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 <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: "Action: <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 – 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 <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 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 <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 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 "Magmus reactor" has <u>one</u> warfare (red) prerequisite.

2.1.3 Virus Algorithm. Nekro Virus' "Antivirus" is <u>changed entirely</u>. 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 Swiftness. Sardakk N'orr has the ability "Swiftness": "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 <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 Starting 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 Shrewd. Universities of Jol-Nar's "Analytical" is <u>changed entirely</u>. 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 <u>changed entirely</u>. 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 **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 two strategy cards remain unchosen, each player chooses an unchosen strategy card to become a "communal strategy."
- The speaker places on each communal strategy a command 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 command token from their strategy pool on a communal strategy card to resolve the secondary ability of that strategy card. A player may not place a command token on a strategy card where they already have a command token.

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 the game, there may be little interaction. A minor faction is a partially-automated faction that ensures a player will have a neighbor with whom to exchange commodities. It is *not a player*.

3.5.1 Minor Faction Setup. After Step 4 of complete setup ("Choose Color"), from among the remaining colors, choose a color for each minor faction in the game. From among the remaining factions, choose a faction for each minor faction in the game. Use any selection method agreeable to all players.

Minor factions are included in player searing order based on the location of their home system. Where the 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. A minor faction does not need a faction sheet, a faction promissory note, technology cards, or faction-specific tokens.

As complete setup proceeds, place the home system tiles (or Creuss Gate tile) of each minor faction, deal to each minor faction the planet cards corresponding to its home system, and place three command tokens each in the fleet and tactic pools of each minor faction's command sheet. 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 space dock, and one planetary defense system. Use any method agreeable to all players to place these starting units.

3.5.2 Minor Faction Commodities. 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 player per round, a minor faction will agree to a transaction (if legal) with that player: the player must offer the minor faction no fewer than two commodities, in exchange for which the minor faction will offer two commodities (one if it has only one).

3.5.3 Minor Faction Strategies. During the strategy phase, minor factions choose strategy cards as though they were players. When it is a minor faction's turn to choose a strategy card, roll a die. The minor faction chooses the strategy card corresponding to the result; if no such card is available, it chooses its preferred strategy card. If its preferred strategy card has already been chosen, it chooses a strategy card randomly.

3.5.4 Minor Faction Turns. During the action phase, minor factions take turns as though they were players. A minor faction passes on its turn if it has no readied strategy card. If it has a strategy card, it activates that strategy card, allowing players to perform its secondary action. It does not perform the strategy card's primary action.

3.5.5 Minor Faction Production. A minor faction's planets cannot be invaded and its space docks cannot be destroyed. When a minor planet refreshes its commodities, it resolves the "Production" abilities of units in its home system. The player to the left of the speaker makes all decisions in this process.

If a minor faction has a blockaded space dock in its home system when it would produce units, the minor faction "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.

The player to the left of the speaker makes all decisions for any minor faction in combat, excepting that minor factions can never retreat.

3.5.6 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. If it moves a unit with capacity, the minor faction brings as many fighters as it can. A minor faction can never move into a home system other than its own. A minor faction never performs an invasion.

The player to the left of the speaker makes all decisions for any minor faction while moving units. (If space combat results, that player also makes all decisions for the minor faction in combat. A minor faction can never retreat.)

3.5.7 Minor Faction Support. At the end of 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.

3.5.8 Minor Faction Speaker. A minor faction can become speaker as though it were a player. While a minor faction is the speaker, the speaker's responsibilities are executed by the player to the left of the speaker.

While 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 minor faction will hear offers from players: the player who offers the minor faction the most commodities pays those commodities to the minor faction (this is a transaction), then breaks the tie.

If no player makes a winning offer, the minor faction breaks the tie at random.

3.5.9 Minor Faction Votes. During the agenda phase, a 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.

3.5.10 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 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 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.

```
              < 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).