

tiMEGA: Rules of Play

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1 Introduction

Welcome to the universe of Twilight Imperium- a forgotten galaxy where ancient and powerful races of immense strength and influence grew and prospered under the rule of the Lazax Emperors. Blinded by thousands of years of peace, the Lazax were unable to see the unrest in their subjects. A trade scuffle over Quann turned into a civil war. These Twilight Wars would continue for centuries until all of the Lazax were dead or scattered and the great races had brought themselves to the brink of ruin. Only recently have the great races begun to look outward, to recover some of the ancient technologies lost to the ages, to build fleets to colonize whole planets abandoned during the conflict. Do you have what it takes to embark on a journey of epic conquest and interstellar intrigue? Can you unify the galaxy, crush your opposition, dominate the council, uncover the lost research, and ascend to a throne that has been vacant for millennia? Can you build a civilization that will stand the test of time?

2 Components

Here we provide an overview of the components used during the game as well as some of the vocabulary used throughout the rulebook.

Throughout the course of the game, each player will come to control a certain number of **units** and **planets**. All plastic pieces placed either on the game board (the **map**) or in a player's supply box (his **reinforcements**) are considered units. Shock troops, fighters, and ground forces marked by cardboard tokens are also considered units. Those cardboard tokens are held in a general **supply**. The number of plastic pieces of each type is called the **plastic supply**. Each player will be assigned a color at the beginning of the game; all plastic units of that color are owned by him. Planets are drawn on the map and can be captured during a **planetary landing** (see section 6.4). Each planet is owned by its most recent invader.

There are several different types of units. You can read more about space docks in section 5.5 (Space Docks); ground forces, mechanized units, and shock troops in section 6.4 (Planetary Landing); and all units in Appendix E (Units). Keep in mind that **ships** refers specifically to units that are not space docks, ground forces, mechanized units, or shock troops. A **fleet** is the collection of ships owned by a single player in a single system.

All units and planets you own are considered **friendly** units and planets. All units and planets other players own are considered **enemy** units and planets. All units and planets not owned by any player are considered **neutral** units and planets.

The map is composed of a number of cardboard hexagons (sixty-one for the standard four-ring map). The hexagons are called **systems**. A system that contains no units is called an **empty system**. A system that contains no enemy ships is considered a **neutral system** (therefore, all empty systems are also neutral systems). A **friendly system** is a neutral system that contains at least one of your planets or units. An **enemy system** is a system that contains at least one enemy ship. *Exception: As long as the Winnaran guards are in play, Mecatol Rex is an enemy system and is not considered neutral, empty, or friendly.*

Home systems (yellow border) are unique to each race. All of your starting units be-

gin inside your race's home system. **Hazards** (red border) have special rules governing movement, further explained in section 6.1 (The Map).

In general, you **control** a system if you own all planets in the system and have at least one non-fighter ship present. It is possible for multiple players to control the same system during the action and battle phases. It is also possible that no player controls a given system. *Exception: During the action and battle phases, you control your home system if you control all planets in your home system. During the development phase, you control your home system if you control all planets in your home system and no enemy ships are present.*

Each race has an insignia unique to the race. This is its **race icon** and can be found next to the race's name in its home system. A player can be identified by either his race icon or his unit color.

There are a number of small cardboard triangles (unique to each race) called **command counters**. The side with the race icon on it is called the **race side** and the side with the dreadnought silhouette is called the **fleet side**. These are used during the action phase (section 6). The command counters available for use during the action phase are kept in the **command pool**- the size of the command pool thus determines the number of actions you may take each round. The command counters used to maintain your fleets are kept in the **fleet supply**- the size of the fleet supply determines the maximum number of your ships that can occupy any given system. All other command counters are kept in your reinforcements.

Each race also has a set of small cardboard flags marked with its race icon. These are called **control markers**- they generally have no mechanical significance, but are used to indicate ownership of planets. Each planet that you own should have one of your control markers on it. This control marker may be omitted if you have a space dock on that planet.

There is a red cardboard token called the **speaker token** (helpfully labeled "Speaker"). Whenever a player becomes the **speaker**, he grabs the token. The speaker enjoys several privileges in the galactic council (section 5.6).

