TI4 Game Companion

Game design by Dane Beltrami, Corey Konieczka, and Christian T. Petersen

1.0 – OFFICIAL ERRATA

The following official errata are taken from the Fantasy Flight Games *TI4* product listing on 04/18/2020. Errata incorporated in the 05/2019 printing are starred (*).

1.1 – Action Cards

Four action cards have errata.

1.1.1 Bribery. "Bribery" should read: "After the speaker votes on an agenda: Spend any number of trade goods. For each trade good spent, cast 1 additional vote for <u>the outcome on which you voted</u>."

1.1.2 Direct Hit. "Direct Hit" should read: "After another player's ship uses 'Sustain Damage' to cancel a hit produced by your units <u>or abilities</u>: destroy that ship."

1.1.3 Unstable Planet*. "Unstable Planet" should read: "Action: Choose 1 hazardous planet. Exhaust that planet and destroy <u>up to</u> 3 ground forces on it."

1.1.4 Veto*. "Veto" should read: "<u>When</u> an agenda is revealed: Discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead."

1.2 – Factions

Two faction abilities, one faction promissory note, one faction technology, and one faction unit have errata.

1.2.1 Devotion*. Yin Brotherhood's "Devotion" should read: "After each space combat round, you may destroy 1 of your cruiser or destroyers <u>in the active system</u> to produce 1 hit and assign it to 1 of your opponent's ships <u>in that system</u>."

1.2.2 Harrow. L1Z1X Mindnet's "Harrow" should read: "<u>At the end of each ground combat round</u>, your ships in the active system may use their bombardment abilities against your opponent's ground forces on the planet."

1.2.3 Hegemonic Trade Policy. Winnu's "Hegemonic Trade Policy" should read: "Exhaust this card when 1 or more of your units use 'Production'; swap the resource and influence values of 1 planet you control <u>during that use of 'Production.'</u>"

1.2.4 Matriarch*. Naalu Collective's "Matriarch" should read: "During an invasion in this system, you may commit fighters to planets as if they were ground forces. <u>When combat ends,</u> return those units to the space area."

1.2.5 Political Favor. Xxcha Kingdom's "Political Favor" should read: "<u>When</u> an agenda is revealed: Remove 1 token from the Xxcha player's strategy pool and return it to their reinforcements. Then, discard the revealed agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead. Then, return this card to the Xxcha player."

1.3 – Technologies

Three non-faction technologies have errata.

1.3.1 Hyper Metabolism*. "Hyper Metabolism" should read: "During the status phase, gain <u>3</u> command tokens instead of <u>2</u>."

1.3.2 Magen Defense Grid. "Magen Defense Grid" is <u>changed entirely</u> and awarded an *omega* symbol. It should read: "At the start of ground combat on a planet that contains 1 or more of your structures, you may produce 1 hit and assign it to 1 of your opponent's ground forces."

1.3.3 X-89 Bacterial Weapon. "X-89 Bacterial Weapon" is <u>changed entirely</u> and awarded an *omega* symbol. It should read: "After 1 or more of your units use 'Bombardment' against a planet, if at least 1 of your opponent's ground forces was destroyed, destroy all of your opponent's ground forces on that planet."

1.4 – Strategy Cards

One strategy card has errata.

1.4.1 Diplomacy. "Diplomacy" should read:
"PRIMARY ABILITY: Choose 1 system other than the Mecatol Rex system that contains a planet you control; each other player places a command token from their reinforcements in that system. Then, ready <u>up to 2 exhausted planets you control</u>.
"SECONDARY ABILITY: Spend 1 token from your strategy pool to ready up to 2 exhausted planets <u>you control</u>."

2.0 – BALANCE CHANGES

Information about faction power is taken from Reddit user **nateprokrasti**'s *TI4 Rankings* on 04/18/2020. These changes strengthen the five weakest faction and weaken the four strongest factions on **nateprokrasti**'s "weighted ranking" of all factions.

Balance changes are adapted from BoardGameGeek user **Straddllw** on 04/18/2020. Balance changes presume use of omega technologies and all official errata.

2.1 – Factions Strengthened

Arborec, Embers of Muaat, Nekro Virus, Sardakk N'orr, and Xxcha Kingdom are strengthened.

