The winner of the game is the first to 10 victory points (14 in the long game), points are almost always scored player at a time so a tie is very unlikely, if multiple people do get the winning point simultaneously the player closest to the speaker in clockwise order wins.

Twilight Imperium is not a game focused on combat, it is a game focused on objectives and claiming some of those objectives may require you to get into combat. The game is played over several rounds, the game will usually end in round 5 or 6, each round is split into 3 phases, once Mecatol Rex has been invaded a fourth phase called the Agenda Phase will be added.

1. The Strategy Phase

Starting from the speaker and then going clockwise everyone takes a strategy card, in a 3 or 4 player game everyone then takes a second strategy card; any not taken gain 1 trade good.

Initiative order for the round is dictated by the lower number.

2. Action Phase

Do one of 3 types of action or pass, you **cannot** pass until you have done all your strategic actions.

Strategic Action
1) Use the primary ability of a strategy card.
2) Everyone clockwise from you can do the secondary. Players who have passed may still do the secondary.

Component Action
Do an **Action** on one of your components.

Tactical Action
1) Activation
2) Movement
   i) Move Ships.
   ii) Space Cannon Offence.
3) Space Combat
   i) Anti-Fighter Barrage.
   ii) Announce Retreats.
   iii) Make Combat Rolls.
   iv) Assign Hits.
   v) Retreat.
   Repeat From ii)
4) Invasion
   i) Bombardment.
   ii) Commit Ground Forces.
   iii) Space Cannon Defence.
   iv) Ground Combat.
   v) Establish Control.
5) Production

Repeat action phase until everyone has passed.

3. The Status Phase

1) Score objectives.
   In **Initiative** order score 1 public and or 1 secret objective.
   Cannot score public if you do not control all your home planets.
2) Reveal next public objective.
3) Draw an action card.
   Normally 1, players with the Neural Motivator tech get 2.
4) Remove all command tokens from the board.
5) Gain command tokens and redistribute.
   Normally 2, players with the Hyper Metabolism tech get 3.
6) Ready cards.
7) Repair units.
8) Return strategy cards.

4. The Agenda Phase (after Mecatol Rex has been invaded)

1) Speaker draws and reads the top agenda card.
2) Clarify the effects of the agenda card.
3) When an agenda card is revealed effects (Veto etc).
4) After an agenda card is revealed effects (Riders etc).
5) Vote using influence.
   Clockwise starting from the player to the left of the speaker.
   Can only vote on 1 outcome.
   Can abstain this is not the same as casting 0 votes.
   Speaker is the tie breaker.

While resolving **each** agenda card, anyone may make a **single** transaction with each player, even if they are not neighbours.

Repeat for a second agenda card

6) Ready planets.

Strategy Cards

1) Leadership
P: Gain 3 CT's then spend influence to gain 1 CT for every 3 spent.
S: Spend influence to gain 1 CT for every 3 spent.

2) Diplomacy
P: Pick a system, everyone else puts a CT from their reserve into that system then you ready each planet in that system.
S: Spend 1 strategy CT to ready 2 planets.

3) Politics
P: Pick a new speaker (**cannot** be the current speaker) then draw 2 action cards then look at next 2 agenda cards place each card in any order on the top or bottom of the deck.
S: Spend 1 strategy CT to draw 2 action cards.

4) Construction
P: Place a PDS or a space dock on a planet you control then place a PDS on a planet you control.
S: Place 1 strategy CT in a system then place a PDS or a space dock on a planet you control in that system.

5) Trade
P: Gain 3 trade goods then replenish commodities then pick people who can do the secondary without spending a strategy CT.
S: Spend 1 strategy CT to replenish commodities.

6) Warfare
P: Remove 1 CT from a system then gain 1 CT then redistribute CT's.
S: Spend 1 strategy CT to produce with 1 unit in your home system.

7) Technology
P: Research 1 tech then you may spend 6 resources to research again.
S: Spend 1 strategy CT and 4 resources to research a tech.

8) Imperial
P: Score 1 public objective if you qualify then gain 1 VP if you control Mecatol Rex or draw 1 secret objective.
S: Spend 1 strategy CT to draw 1 secret objective.

Anomalies

Ships **cannot** move into or through an **Asteroid Belt**, the Anitmass Deflectors tech and other game effects may make it possible to.

Any ship that moves into, out of or through a **Gravity Rift** gets +1 move, when a ship moves out of or through a **Gravity Rift** you roll a die and it gets destroyed on a 1-3, transported units do not roll but do get destroyed if the unit transporting them is destroyed.

Ships **cannot** move through a **Nebula**, defenders get +1, ships moving out have a move of 1, this may be modified though.

Ships **cannot** move into or through a **Supernova**.

Wormholes are considered adjacent for all purposes.

Transactions and Deals

During your turn you may make a **single** transaction with each neighbour you may exchange any combination of commodities, trade goods and up to 1 promissory note.

A deal may include a transaction but also an agreement, any terms of the deal that can happen **immediately** are binding any future promises are not.

Trade goods can be used at any time as 1 resource or 1 influence, you **cannot** use them for influence during voting.

Unit Abilities

Anti-Fighter Barrage units can attack fighters at the start of space combat.

Bombardment units can attack ground forces at the start of invasion.

