

SHATTERED ASCENSION

TI:SA v.4.5

FOR USE WITH FWG'S
OFFICIAL FAQ 2.5

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Shattered Ascension is a set of rules developed in order to improve balance and dynamics of Twilight Imperium 3rd edition. These rules requires the expansion Shattered Empire to use. Some optional components from StarIslands of the Throne expansion are incorporated, while others are excluded. It is recommended, but not required, to have a second set of TI3 available.

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 4 (page 11) for a collection of 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 of Trade Goods (TG) on the Speaker Token (this bid may be 0). 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 the 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) Build two separate objective decks, one for each stage, instead of the usual mixed objective deck. Then simply drawn from the appropriate pile when adding new objectives to the common play area.
- 9) Place all Special Objectives face-up on the board, along with 3 random Public Stage I Objective cards, 3 Public Stage II Objective Cards and 1 Preliminary Objective Card (see appendix 5). Stage II Objectives can only be claimed during Stage II, which is initiated when there is as many face-up Stage I Objectives as the number of Victory Points needed to win (as chosen i step 1).
- 10) Reveal hidden races. Each player then reshuffles one Secret Objective back in the deck.
- 11) Deal 2 Political Cards to each player.
- 12) Commence the first Strategy Phase and use the rule changes in the following pages.
Bellum Gloriosum!

Extra pieces included for card-board print (see separate file):

- *Set of updated Strategy cards, including the #9 Prospect Strategy
- *Revised & expanded Objective Decks (including 2 Special Objectives)
- *Revised & Expanded Political Deck
- *Revised & Expanded Action Deck
- *Updated & revised race sheets.
- *New Race-Specific Technologies, Objectives and Flagship (7 cards total per race)
- *Hit Markers
- *Rotation Cycler
- *Border Tokens (Asteroid Belts)
- *New Domain Counters: Worldgate

Game settings (step 1 cont):

- ▶ Choose between
 - a) **pre-set scenario** appropriate for the number of participating players (found in Galactic Chart Database or appendix 6)
 - b) **Star by Star** galaxy building (appendix 2)
- ▶ **Domain Counters:** Choose whether the game options Distant Suns and Final Frontier is to be in play. When using a pre-set map, it is recommended but not required to use the Domain Counters as readily applied ont the map.

- ▶ Choose whether race-specific objectives is included in the game (see Paths of Fate, appendix 2)
- ▶ Choose whether the Simultaneous Action System should be included (see appendix 2)
- ▶ Other game options are included in appendix 2.

A note on other official "variants":

Leaders, Tactical Retreats, Shock Troops, Mechanized Units, and Gravity Rifts are integral parts of SA, but is subject to modifications specified later in this booklet as well as the Living Rulebook. Simulated Early Turns, Territorial DS, Homeworlds, The Ancient Throne, Mercenaries and Representatives are **not** used. Promisory Notes may be included granted the modifications in appendix 5, but are not standard supplement in TI3:SA.

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

- *The term **ground units** now comprises Ground Forces, Shock Troops and Armor (MU).
- *The term **installations** now comprises Space Docks, PDS and Facilities.
- *The term **army** now refers to the collection of ground units present on a planet, or on each side during Invasion Combat. This is equivalent to the term *fleet*, which is a collection of ships.
- *The term **Void System** refers to an planetless and Wormholeless system which is not a Special System. (not be confused with Empty system, which is a system without units, Leaders, etc).
- *The term **Technology** (pl. Technologies) are interchangeable with the term Technology Advance(s).
- *An *exhausted Space Dock* refers to the state where a Space Dock may not produce units for the remainder of the round. Space Docks are refreshed at the same time as planets in the Status Phase.
- ***Stationary Wormholes**, also called **Stable Wormholes**, refer to wormholes printed directly on the tiles.
- ***Wormhole-connected systems** are considered adjacent for all purposes (not just for movement purposes).
- *The term **Adjoining Systems** refer to systems that are physically connected by a tile border.
- ***Rotation Order** refers to a procedure where players make choices or use abilities in clockwise around the table (or Counter-clockwise, depending on the Rotation Cycler). This order always starts with the Speaker.
- ***Cargo** is units currently being carried by other units by utilizing capacity.
- *The term **withdrawals** are no longer used. Attacker and Defender both execute **retreats** during the same system (withdrew in this booklet).
- *The term **recycle** refers to discarding a card and immediately drawing a new card of that type from the deck.
- ***Race-Specific Technologies** are now referred to as **Racial Upgrades** (they are not considered Technologies).
- *A **Hostile Act** against a player occurs when ships end movement in system containing said player's ships, or when one of his planets are bombarded or invaded. Hostile Acts break Trade Agreements between the parties.

