

PATCH RULE-SET FOR TWILIGHT IMPERIUM 3RD EDITION

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Ascendancy: Shattered Empire v4.0

SHATTERED ASCENSION FOR USE WITH FAQ 2.2

Shattered Ascension is a set of patch rules developed in order to improve some of the weaknesses of Twilight Imperium 3rd edition. These rules requires the expansion set Shattered Empire to use. It's recommended but not required to have two copies of TI3 accessible.

INITIATION

- 1) Decide on the number of Victory Points required to win, and agree on each variable at the lower page.
- 2) Have each player roll a die. Take seat positions around the table going clockwise from high to low.
- 3) Deal two Secret Objective cards to each player. One of these must be discarded during step 10).
- 4a) Starting with the highest rolling player and going clockwise in turns, each player may in turn choose any available race to command, or announce pass to wait for step 4b).
- 4b) Remaining races are dealt out randomly, with the following advantage; they may be kept hidden and secret until the beginning of the first Strategy Phase. Upon receiving a random race, the player may reject it and draw another. A third draw is allowed, but this race must be immediately revealed.
- 5) Galaxy-creation (or Home System location bidding if using a pre-set scenario) will begin with the highest rolling player and progress clockwise. This order will alternate if not using pre-set maps or the Star by Star option. View appendix 6 for some sample maps and details on the bidding system.
- 5b) Optional: For practical reasons, players may now change seats so that they are alligned with their HS positions.
- 6a) Bid for Speaker Token: The player with the lowest roll may now place a bid on the Speaker Token (this bid may be 0 TG). Going counter-clockwise, players may either pass or bid over. The winning bidder is assigned Speaker, and all other players then receive a number of TG equal to winning bid
- 6b) The Speaker may now set the orientation of the Rotation Cycler.
- 7) Normalize TG: All players now adds or subtracts the same number of TG such that the player with the lowest amount starts out with 1 TG.
- 8) Include the 12 additional SA Public Objective Cards and shuffle them into the deck. Do not build a mixed Objective Deck. Leave all Public Objectives in two decks, one for each Stage. Then simply add Objective Cards to the public gaming area when drawn from the appropriate pile.
- 9) Include the 2 additional SA Special Objective Cards and place all Special Objectives face up on the board, along with 3 random Public Stage I Objective cards from the deck. (Stage II is initiated when eight Stage I Objective Cards exist in the public gaming area).
- 10) Reveal hidden races, discard Secret Objectives, deal 2 Political Cards to each player, and commence the first Strategy Phase. Use the rule modifications on the following pages (appendix 1 & 2) when playing a game of Shattered Ascension. It is recommended to use TradeIII instead of TradeII. Let the war begin!

Thanks to the online community at ti3wiki.org and fantasyflightgames.com for their insight, ideas, technical help and persistent playtesting of this definite version of TI3.

Extra pieces include:

- Prospect Strategy Card
- Trade III Strategy Card
- New Stage I Objectives
- Hit Markers
- Rotation Cycler
- Double Secret Objective deck?
- Increased amount of plastic ? units and cardboard counters?

Scenario / Generic:

Decide if a pre-made map (sample maps found in appendix 6) should be used, or conventional galaxy-building.

Other official variants:

All Shattered Empire options are recommended, except *Simulated Early Turns* and *Territorial DS*. *Homeworlds*, *The Ancient Throne* and other pre-expansion official variants should not be used.

Game Options:

View each of the recommended game options found in Appendix 3.

- Star by Star*
- Dimension Rifts*
- Twilight Council*
- Crimson Suns*

SAS - system:

Decide if the Simultaneous Action System will be used to extend the Transfer Action. View Appendix 3.

Imperium Rex:

Decide if Imperium Rex will be included in the Objective Deck. (Not recommended).

Appendix I: Rule modifications (1/3)

TWILIGHT IMPERIUM

SHATTERED ASCENSION

LEGEND [Card name]: With a colon means that the entire card is rewritten.
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In addition/also means the following is added to the rule or card.

GENERAL:

- *Any type of **cargo** (Fighters, Ground Forces, PDS, Leaders) may be picked up from any non-activated system (or the system just activated). This is regardless of enemy ships and cargo source (planet, carrier or space).
- ***Pre-Combat effects** are always conducted simultaneously by attacker and defender. First both sides roll for Anti-Fighter Barrage and removing casualties. Then remaining pre-combat effects are conducted simultaneously.
- *Just before refreshing planets in the Status Phase, all players may **produce Trade Goods** from unused resources. For every 2 resources spent, gain 1 Trade Good.
- ***Political Cards** may not be spent as Trade Goods. 2 Political Cards may at any time be discarded for a new one. All players also receive a Political Card during Status Phase. Hand limit is 7.
- *During **Tactical Retreats**, destination system is activated only if and when ships survive to perform the retreat.
- ***Mix and Match**; When building units, one resource may be spent to buy one Ground Force and one Fighter unit.
- *A non-Home System planet without Ground Forces present taking a **bombardment** hit reverts immediately to neutral status. The bombarding player may choose to omit this effect.
- *For the purpose of **Action Cards**, a Home System is only considered as such if the race of origin controls it.

UNITS:

- ***Dreadnoughts** roll 2 dice during Space Battles and may bombard planets without an invasion taking place. They count as 2 units towards the production limit when producing units (also for secondary of Production).
- ***War Suns** may use their Sustain Damage ability twice. They count as 3 units towards all production limits.
- *Any unit using the **Sustain Damage** ability immediately loses one combat die, to a minimum of 1.
- ***Space Mines** trigger the instant an enemy fleet appears the system (before PDS step). Mines cannot be stacked. The victim of a Space Mines hit may negate the specific hit by taking 2 hits to non-fighter ships in the same fleet.
- ***Shock Troops** are not formed at combat rolls of 10. Instead, one Ground Force will automatically turn into a Shock Troop unit after a successful Invasion (attacker only), during the following Production Step. Before the first round of an Invasion Combat, the attacker may assign a number of his ST's as **commandos**. These do not participate in combat and cannot be taken as casualties, but they can capture 1 building each after a successful invasion. All commandos are automatically eliminated in case of a failed invasion.
- ***Facilities** may only be built on unexhausted planets. The total cost of the facility is to exhaust the planet.

