LOST STAR CHARTS OF IXTH

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OVERVIEW

This fan-made mini expansion for *Twilight Imperium 4th edition* adds new cards to the game with a focus on new system tiles, legendary planets and anomalies. The intention of the expansion is to bring more variety and new venues for player interaction in a game of *Twilight Imperium*.

NEW GAME COMPONENTS

The expansion comes with the following new components:

- 16 system tiles
- 21 accessory tokens
- 12 planet cards
- 10 legendary planet ability cards
- 11 terraforming initiative cards
- 3 exploration cards

EXPANSION IDENTIFIER

Each card in the *Lost Star Charts* expansion can be identified with this icon, to distinguish the new components from the components of the base game or other expansions.

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Original Game Design	Dane Beltrami, Christian T. Petersen
Special Thanks	The *Twilight Imperium TTS* Discord community and the */r/twilightimperium* Reddit community
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INTEGRATING THIS EXPANSION

This expansion requires both the base game of *Twilight Imperium* and the *Prophecy of Kings* expansion to be played.

Print the cards supplied in this expansion in 41mm x 63mm size in M31 linen cardstock finish or similar.

The system tiles need to be printed over roughly 1.6mm thick cardboard stock. The tiles provided include a bleed: use the provided cutouts for the correct size or use the original system tiles as a template for print and play purposes.
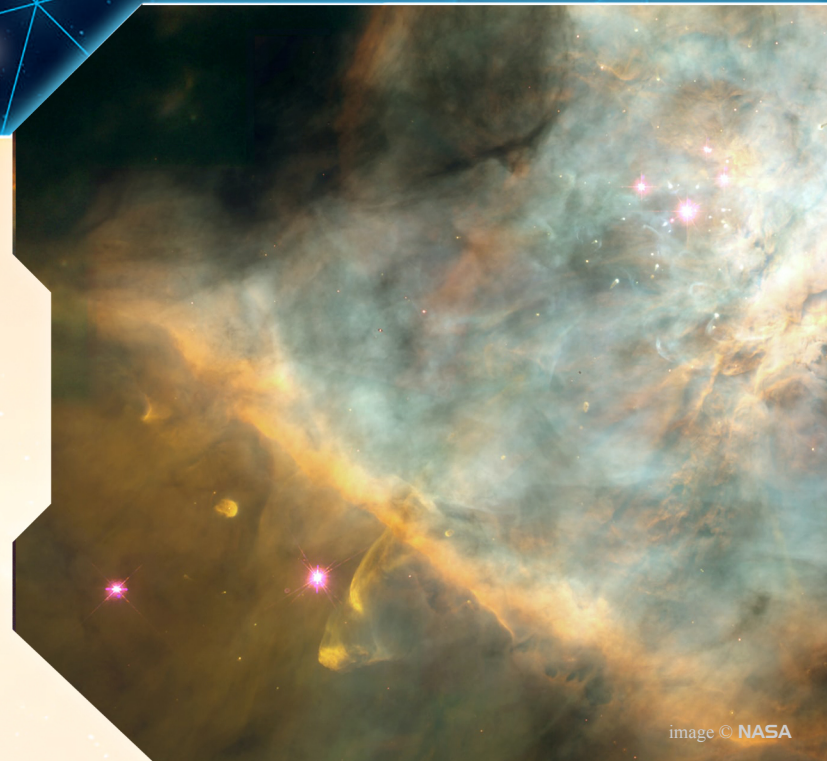
SETUP AND RULES

Start setting up the game normally by integrating the planet cards and the legendary planet abilities with the others.

Once getting at the step 6 - Create Game Board of the Complete Setup chapter in the Living Rules, the system tiles from this expansion will need to be integrated with the other system tiles from the base game and *Prophecy of Kings* expansion.

It is not recommended to play a game of Twilight Imperium including all the system tiles that contain legendary planets introduced by this expansion as it would make the game too imbalanced. Likewise, it is not recommended to add too many red tiles containing both anomalies and planets as this would cause imbalances in the frontier exploration mechanism.

Therefore, do not add the system tiles from this expansion as described in the step 6.i of the Complete Setup from the Living Rules. Instead, add these tiles to the game in one of the ways described below, or make your own house rules!

There are three off-map system tiles provided by this expansion. These tiles should not be normally available next to the game board at game start. The placement rules for one of these tiles is described later in the Lost System Tiles section.