GENERAL:

- *Any type of **cargo** (Fighters, ground units, 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, ship or space).
- ***Pre-Combat effects** are always conducted simultaneously by attacker and defender. First both sides roll for Anti-Fighter Barrage and remove casualties. Then remaining pre-combat effects are conducted simultaneously.
- *All ships, including **Fighters**, enables control of systems and also blocks enemy movement through the system.
- ***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.
- ***Action Card** effects that are normally restricted from being used in **Home Systems** can still be used if granted permission by the system's original owner.
- ***Opponent Home Systems** may not be activated during the first round of play.
- *A planet without **ground units** present taking a **bombardment** hit reverts immediately to neutral status. The bombarding player may choose to omit this effect.
- *At the beginning of the Strategy Phase, **Home System** planets with no enemy ground units present will return exhausted to the hand of the original owner (installations on the planet changes owner).
- ***Mix and Match**; When building units, one resource may be spent to buy one Ground Force and one Fighter unit.
- *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.
- ***Yellow Technology Specialties**, including the one on Winnu (planet), do count toward Objective Cards.
- ***Space Docks** may be built on a planet even if it is under enemy blockade. Space Docks may also always be built on your own Home System planets, even if they were just acquired.
- *A player subject to negative effects (e.g., discard x Trade Goods) must fulfill the requirement as far as able.
- ***Refresh abilities** are used *instead* of refreshing planets, regardless if the planet was exhausted or refreshed.
- ***Facilities** are not bought for resources, but may be placed on a planet as if it was a refresh ability. Building facilities has no requirements for previous control of the planet.
- *A player may never (choose to) lose control of a Trade Station in a system in which he controls ships.
- ***Space Mines** are placed on borders (not Wormholes) instead of being placed inside a system, and trigger the instant an opponent fleet crosses the border (movement step of an activation). When deploying Space Mines you may place them on two of the system's borders (for the cost of 2 resources). To resolve the Space Mines, roll a number of dice equal to the number of non-fighter ships crossing the border during the turn. Rolls of 8+ inflict hits, which are assigned to the non-Fighter ships by the active player. The Space Mines token is then removed from play only if one or more hits were scored. Otherwise, the Space Mines remain.

Appendix I: Rule modifications (2/5)

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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. War Suns have base movement of 1 and only one die during bombardment (but gain one extra movement and two extra bombardment dice when the War Sun Technology is acquired).
- *Any unit using the **Sustain Damage** ability immediately loses one combat die, to a minimum of 1.
- ***PDS** ability *Planetary Shields* do not obstruct bombardment, but each absorbs one bombardment hit.
- ***Shock Troops** are not formed at combat rolls of 10. Instead, one Ground Force will automatically upgrade to a Shock Troop unit after a successful Invasion Combat against a planet containing at least one ground unit during the Planetary Landings step (the conversion takes place during the following Production Step). Before the first round of an Invasion Combat, the attacker may assign a number of his Shock Troops as **commandos**. These do not participate in combat and cannot be taken as casualties, but they can capture one installation each after a successful invasion. All commandos are automatically eliminated in case of a failed invasion. Shock Troops may be produced normally at a Space Dock for the cost of 2 resources each.
- *The **Mechanized Unit** (now referred to as **Armor** or **MU**) is not invulnerable to either bombardment, Space Cannon fire, Domain Counter effects or Political agendas. Bombardment hits must always be assigned to Armor (MU)'s first, and bombardment hits may not be sustained. Armor (MU) counts as two units toward production limits.

STRATEGY CARDS:

- *For changes and additions to Strategy Cards, refer to re-designed components on the web-page.
- *If the number of players change during the game, either due to elimination or acts of Surrender (see next page), the number of Strategy Cards picked each round will change. Each Strategy Phase, the ninth Strategy Card is added or removed, and each player a number of Strategy Cards so that the number of unpicked Strategy Cards each round is as close a possible to 2.

Table: Number of players and Strategy Cards.

2p) 3 Strategy Cards per player, 9th card excluded	6p) 1 Strategy Card per player, 9th card excluded
3p) 2 Strategy Cards per player, 9th card excluded	7p) 1 Strategy Card per player, 9th card included
4p) 2 Strategy Cards per player, 9th card included	8p) 1 Strategy Card per player, 9th card included
5p) 1 Strategy Card per player, 9th card excluded	

- *Playing the **Assembly** Strategy Card, There is no restriction against which player receiving the **Speaker Token** (it does not have to move). There is no restriction on using option a), regardless of Speakership. During **Assembly**, players placing agendas always have the choice of drawing and immediately placing a random card from the pile instead of from his hand. *After agendas are chosen by the Assembly holder, any player may call a **Voice of the Council** election by spending 1 CC from Strategy Allocation and the card to the selected agendas* (see Twilight Council, appendix 2). Voice of the Council may not be called during the first round of play.
- *The **Voice of the Council** gains +5 votes at all times in addition to being able to claim the Special Objective.

