Twilight Imperium Combined Rules

Main source: http://bit.ly/TI-Rules using both expansions plus updates from FAQ. Assumes all base rule changes and additional Races, Systems, and Action/Political/Technology/Secret Objective cards are included in the "standard" game.


THE OBJECT OF THE GAME

To win a game of TWILIGHT IMPERIUM ("TI"), players seek to accumulate Victory Points by achieving objectives and carefully choosing helpful strategies. The game ends when a player reaches a total of 10 Victory Points, during step 1 of the Status Phase.

Part 1. Game Setup

1. Decide how you want to build the galaxy (Standard, Preset, or Scenario) which variant rules you wish to play with:
   - (I) Shattered Ascension
   - (I) Variant Objectives [SE]
   - (I) The Long War
   - (I) Age of Empire
   - (I) Preliminary Objectives [ST]
   - (I) Star by Star [Asc]
   - (II) Surrender [Asc]
   - (II) Simultaneous Action System [Asc]
   - (II) Crimson Suns [Asc]
   - (II) Tactical Retreats [SE]
   - (III) Variant Strategy Cards [SE] [ST] [Asc]
   - (IV) Facilities [SE]
   - (IV) Wormhole Nexus [SE]
   - (IV) Distant Suns (territorial, public [SE])
   - (IV) Custodians of Mecatol Rex [SE]
   - (IV) The Final Frontier [ST]
   - (IV) Artifacts [SE]
   - (IV) Dimension Rifts [Asc]
   - (V) Sabotage Runs
   - (V) Shock Troops [SE]
   - (V) Space Mines [SE]
   - (V) Mechanized Units [ST]
   - (V) Flagships [ST]
   - (V) Mercenaries [ST]
   - (V) Leaders
   - (VI) Race-Specific Technologies [SE] [ST]
   - (VII) Voice of the Council [SE]
   - (VII) Political Intrigue [ST]
   - ______ Simulated Early Turns [SE]
   - ______ Fall of the Empire [ST]
   - ______ 2-Player Games [Asc]
   - ______ Twilight Council [Asc]

2. Randomly assign each player a race.

3. The Common Play Area - The following should be placed in the common play area, viewable by all players:
   a. The Action and Political decks, individually shuffled.
   b. Various counters and tokens (Trade Goods, supplemental Fighters/Ground Forces, Space Mines, etc).
   c. The 8 Strategy Cards side-by-side in numerical order with their "active" side up.
   d. The Victory Point Track, with one Control Marker for each player in the space marked "0."
   e. The (neutral) Planet Cards.

4. Objectives
   a. Prepare the Objective Deck and include it in the Common Play Area. (See the "Objectives" section below.)
   b. Deal a random Secret Objective to every player.
   c. Return all unused Objective Cards to the box, sight unseen.

5. Randomly assign one player the Speaker token.

6. Create the game board (see next section).

7. Player Setup - Each player takes the following:
   a. The Race Sheet, Racial Technology Cards, Trade Cards, Command Counters and Control Markers for their Race.
   b. The Initial Units listed on their Race Sheet.
   d. 2 Political Cards if playing with the Assembly (II) variant Strategy Card (or Twilight Council).

8. The first Strategy Phase now begins.

VARIANT: SHATTERED ASCENSION

Shattered Ascension is a set of homebrew rules modifications with many years of playtesting behind them. It is recommended that all Shattered Ascension rules be used, rather than only some. Additionally, the people behind it don't have fond opinions of the Shards of the Empire expansion, and none of the SA rules take it into account. That might change in the next year or two.

As this is intended to be a unified rule set, Shattered Ascension changes are included in-line with the regular rules, and will affect everything from technology, to units, to cards, to racial abilities...

Finally, game setup proceeds a little differently for SA games, as follows:

1. Roll a die to determine setup Turn Order.
2. Before assigning Races, deal two Secret Objective cards to each player. One of these must be discarded before the Player Setup step of setup, after any hidden races are revealed.
3. Instead of randomly assigning Races, in play order each player may select a Race or pass. If they pass, after all other players have chosen a race they receive one at random and may keep it hidden until the Player Setup step of setup.
4. Instead of building an Objective Deck, simply shuffle the individual Objective Card decks, drawing Objectives as needed. (Shattered Empire decks with additional SA cards included is recommended.) Begin by revealing the top three Stage I objectives, and once there are 8 Stage I objectives on the board begin revealing Stage II objectives.
5. After creating the galaxy, players bid on where they would like their starting galaxy, rather than having them predetermined. Each player then receives the difference between their bid and the highest bid in Trade Goods.
6. Don't assign the Speaker at random. After creating the galaxy, players bid for the Speaker Token, in reverse Turn Order. The winning bidder is assigned Speaker and all other players receive that player's bid in Trade Goods.
7. After creating the galaxy, after Home System and Speaker bidding wars are complete each player draws/discards the same number of Trade Good tokens, such that the player with the lowest amount starts with 1 Trade Good.
8. Before Player Setup, players with hidden races reveal them, and players must discard one of their Secret Objectives.
9. After the Player Setup phase is complete, the Speaker may set the orientation of the Rotation Cycler, after which the first Strategy Phase begins.

OBJECTIVES

The Objective Cards are the primary way for players to receive victory points. Each Objective card contains a requirement and a victory point award for meeting that requirement. During the first step of the Status Phase, players may qualify for the requirements of one (no more) revealed Public Objective Card in order to receive the corresponding victory points. Additionally, each player may qualify for their Secret Objective Card at this time.

Some Objective Cards state "Now I..." to specify that the player fulfill the requirement during the first step of the Status Phase. A player may only receive victory points from any given Objective Card only once per game. After collecting victory points, as a reminder, the player should place one of his Control Markers on the card.
The Public Objective Deck. The Public Objective deck is constructed in two steps: Shuffle 3 (4 if playing with the Bureaucracy variant Strategy Card) random Stage II objectives together with the IMPERIUM REX objective, then shuffle 6 random Stage I objectives together, and place on top of the Stage II cards. This deck is placed in the common play area, and the first Objective Card is drawn before play begins.

Option: Variant Objectives. The Shattered Empire expansion comes with an alternate deck of Public Objectives that encourage more conflict than the original Objective decks. Players should use either the original or Shattered public objective cards, and not mix them.

Ascension includes 12 extra public objectives. These should be mixed with both the base and Shattered public objectives.

Option: The Long War. When constructing the Public Objective Deck, use two extra cards from each of Stage I and II, and play to 14 Victory Points rather than 10. Optionally, for a more consistent (and slightly longer) game duration replace the Imperium Rex card with an additional random Stage II card, ending the game after the Status Phase after the last card is drawn.

Option: Age of Empire. After step 4, deal out the Objective Deck in a line. After drawing Imperium Rex, stop drawing. During the game, players may qualify for the victory points of any of the revealed Objective Cards. No additional cards will enter the game. After the Status Phase of the first round, place a TURN TOKEN on the leftmost card. After each subsequent Status Phase, move the Turn token one card to the right. When the Turn token moves onto Imperium Rex, the game ends immediately.

Players may not qualify for Stage II objectives during the first three rounds of play.

Secret Objectives. At the beginning of the game, each player receives a Secret Objective card. A player is not allowed to show other players this card until he is able to meet its objectives during the first step of the Status Phase. A player who reveals their Secret Objective Card early loses his Secret Objective Card.

Shattered Empire comes with additional Secret Objectives that should be shuffled into the base deck.

Option: Preliminary Objectives. The Shards expansion comes with a deck of 10 Preliminary Objectives, which are easier, less valuable secret objectives. When playing with these, deal one to each player during game setup instead of the regular Secret Objectives. After a player claims their Preliminary Objective, they then draw a Secret Objective from the deck.

Special Objectives. When playing with the Artifacts or Voice of the Council options, additional Objective cards may be available. These objectives are revealed from the beginning of the game, and may only be claimed by one player at a time, and the player losing the objective also loses the associated victory points.

**Galaxy Layouts**

With 6 players, a Home System is located at each corner at the edge of the galaxy. With other numbers of players, the position of Home Systems will differ as diagrammed. Yellow hexes indicate Home Systems, numbers indicate bonus TG given to the player starting there.

For step 2 of Galaxy Setup, select the following systems:

- **3 Players**: 3 Special, 5 Empty, 16 Regular
- **4 Players**: 4 Special, 8 Empty, 20 Regular
- **5 Players**: 4 Special, 8 Empty, 20 Regular, remove 1
- **5 Players [L]**: 9 Special, 12 Empty, 34 Regular
- **5 Players [S]**: 4 Special, 7 Empty, 16 Regular, remove 3
- **5 Players [LS]**: 8 Special, 10 Empty, 28 Regular, remove 1
- **6 Players [L]**: 9 Special, 12 Empty, 34 Regular, remove 1
- **6 Players**: 4 Special, 8 Empty, 20 Regular, remove 2
- **7 Players**: 9 Special, 12 Empty, 34 Regular, remove 4
- **8 Players**: 9 Special, 12 Empty, 34 Regular, remove 5

**Galaxy Setup**

1. Place the Mecatol Rex system in the middle of the table.
2. Create three piles of systems: Special (red-bordered), Empty (no planets), and Regular. Shuffle together the systems specified in the previous section for the number of people playing. Deal these systems out to the players.
3. Starting with the Speaker and continuing clockwise (in Turn Order), players place their home system about two feet away from Mecatol Rex in an appropriate home system location.
4. In order, players each place one of their systems in the galaxy. Remember to keep space for Home Systems. After each player has placed a system, the order of play reverses.
   - Each ring surrounding Mecatol Rex must be filled before systems may be placed in the next ring.
   - You may not place a Special System (with an inner red border) adjacent to another Special System, unless you have no other option.
   - If you placed a system that did not contain a planet during your last placement, you must, if able, place a system that does contain a planet during this placement. If you are unable to do so, you must reveal your remaining systems to the other players to prove this.
   - If a player does not receive one planet-containing system per ring in the galaxy, reshuffle and re-deal.

- **Option: Star by Star** - Players may choose to keep Home Systems in their hand and place them (hidden) as regular systems. Order of placement does not alternate. Home Systems may not be placed adjacent to each other, and the preceeding restriction on planet-free systems is lifted. The Custodians of Mecatol Rex must be in play, and may be doubled in strength.

No home system may be activated by an enemy during the first round. Muaat must be placed in the outside ring, and the players sitting at your left and right are considered your neighbors, regardless of proximity.

(5) Options: Set up Distant Suns and Artifacts.
Part 2. The Game Round

The game proceeds through a number of Rounds, each consisting of three Phases.

