THE ESOTERIC ORDER OF GAMERS

Labor Lusum Meliorat

THE ESOTERIC ORDER OF GAMERS

THE ESOTERIC ORDER OF GAMERS
GREAT GAMING CONTENT FOR 10 YEARS!

Dedicated to thematic tabletop games. **The best rules summaries, battle reports, reviews, interviews, tutorials, foamcore plans** – and lots more.

ORDEROFGAMERS.COM

Don't Miss a Thing!

YOUTUBE
EsotericOrderGamers

TWITTER
@EOGamers

FACEBOOK
EOGamersFB

INSTAGRAM
orderofgamers

Yes, This Is Free ... However ...

I'm Peter (Universal Head). For 10 years I've been hosting **my famous rules summaries** and **entertaining, informative videos** about games on the EOG.

It takes time and money and a lot of hard work, and **I need your support** to keep me going. If you find this game aid useful and enjoy my content, please consider **making a donation**, or regularly **supporting me on Patreon** and enjoying the privileges of being a member of the EOG community!

DONATE
orderofgamers.com/shop/single-offering

PATREON
patreon.com/esotericorder

v1

Mar 2022

Game:	**TWILIGHT IMPERIUM (FOURTH EDITION)**
Publisher:	**Fantasy Flight Games (2017)**

THIS IS MY 400TH RULES SUMMARY!

TWILIGHT IMPERIUM
FOURTH EDITION

SETUP

A randomly chosen player is **speaker** and takes the **speaker token**.

Each player chooses a **faction** and takes their green-backed **home system tile**; **faction promissory note**, 2 **faction technology cards**, 17 **control tokens**, 16 **command tokens**, and faction-specific **tokens**. Each player chooses a color and takes the corresponding **command sheet**, plastic **units**, 25 **technology cards**, and 4 **promissory notes**. Combine your technology cards into one deck and your promissory notes into one deck.

Each player takes the **planet cards** corresponding to the planets in their home system and places them faceup in their play area.

Place the *Mecatol Rex* system tile in the center of the table; the galaxy will consist of 3 rings around this tile, with each player's home systems in a set position in the third ring.

Separate the system tiles into a red-backed and blue-backed piles. Shuffle each pile facedown, then deal the following number of facedown system tiles to each player according to player count:

3 player: 6 blue and 2 red tiles.   **5 player:** 4 blue and 2 red tiles.
4 player: 5 blue and 3 red tiles.   **6 player:** 3 blue and 2 red tiles.

For a 5 player game, before placing system tiles, the speaker draws 1 additional random red-backed system tile and places it faceup in any space adjacent to *Mecatol Rex*.

Players place their home systems in the approximate positions shown in the appropriate game setup diagram. Then, starting with the speaker and going clockwise, each player places 1 system tile faceup in the first ring around *Mecatol Rex*. After the last player has placed their first tile, they place a second tile. Then, the order of tile placement reverses and goes counterclockwise, until it reaches the speaker again, who places 2 tiles. Then, tile placement reverses again and proceeds clockwise. This process repeats until players have placed all of their tiles.

Each ring around *Mecatol Rex* must be fully built before any tile can be placed in the next ring. Anomaly system tiles cannot be placed next to one another unless there is no other option. System tiles that contain the same type of wormhole cannot be placed next to one another unless there is no other option. After placing all of the dealt system tiles, players attach their home systems.

In a 5 player game, 3 players receive **trade goods** based on their positions (see the game setup diagram).

Place the **custodians token** on *Mecatol Rex*.

Shuffle the **action card**, **agenda**, **stage I objective**, **stage II objective**, and **secret objective** decks separately.

Create separate piles for **trade good tokens**, **fighter tokens**, and **infantry tokens**.

Place each of the 8 **strategy cards** faceup on the table within reach of the speaker.

Each player takes the **starting technologies** and **starting units** listed on the back of their faction sheet. Place your technology cards faceup near your faction sheet and starting units in your home system. Place 3 command tokens in your tactic pool, 3 in your fleet pool, and 2 in your strategy pool.

Each player draws 2 **secret objectives** and chooses one to keep (shuffle the other back into the deck without revealing it).

Place the **victory point (VP) track** near the board. As a group, players decide whether to play with the 10 or 14 space side of the VP track faceup. Each player places one of their control tokens on the 0 space of the track.

The speaker deals 5 facedown **stage I objectives** and places them in a row above the VP track. Then, the speaker deals 5 facedown **stage II objectives** and places them in a row below the VP track.

The speaker then reveals the first 2 stage I objectives.

When you gain a **command token**, place it in either the **tactic pool**, the **fleet pool**, or the **strategy pool** on your command sheet.

Units are **ships**, **ground forces**, or **structures**. Your own supply of unused units and unused command tokens is your **reinforcements**.