- *After the end of each turn in which **Trade Strategy** is played, the indicated number of **Trade Goods** are placed on each active Trade Agreements. Trade Goods placed on Trade Agreements must first be collected (using Secondary Ability of the Trade Strategy in order to be spent as Trade Goods. The amount of Trade Goods on a Trade Agreement will stack up until collected, or until the Trade Agreement is broken.

- *Note! 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 (see new Trade Strategy card).
- *When Trade Agreements are **broken** for any other reason than aggression from one of the trade partners, each player will collect half (round down) of the Trade Goods present on the broken Trade Agreement.

SPECIAL RULE FOR 5-PLAYER GAMES:

- *At the end of the Strategy Phase, randomly select an unpicked Strategy Card and remove the newly placed Bonus Counter from the card. In the Action Phase, as soon as its initiative value is reached, execute the card as if played by no player: Primary Ability has no effect, but Secondary Abilities and Specials follows as normal. Note that the Strategy Card is considered picked.

Appendix I: Rule modifications (3/4)

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RULES OF RETREAT:

There is no longer differentiation between withdrawal and retreat. It is now referred to as *retreat* regardless whether it is performed by attacker or defender. The **Conduct retreats** step of a Space Battle works as follows;

At this step, the attacker may announce a retreat (see below). Then the defender may choose to immediately conduct a retreat. If the defender does not retreat, the attacker may conduct the announced retreat.

In order to conduct (or announce) a retreat, a player must choose an adjacent system that does not contain enemy ships. The retreat is conducted by moving the fleet to the destination system and activating it from reinforcements.

Exception; If the retreating fleet is already activated, and the destination system is not, the activation must instead be paid from Strategy Allocation.

*Note; ships in excess of Fleet Supply after retreating must be scuttled.

TRANSFER ACTION:

***Transfer Actions** are removed from the game. However, the game option Simultaneous Action System includes and expands upon all use-cases of the Transfer Action system.

LEADERS:

*For **movement** purposes, Leaders are considered Ground Forces that takes no capacity. Thus, Technology Advances 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 *between the steps of your own turns*, if the system contains no enemy ships. Ships with no capacity may transport Leaders.

***Generals** may use both Invasion Combat abilities (re-roll and +1) in both attack and defense. The same die may be re-rolled twice. Penalty on bombardment against planets with Generals are -3 (instead of -4).

***Admirals** do no longer prevent opponent retreats. Instead, a fleet with an Admiral present during Space Battles may always freely retreat without paying a Command Counter. (Note that this ability does not combine with Naalu's special retreat, which happens before the Space Battle step).

***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. All enemy Fate Rolls performed after a Space Battle or Invasion Combat you won and in which your Agent participated are treated as if their outcomes were "Captured".

***Diplomats** 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 **6 influence**. When this happens, the Diplomat will *escape*, un-exhausted, following normal rules for escape. In addition, in systems with Diplomats present, opposing fleets may pass each other, given that all involved parties agree. Furthermore, before a Space Battle begins in the system, the defending fleet may retreat (again, given that all parts agree). Such a retreat before combat will not break Trade Agreements.

***Scientists**, *instead* of restricting War Sun bombardment, may absorb one extra bombardment hit when together with one PDS unit. Scientists reduce the cost of Space Docks to 3 instead of 2. When researching technology, scientists located on planets with technology specialties may exhaust their planet in order to skip a pre-requisite of the color corresponding to the tech specialty of the planet.

*When a ship / planet containing a Leader is lost (or changes owner), or whenever a Leader is part of a failed invasion, conduct a **Fate Roll** for the Leader at the end of the current action:

1: Killed, 2-7: Captured, 8-10: Escaped.

Note: "Captured" requires enemy control of the planet or space where the Leader was situated.

If these circumstances do not apply, treat this result as Escape Instead.

*When **Captured**, the Leader becomes a **captive**, and the captor places their flag on the captive to denote this. A captive is considered a Leader with no abilities, and may only be moved by the captor (as if it were one of their own Leaders). Upon Escape, the original owner of the Leader may place the Leader back in play at any of his planets or ships.

***Captured Leaders** may be freed by the captor during the Status Phase, treated as if the Leader had escaped (see above).

*When **executing** a captured Leader during Status Phase, you must either exhaust or lose control of a planet.

Appendix I: Rule modifications (4/5)

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ACTION CARDS AND POLITICAL CARDS:

- *For changes to Political Cards and Action Cards, refer to the graphical components on the web page.
- *Action Cards have **Effect Location** printed on the bottom, which indicates where an Agent needs to be in order to sabotage the effect of the card. If the "**Scattered Effect**" tag is added to the location, the Agent can only sabotage the part of the effect taking place in that system, and will not sabotage the entirety of the card.

TECHNOLOGY:

- *For changes and additions to Technologies (Technology Advances), refer to the Technology Advancement Tree available on the web page.
- *Technology Advancement cards are no longer used. Instead, acquired Technologies are tracked by placing flags directly on the Technology Advancement Tree.

