.
	Technological Society	The player to your left must search through your Technology deck and give you a free technology advance for which you have the necessary prerequisites. Then discard this counter.
	Natural Wealth	This planet has resources available for immediate exploitation. Receive the number of Trade Goods indicated, if able. Then discard this counter.
	Industrial Society	An industrious and friendly populace welcomes you. You may immediately place a free Space Dock here. The Planet card for this planet is not exhausted when you receive it. Discard this counter.
	Peaceful Annexation	The landing proceeds without incident. Discard this counter.
	Wormhole Discovery	A new wormhole has been discovered in the system near this planet. Place this counter in the middle of the system to indicate the presence of the wormhole. This wormhole will connect to other wormholes of the same letter (Alpha or Beta) following the normal rules for wormholes.
	Native Intelligence	The native race here offers their espionage services. Secretly look at any one facedown Domain Counter on any planet of your choice. Then discard this counter.
	Hidden Factory	You unearth an ancient, abandoned starship factory. Immediately receive any number of ships (for free) worth up to 2 resources. Place them in this system and then discard this counter.

	Hostage Situation	Your landing party is taken hostage by the local inhabitants. Pay Trade Goods equal to the number of Ground Forces landing or lose all Ground Forces in the initial landing (the planet remains uncontrolled). Then discard this counter.
	Automated Defense System	Roll 2 dice. For each 6+ lose 1 ship in this system and one landing Ground Force. If no Ground Forces remain on this planet, it remains uncontrolled. The first player to successfully invade this planet removes this counter and may place one free PDS unit on the planet.
	Fighter Ambush	After landing, a Space Battle immediately starts in the system against the indicated number of local Fighters (allow another player to roll their combat dice). Players may not use Anti-Fighter Barrage in this Space Battle. If the Space Battle fails, then the planet remains uncontrolled, all landing Ground Forces are discarded, and the fighters return to full indicated strength. Discard this counter after a successful Space Battle.

Variant from Shattered Empires: Territorial Distant Suns
This option keeps all the excitement of Distant Suns while reducing the risk of early expansion. Follow these instructions instead of setting up the Domain counters as normal:
1. Make a pile that includes all of the following domain counters. This is known as the "low-risk" pile:
- Peaceful Annexation
- (2-Quality) Natural Wealth
- Native Intelligence
- (1-Strength) Hostile Locals
- Biohazard
- Hostage Situation
- (1-Strength) Fighter Ambush
- Settlers

2. Place all the other Domain counters in a separate pile.
3. Randomly place counters from the "low-risk" pile onto all planets in the outer ring as well as any planets adjacent to Home World systems.
4. Mix all of the remaining Domain counters together and randomly distribute them among the remaining planets.

12.5) Base Game Option 4: Leaders

Included in the game, you will find 30 Leader counters (3 for each race). These represent exceptional personalities that will assist their race in its struggle to attain the imperial throne. There are five different types of Leaders: Generals, Admirals, Diplomats, Agents, and Scientists.

Placing Leaders
When using this game option, 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. 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 spaceship (including Fighters) may transport one or more Leaders using the same rules as Carriers transporting Ground Force units. Leaders do not count towards the capacity of any ship. A Leader is not allowed to land on a neutral or hostile planet unless accompanied by at least one Ground Force unit. If a Leader is part of an Invasion Combat on an enemy (or Neutral planet, if using the Distant Suns option) the Leader will be automatically **captured** should the invasion fail against another players planet (or **Killed** if the Invasion Combat fails against a neutral planet).

Killing and Capturing Leaders
Leaders are powerful assets, and your opponents would like nothing better than to capture or eliminate these individuals.

In space

If a ship carrying a Leader is destroyed **during a Space Battle**, roll a die.

On a result of 1-5, the leader is **Killed** and permanently removed from play.

On a result of 6-8, the Leader escapes and its owner may immediately place the Leader on any friendly planet (not under blockade).

On a result of 9-10, the Leader is **captured** by the opposing player in the Space Battle (see below).

If a ship is destroyed any time other than during a Space Battle, the Leader is automatically killed and removed from play.

On a planet

If a planet containing a Leader is successfully invaded by an enemy player, roll a die.

On a result of 1-5 the Leader is **captured**

On a result of 6-9 the Leader escapes and its owner may immediately place the leader on any friendly planet (not under blockade).

On a result of 10, the Leader is killed and removed from the game.

If a Leader is present on a planet whose ownership changes for any other reason than invasion, the Leader automatically escapes and may be placed on any friendly planet. Leaders can never exist on neutral or enemy planets or in space by themselves.

Captive Leaders

When capturing a Leader, the capturing player (the "captor") places the captured Leader in his playing area. During the Status Phase, a captor may freely transfer the captive to another player, including the owner of the Leader (in which case the Leader is FREED and immediately placed on any friendly planet not under blockade, of its owner's choice). Instead of transferring the prisoner, the captor may choose to keep the prisoner another round, or execute the prisoner.

If choosing the latter, the captor announces the execution and removes the said leader from play.

Rescuing a captive Leader

Every time a planet is successfully invaded, if the planet was controlled by a player holding **any** captive Leaders, roll a die after a successful invasion. If the result is a 9 or 10, a captive leader has been found by the invader. If more than one prisoner is held by the losing player, the invader may choose which of the captive Leaders to rescue. If the rescued Leader belongs to another race, the invader is now its new captor, and must choose what to do with the new captive during the next Status Phase. If the rescued Leader belongs to the invader, the Leader is immediately placed on any friendly planet (not under blockade) of the invader's choice. If a player successfully invades the last planet of another player, all captive Leaders held by the eliminated player are transferred to the invader.

Leader Abilities

The abilities of a Leader depend on the **Leader type**. The 5 different Leader types and abilities are described in detail below:

Scientist

- A planet that contains a technology specialty and at least one Scientist provides a technology discount of 2 credits rather than 1.
- A planet with at least one 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.
- Planets with at least one Scientist and one PDS unit may not be bombarded by a War Sun unit (a War Sun can normally ignore the planetary shield provided by a PDS.)

Diplomat

- If a Diplomat is present on a planet about to be invaded by enemy Ground Forces during the Planetary Invasion step, the Diplomat may delay the invasion by one round. Simply return the enemy Ground Force units to their Carrier(s). 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.
- A fleet that contains at least one Diplomat may move through systems containing an opponent's ships, but only if the opponent grants his permission for the transit.

General

- When a General participates as the attacker in an Invasion Combat (by landing with the invading Ground Forces) the active player may re-roll up to two dice during every round of that Invasion Combat.
- Dreadnoughts and War Suns receive -4 to bombardment rolls against a planet that contains at least one General.
- All defending Ground Forces on a planet that contains at least one General receive +1 to their combat rolls during Invasion Combat.

Admiral
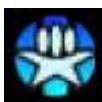
- When an Admiral participates in a Space Battle (as attacker or defender), its owner may roll one **additional** die for the ship that is carrying the Admiral. (Note that only **one** additional die is rolled, even if the Admiral is on a War Sun.)
- A Dreadnought carrying an Admiral receives +1 movement.
- When attacked by a fleet containing an Admiral, a defending fleet may not retreat unless the defending fleet also contains an Admiral.

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 Forces), enemy PDS may not fire at the invading Ground Forces.
- 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 Forces), 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).
- An Agent may be sacrificed at any time to act as a "Sabotage" action card. Simply announce the action after another player plays an Action Card, cancelling its effects. Then discard both the Action Card and the Agent.

12.6) Base Game Option 5: Sabotage Runs

Although the mighty War Sun unit is the undisputed king of space, history has shown that such hybris of creation often hides a fatal flaw that can be exploited by the smallest of spacecraft. When using this game option, Fighter units have a desperate chance of a pre-Space Battle strike at an enemy War Sun in the contested system. This desperate attack is called the "sabotage run."

Announce the Run
A sabotage run takes place before an actual Space Battle begins, immediately after any Destroyer Anti-Fighter Barrage. Both players (attacker first) may announce that they are making a Sabotage run against an enemy War Sun in the battle (if no War Sun is present among the enemy units, a player cannot undertake a sabotage run). If both players have War Suns, the attacker should resolve his sabotage run first, followed by the defender. After announcing a sabotage run, a player must commit a number of Fighter units to the dangerous task. After a number of Fighters have been committed, the sabotage run is executed over two rounds of die rolls.

1) The Outer Defences
Roll a die for every Fighter committed to the sabotage run. On an unmodified result of 9 or 10, the Fighter makes it through the outer defences of the War Sun. All other results destroy the Fighter unit, which receives no return fire.
2) The Inner Defences
For every Fighter unit that made it past the outer defences of the War Sun, roll another die (one at a time). If the fighter rolls an unmodified result of 10, the sabotage run is successful and the War Sun is immediately destroyed. Such a destroyed War Sun receives no return fire. All other die results instantly destroy the Fighter unit, which receives no return fire. Surviving Fighter units are able to participate in the subsequent Space Battle. An unharmed War Sun is able to participate in the Space Battle with no ill effects. Should an opponent have two War Sun units, a player is allowed to make a sabotage run against both units by dividing his committed Fighters into two separate pools. With each of these pools attacking one specific War Sun, simply resolve each separate sabotage run, one at a time.

12.7) Shattered Empire Option 1: The Variant Imperial Strategy Card

Shattered Empire includes a variant Imperial Strategy Card for use with the base game, titled "Imperial II." To play with the variant ISC, simply use the new Imperial II Strategy Card in place of the original Imperial Strategy Card. In addition, to play with the Imperial II card you must also use the "Age of Empire" variant described on page 56. Note that this variant Imperial Strategy Card is only intended as an optional replacement for the original Imperial Strategy Card. It is not part of the new set of 8 Strategy Cards discussed in Option 2, below.

12.8) Shattered Empire Option 2: The Variant Strategy Cards

This expansion includes 8 new Strategy Cards, distinguished by a white background (whereas the original Strategy Cards and the variant Imperial II Strategy Card have a black background). Players may decide to play with these 8 Strategy Cards instead of the original 8. While most of these cards serve the same purpose as the originals, many function quite differently and favour slightly different play styles.
When playing with the variant Strategy Cards, make the following changes during setup:
- Each player receives 2 Political Cards at the start of the game. Players will have a hand of Political Cards in addition to their hand of Action Cards throughout the game. These cards will be played when using the new Assembly Strategy Card, as explained on page 86.
- When building the Objective deck (step 7 of setup), add one extra Stage II Objective to the Stage II deck.
- After building the Objective deck, reveal the top card and place it face-up in the common play area.

Certain Strategy Cards in this expansion have the same name as previous Strategy Cards but are followed by the Roman numeral II. These cards are affected by all abilities and cards that would affect their counterpart with the same name.

Finally, as explained on page 91, we recommend that players play to 1 fewer Victory Point when playing with the new Bureaucracy Strategy Card.

Note: If at any time any player draws an Action Card or a Political Card that refers to a Strategy Card not being used in the current game, discard it and draw a new card.

Optional Strategy Card Replacement

Players using the original set of Strategy Cards may wish to optionally replace any of the original cards with its new counterpart of the same name. For example, a player may wish to play with the original set of Strategy Cards but choose to replace Technology with the new Technology II Card and Imperial with the new Imperial II card. Players may also wish to try playing with the new cards, and replacing some of the new cards with their original counterparts. In either case, if you wish to mix Strategy Cards, you should only swap out cards of the same name.

12.9) Shattered Empire Option 3: Variant Objectives

This expansion includes two new variant Objective decks. These new Objective decks focus more on warfare and encourage more conflict than the original Objective decks. Players who wish to use these objectives should use both new decks instead of the Stage I and Stage II cards provided with the original game.

The Special Objective Cards included with this expansion are separate from the new Public Objective decks. The Special Objective Cards are used only when playing with the Artefacts (see page 65) or Voice of the Council (see page 68) options.

12.10) Shattered Empire 4 + Shards. Throne 2: Race-Specific Technologies

Players who want more diverse abilities for the races may enjoy this option. Each race has one Race-Specific Technology Card that may be purchased instead of a regular Technology Card. Whenever you are entitled to purchase a Technology, you may purchase your race-specific Technology instead. The cost of a Race-Specific Technology is whatever you would pay for a regular Technology at the time plus the cost on the race-specific Technology card.

Example: The Sardakk N'orr player is executing the primary ability of the Technology Strategy Card. He chooses his Race-Specific Technology, "Berserker Genome," which has a cost of 5. He must spend 5 resources to acquire "Berserker Genome." If the Sardakk N'orr player were executing the secondary ability of the Technology Strategy Card, he would have to pay 13 resources for "Berserker Genome."

The Race-Specific Technology Cards have no prerequisites. Race-Specific Technologies do not have a technology colour and therefore their costs may not be reduced using technology specialties or the "Research Grant" Political Card. These cards are treated as normal technologies in all other respects.

Using this Option with Shards of the Throne

The *Shattered Empire* expansion provides each race with one Race-Specific Technology Card. When playing with both expansions, each race has two different Race-Specific Technology Cards available for purchase. A few Race-Specific Technology Cards are **only** used when playing with both expansions. These cards are marked with a red *Shattered Empire* symbol (pictured below) on the lower left-hand corner of the front of the card.

These special cards include a few replacement cards for cards found in *Shattered Empire* ("Berserker Genome" and "Bioptic Recyclers"), as well as a second Race-Specific Technology Card for each of the new *Shards of the Throne* races. If you are not playing with the *Shattered Empire* expansion, simply place the cards with this symbol in the box and do not use them during the game.

12.11) Shattered Empire Option 5: Artefacts

This expansion includes 8 Artefact tokens, with 4 corresponding Special Objective Cards. When playing with the Artefacts option, include the 4 Special Objective cards that have pictures of artefacts on their fronts. As described on the 4 "artefact" Special Objective cards, artefacts are worth 1 Victory Point to the player that controls the planet that the artefact is on. Artefacts may never be moved or destroyed. Four of the Artefact tokens represent actual artefacts, while the other 4 are "dummy" tokens.

Setting up Artefacts

At the start of the game, immediately after setting up the map (step 9 of setup), each player (starting with the Speaker) chooses one planet. Players may not choose Mecatol Rex, a planet in or adjacent to a Home System, or a planet in a system that contains a planet that's already been chosen. Then, place one random Artefact token facedown on each planet chosen. (Changed in the Online-Errata)

Playing with Artefacts

When a player gains control of a planet, which contains a facedown Artefact token, the Artefact is immediately turned face-up. If the token is indeed an Artefact (the token is coloured) then the player immediately claims the corresponding Special Objective Card (placing it in front of him) and gains 1 Victory Point. If the player loses control of the planet with the Artefact (and therefore no longer meets the condition on the Special Objective), then he immediately loses the Objective Card and 1 Victory Point.

Once an artefact is revealed, it will remain face-up for the rest of the game. Revealed "dummy" tokens may be discarded when revealed. If a player takes control of a planet that has a face-up artefact on it, he immediately claims the corresponding Special Objective Card (taking it from another player if necessary) and gains 1 Victory Point.

Example: The Sol player gains control of Hope's End. He flips over the Artefact token there, and it shows the red artefact (Lazax Armory). He immediately claims the matching Special Objective and places it in front of him. He then scores 1 Victory Point on the Victory Point Track. Later that turn, the Muaat player gains control of the planet containing the artefact. He takes the Special Objective away from the Sol player. The Sol player then loses 1 Victory Point and the Muaat player gains 1 Victory Point.

12.12) Shattered Empire Option 6: Shock Troops

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. The rules for Shock Troops are as follows:

Acquiring Shock Troops

- If a Ground Force rolls a 10 in battle, it becomes a Shock Troop at the end of the combat round, after casualties are removed. Replace the Ground Force with a Shock Troop token. If no Shock Troop tokens are available, the Ground Force remains a Ground Force.

Using Shock Troops

- Shock Troops have a Battle value of 5 (a significant increase over the 8 of standard Ground Forces).
- After a successful invasion, if at least one Shock Troop unit has survived the battle (along with at least one Ground Force unit, see below), the invading player may capture enemy Space Dock and PDS units on the planet. (Normally such units would be destroyed after a successful invasion.) Immediately, at no cost, replace the enemy units with the same units of the invading player.

Shock Troop Restrictions
- Shock Troops must always be taken as casualties before any other Ground Forces during Invasion Combat. This excludes any other time that a Ground Force would be taken as casualty (bombardment and PDS Fire, for example).
- Shock Troops must always be present with at least one friendly, plastic Ground Force. If a Shock Trooper is ever left alone, it becomes a regular Ground Force and the Shock Troop token is replaced by a plastic Ground Force unit of the owner's colour.

From the Online-Errata:
If a Shock Troop is on a ship, it is considered to be "present with" a friendly Ground Force if there is a Ground Force on any ship in that fleet.

Example: Player 1 has 2 Ground Forces in battle. He rolls a 9 and a 10. He therefore deals 2 casualties and one of his Ground Forces becomes a Shock Troop. His opponent deals him 1 casualty. After casualties are removed, Player 1's remaining Ground Force would have become a Shock Troop, but now it is no longer present with a plastic Ground Force unit, so it remains a normal Ground Force. Shock Troops are treated as Ground Forces for all cards and abilities. Note that there are other ways to acquire Shock Troops (such as from Hope's End or certain Action Cards).

12.13) Shattered Empire Option 7: Space Mines

Later in the war, it became clear that PDS cannons were not enough to defend the core systems. Space mines – homing explosives that lock on to capital ships' registration signals and attempt to detonate enemy targets – were developed to supplement other defences.

Deploying Space Mines
During the Production step of an activation of a system containing a friendly Cruiser, the active player may spend 2 resources in order to produce 1 space mine in the system. No player may produce space mines if no tokens are available. He places a space mine token in the system with his Control Marker on it. Players may never produce more than one space mine during a single activation.
Example: The Muaat player activates his Home System and moves an adjacent Cruiser into it. During the Production Step of the activation, he produces a space mine from his Cruiser and places his Control Marker on it.