2.1.1 Nestphar. The planet Nestphar in Arborec's home system (tile 5) has a biotic (green) technology specialty.

2.1.2 Magmus Reactor. Embers of Muaat's "Magmus Reactor" has <u>one</u> warfare (red) prerequisite.

2.1.3 Nekro Units. Nekro Virus' starting units are one dreadnought, one carrier, one cruiser, two fighters, <u>four</u> infantry, and one space dock.

2.1.4 Tren'lak. The planet Tren'lak in Sardakk N'orr's home system (tile 13) has a warfare (red) technology specialty.

2.1.5 Xxcha Units. Xxcha Kingdom's starting units are <u>two</u> carriers, <u>one</u> cruiser, three fighters, <u>three</u> infantry, one space dock, and one planetary defense system.

2.2 – Factions Weakened

Clan of Saar, Federation of Sol, Naalu Collective, and Universities of Jol-Nar are weakened.

2.2.1 Chaos Mapping. Clan of Saar's "Chaos Mapping" has <u>two</u> propulsion (blue) prerequisites.

2.2.2 Sol Units. Federation of Sol's starting units are <u>one</u> carrier, <u>one cruiser</u>, one destroyer, three fighters, <u>three</u> infantry, and one space dock.

2.2.3 Telepathic. Naalu Collective's "0" token modifies the initiative number of a player only during the action phase; it has no effect during the status phase.

2.2.4 Jol-Nar Units. Universities of Jol-Nar's starting units are one dreadnought, two carriers, <u>two</u> fighters, <u>one</u> infantry, one space dock, and one planetary defense system.

3.0 – VARIANT RULES

Each section below defines a named variant rule. A variant rule does not apply to every game; which variant rules apply in a game must be agreed upon in advance. Variant rules are adapted from BoardGameGeek users **KlydeFrog** and **tauontwo** on 04/18/2020.

3.1 – Communal Strategies

In a six-player game, every round, each player has the option to resolve up to five strategy card secondary abilities. This variant ensures that behavior for smaller games.

3.1.1 Select Communal Strategies. Before Step 2 of the strategy phase ("The speaker places one trade good…"), if three or more strategy cards remain unchosen, starting with the speaker and proceeding clockwise, until exactly <u>two</u> strategy cards remain unchosen, each player chooses an unchosen strategy card to become a "communal strategy," and places on that strategy card a control token of a faction not in the game.

The speaker does not place trade goods on communal strategies in Step 2 of the strategy phase.

3.1.2 Activate Communal Strategies. As an action, a player may place a control token from their reinforcements on a communal strategy card where they do not already have a control token to resolve the secondary ability of that strategy card (paying any other cost as normal).

3.1.3 Return Communal Strategies. During Step 8 of the status phase ("Return Strategy Cards"), the speaker removes all control tokens from all communal strategy cards; they are not longer communal strategy cards.

3.2 – Complete Scoring

When a player enters a round with a low initiative number and high victory point total, they may be guaranteed to win the game despite other players' victory point totals. This variant ensures that all players continue to play for victory points during the final round.

3.2.1 Delay Game End. During Step 1 of the status phase ("Score Objectives"), achieving the victory point threshold does not immediately end the game.

3.2.2 Perform Game End. Before Step 2 of the status phase ("Reveal Public Objective"), if any player has achieved the victory point threshold, the player with the greatest victory point total wins the game. Ties are broken in favor of the player first in initiative order.

3.3 – Objective Disclosure

With two Stage I objectives revealed at the beginning of the game and one more revealed in each status phase, the first Stage II objective will be revealed at the end of the third round. By the status phase of the sixth round, when most games end, only two Stage II objectives have been revealed, constraining player choice and planning ability with regard to Stage II objectives. This variant ensures that Stage II objectives are revealed sooner, but still cannot be scored until the usual turn.

3.3.1 Reveal Additional Objective. During Step 2 of the status phase ("Reveal Public Objective"), the speaker reveals a second unrevealed public objective card.

3.3.2 Delay Stage II Scoring. A player cannot score a Stage II objective while there is an unrevealed Stage II objective card.

3.3.3 Prevent Game End. The game does not end if the speaker is unable to reveal a public objective card.

3.3.4 Track Game Round. During Step 12 of complete setup ("Prepare Objectives"), the speaker places on step 0 of the victory point track a control token of a faction not in the game; this is the "round marker." After Step 1 of each status phase ("Score Objectives"), the speaker advances the round marker one step on the victory point track.

3.3.5 Perform Game End. During Step 2 of the status phase ("Reveal Public Objective"), if the turn marker is on step <u>nine</u> of the victory point track, the game ends.