TECHNOLOGY:

- ***Gen Synthesis** upgrades an additional Shock Troop after a successful invasion, *instead* of reviving your units.
- ***Micro Technology** also allows a player to spend influence instead of resources when producing Trade Goods.
- ***Integrated Economy**: All your planets may now produce units during the Production Step of a Tactical Action, with production capacity equal to its resource value. You may also relocate CC's at the end of your turns. As with Space Docks, planets may not produce units during the same round as in which they are claimed.
- ***Nano Technology** will repair all your units at the end of your turns, *instead* of granting immunity to Direct Hit!
- ***Transit Diodes**: As an action, pay one Strategy CC to move up to 6 of your Ground Forces or PDS units (PDS counts as 2) from the board to any friendly planets or fleets. Units in activated systems may not be moved. Transit Diodes has Hypermetabolism as a third independent pre-requisite.

| Unit | Cost | To DD Cap | HP | Battle | Cargo | Mines | Special |
|-----------------|---------|-----------|----|--------|-------|-------|---|
| Destroyer | 1 | 1 | 1 | 9 | - | 2 | Anti-Fighter Barrage |
| Cruiser | 2 | 1 | 1 | 7 | - | 2 | Can lay Space Mines |
| Carrier | 3 | 1 | 1 | 9 | 6 | 1 | |
| Dreadnought | 5 | 2 | 2 | 5 (42) | - | 1 | Bombardment ** |
| War Sun | 12 | 3 | 3 | 3 (48) | 6 | 2 | Bombardment through PDS. ** |
| Fighter | 3/2 | 1 | 1 | 9 | - | - | |
| Ground Forces | 3/2 | 1 | 1 | 8 | - | - | Upgrades to Shock Troop after successful Invasion |
| PDS | 2 | 1 | 1 | 6 | - | - | Planetary Shield, Space Cannon |
| Space Dock | 4 | - | - | - | 3P | - | Under blockade can only build GF and PDS. |
| Space Mines * | 2 | - | - | 9 | - | - | Roll for hits for each ship except fighters |
| Facilities | Exhaust | - | - | - | - | - | Refinery: 1 extra resource Colony: 1 extra influence |
| Shock Troop *** | - | - | 1 | 5 | - | - | Captures Space Docks, Facilities and PDS |

* Deployed by a Cruiser in Action Phase during Production Step
 ** May Bombard without Invasion taking place.
 *** Needs to be with a regular Ground Force unit. If ever alone reverts back to a normal GF

- ***Fleet Logistics**: As an action, once per round, you may pay 1 Strategy CC to turn one of your CC's on the board. Units within this system are now allowed to move during future activations.
- ***Assault Cannons** are applied to Cruisers as well as Dreadnoughts. The extra 'shot' means one die only.
- ***Hylar V Assault Laser, Automated Defense Turrets, Assault Cannons, Graviton Laser System and Deep Space Cannon** are considered different types of **weaponry**. Only one such tech may be used at a time. The effect of this thumb rule is:
 - Cruisers rolling for Assault Cannons receive -1.
 - Destroyers rolling anti fighter barrage using ADT receive -1.
 - PDS units attacking adjacent systems using Deep Space Cannon may not re-roll dice using Graviton Laser system.

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RACES:

- ***Saar Floating Factories:** Your Space Docks may now retreat and withdraw from Space Battles, and may produce units in the same activation as moving. (exception; may not build when moving out of a system with a flipped CC in place).
- ***N'orr Berzerker Genome:** At the end of any combat round in which you scored at least one hit, automatically inflict an extra hit on the opponent.
- ***Jol Nar Spatial Conduit Network:** Your ships may 'teleport' (move as if it was an adjacent system) to the destination during the movement step of an activation, if the activated system contains no enemy planets or units.
- ***Mentak Salvage Operations** yields only 1 TG from lost Space Battles. War Suns may be salvaged, but will default to a movement value of 1 without the War Sun Technology advance.
- *The **Mentak** ability to steal Trade Goods is now an action and costs 1 CC from Strategy Allocation to execute.
- ***Naalu** initiative ability is replaced with the following ability: Before the Action Phase begins, you may take one Tactical Action. The Action Phase will then resume as normal. Naalu starts with no PDS and no Cruiser unit. **Telepathic Mind Weapon** triggers only whenever an opponent activates a system containing one of your planets.
- ***Xxcha** may use either the resource or influence value of a planet when counting votes. Xxcha's race specific tech works in any system in which you control a planet. It does not cost a Command Counter to use.
- ***Lizix** starts the game with only 1 less CC in Strategy Allocation instead of one additional. Hence CC pools are 1/3/3.
- ***Yssaril** starts with 1 Carrier less, and Light/Wave Deflector as only Technology. **Shuttle Logistics:** During the movement step of an activation, you may move in up to 2 Ground Forces from adjacent unactivated systems. This limit is increased by 2 Ground Forces for every Strategy CC spent. Such units may participate in planetary landings as normal. If they for any reason are unable to land, immediately return them to their original position. (Shuttled GF are unaffected by 'Fighter Ambush', but ships in orbit must fight a Space Battle. The token is removed regardless of this outcome).