Triggering Space Mines
After the PDS Fire step of an activation in which a player moves ships into a system containing an opponent's space mines, he must roll 1 die individually for each non-Fighter ship entering the system (the active player must announce before each roll which ship he is rolling for). For each roll of 9 or 10, the ship is immediately hit. After all ships have been rolled for, remove one space mine token from the system and resume the action. A player only rolls for space mines once, even if there is more than one space mine pr sent. If there are multiple space mines, the active player may decide which space mine to remove after rolling.
Important: Players only have to roll for space mines if they end their movement in a system containing them. Players may move through a system containing space mines without any effect.
Example: The Saar player decides to move 1 Dreadnought, 1 Carrier, and 2 Fighters into a system containing an opponent's space mines. He rolls 1 die for the Dreadnought (the result is a 10) and 1 die for the Carrier (the result is a 9). The Carrier is then destroyed and the Dreadnought is damaged. Although he did not have to roll for the Fighters, they are now destroyed because they are not supported (by a Carrier, a Space Dock, or the Advanced Fighters technology).

From the Online-Errata:
Space Mines are triggered anytime an enemy ship enters or is built in the system. This includes the Warfare secondary ability, transfer actions, retreats, and when building new units.
This does not include moving through a system (unless picking up units from the system).

12.14) Shattered Empire Option 8: The Wormhole Nexus

The Wormhole Nexus tile represents a unique system outside the known galaxy. This tile is placed off the board, and a player may travel to it by using either an Alpha or a Beta Wormhole. Players always have a choice as to whether they want to travel to the Wormhole Nexus or another end of a matching Wormhole whenever they use a Wormhole. The Wormhole Nexus is treated like any other system, but is considered adjacent to every system that contains an Alpha or Beta Wormhole.
Note: The Wormhole Nexus need not be controlled to fulfil the "Keeper of Gates" Special Objective (but it can be easier to fulfil this objective if playing with the Wormhole Nexus).

12.15) Shattered Empire Option 9: Facilities

Players who prefer games with more abundant resources may wish to use this option. This expansion includes 16 Facility Cards: 8 colonies and 8 refineries. These facilities may be built on any planet outside of a player's Home System at the cost of 1 resource. Facilities add 1 additional resource or influence to the planet they are built on. Colonies increase the influence value of a planet by 1, while refineries increase the resource value of a planet by 1.

Building Facilities

A player may build facilities during the Produce Units step of a Tactical Action. Facilities are built following the same rules as Space Docks, and 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. Important: Building a facility on a planet exhausts that planet, if it is not exhausted already. You may exhaust a planet to build a facility on that planet, but you do not receive the extra influence or resource that game round.
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 agents or Shock Troops as if it were a Space Dock.

12.16) Shattered Empire Option 10: Tactical Retreats

With this option, add the following rule regarding retreats:
"When announcing a retreat, the defender may use a Command Counter from his Strategy Allocation area to activate an adjacent, unactivated system that does not contain enemy units (changed in the Online-Errata). At the end of the combat round, he must retreat to this system. Players may also still attempt normal retreats. "

From the Online-Errata: Stalemates

If a situation ever arises during a Space Battle or Invasion Combat where all ships cannot be destroyed, such as 2 Dreadnoughts with Duranium Armour or 2 Fighters in an Ion Storm with Advanced Fighters technology, the attacker must perform a tactical retreat. If the attacker cannot retreat, that player's ships are destroyed.

12.18) Shattered Empire Option 13: Custodians of Mecatol Rex

Using this option, a single Ground Force can no longer invade Mecatol Rex on a whim. Now the Winnaran custodians will protect the capital with strength and fortitude. When using this variant, place both of the Mecatol Rex Custodian tokens on Mecatol Rex during setup. The Mecatol Rex Custodians have 2 Ground Forces and 3 Fighters that will protect the planet from invading players. A player attempting to invade Mecatol Rex must first fight the Fighter Ambush token present and then defeat the Hostile Locals with his Ground Forces. The specific rules for encountering these tokens are the same as their Domain token counterparts and can be found on the back of this rulebook. Once these tokens are defeated, they are removed from the game. If playing Distant Suns with this option, do not place a Domain token on Mecatol Rex.

12.19) Shattered Empire Option 14: Voice of the Council

Players who wish to add to the usefulness of influence and Political Cards may wish to use the included Voice of the Council Special Objective Card. This Special Objective works as follows.
Before activating the primary ability of the Political Strategy Card or the Assembly Strategy Card, the active player may call for a vote to determine who becomes Voice of the Council. All players then vote for any player (as if they were voting on an agenda). The player that receives the most votes (ties being broken by the Speaker) gains control of the Voice of the Council Objective (placing it in front of him). He immediately gains 1 Victory Point, and the previous owner of the Objective loses 1 Victory Point.
Example: The Sol player uses the Assembly Strategy Card and decides to call a vote for Voice of the Council. The Sol player wins the vote and gains the card (immediately gaining 1 Victory Point). On the following turn, the Muaat player wins a vote for Voice of the Council. The Sol player loses 1 Victory Point and the Muaat player gains 1 Victory Point.

12.20) Shattered Empire Option 15: Simulated Early Turns

This option is for players who wish to speed up the early game. Using this option, players can quickly decide where they wish to expand early in the game. To use this option, perform the following procedure immediately after regular setup:

1. Claim Territory
After setup, starting with the Speaker and proceeding clockwise, each player places a Command Counter from his reinforcements onto a system adjacent to his Home System. After each player has placed a Command Counter, each player, in the same order, may place a second Command Counter. Players may place the second Command Counter adjacent to their Home System or adjacent to the system in which the placed their first Command Counter.
2. Build Units and Buy Technology
Starting with the Speaker and proceeding clockwise, each player receives resources equal to the total resources of his Home System plus 3. These may be used to purchase additional starting units and/or 1 Technology advance. Each player may purchase one Technology advance for 4 resources. This cost may not be reduced, the player must have the necessary pre-requisites, and players may not purchase Race-Specific Technologies. All unused resources are lost.
3. Place Units
Starting with the Speaker and proceeding clockwise, each player places his starting units in his Home System and/or any systems in which he has placed a Command Counter. Two important restrictions are that:
  1. A player must place a Space Dock on one of his Home System planets, and
  2. A player is free to place Ground Forces and PDSs on planets in his Home System. However, all Fighters, Ground Forces, and PDSs that are placed outside a player's Home System must be placed with ships that are capable of carrying all the Fighters, Ground Forces, and PDSs in the system. Ships capable of carrying these systems include Carriers, War Suns, and ships with Stasis Capsules.

Example: During the simulated early turns, a player wants to place 1 Carrier with 3 Fighters in a non- Home System, along with 4 Ground Forces on a planet in the same system. This is not legal because the Carrier would not be capable of carrying all the Fighters and all the Ground Forces in the system.

4. Receive Planets

Each player claims the planet cards for each planet with one of his Ground Forces on it. Each player then removes his Command Counters from the board and places them back in his reinforcements.

5. Reveal Objectives

Reveal the top card from the Public Objective deck and place it in the common play area.

6. Abbreviated First Status Phase

Each player receives 1 Action card and refreshes his planets. Then play proceeds to the first Strategy Phase as normal.

Notes: Players may not use any special abilities or technologies during this procedure (treat the "Special Abilities" area of the race sheets as if they were blank). Players that start with Trade Goods may use them when purchasing additional starting units. However, they may use refresh abilities during Step 6 (the Abbreviated First Status Phase), and they may discard Political Cards instead of spending Trade Goods (from the Online-Errata)

Example of Simulating Early Turns

1. *The Embers of Muaat player is currently the Speaker. After setting up the map, the Muaat player claims a system that is adjacent to his Home System, placing one of his Command Counters on it.*
2. *After the other players each claim a system adjacent to their Home System, the Muaat player claims a second system. This time he chooses a system adjacent to the system he claimed in step 1.*
3. *During regular setup, the Muaat player received his normal starting units, pictured here.*
4. *After all players have claimed 2 systems, the Muaat player receives 7 resources (4 from his Home System plus 3) with which to build additional units. He builds 2 Fighters, 1 Cruiser, 1 Carrier, and 2 Ground Forces.*
5. *After everyone has built units, the Muaat player places his units (his normal starting units as well as the additional units he just built). He may place them in his Home System and/or the 2 systems he's claimed. He chooses to spread his units among all 3 systems. Note that he must place a Space Dock in his Home System, and keep his Ground Forces, Fighters, and PDSs (that are outside his Home System) with ships that can transport them. Note also that in this particular example, the Muaat player also places a Control Marker on the Tsion Trade Station, because he is the only one with ships in the system.*
6. *Finally, the Muaat player receives the planet cards for the planets he controls and removes his 2 Command Counters from the map.*

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12.21) Shards of the Throne Option 1: Preliminary Objectives

Shards of the Throne includes 10 Preliminary Objective Cards. These cards function exactly like Secret Objectives that are easier to complete and are worth only 1 victory point each. However, after a player completes a Preliminary Objective, he draws a Secret Objective from the Secret Objective deck. To play with the Preliminary Objectives, simply deal one to each player during setup (instead of the usual Secret Objective) and return the rest of the Preliminary Objectives to the box, without looking at them. Preliminary Objective Cards are **not** shuffled into the existing Secret Objective deck.

The Secret Objective Deck
Some cards and rules in this expansion refer to the Secret Objective deck. This deck consists of any Secret Objective not in play. Instead of placing unused Secret Objective cards in the box, simply place them in the play area. When a player fulfils a Secret Objective card, it is removed from the game (and not shuffled back into this deck).

12.22) Shards of the Throne Option 3: Flagships

This option gives players the ability to build their race's Flagship, a powerful unit with unique special abilities for each race. This expansion includes 17 Flagship cards, one for each race (including the races introduced in the *Shattered Empire* expansion), and eight plastic Flagships, one in each colour. The rules for Flagships are as follows:

Acquiring a Flagship
When producing units **in his Home System**, a player can choose to produce his Flagship. The cost to produce the Flagship is printed on his race's Flagship Card. A player can build his Flagship even if it has been destroyed previously in the game. However, each player may only have one Flagship on the game board at any given time. Flagships follow all normal build rules for units.

Using Flagships
Each Flagship has its own unique cost, combat value, movement, capacity, and special ability printed on its card. They follow all normal rules for units, including Fleet Supply limits, and all cards and abilities that affect ships.

12.23) Shards of the Throne Option 4: The Final Frontier

This expansion includes octagon-shaped Domain Counters similar to those used in the "Distant Suns" game option. The Space Domain Counters have a different back than previous Domain Counters (an image of empty space rather than a planet). Using these Space Domain Counters, players will experience more surprises and uncertainty when entering empty systems.

After the game board has been created, but before the game begins, randomize the Space Domain Counters and place one Space Domain Counter **facedown** 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. Players **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.

12.23.1) Description

Space Domain	Name	Description
	Abandoned Transport	An abandoned transport ship loaded with undelivered goods. The player who reveals this counter receives 2 Trade Goods.
	Alien Technology	An ancient alien artefact found floating in space. After careful research, the artefact reveals unexpected technological secrets. The player who reveals this counter may research any one Technology that he has the prerequisites for at no cost.
	Derelict Ship	A ship in need of repairs, left abandoned in space. The player who reveals this counter may gain 1 Cruiser for free in this system.
	Discovery	Exploration of uncharted space is bound to result in interesting and advantageous discoveries. The player who reveals this counter may draw 1 Action Card.
	Precursor Space Station	A long-forgotten space station offering strategic advantages. After this counter is revealed, this counter stays in play. While a player controls this system, he needs 1 less victory point to win.
	Empty Space	There is nothing of interest here. This token has no effect.
	Gravity Rift	A rift in space opens up out of nowhere! When this counter is revealed, it stays in play. This system is now treated as a Gravity Rift system.
	Space Pirates	Vagabonds that wander the galaxy are known to prey on the wealthy. The player who reveals this counter must lose all his Trade Goods or be attacked by a Dreadnought (allow another player to roll their combat dice). If the player has no Trade Goods, he is attacked. After the battle, or if he paid the Trade Goods, discard this counter.
	Supernova	A star explodes right before your eyes! When this counter is revealed, it stays in play. All ships in this system are destroyed and this system is now treated as a Supernova system.
	Alpha Wormhole Discovery	An undocumented Wormhole found in the most unlikely of systems. When this counter is revealed, it stays in play. This system now has an Alpha Wormhole.
	Beta Wormhole Discovery	An undocumented Wormhole found in the most unlikely of systems. When this counter is revealed, it stays in play. This system now has a Beta Wormhole.

12.24) Shards of the Throne Option 5: Mechanized Units

This option provides new units that function much like Ground Forces but provide much more fire-power and survivability as listed below:

The Mechanized Unit

Units Available: 4   Cost: 2

- A Mechanized Unit, when produced, is placed on the planet of the producing Space Dock. Mechanized Units are transported much like Ground Forces, taking up **one** capacity on the ship transporting it. A Mechanized Unit is never considered to be in "space," as it is always either on a planet or being transported inside a ship.
- A ship with capacity may, at any point during its movement, pick up a friendly Mechanized Unit located on a planet in the same system as the moving ship.
- During the Planetary Landings step of the Activation Sequence, Mechanized Units on a ship may move directly onto any friendly, hostile, or neutral planet in the same system (following all normal rules for Planetary Landings).
- Mechanized Units count as Ground Forces in regards to controlling planets.
- Mechanized Units may not make use of Technology Cards or Action Cards that specifically refer to Ground Forces.
- Mechanized Units have the sustain damage ability. A Mechanized Unit can absorb a single hit before it is destroyed. After taking its first hit, turn the Mechanized Unit on its side to indicate that it has been damaged. If a damaged Mechanized Unit is forced to take another hit, it is destroyed. Other than being one step closer to destruction, being damaged does not affect the Mechanized Unit in any other way.

12.25) Shards of the Throne Option 6: Mercenaries

This expansion includes 16 Mercenary Cards and matching tokens. Players may hire Mercenaries when executing the primary ability of the Trade III Strategy Card. To play with the Mercenaries option, simply use the new Trade III Strategy Card in place of the Trade or Trade II Strategy Cards. Mercenaries use the following rules:

Hiring Mercenaries
When executing the primary ability of the Trade III Strategy Card, the player may draw two Mercenary Cards from the Mercenary deck, choose one to keep, and secretly place the other on the bottom of the deck. That player then finds the corresponding token for the chosen Mercenary and places it, **Ground side facing up,** on any planet he controls.
Before acquiring a Mercenary using the primary ability of the Trade III Strategy Card, each player who has a Mercenary must pay 1 Trade Good (to the supply) for each Mercenary he controls. If its owner does not pay the Trade Good, he discards the Mercenary Card to the bottom of the deck and places its token back in the supply.

Controlling Planets
Mercenaries may not claim planets nor are they considered Ground Forces. If a Mercenary is the only unit on a planet, that planet reverts to neutral.

Using Mercenaries in Battle
Mercenaries have their combat values, movement, and unique special abilities printed on their cards. The tokens are double-sided to mark whether the Mercenary is in space or on the ground. A Mercenary may only move from ground to space during a Tactical or Transfer Action. A Mercenary may move from space to ground during Planetary Landings. While in space, Mercenaries count towards Fleet Supply and may not be carried on other ships.

Any Mercenary abilities that work during battle may only be used if the Mercenary is **participating** in the Space Battle or Invasion Combat. Mercenaries may **not** transport Leaders.

Evasion

Mercenaries have a new ability called Evasion. The ability is followed by a number (x), known as their Evasion value. When a player assigns a hit to a Mercenary, he rolls one die. On a roll of x or higher, the Mercenary is not destroyed by the hit. If the roll is less than x, the Mercenary is destroyed. A player may only assign one hit to a Mercenary per combat round unless the player does not have any plastic units participating in the battle. All other friendly ships must be assigned a hit before the player can assign more hits to a Mercenary. In the case of a unit with sustain damage, that unit must be assigned two hits before a Mercenary can be assigned more hits.

If a player has multiple Mercenaries participating in the same battle, he must evenly assign excess hits between all Mercenaries. After he has assigned hits to all other friendly ships in the battle, all remaining hits must be assigned to Mercenaries. Players may roll Evasion checks for multiple hits on Mercenaries during a battle. If a Mercenary is destroyed, that Mercenary's token and card are removed from the game.

Example: The Barony of Letnev player is participating in a Space Battle. He has the Mercenary Nolad fighting on his side along with two Cruisers. Nolad has Evasion (7). The player's forces suffer four hits during the battle and the player assigns one hit to Nolad. Before he can assign any more hits to the Mercenary, he must assign hits to all his other ships in the battle. The player assigns one hit to each Cruiser and then another hit to Nolad. He rolls a die for Evasion and rolls a 9 on the first check. Since Nolad has Evasion (7), the first hit is considered a miss. The player roll for the second hit and rolls a 3. Nolad fails his Evasion check on the second roll and is destroyed.

12.26) Shards of the Throne Option 7: Political Intrigue

Players who want a more robust political system may wish to use this option. When playing with the Political Intrigue option, use the new Political II Strategy Card (or Assembly II if you are playing with the Variant Strategy Cards from *Shattered Empire*).

During setup, each player receives his race's three Representative Cards, and the five Promissory Note Cards matching his colour. Players use these cards to represent their race in the Galactic Council and to create binding contracts.

In addition, when using the Political II Strategy Card, draw the top two Political Cards during setup and place them face-up in the play area.