Finally, there are four ten-sided dice (note that the '0' is treated as a '10'). All other tokens and pieces used throughout the game are more appropriately described in their relevant contexts.

3 Setup

These setup instructions assume a six-player game. For four/five/seven player games, adjust the setup accordingly.

Before the game begins, each player should decide on a unique race and color. Each player then receives a supply box with all of the plastic pieces of that color as well as the sixteen command counters and fifteen control markers for his race. Each player should also receive his home system.

The Mecatol Rex system should be placed in the center of the table. A pool of forty-eight tiles should be decided on in advance. Shuffle the pool and deal eight tiles face-down to

each player. Each player should take his home system and pull it about two feet away from one of the Mecatol Rex system's sides (no two players should choose the same side).

Place six empty/nebula/ion storm systems adjacent to Mecatol Rex. Randomly distribute the speaker token to one of the players. Starting with the speaker and going clockwise, each player should place a tile on the innermost incomplete ring of the map (that is, no player may place a tile in the third ring until the second is complete and no player may place a tile in the fourth ring until the third is complete). After each player has placed a tile, each player should place another tile (starting with the player to the right of the speaker and going anticlockwise). This should continue (starting with the speaker and going clockwise, etc.) until the map is complete.

Once a player can place his home system on the map (home systems must be in the fourth ring in a straight line from Mecatol Rex), he must immediately do so. Tile placing then immediately resumes as normal (this does not consume his turn to place a tile). If any player places a planetless system down, he must place a system with planets on his next turn. If he cannot do so, he must reveal his hand of planets. No player may place a hazard next to another player's home system- plan accordingly.

After the map is set up, each player should take a few minutes to set up a game plan and negotiate preliminary alliances while the map information is put into the mapmaker. After the map has been loaded onto the computer and the server has been started, each player should open up a client and connect. Each player should input his race's starting technology into the client. Then, all players should place starting units in their home systems and begin the first round.

4 Overview

As one of the contenders for the throne, you are tasked with building your empire through trade, research, and war. Throughout the game, there will be a sequence of public objectives. Upon completion of each, your empire will advance further and further until you claim the seat of the throne, Mecatol Rex, and claim victory. You can read more about the objectives in section 5.1 (Empire Stages).

The game takes place over a number of rounds (usually around ten). Each round is split into three phases- the development phase, the action phase, then the battle phase. Once the previous phase is complete, the next phase begins. Once the battle phase is complete, the development phase of the next round begins.

5 The Development Phase

The development phase is roughly broken into five sequential steps.

1. Advance empire (section 5.1)
2. Research technology (section 5.3)
3. Hire personnel (section 5.4)

4. Build ships then space docks (section 5.5)
5. Vote on agendas (section 5.6)

5.1 Empire Stages

During the course of the game, your empire will be in one of five stages (Coalition, Federation, Republic, Empire, Imperium Rex). All players start as a coalition and the first player to advance to imperium rex wins the game. During each round, there will be a set of objectives that allow you to advance to the next empire stage. Upon completing them, you may advance your empire at the beginning of the development phase. You may not advance your empire if you do not control your home system and you may advance your empire at most once per round. Note that for the federation and empire objectives, they may be completed over any number of rounds and once achieved, they are considered completed during all future development phases. The republic and imperium rex objectives, however, must be held during the development phase in which you are advancing. Once you advance, they are considered completed during all future development phases.

Coalition: game start

Federation: conquer one enemy planet OR destroy one enemy capital ship

Republic: control two space docks in unique border systems OR hire two tier III personnel OR research two unique technologies

Empire: win six battles as a republic OR destroy 30 resources as a republic

Imperium Rex: control the Mecatol Rex system

Advancing your empire has a number of important bonuses. At the beginning of the game, each player has a command pool of size two and a fleet supply of size three. That is, each player may take at most two actions each round and have at most three of his ships in each system. Every time you advance your empire, your command pool and fleet supply increase by one. A coalition has a command pool of size two and a fleet supply of size three, a federation has a command pool of size three and a fleet supply of size four, a republic has a command pool of size four and a fleet supply of size five, and an empire has a command pool of size five and a fleet supply of size six.