Turn Order is decided according to the player’s selected Strategy Card, from lowest to highest. If a player has more than one Strategy Card, only the lowest card is counted. If players to not have Strategy Cards, the order of play starts with the Speaker and proceeds clockwise (in rotation order). The rotation order is indicated by the Rotation Cycler (clockwise or anti-clockwise). See the Bureaucracy Strategy Card to flip the Rotation Cycler.

1. Strategy Phase: Select Strategy Cards
2. Action Phase: In turn order, players may choose one of the following actions. Players continue making actions until everyone has passed.
   (a) Strategic Action
   (b) Tactical Action
   (c) Transfer Action
   (d) Simultaneous Action
   (e) Pass
3. Status Phase: Gain victory points, and reset the board for the next Game Round.

Winning And Losing

Victory. When a player advances his Control Marker to the end of the Victory Point Track, he wins, even if another player could match or surpass that VP total later in the order of play.

If the Imperium Rex objective card is drawn, the game ends immediately (no further effects of the Imperial Strategy Card are resolved) and the player goes to the player with the highest VP count. In case of a tie, the winner is the player with the greater number of claimed Objective Cards, planets, unused Command CCs, and finally total CCs on their race sheet.

Victory may only take place after step (a) of the Status Phase, or if Imperium Rex is drawn.

Elimination. A player who controls no planets and has no units on the board is eliminated from the game. All of their cards are discarded, all Trade Agreements are broken, and the eliminated player may no longer affect the game.

Option: Surrender. After having passed, a player may surrender. They immediately remove their flag from any Special Objectives and subtract those VP plus one additional from their score. Trade Agreements are kept until elimination. If the surrendering player was Speaker, the Speaker Token moves in the direction of the cycler.

After refreshing planets in the Status Phase:
1. Remove all of the surrendered player’s Leaders, and Space Docks outside his Home System.
2. Add up to three, but to a total of no more than five, Ground Forces on the planet of highest resource value in their Home System. These passive forces will defend only.
3. The Speaker then chooses a planet (other than 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 is paid for. Planets are transferred refreshed. The next player may then choose the next planet/fleet and bidding repeats. Repeat this step until all ships and planets (except the passive HS planet) are taken over by opponents. Bids of 0 are allowed, and may be the only way to claim the last of the surrendered player’s things.

After all the surrendered player’s assets are transferred, double-check that all fleets on the board are still legal (fleet size, and total plastic limit).

The Strategy Phase

Players select a Strategy Card in turn order. If there are 4 or fewer players, each player then selects a second SC in reverse order.

Place a Bonus Counter on each unchosen SC. A player selecting an SC with Bonus Counter(s) on it receive either a Trade Good or a Command Counter for each Bonus Counter.

The player with the most VP receives a number of Trade Goods equal to the difference in VP to the player in second.

The Action Phase

The Strategic Action. Select a Strategy Card. You resolve the Primary Ability on that card. Afterward, in rotation order, the other players may elect to resolve the Secondary Ability on the card. Then flip the SC over to indicate it has been used.

The Tactical Action.

1. Activate a system
   Begin the Tactical Action by placing a Command CC on the system you wish to activate. You may not activate a system containing one of your CCs.
2. Move ships into the system
   You may now move friendly ships into the activated system. Ships that are out of movement range, need to pass through a system containing enemy units, or are in a system already activated may not move. Any ship moving must end its movement in the activated system.
   Cargo units must be accompanied in movement by ships with capacity to support them. During movement, additional cargo may be picked up (but never dropped off).
   If ships have entered a system containing enemy Space Mines, the mines now activate.
3. PDS fire
   After you have finished moving, enemy PDS in range may fire at your fleet in the system. Then, any of your PDS in range may fire at enemy ships in the system.
4. Space Battle
   If the system now contains ships belonging to more than one player, a Space Battle occurs.
5. Planetary Landings
   You may now commence Planetary Landings by landing GF and PDS units onto planets in the activated system.
   If a system contains multiple planets, you may split your landing forces between them in any way you see fit, but may not change your mind after this step.
   • Friendly Landing: A player lands units on a planet already under his control.
   • Neutral Landing: A player lands units on a neutral planet. After landing at least one Ground Force on the neutral planet, the active player takes the corresponding Planet Card from the Planet Deck and places it, exhausted, in his play area.
   • Hostile Landing (Invasion): A player lands units on a planet containing one or more of an enemy player’s Ground Force units. This will result in an Invasion Combat during the Invasion Combat step.
6. Invasion Combat
   If any planet contains Ground Forces belonging to more than one player, Invasion Combat occurs. If multiple Invasion Combats occur, you decide the order in which they are resolved.
7. Produce Units
   You may now produce units and build Space Docks, if able.

The Transfer Action.

1. Activate two systems
   Begin the Transfer Action by placing a Command CC in one system, and a second CC from your Reinforcements in an adjacent system. Both systems must contain at least one of your units, absolutely no enemy units, and must not already contain one of your CCs.
2. Movement
   You may now move ships between the two activated systems. As during a Tactical Action, cargo units must be transported by other ships.
3. PDS Fire
   Enemy PDS in range may now fire at your fleets in the activated systems. PDS units may only shoot once.
4. Planetary Landings
   As per the Tactical Action, but only Friendly Landings may be performed.
5. Produce Units
   Select one of the systems, you may now produce units and build Space Docks there, if able.
Option: The Simultaneous Action. Players may decide to use the following generalization of the Transfer Action, based on the standard Tactical Action. The Tactical Action is modified as follows:

Step 1: You may activate any number of systems normally, spending Command CCs with one bonus CC from your reinforcements.

Step 2: Move ships as normal, into any of the activated systems. Be careful not to exceed movement limits.

Step 3: When enemy PDS fire, they each only get one shot (even if they could affect two activated systems).

If the active player moves ships that result in a Space Battle, or wishes to engage in Planetary Landings or Produce Units, they must pay an additional CC from the Command Pool for each such system.

Note that if only performing the actions in the Transfer Action, playing it as a Simultaneous Action will cost more CCs. However, playing it as a Simultaneous Action allows for more actions (active player PDS fire, combat, hostile landings).

Passing. As long as a player has no remaining active Strategy Cards, they may choose to pass. After passing, they may not perform any other Actions this round - if their turn comes up again they automatically continue to Pass. Note: Players may still execute the Secondary Ability of other players' Strategy Cards after passing.

The Status Phase

During the Status Phase, players may qualify for objectives, and prepare for the next Game Round.

(1) Qualify for Public/Secret Objectives
In order of play, each player may qualify for one Public Objective, their Secret Objective, and any number of Special Objectives. To do so, he must prove to his opponents that his claim is valid (revealing his Secret Objective Card if necessary). After doing so, he places a Control Marker on the claimed Objective Card and advances his Control Marker on the Victory Point Track the appropriate number of spaces.

Objective Cards that say “I win the game” are considered to be worth as many VP as needed to win the game. E.g. in a game to 10 VP, these objectives are worth 10 VP.

A player may only achieve a given Objective once, and may only claim objectives if they control all planets in their Home System.

(2) Repair Damaged Ships
(3) Remove Command Counters from the board to the reinforcements pile.
(4) Produce Trade Goods, receiving 1 TG for every 2 resources spent.
(5) Refresh Planet Cards
(6) Income: 1 Political Card, 1 Action Card, and 2 Command Counters. Players may discard two Political Cards and draw a new one any number of times.
(7) Option: Crimson Suns
Players may Declare War on opponents by spending 2 Influence. When you attack a player you have a War Declaration on, after the battle you receive 1/2 (round down) the value of your destroyed ships in Trade Goods. When you defend against a player you have a War Declaration on, after the battle you receive 1/4 (round down) the value of your destroyed ships in Trade Goods.

Declaring War immediately breaks Trade Agreements, and accepting a Trade Agreement breaks the War Declaration. You may only have two War Declarations active at a time.

(8) Redistribute Command Areas
Players may redistribute the Command Counters on their Race Sheet between the three pools.
(9) Return Strategy Cards

Combat

Space Battles. After movement, if a system contains ships belonging to two players, a Space Battle must be fought. Before beginning combat, resolve any pre-combat effects (Anti-Fighter Barrages, Sabotage Runs, racial abilities, technology, action cards), and then remove casualties for all of those. The defender chooses the order pre-combat effects are resolved in, remembering that Sabotage Runs must occur after any Anti-Fighter Barrage casualties are removed. Rather, resolve Anti-Fighter Barrages, then all other effects at once.

Next, repeat the following steps until one player no longer has ships in the system.

(1) Announce Withdrawals/Retreats
Players may announce their intention to leave the contested system. If the attacker decides to withdraw, the defender may not retreat.
(2) Roll Combat Dice
Each ship rolls appropriate combat dice for their ships.
(3) Remove Casualties
Players apply hits rolled by their opponent in the previous step to their ships.
(4) Execute Withdrawals/Retreats
If a withdrawal/retreat was announced during step 1, that player now executes that action. When executing a withdrawal or retreat, a player must withdraw his entire fleet to an adjacent system that has previously been activated by that player and contains no enemy ships. If a player has no previously activated systems adjacent to the contested system, he may not withdraw or retreat.

After a successful withdrawal or retreat, make sure that the withdrawing/retreating player is still in compliance with his Fleet Supply (see rules for Fleet Supply on page 21) and has sufficient Fighter capacity (see the Fighter units description on page 29) in the new system. If not, he must immediately destroy the excess ships.

Option: Tactical Retreats. When announcing a retreat, the defender may spend a Strategy CC to activate an adjacent, unactivated system that contains no enemy units. At the end of the combat round, he must retreat to this system. If the defending fleet is destroyed before it can retreat return the Command Counter to the player’s Strategy Allocation, it is not lost.

Invasion Combat. After a Planetary Landing, if a planet contains units belonging to two players, Invasion Combat occurs. Before beginning combat, resolve and remove any casualties from X-89 Bacterial Weapon (tech), Bombardments, and defending PDS fire (one shot each), in that order. Then resolve any other pre-combat actions from other sources, in defender’s choice of order.

Next, repeat the following steps until one player no longer has Ground Forces remaining.

(1) Roll Combat Dice
Each Ground force rolls their combat dice.
(2) Remove Casualties
Players apply hits rolled by their opponent in the previous step to their own forces.

If at least one attacking Ground Force is present after combat is complete, the invasion is a success. All defending PDS units and any Space Dock on the planet are immediately destroyed. The attacking player then claims the Planet Card from the previous owner and places it, exhausted, into his play area.

If all attacking GF are destroyed, also destroy any accompanying PDS.