Planets are **cultural**, **hazardous**, or **industrial**. To spend a planet's resources or influence, exhausts that planet's planet card. You can exhaust a planet that has more resources than you need, but the excess resources are lost.

GAME ROUND
I. STRATEGY PHASE

Starting with the speaker and in clockwise order, each player chooses 1 **strategy card** (and any trade good tokens on it) from the common area and places it faceup in their play area.

With 3-4 players, each player chooses a second card during a second round of selection.

The speaker then places 1 **trade goods token** from the supply on each unchosen strategy card.

2. ACTION PHASE

In the **initiative order** determined by the number on their strategy cards (starting with the lowest number), players consecutively take turns to perform a single **action**. If you have 2 cards, the lowest number applies.

If you cannot or do not wish to take an action, you must **pass** and your turn is skipped for the rest of the phase. You can still resolve transactions, start-of-turn abilities, and the secondary abilities of other players' strategy cards. **You cannot pass until you have performed 1 strategic action.** *With 3-4 players, you cannot pass until you have exhausted both your strategy cards.*

Continue taking turns until all players have passed, then proceed to the status phase.

STRATEGIC ACTION

Read and resolve the primary ability on your strategy card.

Then the other players, in clockwise order from the active player, *may* resolve the **secondary ability** of that strategy card. The active player cannot resolve the secondary ability of their own card.

Once resolved, the active player *exhausts* their strategy card by flipping it facedown.

TACTICAL ACTION

I. ACTIVATION

You must activate a system that does not contain one of your command tokens (it may contain other players' command tokens).

Place a **command token** from your **tactic pool** in that system; it is now the **active system** for the rest of this tactical action. You cannot activate a system if you have no command tokens in your tactics pool.

2. MOVEMENT

You may move any number of ships from any number of systems that do not contain one of your command tokens *into* the active system.

Ships move through adjacent systems up to their **MOVE** value. Systems are adjacent if any of their tile sides touch, or if they have matching wormholes.

A ship must end its movement in the active system. A ship cannot pass through a system that contains another player's ships, and you cannot move units out of a system that contains one of your command tokens.

Ships that have **CAPACITY** can **transport** a number of ground forces and fighters up their value. Your ships may also pick up and transport ground forces and fighters from systems they pass through that do not contain any of your command tokens.

The number of fighters and ground forces you have in the space area of a system cannot exceed the combined **CAPACITY** of that player's ships in that system. Excess units are destroyed at the end of combat.

Systems that contain identical **wormholes** are adjacent to one another for all purposes.

A ship cannot move through or into an **asteroid field** or **supernova**.

A ship cannot move through, but may move into a **nebula**. A defender's ship in a nebula applies +1 to the result of each of its combat rolls. A ship moving out of a nebula has a **MOVE** of 1.

A ship that moves through or out of a **gravity rift** applies +1 to its **MOVE** and then rolls 1 die: on a 1-3, the ship is removed from the board and returned to its reinforcements.

After movement is complete, *all* players can use the **space cannon** abilities of their units in the active system.

3. SPACE COMBAT

If 2 players have ships in the active system, they must resolve **space combat**. If you are the only one with ships there, skip this step.

4. INVASION

You may use your **bombardment** abilities, commit units to land on planets, and resolve **ground combat** against other players' units.

5. PRODUCTION

You may resolve the **production** ability of each of your units in the active system to produce any of the units on your faction sheet, by spending resources equal to those units' total **cost**.

Take the newly produced unit from your reinforcements and place it in the active system. Ships are placed in the space area and ground forces are placed on the planet.

You cannot produce more units than the combined **PRODUCTION** values of your units in the active system. If a unit's cost is accompanied by 2 icons, you receive 2 units for the indicated cost (and each individual unit counts against the production limit).

If you have no units of the type you wish to produce, you may remove one of your units of that type from a system that does not contain one of your command tokens and return it to your reinforcements.

If you produce a fighter or infantry unit, but have none in your reinforcements, you can use fighter or infantry tokens from the supply instead; these must be accompanied by at least 1 plastic figure of that type that matches their color.

If your units with the **production** ability are in a system that contains another player's ships, your units are **blockaded** and cannot produce ships. They may still produce ground forces.

If the blockaded player has captured any of the blockading player's units, those units are returned to the latter's reinforcements.

COMPONENT ACTION

Resolve an action on a game component preceeded by the word **Action**.

A component action cannot be performed if its ability cannot be completely resolved. If a component action is canceled, it does not use that player's action.

---

3. STATUS PHASE

I. SCORE OBJECTIVES

In initiative order, each player may score up to 1 **public objective** and 1 **secret objective** if they fulfill its requirements.