RACES:

- *For changes and addition to races, refer to graphical components on the web page (www.astralvault.net/games/SA).

Distant Suns & Final Frontier (Domain Tokens):

- *For changes to individual Domain Counters (Distant Suns and Final Frontier), refer to the graphical components on the web page.
- *When a **red and a green colored Domain Token** exists on the same planet, the red token must be overcome before resolving the effect of the green token. If all landing ground units are destroyed as a result of the red token, the green token is not encountered.
- *All **Domain Counter units** are treated as regular units in respect to 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.
- ***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 up to two spaces away from each friendly Space Dock on the board
- ***Fighters** may choose to **Probe** before the Planetary Landings step of an activation. Doing so, you may secretly look at one Domain Token in the system for each of your Fighters present in the system. There is no longer a special rule tied to discovering the Lazax Survivors this way.

OTHER TOKENS:

- ***Double-sided wormholes** flip around at the end of a turn in which a fleet *entered* it, effectively becoming the indicated type of wormhole. Note; these wormholes do not flip when a fleet *exits* them.
- ***Asteroid Belts** prohibits movement through the border (unless the moving fleet have Antimass Deflectors). Also, Deep Space Cannons may not fire through an Asteroid Belt.



- ***Worldgate** tokens (appears as a Lambda symbol) on a planet allows all ground units and PDS units to move in-dependently, in the Planetary Landings step, to other planets with a Worldgate Token (as always, units in activated systems may never be moved).
Note; Worldgates revealed on the map is initially active (each node need not be 'discovered' before becoming active).



Appendix I: Rule modifications (5/5)

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Objective Cards and Victory

*All Objective cards, including *Special Objectives*, are claimed simultaneously by all players in the Objectives-step of the status phase.

*Victory ensues the moment the number of required Victory Points (VP) are attained by any player.

*If this happens simultaneously, victory goes to the player ending up with the most VP. If this is equal, victory goes to the player who controls most planets outside his Home System. In the unlikely case that this also is equal, the game must be considered a split victory.

*In addition to the SA-exclusive Objective Cards, include Objectives from both Shattered Empire and the original game. Disregard this rule if using the TI3:SA fully revised decks.

*It is possible to claim objectives even if the Home System is occupied. However, a player's current number of Victory Points is reduced by 2 until the Home System is liberated (retaken).

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 obtained by the player in second place.

Race-specific Technology Acquisition

Race-specific technologies are not acquired through Technology Strategy card, but may be bought for the indicated cost during Status Phase (step c, see race sheets). This cost is reduced by the number of Victory Points the player currently has. When a Race-specific Technology is acquired, increase the cost of the remaining ones by the cost of the card just acquired.

Example: Your race has race-specific technologies with costs 4, 3, and 6. You have previously acquired the two first and now have 5 VP. To acquire the last one, the cost will be $6(\text{printed cost}) + 4(\text{cost of previous}) + 3(\text{cost of previous}) - 5(\text{VP discount}) = 8$.

Race specific-technologies are no longer considered to be Technology Advances, and do not count toward objectives.

Action Cards

It is not required to 'announce' the playing of an Action Card to wait for other Action Cards. 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. TGs are always accessible, even if the cardboard pile is dry. In this case use replacement counters. In **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 and 3 player games**, both trades can be self-traded. Note that self-trade requires permission from Trade Master as usual.

Artifact Research

Artifacts also work as **Tech Specialty** 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.

Galaxy Creation/Resource abundance

Prior to dealing out tiles creating a galaxy using the standard method (or that described in *Star by Star*), remove all 4 high resource systems from the deck (Bereg, Abyz, Meer, Ashthroth). For optimal maps, no more than 3 resources should exist adjacent to a Home System (unless these are equally close to another), and no more than 10 resources should exist on the board per player in total. If this limit is violated, remove resources from play (after galaxy completion) by swapping existing systems with lesser ones to meet the limits. If it is the *total* resource limit that is breached, remove resources around the player that has the most resources in the vicinity.

The Rotation Cycler

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

Increased Plastic & CC limit

If available, it's recommended to increase the number of Command Counters and units available, to open for new fleet compositions and to enable warfare over large maps. When using increased limits, include the following rules.

*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.

*The number of units required for Objectives does not change. "All" refers to the original limit.

Recommended plastic/CC limit:

- 24 Command Counters
- 12 Cruisers
- 16 Destroyers
- 7 Dreadnoughts
- 8 Carriers
- 3 War Suns
- 10 PDS
- 5 Space Docks
- 8 Mechanized Units

(+all available cardboard)

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The Assembly system: 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 (if there are less than 5 players in the game add random cards from the Political Deck instead. Such randomly revealed agendas are removed in the Status Phase).