Council Steps

When a player executes the primary ability of the Political II Strategy Card, he chooses one available Political Card to resolve and all players follow the steps below:

1. **Choose Representatives** – Each player decides which Representative he wants to send to the Galactic Council and places that Representative Card facedown in front of him.
2. **Resolve Spies** – Starting with the Speaker, and continuing clockwise, each player who chose a Representative with the Spy trait must reveal it (turn it face-up if it is facedown) and then resolve its special ability. This ability usually requires the player to choose (target) another player's Representative. The targeted Representative is revealed immediately and the targeting Spy's special ability is triggered. After all Spies are Revealed, all unrevealed Representatives are turned face-up (but their abilities are not resolved at this time).
3. **Resolve Bargaining and Promissory Notes** – During this step, players may offer Trade Goods or Promissory Notes to convince each other to vote in their favour. While Trade Goods and verbal agreements are **not** binding, Promissory Notes **are** binding (see Promissory Notes).
4. **Resolve Voting and Outcome** – Players now vote upon the agenda. Voting is done the same way as described on page 38 with the following additions:
   - Players add their Representative's bonus votes (listed in the upper left-hand corner of the card) to their **total combined influence value of all their unexhausted planets**. Any bonus votes granted by a Representative's special ability are also added to this total.

- If a player's Representative was assassinated (or killed, see below), he may not participate in the voting. A player who did not have a Representative to send to the Galactic Council also may not vote

5. **Draw New Political Card** – The player executing the primary ability of the Political II Strategy Card draws a new Political Card to replace the one chosen during this Council. When a player executes the primary ability of the Assembly II Strategy Card, he draws 2 Political Cards and follows the steps below:

   1. **Choose a player** – The player executing the primary ability of the Assembly II Strategy Card may choose any player to resolve 1 Political Card from his hand. The chosen player must select one of his Political Cards to be resolved for this Council.
   2. **Give the Speaker Token to another player** – The player executing the primary ability of the Assembly II Strategy Card may give the Speaker Token to any player other than the player chosen to resolve his Political Card.
   3. **Choose Representatives** – See page 72.
   4. **Resolve Spies** – See page 72.
   5. **Resolve Bargaining** – See above.
   6. **Resolve Voting and Outcome** – See above.

Using Representatives

All Representatives have a number of bonus votes they contribute to the player (listed in the upper left-hand corner of the card). Bonus votes are added to a player's total votes for the current agenda. Representatives also have one or more traits associated with them as follows:

- **Spies:** Spies are revealed before other Representatives, and resolve their abilities during the Resolve Spies step. Spies target other Representatives with assassinations and other game effects.
- **Bodyguards:** Bodyguards cannot be assassinated (see below) and sometimes have certain effects when targeted by a Spy.
- **Councillors:** Councillors are Representatives sent to vote in the Galactic Council. Councillors generally have more bonus votes than Spies or Bodyguards, but are more susceptible to certain cards and abilities.

All Representatives have unique special abilities. Some of these abilities can affect other Representatives. One common ability is **assassinate**. Assassinate is an ability many Spies have and that Bodyguards are immune to.

When a Representative is assassinated, he is killed and his card is removed from the game. In addition to assassination, Representatives can be killed by other game effects. If a Spy assassinates another Representative, or if any other game effect kills a Representative, that Representative is removed from the game.

Promissory Notes

During Political Intrigue, players have a chance to offer other players a Promissory Note. Each player may only offer one Promissory Note per **Political Card**. If a player accepts a Promissory Note, he is bound to vote as was agreed upon with the player offering the Promissory Note. A player does not reveal the Promissory Note to other players (although he may talk about what he received). Each Promissory Note has a binding "favour" for the player that offered the Note to fulfil. The "favour" must be fulfilled by the offering player at any time the receiving player decides to play the Promissory Note. Starting with the Speaker, each player follows these steps to offer a Promissory Note:

1. The player may offer 1 Promissory Note facedown to another player and ask him to vote a specific way for this Political Card.
2. The receiving player looks at the Promissory Note and either agrees to vote the specific way and keeps the Promissory Note or refuses and returns the Promissory Note to the offering player. Players may also make additional agreements (including giving Trade Goods) along with the giving of Promissory Notes (but verbal agreements are not binding).

Example: The L1z1x Mindnet player wants the Emirates of Hacan player to vote "For" on the current Political Card. The L1z1x player decides to offer the Hacan player the "Monetary Concession" Promissory Note if the Hacan player votes "For" on the current agenda. The Hacan player accepts the Promissory Note and votes "For." During the next turn, the Hacan player plays his "Monetary Concession" Promissory Note on the L1z1x player and forces him to give the Hacan player all of his Trade Goods.

12.27) Shards of the Throne Option 8: Fall of the Empire

"Fall of the Empire" is a historical scenario taking place during the rule of the Lazax Empire. The scenario is designed for 4 to 6 players (up to 7 if using the *Shattered Empire* expansion) and uses many exceptions to the normal *Twilight Imperium* rules.

This scenario uses pre-set maps and races that vary depending upon the number of players.

The Lazax

The "Fall of the Empire" scenario allows players to play as the Lazax race. The Lazax are the acting rulers of the galaxy and begin the game controlling Mecatol Rex. For game balance and historical accuracy, the Lazax are only playable in the "Fall of the Empire" scenario.

Scenario Setup Rules

When performing setup at the start of the game, follow all normal setup except for the following six changes. Detailed rules for these changes are listed later in this section.
- Set Up Galaxy
- Choose Races
- Set Up Agenda Cards
- Set Up Strategy Cards
- Receive Objective Cards
- Receive Treaty Cards

Set up Galaxy

The galaxy is set up a specific way for this scenario depending on the number of players. Use the diagrams on pages 77–79 when setting up the galaxy.

Choose Races

When playing with this scenario, players are limited in the races they may choose. In this scenario, the Lazax player always sits to the left of the Federation of Sol player. Certain Treaty Cards refer to a player to the left or right of a player. These cards always ignore the Lazax player.
- **4 Players:** Lazax, Federation of Sol, The Barony of Letnev, The Emirates of Hacan
- **5 Players:** Lazax, Federation of Sol, The Barony of Letnev, The Emirates of Hacan, Universities of Jol Nar
- **6 Players:** Lazax, Federation of Sol, The Barony of Letnev, The Emirates of Hacan, Universities of Jol Nar, The Xxcha Kingdom
- **7 Players:** Lazax, Federation of Sol, The Barony of Letnev, The Emirates of Hacan, Universities of Jol Nar, The Xxcha Kingdom, Sardakk N'orr

Set up Agenda Cards

When playing this scenario, players must use the Agenda Cards included in this expansion. These Agenda Cards **replace** the normal Political Cards for this scenario. Agenda Cards are considered Political Cards for the sake of other cards and abilities. Agenda Cards that elect a planet cannot target Home Systems. Many Agenda cards have an icon on the bottom of the card. This icon refers to the following rules:
- **Elect Player:** This Agenda targets a player.
- **Elect Planet:** This Agenda targets a planet.

- **Event:** When this card is drawn, players resolve the text, discard this card, and draw a new Agenda Card.

Set up Strategy Cards

When playing this scenario, use the eight Strategy Cards found in the core game except for "3. Political" and "8.Imperial." Use the **Civilization** Strategy Card instead of the Political Strategy Card, and the **Industry** Strategy Card instead of the Imperial Strategy Card.

Receive Objective Cards

Instead of receiving Secret Objective Cards at the start of the game, each player receives one Scenario Objective Card. Like Secret Objectives, these cards are kept hidden and cannot be shown to other players. When playing with four players, the "Loyalist" Scenario Objective Card is removed from the game during this step. Although players will usually want to keep their objectives secret, the ability on these cards can be discussed with other players as long as all discussion is made publicly in front of all players.

The Lazax player does **not** receive a Scenario Objective Card, but instead receives his special Lazax Objective Card. This card is kept **face-up** and is open information for all players.

Receive Treaty Cards

During setup, each player receives **all** of his race's Treaty Cards (distinguished by the race icon on the **front**). Players use these cards to attempt to make alliances (see "Treaties"). The Lazax player discards all Treaty Cards referring to races that are not in the game.

Winning the Scenario

When playing this scenario, players **do not** accumulate victory points. Instead, each player has a specific objective to fulfil in order to win the game. Players **do not** need to control their Home System to fulfil their objectives unless specifically noted on the objective.

Some Scenario Objective Cards end the game immediately when fulfilled. If a player fulfils one of these objectives **at any time**, the game immediately ends with the player winning the game. Other players who have one of the winning player's Treaty Cards may also win the game (see "Treaties" below).

The scenario is played over eight game rounds. Use the Victory Point Track as a Round Track and a Lazax Control Marker to track the current game round. During setup, place the Lazax Control Marker on the "0" space of the track. At the end of each Status Phase, advance this token one space.

As soon as this marker enters the "8" space of the track, the game immediately ends and each player reveals his Objective Card and all Treaty Cards (see "Treaties" below). Each player fulfilling the condition on his Objective Card at this time wins the game. If no player is fulfilling his objective at the end of round 8, the game ends without a victor!

Treaties

The "Fall of the Empire" scenario makes use of a new card type known as Treaty Cards. These cards are used to form alliances, but players can never know for sure if a player is supporting them (see "Forming Alliances" below).

Important: Each Treaty Card has a description at the bottom that has no direct impact on the game. For example, it might say "Don't Attack the Hacan." This description is **only** a **suggestion** given to the player receiving the card, and acts as a hint for how he can help the Hacan player win the game!

Forming Alliances

During a player's turn, he may attempt to form an alliance by performing the following steps:

1. **Activate a Home System:** The player activates any other player's Home System (**excluding** Mecatol Rex). Instead of resolving the normal steps for activating (i.e.: movement, combat, etc.) he may choose to give a Treaty Card to the owner of the Home System.
2. **Give Treaty:** The activating player chooses one of his race's Treaty Cards from his hand and secretly gives it to the owner of the Home System. The owner of the system may then read the Treaty Card, but this card may not be shown to other players.

3. **Bargaining:** The two players may make any number of verbal agreements. For example, the player receiving the Treaty Card may demand 2 Trade Goods in order to consider keeping the Treaty Card. Alternatively, he may ask the player to not attack him for the next game round. All agreements (except for the immediate exchange of Trade Goods) are not binding.
4. **Secretly Accept or Reject Treaty:** The player who received the Treaty shuffles the card into his hand of Treaty Cards. He then looks at the cards and must discard one of his choice to a **facedown** pile adjacent to the Action Card deck. This allows him to discard the newly acquired Treaty Card, one of his own Treaty Cards, or one that he received from another player. Since a player can only win if he has a single alliance, hiding the discarded Treaty Card gives him the possibility to bluff, backstab, and change sides.

Important: The Lazax player cannot accept Treaty Cards from other players. He may, however, give Treaty Cards to other players following the steps listed in "Forming Alliances" above.

Winning the Game with an Alliance

When a player wins the game (either from an immediate victory or at the end of round 8), it is possible that one other player may win the game with him.

1. **Reveal Treaties:** Each non-winning player reveals his hand of Treaty Cards. (The winner's hand of Treaty Cards is not revealed and is irrelevant.)
2. **Eliminate Traitors:** If a player has Treaty Cards belonging to **more than one opponent**, he loses the game.
3. **Determine Strongest Alliance:** The player who has the lowest numbered card belonging to the winning race also wins the game.

Important: Since only one player can win the game with a Treaty Card, it is important to be wary of high numbered Treaty Cards. If one player is handing out lots of Treaty Cards, it is a good idea to reject (or discard) high numbered Treaty Cards.

Optional Rules in the Scenario

When playing the "Fall of the Empire" scenario, players should use all the new Action and Technology Cards found in this expansion. In addition, players should play with the rules under "Option 5: Mechanized Units." All other optional rules (including those found in the core game and all components from the *Shattered Empire* expansion) **cannot** be used when playing this scenario.

Four Player Scenario Setup
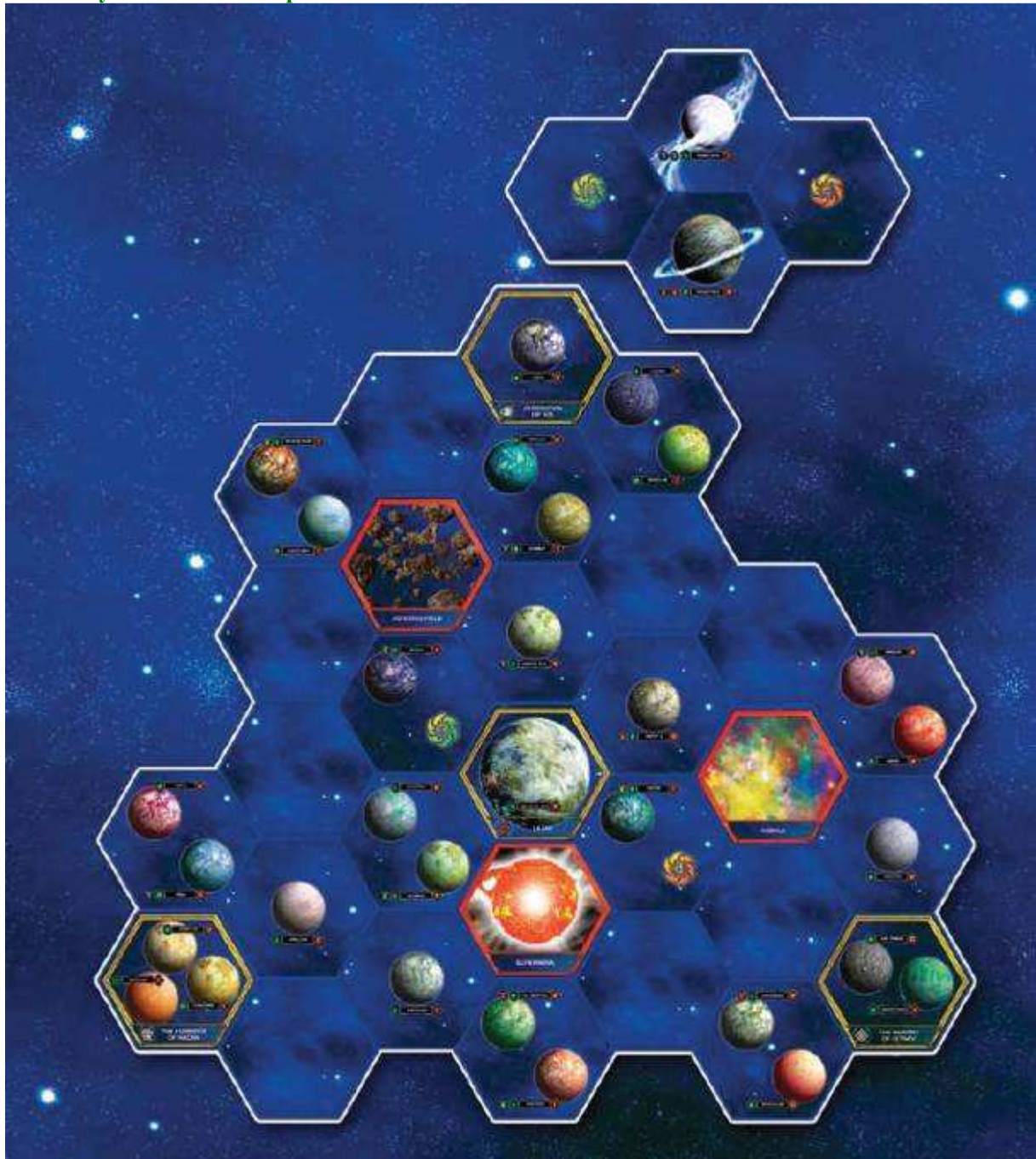
Five Player Scenario Setup
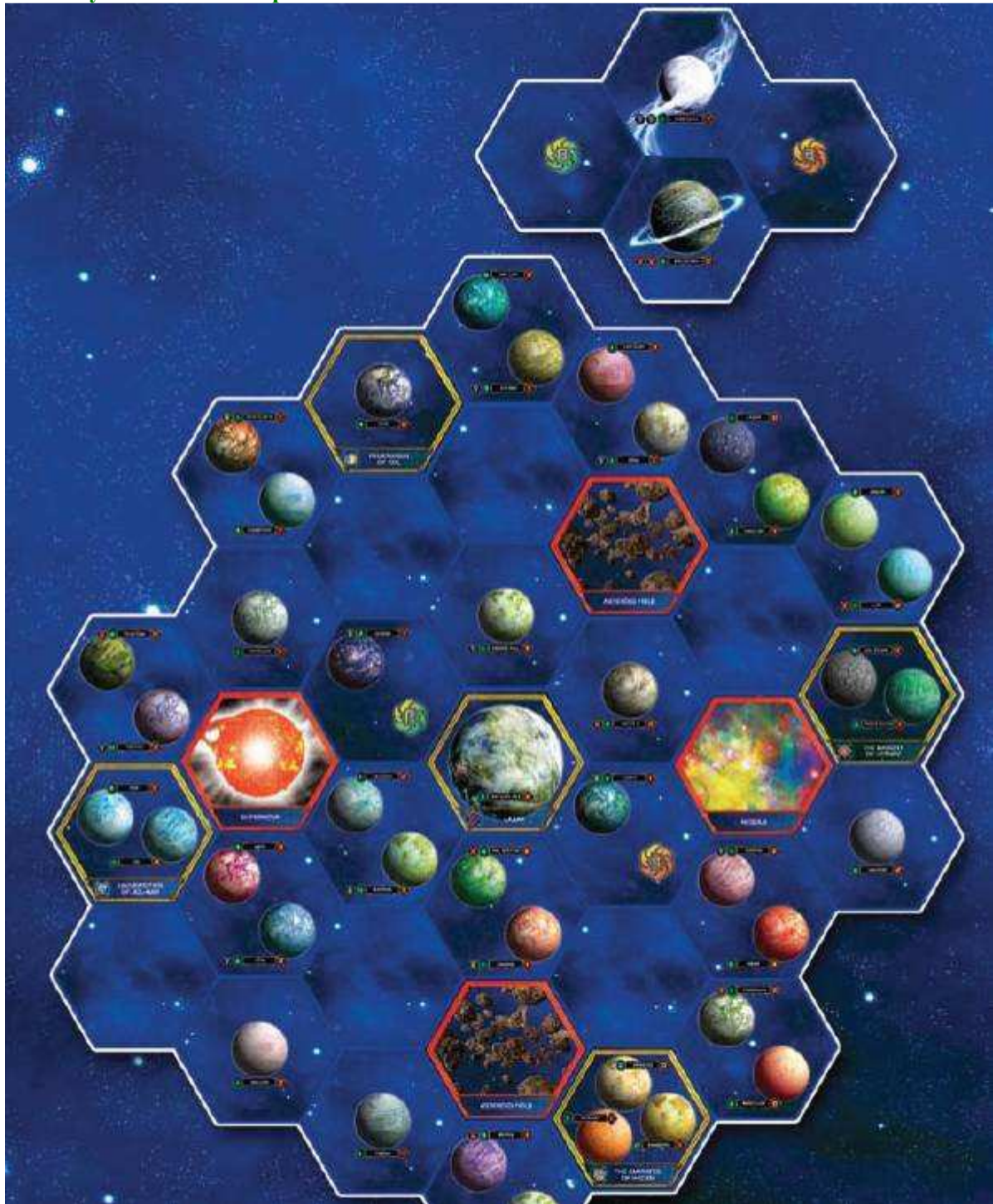
Seven Player Setup
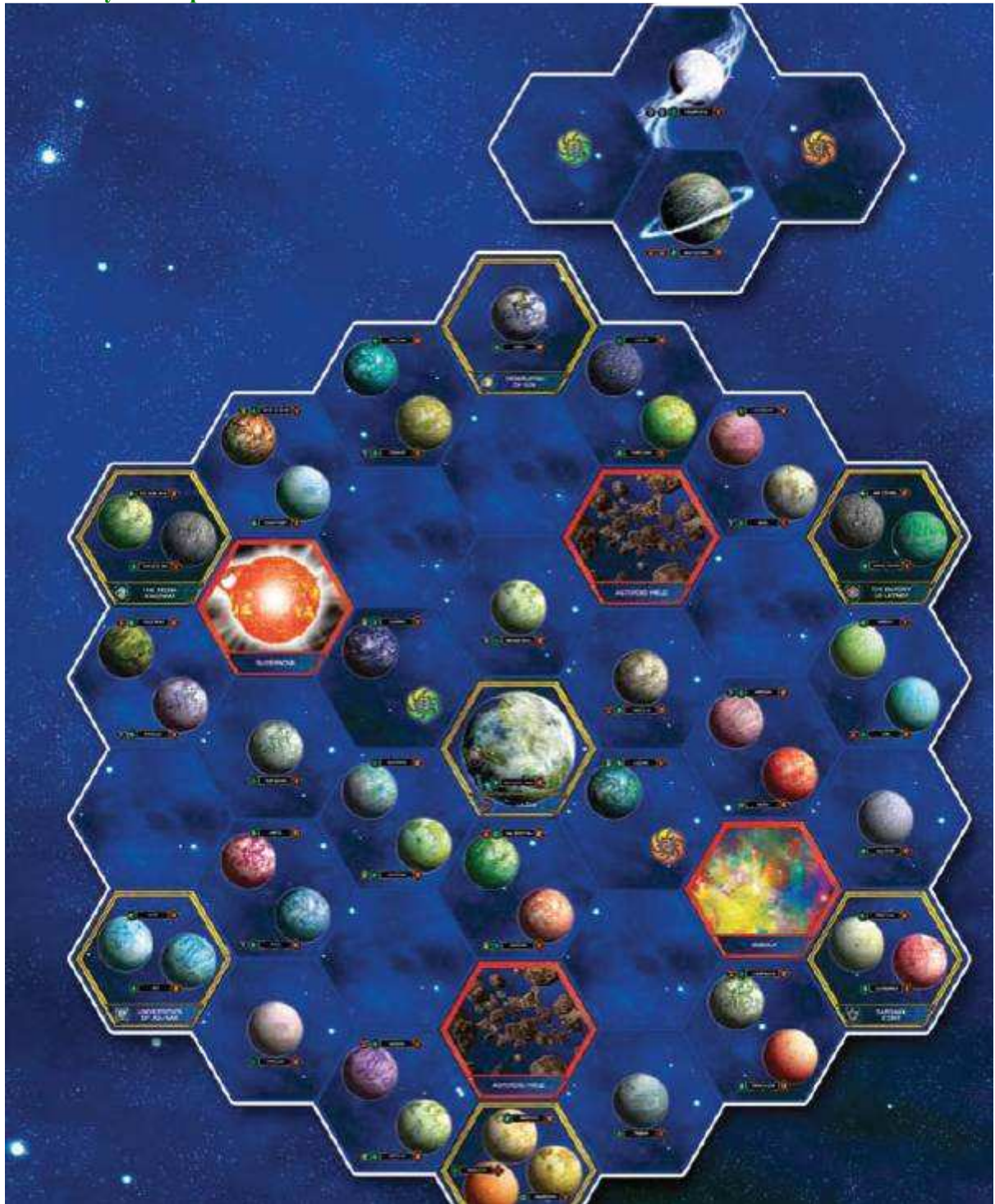
12.28) Online Variant Option 1: Homeworlds