STRATEGY CARDS:

- *During **Assembly**, a player chosen to play an Agenda always has the choice of drawing one random card from the pile instead of his hand. Any player may call a **Voice of the Council** election, at the proper time, but this costs 1 CC from Strategy Allocation.
- *The **Voice of the Council** gains +5 votes at all times in addition to being able to claim the Special Objective.
- ***Bureaucracy** Primary ability, *Senatorial Control*: Gain one Command Counter. Openly draw 3 Stage I Public Objective cards and choose one to be turned face-up in the common area. The other cards go to the bottom or to the top of the deck (if Stage II is initiated, only 2 Objective Cards are drawn). You may then spend one influence to flip/turn the Rotation Cycler. *Note: Objectives are added when Bonus Tokens are added, not picked.*
- *Playing **Warfare II High Alert**, the owner may immediately take another tactical action, after secondaries are conducted. This Command Counter is paid from reinforcements instead of the Command Pool. The High Alert token yields bonus to all friendly combat rolls in its present system, not just during Space Battles.
- ***Warfare II secondary** requires only that the destination systems does not contain enemy ships. Any type of cargo may be picked up during this movement, but as always, no planetary landings may be initiated.
- ***Diplomacy II** has an additional effect; Until you take your first hostile tactical action this round, any player doing such action against you must choose and exhaust one of their planets. (*Hostile action is defined as an action that would break Trade Agreements.*)
- ***Diplomacy II secondary** works adjacent (or inside) to any system in which you control planets or units. You may never target an enemy Home System for Peaceful Annexation.
- *Include if using **TradeIII**; When Trade Agreements are broken as a result of combat, the attacker discards all Trade Goods present on his Trade Contracts, while the defender may collect them for free.

MISCELLANEOUS CARDS:

- ***Friendly Fire:** During this combat round, opposing fighters will inflict a hit on their own forces at natural rolls of 1 through 4. May target any fleet, regardless of fighter-to-ship ratio. Play: Just before a combat-round begins.
- ***In the Silence of Space** is not restricted by enemy units. Fleets containing Dreadnoughts or War Suns will not benefit from this card.
- ***Faulty Targeting System** may instead of re-rolling 1 PDS die, obstruct all PDS fire during movement step.
- ***Rare Mineral:** Receive 3 Trade Goods. Play: Immediately after acquiring any planet.
- ***Privateers:** Choose an opponent, and claim half of his current Trade Goods (round down). Play: As an action.
- ***Signal Jam** Your opponent's Command Counter must be placed ship-side up (for rules on flipped Command Counters, see Fleet Logistics). Friendly Home System may be targeted.
- ***Secret Objective 'Merciless'** may be accomplished against any opponent.
- ***Secret Objective 'Threatening'** requires you to be adjacent to three opponent Home Systems. Exception; In there are only two opponents, disregard this rule.

Appendix I: Rule modifications (3/3)

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LEGEND [Card name]: With a colon means that the entire card is rewritten.
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LEADERS:

- *For **movement** purposes, Leaders are considered Ground Forces that takes no capacity. Thus Technologies or Action Cards that allows movement of Ground Forces may also move Leaders (e.g Transit Diodes and Shuttle Logistics). Leaders may also be moved freely within their system *during your turns*, if the system contains no enemy ships.
- ***Generals** may use both Invasion Combat abilities (re-roll and +1) in both attack and defense.
- ***Agents** may only Sabotage Action Card effects that takes place in their present system. Doing so, an Agent may not Sabotage other cards this round or through the entire next round. Such a Sabotage does not sacrifice the Agent. In respect to this ability, all political oriented Action Cards (e.g Thugs,) are considered to take place on Mecatol Rex, and all cards targeting the race sheet (e.g Insubordination, Cultural Crisis) takes place within your Home System. Enemy Leaders are automatically captured when defeated in a Space Battle or Invasion Combat with an Agent present.
- ***Diplomats** may, in addition, let an active enemy fleet pass through a friendly fleet present in the same system. When present with an attacking fleet, Diplomats may allow opposing fleets to retreat before the Space Battle begins. This will not break Trade Agreements. A Diplomat delaying an invasion obstructs the entire Invasion Combat sequence, including all Bombardment. This ability, (to obstruct an invasion) may be overturned by the enemy at the cost of 10 influence. When this happens, the Diplomat will escape, unexhausted, to another friendly planet or fleet.

DISTANT SUNS :

- ***Native Knowledge**; Before the game starts, all players may secretly look at any one Domain Counter.
- ***Deep Space Probing Vessels**; During the Strategy Phase, each player may freely probe one planet in a system adjacent to each friendly Space Dock on the board
- *Fighters may perform either a Low Orbit **Probing**, or a High Orbit Probing (quick probing). The first works exactly as original rules from probing. High Orbit Probing works as follows: Distribute all available Fighters to planets being probed. Immediately before the Planetary Landings step of the activation, roll 1 die for each Fighter. On unmodified roll of 8+, the planet is successfully probed.
- *All **Domain Counter units** are treated as regular units in respect to all combat. Such units can be bombarded, converted or captured just like corresponding plastic units. However, the Domain Token is still a Domain Token with respect to Razing, Peaceful Annexation, etc.
- ***Lazax Survivors** are subject to no special rules/effect when probed. They must be encountered normally.
- ***Natural Wealth** only yields 1 Trade Good upon encountering the Domain. Place all remaining Trade Goods on the planet. The controlling player may take one such TG from the planet when activating the system (during the Production Step), and one during each Refresh Planets step of the Status Phase. Whenever an opponent successfully invades a planet with existing Natural Wealth he may immediately take one of the Trade Goods present.
- *Instead of "**Hostage Situation**", roll a D10, divide by 2 and round down. This is how many Natural Resources and Hostile Locals there are in this Domain. Place the number of TG counters on the Domain Counter to keep track of this number. As soon as the Hostile Locals are defeated, the token is removed and the remaining Natural Resources works as normal.
- ***Hidden Factory**: You have discovered an ancient factory with old ships worth repairing. You may immediately build ships in the system for up to two production capacity. You receive 1 resource discount on this build.
- *If a Leader dies as a result of Domain encounters, the Leader always escapes instead.