3.4 – Preliminary Voting

If not enough players are in a game, the agenda phase may lack a sense of tension, as too much power rests with the person who votes last. This variant ensures that players with small amounts of influence who are not voting last can still occasionally win a vote.

3.4.1 Transaction Suspension. From the time an agenda is revealed until all players have revealed their "preliminary vote," no transactions are allowed.

3.4.2 Preliminary Vote. Before voting on an agenda, each player secretly records an outcome of choice for that agenda and the names of the planets with which they will initially vote. Each player reveals their choices simultaneously and the votes are counted.

If an agenda outcome received a two-thirds majority, that outcome wins the vote. A two-thirds majority is a single

outcome which received <u>more</u> votes than <u>twice</u> the number of votes for <u>all</u> other outcomes combined. An abstention is not a vote for any outcome.

If no two-thirds majority is recorded, no outcome of the agenda occurs, transactions are now allowed, and a "final vote" is performed.

3.4.3 Final Vote. In the event of a final vote, players vote as normal, beginning with the player to the left of the speaker and proceeding clockwise.

Votes cast during a final vote are added to the votes which were cast during the preliminary vote. A player may vote for a different agenda outcome in the final vote than in the preliminary vote, but the votes they cast in the preliminary vote are not disqualified or altered.

4.0 – MINOR FACTIONS

A game may have one or more "minor factions" if there are not enough living players. A minor faction is always under the control of a living player, and operates under special restrictions. Minor factions adapted from BoardGameGeek user **KingOfRohan** on 04/18/2020.

4.1 – Minor Faction Limitations

A minor faction obeys the following restrictions which differentiate it from a player faction.

4.1.1 Faction Representatives. For each minor faction, a living player serves as "faction representative." The representative makes decisions for the minor faction.

Each living player should keep visible in their play area the flagship of each minor faction they represent.

4.1.2 Missing Components. A minor faction does not have and cannot gain:

- a faction sheet or faction promissory note;
- technology cards (except during setup);
- action cards, secret objective cards;
- victory points;
- a flagship unit; or
- command tokens in its strategy pool.

If a minor faction would gain one of these, it instead does not. (A minor faction does not <u>have</u> a victory point total; it does not have <u>zero</u> victory points.)

4.1.3 Restricted Actions. A minor faction cannot take component actions. A minor faction cannot take tactical actions. When a minor faction takes a strategic action, it does not resolve the primary ability of its strategy card. A minor faction may spend one trade good instead of performing an action on its turn.

4.2 – Minor Faction Automation

A minor faction's decisions are constrained by the following rules.

4.2.1 Preferred Strategies. When a minor faction chooses a strategy card, roll a die; it chooses the strategy card corresponding to the die result. If no strategy card corresponds to the die result, the minor faction chooses its "preferred" strategy card if it is available. If the preferred strategy card is not available, roll the die again until the minor faction is able to choose a strategy card.

The red minor faction prefers "Leadership."
The yellow minor faction prefers "Politics."
The green minor faction prefers "Construction."
The blue minor faction prefers "Warfare."

The purple minor faction prefers "Technology."
The black minor faction has no preference.

4.2.2 Simple Transactions. A minor faction's commodity maximum is equal to the number of command tokens in its <u>tactic</u> pool; its commodities are stored in the strategy pool of its command sheet.

Once per living player per round, a minor faction will agree to a transaction with that player. The player must offer the minor faction no fewer than two trade goods or commodities, in exchange for which the minor faction will offer two commodities (one if it has only one).

A minor faction performs <u>no</u> other transactions.

4.2.3 Minor Speakers. When a minor faction is the speaker, that minor faction's representative executes the responsibilities of the speaker.

When a minor faction is the speaker, the power to break ties is given to the player who has that minor faction's "Support for the Throne" promissory note. If there is no such player, the power to break ties is given to the minor faction's representative.

4.2.4 Minor Votes. During the agenda phase, each living player takes the planet cards, readied, of each minor faction whose "Support for the Throne" promissory note they hold. Those players may vote with those planet cards. A player may vote with a minor faction's planet cards even if they could not normally vote.

A minor faction does not vote in any other way. Return to each minor faction its planet cards, readied, at the end of the agenda phase.

4.3 – Minor Faction Upkeep

During complete setup and during the status phase, minor factions follow these rules.