Furthermore, many races receive additional racial abilities upon advancing to republic and all races receive their flagship upon advancing to republic. At several points throughout the rest of the rulebook, you may see stats listed in the form w/x/y/z- you may assume these bonuses scale by empire stage (the w stat is given for coalitions, x for federations, y for republics, and z for empires).

5.2 Planets

Researching lost technologies, hiring influential personnel, and building powerful navies requires the use of planetary-scale industry. Each planet that you control has three traits-

influence, resources, and (sometimes) a technology specialty. Each of these traits will alter how you can use this planet to best serve your empire's needs.

The standard means of extracting value from a planet is by exhausting it. You may not exhaust a planet that has already been exhausted. Your planets are refreshed each development phase (see section 5.7). Once exhausted, you may receive either a planet's resource value (the number inside the green shield) as resources or the planet's influence value (the number inside the red cross) as influence, but never both. Whenever you buy something during the development phase, you must pay for it by exhausting an appropriate number of planets. Excess resources or influence can be used on further purchases in the same development phase. Players commonly exhaust all of their planets at once at the beginning of the development phase and keep track of their total available resources and influence and deduct from that to reduce bookkeeping.

5.3 Research

Technology allows you to upgrade your ships and space docks with powerful combat, mobility, and industrial bonuses. All technology costs a base of seven resources to acquire (for context, that is approximately one-third to one-half of an average empire's budget). There are several further restrictions, however. Most technologies have one or two prerequisites- in order to research a technology, you must satisfy its prerequisite requirements. Furthermore, you may only research as many technologies per round as you have space docks.

Technology can be divided into four colors- red, blue, green, and yellow. Red technology tends to give combat bonuses, blue gives mobility bonuses, yellow gives industrial bonuses, and green is a mixed bag.

The cost of technology can be reduced in two ways. First, whenever you have a space dock on a planet with a technology specialty, the costs of all technologies of that color are reduced by one (regardless of the number of technology specialties on the planet). Second, whenever a planet is being exhausted for resources, receive one technology credit per technology specialty on that planet (of the color of the technology specialty). You may spend technology credits as resources when researching technologies of that color. You may store technology credits from round to round. There is no cardboard counter for technology credits, so I would keep track of them in an electronic notebook.

You may find a copy of the complete technology tree in Appendix A.

5.4 Personnel

While researching technology gives your empire a permanent boost, hiring personnel allows you to access temporary, flexible power. Each person is organized into a color (red, blue, and green) and a tier (i, ii, iii, and iv). During the development phase, you may choose to hire any personnel you want and release the ones that you do not. Tier i personnel cost one influence per round, tier ii personnel cost two influence per round, etc. You must pay your personnel upon hiring them and then each development phase thereafter until you release them (you do not need to pay during the development phase when you release them).

There is a limit to the number of personnel you can hire. Each technology specialty that

you control gives you one hiring slot of that color. Each person hired consumes one hiring slot as long as he is employed. If you ever run negative on hiring slots, you must release personnel until you are back to zero or positive hiring slots of each color.

Finally, each player may only employ one tier iv personnel at a time. A list of all personnel is provided in Appendix B.

5.5 Space Docks

Space docks are the foundation of your empire's industry, unlocking more and cheaper research opportunities for your empire and allowing you to construct new ships. Space docks are always attached to a planet (*Exception: the Clan of Saar, section 8.3, has special rules*) and may never be moved. Space docks cost four resources to build and may be constructed on any friendly planet, even if it's in an enemy system.

As mentioned in the research section, a space dock on a planet with a technology specialty reduces the cost of technologies of that color by one for as long as you control the space dock. Space docks also have a capacity of four (that is, they can hold four units that require capacity- this will be further explained in later sections). Planets with your space docks also provide you with free votes equal to its planet's influence value (section 5.6).

During the development phase, you will have the opportunity to build ships at your space docks. Each space dock has a production capacity of two, further increased by its planets resource value. This production capacity describes the maximum number of units a given space dock can produce each round. To build units, simply pay their cost in resources and choose any of your space docks to place the unit in that system. You may only choose a given space dock a number of times each round equal to its production capacity and you may never choose a space dock in an enemy system.

5.6 Galactic Council

The galactic council convenes each round once at least half of the players have reached republic. Each round, all players gather to vote on the resolutions revealed the previous round and then two new resolutions are randomly picked from the pool of available agendas. "*Resolutions*" and "*agendas*" are used interchangeably. After voting, the resolutions may impose a one-time effect on all players or it may change the game rules for the remainder of play.