DEFAULT DRAFT

In a standard *Twilight Imperium* game that includes the *Prophecy of Kings* expansion, players may have access to a maximum 4 legendary planets (including Mallice and Mirage).

To retain a similar distribution of legendary planets, create a stack of legendary planets including the original tiles plus the regular tiles that contain a legendary planet from this expansion. From this stack, draw 1 tile every 2 players, with a minimum total of 2. Add this stack to the rest of the system tiles used to deal to players when building the galaxy. In this way, players will have the same chances to have roughly the same number of legendary planets available in any given game.

As for the red tiles, the *Prophecy of Kinds* has added 2 of them that contain a planet. Similarly to legendary planets distribution, you'd probably want to keep the same balance to avoid ill interactions with frontier exploration. The planets within anomalies in this expansion are always legendary planets, therefore you might want to take that into account too.

As for wormhole distribution, you could apply a similar criteria and limit the total number of womrholes in the draft, to keep the same probabilities of a map featuring alpha and beta wormholes in a similar way.

ALTERNATIVE DRAFTING SYSTEMS

When using an alternative system to deal tiles to players at game setup, you could integrate the system tiles from this expansion into it, using a similar rationale as the one described for the default draft above.

PRE-MADE MAP

Use a pre-made map that features some of the systems tiles included in this expansion. This is often done by the *Twilight Imperium* community, in place of galaxy map drafting as per game setup rules, with pre-made maps being featured on official *Codex* releases. It's up to your gaming group to balance the pre-made map. If you plan to make a resource-rich map, you could include more legendary planets than a normal game; if your goal is to create a balanced map, you should take into account the legendary abilities and other planets' characteristics.

REVERSE SPEAKER ORDER DRAFT

After the speaker has been determined and the system tiles have been dealt as in step 6.ii of the Complete Setup from the Living Rules, beginning with the last player, in reverse speaker order, each player may exchange 1 of their tiles from their hand with another from this expansion. Ideally, the tiles being exchanged should have at least a couple of characteristics in common between them (e.g. red tile for red tile, blue tile for blue tile, anomaly for anomaly, legendary planet for legendary, and so on). The draft ends as soon as at most 3 players have chosen a tile from this expansion. Then, the speaker chooses if to add 1 of the tiles that are placed off map from this expansion, or not. Mallice and the Wormhole Nexus tile should never be swapped for another off-map tile provided in this expansion.

BIOCRYSTAL MELANGE

The player controlling Jarrah increases their commodity value by 2. The expansion provides a token for reminding the player of this bonus. When another player assumes control, pass the token to that player.

INTERSTELLAR GATE

The legendary ability of the planet Kwon will grant the player

controlling it the passive benefit to use the commander of an unchosen faction. When a player assumes control of Kwon, they take the commander of a randomly drawn faction not currently in play, unlocked side up.

Use the token provided by this expansion to help reminding of the decreased commodity value for the player that controls Kwon.

LOST SYSTEM TILES

Cards, rules and game effects that mention any "Lost System Tile" refer to one of the three tiles provided by this expansion that are placed off-map, and are shaped like the Wormhole Nexus tile. None of these tiles count as the Wormhole Nexus for game effects that refer specifically to the Wormhole Nexus. They count as being considered at the edge of the galaxy map as the Wormhole Nexus, though.

These tiles follow the same rules as any other system tile in general, and rules that apply to the Wormhole Nexus for being an off-map tile. Each of the lost system tiles features an alpha and a beta wormhole and are therefore adjacent to other wormholes of the same types, thus including the Wormhole Nexus itself.

These tiles shouldn't be added to the game board at game setup. (The system tile containing the legendary planet Kwon has one setup rule that needs to be carried out at game start though).To learn more about how to place these tiles in a game, read the section below about Star Map Relic Fragments.

STAR MAP RELIC FRAGMENTS

This expansion provides three additional exploration cards (one per planetary exploration deck) that feature each a star map frelic ragment. These fragments are considered a relic fragment of their own type. That means they can't normally be purged along with relic fragments of the same color (but count as relic fragments for any other game effect).

When a player purges two star map fragments, they choose and add one of the Lost System Tiles next to the game board (see the section above for rules specific to these tiles). The chosen tile becomes available to players for activation and for any other game effect related to systems.

The star map fragments are designed in such a way that when they are draw by a player as the result of planetary or frontier exploration, that player would keep that card and draw another

to preserve the standard game exploration effects.