If both players lose all GFs in the same combat round, the defender places a Control Marker on the planet, defending PDS and Space Docks remain.
Part 3. The Play Area

Each player has a play area centered around their Race Sheet. In addition, there is a common play area in a central location containing the Victory Point track, un-chosen Strategy Cards, unclaimed Planet Cards, the Political and Action decks, and supplemental tokens.

Strategy Cards

During the Strategy Phase, players choose between eight Strategy Cards to play during their turns. Details of the Strategy Cards are provided in the appendices.

The eight Strategy Cards are Initiative, Diplomacy, Political, Logistics, Trade, Warfare, Technology, and Imperial.

Option: Variant Imperial Strategy Card. The Imperial II Strategy Card provides fewer guaranteed Victory Points, but allows a player to claim multiple Public Objectives this round.

When playing with Imperial II, you must play with the optional Age of Empire rule.

Option: Variant Strategy Cards. Replace all 8 original Strategy Cards with the following: Leadership, Diplomacy II, Assembly, Production, Trade II, Warfare II, Technology II, and Bureaucracy.

Strategy Cards ending in a roman numeral are affected by all abilities and cards that would affect the original. If an Action or Political Card refers to a Strategy Card not in play, discard it and draw a replacement.

Option: More Variant Strategy Cards. When playing with the optional Political Intrigue rule, substitute the Political or Assembly Strategy Card with Political II or Assembly II.

When playing with the optional Mercenaries rules, substitute Trade or Trade II with Trade III.

Option: Even More Variant Strategy Cards. When playing with 4 or 8 players, include a ninth Strategy Card, Prospect, which leaves additional choice for the player selecting the last Strategy Card.

Ascension includes rules for alternate Political/Assembly and Trade strategy cards, but the Political Intrigue and Mercenaries rules are an improvement on those, so they are not included here.

The Reinforcements

Any ships, command counters, or other items belonging to a player but not in play are considered to be in your Reinforcements.

Command Counters

At the start of the game, players are each provided with a total of 16 Command Counters (or 24, see Part IV Unit Limitations).

Whenever a player receives a Command Counter from their reinforcements, they must immediately place it on their Race Sheet in one of the three following areas. Once placed, they may only be moved during the Status Phase (Step 6). When spending or otherwise using a Command Counter, the counter must be removed from the Race Sheet and returned to the Reinforcements.

Fleet Supply. The number of ships in any system (not including supported Fighters) may never exceed the number of Command Counters in a player's Fleet Supply. If for any reason the number of ships in a system exceeds the Fleet Supply, the owner of the ships must immediately remove enough ships from the system to become compliant. Additionally, players may have no more than 4x their Fleet Supply in play overall, but may have a minimum of 20 ships regardless of their Fleet Supply.

Note that there is no limit to the number of active fleets on the board, so long as each fleet does not exceed the Fleet Supply limit.

A player must pay one resource during the Strategy Phase for each point of Fleet Supply over 8.

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

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

Action Cards

As players come into possession of Action Cards, they should remain secret. A player is limited to 7 Action Cards, and should immediately discard one upon drawing an 8th.

Action Cards each specify the specific times they may be played. A player may never play two identical Action Cards for an identical effect during one round.

Some Action Cards read “Play: as an Action.” These cards are played during the Action Phase instead of taking a regular action. The actions listed on the card must be taken.

To play an Action Card, place it in front of you and declare that you are playing it. Except for cards played “when a card is played,” cards are resolved in the order they are declared.

A player does not need to announce playing Sabotage ahead of time. The Sabotage card is simply played and resolved immediately.

For the purposes of Action Cards, a Home system only counts as such if the race of origin controls it.

Political Cards

If playing with the Assembly variant Strategy Card, players will accumulate a hand of Political Cards, which should remain secret. A player is limited to 5 (7) Political Cards, and should immediately discard one upon drawing another.

Every Political Card contains an agenda that requires a vote in the Galactic Council. As the first step in convening the Council, the active player reads aloud the Political Card in question and makes it clear what kind of vote is about to be cast. There are two types of agenda votes: “Elect” and “For or Against.”

See the section below on Politics for more information on playing Political Cards.

Political Cards may not be spent as Trade Goods.

Planet Cards

When a player successfully invades a planet (neutral or enemy), he immediately claims its corresponding Planet Card, exhausted.

The planet card indicates the Resources (used to purchase units and technology) and Influence (used to acquire Command Counters, play certain Action Cards, and vote in the Galactic Council) provided by the planet, as well as any technology specialty or refresh ability.

Planet Cards should be kept face up when refreshed, and face down when exhausted.

See the section below on The Galaxy for more information about Planets.

Trade Goods

Players may spend Trade Good counters as a substitute for spending either one resource or one influence. Players are allowed to give other players Trade Goods at any time, which also makes them a flexible currency with which to bribe, pay, or assist other players economically.

See the section below on Trade for more information on acquiring Trade Goods.

There is an unlimited supply of Trade Goods. If you run out of tokens find a substitute.
Part 4. The Galaxy

PLANETS

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

Spending Resources and Influence. Throughout a game of TI, you will need to spend both resources and influence for many different purposes. Both are provided by the planets under your control.

Exhausting Planets. Whenever you want to spend influence or resources, you must exhaust one of your Planet Cards by turning it face down. This provides you with the resources or influence listed on the planet card. Once exhausted, a Planet Card cannot be used for anything else until it is refreshed in the Status Phase (or by another effect).

Paying Costs. Whenever a player wishes to spend resources or influence, they simply announce the total amount they wish to spend, and then exhaust Planet Cards which provide a combined total of that amount (or greater). Any spare resources or influence provided by an exhausted Planet Card are lost.

Technology Specialty. Technology specialties represent a certain local knowledge or a natural resource important to a specific area of science. This provides the owner of the planet with a discount resource towards purchasing advances of that technology type, provided the planet is unexhausted. A handful of planets contain a Yellow (general) Technology specialty. This specialty works like the red, green, and blue specialties except that the yellow specialty does not count for the purpose of fulfilling objectives.

Refresh Abilities. Some planets have Refresh abilities that may be used during the Status Phase. Immediately after refreshing planet cards, the planet’s owner may exhaust it to gain the benefit listed on the planet card. Refresh abilities may provide 2 Trade Goods, 2 Ground Forces, 2 Shock Troops, or 2 Fighters. Abilities that produce units must place those units on the planet that produced them.

Trade Stations. Two regular systems contain Trade Stations. These trade stations have Refresh abilities that provide Trade Goods. Distant Suns domain tokens are never placed on Trade Stations. Ground Forces, Space Docks, and PDSs may only be built on a planet that you have controlled for the system or if there are no more Facility Cars of the chosen type remaining.

Trade stations may never be invaded. Instead, whenever a player has ships in a system with no opposing ships, he immediately places his control marker on the station and gains control of the station’s planet card, exhausted. Capturing a Trade Station from an opponent does not break trade agreements.

Aside from the above exceptions, Trade Stations are still considered planets for the sake of abilities and other cards that target planets.

Option: Facilities. A player may build facilities during the Produce Units step of a Tactical Action. Colonies increase the influence of a planet by 1, while Refineries increase the resource value by 1. Facilities are built following the same rules as Space Docks, and may only be built on a planet that you have controlled for the entire game round. A player may not build a facility if an opponent has ships in the system or if there are no more Facility Cars of the chosen type remaining.

Building a Facility costs 1 (0) resource, and may only be built on an unexhausted planet. Building a facility exhausts the planet.

A planet may only have one facility built, and if the planet is successfully invaded the facility is immediately destroyed, unless it is captured by and Agent or Shock Troop (same rules as capturing a space dock).

SYSTEMS

Home Systems (Yellow Border). These represent the starting systems for each of the 10 great races. At the beginning of the game players randomly draw one of these systems to determine which race they will play. For the purpose of Action Cards, a Home System is only considered as such if the race of origin controls it.

The Ghosts of Creuss hare two separate Home Systems connected via a “D” Wormhole. Both of these systems are considered Home Systems for the purposes of card and game effects. During Setup, the Ghosts of Creuss only place the hexagonal tile in the galaxy, and all his starting units must be placed in the system containing the planet Creuss.

Regular Systems. Regular systems are either empty, or contain one or more planets. Some regular systems also contain an end of either the Alpha or Beta Wormhole. Although considered a regular system, the Mecatol Rex system always forms the center of the galaxy and is never randomly distributed during galaxy creation.

Wormholes. Systems with similar wormholes are considered to be adjacent to each other for the purposes of movement only, including a Transfer Action. PDS with Deep Space Cannon technology may not fire through a wormhole, and action cards affecting adjacent systems cannot cross wormholes. If only one of a particular wormhole is in play, it has no function and is ignored.

Option: The Wormhole Nexus. The Wormhole Nexus is a unique system outside the known galaxy. This tile is placed off the board, and a player may travel to it solely by wormhole. It is treated like any other system, but is considered adjacent to every system containing either an Alpha or Beta wormhole. The Wormhole Nexus does not need to be controlled to fulfill the “Keeper of Gates” Special Objective, though it does make it easier.

Special Systems (Red Border).

Asteroid Field. A player’s ships may not move through an Asteroid Field unless that player has gained the Anti-mass Deflector technology. If a player does have the required technology, he may move his ships through an Asteroid Field, but it is never possible by any means for a ship to end its movement in an Asteroid Field. An Asteroid Field may never be activated.

Gravity Rift. Ships may move into and through a Gravity Rift. When a ship moves out of (or through) a Gravity Rift, its owner must roll a die. On a roll of 1-5, the ship is destroyed. Multiple ships must roll individually, and if a Carrier is destroyed in this way all units it is carrying are destroyed as well.

Ion Storm. Ships may never move through an Ion Storm, only into or out of the storm. PDS cannons may never be fired at ships inside an Ion Storm. Fighters do not roll any dice during combat inside an Ion Storm, but may still be taken as casualties.

Nebula. A Fleet defending a Nebula receives +1 to its combat rolls during any space battle here. Ships can never move through a Nebula, but can move into a Nebula via normal activation. A ship leaving a Nebula always has its movement reduced to 1.

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

DOMAIN COUNTERS

A summary of all [Space] Domain Counters is available from Board Game Geek at http://boardgamegeek.com/filepage/71169

Option: Distant Suns. After the game board has been created, but before the game begins, randomize the Domain Counters and place one on every neutral planet on the board (ie, not including Mecatol Rex or any Home System). Return the remaining counters to the box, sight unseen. After a player has landed Ground Forces during a Planetary Landing, reveal and resolve the token. Any units spawned from a Domain Counter are treated like regular units in respect to all combat (and other: bombard, capture, etc) rules. If a player gains control of a planet in any other way, the Domain Counter is ignored and returned to the box.