Two resolutions are revealed at the end of each development phase once the galactic council opens. These resolutions are each voted on during the next development phase. Each resolution has three parts- an effect upon passing, an effect upon failing, and (sometimes) a temporary effect that changes how you approach the resolution.

One player is designated as the speaker at all times. All ties (not just those arising from voting) are resolved by the speaker. Furthermore, while everyone else votes simultaneously and secretly on the resolutions, the speaker gets to see everyone else's votes before casting his.

After voting, the speaker token is given to the player who cast the most votes. This person receives the lowest initiative. The player who cast the second-most votes receives the second-lowest initiative, etc. (Initiative is used to determine turn order).

A resolution is considered “under deliberation” if it has been revealed but no votes have been cast for or against it. A resolution is considered “in play” if it is actively changing the rules of the game (resolutions that are under deliberation are never considered in play).

A reference of all available resolutions can be found in Appendix C.

5.7 Official Order

It may occur to the reader that we have not yet given a formal description of exactly what happens during the development phase. Until now, the rulebook has focused on what should happen during each step without explicitly listing them. The reader should be familiar with advancing his empire (section 5.1), research (section 5.3), personnel (section 5.4), agendas (section 5.6), and planets (section 5.2). The rest of the list is produced for reference purposes.

The development phase should always proceed in the following order:

1. Advance empire
2. Research technology
3. Hire and release personnel
4. Build ships
5. Build space docks
6. Vote on agendas
7. Clear command counters from the map
8. Refill command pool and fleet supply
9. Repair ships
10. Refresh planets
11. Refresh space docks
12. Reveal new agendas

Steps 2-5 happen individually and each player may wish to go back and forth between them to optimize his strategy for the upcoming round. Each player is welcome to go through steps 2-5 in any order and jump between them as he would like, as long as the final result *could* have been achieved by following the order listed. For example, you cannot build ships at a newly constructed space dock since building ships occurs *before* building space docks on the official order.

6 The Action Phase

Once all players are finished with the development phase, the action phase begins. Players take turns moving their ships around the map and capturing planets from other players. Turn order is decided by initiative- the player with the highest initiative (as determined by votes cast, see section 5.6, Galactic Council) moves first, followed by the player with the next highest initiative, etc. until all players have moved and turn order returns to the player with the highest initiative.

6.1 The Map

The game board is referred to as the “map”- it is the collection of 61 tiles (for a standard four-ring map) placed in the center of the table that shows the position of each of the planets, empty space, and units for each of the players. Each tile may contain a number of planets that can be invaded during planetary landings (see section 6.4, Planetary Landings), a hazard that impedes movement (see Appendix D, Special Systems), or just empty space. During the action phase, each player interacts with the map to move their ships, battle with other players, and capture planets.

6.2 The Tactical Action

During each turn, a player must choose one action to execute. The most common action choice is the tactical action. Some abilities allow you to do other things during your turn instead of a tactical action- you can recognize these abilities by the phrase “as an action”. Once a player cannot take any actions (or doesn’t wish to take any more actions), he may pass. Once a player has passed, he may not take any more actions for the remainder of the round.

Each tactical action follows the same set of steps: activate a system, move in friendly ships, fight with enemy ships, and invade planets. To start your tactical action, take a command counter from your command pool and place it in any system that does not already contain one of your command counters (this is referred to as activating the system). If you have no command counters in your command pool, you may not execute a tactical action. Unless otherwise specified, this command counter must be placed race side up. You may place this command counter in a system containing another player’s command counter, but never one in a system containing one of yours, regardless of which side the command counters are facing.

Once activated, you may move in friendly ships from nearby systems. Each ship has a maximum number of tiles that it can travel (determined by its base movement value, which may be further improved by various technologies or personnel). Every time a ship moves from its current tile to an adjacent tile, that costs one movement point. If a ship cannot make it to the activated system, then it cannot move at all. Ships may not move out of or through systems containing enemy fleets. Ships may, however, move *into* systems containing enemy fleets. No ships may ever move past the border of the map.