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

Primary ability: Twilight Council

Receive 2 AC and 2 PC. Then choose a) or b):

- Claim Speaker Token and choose three of other player's revealed agendas to be voted for.**
- Give Speaker Token to someone else and choose any agenda from the board to be voted for. Then choose up to three more face-up agendas that each may either be included for voting or discarded.**

Multiple agendas are placed in a visible enforcement order, in case this is of any relevance. All voting happens simultaneously by all players (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: Ascendancy

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

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

Twilight Council modified Action Cards

(NOTE! only relevant if not using Expanded & Revised card decks)

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

Discredit; *Play AFTER votes are counted. Choose a player and one of the included agendas. All votes for this agenda are reduced by 10.*

Determine Policy; *Choose any Political Card from the remaining deck. This card will replace one of the chosen agendas, at the Assembly holder's choice. Discard the replaced card.*

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

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

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

Bribery; *+1 votes per resource spent (OR TG) to all agendas AFTER votes are counted.*

Ascendancy Bureaucracy mod

Instead of being able to claim one Objective, the same procedure as the Objectives-step of the Status Phase are executed. Also, the card now yields no Command Counter. Otherwise the card works as normal.

Ascendancy Race-Tech acquisition

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

Ascendancy Progression Feedback

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

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Game option: Star by Star

Using this game option, the galaxy is built with Home Systems free in your hand instead of fixed starting locations. Tiles may be placed anywhere that borders an existing tile as long as it is inside the size bounds of the map. Players 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 rule that demands a planet placement after a blank placement may be ignored. The Mecatol Custodians must be in play (and may be doubled in strength prior to galaxy setup).

In addition, utilize the following changes:

- *Your players on your left and on your right are considered your **'neighbors'** regardless of Home System location.
- ***Artifacts** may be placed in space, under the same conditions of control as Trade Stations.
- *Artifacts *may* be placed adjacent to a Home System if it is equally close to another Home System.
- ***Red-bordered tiles** may be placed adjacent to each other, but cannot surround a yellow-bordered tile.
- *It is prohibited to place a tile such that it forces a yellow-bordered tile to be adjacent on the following placement.

Whenever a **blank Artifact** is discovered, draw a random double-sided Wormhole Token (if available) and place it in the system. The active player chooses which side to be active (face up). Whenever a fleet *enters* such a Wormhole, flip the Token around. Wormholes of this type are ignored for all Objective purposes, but are affected by political agendas. This game option is not necessary using the preset maps (appendix 5).

Game option: The Ancient Empire (a Distant Suns variant)

Distant Suns can be played using all Domain Counters face-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.
- 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.

Game option: Smoke & Mirrors

Include the extra Covert Objective Deck (violet objective cards) into play the public gaming area. Then include the following modifications:

- At the end of each Status Phase, each player may (secretly) draw a Covert Objective card and keep it in your hand area. You may have no more than 2 Covert Objectives on your hand. When you exceed, you must immediately choose and discard down to the limit.
- In the Objectives step of Status Phase, you may claim one Covert Objective if you do not claim your Secret Objective (or race Objective).
- When executing the secondary of Bureaucracy, you may draw one Covert Objective instead of taking the Trade Good.

Game option: Crimson Suns (beta)

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

Each player are dealt their three Race-Specific Objective cards. Only one of these can be scored during each game (during the Objectives-step of the Status phase), but can not be scored simultaneously with your Secret Objective.

TWILIGHT IMPERIUM

SHATTERED ASCENSION

Game Option: The Simultaneous Action System

The Simultaneous Action System is an extension of the former Transfer Action (see appendix 1, page one). This system are lifting I imitations inherent in tactical/transfer actions, at the cost of additional Command Counters (and stalling power).

Utilizing a Simultaneous Tactical Action,

The active may choose to activate any number of systems

on the board, instead of just one as allowed in a normal Tactical Action. However, this comes at a steep cost; **activating systems that does not contain your ships or Space Docks costs 2 Command Counters** instead of 1. Having done so, the Tactical Action Sequence is played out simultaneously in all the activated systems, completing each step in all systems before proceeding to the next step (the active player chooses the order of which system to resolve first at each step).

Note; Space Cannon abilities may be used normally in each of the systems. For instance, if a PDS unit with Deep Space Cannon has range to two activated systems, it may fire at both.

Example movement:

Last round you sent a Carrier with a sizable task force from system A into the adjacent System B in an attempt to invade the enemy controlled planet in System B. The attack was a total failure, and your empty Carrier remains in the system. You realize that if you wish to sustain the offensive this round, you will unintentionally lock down the empty carrier in system B; should you choose to move it home to A first, you will lock down your base and be unable to attack. Therefore, you decide to call for a **Simultaneous Tactical Action** between A and B, to be able to attack the enemy planet in B once more while bringing your Carrier home to base.

At the same time, you require two Cruisers from your base in system A to move to a void system C with an enemy Destroyer in it to set up an urgent protective buffer. Thus, you include that system in the simultaneous action at the cost of 2 extra CC's. Summing up, you activate the 3 system grid A, B, C by spending a total of 4 CC from Command Pool.