Probing: Immediately after the movement step of a Tactical Action (not a Transfer) the active player may choose to probe Domain Counters in the activated system as long as they have at least one Fighter in the system. If probing, the player may secretly look at the face of every Domain Counter in the system and then return the counters to their respective planets. A player may not land Ground Forces on a planet during the same activation in which he probed the planet.

Quick Probing: Distribute all available fighters to planets being probed. Immediately before Planetary Landings, roll one die for each fighter, if at least one 8+ is rolled the planet is successfully probed.

Deep Space Probing: During the Strategy Phase, each player may probe one planet in a system adjacent to (or in the same system as) each of their Space Docks.

Native Knowledge: Before the game starts, all players may secretly look at any one Domain Counter.

Razing: At the start of a Planetary Landing, a War Sun or Dreadnought may choose to raze a face down Domain Counter. The active player then returns the
Part 5. Technology

Before the game begins, each player is provided an identical deck of technology advances, and each player starts the game with a few “Starting Technology” advances. When a player has acquired a Technology advance, he takes the respective card and places it face up before him in his play area. **Players may not give each other technology advances.**

There are four different technology, each associated with a color: **Warfare**, **Biotechnology**, **Propulsion**, and **General**.

### Acquiring a Technology Advance

In general, Technology advances are acquired when the Technology Strategy Card is executed during the Action Phase. Most Technology advances have **prerequisite technologies**. Before any Technology advance can be acquired, a player must already have obtained the prerequisite technologies printed on the card.

#### Planetary Technology Specialties

Some planets have a technology specialty. The presence of a technology specialty gives the owner of the planet the ability to purchase a Technology Card of that type for 1 less than its normal cost when executing the secondary ability of the Technology Strategy Card, so long as the planet is not exhausted when purchasing begins. If a player controls multiple planets with specialties, the discounts stack.

**Option: Race-Specific Tech.** Both Shattered Empire and Shards of the Throne include a Race-Specific technology for each race, available exclusively to them.

These technologies can be researched instead of a regular technology, and cost the usual price for the circumstance plus the number indicated on the card, minus the number of VP the race currently possesses. If a race reaches a number of VP equal to the extra cost printed on the technology card before purchasing it, they automatically and immediately acquire it.

The race-specific Technology cards have no prerequisites, nor do they have a color. They are otherwise treated as normal technologies in all other respects.

For details on individual Race-Specific Tech, see the section below on Races.

### Part 6. Trade

At the beginning of the game, each race receives the two Trade Cards belonging to their race. Players should place these cards in their playing area with the Trade Contract side face up.

**Opening Trade Agreements.** The primary ability of the Trade Strategy Card allows players to forge trade agreements. After agreeing to trade, the two players must give the other one of their own Trade Cards. These cards should be placed in their respective playing area with the Trade Agreement side face up.

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

Trades may only be involve one Trade Card from each player, and two players may only make one trade agreement with each other.

In 3- and 4-player games, players may trade one Trade Agreement with themselves. In a 2-player game, players may trade both with themselves.

**Receiving Trade Goods.** Players receive Trade Goods from their Trade Agreements in clockwise order (simultaneously) from the Trade Strategy.

A player receives Trade Goods by simply counting the total trade value of any trade agreements in his play area. The player then takes that number of Trade Goods from the common play area. Note that players are not allowed to collect trade income from trade agreements formed during the same action.

**Breaking Trade Agreements.** Any player involved in a trade agreement may break the agreement during the Status Phase by simply announcing that they are ending the agreement, and returning the Trade Card to its owner in exchange for their own.

If two trading players become involved in a Space Battle or Invasion Combat with each other, any trade agreements are instantly broken.

When executing the primary ability of the Trade Strategy, the active player may choose option “b” to break every trade agreement in play. If they choose to do so, all Trade Cards are returned to their owners.

### Domain Counters

When playing with both Artifacts and the Wormhole Nexus, place an artifact token on Mecatol Rex. Artifacts also count as a Technology Specialty of their color, and provide their discounts even if the planet is exhausted. A Scientist provides an additional point of discount as usual, but the artifact does not count toward Objectives based on acquiring Tech Specialties.

If playing with both Artifacts and the Wormhole Nexus, place an artifact token on Mallice at the beginning of the game.

**Option: Territorial Distant Suns.** For a slightly less dangerous galaxy, make two piles out of the Domain Counters. “Low-risk” Domain counters (Peaceful Annexation, Natural Wealth (2), Native Intelligence, Hostile Locals (1), Biohazard, Hostage Situation, Fighter Ambush (1), and Settlers) are shuffled and placed on systems adjacent to Home Systems. After those systems are filled, all remaining Domain Counters are shuffled together and distributed.

**Option: Public Distant Suns.** Play with all Domain Counters revealed.

When using a preset scenario, randomly distribute Domain Counters to all planets before Home System bidding starts.

When building a galaxy, players in turn order draw a random Domain Counter and place it face up on any (non-home-system) planet on the board until all planets have one.

**Option: Custodians of Mecatol Rex.** Place the two grey/red Domain Counters on Mecatol Rex. They are treated like regular Domain Counters. If playing with the Star By Star option, you may choose to double the strength of the Custodians.

**Option: The Final Frontier.** After the game board has been created, but before the game begins, randomize the Space Domain Counters (without a planet on their back) and place one face down in each Empty System (no planets, no red border). An empty system's Space Domain Counter is revealed and resolved after all moving units have ended their movement in that system. The Final Frontier does not require that Distant Suns be played as well.

**Option: Artifacts**

Artifacts are worth 1 Victory Point to the player that controls the planet the artifact is on. Artifacts may never be moved.

At the start of the game, each player selects a planet. Players may not choose Mecatol Rex, any Home System, any system adjacent to a Home System, or a planet in a system containing another chosen planet. Then, place one randomly selected artifact token face down on each of the planets.

When a player gains control of a planet that contains a facedown artifact token, the artifact is immediately turned face up. If the token is blank (a “dummy” artifact) it is removed from the board and that player receives 2 Trade Goods. Otherwise, that player immediately claims the corresponding Special Objective Card and gains a victory point.

If the player loses control of the planet with the Artifact, he immediately loses the Objective Card and 1 victory point.

Artifacts also count as a Technology Specialty of their color, and provide their discount even if the planet is exhausted. A Scientist provides an additional point of discount as usual, but the artifact does not count toward Objectives based on acquiring Tech Specialties.

If playing with both Artifacts and the Wormhole Nexus, place an artifact token on Mallice at the beginning of the game.

**Option: Dimension rifts.** Whenever a blank Artifact Token is discovered, draw a random double sided Wormhole Token (if available) and place it in the system. The active player chooses which side faces up.

Whenever a fleet enters such a wormhole, flip the token. Wormholes of this type are ignored for all Objective purposes, but are affected by Political Agendas. Recommended for constructed galaxies.
Part 7. Units

For a detailed summary of unit costs and abilities, see the Appendices.

Producing Units

During the Production step of an Action, a player may build a Space Dock on a planet provided that they have controlled the planet since the beginning of the round, the system does not contain enemy ships, and the planet does not already contain a Space Dock. Additionally, if a Space Dock is already present in the system it may produce units during the Production step.

A Space Dock may only build a number of units (regardless of type or cost) equal to the resource value of its planet, plus two. New spaceships are placed directly in space. New Ground Force and PDS units are placed on the planet containing the Space Dock.

If any enemy ships are present in a system, Space Docks in the system are blockaded and are unable to produce ships. They may still produce Ground Forces and PDS on the planet, however.

A player may not produce War Suns until they acquire the War Sun technology advance.

Players may produce one Ground Force and one Fighter for a cost of 1 resource.

Unit Limitations

Players are limited in their unit selection by the number of plastic ships available to them, except for Fighters, Ground Forces, and Shock Troops, which are available in unlimited quantities. If not enough plastic is available for these units, use supplemental counters. Note that there must always be at least one plastic unit with each stack of supplemental counters to denote ownership.

The number of ships (excluding supported Fighters) a player may have in any one system is limited to the number of Command Counters in his Fleet Supply.

During the Status Phase, at any time after Step 1 is complete, players are allowed to destroy any of their own units on the board, placing the units back in their reinforcement pile.

If at any time units are found to be in an illegal arrangement (exceeding Fleet Supply, too many Fighters/GF for Carriers, etc.), the controlling player must immediately remove ships involved in the illegal arrangement until it becomes legal.

If the extra plastic is available, it is recommended that the additional ships listed in the Available column be added to the available reinforcements for each player to provide for more flexible strategies. If using these additional units, also increase the total number of available Command Counters to 24 (up from 16).

When these additional ships are available, the following rules also apply:

- No player may have more ships on the board than 4x their Fleet Supply or 20, whichever is higher. Supported Fighters do not count toward this limit.
- Every Strategy Phase, if a player has more than 8 Fleet Supply, they must pay 2 resources for each additional point of Supply, or remove the Supply.
- No more than three (Saar) Space Docks may exist in the same system.
- The number of units required for Objectives does not change.

Scuttling Units

At any time during the Status Phase after objectives are qualified for, players are allowed to destroy any of their own units on the board. Scuttled units are simply returned to the player’s reinforcement pile and become available for production during the next Action Phase.

Optional Units

Option: Shock Troops. Shock Troops are treated as Ground forces for all cards and abilities.

If a Ground Force rolls a 10 in battle, it becomes a Shock Troop at the end of the combat round, after casualties are removed. Additionally, Hope’s End and certain Action Cards provide additional means to acquire Shock Troops. Instead of upgrading on a roll of a 10, after a successful Invasion upgrade one Ground Force to a Shock Troop during the following Production step, if able.

Shock Troops must always be present with at least one friendly plastic Ground Force. If all Ground Forces are destroyed from a stack containing Shock Troops, one Shock Troop must be replaced with a Ground Force unit. When taking casualties during Invasion Combat, Shock Troops must be taken as casualties before any Ground Forces.

Option: Space Mines. Space Mines do not count as units, and may not be scuttled or targeted by Action Cards or other abilities targeting units.

Option: Mechanized Units. Mechanized Units count as Ground Forces in regards to controlling planets, but are otherwise distinct units (for purposes of Action Cards, Technology, etc.). They function similarly to Ground Forces for transport/invasion.

Option: Flagships. Each race has a unique Flagship that can only be produced in their Home System. Flagships have differing costs, movement values, combat strengths, and special abilities, as indicated on the race’s flagship card.

A player can only have one flagship at a time, but may rebuild it if it is destroyed.

For details on individual Flagships, see the section below on Races.

