

TI-4 Game Companion

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1.0 – OFFICIAL ERRATA

The following official errata are taken from the Fantasy Flight Games *TI4* product listing on 04/18/2020.

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 the outcome on which you voted.”

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 or abilities: destroy that ship.”

1.1.3 Unstable Planet. “Unstable Planet” should read: “Action: Choose 1 hazardous planet. Exhaust that planet and destroy up to 3 ground forces on it.”

1.1.4 Veto. “Veto” should read: “Action: When 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 – Faction Abilities

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 battle round, you may destroy 1 of your cruisers or destroyers in the active system to produce 1 hit and assign it to 1 of your opponent’s ships in that system.”

1.2.2 Harrow. L1Z1X Mindnet’s “Harrow” should read: “At the end of each ground combat round, 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 during that use of ‘Production.’”

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. When combat ends, return those units to the space area.”

1.2.5 Political Favor. Xxcha Kingdom’s “Political Favor” should read: “When an agenda is revealed: Remove 1 token from the Xxcha player’s strategy pool and return it to his 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 – Non-Faction Technologies

Three non-faction technologies have errata.

1.3.1 Hyper Metabolism. “Hyper Metabolism” should read: “During the status phase, gain 3 command tokens instead of 2.”

1.3.2 Magen Defense Grid. “Magen Defense Grid” is changed entirely 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 changed entirely 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 up to 2 exhausted planets you control.”

“SECONDARY ABILITY: Spend 1 token from your strategy pool to ready up to 2 exhausted planets you control.”

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 factions and weaken the four strongest factions based on **nateprokrasti**'s "weighted ranking."

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

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 "Magma reactor" has one warfare (red) prerequisite.

2.1.3 Virus Algorithm. Nekro Virus' "Antivirus" is changed entirely. It is now named "Virus Algorithm" and should read: "After you destroy one of your opponent's units in combat: Gain 1 technology owned by that player that is not a faction technology. Then, return this card to the Nekro player."

2.1.4 Swiftess. Sardakk N'orr has the ability "Swiftess": "When you resolve the primary ability of the 'Warfare' strategy card, you may remove 2 of your command tokens from the board instead of 1."

2.1.5 Starting Units. Xxcha Kingdom's starting units are two carriers, one cruiser, three fighters, three 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 two propulsion (blue) prerequisites.

2.2.2 Starting Units. Federation of Sol's starting units are one carrier, one cruiser, one destroyer, three fighters, three 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 Shrewd. Universities of Jol-Nar's "Analytical" is changed entirely. It is now named "Shrewd" and should read: "After another player activates a system that contains 1 or more of your ships, gain 2 trade goods."

2.2.5 Fractal Processing. Universities of Jol-Nar's "E-Res Siphons" is changed entirely. It is now named "Fractal Processing" and should read: "Whenever you research a technology, you may ignore 1 prerequisite."

3.0 – HOUSE VARIANTS

Each section below defines a named variant rule, not necessarily for use in every game. Variant rules are adapted from BoardGameGeek users **KingOfRohan**, **KlydeFrog**, and **taunttwo** 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 two 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.

Communal strategies do not receive trade goods 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 to resolve the secondary ability of that strategy card. A player may not use a communal strategy card if one of their control tokens is already on that strategy card.

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 no 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 normal time.

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 nine of the victory point track, the game ends.

3.4 – Two-Round 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 no player votes last and that players with small amounts of influence can still win votes.

3.4.1 Perform Initial Vote. From the time an agenda is revealed until all players have revealed a vote, discussion is forbidden. Each player secretly records an outcome of choice for the agenda and the names of the planets with which they will vote.

Each player reveals their choices simultaneously; the votes are counted and recorded, then each planet used to vote is exhausted.

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

outcome which received more votes than twice the number of votes for all other outcomes, summed.

If no two-thirds majority is recorded, discussion of the agenda is now permitted. Perform a “final vote.”

3.4.3 Perform Final Vote. Each player secretly records an outcome of choice for the agenda and the names of the planets with which they will vote. A player may vote for a different outcome in the final vote than in the initial vote.

Each player reveals their choices simultaneously; the votes are counted and added to the previously-recorded votes, then each planet used to vote is exhausted.

Decide the outcome of the vote as normal.

3.5 – Minor Factions

If not enough players are in a game, there may be little interaction. A minor faction is a player under the control of a living player, operating under special restrictions.