Proceeding to the second step, movement, you move your Carrier from C to A and your new attack force vice versa to engage in a new invasion combat in system B. You also move your two Cruisers from system A to C. An enemy PDS units has range to both systems B and C, and fires at the active player's fleets in both systems, taking out one of the attacking Cruisers in system C. Then, Space Battle ensues in system C.

Proceeding to step 5 of the Tactical Action Sequence, Planetary Landings commence in system B. Finally, You produce units in System A.

TACTICAL ACTION SEQUENCE
for each system

- 1) Activate System
- 2) Movement (+Space Mines?)
- 3) Space Cannon abilities
- 4) Space Battles
- 5) Planetary Landings
- 6) Invasion Combat
- 7) Produce Units

Surrender

This option minimizes the impact on the game if a player have to or wishes to leave the table, perhaps after being practically eliminated.

Players may call the Surrender if they wish to leave the game. Doing so, they lose 2 Victory Points as if not controlling their Home System (this penalty does not stack with the penalty of not controlling your Home system).

Trade Agreements with other players are kept active until the surrendered race controls no more planets.

If the surrendered player was Speaker, the token moves one step in the direction of the Cyclor. At the end of the round, conduct the following:

1) Identify the *Capital Planet*

If the player controls a Space Dock at his Home System, the one with the highest combined resource and influence is the capital planet. Else, if he controls at least one planet with a Space Dock, the one with the highest combined resource and influence is the capital planet. If no Space Dock is controlled, the planet with the highest combined resource and influence is the capital planet.

2) Remove Leaders and the Flagship from the board.

3) Remove Space Docks on all planets *except* the one on the capital planet.

4) Add up to three Ground Forces, but not exceeding a final total of 5 ground units, to the capital planet. This planet and its forces will remain as passive defenders for the remainder of the game.

5) Speaker then chooses a planet (not the capital planet) or fleet belonging to the surrendered player.

Players will then place bids, in influence, on ownership of the selected fleet or planet. Only the winning bid are paid for (as usual Trade Goods can substitute influence). Planets are transferred exhausted.

6) The next player (again in the direction of the Cyclor) may then choose the next planet or fleet and place a bid in the same way as in step 5). Repeat this step until all ships and planets (except the capital planet) are taken over by opponents.

Surrendered players are ignored and not affected by political agendas, but Objectives (e.g Conqueror) can be scored against surrendered players.

Appendix 3: 2-Player Games (duels)

TWILIGHT IMPERIUM

SHATTERED ASCENSION

Initiation

Follow the guidelines on the first page (except Step 3). 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.

It is recommended to use Twilight Council (see Variants and Extras).

Preliminary Objectives and the additional Special Objective Cards (Magisterial and Imperial), as well as Secret Objectives, is **not** to be included in 2-player games

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

The Assembly Strategy Card is modified as follows;

- *Option A) can be used to select your own agenda if you also select your opponent's agenda.
- *Option B) also grants +3 votes to the active player.

After agendas are selected, but before votes are cast, Each player rolls three dice and adds the lowest result to his vote pool.

When voting, players may purchase extra votes at the cost of one Trade Good per vote, which are simply added to the vote pool. The number of votes purchased is secretly written down and revealed along with the rest of the votes.

Vote bonus granted by Voice of the Council is reduced to +3 (instead of +5).

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. **Trade** does not have an option b) in 2 player games.

Altered Special Abilities

- * Every other time **Mentak** uses the ability to steal Trade Goods, they gain 1 Trade Good.
- * If **Xxcha** activate the Diplomacy card, they may also spend a Command Counter from Strategy Allocation and 2 influence to use the primary ability an additional time.

Objectives

- *All **Objectives** that requires spending a sum of influence, resources or TG have their values halved, rounded up. For example; "I now spend 8 resources" becomes "I now spend 4 resources".

Card Modifications

If the Expanded & Revised card decks are used decks are used, simply ignore cards with the "2pX" symbol (discard and draw another when drawn, or remove from the deck beforehand). If using the traditional deck, ignore obsolete and non-functional cards, and include the following changes.

- ***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 remain on it.
- ***Opening The Trade Routes PC**; *against: "The next three trade goods a player receives this round are instead given to their opponent"*

Appendix 4: Scenarios (1/3)

TWILIGHT IMPERIUM

SHATTERED ASCENSION

Author's note:

These maps are designed to increase the amount of conflicted zones and hence cause more intense games, with more skirmishes and increased need for negotiations and diplomacy between more races.

It also removes the pre-game luck element of tile-drawing.

For higher resolution representations of the maps, visit

www.astralvault.net/games/SA/

Using a pre-set map, 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 bid 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.

Unstable Wormholes:

Double sided wormhole tokens on the board flips when you enter, changing the wormhole to the indicated type. Only the wormhole which is *entered* is flipped around not the wormhole on the exit side.