2. REVEAL PUBLIC OBJECTIVE

The speaker flips an unrevealed public objective card faceup. Stage II objectives cannot be revealed until all Stage I objectives are revealed. The game ends if there are no unrevealed public objectives at the start of this step.

3. DRAW ACTION CARDS

In initiative order, each player draws 1 action card.

4. REMOVE COMMAND TOKENS

Each player removes all of their command tokens from the board, returning each token to their reinforcements.

5. GAIN AND REDISTRIBUTE COMMAND TOKENS

Each player gains 2 command tokens from their reinforcements. Then, each player can redistribute all their command tokens among their strategy, tactic, and fleet pools. Place command tokens in your fleet pool with the ship silhouette faceup; the number of tokens there is the maximum number of ships, excluding fighters, that you can have in each system.

6. READY CARDS

Each player *readies* (turns faceup) all of their exhausted cards, including strategy cards.

7. REPAIR UNITS

Each player repairs all of their units that have the **sustain damage** ability by turning them upright.

8. RETURN STRATEGY CARDS

Each player returns their strategy card to the common area. Then, if a player has removed the **custodians token** from *Mecatol Rex*, the round continues to the agenda phase. Otherwise, a new game round begins with the strategy phase.

4. AGENDA PHASE

After the custodians token is removed from *Mecatol Rex*, add the agenda phase to each round.

I. FIRST AGENDA

1. **REVEAL AGENDA:** The speaker draws 1 agenda card from the top of the agenda deck and reads it aloud to all players.

2. **VOTE:** Each player, starting with the player to the left of the speaker and going clockwise, can cast votes for an outcome of the current agenda. You may choose to abstain. When it is your turn, you may *exhaust* any number of your planets: each planet contributes a number of votes equal to its **INFLUENCE**.

   Announce the outcome you are voting for aloud. You can only vote on 1 outcome per agenda. Each player may negotiate up to 1 transaction with each other player while resolving the vote for each agenda.

   FOR OR AGAINST: Vote **FOR** or **AGAINST** the agenda.

   ELECT PLAYER: Vote for any player, including yourself.

   ELECT PLANET: Vote for any planet; it must be controlled by a player unless the agenda specifies otherwise.

3. **RESOLVE OUTCOME:** Count votes and resolve the outcome that received the most votes.

   When resolving a **directive**, resolve the outcome that received the most votes and discard the agenda card immediately.

   When resolving a **law**, if a **FOR** outcome received the most votes, or if the law requires an election, the law's effect becomes a permanent part of the game.

Resolve the outcome and place the agenda card in the common play area unless the effect specifies otherwise. If an **AGAINST** outcome received the most votes, resolve the text effect of the outcome and discard the agenda immediately.

If multiple outcomes receive the same number of votes, the speaker decides which of the tied outcomes is resolved.

2. SECOND AGENDA
Repeat the first agenda step for a second agenda.

3. READY PLANETS
Each player *readies* each of their exhausted planet cards. Then, a new game round begins starting with the strategy phase.

TACTICAL ACTION: SPACE COMBAT

During combat, the active player is the **attacker** and the other player is the **defender**.

1. ANTI-FIGHTER BARRAGE
Each player's units can use their **anti-fighter barrage** abilities.

2. ANNOUNCE RETREAT
Either player may choose to announce a **retreat**. The units will retreat at the end of the combat round.

3. MAKE COMBAT ROLLS
Each player rolls 1 die for each ship they have in the active system. **For each result equal to or higher than the COMBAT of that unit, a hit is scored.**

If a unit's **COMBAT** contains 2 or more **burst** icons, the player rolls that number of dice instead.

4. ASSIGN HITS
Each player must choose and destroy 1 of their ships for each hit their opponent produced. Remove destroyed ships from the board and places them in your reinforcements.

5. RETREAT
If a player announced a **retreat** during the first step of the combat round, they retreat. The player takes all of their ships from the combat and places them in an adjacent system. This system cannot contain ships that belong to another player and must contain either a planet the retreating player controls or at least one of their units; otherwise, the player cannot retreat.

If the system does not contain one of that player's command tokens, the player must place 1 token from their reinforcements in that system when they retreat.

END OF SPACE COMBAT
If both players have units remaining in the combat at the end of the **retreat** step, resolve another round of combat starting with the **announce retreat** step.

After all units on one or both sides of the combat have been destroyed or have retreated, play proceeds to the **invasion** step.

A player has won a space combat if they are the only player with ships remaining in the active system when the combat has ended.

TACTICAL ACTION: INVASION

1. BOMBARDMENT
If any planets in the active system contain another player's ground forces, the active player may use the **bombardment** abilities of any of their units in that system.

2. COMMIT GROUND FORCES
The active player decides which ground forces they wish to land on planets. Take any of your ground forces that are with your ships in the space area of the active system and place them on the planet you wish to invade.