If enemy ships are present, you must determine whether the battle will occur immediately

or if it will be delayed until the battle phase. This is covered in more detail in section 6.3 (Small Battles).

If, at the end of your action, there are no enemy ships present, you may engage in a planetary landing. The mechanics of this are discussed in section 6.4 (Planetary Landings).

6.3 Small Battles

Fleets can be broken down into small and large fleets. Any fleet that contains at least two capital ships or six fighters is considered a large fleet. All other fleets are considered small fleets. If, at the end of a tactical action, there are two fleets owned by different players in the same system, you must immediately determine whether the battle will occur immediately or after the action phase (even if the player who just moved is not involved in the battle at all). A battle is delayed until after the action phase if and only if *both* players have a large fleet present.

Other than the time at which they occur, battles that occur during the action phase proceed identically to those that occur during the battle phase. A more detailed description of battles is given in section 7 (The Battle Phase).

6.4 Planetary Landings

At the end of your tactical action, unless there is an enemy fleet present, you may execute a planetary landing in the activated system. To do so, you must commit a number of ground forces, shock troops, or mechanized units to each planet you want to invade. You must commit at least three ground forces to capture Mecatol Rex or other players' home system planets, two ground forces to capture any planet with a space dock (except those in home systems), and one ground force to capture all other planets. Alternatively, you may commit one shock troop or one mechanized unit to a planetary landing. Either of those units require only one to capture any planet.

After completing your planetary landing(s), return all invading ground forces and shock troops to your reinforcements and to the supply respectively. Even though mechanized units are not consumed, they may only invade a single planet during each planetary landing.

7 The Battle Phase

The battle phase is a brief period after the action phase where all major battles (that is, those between two large fleets) are resolved. In cases where order matters, all battles should be resolved in the order in which they were first determined that they should be delayed. Where order does not matter, we recommend that as many battles occur simultaneously as possible. Players not interested in the outcomes of the battles may begin planning their next development phase. In the case where multiple players occupy the same system, all fleets not participating in the battle are set aside.

All dice rolled during space battles are considered "combat dice".

7.1 Combat Rounds

Each battle is broken into combat rounds. During a combat round, each player rolls dice for each of his ships. After all dice have settled, evaluate each die. If the modified die value is higher than its corresponding ship's hit rate, then your opponent must take one casualty. After all casualties have been returned to their corresponding reinforcements, begin another combat round if both players have at least one ship remaining.

Given the limited number of dice and our limited ability to keep track of which dice correspond to which ship, another procedure may be used. Keep in mind that this is merely to simplify the execution of a battle- when in doubt about what to do, consider what would happen if the battle occurred as described in the previous paragraph.

To begin the combat round, the attacker selects one of his ship types (generally, you should select cruisers last if your opponent has an undamaged capital ship present). The attacker then rolls for each of those ships (rolling multiple sets of dice if necessary) and the defender takes casualties as they occur. Instead of returning those casualties to the reinforcement, he sets them aside. The attacker then proceeds to repeat this for each of his ship types present. Once the attacker has finished rolling dice, the defender may choose one of his ship types and roll for them (including those that have been set aside). As the attacker takes casualties, he returns them to his reinforcements. After the defender has finished rolling, he returns all the ships he set aside to his reinforcements and another combat round begins (if applicable).

Readers may have noticed that we only care about the modified value of the die roll. Various technologies modify the values of the die. Officially, these modifiers adjust the value on the face of the die. For example, destroyers hit on rolls of 9+. If your destroyers receive +1 on combat rolls, then a natural 8 is modified by +1 to be a 9, which is in the hit range of a destroyer (even though the natural die value is too small. Commonly, players will consider a "+1 on combat rolls" to be equivalent to "-1 to hit rate"; these interpretations are equivalent in the vast majority of circumstances. While the latter interpretation is generally faster, whenever the two conflict, favor the former.

In the rare cases where a battle cannot end (e.g., each player has a single healthy dreadnought with duranium armor), the attacker must forfeit his remaining fleet.

A more thorough description of each unit is given in Appendix E.