Ultimatum

(5 players)



Lost Triumvirate

(3 players)



Focal Point

(2 players)



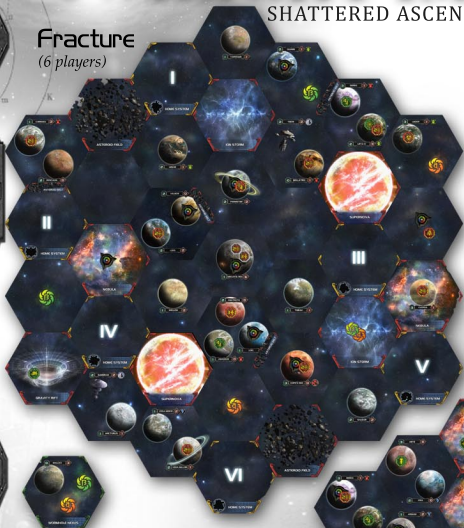
Appendix 4: Scenarios (2/3)

TWILIGHT IMPERIUM

SHATTERED ASCENSION

Fracture

(6 players)



Exodus

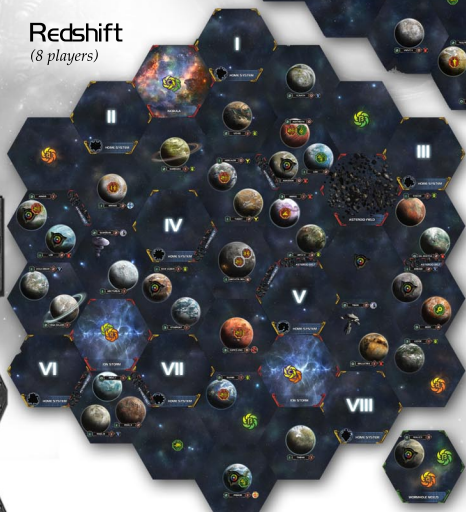
(4 players)



First Contact

(2 players)



*TWILIGHT IMPERIUM***The Prophecy***(7 players)***Redshift***(8 players)***Border Tokens**

Asteroid Belt - You may not pass through this border unless you have the Anti-Mass Deflectors technology. PDS units may not shoot through this border.

Space-Time Anomaly - This border is impermeable. Ships may never travel through here.

Standing Grav Wave - This border may only be passed from one side, as indicated on the token. Space Cannon abilities may not fire through this token.

Appendix 5: Shards of the Throne additions

TWILIGHT IMPERIUM

SHATTERED ASCENSION

Assuming the modifications below, the following components from Shards of the Throne expansion are fully compatible with Shattered Ascension.

General:

- ***Gravity Rifts** grant +1 movement when moving through them in a *non-straight line* (i.e., not exiting on the opposite side of entering. Ships in Gravity Rifts do not block enemy movement. If the Maneuvering Jets technology is not obtained, roll one die for each ship passing through the Gravity Rift. At a roll of 1-3, the ship ends its move there. Place a Command Counter from reinforcements pile in the system. If there are already enemy ships present, the moving fleet is destroyed.
- ***Promissory Notes** are not tied to the Assembly Strategy Card, but may be awarded to other players at any time, e.g., as a bargaining chip. The Promissory Note "*Support of the Throne*" is not in use.

Preliminary Objective Cards:

When revealing Objectives during step 9 of the initiation sequence (page 1), also reveal **one Preliminary Objective Card** face up in the common play area. When claimed by one or more players, Preliminary Objectives are removed from play and may not be claimed at a later point.

Note; Preliminary Objective Cards do not award a Secret Objective upon completion.

Flagships:

- *Flagships are not required to be built in Home Systems.
- *For changes on individual Flagships, see re-printed race cards for details.

New Technologies:

The new Technology Advances have any pre-requisites but serve as pre-requisites for other 2nd-level Technology Advances (see Technology Advancement Tree, appendix 6).

Council Representatives:

Not used with SA.

Mercenaries:

Not generally used with SA. In order to include Mercenaries nonetheless, implement the following rules;

- ***Mercenaries** are not gained directly through the Trade Strategy Card. Instead, a random **Mercenary** is drawn after Trade is conducted (except first round of play). Players may then make a simultaneous **Mercenary Bid**; this is accomplished by each player holding a number of Trade Goods tokens (may be 0), representing the sum willing to pay for the Mercenary (these tokens may be taken from reinforcements pile, but it is not allowed to exceed the sum of his available Trade Goods, resources and/or influence). If no players bid any Trade Goods, the Mercenary will be discarded. The highest bidder places the mercenary under his colors on a friendly planet or fleet. The actual bid is then paid normally by a mix of Trade Goods, resources and influence. Note; **lost Mercenary Bids** must now also be paid (in contrast to other bidding processes). Mercenaries that do not receive any bids are simply discarded. If two or more players bid the same amount of Trade Goods, the player the most unexhausted influence will assume control of the mercenary.