A Distant Suns Variant.

- Distant Suns can be played using all Domain Counters flipped up and visible right from the start of the game.
- When using a pre-set scenario, randomly distribute Domain Counters to all planets before Home System bidding takes place. The nature of local Domain Counters will affect the value of the HS locations, and take part of the strategical game rather than simple luck.
- When building the galaxy by normal tile placement, players may, after map completion, in turn draw a random Domain Counter and place it visible side up on ANY planet on the board. Continue until all planets have one. This should ensure a fair distribution.

(Using this variant, Saar, Winnu and Lizix may experience a small initial advantage (because of starting movement) and may be excluded).

Appendix 2: Final Rule Conventions

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Objective Cards and Victory

*Victory may never take place mid-round, only after step a) of the Status Phase. At this time all players will have claimed the Objectives they are able to and qualify for. Victory goes to the player that ends up with most points. If this is equal, victory goes the player who controls most planets outside his Home System. In the unlikely case that this also is equal, the other participants around the board must vote for either a 'moral winner' or a split victory.

*In addition to the SA-exclusive Objective Cards, include Objective Cards from both Shattered Empire expansion and the original box.

*Objective Cards that yields "I win the game" are technically worth as many VP as required to win the current game. E.g in a game played to 10 VP, this objective is worth exactly 10 VP.

Racial Upgrade Acquisition

There are two ways of acquiring the Race-Specific Technology:

- Exigency Research:** Race-tech is researched as normal through the Technology Strategy, but the cost is reduced by the amount of Victory Points the race currently possesses.
- Driving Force of Progress:** When a race reaches a number of Victory Points equal the extra cost printed on the Race-Specific Technology card, they will automatically and immediately receive the Technology Advance without cost. It is retained even if the race should later lose the required Victory points.

The Rotation Cycler

*All player-to-player turn rotation, i.e the order of Strategy Card selection, Strategy card 2ndary execution and political voting are all done in direction of this marker. (See changes on the Bureaucracy Strategy Card, appendix 1).

Action Cards

*It is not required to 'announce' the playing of an Action Card. Simply play the card during the proper time, and the effect is immediately carried out.

caution: Playing Emergency Repairs will not obstruct the effect of a Direct Hit card, and Cultural Crisis will not obstruct the effect of a Multiculturalism card.

Galactic Trade

*Trade Goods received through Trade Agreements are acquired simultaneously by all players. TG are always accessible, even if the cardboard pile is dry. In this case use replacement counters.
In 3 and 4 player games, players may trade one of their Trade Agreements with themselves (simply flip the card around to show the active side). In 2-player games, both trades can be self-traded.

Artifact Research

Artifacts also work as a Tech Specialties of the indicated color. These work even if they exist on an exhausted planet. A Scientist may as usual double this efficiency if placed on the same planet or space system as the Artifact. Artifacts do not count toward Objectives based on acquiring Tech Specialty planets, however. **Empty Artifacts** are worth 2 Trade Goods upon discovery.

Progression Feedback

*During each Strategy Phase the player with the most Victory Points receives a number of Trade Goods equal to the difference in Victory Points to the player in second place.

The Prospect Strategy:

*If there are 4 or 8 races in the game, such that all Strategy Cards will be picked every round, add the ninth card to the Strategy Deck. This might also be used for 7-player games, to leave the optimal and intended number of two Strategy Cards with bonus counters.

*When a player is eliminated and more than two strategy cards remains unpicked, remove Prospect from the game.

Increased Plastic & CC limit

*If available, it's recommended to increase the number of units available, to open for new strategies and fleet compositions
When this is done, include the Global Fleet Supply rules:*

*No player may have a higher number than [4 times his current value of Fleet Supply] of ships on the board. However, it is always allowed to have at least 20 ships.

*Every Strategy Phase, players must pay an upkeep in resources, equal to how much his Fleet Supply exceeds 8. For example, a race with Fleet Supply of 10 would have to pay 2 resources every Strategy Phase. Any such Fleet Supply that are not paid upkeep for are immediately removed.

*No more than three (Saar) Space Docks may exist in the same system.

*The number of units required for Objectives does not change.

Recommended plastic/CC limit:

24 Command Counters

12 Cruisers

15 Destroyers

7 Dreadnoughts

8 Carriers

3 War Suns

9 PDS

4 Space Docks

+(all available cardboard).

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Game option: Star by Star

Using this game option, the galaxy is built with Home Systems free at the hand instead of fixed starting locations. Using this option, players may place systems in any place that borders an existing tile, and it's no longer required to place a tile containing a planet after placing an empty tile. Players should place their tiles in turns rotating around the table rather than alternating back and forth. Yellow-bordered systems may not be placed adjacent to other yellow-bordered systems. The Mecatol Custodians must be in play, and may be doubled in strength (prior to galaxy setup).

In addition, include the following rules:

- *No Home System may be activated by an enemy during the first round.
- *Muaat may only be placed in the rim (outermost ring), but may bid on any system in a pre-set scenario.
- *Your players on your left and on your right are considered your 'neighbors' regardless of Home System location.

Game option: Twilight Council

All players reveal one agenda in the beginning of the Strategy Phase, placed face-up in the common play area and marked with a race flag. Each player may only have 1 agenda revealed at a time. These may be changed in the beginning of each Strategy Phase.

The **Primary of Assembly** is changed as follows:

Receive 2 AC and 1 PC. Choose a) or b):

- a) *Claim Speaker Token and choose three of other players revealed agendas to be voted for. (In 3 and 4 player games only two agendas are required)*
- b) *Give Speaker Token to someone else and choose any agenda from the board to be voted for. Then include (into voting) or discard up to a combined number of three revealed agendas.*

Multiple agendas are placed in a visible enforcement order, but all voting happens simultaneously (write down in advance). Your total votes must be split among the included agendas. Voice of the Council elections happens simultaneously as a normal agenda. Agendas without any votes are discarded.