3. SPACE CANNON DEFENSE
If another player has a **PDS** on any of the planets the active player has committed ground forces to, that player may be able to use its **space cannon** ability to destroy some of those forces before they land.

4. GROUND COMBAT
If multiple players have ground forces on the same planet, they resolve a ground combat. Combats on multiple planets are resolved in the order of the active player's choice.

Each round of ground combat consist of 2 steps, following the same rules as the space combat steps of the same name:

1. **Make combat rolls:** Each player rolls 1 die for each ground force they have on the planet.
2. **Assign hits:** Each player in the combat must choose and destroy 1 of their own ground forces for each hit their opponent produced.

After assigning hits, if multiple players have units remaining on the planet, resolve another round of ground combat starting with the **make combat rolls** step. After all units on one or both sides of the combat have been destroyed, proceed to the next step.

5. ESTABLISH CONTROL
The active player gains **control** of each invaded planet that still contains at least one of their ground forces. Take its corresponding planet card and place it in your play area *exhausted*. If the planet contains structures that belong to another player, those structures are destroyed.

ACTION CARDS

Each player may have a maximum of 7 action cards in hand; if you ever have more, you must choose and discard cards down to this limit. Action cards should be kept hidden from other players.

Multiple action cards with the same name cannot be played during a single timing window to affect the same units or effect.

A canceled action card has no effect and is discarded.

TRADE GOODS & COMMODITIES

Trade goods are a universal currency used to produce units or bribe other empires. You may spend a trade good as either 1 **resource** or 1 **influence**.

Commodities are products that are plentiful within your empire. They become trade goods when given to another player.

Players may replenish commodities by using the abilities of the *Trade* strategy card. Take commodity tokens from the supply until you have a number of tokens equal to the **COMMODITIES** value on your faction sheet. You cannot have more commodities than that printed value.

Both trade goods and commodities are represented by opposite sides of the same token. When you give another player a commodity, that player flips the token to its trade good side.

TRANSACTIONS & DEALS

If a player has a unit, or controls a planet, in a system that is adjacent to a system that contains a unit or planet that another player controls, those players are **neighbors**.

During your turn, you may negotiate a **transaction** with one or more neighbors, even during a combat. The negotiating players may exchange any number of trade goods and commodities.

The active player may negotiate only once with each of their neighbors per turn. After a transaction has been finalized, no other transactions may occur between those players that turn.

Transactions that go beyond a simple exchange of goods are called **deals**. An effect that can be resolved immediately is a **binding deal**: a player must honor their end of the bargain. An effect that cannot be resolved immediately is a **non-binding deal**: a player is not required to honor their end of the bargain and may fulfill or ignore the deal as they choose.

A player can offer a **promissory note** to another player as part of a transaction. You may allow the receiving player to view the card being offered if you wish. You cannot resolve your own promissory notes, but you can resolve other players' notes you receive from a transaction.

You cannot trade more than 1 promissory note during a single transaction.

When you resolve a promissory note, reveal the card and resolve its text effect. They are usually returned to their original owner and may again be offered by that player as part of a transaction.

You can also exchange promissory notes you have received from other players (no permission from the original owner is required).

TECHNOLOGY

Each player has a deck of **technology cards** they may look through at any time, as well as a number of faction technology cards. Place your starting technologies and any technology you research faceup in your play area.

A technology's color is either green (biotic), red (warfare), blue (propulsion), or yellow (cybernetic). When a technology is faceup in your play area, you **own** that technology: it remains in play for the rest of the game and you can use its abilities.

When you gain a **unit upgrades** technology, place its card over the corresponding unit on your faction sheet. White arrows next to an attribute's value indicate that the attribute will improve when its unit is upgraded. When a unit is upgraded, all the player's units of that type, both on the board and in their reinforcements, now have the attributes shown on the unit upgrade technology.

RESEARCHING TECHNOLOGY
Players gain new technology by researching it, usually by using the *Technology* strategy card. You must satisfy the **prerequisites** of the technology you wish to research. Prerequisites are on the lower-left side of each technology card and contain one or more symbols that correspond to the 4 technology colors.

To satisfy a technology's prerequisites, a player must own a matching technology for each prerequisite symbol on the card that they wish to research.

If you control a planet that has a **technology specialty** symbol, you may *exhaust* that planet when researching technology to ignore a prerequisite that matches that technology specialty.

While researching technology, you may exhaust planets for their technology specialty or for their resources, but not for both.

UNIT ABILITIES

PLANETARY SHIELD
The planet where this unit is located is not an eligible target for other units' **bombardment** abilities.

SUSTAIN DAMAGE
This unit can become damaged to cancel 1 hit. A damaged unit is turned on its side but otherwise functions normally. A damaged unit cannot use this ability until it is repaired during the status phase or by another effect.