As the game moves forward, and as the endgame begins, some groups (the more aggressive groups in particular) may want to include this variant, which allows military intervention to stop a powerful claim for the imperial throne.

Control of your Homesystem
In order to acquire **any** victory points, regardless of the source, a player must be in control of every planet in his Home System. Thus, even if a player would be able to gather enough victory points to win the game, such will not be possible unless he controls all the planets in his Home System.
Such lost points are **not** accumulated (or left in escrow) and granted to the player should be reclaim control of his Home System. Once the player regains control of his planets, he must once more re-acquire the position (such as holding the ISC) that would give him victory points.

12.29) Online Variant Option 2: The Star in the Crown

This option specifically relates to groups who may feel that the ISC is a little too dominant a meta-mechanic for their playgroup. This option still drives the game forward, but changes the dynamic of the selection process slightly. When playing this variant, players should also play with the AGE OF EMPIRE variant found in the TI3 rule set.

Less points for executing the ISC
When executing the primary ability of the ISC, the active player receives 1 victory point (instead of 2).

12.30) Online Variant Option 3: The Ancient Throne

Do not play this option with the "Star in the Crown" variant.
The Ancient Throne variant is for groups whose style does not appreciate the instant granting of victory points as currently provided by the ISC, and that may wish for a more objective-based approach.
When playing this variant, players should also play with the AGE OF EMPIRE variant found in the TI3 rules set.

New ISC ability
Instead of its original text, now play the ISC as follows:
Primary Ability: Imperial Claim
Choose either a) or b).
a) If you control Mecatol Rex, immediately gain 1 victory point. Also, regardless of your control of Mecatol Rex, during the upcoming Status Phase, you may qualify for any number of Public Objective Cards (but must still meet the individually stated requirements of each card).
b) You may choose to execute the secondary ability of the Imperial Strategy Card (at no cost). No other player may execute this secondary ability this game round.
(Secondary Ability remains unchanged).

12.31) Online Variant Option 4: Preset Maps

While the standard setup rules for TI3 include strategic decision-making, many players have requested maps that can be setup ahead of time. While it is impossible to create entirely balanced maps, here we offer setups that put the players on fairly even footing at the start of the game. The preset maps included here use components included in the SHATTERED EMPIRE expansion.

Set Up the Map
Start by making 6 piles of tiles as follows:
1. Select Systems: Mecatol Rex, all Wormhole systems, Hope's End, all Trade Stations (white title box), and any specified systems for the setup (numbered on the map)
2. Special Systems (red-bordered)
3. Empty Space tiles
4. Home Systems
5. Single-planet systems (excluding Wormhole systems)
6. Multi-planet systems

Note: Some maps will instruct you to remove the resource-heavy, double-planet systems of Abyz/Fria, Bereg/Lirta IV, Lisis/Elnor, and New Albion/Starpoint into a separate pile. If so, you will have 7 rather than 6 piles of tiles.

Then select one of the preset map diagrams and use the following procedure to create the game board:
1. Place Mecatol Rex at the centre of the table. Shuffle each pile and then place it face-up on the table.
2. Starting with the hex area directly above Mecatol Rex, draw the top system from the pile indicated by the map diagram and place it directly above Mecatol Rex.
3. Proceed clockwise around Mecatol Rex, placing systems of the type indicated by the preset map diagram. If the diagram indicates that a Home System should be placed, leave the hex area blank for now. Continue this procedure until all systems indicated by the map diagram except Home Systems have been placed.

If a particular system (e.g., Hope's End) is specified by the map diagram, simply pull it out of the "Select Systems" pile and place it appropriately.
Many of the preset maps require wormholes in specific systems.
If the specified wormhole tile does not exist, place a wormhole token in the appropriate system. If you run out of additional wormhole tokens, use face-up Distant Suns tokens as replacements.

Assign Races and Starting Areas
Once all players have arrived, assign races as instructed in step 1 of the normal game setup. Then randomly assign each player's starting position as follows:
Place one Control Marker from each player in a bag or bowl. Starting with the top, rightmost Home System area indicated by the map diagram and proceeding clockwise, randomly draw a Control Marker and place it in the empty area. Once all players have been assigned a starting position, they place their Home System in the appropriate spot and proceed with game setup normally (obviously skipping step 9 of setup, in which players create the game board).

Preset Artefacts
If you are using the Artefacts option included with the SHATTERED EMPIRE expansion, you may wish the location of the artefacts to be known at the start of the game to ensure fairly even placement. If you decide to do this, you should first remove the four "dummy" artefact tokens and return them to the box. After setting the galaxy up, place one artefact marker face-up in each of the systems specified by the diagrams. Note that artefacts are always placed on a planet in the specified system. If the system contains two planets, the artefact is placed on the planet with the fewest resources (If the resource value is tied, place the artefact token on the planet with the lower influence value. If this is also a tie, break the tie randomly.)
If you are not playing with the Artefacts option included in the SHATTERED EMPIRE expansion, ignore the artefact symbols.

Legend

3 Player Map

4 Player Map

6 Player Map

7 Player Map

8 Player Map

In the 7-player map, place the Supernova, Quann, and Lodor into the "Select Systems" pile.
In the 8-player map, place Dal Bootha/Xxhehan and Arinam/Meer into the "Select Systems" pile.
For both maps, remove the resource-heavy, double-planet systems of Abyz/Fria, Bereg/Lirta IV,
Lisis/Elnor, and New Albion/Starpoint into a separate pile, so that you have 7 piles of tiles rather than
6 when setting up the map.

12.32) Online Variant Option 5: Special 5-Player-Map

Due to the nature of the hexagonal board, it is difficult to make all positions equal in a 5-player game. This map makes use of several wormholes to give 5 players fairly equal starting positions.

As with the 7- and 8-player maps, remove the resource-heavy, double-planet systems of Abyz/Fria, Bereg/Lirta IV, Lisis/Elnor, and New Albion/Starpoint into a separate pile, so that you have 7 piles of tiles rather than 6 when setting up the map. Also, place the 6 systems listed below the map into the "Select Systems" pile.

For the impassable spaces, either leave the spaces empty or use the back side of tiles. The yellow arrows in the diagram indicate adjacency-by-wormhole.

Special Rules
Use the following special rules with this setup:
- Wormholes may not be closed or made unusable. If any card referring to wormholes is drawn, it is immediately discarded and a new card is drawn in its place.
- The Wormhole Nexus is not compatible with this setup.
- For this preset map only, PDSs may fire through wormholes.
- Any wormhole Distant Suns tokens that are not used when setting up the galaxy should be discarded from play and not used if playing with the Distant Suns option.
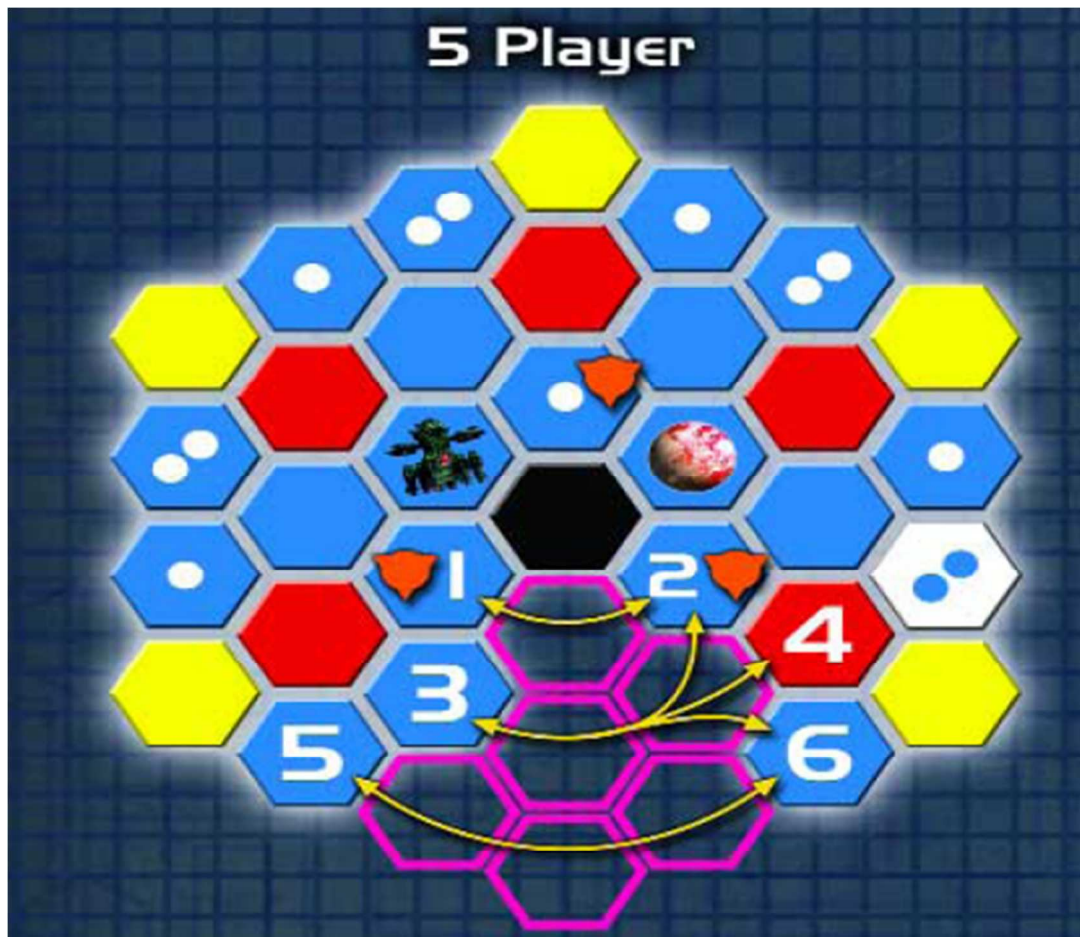
(1: Random Multi-Planet System with an "A" Distant Suns Token, 2: Lodor, 3: Empty "A" Wormhole System with a "B" and "C" Wormhole token, 4: Random Red-Bordered System with a "C"-Wormhole Token, 5: Random Multi-Planet System with a "B"-Distant Suns Token, 6: Quann)

12.33) Online Variant Option 6: Multi-Galaxy Maps

These two special preset maps can be used with the 6- or 8-player games. These maps are broken into two large, identical galaxies, with a smaller galaxy containing Mecatol Rex in between them. These maps may be set up on multiple tables if so desired. For both these maps, place Lodor, Quann, and two Asteroid Fields into the "Select Systems" pile. The multi-galaxy game functions exactly the same as a standard 6- or 8-player game and, although the galaxies are separate, it is played as one large game. We recommended that players use the Wormhole Nexus option when playing with these maps, since it will provide an additional bridge between galaxies.
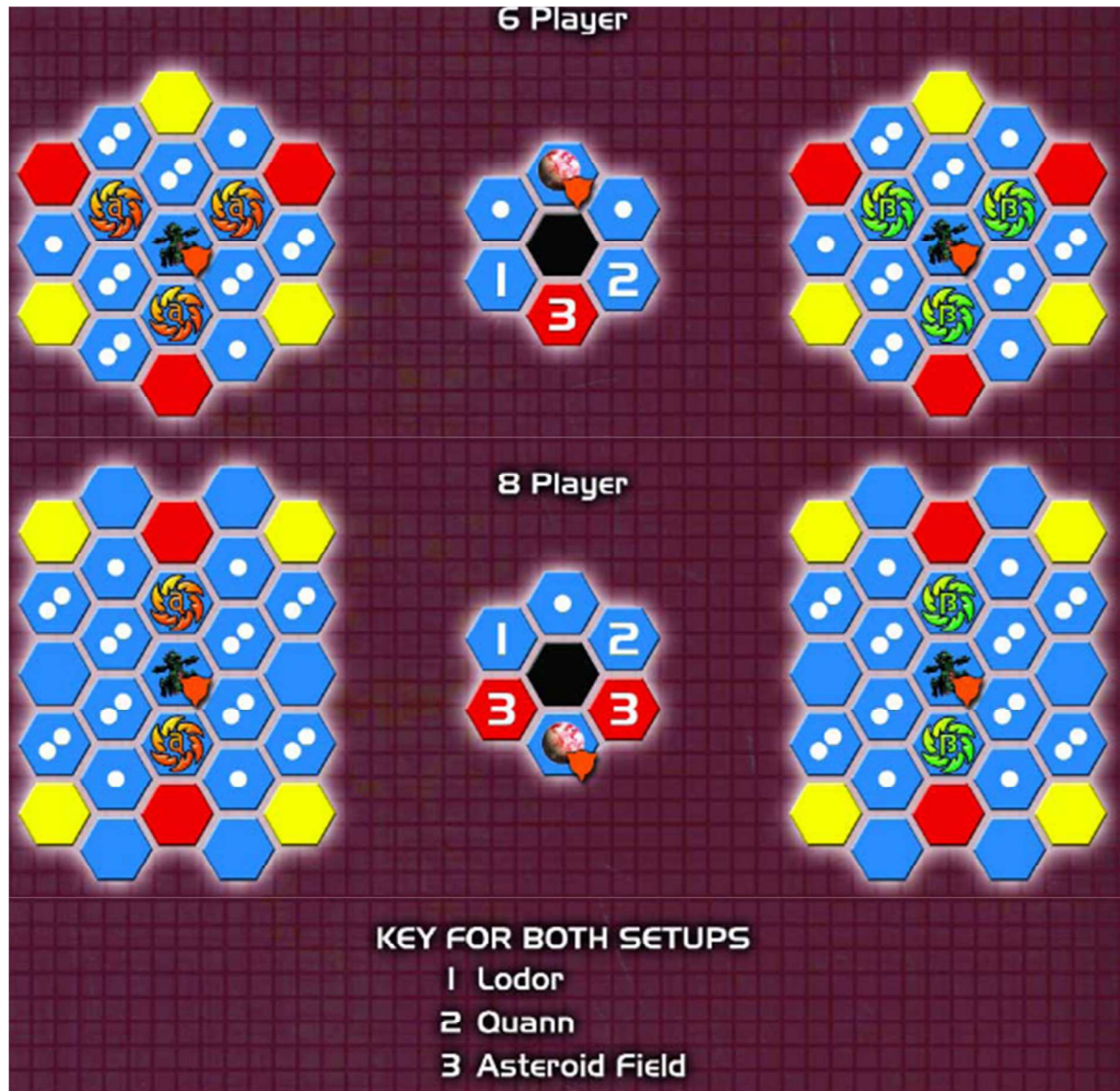
13) Strategy Card Summary

13.1) First Strategy (Initiative / Leadership)

Base Game: The Initiative Strategy

The Initiative Strategy Card, unlike the other Strategy Cards, does not give its owner the option of taking a Strategic Action. It does, however, give its owner the Speaker Token (which grants the first pick of Strategy Cards during the next Strategy Phase) and allows its owner to execute the Secondary Ability of other Strategy Cards without spending a Command Counter. A player may not select the Initiative Strategy Card two rounds in a row.