Example: The Winnu gives the Speaker Token to Sol (option B), and chooses Imperial Mandate, which is their own revealed agenda. In addition they scour through the agendas and includes Mutiny (1). They discard Norr's Fleet Regulations agenda to the discard pile (2), and does the same to Wormhole Research (3). The card says 'up to three', so Winnu have spent their normal choices. But hoping to draw away some critical votes, Winnu spend a CC from Strategy to include Voice of the Council as well. Now all the players must place their total votes carefully, split among Munity, Imperial Mandate and VoC, while Winnarian fleets are safe from the discarded agendas. Starting with the first agenda, players simultaneously reveal their votes and conduct the effect of the agenda before proceeding to the next, and so forth.

Game option: Crimson Suns

Players may 'Declare War' on opponents during the Status Phase, at the cost of 2 influence. Take one of their flags and place it together with a hit marker on your race sheet. When you attack a player you have a War Declaration on, "minor races of the galaxy" will subsidize you with a number of TGs equal to half of the value (round down) of ships you lose in Space Battles attacking this opponent. If you defend against a player that you have a War Declaration on, you receive one forth of the value lost in ships (round down). TG's are received at the end of the Space Battle.

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

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

Game option: Dimension Rifts

Whenever a blank Artifact is discovered, draw a random double sided Wormhole Token (if available) and place it in the system. The active player chooses which side to face up.

Whenever a fleet enters such a Wormhole, flip the Token around. Wormholes of this type are ignored for all Objective purposes, but are affected by political agendas.

This option is not necessary with pre-made maps, but is recommended when using normal galaxy creation.

Twilight Council modified Action Cards:

Thugs; *Player may not participate in any voting this round. Played BEFORE votes are counted.*

Discredit; *Play AFTER votes are counted. Choose a player and one of the included agendas. All votes for this agenda only are ignored.*

Determine Policy; *Force the Assembly holder to include an agenda chosen from the Political deck.*

Council Dissolved; *Cancels all voting. Play BEFORE votes are counted.*

Veto; *Discard an included agenda before votes are cast.*

Xxcha Veto ability; *Pay one CC from Strategy to include immediately discard one of the included agendas. Used BEFORE votes are counted.*

Fantastic Rhetoric; *All +10 votes must go to one single agenda, played BEFORE votes are counted.*

Bribery; *+1 votes (per TG) to each agenda AFTER votes are counted.*

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Game Option/Add-on: The Simultaneous Action System

The Simultaneous Action System is an extension/generalization of the regular Transfer Action. The purpose increased flexibility to allow every logical movement through use of a general system rather than special conditions found in the Transfer Action.

While this is an extended version of the original Transfer, the name itself describes the new approach; it's not required to move ships between systems, or have units there at all. Ships being transferred between two systems with the Transfer action is only be the special case of two simultaneous actions.

The difference from Transfer Action can be broken down to three points:

- 1) There are no restrictions whatsoever to which hexes allowed to be activated in this manner.**
- 2) It is possible to activate any number of hexes to be included in the "movement grid".**
- 3) You can perform all normal actions within a Simultaneous Action, e.g produce, invade etc.**

First, place a CC in each the systems you wish included in the movement grid to activate them. One of these CC is paid directly from your reinforcements pile. Ships may now move freely between all the active systems, but no unit may exceed it's movement value. For each system that will perform any kind of action other than movement (after step 2 of the Tactical Action) will need to be "prime-activated". For each system granted prime-activation, pay an additional CC from you Command Pool. Following the normal sequence of activation, conduct all resulting Space Battles, Invasion Combat and production at the appropriate times.

Note that units may only move from an active system to another, unlike the standard Tactical Action. Also, all Space Battles/Movement happens simultaneously. Thus Its not allowed to use such actions to destroy a fleet and then hit a system beyond it during a single turn. However, since it happens simultaneously, enemy each PDS unit, friendly or enemy, may fire at only one of the active systems.

Example movement:

You notice a situation close to your Space Docks in system A. Last round you sent a Carrier full of Ground Forces into the adjacent system B with enemy controlled planets. The attack was a total disaster, and your empty Carrier remains in that system. You realize that if you want to proceed with the offensive this or the next round, you will lock down the empty carrier in system B. If you choose to move it home to A first, you will lock down your base and be unable to attack. After some planning, you decide to make a simultaneous action with A and B as your movement-grid, attack the enemy planet in B once more while bringing your Carrier home to base to load up new cargo. But then both systems A and B need to be prime activated, since they both require an action other than plain movement (i.e build, invade). At the same time you notice that you want your Cruisers in system C (two spaces away) to trade places with some Destroyers from your home system, so you decide to include system C into the movement grid.

Summing up, you activate the 3 system grid A, B, C with 2 CC from Command Pool, and pay additional 2 CC for the prime activations. For a total cost of 4 CC you manage to pull off the movement.

Player Option: Surrendering

This option remedies the impact on the game if a player will have to or wishes to leave the table, perhaps due to being practically eliminated and have little future effect on the game. This should ensure a fair continuation of the game.

A player may, after having passed, call the Surrender. Doing so, immediately remove his flag from any Special Objectives and then subtract an additional VP from the score.

Trade Agreements are kept until elimination. If the surrendered player was Speaker, the token moves one step in the direction of the cyclor. After refreshing planets in the Status Phase, do:

- 1) Remove all of the surrendered player's Leaders, and Space Docks outside his Home System.
- 2) Add up to three, to a maximum of five total Ground Forces on the planet of highest resource value in the surrendered HS. These will be passive neutral forces protecting the planet normally.
- 3) Speaker then chooses a planet (not the passive HS planet) or fleet belonging to the surrendered player. In turns players will place bids, in influence, on ownership of the selected fleet or planet. Only the winning bid of influence (or TG as influence) are paid for. Planets are transferred refreshed.
- 4) The next player (again in the direction of the cyclor) may then choose the next planet/fleet and place a bid in the same way. Repeat this step until all ships and planets (except the neutral HS planet) are taken over by opponents.