7.2 Anti-Fighter Barrage

As a battle begins, before entering into combat rounds, each player should roll for anti-fighter barrage. The number of dice rolled by each player is equal to the product of the number of friendly destroyers and enemy fighters divided by four, rounded down. These dice hit at the base hit rate for your destroyers and are affected by all modifiers to your destroyers. Each player rolls for anti-fighter barrage once at the beginning of each battle and all casualties must be applied to fighters (if no fighters remain, the hits are ignored). Casualties are taken immediately and do not participate during the remaining combat rounds.

7.3 Pre-Combat

After anti-fighter barrage is complete, both players begin a pre-combat round (despite its name, the pre-combat round occurs during the space battle, before normal combat rounds begin). No ships roll dice during pre-combat by default; the pre-combat round otherwise proceeds exactly as a normal combat round would. The pre-combat round is used by various technologies and racial abilities to give an edge to certain ships before the other player can fight back.

8 The Races

Before the game begins, each player should have a unique race selected. Races may be assigned randomly, by draft, or by any means to which all players agree. Each race has a powerful set of abilities that alter how you play the game, a flagship with a unique effect on the map around it, and some starting planets, units, and technologies to begin the game with.

8.1 The Arborec

Abilities

- You may not build space docks or invade planets.
- At the end of each development phase, each ground force may capture one neutral planet in its current system or in an adjacent system. Then, receive one ground force above each planet with a green technology specialty, if able.
- At the end of each battle phase, all enemy planets in systems containing at least one of your ships are reverted to neutral.
- Your ground forces cost one resource to build and have a production capacity of zero in all systems currently activated by you and one in all other systems. Upon advancing to republic, their production capacity is increased to one and two respectively.

Duha Menaimon (6x2/1/5): Whenever an enemy ship is destroyed in an adjacent system, set aside the same type of unit from your plastic supply, if able. Immediately before building at space docks, you may build those ships in the system containing the *Duha Menaimon*, ignoring production capacity. Then, return the rest to your plastic supply.

Home System: Nestphar (3/1 G)

Starting Fleet: four ground forces, two fighters, one cruiser, one carrier

Starting Technologies: antimass deflectors, stasis capsules

8.2 The Barony of Letnev

Abilities

- The base cost and plastic supply of your dreadnoughts are both modified to five.
- When you have fewer than five dreadnoughts on the board, your first dreadnought in each system may sustain damage twice. Otherwise, your first dreadnought in each system rolls two dice every combat round.

Arc Secundus (6x2/1/2): When this ship sustains damage, you may damage one of your dreadnoughts in an adjacent system instead.

Home System: Wren Terra (2/1) and Arc Prime (4/0)

Starting Fleet: three ground forces, one destroyer, one carrier, one dreadnought

Starting Technologies: hylar v assault laser, antimass deflectors

8.3 The Clan of Saar

Abilities

- Receive two fighters every time you capture a planet.
- You do not need to control your home system to advance your empire.
- Your space docks have a movement of two. Your space docks are not ships, do not count towards fleet supply, and do not participate in space battles. Your space docks are destroyed if left alone with enemy ships.
- You may only have one space dock in each system. Your space docks begin with three capacity and three production capacity. This is increased by one every time you advance your empire.
- During the development phase, each of your space docks may choose one of the planets in its system. You benefit from all technology specialties on the chosen planets.

Son of Ragh (6x3/2/4): This ship may be built in any system containing one of your space docks.

Home System: Lisis II (1/0) and Ragh (2/1)

Starting Fleet: two fighters, four ground forces, one cruiser, two carriers

Starting Technologies: antimass deflectors, xrd transporters

8.4 The Embers of Muaat

Abilities

- Your ships may move through (but not end their turn in) systems containing supernovae. This does not cost a movement point if your the ships end their turn in a system containing enemy ships.
- As an action, you may spend a command counter from your command pool to place two fighters or one destroyer in any system containing one of your war suns. Whenever

one of your destroyers is destroyed, place an **ember** in its place. (Begin with 12 embers in your reinforcements.)

- Whenever your ships move through a system containing an **ember**, add another.
- Whenever any other player's ships move, ignite one **ember** in each system along their paths. When an **ember** is ignited, return it to its supply along with one destroyer from each fleet in its system (except yours).
- After reaching republic, as an action, you may replace any neutral system on the map (except home systems and Mecatol Rex) with a supernova. Place an **ember** in all adjacent systems. Any ships remaining in the supernova by the end of the battle phase are destroyed.