Next, it is possible for any to call a **Loyalty Bid** on *already existing* mercenaries. Here at least 2 Trade Goods must be bid by the player calling it. Other players may also join this bid. If this bid is at least 2 Trade Goods *higher* than the owners counter-bid, the mercenary will switch sides and is placed at any planet or fleet friendly to the new owner. If the mercenary is of the same race as the owner, an over-bid of *three* Trade Goods is required.

- *As usual, Mercenaries have an upkeep cost of 1 Trade Good every round, paid at the end of Status Phase. Mercenaries that are not paid will venture off into the discard pile.

*The **Evasion** ability of Mercenaries may only be used once during each combat round.

ENVIRO COMPENSATOR

Your Speed Docks gain +1 production capacity.

TRANS-FABRICATION

When producing units at a Space Dock, you may exclude ships in the system to add to that of your Space Dock, or receive half their value in Trade Goods (round up). You may spend Influence instead of more Space Docks during your Research, as if spent on the Ship.

HYPER V LASER

Cruisers and Destroyers (which are not granted or modified by other Tech and Technology).

IMPULSION SHIELDS

During your action, once each Cruiser receives +1 to its shields (combine rolls for Space Shields).

ANTI-MASS DEFLECTORS

Your units may move through Belts. +1 movement.

ION DRIVE

Once each round gain +1 to your Ion Drive from War Sun Ships.

STAYERS CAPSULES

Destroyers and Cruisers receive +1 Ground Force.

SARMEEN TOOLS

When producing units at one or more Space Docks during your Research, receive 2 free Space Docks as if spent on the Ship.

AUTOMATED TURRETS

During Anti-airfighter Barrage, Destroyers receive one extra combat dice during both attacks.

DEEP SPACE CANNON

Your FOS (Space Cannon) have range into adjacent wormholes.

XRD TRANSFORMERS

Your Cruisers receive +1 movement.

CYBERNETICS

Fighters receive +1 to their combat rolls.

NEURAL MOTIVATOR

Receive +1 to Action Cost in Status Phase.

MICRO TECHNOLOGY

When placing Trade Goods on your Trade Goods table, you may place a token on another Trade Good. You may spend Influence instead of more Space Docks during your Research.

WAR SUN

You may build War Suns. You may share a War Sun with another player. +1 to your War Sun's combat dice during both attacks.

MAGEN DEFENSE GRID

+1 to combat rolls of FOS and ground units defending against incoming attacks. Enemy Shields not used during combat rounds of the Invasion Combat.

MANEUVERING JETS

Space Ships and Space Cruisers roll against adjacent systems. (1/2 of FOS receive +1 to their movement rolls. Enemy rolls do not impact movement).

GEN SYNTHESIS

Ground Forces receive +1 to their combat rolls. One extra Ground Force unit is added to a Shock Troop after successful (as the attacker).

NANO ROBOTICS

Final units are acquired at the end of your actions. Robots are acquired refreshed. (Robot cost as determined previously).

GRAVITON LASER SYSTEM

Your FOS (Space Cannon) Belts or receive one re-roll.

LIGHT / WAVE DEFLECTORS

Enemy fleets do not block your movement.

HYPER METABOLISM

Gain one additional Command Counter. At the end of the Status Phase, you may spend 1 Command Counter to gain 1 Action Card.

INTEGRATED ECONOMY

Produce your produce units during your Research. You may spend Influence to produce units. If you have a resource (which you may have used elsewhere) or a unit (which you may have used elsewhere) already gained by the same player, you may spend 1 Command Counter at the end of your turns.

DACXIVE ANIMATORS

After successful Invasion Combats each ground unit destroyed on both sides. On 6+, receive 1 Ground Force on the planet.

ASSAULT CANNONS

Destroyers and Cruisers receive 1 per combat roll.

TYPE IV DRIVE

Your Destroyers and Cruisers receive +1 movement.

TRANSIT DODGES

Action cost: 0/1 CC from Strategy Allocation to move up to 60 percent between friendly planets or fleets.

GRAVITON MEGASTOR

You gain +1 to all bombardment rolls. Bombardment ability.

XENOPSYCHOLOGY

You receive +3 votes. Your ability becomes: Spend 1 Command Counter from Strategy Allocation and 2 Influence to choose a Planet. You may spend Influence to produce units. Its owner must destroy a planet unit on 6+. Claim the planet if no ground units remain on 6.

FLEET LOGISTICS

Once per round, as an action, you may spend 1 Command Counter to receive +1 to your fleet's Space Docks in the system.

ADVANCED FIGHTERS

Your fighters may move independently during your actions. Unassigned fighters count towards fleet supply.

X-BB BACTERIAL WEAPON

Produce your units from this roll one die for each ground unit present on the planet; on a result of 1-3, the defender must destroy one die on the same planet. (as the defender) and either exhaust or lose control of a planet.



Appendix 6: Technology Advancement Tree