Appendix 4: 2 Player Games

TWILIGHT IMPERIUM

SHATTERED ASCENSION

Author's note:

Even without the diplomatic aspect of the game, the depth of tactics and strategy of *Twilight Imperium 3rd edition* makes for a deeply intriguing 2-player game, in fact my favorite one. *Shattered Ascension* ensures that the game is balanced and fit for this chess-like version of the game. Here player based luck variance is minimal, and it goes right down to skill of warfare and resource management.

Initiation

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

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

Strategy and Status Phase

- * Both players picks three Strategy Cards, leaving two with Bonus Counters.
- * Both Players receive one fewer Command Counter during Status Phase.
- * Caution: If you are the Speaker and had Assembly during last round, you may not choose the Assembly Strategy Card as your first pick.

Politics and Assembly

To reflect uncertain votes from other players, extra votes shift in random direction. When the two opponents have placed their votes on a political agenda, roll one die and consult the results below.

*Before the die is rolled, TGs may be spent to buy one vote. (For example, if Speaker pays 3 TG and rolls '4', the votes will shift to 2 in his favor.)

DIE ROLL

- * 10 = 10 votes for Speaker
- * 9 = 6 votes for Speaker
- * 8 = 3 votes for Speaker
- * 7 = 1 vote for Speaker
- * 6 = Abstain
- * 5 = Abstain
- * 4 = 1 vote against Speaker
- * 3 = 3 votes against Speaker
- * 2 = 6 votes against Speaker
- * 1 = 10 votes against Speaker.

Ps! During the first round the numbers are only 1, 2, 3, 4 votes on each side of the die.

A VoC election may not be called for during the first round. Vote bonus from VoC is only +3 (not +5) in duel games.

There are no restrictions to who may receive Speaker Token, regardless of current Speaker.

To construct a 2-player map using normal turn-placement:

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

Trade

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

The second option on the **Trade II** Strategy Card to break Trade Agreements breaks ALL trade in the game, not just those of your opponent. No Trade Agreements may be formed that round, and no income is received. This is also the case for **Trade III**.

Altered Special Abilities

- * Every other time **Mentak** uses the ability to steal Trade Goods, they may also steal one from the public gaming area.
- * When **Jol Nar** activate the Technology card, they may *also* spend 2 resources and a CC from Strategy to gain another tech advance.
- * If **Xxcha** activate the Diplomacy card, they may *also* spend a CC from Strategy and 3 influence to use the primary ability again.
- * **Hacan** must only give 1 Trade Good to the opponent when using Production Centers.

Cards Modifications

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

Appendix 5: Scenarios (1/3)

TWILIGHT IMPERIUM

SHATTERED ASCENSION

Author's note:

These maps are designed to increase the amount of conflicted zones and cause more intense games of action, negotiations and conflict, but more importantly remove the pre-game luck element of tile-drawing. For higher resolution representations, visit http://www.t3wiki.org/index.php?title=T13_Fan_Variants

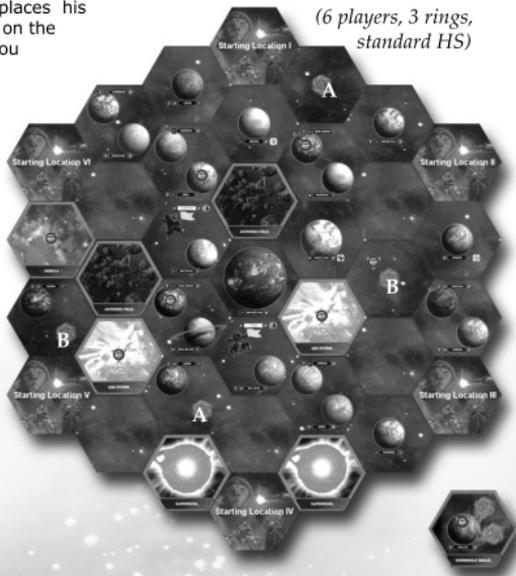
Using a pre-made scenario, players will bid on the Home System location they wish to start with. The first to bid places his flag (or personal effect if the race is still hidden) on the system together with a number of TG tokens (you may bid 0). This is now the current owner and value of the system. Going clockwise around the table, players will either place a bid on a new system or overbid another. When it comes to a player with his flag already on the map, just pass along. The game begins the moment all players have their flag on the table. They will then begin with the inverse number of TG bid, that is, the difference to the highest bidder.

Example of bids: Sol, Norr and Saar bids 6, 1 and 0 TG respectively. Now Sol will start the game with 0 extra TG, while Norr and Saar will start out with 5 and 6 TG respectively.

Note: Pre-placed double sided wormholes follow the same rules as those presented under the Dimension Rifts game option. Further use of that game option is not recommended for pre-set maps.