PRODUCTION
This unit can produce new units. Its **PRODUCTION** value is the maximum number of units it can produce.

OFFENSIVE ABILITIES
Offensive abilities require you to roll dice to determine whether or not another player's units are hit, and are followed by a number that determines the minimum die result required to produce a hit.

Hits produced by abilities are assigned immediately. When a hit is produced against a player's units, that player chooses and destroys one of their units.

ANTI-FIGHTER BARRAGE: A player uses this ability during the **anti-fighter barrage** step of the first round of space combat. These hits can only be assigned to fighters.

BOMBARDMENT: A player uses this ability during the **bombardment** step of an invasion. These hits can only be assigned by the bombarded player to ground forces on the planet being bombarded. If there are multiple planets in the system, the active player must choose which of their units in the system are bombarding which planets before rolling dice.

SPACE CANNON: You can use this ability at these times:

- **After the movement step of a tactical action,** all players can use the **space cannon** abilities of their units that are in the active system. The player whose units the ability was used against must assign these hits to ships in that system.
- **During the space cannon defense step of an invasion,** the player who controls the planet being invaded can use the **space cannon** abilities of their units on that planet. The invading player must assign these hits to their ground forces that are invading the planet.

THE GALACTIC COUNCIL

Players may freely move units into the *Mecatol Rex* system, but cannot land ground forces on the planet while the **custodians token** is present.

To remove this token, the active player must spend **6 influence** immediately before landing ground forces on the planet. They cannot land ground forces if they cannot spend the influence.

If you remove the custodians token, place it in your play area and gain 1 VP. From now on the agenda phase is added as the last phase of each game round (including this round).

WINNING THE GAME

The first player to gain 10 VPs wins the game (or 14 VPs if players are using the 14 space side of the victory track).

You gain VPs by completing **objectives**. Each objective specifies when a player can score it. Each player can only score 1 public and 1 secret objective during each status phase and each step of the action phase.

Gain the number of VPs on the card by advancing your VP token on the VP track, then place a control token from your supply on the card to show that you have scored it and cannot score it again. Place a scored secret objective faceup in front of you before placing a control token on it.

You cannot score a public objective if you do not control all the planets in your home system.

You cannot have more than 3 total scored and unscored secret objectives. If you draw a secret objective and have more than 3, return 1 unscored secret objective to the deck and shuffle it.

If an ability refers to the player with the *most* or *fewest* VPs, and there is a tie, the effect applies to all of the tied players.

Imperium Rex: When the speaker would reveal an objective but cannot, the game immediately ends and the player with the most VPs wins the game. On a tie, the player among the tied players who is earliest in initiative order wins the game.

TWILIGHT IMPERIUM
FOURTH EDITION

GAME ROUND

I. STRATEGY PHASE

Starting with the speaker and in clockwise order, each player chooses 1 **strategy card** (and any trade good tokens on it).

3-4 players: each player chooses a second card during a second round of selection.

The speaker then places 1 **trade goods token** from the supply on each unchosen strategy card.

2. ACTION PHASE

In the **initiative order** determined by the number on their strategy cards (starting with the lowest), players consecutively take turns to perform a single **action**.

If you cannot or do not wish to take an action, you must **pass**. You can still resolve transactions, start-of-turn abilities, and the secondary abilities of other players' strategy cards. **You cannot pass until you have performed 1 strategic action.**

3-4 players: you cannot pass until you have exhausted both your strategy cards.

STRATEGIC ACTION

Read and resolve the primary ability on your strategy card.

Then the other players, in clockwise order, *may* resolve the **secondary ability** of that strategy card. Once resolved, the active player *exhausts* their strategy card by flipping it.

TACTICAL ACTION

I. ACTIVATION

You must activate a system that does not contain one of your command tokens. Place a **command token** from your **tactic pool** in that system; it is now the **active system** for the rest of this tactical action.

2. MOVEMENT

You may move any number of ships from any number of systems that do not contain one of your command tokens *into* the active system, through adjacent systems up to their **MOVE**.

A ship cannot pass through a system that contains another player's ships, and you cannot move units out of a system that contains one of your command tokens.

Ships that have **CAPACITY** can **transport** a number of ground forces and fighters up that value. Your ships may also pick up and transport ground forces and fighters from systems they pass through that do not contain any of your command tokens.

The number of fighters and ground forces you have in a system's space area cannot exceed the combined **CAPACITY** of that player's ships in that system. Excess units are destroyed at the end of combat.