Shattered Empire: The Leadership Strategy

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. It is cheaper than the Logistics Strategy, but players are limited in how many counters they can purchase.

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.

13.2) Second Strategy (Diplomacy I / II)

Base Game: The Diplomacy Strategy

Choosing and executing a Diplomatic Strategy can provide a key respite for a player about to be overrun by an aggressive neighbour. A Diplomatic Strategy can also be used by an unscrupulous player who first conquers territory from another player, and then (as a later action) selects that player as the target of the primary ability. By prohibiting the activation of each other's systems, players are effectively barred from attacking each other for the rest of the round. Players may, of course, seek alternative ways to harm the other player, such as invading systems that do not contain units, playing Action Cards, etc.

The secondary ability of the Diplomacy Strategy Card allows players to refresh two Planet Cards already exhausted earlier in the phase. This means that a player could possibly use the resources or influence of a Planet Card twice, or even use the resources of a planet just invaded this phase (as all Planet Cards are exhausted when first claimed by a player).

Shattered Empire: The Diplomacy II Strategy

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 of this card. This ability allows players to spend a Command Counter and 3 influence in order to claim one empty planet (one without any Ground Forces, Leaders, PDSs, or Space Docks on it) adjacent to a system they control, 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, and no player may annex Mecatol Rex.

The Xxcha and Diplomacy II: When the Xxcha player uses his special ability to execute the primary ability of the Diplomacy II 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.)

13.3) Third Strategy (Political I/II, Assembly I/II, Civilization)

Base Game: The Political Strategy
The Political Strategy Card provides its owner with a generous allocation of Action Cards, an additional Command Counter, and the ability to manipulate the Political Deck by deciding which of the top three
Political Cards will be drawn by the next player to execute the Primary Ability of the Political Strategy Card. See the Political Card section on page 38 for how to resolve the Political Card drawn by the active player. The secondary ability of the Political Strategy simply allows players to draw an extra Action Card.

Shattered Empire: 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 to a) immediately become Speaker, then choose another player to play a Political Card from his or her hand or b) choose any player besides himself to become Speaker then the active player plays a Political Card from his own hand. See the sidebar for more information. Important: When a player uses option "b," he may not choose himself or the current Speaker to gain the Speaker token. Option "a" may not be chosen if the player is already the Speaker.
The secondary ability of the Assembly Strategy Card allows each other player to spend a Command Counter 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 cancel a Political Card after it is read aloud by the chosen player. The chosen player then draws the top card of the Political Deck, reads it aloud, and resolves it.

Shards of the Throne: Political II Strategy
The Political II Strategy Card is only used when playing with SotT Option 7: Political Intrigue. When playing with this Strategy Card, reveal the top two Political Cards during setup and place them face-up in the play area. These will be the Political Cards available to players during the Council. The primary ability allows the player to choose which Political Card to resolve. Players follow the Council steps found on page 72. After the Council, the player draws a new Political Card and places it face-up next to the one that wasn't chosen during this Council. The secondary ability of this Strategy Card gives players a chance to draw Action Cards. Players may spend 1 Command Counter and 2 Influence to draw two Action Cards.

Shards of the Throne: Assembly II Strategy
The Assembly II Strategy Card is used when playing both SotT Option 7: Political Intrigue and using the alternate Strategy Cards found in the *Shattered Empire* expansion.
The player executing the primary ability of this Strategy Card draws two Political Cards and chooses a player, including himself, to resolve one Political Card from his hand. Players then follow the Council steps found on page 72. The Speaker Token is then given to any player that wasn't chosen to resolve a Political Card from his hand.
The secondary ability of this Strategy Card allows players to spend 1 Command Counter to draw one Action Card and refresh one planet outside of his Home System.

Shards of the Throne – Fall of the Empire Scenario: Civilization
This Strategy Card is only used when playing SotT Option 8: Fall of the Empire. This card functions differently depending on which player chooses it.

If the Lazax player executes the primary ability of Civilization, he may draw the top two cards from the Political deck, choose one, and discard the other. He may then determine any outcome on the card he wishes. There is no voting at all (he simply elects a target or chooses "For" or "Against").

If any other player executes the primary ability, he draws the top two cards from the Political deck, chooses one to vote on, and discards the other.

The secondary ability of this Strategy Card gives the player a chance to draw Action Cards. Players may spend 1 Command Counter and 2 influence to draw 2 Action Cards.

Political Cards and the Assembly Strategy Card

When using the new Assembly Strategy Card, Political Cards function in a slightly different manner than in the original game.

Playing Political Cards

Each player starts the game with a hand of 2 Political Cards. These are only played when the Assembly Strategy Card specifies they be played. The Political Cards work in the following manner.

1. Depending upon which option of the Assembly card is chosen, one player will have to play the Political Card of his choice from his hand. If the player does not have any Political Cards in his hand, he draws the top card of the Political Deck and plays it.

2. The player that has played the Political Card reads it out loud and the agenda is resolved as normal (page 38).

3. Each player's hand of Political Cards is limited to 5. If a player ever has more than 5 Political Cards in his hand, he must immediately discard down to 5.

Spending Political Cards as Trade Goods

A player may, at any time, discard a Political Card from his or her hand instead of spending a Trade Good.

13.4) Fourth Strategy (Logistic / Production)

Base Game: The Logistic Strategy

As Command Counters are a vital component for a player to manage his race, the Logistics Strategy Card is an important and integral part of the game. Its primary ability is powerful as it allows the active player to simply receive 4 Command Counters from his reinforcement pile and add them to his Race Sheet.

The Secondary Ability of the Logistics Strategy Card is the primary vehicle for other players to acquire additional Command Counters. While executing the secondary ability, a player must spend influence by exhausting his Planet Cards. A player may take one Command Counter for every three influence he spends.

Important Special Rule for the Logistic Strategy: Unlike most other Strategy Cards, players do not need to spend a Command Counter from their command pool in order to execute this Secondary Ability.

Shattered Empire: 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 in the same round. The secondary ability allows the other players to build units at one of their (activated or unactivated) Space Docks, but with a limited production capacity of 3 units.

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.

13.5) Fifth Strategy (Trade I/II/III)

Base Game: The Trade Strategy
The Trade Strategy is the main vehicle for initiating trade agreements between players. By choosing the "a" option of the Primary Ability, the active player will instantly profit by receiving three free Trade Goods; he also receives Trade Goods for his own trade agreements, and then allows all players (himself included) to open new trade agreements with each other. After two players have agreed to open a new trade agreement, the active player must approve the agreement, or it cannot be made. If he is so inclined, this allows the active player to potentially collect some handsome bribes. Note that the active player has no power (unless executing option "b") over already existing trade agreements. Instead of collecting wealth and facilitating new trade agreements, the active player may choose option "b." If he does so, all existing trade agreements are immediately broken, and all Trade Cards are returned to their owners (including trade agreements held by the Hacan).
The Secondary Ability simply allows players to collect Trade Goods for their active trade agreements as described on page 40.
Note: Players cannot collect Trade Goods for a trade agreement just formed during the same Action.

Shattered Empire: The Trade II Strategy
The new Trade Strategy Card differs from the original in a number of ways. First, the active player has the choice of either immediately gaining 3 Trade Goods or cancelling up to two trade agreements. If he decides to cancel trade agreements, each contract that is chosen is returned to its owner in exchange for the other player's trade contract. Note that Hacan trade agreements
may not be broken by using this ability.

Example: The active player decides to break two trade agreements and chooses both of the L1Z1X's trade agreements. The L1Z1X player returns both trade contracts he has to their original owners, and receives his trade contracts back. If one of the L1Z1X player's trade agreements had been with the Hacan, it could not have been broken.

Second, every player gains Trade Goods from his active trade agreements, without spending a Command Counter. However, while the active player receives all the Trade Goods from his trade agreements, the other players must subtract 1 from the total number of Trade Goods indicated on both their trade agreements.
Example: A player has trade agreements worth 3 Trade Goods and 2 Trade Goods. When using Trade II and not the active player, the player would receive only 4 Trade Goods.
Finally, new trade agreements may be opened. This functions in exactly the same fashion as the original Trade Strategy Card; the active player must approve each new trade agreement, or it cannot be made. The Trade II Strategy Card has no secondary ability.

Shards of the Throne: The Trade III Strategy
This Strategy Card is only used when playing with SotT Option 6: Mercenaries. The primary ability of this card allows players to open new trade negotiations and collect on all trade agreements, even if they were just formed. The player who activates the primary ability must approve all new trade agreements. After trade negotiations, any player who has a Mercenary in play must pay 1 Trade Good for that Mercenary to keep him in play. Any player who does not pay for his Mercenary must remove that Mercenary's token from the board and place his Mercenary Card at the bottom of the Mercenary deck. Once all Mercenaries have been paid for (or returned to the deck), the player executing the primary ability of this card may draw the top two cards from the Mercenary deck. He chooses one of the Mercenaries to recruit and places the other card at the bottom of the deck.
The Secondary ability of this card allows players to spend 1 Command Counter to break a trade agreement between two players. If the player breaks a trade agreement, the player gains 1 Trade Good. The Emirates of Hacan are immune to this ability.

13.6) Sixth Strategy (Warfare I / II)

Base Game: The Warfare Strategy

The Warfare Strategy Card's Primary Ability is both extremely flexible and powerful as it gives the active player a plurality of tactical options, such as activating a system twice, or moving a fleet twice, etc.

The Secondary Ability can be very useful under the right circumstances. It allows a player to move up to two Cruiser/Destroyer units (from the same or different systems) to adjacent **empty** systems (see the definition of an empty system on page 41). These units may move even if their current system is activated (which normally prohibits any movement). Although the destination systems become activated, the Command Counters used for these activations come from your reinforcements and not from your Race Sheet. The ships are allowed to move into an already activated empty system(s), in which case no Command Counter is placed in the system. Note that a player executing the Secondary Ability is allowed to move the two Destroyer/Cruiser units into two different systems, or into the same system. The ships must move into an *adjacent* system (and no farther) regardless of the movement rate of the units. Since movement is prohibited through a system containing one or more enemy ships (except for Fighters), a lone patrolling Destroyer or Cruiser can effectively act as barrier against a deep strike by a fast enemy fleet.

Shattered Empire: The Warfare II Strategy

The High Alert Token

The new 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 and +1 to rolls during Space Combat. This bonus does not apply to pre-combat abilities and does not affect Ground Forces during Invasion Combat. 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. The Warfare II secondary ability allows the other players to move any two of their ships in unactivated systems into an adjacent system or systems that they control. 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.)

Important: Ground Forces may only be picked up or landed during a Tactical or Transfer Action. When using the secondary ability, players may not pick up or land Ground Forces.

13.7) Seventh Strategy (Technology I/II)

Base Game: The Technology Strategy

The Technology Strategy is the primary avenue for players to gain access to the exciting and helpful Technology Cards found in each player's Technology Deck. The primary ability of the Technology Strategy gives the active player a free technology advance of his choice. The active player simply takes a Technology Card from his Technology Deck and places the card face up in his play area. He can now enjoy the benefits of this Technology advance.

IMPORTANT: As noted on page 38, a Technology Card can only be acquired if its player has already acquired its prerequisite technologies (as stated on each Technology Card).

The Secondary Ability allows a player to purchase a Technology advance from his Technology Deck. A player must spend 8 resources to take a Technology Card from his Technology Deck and place it face-up in his play-area (subject to owning the prerequisite technologies, if any).

Shattered Empire The Technology II Strategy:
The Technology II Strategy allows players to receive technology more quickly and inexpensively than the original Technology Strategy. The primary ability not only provides a free technology but also gives the active player the option of purchasing a second technology at the cost of 8 resources. Important: Remember that a player may only acquire a Technology Card if he has the necessary prerequisite technologies. If a player uses the primary ability to purchase two technologies, the first one may be a used as a prerequisite for the second one.
The secondary ability of the Technology II Strategy allows the other players to purchase a Technology advance at the cost of 6 resources (as opposed to the 8-resource cost of the original Technology Card). The Jol-Nar and the Technology II Strategy Card: The Jol-Nar player may use his special ability when executing the secondary Technology II ability in order to receive one free technology. He may then purchase a second technology at the cost of 6 resources, and a third technology at the cost of 8 resources.

13.8) Eighth Strategy (Imperial I/II, Bureaucracy, Industry)

Base Game: The Imperial Strategy
The Primary Ability of the Imperial Strategy Card reveals a Public Objective Card to the common play area, and then provides 2 victory points for the active player. Should the active player draw the "Game Over" Public Objective Card, the game ends immediately even before the active player receives his two victory points. The secondary ability allows a player to produce units in system he has already activated or build units in a unactivated system without activating it. This is a powerful ability, as a player could potentially build units in system twice, or builds units in an unactivated system, allowing those new units to move during a later Tactical/Transfer Action of the same game round.

The Optional Imperial II Strategy:
Note: As discussed on page 63, to play with the Imperial II Strategy Card you must also use the "Age of Empire" variant described on page 52. This card is an optional replacement for the original Imperial Strategy card, and cannot be swapped out with the Bureaucracy Strategy Card.
The primary ability of the Imperial II Strategy Card offers the active player a choice. Option "a" gives the active player the ability to fulfil multiple objectives during the next Status Phase and provides 1 Victory Point if the active player controls Mecatol Rex. Both of these abilities allow a skilled player to gain crucial extra points.
The primary ability's option "b" allows the active player to immediately execute the secondary ability without having to pay any Command Counters. If this option is chosen, no other players may execute the secondary ability this round. The secondary ability of the Imperial II Strategy Card is the same as the original Imperial Strategy card's secondary ability: Each players may spend 1 Command Counter to produce units in a system he has already activated, or produce units in an unactivated system without activating it.

Shattered Empire: The Bureaucracy Strategy
Important: If the Bureaucracy Strategy has any Bonus Counters on it when it is chosen, a number of Objective Cards are immediately revealed equal to the number of counters on the Bureaucracy Strategy Card. 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 fulfil one Public Objective outside of the Status Phase. In order to fulfil an Objective, the active player must meet the Objective's requirements. He then places his Control Marker on the Objective and gains the Victory Point. If this gives the active player enough Victory Points to win the game, the game ends immediately. (He may fulfil any face-up objective and is not restricted to the newly revealed objective.)
A player who uses the Bureaucracy Strategy to fulfil a Public Objective may still fulfil another Public Objective in the Status Phase. A player may not use the Bureaucracy Strategy to fulfil a Secret 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. Because the additional VPs from the Imperial Strategy Card are not being awarded, it is recommended that players play to 1 fewer Victory Point when using the Bureaucracy Strategy Card.

Note: If the "Imperium Rex" Public Objective card is revealed, the game ends immediately after the Imperium Rex card is drawn, before the active player fulfils an Objective.

The secondary ability allows other players to spend a Command Counter to draw 1 Action card and 1 Political Card.

Shards of the Throne – "Fall of the Empire" Scenario: Industry

This Strategy Card is only used when playing Option 8: Fall of the Empire. When executing the primary ability of this card, players must choose one of the two options. Both options provide players with the ability to build up forces faster during the scenario.

Option a) allows the player to build one Space Dock for free on a planet he controls. The player may do this even if he gained the planet's Planet Card this round.

Option b) gives the player up to 4 resources worth of free units in an activated system he controls that contains a Space Dock. This may be used on a Space Dock built this round.

The secondary ability of this Strategy Card allows players to spend 1 Command Counter to build up to 2 resources worth of free units in an activated system they control that contains a Space Dock (even if built this round).

14) Errata and Clarifications

14.1) Cards

14.1.1) Action Card: "A Beacon of Hope"
This card should read: "Play: Immediately before any Space Battle involving your Flagship begins."

14.1.2) Action Card: "Direct Hit"
The card should have the following text added: "**Play**: Immediately after the ship has been damaged **in a Space Battle in which you participate**."

14.1.3) Political Card: "Ancient Artefact"
The use of *planetary unit* should be replaced with the words *planetary force*. A planetary force is defined as the combined number of Ground Force units on the planet in question. In this way, the Ground Forces on an affected planet receive a combined roll of three dice, whereas the old wording would indicate that every Ground Force unit would receive three rolls against it. PDS and Space Docks are not affected by these rolls. Also, on this card, when players roll a result of 6-10, the two Tech cards that are awarded to each player are taken one after the other, so that the first tech may be a prerequisite for the second. If playing with the "Leaders" option, Leaders are destroyed on a result of 1-5 and are included in the definition of *planetary force*.