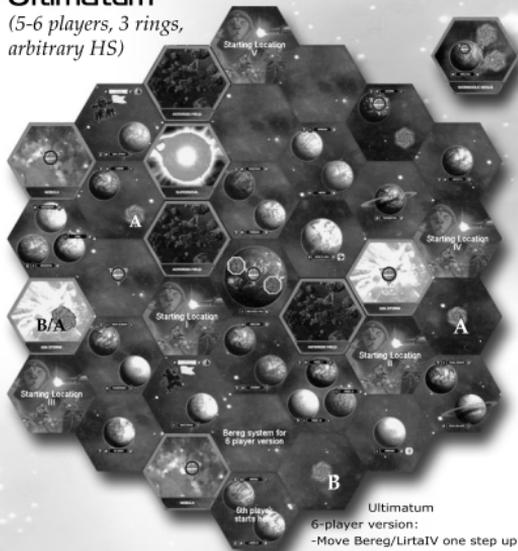
The Maelstrom

(6 players, 3 rings, standard HS)



Ultimatum

(5-6 players, 3 rings, arbitrary HS)

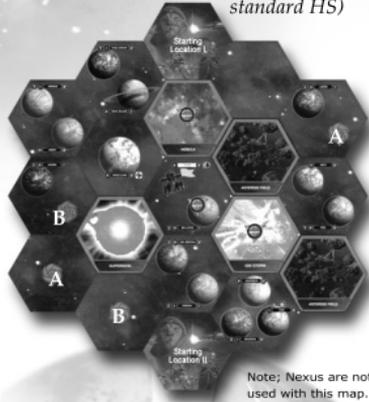


Ultimatum

6-player version:
-Move Bereg/LirtaIV one step up
-Add HS #6 were Bereg were.

The Gauntlet

(2 players, 2 rings, standard HS)

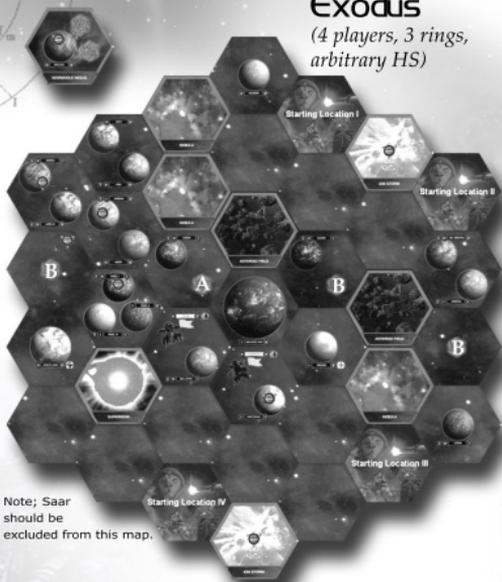


Note: Nexus is not used with this map.

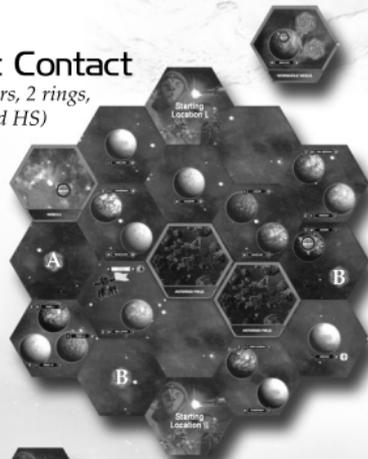
TWILIGHT IMPERIUM

SHATTERED ASCENSION

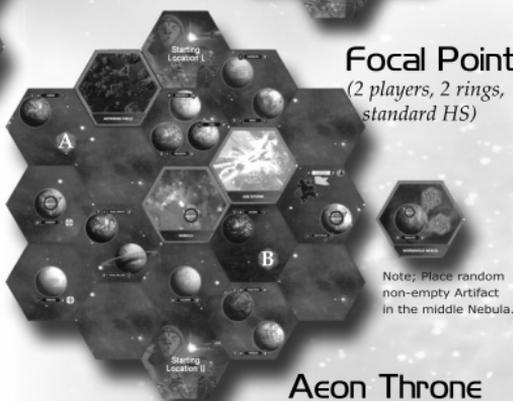
Exodus
 (4 players, 3 rings,
 arbitrary HS)



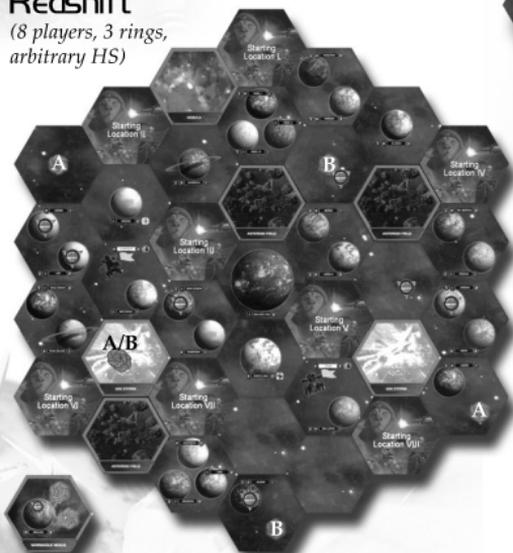
First Contact
 (2 players, 2 rings,
 standard HS)



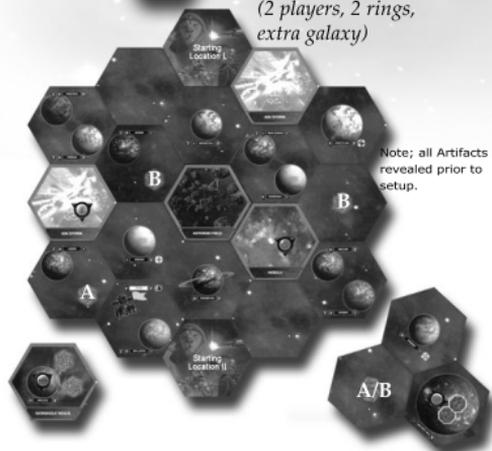
Focal Point
 (2 players, 2 rings,
 standard HS)



Redshift
 (8 players, 3 rings,
 arbitrary HS)



Aeon Throne
 (2 players, 2 rings,
 extra galaxy)