Option: Mercenaries

To play with Mercenaries, use the Trade III Strategy Card.

When executing the primary ability of Trade III, the player may draw two Mercenary Cards from the Mercenary deck, choose one to keep, and place the other on the bottom of the deck. The player then finds the token for their chosen Mercenary and places it Ground side up on any planet he controls. During the primary activation of Trade III, before getting a new mercenary, all players must pay 1 Trade Good for each mercenary they control or discard the Mercenary to the bottom of the deck.

Mercenaries may be either ground units or space units, and their tokens are reversible to denote which they currently are. A Mercenary may only move from ground to space as part of a movement, and may move from space to ground during a Planetary Landing. While in space, Mercenaries count towards fleet supply and may not be carried on other ships.

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

Mercenaries have their combat values, movement, and unique abilities printed on their cards. Any abilities that work during battle may only be used if the Mercenary is participating in the Space Battle or Invasion Combat. Mercenaries may not transport leaders.

Option: Leaders

Each race has access to 3 Leaders, special units that provide a variety of benefits during the game (see the Appendices for details).

At the beginning of the game, all three of a race’s Leaders are placed in their Home System. They generally follow the same placement rules as Ground Forces, but may be transported by any kind of ship.

For movement purposes, Leaders are considered Ground Forces that take no capacity. Leaders may also be moved freely within their system during your turns, if the system contains no enemy ships. Leaders may only land on a non-friendly planet when accompanied by Ground Forces.

If a ship carrying a Leader is destroyed during a space battle, roll a die. The leader is killed on a 1-5, captured on a 9-10, and otherwise escapes and may be placed on any friendly, non-blockaded planet.

If a ship carrying a Leader is destroyed outside of a space battle, the leader is killed.

If a Leader is part of a failed Invasion Combat on an enemy planet, the leader is captured; on a neutral (Distant Suns) planet, the leader is killed (escapes).

If a Leader is killed in any other fashion by a Domain Counter (Distant Suns) it returns to its Homeworld.

If a Leader is on a planet successfully invaded by the enemy, roll a die. The leader is captured on a 1-5, killed on a 10, and otherwise escapes. If the planet’s ownership changes for any other reason, the leader automatically escapes.

Captive Leaders. When capturing a Leader, the captor places the leader token in their playing area.

During the status phase, a captor may choose to keep, execute, or freely transfer ownership of the captive to another player. If a captive leader is returned to its owner, it is freed and immediately placed on any friendly, non-blockaded planet.

Every time a planet is successfully invaded, if the planet was controlled by a player holding any captive Leaders, roll a die: on a 9-10 a captive leader (of the invader’s choice, if more than one) has been found by the invader, and captured/freed.
**Part 8. Politics**

During the primary activation of the Political or Assembly Strategy Card, a political card is drawn and the Galactic Council convenes to debate and vote upon its agenda. The active player reads aloud the drawn Political Card and makes it clear what kind of vote is about to be cast:

**“Elect” Votes.** When a political agenda asks the Galactic Council to elect something or someone, each player may choose who or what to nominate when casting their vote. That player's entire vote is not attributed toward that subject. The subject with the highest number (not necessarily the majority) of the total vote is considered elected.

**“For or Against” Votes.** Most agendas ask the Galactic Council to vote for or against a certain agenda. Players indicate their preference “for” or “against” when casting their vote.

**Laws.** Some agendas are “Laws.” Laws represent permanent changes to the game. After voting, first enact any “for” or “against” effects, and then if the law was voted “for,” place the card face up in the common play area.

**Voting.** After the active player has read the agenda out loud, the Galactic Council must resolve the agenda. Players first debate, threaten, lure, or convince each other to vote in their favor. Trade Good counters may be used as bribes, but no promises or agreements are considered binding.

Players then vote upon the agenda. Starting with the player to the left of the speaker, each player casts their vote in turn, or abstain. A player has as many votes as the total combined influence of all his unexhausted planets (or a minimum of 1), and must cast all his votes, or none.

In the case of a tie vote, the player holding the Speaker Token breaks the tie. Voting does not cause your Planet Cards to exhaust. Trade Good counters cannot be used to gain additional votes.

**Option: Voice of the Council**

Players who wish to add to the usefulness of influence and Political Cards may wish to use the included Voice of the Council Special Objective Card. Before activating the primary ability of the Political or Assembly Strategy Cards, the active player **(or any other player spending 1 Strategy CC) may** call for a vote to elect a new Voice of the Council. The elected player gains control of the Voice of the Council objective and immediately gains 1 Victory Point, while the previous owner loses 1 Victory Point.

The Voice of the Council gains +5 votes at all times.

**Option: Political Intrigue**

For a more robust political system, play with this option using either the Political II or Assembly II Strategy Card.

During setup, each player receives his race’s three Representative Cards, and the five Promissory Note cards matching his color. Players use these cards to represent their race in the Galactic Council and to create binding contracts. In addition, when using the Political II Strategy Card, draw the top two Political Cards during setup and place them faceup in the play area.

**Council Steps.** The Active Player chooses one available Political Card to resolve and all players follow these steps:

1. **Assembly II**
   - The active player draws two Political Cards. Then, they choose a player to resolve one Political Card from his (the chosen player’s) hand. Finally, they choose a different player to receive the Speaker Token.
2. **Choose Representatives**
   - Each player chooses a Representative and plays it face down in front of him.
3. **Resolve Spies**
   - Starting with the Speaker and continuing clockwise (in rotation order), each player who chose a Representative with the Spy trait must reveal it and then resolve its special ability. If the ability targets another player’s Representative, reveal the target immediately. After all Spies are revealed, reveal all other Representatives.
4. **Resolve Bargaining and Promissory Notes**
   - Players may now offer Trade Goods or Promissory Notes to convince each other to vote in their favor. Only Promissory Notes are binding.
5. **Resolve Voting and Outcome**
   - Players now vote upon the agenda as usual. Representatives add their bonus votes (in the top left corner of the card) to the player’s influence total. If a Representative is assassinated or killed (or a player who has had all three Representatives killed off) does not vote at all.
6. **Political II**
   - A new Political Card is drawn to the common play area to replace the one chosen during this Council.

**Representatives.** All representatives have a number of bonus votes (in the top-left corner of the card) added to a player’s total votes for the current agenda.

**Spies:** are revealed before other Representatives, and resolve their abilities during the Resolve Spies step. Spies target other Representatives with assassinations and other game effects.

**Bodyguards:** cannot be assassinated, and sometimes have certain effects when targeted by a spy.

**Councilors:** generally have more bonus votes than Spies or Bodyguards, but are more susceptible to certain cards and abilities. When a Representative is assassinated (or otherwise killed by other game effects), he is removed from the game.

**Promissory Notes.** During Political Intrigue, players have a chance to offer other players Promissory Notes. Each player may only offer one Promissory Note per Political Card. If a player accepts a Promissory Note, he is bound to vote as was agreed upon with the player offering the note. A player does not reveal the note to other players (although he may talk about what he received).

Each Promissory Note has a binding “favor” for the player that offered the Note to fulfill. The favor must be fulfilled by the offering player at any time the receiving player decides to play the note. Starting with the Speaker, each player follows these steps to offer a Promissory Note:

1. (1) The player may offer one note face down to another player and ask him to vote a specific way for this Political Card.
2. (2) The receiving player looks at the note and either agrees to vote in that way and keeps the card, or refuses and returns the note to the offering player. Players may also make additional agreements along with the giving of Promissory Notes, but these verbal agreements are not binding.

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9
Anti-Fighter Barrage: Before a Space Battle begins, roll two combat dice for each Destroyer. For each hit, the opponent destroys one Fighter.

Bombard: Before an Invasion Combat, each ship may roll combat dice at a contested planet, each hit destroys a defending Ground Force. Ships may only bombard once per Activation Sequence, if invading more than one planet the player must decide how to distribute his bombardments. 

Mercedes ships may bombard without invading. Strong ships may bombard planets with PDS. If a non-Home System planet without defending Ground Forces is bombarded, or if bombarding destroys all defending Ground Forces, the bombarding player may choose to have it revert to neutral status.

Capacity: Provides support for the specified units. When moving, supported units move with the ship. Unless otherwise specified, may support Fighters, Ground Forces, and PDS. If the unit is destroyed any carried GF or PDS are destroyed, but Fighters may attempt to find other capacity in the system (or they will be destroyed as well). A ship may pick up additional units as it moves provided that the system has not previously been activated (it may even contain enemy ships).

Cargo: This unit may be transported by a ship with Capacity for it.

Deploy Space Mines: During Production, a Cruiser may deploy Space Mines by paying a resource cost of 2. Only one Space Mine may be deployed per activation. A system may only contain one Space Mine.

Evasion: When assigning combat hits to this unit, roll a die. A roll of X or higher means the unit ignores the hit. Before multiple hits can be assigned to this unit, all other units present in the combat must receive hits (multiple hits, if the unit has Sustain Damage).

Ground Units: This unit must either be present on a planet or a ship with Capacity. It cannot normally move on its own. Does not take part in any combat while transported. Must be produced directly on the planet. Ground Units may only be unloaded from a ship in a planetary landing, or when being transferred to another ship with Capacity for them.

Invasion Capture: After a successful invasion, if at least one Shock Troop has survived the battle, the invading player may capture the defending Ground Force. These do not participate in the combat and cannot be taken as casualties, but if the Invasion is successful they each capture 1 PDS/Facility/Space Dock rather than destroy it. All Commandos are destroyed in case of failed invasion.

Large Ship: The ship counts as the specified number of units towards all production limits.

Limit: A planet may contain at most the specified number of this unit.

**Planefro Control**: To gain control of a planet, a player must successfully land at least one Ground Force unit. If all Ground Force units voluntarily leave the planet, use a Control Marker to indicate its ownership.

**Planetary Shield**: A PDS unit present on a planet typically prevents it from being Bombarded. War Suns and certain Technology advances circumvent this protection.

**Sabotage Run**: Before Space Combat, players may commit a number of Fighters to attempt to destroy a War Sun. Roll a die for each fighter, on a 1-8 destroy it. For each surviving Fighter roll a die, on a 1-9 destroy it, on a 10 destroy the War Sun.

**Space Cannon**: A PDS unit can shoot into space to destroy nearby enemy ships and invading Ground Forces. The basic range of a PDS is the system it is in, but the DEEP SPACE CANNON upgrade allows it to shoot one system away. It may only fire while on a planet. It may destroy ships in a system you activate or the active player’s ships if they activate a system within range after ships have moved during an activation. It may shoot at invading Ground Forces a single time before Invasion Combat begins. Casualties from PDS fire are removed immediately, and to not receive return fire.