Systems with identical **wormholes** are adjacent to one another. A ship cannot move through or into an **asteroid field** or **supernova**. A ship cannot move through, but may move into a **nebula**. A defender's ship in a nebula applies +1 to the result of each of its combat rolls. A ship moving out of a nebula has a **MOVE** of 1. A ship that moves through or out of a **gravity rift** applies +1 to its **MOVE** and then rolls 1 die: 1-3, the ship is removed from the board and returned to its reinforcements.

After movement is complete, *all* players can use the **space cannon** abilities of their units in the active system.

3. SPACE COMBAT

If 2 players have ships in the active system, resolve **space combat**.

4. INVASION

You may use **bombardment** abilities, commit units to land on planets, and resolve **ground combat** against other players' units.

5. PRODUCTION

You may resolve the **production** ability of each of your units in the active system to produce any of the units on your faction sheet, by spending resources equal to those units' total **cost**.

You cannot produce more units than the combined **PRODUCTION** values of your units in the active system.

If your units are in a system with another player's ships, yours are **blockaded** and cannot produce ships.

COMPONENT ACTION

Resolve an action on a component preceeded by **'Action'**.

3. STATUS PHASE

I. SCORE OBJECTIVES

In initiative order, each player may score up to 1 **public objective** and 1 **secret objective** if they fulfill its requirements.

2. REVEAL PUBLIC OBJECTIVE

The game ends if there are no unrevealed public objectives. The speaker flips an unrevealed public objective card faceup.

3. DRAW ACTION CARDS

In initiative order, each player draws 1 action card.

4. REMOVE COMMAND TOKENS

Players remove all of their command tokens from the board.

5. GAIN AND REDISTRIBUTE COMMAND TOKENS

Each player gains 2 command tokens from their reinforcements. Then each player can redistribute all their command tokens.

6. READY CARDS

Each player *readies* (turns faceup) all of their exhausted cards.

7. REPAIR UNITS

Each player turns upright all of their units that have the **sustain damage** ability by turning them upright.

8. RETURN STRATEGY CARDS

Each player returns their strategy card to the common area.

4. AGENDA PHASE

After the custodians token is removed from *Mecatol Rex,* add the agenda phase to each round.

I. FIRST AGENDA

1. **REVEAL AGENDA:** The speaker draws 1 agenda card from the top of the agenda deck and reads it aloud to all players.

2. **VOTE:** Each player, starting with the player to the left of the speaker and going clockwise, can cast votes for an outcome. You may abstain. When it is your turn, *exhaust* any number of your planets: each contributes votes equal to its **INFLUENCE**. Each player may negotiate up to 1 transaction with each other player while resolving the vote for each agenda.

3. **RESOLVE OUTCOME:** Count votes and resolve the outcome that received the most votes.

2. SECOND AGENDA

Repeat the first agenda step for a second agenda.

3. READY PLANETS

Each player *readies* each of their exhausted planet cards.

UNIT ABILITIES

ANTI-FIGHTER BARRAGE

This unit may be able to destroy an opponent's fighters at the start of a space battle. During the **anti-fighter barrage** step of the first round of space combat, perform these steps:

1. Each player makes an **anti-fighter barrage roll** for each of their units in the combat with this ability. One hit is produced for each result that equals or exceeds the unit's **ANTI-FIGHTER BARRAGE** value (X is the minimum needed to hit, and Y is the number of dice rolled).

   Game effects that affect combat rolls do not affect anti-fighter barrage rolls. This ability can still be used if no fighters are present; hits may trigger specific abilities.

2. Each player must choose and destroy 1 of their fighters in the active system for each hit. Excess hits have no effect.

BOMBARDMENT

This unit may be able to destroy another player's ground forces during an invasion. During the **bombardment** step, perform these steps:

1. The active player chooses which planet each of their units with this ability will bombard. They then make a **bombardment roll** for each of them. One hit is produced for each result that equals or exceeds the unit's **BOMBARDMENT** value (X is the minimum needed to hit, and Y is the number of dice rolled; if there is no Y, roll 1 die).

   Game effects that affect combat rolls do not affect bombardment rolls. You may bombard multiple planets in a system, but declare which planet a unit is bombarding before making a bombardment roll.

   Planets that contain a unit with the **planetary shield** ability cannot be bombarded. The L1Z1X's **harrow** ability does not affect the L1Z1X player's own ground forces.

2. The player who controls the planet that is being bombarded chooses and destroys one of their ground forces on that planet for each hit. Excess hits have no effect.

PLANETARY SHIELD

Units cannot use the **bombardment** ability against a planet that contains a unit with **planetary shield** ability.

This ability does not prevent a planet from being affected by the **X-89 bacterial weapon** technology. It does prevent an L1Z1X player from using their **harrow** ability.

If a war sun is in a system with any number of other players' units with this ability, those units are treated as if they do not have this ability. Such units cannot use the **magen defense grid** technology. A war sun can use its **bombardment** ability against planets that contain units with the **planetary shield** ability.