14.1.4) Political Card: "Open the Trade Routes"
The "against" outcome should read: "This round, each player must give all of the Trade Goods he receives to the player on his left."

14.1.5) Political Card: "Sharing of Technology"
The "Sharing of Technology" Political Agenda should not have the keyword "Law" on it. It is therefore discarded after it is resolved.

14.1.6) Technology Card: "Advanced Fighters"
The following text should be added to this card:
"Any fighters **in excess** of a system's fighter capacity will count towards your Fleet Supply limit."
Example 1: If you have the Advanced Fighter technology, and you have a system with a single Carrier and seven Fighters, that System requires a Fleet supply of 2 or higher (the Carrier supports the normal 6 Fighters, but the extra Fighter counts towards the Supply Limit).
Example 2: If you have the Advanced Fighter technology, and you have a lone system with 4 Fighter units (i.e., a system with no Fighter capacity) that system requires a Fleet Supply of 4 or higher (since every Fighter now counts as one ship).

14.1.7) Technology Card: "Microtechnology"
This card should read "When you receive Trade Goods from your trade agreements, you now receive one additional Trade Good for each of your active trade agreements."

14.1.8) Technology Card: "Transfabrication"
The use of *Build Units* should be replaced with the words *Produce Units*. Units scuttled by Transfabrication may not be reproduced during the same game turn.

14.1.9) Race-Specific Technology Card: Bioptic Recyclers
The ability on this card may only be used once per game round.

14.1.10) Race-Specific Technology Card: Quantum Datahub Node
The use of *Status Phase* should be replaced with the words *Strategy Phase*.

14.1.11) Race-Specific Technology Card: Inheritance Systems

The use of *Trade Strategy Card* should be replaced with the words *Technology Strategy Card*.

14.1.12) Race-Specific Technology Card: Instinct Training

The use of *game turn* should be replaced with the words *game round*.

14.2) Race Sheets

14.2.1) PDS Cost

The accurate cost of acquiring a PDS unit is 2 (as written in the rules, but incorrectly stated on the player sheets).

14.2.2) The Xxcha Ability

The correct wording of the first Xxcha Kingdom special ability is: "When executing the Secondary Ability of the Diplomacy Strategy, you may execute the Primary Ability instead."

14.2.3) Arborec Race Sheet

The special ability should read: "Your Ground Forces have a **production** capacity of 1. You may not produce units with Ground Forces that have moved during the same activation."

14.3) Rulebook

14.3.1) Combat Rolls

The term "combat roll" is inclusive. It covers any instance in which you roll a die and compare the result to a unit's combat value to determine whether or not an enemy casualty has been inflicted. This includes PDS fire and all pre-combat abilities that are compared to a unit's combat value.

- The Sardakk N'Orr special ability text should read: "You receive +1 on your combat rolls."
- The Jol-Nar special ability text should read: "You receive -1 on your combat rolls.…"

Effects that add to or modify results during "Space Combat" should be interpreted as during "Space Battles." Effects that take place during "Space Battles" or "Invasion Combat" specifically make reference only to variables within the **Space Battle Sequence** and the **Invasion Combat Sequence**. Thus, if an ability grants you +1 to your dice during Space battles, this bonus is only applied during step 2 of the Space Battles Sequence ("roll combat dice"), and does not affect any other rolls, including pre-combat effects, PDS, bombardment, etc.

14.3.2) Elimination

A player who controls no planets and has no units on the board is eliminated from the game. He cannot play Action Cards or choose Strategy Cards. 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 are discarded and all of his race's Trade Agreements are removed from the game.

14.3.3) Controlling a System

A player controls a system if he controls every planet in the system *and* has at least one (non-Fighter) ship in the system.

14.3.4) Turn vs. Game Round

The race-specific technologies "Production Centres," "Diplomats," and "Spatial Conduit Network," as well as the Yin Brotherhood's "reversal" special ability, state that they may be used once per turn. This should be once per *game round*. Objective cards that refer to criteria that must have been fulfilled "this turn" should be read as "this game round."

15) FAQ

15.1) Action Cards

Q: If the deck of Action Cards runs out, do you reshuffle the discarded Action Cards into a new deck?
A: Yes.

Q: Is an Action Card that has been sabotaged considered played?
A: No. For example, a "play as an action" Action Card that is sabotaged does not use up its owner's action.

Q: When you play an Action Card that instructs you to make a choice, should opponents play "Sabotage" cards before or after you declare your choice?
A: "Sabotage" cards should be played after you reveal the card you wish to resolve, and any choices on the card are declared.

Q: Can an Action Card be played between taking two hits to your fleet or Ground Forces?
A: Yes.

Q: Is landing on a neutral planet considered an invasion for the purposes of the "Rare Mineral" Action Card?
A: Yes. Planetary landings on neutral planets are considered invasions for the purposes of Action and Political Cards.

Q: Does Focused Research allow you to ignore one tech prerequisite on the card or on the tech tree? For example, can you use it to purchase Advanced Fighters as your very first technology?
A: Focused Research allows you to ignore one prerequisite on the tech tree. Thus, you could not use this card to purchase Advanced Fighters as your first technology.

Q: After using Focused Research to skip a technology, am I required to go back and attain the technology skipped before progressing down the tech tree?
A: The only prerequisites for a technology are the ones written on its Tech card. For instance, if you had Enviro Compensator and skipped Sarween Tools to get Microtechnology, you would only be required to get Sarween Tools if you wanted the War Sun tech (a tech that specifically requires Sarween Tools).

Q: When playing Experimental Battlestation, does my Space Dock gain all the appropriate tech upgrades and other modifiers just like a normal PDS?
A: Yes. The Space Dock is treated in all relevant respects as if it were one of your PDS units.

Q: If I lose all my Ground Forces in an Invasion Combat, is it still considered "successful" for the purposes of the Rare Mineral card?
A: No. As noted in the rules on page 29, at least one attacking Ground Force must survive for an invasion to be successful.

Q: Can I play Rally of the People if my enemy has ships in my home system but I still hold one or more of the planets therein? If I do, do we immediately begin combat?
A: You cannot play Rally of the People if your Home System is blockaded.

Q: If I play Thugs on a player who has used the Council Elder political card, what happens?
A: No votes are cast, and therefore the Speaker decides the outcome of the agenda.

Q: When playing Corporate Sponsorship, the words "before purchasing a new technology" seem to imply that I can use this card to buy a green Technology for 4 fewer resources, and then go ahead with the normal action and buy/receive a second technology. Can I do this?
A: No. Corporate Sponsorship grants a discount on a green technology that you purchase normally after playing the card. It does not also allow you to purchase an additional technology.

Q: When playing "Minelayers," when exactly are the hits taken (in relation to other pre-combat abilities and cards), and are the hits taken as casualties immediately?
A: The hits are accumulated as soon as the Action Card is played, i.e., immediately after the movement of the enemy fleet. The hits are taken as casualties during the first "remove casualties" step of the following Space Battle. These hits are **not** incurred by the moving fleet if, for some reason, no Space Battle takes place after the movement (due to the playing of Action Cards, or other circumstances).

Q: When playing "Political Stability" in a 3- or 4-player game, can a player that has either the Imperial or Initiative Strategy as one of his two Strategy Cards use this Action Card?
A: Yes, but it may only be used to keep the Strategy Card held by that player that is *neither* the Imperial nor the Initiative Strategy. If a player holds *both* the Imperial and the Initiative Strategy, then he may not use "Political Stability."

Q: Do "play as an action" cards replace my action for that turn?
A: Yes, you receive one action per turn, always. Thus playing such a card counts as your action for that turn.

Q: If a player holding the Technology Strategy has been the target of "Scientist Assassination," must that player still take a Strategic Action this round?
A: Yes.

Q: When using the "Tech Bubble" Action Card in a 3- or 4-player game, if I have both the Initiative Strategy Card and the Technology Strategy Card, do I have to pay a Command Counter to execute the secondary ability of the Technology Strategy?
A: Yes. The cost comes from playing the card, not from normal use of the secondary ability.

Q: Can a player use an Action Card that states "use as an action" to simply skip an action without resolving the effects of the Action Card?
A: No. When played, the text effects of an Action Card must always be resolved.

Q: Is the "Skilled Retreat" card considered a retreat as per the normal retreat rules, and do restrictions on retreating (such as the Admiral leader's ability) apply to the effects of this card?
A: No.

Q: When playing the card "Lucky Shot," does the player of the card decide which exact ship is being destroyed?
A: Yes.

Q: When playing "Voluntary Annexation," does the planet come to its new owner exhausted?
A: Yes.

Q: When playing "Strategic Flexibility," do I keep any bonus tokens from the first Strategy Card I chose?
A: No. Any bonus tokens remain with that Strategy Card for a future player to harvest.

Q: If a player has "Type IV Drive" (or plays "Flank Speed"), which thereby allows them to move 3 systems, may that fleet pass through 2 occupied systems in 1 turn using "In the Silence of Space"?
A: No. "In the Silence of Space" only allows a player to move through a *single* system containing enemy ships.

Q: Are Fighters considered ships for the purposes of determining legal destination systems for "In the Silence of Space"?
A: Yes. A fleet using "In the Silence of Space" may not end its movement in a system containing any enemy ships (including Fighters).

Q: Can "Shields Holding" be played as a pre-combat effect?
A: No. "Shields Holding" specifically says "during one round of a Space Battle".

Q: If a planet contains one Ground Force, one Space Dock, and one PDS, and "Local Unrest" is played on that planet, are the Space Dock and PDS destroyed?
A: Yes. The Space Dock and PDS would be destroyed due to the planet changing ownership (becoming neutral).

Q: Does the "Target Their Capital Ship" mean that a War Sun can't fire, even if it isn't destroyed?
A: No. Cards that specify that the ship does not return fire do not prevent ships from attacking normally during the battle sequence.

Q: Can you use the "Multiculturalism" Action card on a player that has previously been targeted by the "Cultural Crisis" Action card?
A: No.

Q: Can a player use Moment of Triumph at the end of the game because he destroyed an enemy's Flagship or War Sun in an earlier round?
A: No. This card must be played immediately after destroying a Flagship or War Sun.

Q: If a player reveals a Spy that assassinates another Representative and then plays Paralyzing Serum, does this allow that Spy to assassinate 2 Representatives?
A: Yes.

15.2) Combat

Q: What is the precise order of pre-combat activities?
A: The following is a list of possible pre-combat effects:
- Action Cards that state "Immediately before a space battle"
- Anti-Fighter Barrage
- Assault Cannons
- Mentak ability
- Minister of War
- Sabotage Run

When a combat begins, first determine which (if any) of these pre-combat effects and abilities may apply. Then, the **defender** chooses the order in which they are resolved. However, the defender should remember that, as stated in the rules, Anti- Fighter Barrages must be resolved before Sabotage Runs.

Q: If a Dreadnought is damaged by a pre-combat ability, can it be destroyed by a Direct Hit card?
A: Yes, because pre-combat abilities happen during the Space Battle step of an activation. Ships that are damaged by PDS fire (or by space mines in SHATTERED EMPIRE) may *not* be targeted by "Direct Hit," since PDS fire does not occur in the Space Battle step.

Q: If both attackers and defenders are destroyed during the same round of Invasion Combat and the control marker does not change, what happens to Space Docks and PDS units on the planet?
A: Since control of the planet did not change, Space Docks and PDS units are unaffected.

Q: Can I declare a retreat or withdrawal and then change my mind later?
A: No. If you announce a retreat or withdrawal, that retreat or withdrawal must be executed during the final step of the Space Battle sequence.

Q: If a planet loses it's last remaining Ground Force unit due to enemy bombardment, does the planet revert to Neutral Status?
A: No.

Q: Can I choose to bombard one of my own planets?
A: No.

Q: If the last Ground Force unit is destroyed by bombardment, are all PDS destroyed as well?
A: No. PDSs may exist on a friendly planet without Ground Forces.

Q: Can you voluntarily reduce number of rolled dice in space battle, invasion combat, bombardment, or PDS fire?
A: No. You must roll all of the dice. Keep in mind that PDS fire is optional.

15.3) Distant Suns Option

Q: What happens if I use the "Voluntary Annexation" Action Card on a planet with a Distant Suns token on it?
A: The token is immediately removed, without taking effect.

Q: If I land units on a planet with a Radiation marker, do I gain control of the planet?
A: No.

Q: Can I choose to leave the Biohazard counter on my planet to dissuade enemy invaders?
A: No.

Q: Are the additional Distant Suns wormholes part of the objective condition required to resolve the "Master of Gates" Secret objective card?
A: No. To complete the "Master of Gates" secret objective, a player has only to control the systems with the original 4 wormholes not any that are added via Distant Suns tokens.

15.4) Fall of the Empire Scenario

Q: The Lazax objective card "Emperor of the Galaxy" requires each Home System to be "controlled by you and/or its starting race" at the end of the game. What is the definition of "Control" for this card?
A: For this card, "Control" means that all **planets** in a Home System are under that player's control.

Q: When a player with the "Support of the People" Objective gives our their fourth Treaty and finds out that they did not win, does the game continue?
A: Ye, the player does not win and the game continues.

15.5) Fleet Supply

Q: Can you violate your supply limits at the start of combat, knowing that you will lose units and probably wind up under your supply limit by the end of the fight?
A: No. If a fleet ever exceeds its supply limit, the player must immediately remove ships from the fleet until the supply limit is met.

Q: Can you move ships through a hex if doing so would (briefly) violate your supply limits? For example, if I have a supply limit of four, can I not move ships through a hex with four ships already in it?
A: Yes. Moving through a system with other units does not count violate your supply limit.

15.6) Leaders

Q: When using an Admiral, does his ability apply to the Mentak pre-combat Cruiser and Destroyer strikes?
A: No. The Admiral's ability only applies to the normal Space Battle rolls (step 2 of the Space Battle Sequence), not any precombat rolls.

Q: Does the Admiral ability also applies to the Naalu retreat race ability?
A: No. The Naalu retreat ability is special and is not prevented by an Admiral.

Q: If an attacker has built all of his PDSs or Space Docks, and then wins an Invasion Combat, may he use the Agent's ability to replace an enemy PDS/Space Dock with one of his own?
A: No. The units are destroyed, but not replaced.

Q: If I receive a Space Dock from the Industrial Society domain token or with an Agent, can I build at the Space Dock this round?
A: No. Whenever you place a new Space Dock on the board, it is treated as if it were built this game round.

Q: If a Diplomat cancels the attack of enemy Ground Forces on one planet in a system, can those forces attack the other planet instead?
A: No. The Ground Forces return to their Carrier.

Q: If a Diplomat stops an invasion, can the planet be invaded later on the same turn?
A: The Diplomat's ability only cancels a single invasion. Another player can still invade the planet during the same round. The same player could even attempt another invasion if he somehow removes his activation counter from the system.

Q: If two Generals participate in an Invasion Combat, can they reroll four dice, or only two dice? Can they reroll the same die more than once?
A: The player may reroll two dice for each General he has present. However, he may not reroll the same die more than once.

Q: When using a General during invasion combat, can you reroll an opponent's die?
A: No. You may only reroll your own dice using a General.

Q: Can the Scientist's ability stop a Dreadnought's bombardment with the Graviton Negator technology?
A: Yes. The ability provided by Graviton Negator should be treated the same as the War Sun's bombardment ability.

Q: If a Diplomat is used to stop an invasion, can a War Sun still bombard the planet?
A: Yes. This is due to the fact that War Suns may bombard a planet even if no friendly ground forces have landed on it.

Q: Do leader abilities stack (for example do two Admirals provide +2 movement)?
A: No. For example, if two Admirals are on a ship, it does not gain +2 movement. The only ability that does stack is the General's ability (see question above).

Q: If a Scientist is on a planet that has two technology specialties, how much of a discount does the Scientist provide?
A: The Scientist provides 1 additional discount on top of the 2 already provided by the planet.

15.7) Mercenaries

Q: If a Mercenary is part of a defending force on a planet and the Ground Forces belonging to units on both sides are destroyed, leaving only the Mercenary, does that player's planet now revert to neutral?
A: Yes. Anytime a mercenary is alone on a planet without another unit, that planet reverts to neutral.

Q: Are Mercenaries considered units?
A: Yes.

Q: Are Mercenaries affected by the Domain Counters Biohazard and Radiation?
A: No.

Q: How does a Mercenary's Evasion ability work outside of normal Space Battle combat rounds, such as the PDS fire step, pre-combat activities like Mentak's, or Bombardment?
A: Any time a Mercenary is assigned a hit, that Mercenary may roll for Evasion.

Q: May a Mercenary participate in a Space Battle and an Invasion Combat in the same Tactical Action?
A: Yes.

Q: If you use the Mercenary Daffren's ability to trade him for a Strategy Card belonging to another player, does the player with whom you are trading need to agree to this exchange?
A: No.

*Q: Is the Mercenary Rhelat treated as a PDS while on a planet **in addition to** a Ground Force? When using him as a PDS, does he gain the benefits of technologies, and can he be targeted by the Equipment Sabotage Action card?*
A: This ability is in addition to being used as a Ground Force. Rhelat is not affected by Equipment Sabotage. However, Rhelat does benefit from PDS technologies and may be used as a PDS even if there are already 2 PDS on the planet.

Q: Are Mercenaries affected by the X-89 Bacterial Weapon Technology?
A: No.

Q: Do Mercenaries benefit from the abilities provided by Generals, i.e. do they receive +1 when defending, and may their combat dice be re-rolled?
A: No.

Q: Do Mercenaries receive the combat bonus and penalty (respectively) of N'orr and Jol Nar?
A: Yes, these abilities affect all of the player's combat rolls.