3.5.1 Faction Representative. The faction representative is the player who controls all minor factions in a game. When the speaker is chosen, the living player to the left of the speaker becomes the faction representative. Thereafter, any time the faction representative does not have the fewest victory points, the player nearest to the faction representative’s left who has the fewest victory points becomes the new faction representative.

Use the flagship of a minor faction color to denote which player is the faction representative.

3.5.2 Minor Faction Setup. After Step 4 of complete setup (“Choose Color”), from among the remaining colors and factions, the faction representative chooses a color and faction for each minor faction in the game.

Where each minor faction is seated, create a play area for that faction containing its colors units, promissory notes, and command sheet, as well as its faction’s control tokens and command tokens. Do not place command tokens in a minor faction’s strategy pool; instead, place three commodities.

A minor faction’s starting units are one carrier, one destroyer, two fighters, one infantry, one space dock, and one planetary defense system.

3.5.3 Minor Faction Strategies. During the strategy phase, minor factions roll a die to determine which strategy card they choose. A minor faction chooses the strategy card corresponding to the die result; if no such strategy card exists, it chooses its “preferred” strategy card. If it cannot, the minor faction chooses a strategy card randomly.

3.5.4 Minor Faction Turns. During the action phase, a minor faction may only perform a strategic action or pass. A minor faction never resolves a strategy card’s secondary ability. When a minor faction performs a strategic action, instead of resolving the primary ability of its strategy card, the minor faction does nothing.

3.5.5 Minor Faction Transactions. A minor faction’s commodity maximum is equal to the number of command tokens in its tactic pool. Keep a minor faction’s commodities 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 no other transactions.

3.5.6 Minor Faction Production. A minor faction’s planets cannot be invaded and its space docks cannot be destroyed. When a minor faction refreshes its commodities, it resolves the “Production” abilities of units in its home system. A minor faction can never build a flagship.

When a minor faction uses “Production” abilities, if it has a blockaded space dock in its home system, it “revolts” as follows:

- The minor faction builds units ignoring the blockade.
- Resolve a space combat if units of two different colors are now in the same system’s space area.

3.5.7 Minor Faction Movement. Whenever a minor faction has non-fighter ships in a system in excess of its fleet pool, instead of removing some of its units to its reinforcements, that minor faction moves the excess units to an adjacent system other than a supernova. If it moves a unit with capacity, the minor faction brings as many fighters as it can. This movement is a tactical action (the destination system is the active system), except that the minor faction does not perform Step 5 (“Production”).

If the minor faction moves its ships such that a new fleet assembles that exceeds the minor faction’s fleet pool, the minor faction moves again immediately.

3.5.8 Minor Faction Combat. A minor faction never commits ground forces to a planet. A minor faction never declares a retreat.

3.5.9 Minor Faction Status. During the status phase, a minor faction does nothing in Step 1 (“Score Objectives”) or Step 3 (“Draw Action Cards”). A minor faction can never

have action cards or victory points. A minor faction has no victory point total; it does not have zero victory points.

During Step 5 (“Gain and Redistribute Command Tokens”), instead of gaining and redistributing command tokens, a minor faction resets the command token distribution on its command sheet to the state it was in at the start of the game.

After the status phase, in initiative order, each player chooses one of the following options for each minor faction in whose home system they have a ship:

- Take the minor faction’s “Support for the Throne” promissory note from another player and return it to the minor faction.
- Take the minor faction’s “Support for the Throne” promissory note from the minor faction (and play it immediately).
- Take the minor faction’s “Trade Agreement” promissory note from anywhere.

3.5.10 Minor Faction Speaker. When a minor faction is the speaker, the living player to the left of the speaker executes all the speaker’s responsibilities. A minor faction is never “the player to the left of the speaker”; instead, the living player to the left of the minor faction is the player to the left 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 faction representative.

3.5.11 Minor Faction 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. That player may vote with these 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 at the end of the agenda phase.

3.5.12 Minor Faction Specialties. Each minor faction has a preferred strategy card and a unique rule associated with it.

The red minor faction prefers “Leadership” and begins the game with an additional command token in its tactic pool and an additional commodity in its strategy pool.

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

The green minor faction prefers “Construction” and begins the game with an additional cruiser in its home system.

The blue minor faction prefers “Warfare” and begins the game with the “Plasma Scoring” and “Fighter II” technologies.

The purple minor faction prefers “Technology” and 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 prefers “Trade” and, 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 required.

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.”

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                < 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 odd result, replace tile 42 with tile 44, on a result greater than five, replace tile 43 with tile 45 (the same die roll can cause both outcomes).