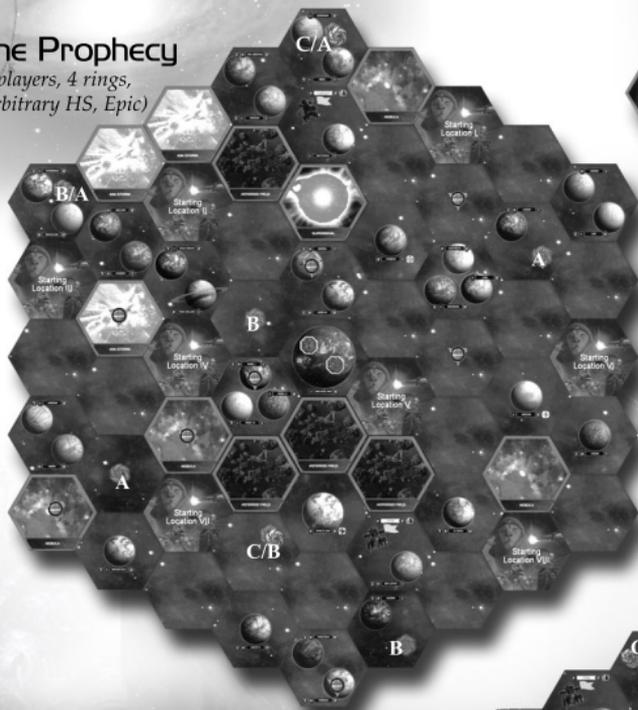


TWILIGHT IMPERIUM

SHATTERED ASCENSION

The Prophecy

(8 players, 4 rings,
arbitrary HS, Epic)

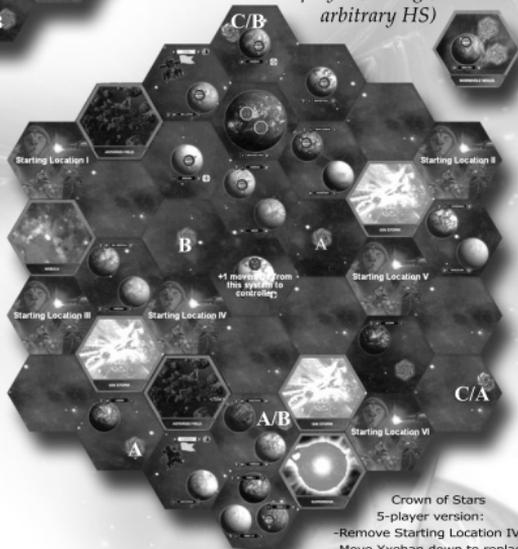


The Prophecy 7-player version:

- Remove Starting Location IV
- Move Vega down to replace it
- Add a blank tile where Vega were.

Crown of Stars

(6 players, 3 rings,
arbitrary HS)

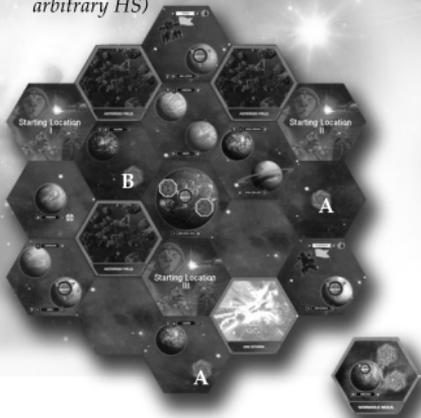


Crown of Stars 5-player version:

- Remove Starting Location IV
- Move Xxehan down to replace it.
- Add a blank tile where Xxehan were.

Meltdown

(3 players, 2 rings,
arbitrary HS)



ENVIRO COMPENSATOR

The Production Capacity of each of your Space Docks is increased by 1.

HYLAR V LASER

Your Cruisers and Destroyers receive +1 to combat rolls.

ANTI-MASS DEFLECTORS

Your units may now pass through, but not stop inside Asteroid Fields.

STATIS CAPSULES

Cruiser and Shields may each carry 1 GF.

SARVEEN TOOLS

One free Resource worth of units when building at an SD.

AUTOMATED TURRETS

+1 die and -2 to Anti-Fighter Storage rolls.

DEEP SPACE CANNON

Your FDS units may fire at adjacent bases.

XRD TRANSPORTS

Carries 1 empty move 2.

MANEUVERING JETS

Misses hit only on D1, -1 to FDS rolls, -2 if firing from adjacent systems.

CYBERNETICS

Fighters receive +1 combat rolls.

GEN SYNTHESIS

GF receives +1 combat rolls. Up to two GF convert to ST after successful invasion.

WAR SUN

You may build War Suns.

CRAYTON LASER

FDS units may reveal mines.

MAGEN DEFENSE GRID

+1 to FDS rolls, -1 to GF present with FDS.

LIGHTWAVE DEFLECTOR

Your ships may move through enemy fleets.

HYPER METABOLISM

Receive 1 extra CC in Status Phase, recycle 1 Action Card when drawing.

NEURAL MOTIVATOR

One extra Action Card during Status Phase.

MICRO TECHNOLOGY

+1 to all Trade Agreements, +1 GF production from influence.

NANO TECHNOLOGY

Planets are acquired refreshed, units captured at the end of your turn.

INTEGRATED ECONOMY

All of your planets may now produce more Resources. You may receive your CC at the end of your turn.

DACCIVE ANIMATORS

Reveal GF after combat on 6+ after combat Roll for every destroyed GF.

CRAYTON NEGATOR

Bombard your FDS. Fighters may join Invasion Combat.

FLEET LOGISTICS

Pay 1 CC from Strategy Allocation flip a Command Card from the board, as an action, once per system. Units may now leave this system.

ASSAULT CANNONS

Your Bombs and Cruisers receive one pre-combat shot (1 die).

TYPE IV DRIVE

Your Bombs and Cruisers receive +1 movement.

ADVANCED FIGHTERS

Fighters may move independently of Cruisers and receive +1 to their combat rolls.

TRANSIT DIODES

Pay one allyship to move up to 6 GF or FDS to any friendly planets or fleets (FDS counts as 2 GF).

X89 BACTERIAL WEAPON

Dreadnaughts may now wipe all GF from a planet during bombardment. Discard all Action Cards.