**Space Mine Attack**: After (before) the PDS Fire step of an activation where a player moves ships into a system, an opponent's Space Mines, he must roll a die for each non-Fighter ship entering the system. For each 9 or 10, the ship is immediately hit. A player may negate a Space Mine hit by taking two hits to non-Fighter ships in the same fleet. After this attack, remove the Space Mine. If multiple Space Mines are present in a system only one activates, the active player chooses which one.

**Strong Attack**: A ship with a Strong Attack rolls the specified number of dice for each hit. For each hit, the opponent destroys one Fighter.
Appendix 2: Races

- **The Arborec.**
  1 Space Dock, 4 Ground Forces, 1 PDS, 1 Cruiser, 1 Carriers, 2 Fighters
  Agent, Diplomat, General
  Antimass Deflectors, Stasis Capsules
  You may not build Ground Forces with your Space Docks.
  Your Ground Forces have a production capacity of 1. You may not build units with Ground Forces that have moved during the same activation.
  At the start of the Status Phase, place 1 Ground Force on one planet you control.
  **Bioplasmosis (3):** At the beginning of the Strategy Phase, you may move 1 Ground Force from a planet you control to a friendly or uncontrolled planet in an adjacent system. (Discard any Domain Counters on the planet)
  **Spore Acceleration (5):** Increase the build capacity of your Ground Forces by 1.

- **The Ghosts of Creuss.**
  1 Space Dock, 4 Ground Forces, 1 Carrier, 2 Fighters, 2 Destroyer
  Agent, Diplomat, Scientist
  Antimass Deflectors, XRD Transporters
  You may treat "A" and "B" Wormhole systems as if they were adjacent to each other for movement purposes only.
  You may always use Wormholes, regardless of other game effects or restrictions.
  Other players may not use "A" or "B" Wormholes to travel into a system you control.
  **Dimensional Splicer (3):** At the start of a battle in a system containing a Wormhole and at least 1 of your ships, you may assign 1 hit to 1 enemy ship of your choice.
  **Slave Wormhole Generator (5):** At the start of each Status Phase, you may place (or move) your extra "A" or "B" Wormhole token into any empty or friendly (contains friendly units or control markers) non-Home System.

- **The Emirates of Hacan.**
  1 Space Dock, 4 Ground Forces, 2 Carriers, 2 Fighters, 1 Cruiser
  Diplomat, General, Scientist
  Enviro Compensator, Sarween Tools
  You to not require approval to make a Trade Agreement.
  You do not need to spend a CC to execute the secondary ability of Trade.
  When you receive Trade Goods from your Trade Agreements, you receive one additional Trade Good for each trade agreement.
  No player may voluntarily break a Trade Contract with you.
  During the Status Phase, you may trade Action Cards with other players.
  **Production Centers (3):** As an Action, once per round, spend one Strategic CC to gain 6 Trade Goods, then give 2 of your Trade Goods to one other player.
  You may only perform this action if you have fewer than 6 Trade Goods.
  **Quantum Datahub Node (5):** At the end of the Status Phase, you may trade one of your Strategy Cards with a Strategy Card belonging to one of your trade partners. The other player does not need to agree to this trade.

- **Universities of Jol-Nar.**
  1 Space Dock, 2 Ground Forces, 2 PDS, 2 Carriers, 1 Fighter, 1 Dreadnought
  Admiral, Scientist, Scientist
  Hylar V Assault Laser, Antimass Deflectors, Enviro Compensator, Sarween Tools
  You receive +1 on your combat rolls.
  When executing the Secondary Ability of the Technology Strategy, you may additionally execute the Primary Ability.
  You may spend a Technology CC to immediately re-roll any one die you rolled.
  **Electro-Resonance Turbines (2):** When an opponent activates a system you control, gain 3 Trade Goods from the Trade Supply.
  **Spatial Conduit Network (6):** During the movement step of an activation, your ships may teleport in if the system contains no enemy planets or ships.

- **The LIZXIX Mindnet.**
  1 Space Dock, 5 Ground Forces, 1 PDS, 1 Carrier, 3 Fighters, 1 Dreadnought
  Agent, Diplomat, Scientist
  Enviro Compensator, Stasis Capsules, Cybernetics, Hylar V Assault Laser
  You start with one fewer CC in your Strategy Allocation.
  Your Dreadnought units cost 1 less resource.
  Your Dreadnought units receive +1 during Space Battles.
  Your Ground Force units receive +1 during Invasion Combat.
  **Dreadnought Invasion Pod (2):** Your Dreadnoughts may now carry one additional Ground Force.
  **Inheritance Systems (5):** When researching Technology using the Technology Strategy Card, you may spend 2 additional resources to ignore the Technology's prerequisites.

- **The Barony of Letnev.**
  1 Space Dock, 3 Ground Forces, 1 Carrier, 1 Destroyer, 1 Dreadnought
  Admiral, Diplomat, General
  Hylar V Assault Laser, Antimass Deflectors
  Before any Combat Round, you may spend 2 Trade Goods to give all your spaceships +1, or all of your Ground Forces +2 on their combat rolls for that round of combat.
  Your fleets may always contain one more ship than your Fleet Supply limit.
  **Noneuclidean Shielding (4):** When a unit sustains damage, prevent 2 casualties (instead of just 1). Instead, your units with Sustain Damage can sustain one additional hit.
  **L4 Disruptors (6):** You may use your racial special during Invasion Combat without paying any Trade Goods.

- **The Mentak Coalition.**
  1 Space Dock, 4 Ground Forces, 1 PDS, 1 Carrier, 3 Cruisers
  Admiral, Agent, Diplomat
  Hylar V Assault Laser, Enviro Compensator
  You start the game with one extra CC in your Fleet Supply.
  Before a Space Battle begins you may fire with up to 2 Cruisers or Destroyers (or a mix). Enemy casualties are taken immediately.
  **As an Action, spend 1 Strategy CC to take one Trade Good token from up to two different players. Each such target must have at least 3 Trade Goods on his Race Sheet.
  **Salvage Operations (4):** Gain 2 Trade Goods at the end of each Space Battle in which you participate. 
  **If you lost, only gain 1 TG.**
  **If you won the battle, you may build one ship in the system of a unit type that you destroyed during combat. You must pay that ship’s resource cost. War Suns may be salvaged, but only have 1 movement without War Sun technology.
  **Mirror Computing (4):** When you spend Trade Goods, each Trade Good counts as 2 resources or 2 influence (instead of 1).

- **The Embers of Muuat.**
  1 Space Dock, 4 Ground forces, 2 Fighters, 1 War Sun
  Admiral, General, Scientist
  Enviro Compensator, Sarween Tools, War Sun
  Your War Suns have a base movement of 1, until you have researched all standard prereqs for War Sun technology.
  Your ships may move through, but not stop in, Supernovas.
  **As an Action, spend one Strategy CC to place 2 free Fighters or one free Destroyer in any one system containing one of your War Suns or Space Docks.
  **Nova Seed (3):** As an action, you may remove this card from the game to replace a system you control with a Supernova system tile. This may not be used on Mecatol Rex, a Home System, or adjacent to a red-bordered system.
  **Magnus Reactor (5):** Your War Suns now have +1 movement and a base cost of 10 (down from 12) resources.

- **The Naalu Collective.**
  1 Space Dock, 4 Ground Forces, 0 PDS, 1 Carrier, 4 Fighters, 0 Cruiser, 1 Destroyer
  Admiral, Agent, Diplomat
  Antimass Deflectors, Enviro Compensator
  If attacked, your fleet may retreat before the beginning of the Space Battle (following normal retreat rules).
  Your Fighters receive +1 during Space Battles.
  Removed: The initiative number on your Strategy Card is always 0, meaning you always go first.
  **Before the Action Phase begins, you may take one Tactical Action.**
  **Hybrid Crystal Drives (3):** Your Carriers and unsupported Advanced Fighters each only count as 1/2 a ship (rounded up) towards the Fleet Supply.
  **Telepathic Mind Weapon (5):** When your opponent activates a system containing one of your planets, he immediately loses one Fleet Supply CC.
The Nekro Virus.
1 Space Dock, 1 Ground Force, 1 Mechanized Unit, 1 Carrier, 2 Cruisers Admiral, Agent, General
Gen Synthesis, Hylar V Assault Laser, Dacxive Animators
You may not vote on Political or Agenda cards.
When you destroy at least 1 enemy unit in a Space Battle or Invasion Combat (excluding PDS fire) you may copy (receive) 1 free Technology Card (ignoring prerequisites) that the enemy player has already researched. Limit once per battle.
You may not receive Technology Cards from Political, Assembly, Action, or Strategy Cards. Any time you would receive a Technology Card in this way, instead gain 3 Command Counters.

Valefarr Assimilator (0): Gain this Technology by using your racial ability to copy a racial Technology an opponent has researched. You cannot copy a Technology that modifies their racial ability. Place the race's Control Marker on this card to remember which ability you have copied. When playing with the Shattered Empire expansion, you may steal two racial Technologies in total.

Sardak N'orr.
1 Space Dock, 5 Ground Forces, 1 PDS, 1 Carrier, 1 Cruiser Admiral, General, General
Hylar V Assault Laser, Deep Space Cannon
You receive +1 on your combat rolls.
Valkyrie Armor (3): At the end of a round of Invasion Combat, roll one die for each casualty you take. For each 10 you roll, your opponent must immediately take 1 additional casualty.
Exotrieme (4): At the end of a round of Space Battle, you may destroy 1 of your Dreadnoughts present to destroy 2 present enemy ships of your choice.

The Clan of Saar.
1 Space Dock, 4 Ground Forces, 2 Carriers, 2 Fighters, 1 Cruiser Admiral, Agent, General
Antimass Deflectors, XRD Transporter
Gain 1 Trade Good every time you acquire a new planet.
You may fulfill Objectives even if you don't control your Home System.
Saar Space Docks are placed in Systems rather than Planets. They have a base movement of 1 and production capacity of 4, and do not count as ships. If present with enemy ships, they are destroyed rather than blockaded. GF/PDS may be built on any planet/fleet in the system.
Cloud-Mapping (2): You may activate Asteroid Field systems. Your Fleet Supply limit in Asteroid Field systems is 3 (which cannot be modified).
Floating Factory (3): Your Space Docks now have a production capacity of 5, Capacity (5, Fighter), and +1 movement. They now retreat/withdraw from Space Battles with the rest of a fleet, and may produce units after moving, unless they moved from a system with a flipped CC.