4.3.1 Setup Step 4. After Step 4 of complete setup ("Choose Color"), beginning with the living player to the speaker's left and proceeding clockwise until a color and faction have been chosen for each minor faction in the game, each living player chooses a color and faction not yet chosen, then claims that color's flagship and becomes that minor faction's representative.

Where each minor faction is seated, create a play area for that faction containing its color's units, promissory notes, and command sheet, as well as its faction's control tokens and command tokens.

4.3.2 Setup Step 11. During Step 11 of complete setup ("Gather Starting Components"), instead of placing

command tokens in the strategy pool of a minor faction's command sheet, place three commodities. A minor faction's starting units are one carrier, one destroyer, three fighters, one infantry, one space dock, and one planetary defense system.

4.3.3 Status Step 5. During Step 5 of the status phase ("Gain and Redistribute Command Tokens"), each minor faction restores the number of command tokens in its fleet and tactic pools to <u>three</u>.

4.3.4 Status Step 8. After Step 8 of the status phase ("Return Strategy Cards"), for each player, that player claims the "Trade Agreement" and "Support for the Throne" promissory notes (from anywhere) of each minor faction in whose home system they have a ship.

4.4 – Special Rules

A minor faction produces and moves units under special circumstances. Which player is their representative can also change, as detailed below.

4.4.1 New Representative. Whenever a player activates the home system of a faction they represent, they pass the flagship of that faction clockwise to the next living player; that player is the new representative.

After a player who holds a minor faction flagship scores a <u>public</u> objective, that player gives one of their minor faction flagships to a player who has fewer victory points than them (if possible).

4.4.2 Refresh Production. When a minor faction refreshes its commodities, it may resolve the "Production" abilities of units in its home system. It may do this even with a blockaded space dock; if it does so, this use of "Production" is a "revolt," and a space combat occurs immediately after the "Production" abilities are resolved.

4.4.3 Production Movement. Whenever a minor faction would remove units from a system due to exceeding its fleet pool, instead the minor faction activates a system adjacent to that system, placing a command counter in it from its reinforcements. A minor faction cannot activate a system where it already has a command counter. A minor faction's units <u>may</u> leave systems where a minor faction has a command counter.

The representative of the minor faction performing the tactical action must move units such that the minor faction's fleet pool is no longer exceeded in any system <u>other</u> than the active system. If, at the end of the tactical action, the

minor faction exceeds their fleet pool in the active system, the minor faction activates a new system.

A minor faction does not perform Step 4 ("Invasion") or Step 5 ("Production") of a tactical action. A minor faction never brings ground forces with its ships. A minor faction always brings as many fighters with its ships as it can. A minor faction never announces a retreat.

4.4.4 Minor Faction Specialties. The red minor faction begins the game with an additional command token in its tactic pool and an additional commodity in its strategy pool. During Step 5 of the status phase ("Gain and Redistribute Command Tokens"), the red minor faction restores the number of command tokens in its tactic pool to <u>four</u>.

The yellow minor faction will give a player three commodities instead of two when it is offered three or more trade goods or commodities.

The green minor faction begins the game with an additional planetary defense system and an additional cruiser in its home system.

The blue minor faction begins the game with the "Plasma Scoring" and "Fighter II" technologies.

The purple minor faction will give a player three commodities instead of two when it is offered three or more trade goods or commodities by the player who holds the custodians token.

The black minor faction, when it revolts, gains the "Destroyer II" technology and places a destroyer in its home system.

4.0 – TWO-PLAYER SETUP

In order to accommodate the limited interpersonal dynamics of a two-player game, this setup uses a fixed map designed by BoardGameGeek user **KingOfRohan** (retrieved 04/18/2020). Communal strategies, two-round voting, and two minor factions are <u>required</u>.

4.1 – Two-Player Map

Construct the following map, leaving a space for a minor faction home system at each "MF" and a space for a player home system at each "PF."

```
                < MF >     < 47 >
        < 22 >     < 26 >      < PF >
                < 43 >     < 28 >
        < 30 >     < 48 >      < 34 >
    < 39 >     < 18 >     < 40 >
< 29 >     < 49 >     < 37 >
    < 31 >     < 42 >
< PF >     < 25 >     < 24 >
    < 46 >     < MF >
```

4.2 – Random Elements

Determine randomly which player will have which player home system location. Determine randomly which minor faction will have which minor faction home system location. Roll a die; on an <u>odd</u> result, replace tile 42 with tile 44, on a result <u>greater</u> than five, replace tile 43 with tile 45 (the same die roll can cause both outcomes).