Q: Can the Mercenary 52N6 use his ability to prevent a player from using a Race-Specific Technologies or Stasis Capsules?
A: No.

Q: When is the Mercenary 52N6's ability used?
A: This is used during the same pre-combat step as Action cards.

Q: Are Mercenaries in space considered ships for the purposes of Action Cards such as Flank Speed and for use with the High Alert Token provided by the Warfare II Strategy Card?
A: Yes.

Q: If a Mercenary is moving into another system, does it make a difference if he is space or on the planet?
A: No.

15.8) Movement

Q: When I activate a system (with a Tactical Action), can I move units out of that system and then back in, assuming they have enough movement? For example, can I move a carrier out one hex, pick up some Ground Forces, and move back into the system I've just activated?
A: Yes. The rules state that a ship may move out of a system as long as it does not contain a friendly Command Counter placed prior to the current activation (page 19).

Q: Does a ship have to take the most direct route possible to its destination system, or can it take a longer route in order to pick up Fighters/Ground Forces on the way?
A: As long as a ship has sufficient movement to reach the activated system, it may take any legal route during its movement.

Q: Do enemy Space Docks or Ground Forces block movement like enemy ships do?
A: No. Only spaceships (i.e., non-Fighter ships) block enemy ship movement.

Q: Can a Carrier pick up units from another Carrier when moving?
A: A Carrier that is transporting Ground Forces or PDSs must be active in order to unload them (TI rules p. 28), so one Carrier cannot pick them up from another Carrier. However, a moving Carrier may pick up *Fighters* from another Carrier.

Q: While moving Carriers between the two systems with a Transfer Action, can Fighters be temporarily without support?
A: All Fighters and Ground Forces must always be supported during a Transfer Action. This also means that you may not move Fighters or Ground Forces during a Transfer Action unless a unit with sufficient capacity is also moving with them.

Q: During a Transfer action, do I still need to heed the movement allowance of my ships?
A: Yes. You may not move back and forth between the two systems in a way that would cause any of your ships to exceed their movement allowance.

Q: If two or more of my Cruisers in a fleet are transporting Ground Forces, must there be at least one plastic Ground Force with each Cruiser, or can I use one plastic Ground Force and have the rest be supplemental counters?
A: There must be at least one plastic Ground Force figure present at all times for each **fleet** that is transporting Ground Forces (and/or Shock Troops in SHATTERED EMPIRE).

15.9) Objectives

Q: If the Ghosts of Creuss is in the game and another player has Keeper of Gates Secret Objective, does he need to occupy both portions of the Creuss Home System in order to claim it?
A: No. The "D" Wormholes need not be controlled to fulfil the "Keeper of Gates" Secret Objective.

Q: If you have 2 Secret Objective Cards, can you claim both inthe same Status Phase?
A: No. You may only claim 1.

Q: If an ability affects one of a player's Secret Objective Cards, does this ability target cards that have already been fulfilled and scored, causing the player to lose those points?
A: No.

Q: May a player upon completing his Preliminary Objective and drawing a Secret Objective immediately claim that Secret Objective in the same Status Phase?
A: No.

A: No, PDS fire happens before the Combat step. All precombat abilities happen during the Space Battle step, and therefore count toward the objective.

Q: Can you acquire the Objective: "I destroyed X Ground Forces" by bombarding them or using an Action card such as "Chemical Warfare"?
A: Yes.

15.10) Political Cards

Q: Does the "Code of Honour" political card prevent the Naalu from retreating from battle?
A: No. The Naalu retreat ability is special and is not prevented by "Code of Honour".

Q: When "Free Trade" is active and I am about to collect trade income, do I receive one additional trade income per trade agreement, or just one extra Trade Good in total?
A: You only receive one extra Trade Good in total. If you don't receive any trade income, then you receive nothing from this law.

Q: After the "Fleet Regulations" law has been passed, what happens to any Command Counters that players currently have on their Fleet Supply in excess of the new limit of 5?
A: They are immediately removed and placed with the player's reinforcements.

Q: If the "Checks and Balances" law is voted against, do inactive (already resolved) Strategy Cards remain inactive with their new owner, allowing this owner to possibly pass without taking a strategic action that Action Phase? Also, in a 3-4 player game, are both Strategy Cards passed to the left in this case?
A: Yes to all the above. Note that the order of play will now shift, but that the Speaker token remains with the player who received it at the beginning of the phase.

Q: Is landing on a neutral planet considered an invasion for the purposes of "Imperial Peace"?
A: Yes. Planetary landings on neutral planets are considered invasions for the purposes of Action and Political Cards.

Q: For "elect two planets" cards, does each player elect two planets, or does each player vote for one planet and the planets with the highest and second-highest number of votes are chosen?
A: Each player gets one vote for a group of two planets. The group of two planets that gets the most votes wins.

Q: Corrupt Empire states that a player gains a Victory Point when he "attacks the elected player." What constitutes an attack? Is PDS fire considered an attack?
A: By initiating a Space Battle or Invasion Combat.

Q: What happens when the Necessary Bureaucracy card is voted " for"?
A: Players immediately draw the top card of the Political deck and then vote on that card.
Q: Does the Sanctuary Shield allow players to move through enemy ships in a special system?
A: No.

15.11) Production

Q: For production limits, do two Fighters count as one unit, since I buy them in twos?
A: No, each Fighter and Ground Force counts as one unit for the purposes of production limits.

Q: When taking a Transfer Action, can I build a new Space Dock in one or both of the activated systems, and if so, may I also still build units with pre-existing Space Docks in those systems?
A: During a Transfer Action you may produce in only one of the two activated systems. *All* production must be in the same system and you may never produce units in one system and a Space Dock (or space mines in SHATTERED EMPIRE) in the other.

15.12) Promissory Note Cards

Q: Can one player benefit from multiple Support of the Throne cards, from different players?
A: Yes.

Q: How are retreats from Territorial Concession performed?
A: The retreating player chooses an adjacent friendly or empty system to retreat to. If the system is not activated, he activates the system. If retreat is not possible, Territorial Concession may not be played at that time.

Q: May Territorial Concession be played when attacking the player's Home System?
A: Yes.
Q: When a player plays a Promissory Note Card (that was received from another player), what happens to the card?
A: The Promissory Note Card is returned to the original player and may be offered again later in the game.

Q: How does the Voting Concession Promissory Note Card interact with other Promissory Note Cards? What happens if two effects both require a player to vote different ways?
A: The first player to lock another player into a vote takes precedence over any other cards or abilities. If multiple players wish to use such an ability at the same time, ties are broken in initiative order.

Q: If a player does not have a Representative (and therefore may not vote) may that player still offer another player a Promissory Note?
A: Yes.

15.13) Representatives

Q: Is there a difference between "assassinate" and "kill"?
A: Yes. Bodyguards are only immune to the assassinate ability; they can still be killed in other ways.

Q: Arborec's Dirzuga Mantasa's ability is, "Other Councillors do not receive bonus votes during this voting." Does this apply only to the number in the upper left hand corner?
A: It applies to the number in the upper left hand corner as well as all votes gained from Representative abilities.

Q: How does the Letnev's Captain Lassir's ability work?
A: After using this ability, you may not choose Representatives for the remainder of the game.

Q: Where does the Command Counter come from when using the N'orr An'grag's ability?
A: This token comes from the player's reinforcements.

Q: Are the Jol Nar player's starting technologies counted for the purposes of Ta Zern?
A: No. Only Technology Cards he has acquired during the course of the game may be counted.

15.14) Space Domain Counters

Q: As with Domain Counters for the "Distant Suns" game option, are the Space Domain Counters for use with "The Final Frontier" game option also exempted from the Keeper of Gates Secret Objective?
A: Yes.

15.15) Space Mines

Q: Are space mines considered units (for example, for purposes of the Diplomacy II Strategy or for Tactical Retreats)?
A: No. Space mines are not considered units.

Q: During the Production step, can you build a Cruiser and then immediately use that Cruiser to deploy a space mine in that system?
A: No. When producing units and mines during the Production step, all of a player's units and mines are produced simultaneously. You determine what you wish to produce, pay the resources, and build them all at once. You therefore cannot build a Cruiser and then deploy a space mine with that Cruiser during the same Production step.

Q: Can Space Mines be scuttled?
A: No. Space mines are not units, and cannot be scuttled.

15.16) Special Abilities

15.16.1) General

Q: How many dice may be re-rolled with the Jol-Nar special ability? Just one per Command Counter, or one entire throw of the dice? Can I use this ability repeatedly on a single roll?
A: The Jol-Nar player may re-roll one die per Command Counter spent.

Q: When the Jol-Nar player activates both the primary and secondary abilities of the Technology Strategy, may he use one of the technologies he receives as a prerequisite for the other, or does he receive both technologies simultaneously?
A: One of the technologies he receives may be a prerequisite for the other.

Q: When the Mentak player uses his ability to allow two Cruisers or Destroyers to fire before combat, do those Cruisers or Destroyers also fire during regular combat?
A: Yes.

Q: What is the distinction between using the Yssaril Tribes ability to skip an Action Phase and passing your turn?
A: When a player uses the Yssaril ability, he may still take actions later in the Action Phase, after the turn he has skipped. When a player passes, he can take no other actions in the phase (remember, though, that such a player may still execute the secondary ability of other players' Strategy Cards).

Q: Are the Yssaril immune to effects that would cause them to discard cards?
A: No. They are only immune to effects that would limit their hand size.

Q: How long does the bonus the Letnev receive from spending trade goods before combat last? Also, can they spend more to get a larger bonus (4 for +2, etc.)?
A: The bonus lasts for one combat round. The Letnev player cannot spend additional Trade Goods to increase this bonus. However, the player may spend Trade Goods to receive the bonus at the beginning of each combat round.

Q: When collecting trade income, do the Hacan draw an extra Trade Good for each trade agreement, or just one?
A: The Hacan player collects an extra Trade Good for **each** of his trade agreements.

Q: *The Hacan special ability states that no player may break a trade agreement with the Hacan. Does this include the playing of relevant Action Cards and option "b" of the Trade Strategy as well?*
A: The Hacan's special ability refers only to the point during the Status Phase where a trading partner is normally allowed to break a trade agreement for any reason with another player (page 40). Trade agreements with the Hacan cannot be broken in this fashion, but can be broken by any other means, such as the playing of certain Action Cards, Political Cards, option "b" of the Trade Strategy, etc.

Q: *Could you explain how the Jol-Nar and the Xxcha abilities work as they relate to the primary and secondary abilities of the Strategy Card?*
A: When the Jol-Nar player resolves the secondary ability of the Technology Card, he may also (in addition) execute the primary ability. This allows the Jol-Nar to both receive a free Tech. (for the primary ability), as well as purchase a Tech. if desired (for the secondary ability). The Jol-Nar player may choose to receive only the free tech for the primary ability, and choose not to pay 8 resources for a second Tech. (but the Jol-Nar must still pay a Command Counter to resolve the secondary ability, unless they chose the Initiative Strategy). All other players simply resolve the secondary ability as usual. The Jol-Nar ability does not trigger a second "round" of secondary ability resolution. When the Xxcha player executes the secondary ability of the Diplomacy card, he may choose to execute the primary ability **instead** (but the Xxcha must still pay a Command Counter to do this). All other players simply resolve the secondary ability as normal. The Xxcha ability does not trigger a second "round" of secondary ability resolution.
Q: *If someone copies the Special Ability of the Naalu relating to initiative "0," who goes first in the order of play?*
A: In the case of a tied initiative, the Speaker determines the order of play between the tying parties at the first point the tie occurs.

Q: *While trading Action Cards, can the Hacan player temporarily have more than 7 Action Cards in his hand?*
A: No. With the exception of the Yssaril special ability, a player may never have more than 7 action cards in his hand.

15.16.2) Saar Space Dock

Q: *Are Saar Space Docks considered ships?*
A: Saar Space Docks are not ships. Card text and abilities referring to ships do not apply to Saar Space Docks. Saar Space Docks are immune to space mines, and Saar Space Docks may not retreat or be placed on high alert. Saar Docks may move into the Nebula, and they may use wormholes (since wormholes have the effect of making two systems adjacent for all movement purposes, not just the movement of ships).

Q: *Is it possible to fulfil the "Merciless" Secret Objective (which requires you take over a planet containing the last of a player's Space Docks) against the Clan of Saar?*
A: No, because Clan of Saar Space Docks are never placed on planets.

Q: *What happens if "Cultural Crisis" or "Multiculturalism" is played on the Clan of Saar?*
A: The Saar's Space Dock abilities are immune to these two cards.
Q: *The Political Card "Subsidized Industry" states that the elected player may place a free Space Dock on any planet he controls. What if the elected player is the Saar?*
A: The Saar player would gain a new Space Dock and place it in the system.

Q: *Can the Saar player fulfil the "Usurper" objective, which requires a player to control Mecatol Rex and have a Space Dock and 6 Ground Forces there?*
A: Yes, as long as the Saar player has a Space Dock in the system and 6 Ground Forces on the planet.

Q: *What are the restrictions for building a Saar Space Dock?*
A: The player must control 1 planet in the system per space dock he wishes to build. Trade stations do not count towards this restriction.

*Q: Can Saar spacedocks move **through** Nebula or Ion Storm systems? Can they retreat?*
A: Although they may enter these systems, they may not normally move through them. However, Saar spacedocks may take advantage of the "Manoeuvring Jets" and "Antimass Deflector" technology cards. Saar spacedocks may never retreat (even with action cards).

15.16.3) The Arborec

Q: Can 2 Arborec Ground Forces produce 2 Ground Forces for the cost of 1, thereby pooling their production capacity?
A: No, their production capacity may not be pooled.

Q: Can Arborec Ground Forces build ships?
A: Yes.

Q: Can Arborec Ground Forces be used with the Production Strategy Card?
A: Yes. However, the Ground Forces must be in a system containing one or more friendly Space Docks.
Q: Can Arborec Ground Forces produce while in a fleet, i.e. being carried by a ship?
A: Yes. Any units produced may be placed on ships with capacity or a planet controlled by that player in that system.

15.16.4) The Ghosts of Creuss

Q: Where are the Ghosts of Creuss' starting units placed?
A: Starting units must be placed on the system with the Creuss planet on it.
Q: Do the Ghosts of Creuss treat "A" and "B" Wormhole system as if they were adjacent for movement only?
A: Yes. They follow the normal rules for Wormholes and are considered adjacent for movement purposes only.

15.16.5) The Nekro Virus

Q: What happens with the Nekro Virus' starting units if the Mechanized Units game option is not being used?
A: If not using the Mechanized Units game option, the Nekro Virus player instead receives 2 additional Ground Forces.

Q: When gaining Command Counters instead of a Technology Advance, may the Nekro Virus use technology specialties or other discounts provided by cards or effects?
A: When gaining Command Counters in place of a technology, the Nekro Virus does not benefit from any specific discounts referring to a red, green, or yellow technology. However, the Nekro Virus may benefit from cards or effects that provide a generic discount to any technology. Of course the Nekro Virus still receives 3 Command Counters in place of the Technology Card.

Q: Can the Nekro Virus receive Technology Cards through Domain Counters such as Alien Technology?
A: Yes.

Q: What happens if the Nekro Virus discovers a Lazax Survivor Domain Counter when using the Distant Suns option?
A: The Domain Counter is removed with no effect.

Q: Can the Nekro Virus player vote when using the Voice of the Council option from Shattered Empire?
A: No.

Q: At which point during a battle is the Nekro Virus's technology copying ability used?
A: This happens at the end of the battle.

15.17) Strategy Cards

Q: Can I buy two technology advances with the Technology Strategy's secondary ability, or am I limited to just one?
A: You are limited to one.

Q: Can I fire with my PDS units against a player who I have named with the Diplomacy Strategy, or who has used that Strategy against me? How about taking his systems if all they have are domain markers, not units?
A: The card is very explicit. You cannot activate a system containing the named enemy's units, and vice versa. The card's effects impose no other restrictions on either party.

Q: Can I use the Imperial Strategy's secondary ability to build a Space Dock in a system that already contains a Space Dock?
A: No, you may only use the secondary ability of the Imperial Strategy Card to build units *at* Space Docks in one of your systems (following normal Space Dock building restrictions).

Q: Some Political Cards refer to the Imperial Strategy Card. What should be done if these are drawn when playing with the Bureaucracy Strategy?
A: As stated on page 63 of the rules, if a player draws a Political or Action Card that refers to a Strategy Card that is not in the game, immediately discard it and draw a new one as a replacement.

Q: Can a player build a Space Dock when executing the primary ability of the Production Strategy?
A: No.

Q: Can a player use the Diplomacy II Strategy to annex a planet with an exposed Distant Suns counter? Can it be used on a planet with an Artefact?
A: Yes. If a planet containing a Distant Suns counter is annexed, then the token is removed without effect. If a planet with an Artefact is annexed, the Artefact is revealed after the player takes control of the planet.

Q: Can you use the Diplomacy II ability to annex Mallice in the Wormhole Nexus through one of the wormholes?
A: No. Wormhole systems are only considered adjacent only for the purposes of ship movement.

Q: When using the secondary ability of the Warfare II Strategy, do Fighters that are being transported by Carrier count against the ship limit?
A: No.

Q: With the Warfare II High alert token, do ships which start in the system of the token, but do not move with the token, get the +1 movement bonus?
A: Yes. At the start of an activation, all ships in a system with the high alert token gain +1 movement for that activation. This bonus is regardless of whether or not you decide to move the token with the ships.

Q: Can I use the secondary ability of Production to build at two Space Docks in the same system? Can I get the benefit of Sarween Tools at both?
A: Yes. You can build at all Space Docks in the system and utilize any applicable technologies.

Q: Can a player retreat into a system which was targeted by the Diplomacy II Strategy card?
A: Yes.

Q: If a player is already the Speaker and selects Assembly II, may he retain the Speaker token and select another player to choose an agenda?
A: Yes.