PRODUCTION

During the **production** step of a tactical action, you can resolve the **production** ability of each of your units that are in the active system to produce units.

A unit's **PRODUCTION** value is the maximum number of units the unit can produce. If you have multiple producing units in the system, you can produce a number of unit's up to their combined total **PRODUCTION**.

When producing fighters or infantry, each individual unit counts toward the producing unit's production limit. You can produce 1 fighter or infantry instead of 2, but must still pay the entire cost.

SPACE CANNON

During a tactical action, at the end of the **movement** step and beginning with the active player and proceeding clockwise, each player may use the **space cannon** ability of each of their units in the active system.

This ability can be used even if no ships were moved during the **move ships** step.

1. Make a **space cannon roll** for each of your units in the active system with the **space cannon** ability. One hit is produced for each result that equals or exceeds the unit's **SPACE CANNON** value (X is the minimum needed to hit, and Y is the number of dice rolled; if there is no Y, roll 1 die).

   If a player has a PDS unit upgrade technology, they can use the **space cannon** ability of their PDS units that are in systems adjacent to the active system. Hits are still assigned to units in the active system.

   Game effects that affect combat rolls do not affect space cannon rolls.

2. If the active player was firing, they choose a player who has ships in the active system. **Players other than the active player must target the active player's units.**

   The targeted player must choose and destroy one of their ships in the active system for each hit.

SPACE CANNON DEFENSE

During the **invasion** step of a tactical action, after ground forces have been committed to land on planets, players other than the active player can resolve the **space cannon** ability of their units on those planets.

1. Each player makes a **space cannon roll** for each of their units on the invaded planet with the **space cannon** ability. One hit is produced for each result that equals or exceeds the unit's **SPACE CANNON** value (X is the minimum needed to hit, and Y is the number of dice rolled; if there is no Y, roll 1 die).

   Game effects that affect combat rolls do not affect space cannon rolls. Game effects that allow the use of **space cannon** abilities against ships in adjacent systems have no effect during space cannon defense.

2. The active player must choose and destroy one of their ground forces on the planet for each hit. Hits can only be assigned to units that are on the same planet as the units using this ability.

SUSTAIN DAMAGE

Immediately before a player assigns hits to their units from any source, they can use the **sustain damage** ability of any of their units in the active system.

For each such ability that you use, 1 hit produced by another player's units is canceled. Then, each unit using this ability is placed on its side to indicate that it is **damaged**.

A damaged unit functions the same as an undamaged unit, except it cannot use the **sustain damage** ability until it is repaired during the status phase or by another effect.

A unit can only use this ability if it is eligible to be hit, and this ability cannot be used to cancel an effect that directly destroys a unit.

PROPHECY OF KINGS

SETUP

VPs are easier to score when using this expansion: if you wish to play a longer game, use the 14 VP side of the victory track.

Remove these agenda cards from the base game: *Core Mining, Demilitarized Zone, Holy Planet of Ixth, Representative Government, Research Team: Biotic, Research Team: Cybernetic, Research Team: Propulsion, Research Team: Warfare, Senate Sanctuary, Shard of the Throne, Terraforming Initiative, The Crown of Emphidia, The Crown of Thalnos.*

Add the 4 **mech units**, 8 new **technology cards**, and 1 new **promissory note** that match each base-game color to the other components of that type.

Add the remaining cards to their respective decks, and shuffle the red-backed and blue-backed **system tiles** into their respective piles of base-game system tiles.

Replace the *Diplomacy* and *Construction* **strategy cards** from the base game with their revised versions.

Add the 7 new **faction sheets** to the stack of sheets from the base game.

In addition to their faction components from the base game, each player takes their faction's **mech unit card** and their 3 **leader cards**.

These factions take additional components:

The Ghosts of Creuss: 1 creuss gamma wormhole token.
The Vuil'raith Cabal: 3 dimensional tear tokens.
The Nekro Virus: 3 dimensional tear tokens.
The Titans of Ul: 5 Ul sleeper tokens.
The Embers of Muaat: 1 Muaat supernova tile.

Each faction's components now include 4 **mech units**, 8 new **technology cards**, 1 new **promissory note**, and 1 **leader sheet**.

Each player slides the edge of their leader sheet under their faction sheet. Then, from top to bottom slot, they place their agent, commander, and hero leader cards and their mech unit card on the leader sheet. All leaders are placed showing the side that has the slot icon in the upper-right corner.

When creating the game board, place the **wormhole nexus** in the common area so the side that shows only the gamma wormhole is faceup. Then, place the 3 **gamma wormhole tokens** next to the wormhole nexus.

If playing with 5, 7, or 8 players, see the rulebook for specifics about creating the game board for that number of players. See also the customizable game board setup options.