Planetary Shield units protect the planet from Bombardment.

Production units can produce during a tactical action.

Space Cannon units may fire during movement and invasion.

Sustain Damage units take 2 hits to be destroyed.

Important Rules
Public and secret objectives scored during the status phase are scored in **initiative** order.
You **cannot** score public objectives if you do not control all the planets in your home system.
After an invasion any planets you gain come to you exhausted.
A space dock can only produce a number of units equal to the resource (yellow) value of the planet it is on +2.
The first player to invade Mecatol Rex must also spend 6 influence, that player gets 1 VP.
Command tokens in your fleet dictate the amount of non fighter ships that you can have in a system.
You can only have 1 space dock and 2 PDSs per planet.
A planets resources are the yellow number and the influence is the blue number.
You are component limited apart from ground forces and fighters.
You can exhaust a planet with a tech symbol to cover a prerequisite when researching.
Unit upgrades do **not** cover any technology prerequisites or count towards technology objectives.
Some planets have traits this is important for some objectives and action cards.

Secret Objectives

You can only have 3 total scored and unscored secret objectives.
There is no secret objective discard pile whenever a secret objective is discarded it is shuffled back into the deck.

Action Cards

There is a hand limit of 7 action cards.
Multiple action cards with the same name **cannot** be played during a single timing window to affect the same units or game effect.
    EG: Playing 2 direct hits on 2 different units in one space combat is allowed, playing 2 flank speeds during movement is not.
If your first copy of an action card gets sabotaged you can play a second copy if you have one.
Combat action cards are very specific about which part of the tactical action you can use them in.
Skilled Retreat is not a retreat.

Errata

Tech - Hyper Metabolism - Should read "During the status phase, gain **3** command tokens instead of **2**."
Action Card - Veto - Timing should be "**When** an agenda is revealed."
Action Card - Unstable Planet - Should read "…. destroy **up** to 3 infantry in it."
Xxcha - Political Favor (Promissory Note) - Timing should be "**When** an agenda is revealed …."
Naalu - Matriarch (Flagship) - In the second sentence, change "After combat." to "When combat ends."

Tactical Action In Detail

1) Activation

Place a command token in a system without one of your command tokens in it from your tactic pool, this is the active system.

2) Movement

i) Move ships
Any of your ships that can reach the active system may move into it.
Cannot move ships from a system that has your command tokens in but you may move through them.
Cannot move through a system that has other players ships in (including fighters).
Can pick up ground forces and fighters on the way but can only drop them off in the active system.
Can move from and then back into the active system.
Can transfer ground forces from one planet to another planet in the active system (if you have the capacity).
All movement happens simultaneously, this can be important if using a gravity rift.

ii) Space Cannon Offence
Starting with the active player and going clockwise any units with the space cannon ability that are in range **may** fire into the active system.
All players dice are rolled before assigning any hits.
For each hit by the active player the defender must assign hits to ships destroying any as normal.
For each hit by **any other** player the active player must assign hits to ships destroying any as normal.
Can use sustain damage as normal and therefore players can use the "Direct Hit" action cards.
When assigning hits from multiple players you must assign those hits in clockwise order and only that player may play action cards.

3) Space Combat

i) Anti-Fighter Barrage
ii) Announce Retreats
Defender first, the attacker **cannot** retreat if the defender retreats.
Can pick up ground forces.
iii) Make Combat Rolls
Attacker first, make combat rolls for all units with the same combat value separately starting with the lowest combat value first.
iv) Assign Hits
Owner decides which units get assigned hits.
Capacity is not enforced during space combat, but as soon as combat ends it must be applied.
v) Retreat
Can only retreat to an adjacent system that has a planet you control or at least one of your units.
Cannot retreat to a system that contains another players units.
Cannot retreat if there an none of the opposing players ships left.
Place a command token from your reserve in the system if there is not one there already.

Repeat from ii) till combat is resolved.

4) Invasion

i) Bombardment
The attacker decides which units (if any) are going to bombard which planets before rolling any dice.
Planets that have a unit on that provides Planetary Shield **cannot** be bombarded.
War Suns remove Planetary Shield from other players units in the system.
ii) Commit Ground Forces
Decide which ground forces are invading which planets.
iii) Space Cannon Defence
Units with the space cannon ability on the planet may fire at the ground forces that are invading.
iv) Ground Combat
Make combat rolls for each ground force on the planet; all dice are rolled before assigning hits.
v) Establish Control
If all ground forces are destroyed the defender retains control.
Any planet cards you gain come to you exhausted.
If the attacker wins and there are any PDSs or Space Docks on the planet they are destroyed.

5) Production

Units with production ability can produce other units.
A space dock can only produce a number of units equal to the resource (yellow) value of the planet it is on +2.
If there are multiple units that can produce in the active system their production value is combined.
Producing 2 fighters or 2 ground forces for 1 resource counts as 2 units.
You **cannot** produce 1 fighter and 1 ground force for 1 resource.
A space dock can support 3 fighters.
Any resources that are gained from exhausting a planet that are not spent are lost.
A unit **cannot** produce **ships** if there are other players ships in the system.
If you do **not** have a unit in your reserve, you may first remove one from a system that does not have one of your command tokens.