15.18) Technology Cards

15.18.1) General

Q: If a player with the Gen Synthesis technology is attacked on his only Home System planet, do his troops regenerate on that planet during combat? Can they fight in that combat?
A: Yes. If the player rolls 5+ for a destroyed Ground Force unit, that unit would remain on the Home System planet and continue to participate in the combat.

Q: Light Wave Deflector ("your ships may now move through systems containing enemy ships") and Advanced Fighters ("enemy ships may not move through a system your Fighters occupy") seem to contradict one another. Does Advanced Fighters block Light/Wave Deflector-enabled movement?
A: Advanced Fighters merely allows Fighter units to block an opponent's movement as if they were normal spaceships. Thus, Light/Wave Deflectors do work against Fighters enhanced by the Advanced Fighters tech.

Q: Does Sarween Tools give one free resource to each of a player's Space Docks, or only to a single friendly Space Dock?
A: Sarween Tools gives one free resource to *every* friendly Space Dock in play by the owner of that technology.

Q: If I have Sarween Tools, can I build units at my Space Docks using only the 1 free resource provided by the Sarween Tools?
A: Yes.

Q: Can the extra resource from multiple Space Docks provided by Sarween Tools be combined to purchase one unit (e.g., two Space Docks building one Cruiser)?
A: No. An extra resource from Sarween Tools must be used to build at the given Space Dock. A ship's production may not be split between multiple Space Docks.

Q: Can a Dreadnought, without the Graviton Negator technology, use the X-89 Bacterial Weapon technology against a planet that contains a PDS?
A: Yes, using the X-89 technology is not considered a bombardment.
Q: What happens if I have Gen Synthesis and one of my Ground Forces is destroyed, but I do not control any planets in my home system?
A: In this case, you may not use the second part of the Gen Synthesis technology.

Q: With the Graviton Negator technology, can Fighters invade without Ground Forces (even though they can't capture the planet)?
A: No. An invasion can only be initiated by Ground Forces attempting to land on a planet.

Q: If I have XRD Transporters and the Light/Wave Deflector technology, can my Carriers stop in a system containing an enemy ship, pick up units, and then move on to the destination system?
A: No. The Light/Wave Deflectors tech allows you to move through systems containing enemy ships, but does not allow you to pick up units in systems containing enemy ships.

Q: What happens if I attack the home system of someone with Gen Synthesis and I use the X-89 Bacterial Weapon technology?
A: All Ground Forces are destroyed. You would then roll for each GF to see if it comes back at your home planet.

Q: Do Ground Forces that are returned to a Home System as a result of Gen Synthesis count as "killed" for the purpose of Dacxive Animators?
A: No.

Q: Does the Stasis Capsules technology allow a player to load or land a Ground Force as part of the Warfare Strategy's secondary ability?
A: No.

Q: Is it possible to move Ground Forces from an activated system to an unactivated system using Transit Diodes?
A: Yes. You may move the Ground Force to and from any planets that you control.

Q: Can units built with the Integrated Economy technology be placed on ships in adjacent system?
A: No. The technology should read: "You may only place PDS and Ground Force units on any friendly planet within this range."

Q: Can you use X-89 Bacterial Weapon technology if you do not have any Action cards in your hand?
A: Yes.

Q: Can fighters with the Graviton Negator technology invade a planet if no friendly ground forces are present?
A: No. At least 1 ground force is required to start invasion combat.

Q: Does the Dacxive Animator technology work for Ground Forces killed by pre combat abilities such as PDS Fire, Bombardment, or X89 Bacterial Weapon?
A: Yes.

Q: Does a ship in a Wormhole system or the Gravity Rift receive the +1 movement bonus from Gravity Drive?
A: A ship in a Wormhole system receives the bonus if there is another Wormhole connecting to it. A ship in a Gravity Rift does not receive the bonus unless that system is adjacent to a system containing another Gravity Rift or a Wormhole.

Q: How does Neural Computing work with the Nekro Virus?
A: When receiving 3 Command Counters instead of a Technology Card, Neural Computing reduces the cost by 2.

Q: Can Transfabrication be used to scuttle any units or only those present in the activated system at the time of the Production step?
A: It may be used to scuttle any units following normal scuttle rules.

15.18.2) Race-specific Technology Cards

Q: If the "Sharing of Technology" Political Agenda passes, can a player acquire the race-specific technology of his trading partner?
A: No. A player may not acquire the race-specific technology of another race.

Q: How does the "Subsidized Studies" Political card interact with Racial Technology cards and the Technology strategy card?
A: "Subsidized Studies" does not affect Racial technologies, or anytime a technology is gained for free (for example the primary ability of the Technology strategy card).

Q: Can a player receive another player's race specific technology (for example with the Technological Society domain counter)?
A: No, a player may never gain a race specific technology that does not belong to his race.

Q: When using Creuss' Slave Wormhole Generator, what qualifies as a "friendly" system?
A: A friendly system is a system containing any number of that player's units or Control Markers.

Q: What happens if the Letnev player decides to deal only 1 hit to a Dreadnought that has Noneuclidean Shielding?
A: That ship is damaged (even though it was only dealt 1 damage).

Q: If Letnev has researched Noneuclidean Shielding and takes 1 hit to a Dreadnought, will Direct Hit Action Card destroy that ship or simply cause 1 more hit to be assigned?
A: The Direct Hit Action Card will destroy that ship.

Q: When Muaat activates Nova Seed, what happens to ships belonging to Muaat that were in the system?
A: Any ships in that system are unaffected and may freely move out of that system during a later turn. However, once these ships move out of the system, they may not move back in.

Q: Which racial Technologies cannot be copied with Nekro's Valefar Assimilator?
A: Valefar Assimilator may technically be used to copy any racial Technology. However, any technology referring to another race's special ability may not be used by the Nekro Virus. This includes Race-Specific Technologies that modify a race's ability, such as Floating Factory and Spore Acceleration.

Q: If Winnu use Lazax Gate Folding to place 1 Ground Force on Mecatol Rex when it is uncontrolled, does the player gain control of the planet? What happens to the Custodians?
A: Yes. In addition, Custodians are discarded.

Q: Can Xxcha use Instinct Training to cancel a Sabotage Action Card?
A: Yes.

Q: If Nekro uses Valefar Assimilator to copy Creuss' Slave Wormhole Generator, do they use Creuss' wormhole tokens as if a common supply?
A: The Nekro Virus player may use any Creuss Wormhole token as a common supply. However, the same token may not be placed (or moved) more than once per game round.

Q: Can the Creuss use Dimensional Splicer to deal multiple hits if multiple wormholes are present in the system?
A: No.

15.19) Units

15.19.1) General

Q: What counts as a "unit"?
A: Any plastic piece on the game board, as well as the Ground Force and Fighter unit supplement tokens.

Q: Do War Suns have all the same restrictions as Carriers?
A: War Suns (and any other unit with a capacity for Ground Forces) have all of the same restrictions as Carriers on picking up, carrying, and dropping off Ground Forces.

Q: Can I activate an enemy system and fire at it with my PDS, even if my PDS units are in an activated system?
A: Yes.

Q: If an enemy has activated my system to fire his PDS at me, can my PDS units return fire at his fleet, even if it doesn't move?
A: When a player activates a system in range of your PDS units, you may, after the movement step of the activation sequence, fire once per PDS at any enemy units in the activated system owned by the activating player.

Q: Can PDS units with Deep Space Cannon fire once when an enemy fleet moves into an adjacent hex and then again when the PDS owner activates the system?
A: Yes.

Q: Can I activate a system solely for the purposes of firing my PDS at a fleet there?
A: Yes.

Q: Can I have limitless Ground Forces and Fighter units, or once we run out of cardboard tokens am I stuck with what I have? Can I use pennies, post-it notes, and dust bunnies to bulk out my forces if I can pay for them in-game?
A: You can use replacement counters if you run out of the Ground Force and Fighter supplement tokens provided with the game.

Q: Can I build units with a Space Dock just built this round, if the Activation Counter in its system is removed for some reason?
A: No, you can never build new units from a Space Dock created during the same round.

Q: Can my Carrier unit pick up Ground Force or PDS units when retreating?
A: No. A Carrier unit may only pick up units during the Movement step of a Tactical or Transfer action.

15.19.2) Shock Troops

Q: If a Ground Force rolls a 10 in battle, it becomes a Shock Troop. Does this roll include modifiers, or must it be a "natural" 10?
A: It must be a natural 10.

Q: If an attacker has built all of his Space Docks, and then wins an Invasion Combat, may he use a Shock Troop's ability to capture an enemy Space Dock?
A: No. The units are destroyed, but not replaced.

Q: If I take over an opponent's Space Dock with a Shock Troop, can I build at the Space Dock this round?
A: No. Whenever you place a new Space Dock piece on the board, it is treated as if it were built this game round.

Q: How does the Plague Action card interact with Shock Troops?
A: Roll individually for each shock troop and ground force. If you roll even, that unit is destroyed. Then roll for the next unit. If a ground force is destroyed because of this, a shock troop **is not** destroyed instead. Only the unit that is rolled for is killed.

15.19.3) Flagships

Q: Can the Arborec's Duha Menaimon produce Ground Forces? Can it be used with the Production Strategy Card?
A: Ground Forces may be produced by Duha Menaimon. If using the Production Strategy Card, the Duha Menaimon may only produce units if in the same system as one or more friendly Space Docks.

Q: How, exactly, does the Ghosts of Creuss' Hil Colish work?
A: A system containing Hil Colish is considered to have a "D" Wormhole. While moving, **only** the destination system (the system activated), not the Flagship's current system, is considered to have the "D" Wormhole. This system may only be considered a destination system if the Hil Colish will end its movement in the activated system. The Hil Colish cannot use the "D" Wormhole it generates.

Q: Does the Xxcha's Loncara Ssodu gain the benefits of PDS technologies?
A: No. Only the Deep Space Cannon Technology advance applies (even if the player has not researched it).

Q: Can the Loncara Ssodu be used during Invasion Combat?
A: No.

Q: Are Ground Forces in the same system as the Yin Van Hauge affected by abilities and cards that normally affect Fighters, such as PDS fire, Anti-Fighter Barrage, and Friendly Fire AC?
A: Yes. Each Ground Force that participates in a Space Battle as a Fighter follows all rules pertaining to Fighters.

Q: Are there any circumstances when a player can build his flagship outside of his home system?
A: No.

Q: Do Nano Technology and Type IV Drive affect Flagships?
A: No. (Changed in FAQ 2.4!)

15.19.4) Mechanized Units

Q: How do Mechanized Units work in regards to cards and abilities referring to Ground Forces?
A: Mechanized Units are treated as Ground Forces in regards to **controlling planets only**, this includes cards and effects which would revert a planet to neutral if no Ground Forces are present. They participate in invasion combat but are immune to all abilities that refer to Ground Forces, such as Action Cards, technologies, Domain Counters, bombardments, PDS fire, and Leaders.
Q: Are Mechanized Units repaired during the status phase?
A: Yes. They follow all rules for ships sustaining damage.

15.20) Victory Conditions

Q: Can two or more players score the same Public Objective?
A: Yes.

Q: Can I declare victory immediately upon reaching 10 VPs, or do I have to wait until the Status Phase?
A: If you gain 10 VPs by executing the Primary Ability of the Imperial Strategy, you immediately win the game.

Q: There is a Public Objective which states that a player must control, with a unit, Mecatol Rex and each territory adjacent to it. If an asteroid or supernova is adjacent to Mecatol Rex, is this condition achievable?
A: The objective only requires control of adjacent systems that can be controlled.

Q: How is the 3-point objective that gives points if you have more influence than both of your neighbours combined affected by the elimination of one player?
A: The eliminated player is still considered your neighbour and has 0 influence.

Q: For objectives that state "I control Mecatol Rex," does this refer to the planet or the system?
A: The planet.

15.21) Miscellaneous

Q: If I run out of bonus tokens in the game, do I stop placing new ones?
A: In the unlikely event that you run out of bonus tokens, you should use replacement counters agreed upon by the players (beads, pennies, etc.).

Q: If I run out of Command Counters, what happens?
A: You are limited to the actual Command Counters provided in the game. You cannot use replacement counters.

Q: If I run out of control markers, can I use replacement tokens to represent them?
A: Yes.

Q: If a player has all 16 Command Counters in use on the board or on his Race Sheet, can any effects or actions that require additional Command Counters for that player take place or be resolved?
A: No.

Q: Many different Political, Action, and Technology cards modify, set, or limit the same numerical variables in the game. For example, the political card "Humane Labour" lowers the Production limit of Space Docks, while the Tech Card "Enviro Compensator" increases it. In what order are multiple effects resolved that affect the same variable?
A: First, all Political Cards, in the order that they entered the game, affect variables. Then your Technology cards 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. In this way, "Humane Labour" lowers the production limit of Space Docks to 2, but the Tech "Enviro Compensator," for example, would add one additional capacity for its owner (raising his limit to 3).

Q: When an effect states "up to," as in "up to three systems," or "up to two Ground Forces," etc., are you allowed to have this number be zero?
A: Yes.

Q: Are all steps of the Status Phase resolved in the order of play?
A: Yes.

Q: Can you voluntarily revert one of your planets to Neutral?
A: No.

Q: Is it possible to control a system that has no planets?
A: Yes, you simply need at least one non-Fighter ship in the system (and no enemy units).

Q: When are systems containing matching Wormholes considered adjacent?
A: These systems are considered adjacent for movement purposes only (including Transfer Actions). This means that you cannot fire PDS cannons through, annex planets through, or use the Integrated Economy technology through.

Q: Can facilities be built during a Transfer Action?
A: No.

Q: Do Action Cards that refer to "voting" apply when voting on who becomes Voice of the Council?
A: The vote for Voice of the Council is treated as a vote for an agenda, so cards that would apply to an agenda vote apply to the Voice of the Council vote.

Q: What is the exact definition of a "won a space battle" for the purpose of the new objective cards?
A: A player has won a battle if he is the only player with ships remaining in the system at the end of the battle.

Q: Can "Salvage Operations," the Mentak's race-specific technology, be used to rebuild a destroyed War Sun if the Mentak do not have the War Sun technology?
A: No. You may only build a War Sun if you have the War Sun technology.

Q: If the Naalu have "Telepathic Mind Weapon" (their race specific technology) and then use the Diplomacy II primary ability "a," does that cause all the other players to lose one Command Counter from ship supply?
A: The Naalu special ability only works when a player activates a system. It does not work when a card (or ability) allows another player to place one of their activation tokens in a system.

Q: Can the Yin Brotherhood use their "convert" special ability on the Hostile Locals Distant Suns counter?
A: No. The Yin Brotherhood may only use their ability on Ground Forces belonging to another player.

Q. If the Yin Brotherhood reverses a planet's values, and another player takes that planet from them, do the planet's values remain reversed until the end of the round?
A. No. When the planet card is taken by another player, the Yin player's token is removed from the card and the planet's values return to normal.

Q: If the "Ancient Artefact" Political Card "explodes," are the Custodians of Mecatol Rex affected?
A: Yes, the Custodians of Mecatol Rex are also discarded.

Q: What happens if I use the "Voluntary Annexation" Action Card to annex Mecatol Rex when playing with the Custodians of Mecatol Rex option?
A: The Custodian tokens are immediately removed.

Q: Do the Custodians of Mecatol Rex count as "opponents" for purposes of Objectives (such as the one that states "I successfully invaded one planet containing at least 1 opposing Ground Force this turn")?
A: No. Opposing forces are defined as forces controlled by another player. These objectives cannot be fulfilled by overcoming the Custodians of Mecatol Rex or a similar Distant Suns counter.
Q: Regarding the setup of 4-ring maps with 5 or 6 players, in which ring does one place the Home Systems?
A: The 3rd ring.

Q: With the Leaders option, do Scientists provide a discount on a Space Dock produced in a Home System during the simulated early turns procedure?
A: During simulated early turns, units are not produced at any specific Space Dock. Therefore, any ability that provides a discount to building at a Space Dock cannot be used during simulated early turns.

Q: How does the Simulated Early Turns option work with the Distant Suns option?
A: The Distant Suns counters should be set up after the simulated early turns procedure, on all planets not under a player's control.

Q: Can a player have less than zero VPs?
A: No. Also, if playing with the Artefacts option, a player may never have a number of VPs that is less than the number of artefact planets he controls.

Q: Can the "Mirage" planets refresh Fighters that are under blockade (with a Space Dock or "Advanced Fighters")? If so, what happens?
A: No. You may not gain ships in a system that contains enemy ships.

Q: Does the planet Mirage have any fighter capacity?
A: No.

Q: Can the Naalu racial ability be used with a Tactical Retreat?
A: Yes.

Q: Can a player take over an enemy controlled Trade Station when making a transfer action or retreating into the system?
A: Yes. Whenever a player has ships in the system and no enemy ships are present, he immediately gains control of the station.

Q: Can leaders be moved to Trade Stations?
A: No

Q: Do the rolls from the "Courageous to the End," and "Target Their Flagship" Action Cards count as combat rolls?
A: Yes. They may therefore be affected by other abilities that affect combat rolls (including the "Experimental Weaponry" action card).

Q: If a Fighter Ambush domain counter eliminates a ship with a Leader, what happens to the leader?
A: Since this is technically a space battle, you would roll a die.
If the leader would be captured, he is instead killed (since domain counters cannot take prisoners).

Q: In assembling the tile deck before a game, are Everra and Cormund counted as planet tiles or a special system tiles?
A: Everra and Cormund are counted as Special Systems.

Q: May other races travel through the "D" Wormhole generated by Creuss' Hil Colish?
A: No. Not even with the Light/Wave Deflectors technology.

16) Links

http://checkwolf.com/ti3/sides
http://www.simonkamber.dk/ti3/index.php
http://ti3wiki.org
http://www.boardgamegeek.com
http://fantasyflightgames.com

17) Credits

Game Design (all editions): Christian T. Petersen
Additional Development (3rd edition): Greg Benage
Game Design for the Expansions: Corey Konieczka and Christian T. Petersen
Editing: Greg Benage
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