Inferno (6x3/1/3): Immediately after moving, ignite all **embers** in the destination system, then place a new **ember** in the system. If the *Inferno* has moved through a supernova this turn, do this for all adjacent systems as well.

Home System: Muaat (4/1)

Starting Fleet: two fighters, four ground forces, one war sun

Starting Technologies: enviro compensator, sarween tools

8.5 The Emirates of Hacan

Abilities

- At the beginning of each action phase, receive one new trade contract. You may trade these cards with other players as if they were promissory notes. When doing so, you may add additional restrictions to the card (or lift restrictions you previously added). Added restrictions must be quantifiably completable.
- Any player may exchange a completed trade contract for a fortune card at the end of each round. Fortune cards may only be traded for other fortune cards.

Trade Contracts

- I have at least two technologies of each color.
- I have at least nine technologies.
- I have at least five technologies of the same color.
- I control a planet with a red technology specialty, a planet with a blue technology specialty, and a planet with a green technology specialty.
- I control at least five planets with a technology specialty.
- I control at least three planets with the same color technology specialty.
- All three of my space docks are on the board.
- I am blockading an opponent's space dock.
- I control Mecatol Rex.
- I control at least three systems adjacent to Mecatol Rex.
- I won at least two space battles this round against at least three ships each.
- I captured at least two planets this round.
- I had ten unspent resources this past development phase.
- I had ten unspent influence this past development phase.
- I cast at least two more votes than the second-highest voter this round.

Fortune Cards

- All yellow technology costs one less resource.
- The war sun technology advance costs exactly one resource. All of its prerequisites cost one less resource.
- Receive one free destroyer each development phase at one of your space docks.
- Receive two free votes each development phase.
- Each of your space docks receives one bonus production capacity.
- All of your ships may move through nebulae.
- Your war suns receive +2 on all combat rolls.
- If your flagship is destroyed, you may immediately pay nine resources. If you do, discard this card and rebuild it.
- The Winnaran guards receive +2 on all combat rolls. When you are fighting the Winnaran guards, your ships receive the +2 instead.
- Once per round, replace one of your ground forces with a shock troop.
- Your fighters receive +1 on all combat rolls. At the end of each development phase, discard this card unless you built at least four fighters that round.
- Once per round, you may pick a delayed battle. That battle is resolved either first or last during the battle phase, your choice.
- When researching technology, you may spend two resources to ignore one of its prerequisites.
- Receive +1 on all anti-fighter barrage rolls.
- When receiving this card, receive the *hacan mercenary* and place it in any friendly system. When the mercenary dies, discard this card.

Wrath of Kenara (9x4/2/2): While the Wrath of Kenara is on the board, whenever another player activates a system containing at least one of your ships, the Wrath of Kenara receives +1 on all combat rolls against that player.

Home System: Arretze (2/0) and Kamdorn (0/1) and Hercant (1/1)

Starting Fleet: four ground forces, two fighters, one cruiser, two carriers

Starting Technologies: enviro compensator, sarween tools

8.6 The Federation of Sol

Abilities

- Your carriers have a capacity of eight.
- Receive one bonus command counter in your command pool at the beginning of each action phase.
- At the beginning of each action phase, name one type unit. All of your units of that type receive +1 on all combat rolls.
- After researching hyper metabolism, your ground forces may each roll a single combat die at 8+ at the end of the first combat round.

Genesis I (8x3/2/2): Ground forces do not take up any capacity on the *Genesis I*. Receive one ground force on board every time this ship moves into or through a system.

Home System: Jord (4/2)

Starting Fleet: six ground forces, one destroyer, two carriers

Starting Technologies: antimass deflectors, cybernetics

8.7 The Ghosts of Creuss

Abilities

- You may always use wormholes, regardless of any other effects or restrictions. You may travel between alpha and beta wormholes as if they were adjacent. Moving between alpha and beta wormholes does not cost any movement points.
- After reaching federation, place your alpha wormhole token in any neutral system. After reaching empire, receive a beta wormhole token in your reinforcements.
- Each development phase after reaching republic, you may move your alpha or beta wormhole token to any neutral system.
- Whenever one of your cruisers is destroyed, receive two blue technology credits.
- Your destroyers and cruisers receive +1 on all combat rolls in wormhole systems.