Place 1 **frontier token** on each non-home system that has no planets. Return the remaining frontier tokens to the box. Place all **attachment tokens** near the board.

Shuffle the **relic deck** and each **exploration deck** separately and place them in the common area.

If an ability instructs you to **purge** a component, remove it from the game and return it to the box. If a planet card is purged, also purge all cards attached to that planet card and remove the corresponding attachment tokens from the board.

LEADERS

Each faction has 3 leaders with unique abilities. There are 3 types of leaders:

AGENT: Each agent ability *exhausts* that leader. Agents are readied along with all other exhausted cards during the **ready cards** step.

COMMANDER: Each commander has a passive ability. This ability can be shared with another faction by trading the *Alliance* promissory card.

HERO: Each hero has a very powerful, once per game ability.

Agent abilities are available from the beginning of the game, but commander and hero abilities begin the game locked. When the **goal** on a leader card is fulfilled, flip the card: the ability side is now unlocked and available for use.

MECH UNITS

Mechs are specialized ground forces produced like other units and available from the beginning of the game. They can be transported and can participate in ground combat.

Deploy abilities provide an alternative way to place units on the board. These abilities can only be resolved to place a unit that is in a player's reinforcements, and each deploy ability can be resolved only once per timing window.

CAPTURE

Some abilities instruct you to **capture** a unit. While a unit is captured, it is placed on the capturing player's faction sheet until it is **returned**.

If at least one of a player's units with the **production** ability is being blockaded, they cannot capture units from the player who is blockading them.

NON-FIGHTER SHIPS AND MECHS

If a player captures a non-fighter ship or mech, they place it on their faction sheet. When such a unit is returned, it is placed in the reinforcements of the player who it was captured from. A captured non-fighter ship or mech can be returned:

- If the player who captured the unit agrees to return it as part of a transaction.
- If an ability allows a player to return a captured ship, typically as a cost for an effect.
- If the player whose unit was captured blockades a space dock of the player who captured the unit.

FIGHTERS AND GROUND FORCES

If a player captures a fighter or ground force, it is placed in its reinforcements instead of on the capturing player's faction sheet.

Then, the capturing player places a fighter or ground force token from the supply on their faction sheet instead. Captured fighters and ground forces do not belong to any player color, so they cannot be returned as part of a transaction and they are not returned because of a blockade. They remain on the capturing player's faction sheet until an ability returns them, when they are placed in the supply.

LEGENDARY PLANETS

When you take control of a **legendary planet**, place its legendary planet ability card in your play area. Each has a unique ability that can be used at the end of your turn.

If a player gains control of an exhausted legendary planet ability card, it remains exhausted.

EXPLORATION

When you take control of a planet that is not already controlled by another player, you **explore** that planet. Draw a card from the top of the exploration deck that matches that planet's type and resolve the effect. Then discard the card, unless it is a relic fragment or has an **attach** ability.

Planets that do not have a type cannot be explored.

Players with the *Dark Energy Tap* technology can explore **frontier tokens**. Discard the token and draw a card from the top of the frontier exploration deck.

If you gain control of multiple planets at the same time, choose the order in which you explore those planets, drawing and resolving each planet's exploration card before exploring the next planet.

ATTACHED CARDS

When you draw an exploration card that includes the **attach** header, attach it to the explored planet's card by sliding it underneath. Then, place the matching **attachment token** on that planet on the board. That planet is modified by the exploration card's values and ability, and the attached card remains attached if another player takes control of that planet.

RELIC FRAGMENTS AND RELICS

When you draw an exploration card that contains **relic fragment** in the title, place it faceup in your play area. 3 relic fragments of the same type can be purged to gain a **relic**: draw a card from the top of the relic deck and place it faceup in your play area. Relic fragments can be exchanged as part of a transaction.

WORMHOLE NEXUS & HYPERLANES

The **wormhole nexus** is a region of the galaxy where several wormholes converge. The tile's inactive side displays a gamma wormhole, and the active side displays 3 wormholes. The nexus is treated as part of the board, and it begins the game inactive (so it is only adjacent to tiles that have a gamma wormhole).

The first time a player moves or places a unit into the wormhole nexus or gains control of its planet *(Mallice)*, the nexus becomes active: flip it to its active side. The active nexus is adjacent to tiles that have an alpha, beta, or gamma wormhole.

When playing with 5 or 7 players, the galaxy is set up with **hyperlane tiles.** Each contiguous line created by one or more hyperlane tiles is a **hyperlane.** System tiles connected by a hyperlane are adjacent for all purposes.

Hyperlane tiles improve balance in the starting positions for each player, so players do not receive extra trade goods for having a particular starting position.

Hyperlane tiles are not systems. They cannot have units on them and they cannot be targets for effects or abilities.