The Federation of Sol.
1 Space Dock, 5 Ground Forces, 2 Carriers, 1 Destroyer Admiral, Agent, Diplomat
Antimass Deflectors, Cybernetics
As an action, you may spend one Strategy CC to place two free Ground Forces on any one Planet you control.
During the Status Phase, you receive one extra CC.
Mark II Advanced Carriers (4): Your carriers now have Capacity (8) and Sustain (1).
Spec Ops Training (5): Each time you roll a 1 during Invasion Combat, you may reroll the die. You must use the second result.

The Winnu.
1 Space Dock, 3 Ground Forces, 1 PDS, 1 Carrier, 2 Fighters, 1 Cruiser Admiral, Agent, Scientist
Antimass Deflectors, Enviro Compensator, Stasis Capsules
You may always add the Influence of your Home System planet to votes, even if it is exhausted.
Your planets that contain at least 1 Ground Force are immune to the Local Unrest action card.
You to not need to spend a Command Counter to execute the secondary ability of Technology.
The Winnaran home world has a yellow (general) technology specialty. This specialty works exactly like the red, green, and blue technology specialties except that it does not count for the purpose of fulfilling objectives.

Bioptic Recyclers (3): As an action, once per round, you may discard an Action Card from your hand to gain 2 Trade Goods or 1 Command Counter.
Lazax Gate Folding (4): At the start of each Status Phase, you may place 1 Ground Force on Mecatol Rex. You may only do this if the planet is uncontrolled or is under your control. (Discard any Domain Counters on the planet.

The Xxcha Kingdom.
1 Space Dock, 2 Ground Forces, 1 PDS, 1 Carrier, 3 Fighters, 2 Cruisers Admiral, Diplomat, Diplomat
Antimass Deflectors, Enviro Compensator
When executing the Secondary Ability of the Diplomacy Strategy, you may execute the Primary Ability instead. When playing with Diplomacy II, you must also pay 1 Strategy CC.
Immediately after a Political Card has been chosen and read aloud, you may spend 1 Strategy CC to cancel the card, and force another Political Card to be chosen (and drawn if necessary).
Your opponents receive -1 on all combat rolls against you during the first combat round of all Space Battles and Invasion Combat.
Xxcha may use either the resource or influence value of a planet when counting votes.
Instinct Training (4): Once per game round, you may spend 1 Command Counter from your Strategy Allocation area to cancel an Action Card just played by an opponent.
Diplomats (5): Once per Game Round, when an opponent activates a system you control, for free, you may force him to instead place the Command Counter into his reinforcements and immediately end his action.

The Yin Brotherhood.
1 Space Dock, 4 Ground Forces, 2 Carriers, 4 Fighters, 1 Destroyer Admiral, Agent, Diplomat, General
Hylar V Assault Laser, Automated Defense Turrets
Before Invasion Combat in which you are the attacker, you may roll 1 die. On a 5+ your opponent loses 1 Ground Force and you gain 1 Ground Force.
Immediately before the second round of a Space Battle, you may discard one of your participating Destroyers or Cruisers to choose one opposing ship present and immediately inflict one hit on it.
As an Action, once per game round you may place your control marker on an unexhausted Planet Card you control. Until the end of the Round, its Influence and Resource values are reversed.
Yin Spinner (2): Build 1 free Ground Force each time you build units at a Space Dock. This free Ground Force does not count towards any build limits.
Fanatasm (4): You may roll 2 dice at the start of Invasion Combat for deflections.

The Ysarril Tribes.
1 Space Dock, 5 Ground Forces, 1 PDS, 1 Carrier, 2 Fighters, 1 Cruiser Admiral, Agent, Agent
Light/Wave Deflector, NOT Antimass Deflectors, NOT XRD Transporter
You may skip action turns during the Action Phase without passing. You may not skip two in a row.
You draw one additional Action Card during every Status Phase. You are never limited to a hard size of Action Cards, regardless of game rules or any active Political Cards.
Once during every Strategy Phase, you may look at one other player's hand of Action Cards.
Shuttle Logistics (3): 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 for every Strategy CC spent. Such units may participate in planetary landings as normal, and are returned to their original position if unable to land for any reason.
Mageon Implants (4): When looking at your opponent's hand of Action Cards using your racial ability, you may steal 1 card of your choice and add it to your hand.
Appendix 3: Errata & Rulings

A rule referring to a “game turn” means a “game round.”

**Action Cards**

With 4 players, remove Strategic Flexibility and Strategic Shift.

**A Beacon of Hope**: This card should read “Play: Immediately before any Space Battle involving your Flagship begins.”

**Armistice**: The planet may still be annexed by Diplomacy II [consensus].

**Chemical Warfare**: The defender chooses which units are destroyed [consensus].

**Corporate Sponsorship**: This does not allow you to purchase a second technology.

**Council Dissolved**: Do not use when playing with Assembly.

**Cultural Crisis**: Saar space docks are immune to this card. Only removes racial abilities specified on the race card, not other places (ie Trade II referring to Hakan) [via Corey]. Prevents player from being affected by Multiculturalism [via Corey].

**Determine Policy**: Not directly compatible with Assembly, but may be house ruled easily [consensus].

**Diplomatic Immunity**: Should refer to game round [consensus].

**Direct Hit**: Add: “Play: Immediately after the ship has been damaged in a Space Battle in which you participate.”

**Discredit**: May only be played when making a Voice of the Council vote.

**Emergency Repairs**: May be played between taking hits on a fleet during combat. Cannot be used to stop a Direct Hit.

**Experimental Battlestations**: The space dock receives all regular PDS bonuses.

**Fantastic Rhetoric**: May affect a Voice of the Council vote.

**Faulty Targeting System**: Instead of re-rolling 1 PDS die, you may obstruct all PDS fire during the Movement step.

**Focused Research**: Allows you to skip only one prerequisite you qualify for (eg, no Advanced Fighters as first tech). You do not need to purchase the skipped tech to purchase further technologies.

**Friendly Fire**: Replace: During this combat round, opposing fighters will inflict a hit on their own forces at natural rolls of 1-4. Play: Just before a combat round begins.

**In the Silence of Space**: You may pass through one (or more) enemy occupied systems, but the destination must be free of all enemy ships. Fleets containing Dreadnoughts or War Suns will not benefit from this card.

**Local Unrest**: If the targeted planet reverts to neutral, destroy any Space Docks/PDS.

**Lucky Shot**: The active player chooses which ship is destroyed.

**Minelayers**: Remove casualties after the first combat round.

**Multiculturalism**: Cannot copy Saar Space Docks. If a player copies Naah’s Initiative 0 ability, the Speaker decides who acts first. A player affected by Cultural Crisis has no abilities to copy with this card [via Corey].

**Plague**: Roll for each unit separately [via Corey].

**Political Stability**: In 3- and 4-player games, a player who holds Initiative or Imperial MAY play this card, so long as they don’t use it to keep Initiative or Imperial.

**Privateness**: Players may not dump Trade Goods to other players to avoid this effect [consensus]. Replace: Choose an opponent, and claim half of his current Trade Goods (rounded down). Play: As an action.

**Public Disgrace**: Any bonus tokens on the Strategy Card are returned to it [via Corey].

**Rally of the People**: May not be played if your home system is being blockaded.

**Rare Mineral**: Replace with: Receive 3 Trade Goods. Play: Immediately after acquiring any planet.

**Recheck**: You may not recheck a space mine roll, as it’s not a combat roll [consensus].

**Ruinous Tariffs**: Replaced by a Shattered Empire card.

**Sabotage**: You may not Sabotage a Sabotage. If an action card provides a choice, may be played after the choice is made.

**Signal Jam**: Your opponent’s Command Counter must be placed ship side up. (See Fleet Logistics tech). Friendly Home System may be targeted.

**Objective Cards**

**Merciless (Secret)**: May be accomplished against any opponent.

**Threatening (Secret)**: Requires you to be adjacent to three (or all, if less than 4 players) opponent Home Systems.

**Political Cards**

**Ancient Artifact**: Affects an entire planetary force (the combined Ground Force units), not each unit individually. On a 1-5, any Leaders present are also destroyed. On a 6-10, the Technology cards are awarded in sequence so that the first may satisfy a prerequisite for the second.

**Open the Trade Routes**: The against outcome should read: “This round, each player must give all the Trade Goods he receives to the player on his left.”

**Sharing of Technology**: This agenda should not be a Law.

**Technology Cards**

The race-specific technologies Production Centers, Diplomats, and Spatial Conduit Network state that they may be used once per turn. This should be once per game round.

**Advanced Fighters**: The following text should be added to this card: “Any Fighters in excess of a system’s fighter capacity will count towards your Fleet Supply Limit.”

**Assault Cannons**: Now apply to Cruisers as well as Dreadnoughts. The extra ‘shot’ means one die only.

**Fleet Logistics**: Replace: As an action, once per round you may spend 1 Strategy Command Counter to flip one of your Command Counters on the board. Units within this system are now allowed to leave this system during future activations.

**Gen Synthesis**: Instead of reviving your units, upgrades an additional Shock Troop after a successful invasion.

**Inheritance Systems**: Should be Technology Strategy Card.

**Integrated Economy**: Replace: All your planets may now produce units during the Production step of a Tactical Action, with a production capacity equal to its Resource value. You may also reallocate Command Counters at the end of your turns.

**Micro Technology**: This card should read: “When you receive Trade Goods from your trade agreements, you now receive one additional Trade Good for each of your active trade agreements. Additionally, you may now spend Influence instead of Resources when producing Trade Goods.”

**Nano Technology**: Instead of preventing Action Cards from targeting ships, will repair all your units at the end of your turns.

**Quantum Databath Node**: Should be Strategy Phase.

**Transfabrication**: Should say produce units instead of build units. Units scuttled by Transfabrication may not be reproduced during the same game round.

**Transit Diodes**: Replace: As an action, pay one Strategy Command Counter to move up to 6 of your Ground Forces or PDS (PDS count as 2) from the board to any friendly planets or fleets. Units in activated systems may not move. Now has Hypermetabolism as a third independent prereq.

**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 technology may modify combat behaviour at a time.

**Units**

The cost of a PDS unit is 2 resources, base game player sheets have it listed incorrectly.

**Game Rules**

The Arborec, Xacha Kingdom and Yin Brotherhood have special abilities with updated text (see above).

The term “combat roll” is inclusive, and covers any time you roll a die and compare it to the unit’s combat value.

Effects that modify results during “Space Combat” should be interpreted as during “Space Battles.”

Effects that take place during Space Battles or Invasion Combat only take place during the actual battle/combat sequence, not during any other effects.
Appendix 4: Strategy Cards

**BASE STRATEGY CARDS**

1. **Initiative.** Gain the Speaker Token when you pick this card. You can't pick Initiative next round. You don't need to pay Strategy CC to activate the Secondary ability of other Strategy Cards this round.
   