TERRAFORMING INITIATIVES

The Terraforming Initiatives are new cards that come with the Lloyd legendary planet special ability. Place these cards next to the game board if Lloyd is in play, in the common area.

The Lloyd legendary ability consists of having the player controlling Lloyd choosing and resolving 1 of these cards by exhausting its corresponding legendary card. The Terraforming Initiative cards provide planetary attachments, just like several exploration cards and some relics. They follow the same rules as other attachments (chapter 12 of the Living Rules - "Attach"). The attachment cards, when resolved, must go to the planet Lloyd and none else.

Specific tokens are provided for visual aid on the board with Terraforming Initiatives, just like for standard attachments.

FAQ

This section contains answers to frequently asked questions related to this expansion.

STAR MAP RELIC FRAGMENTS

Q: *Would an unkonwn relic fragment count also as a star map relic fragment?*

A: Yes.

Q: *Wwoudd the Naaz-Rokha player be able to use their Fabrication faction ability with star map relic fragments?*

A: Yes, they would be able to purge 2 star map relic fragments to gain a relic, instead of triggering the ability of the star map relic fragments as written on the cards (not both). Likewise, their promissory note Black Market Forgery would grant this ability also to another player.

LEGENDARY PLANET ABILITIES

Alpert - Imperial Shipyard

Q: *If a player contrilling Alpert produces a ship using Sling Relay, would they benefit of the reduced cost offered by the*

planet's legendary ability?

A: Yes, as long as there's a space dock on Alpert and the ship is produced there.

Ethan - Metastability Event

Q: *Can Ethan qualify for objectives and game effects that require controlling planets with technology specialties?*

A: Yes, the planet is considered having 1 technology specialty only (controlling player chooses) at any single time.

Q: *If a player places a space dock on Ethan, would the legendary ability effect its production capacity in any way?*

A: No, as long as the planet resources are not spent, the capacity would still be calculated over the planet's resource value (by default 6, which with a normal Space Dock that would mean a production capacity of 8).

Q: *Is the technology specialty of Ethan decided at game setup or when a player takes control?*

A: No. Ethan has all technology specialties, but only 1 at the time can be used (for skipping technology prerequisites, fulfilling objectives, other game effects etc.). The controlling player determines which technology specialty is evaluated each time for any game effects related to technology specialties.

Q: *If another player resolves an ability that would cause Ethan to be exhausted, does that trigger the planet's legendary ability and purge its tile and related cards?*

A: No. To resolve Metastability Event only the player who currently controls Ethan should exhaust that planet for resources. If game effects triggered by other players force the planet to be exhausted for resources that does not trigger the legendary ability card.

Horace - Transgravity Conduit

Q: *If the player controlling Horace uses the Transgravity Conduit ability to move their ships into a nebula, would the defender still have +1 on their combat rolls?*

A: Yes, the defender would still apply +1 to their rolls. Horace's legendary ability does let others ignore the anomaly effects, nor deny others the use any of their tactical advantages.

Q: *Can abilities or game effects triggered by anomalies still apply even if the player decides to ignore an anomaly when*

using Transgravity Conduit?

A: Yes. The player may choose to ignore the anomaly's effects but other game effects triggered by them may still apply. For example, action cards or secret objectives that mention an anomaly.

Jarrah - Biocrystal Melange

Q: *What happens if the player controlling Jarrah loses control of the planet?*

A: If they happen to have more commodities because of the legendary ability, they must immediately return those commodities to the common play area.

Kwon - Inerstellar Gate

Q: *What happens if the player taking control of Kwon has more commodities than they should be allowed to in the moment they assume control?*

A: They should immediately return the commodities in excess to the common play area. They do not gain back the commodities should they lose control to Kwon, only the possibility to gain the same amount as before they had control.

Lloyd - New Elysium

Q: *Can a player resolve a Terraforming Initiative for a planet other than Lloyd?*

A: No. All Terraforming Initiatives must be attached to Lloyd. If game effects later instruct a player to move an attachment from Lloyd to another planet, follow the rules for attachments and that specific game effect.

Widmore - Tyrrell Syndicate

Q: *How is a player selected at random when the Widmore legendary planet ability shows the back side at the start of the agenda phase?*

A: It's up to the players: any randomization system will do (dice roll, app, spinner etc.).

Q: *When another player at random may gain 2 action cards or 1 secret objective at the start of the agenda phase, who decides what they gain?*

A: The randomly selected player decides.