   **Secondary: Spend 1 Strategy CC to refresh to up to two non-Home-System planet cards.**

2. **Diplomacy.** Name an opponent. Neither you nor the other player may activate systems containing the other's units.
   
   **Secondary: Spend 1 Strategy CC to receive Trade Goods for your active trade agreements (except ones formed this turn).**

3. **Political.** Draw 3 Action Cards and 1 Command Counter. Resolve the top card of the Political Deck. Then draw the top three cards of the political deck and read them. Place one on top of the Political Deck and the other two on the bottom.
   
   **Secondary: Spend 1 Strategy CC to draw an Action Card.**

4. **Logistics.** Draw 4 Command Counters.
   
   **Secondary: Spend 3 influence to receive 1 Command Counter, any number of times.**

5. **Trade.** (a) Receive 3 Trade Goods, plus trade goods for your active trade agreements. Then, open trade negotiations - you must approve all trades. OR (b) Cancel all trade agreements.
   
   **Secondary: Spend 1 Strategy CC to receive Trade Goods for your active trade agreements (except ones formed this turn).**

6. **Warfare.** Return one of your Command Counters from the board and place it back in your Command Pool.
   
   **Secondary: Spend 1 Strategy CC to choose up to two of your Destroyers or Cruisers on the board. Each unit may now move to one adjacent empty non-Home system. Then place a CC from your reinforcements in each destination system.**

7. **Technology.** Receive one Technology advance.
   
   **Secondary: Spend 1 Strategy CC and 8 resources to receive one Technology advance.**

8. **Imperial.** Reveal the top card of the Objective deck, then receive 2 Victory Points.
   
   **Secondary: Spend 1 Strategy CC to build units in one of your systems containing a friendly Space Dock.**

9. **Imperial II.** (a) Gain 1 VP if you control Mecatol Rex. You may qualify for any number of Public Objective Cards this Status Phase. OR (b) You may execute the secondary ability for free, and no other player may do so.
   
   **Secondary: Spend 1 Strategy CC to build at one of your Space Docks.**

**SHATTERED EMPIRE STRATEGY CARDS**

1. **Leadership.** Recieve 3 Command Counters. You may then execute the secondary ability.
   
   **Secondary: Spend 2 influence to receive 1 Command Counter, up to 3 times.**

2. **Diplomacy II.** (a) Choose one system containing a planet you control. Each opponent must place a CC from their reinforcements in the system. OR (b) Execute the secondary ability for free.
   
   **Additionally, 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. (A hostile action is defined as an action that would break Trade Agreements).**
   
   **Secondary: Spend 1 Strategy CC and 5 influence to claim an empty planet adjacent to or in a system you control, placing your Control Marker on the planet. A player may not claim a planet already claimed this game round, Mecatol Rex, or an enemy's Home System.**

3. **Assembly.** Each player receives 2 Political cards at the beginning of play.
   
   **If playing with Voice of the Council, resolve that vote immediately.**
   
   **Draw 1 Political and 2 Action Cards.**
   
   **Give the Speaker Token to a player who does not currently have it. Choose a different player to play a Political Card and resolve its agenda. A player chosen to play an Agena always has the option of drawing one random card from the pile instead of his hand.**
   
   **Secondary: Spend 1 Strategy CC to refresh any number of your Planet Cards with a combined resource and influence of 6 or less.**

4. **Production.** Build units in one of your systems containing a friendly Space Dock, with 2 extra resources.
   
   **Secondary: Spend 1 Strategy CC to build up to 3 units in one of your systems containing a friendly Space Dock.**

5. **Trade II.** Receive 3 Trade Goods or cancel up to 2 (non-Hacan) trade agreements. Then all players receive Trade Goods for their active trade agreements. Players who are not the active player receive 1 fewer total Trade Goods. Finally, open trade negotiations among all players. You must approve all new trade agreements.

6. **Warfare II.** Place the High Alert token in a system. Your ships (units) in the system with the token gain +1 movement and +1 on all combat rolls. If you move any ships from this system, you may move the token with them. Remove the token from the board at the start of the next Status Phase. After resolving the secondary ability, the active player may immediately take another tactical action using a CC from their reinforcements.
   
   **Secondary: Spend 1 Strategy CC to move up to two of your ships from unactivated systems into any adjacent systems you control (with no enemy ships). You may load cargo during this move.**

7. **Technology II.** Receive one Technology advance. You may then buy a second advance for 8 resources.
   
   **Secondary: Spend 1 Strategy CC and 6 resources to receive one Technology advance.**
   
   **When the Jol-Nar player plays the secondary ability of this card, they spent one Strategy CC for a free technology, then may spend 6 resources for a second, then may spend 8 resources for a third.**

8. **Bureaucracy.** Include 1 extra Stage II Objective in the objective deck, and play to one fewer victory point.
   
   **After selecting this Strategy Card, reveal (draw) cards from the Objective Deck equal to the number of Bonus Counters on this card.**
   
   **Gain 1 CC. Openly draw 3 Stage I Political Objective cards and choose one to be turned face-up in the common area. The other cards go to the bottom or the top of the deck (If Stage II is initiated, only 2 objective cards are drawn). You may then spend one influence to flip the Rotation Cycler. You may then immediately claim one public objective that you qualify for.**
   
   **Secondary: Spend 1 Strategy CC to draw one Political Card and one Action Card.**

**SHARDS OF THE THRONE STRATEGY CARDS**

3. **Political II.** Choose one available Political Card to resolve, then draw a new Political Card.
   
   **Secondary: Spend 1 Strategy CC and 2 influence to draw 2 Action Cards.**

3. **Assembly II.** Draw 2 Political Cards. Choose a player to choose a Political Card from their hand, give the Speaker Token to a different player, and then resolve the chosen agenda.
   
   **Secondary: Spend 1 Strategy CC to draw 1 Action Card and refresh 1 non-home-system planet.**

5. **Trade III.** Open trade negotiations; you must approve all new agreements. Then all players receive Trade Goods from active trade agreements (even new ones). Then, each player pays 1 Trade Good to each of their Mercenary, or discard it. Finally, you may recruit 1 of the top 2 Mercenary Cards from the deck.
   
   **Secondary: Spend 1 Strategy CC to break a trade agreement between any 2 other (non-Hacan) players and gain 1 Trade Good.**

**ASCENSION STRATEGY CARDS**

9. **Prospect.** (a) Draw one Stage I Public Objective Card. Only you may qualify for this Objective. OR (b) Immediately receive one Action Card and two Trade Goods. OR (c) You may immediately reloacate all your Leaders to any Friendly Planets or Fleets. You may then trade in up to three Action or Political cards for new cards of the same type.
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 one agenda revealed at a time, and may be changed at the beginning of each Strategy Phase.

The Primary Ability of the Assembly Strategy Card is changed to vote on multiple agendas, see the following section on Strategy Cards. Multiple agendas are placed in a visible enforcement order, but all voting happens simultaneously via a hidden ballot. Your total votes must be split among the included agendas. Voice of the Council elections occur simultaneously as a normal agenda. Agendas without any votes are discarded with no effect.

Some Action Cards should be modified to work with Twilight Council:
- **Bribery**: +1 vote per TG to each agenda. Play AFTER votes are counted.
- **Council Dissolved**: Cancels all voting. Play BEFORE votes are counted.
- **Determine Policy**: Force the active player to include an agenda chosen from the Political deck.
- **Discredit**: Choose a player and one of the included agendas. All this player's votes for that agenda are ignored. Play AFTER votes are counted.
- **Fantastic Rhetoric**: All the bonus votes must go to a single agenda. Play BEFORE votes are counted.
- **Thugs**: The target may not participate in any voting this round. Play BEFORE votes are counted.
- **Veto**: Discard an included agenda before votes are cast.
- **Xxcha Veto ability**: Pay one Strategy CC to immediately discard one of the included agendas. Play BEFORE votes are counted.

When playing with Twilight Council, the following Action Cards and Abilities are modified:
- **Bribery**: +1 vote to one agenda per TG spent, play AFTER votes are counted.
- **Council Dissolved**: Replace with: Cancel all voting. No Political cards are discarded. Play before votes are counted.
- **Determine Policy**: Force the active player to include an agenda chosen from the Political Deck as one of the cards to vote on.
- **Discredit**: Choose a player and one of the included agendas. That player's votes on that agenda only are ignored. Play after votes are counted.
- **Fantastic Rhetoric**: All 10 votes must go to a single agenda. Play before votes are counted.
- **Thugs**: Player may not participate in any voting this round. Play before votes are counted.
- **Veto**: Discard an included agenda from consideration. Play before votes are counted.
- **Xxcha Veto ability**: Pay one Strategy CC to act as Veto card.

3. **Twilight Council**. At the beginning of the first Strategy Phase, each player reveals one agenda from their hand, to be placed face-up in the common play area and marked with a race flag. These cards may be exchanged with another card from the player's hand at the beginning of each subsequent Strategy Phase, and no player may have more than 1 agenda revealed at a time.

Play as Assembly, except that you choose up to 3 (2, if less than 5 players) revealed agendas. If you claim the Speaker token, you may not choose yours, and the chosen agendas must be voted on. Otherwise, you may choose to vote on or discard each of the chosen agendas.

Multiple agendas are placed in a visible enforcement order, but all voting happens simultaneously by secret ballot. Your total votes must be split among the included agendas. Voice of the Council elections occur simultaneously as a normal agenda. Agendas without any votes are discarded with no effect.

When playing with Twilight Council, the following Action Cards and Abilities are modified.

**Bribery**: +1 vote to one agenda per TG spent, play AFTER votes are counted.

**Council Dissolved**: Replace with: Cancel all voting. No Political cards are discarded. Play before votes are counted.

**Determine Policy**: Force the active player to include an agenda chosen from the Political Deck as one of the cards to vote on.

**Discredit**: Choose a player and one of the included agendas. That player's votes on that agenda only are ignored. Play after votes are counted.

**Fantastic Rhetoric**: All 10 votes must go to a single agenda. Play before votes are counted.

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

**Veto**: Discard an included agenda from consideration. Play before votes are counted.

**Xxcha Veto ability**: Pay one Strategy CC to act as Veto card.

5. **Trade III (Asc)**. Place/add the indicated number of Trade Goods on top of all active Trade Agreements.

(a) Receive 3 Trade Goods. You may then use the secondary ability for free. OR (b) Discard all Trade Agreements in play. All players may collect half (round up) of the Trade Goods on their Trade Agreements.

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.