Hil Colish (4x1/2/2): When this ship is not moving, treat its current system as if it had a D wormhole. When this ship is moving, treat its destination system as if it had a D wormhole.

Home System: Creuss (4/2)

Starting Fleet: four ground forces, two fighters, two destroyers, two carriers

Starting Technologies: antimass deflectors, xrd transporters

- 8.8 The L1Z1X Mindnet
- 8.9 The Mentak Coalition
- 8.10 The Naalu Collective
- 8.11 The Nekro Virus
- 8.12 The Sardakk N'Orr
- 8.13 The Universities of Jol-Nar
- 8.14 The Winnu
- 8.15 The Xxcha Kingdom
- 8.16 The Yin Brotherhood
- 8.17 The Yssaril Tribes

Appendices

A Technology

Hylar V Assault Laser

Each of your cruisers and destroyers receives +1 on all combat rolls.

Ion Cannons (requires **hylar v assault laser**)

Each of your dreadnoughts receives +2 on all combat rolls.

Automated Defence Turrets (requires **hylar v assault laser**)

Each of your destroyers receives +1 on anti-fighter barrage rolls. Opposing fighters must take a minimum number of casualties equal to the number of friendly destroyers present during anti-fighter barrage.

Hyper Metabolism (requires **hylar v assault laser** or **cybernetics**)

At the end of each combat round, each of your destroyers receive +1 on all combat rolls for the remainder of the battle.

Magen Defence Grid (requires **ion cannons** and **enviro compensator**)

You may now build spaceborne artillery systems. Your dreadnoughts have a spaceborne artillery system capacity of one.

Auxiliary Drones (requires **magen defence grid**)

Your fleets that contain at least one dreadnought roll an additional combat die at 9+. This die benefits from all modifiers to dreadnought combat dice.

Assault Cannon (requires **magen defence grid** and **cybernetics**)

If you have three or fewer ships present, each of your cruisers may roll on pre-combat die at +3.

Deep Space Cannon (requires **ion cannons** and **fighter bays**)

As an action, you may activate a system adjacent to one of your fleets to begin a siege. If your siege token is in that system, destroy one capital ship of the defender's choice, then inflict one hit for each adjacent system containing at least one of your dreadnoughts. Otherwise, place your siege token in that system. If multiple defenders are present, they are all affected by deep space cannon.

Antimass Deflectors

Your ships may move through asteroid field and ion storm systems. Your ships suffer no movement penalty when leaving nebulae.

Striker Fleets (requires **antimass deflectors**)

Your destroyers and cruisers receive a combat bonus equal to their remaining movement points when attacking in a small battle.

XRD Transporters (requires **antimass deflectors**)

Your carriers and dreadnoughts receive +1 movement.

Fighter Bays (requires **xrd transporters** and **hylar v assault laser**)

Your dreadnoughts receive a fighter capacity of three.

Type IV Drive (requires **xrd transporters** and **neural computing**)

Your cruisers and flagship receive +1 movement.

Advanced Fighters (requires **type iv drive**)

Your fighters may now move independently with a movement rate of 2 and receive +1 on all combat rolls. Your fighters do not require the support of carriers or space docks, and enemy ships may not move through a system your fighters occupy without wave deflectors. Any fighters in excess of a system's fighter capacity will count towards your fleet supply limit.

Fleet Logistics (requires **arkan iridium** or **integrated economy**)

Once per round, you may flip one of your command counters on the board. Fleet side command counters do not prohibit your ships from leaving that system, though they still prevent further activations.

Wave Deflectors (requires **striker fleets** and **magen defence grid**)

Your ships may pass through systems containing enemy fleets.

Stasis Capsules (requires **enviro compensator** or **antimass deflectors**)

Your cruisers and dreadnoughts may carry one ground force each.

Hydroponics (requires **stasis capsules** or **enviro compensator**)

Your fleet supply is increased by one in all systems that do not contain any of your capital ships.

Cybernetics (requires **stasis capsules** or **antimass deflectors**)

Each of your fighters receives +1 on all combat rolls.

Biomechanical Circuits (requires **cybernetics**)

At the beginning of each action phase, receive one additional command counter in your command pool.

Xeno Psychology (requires **cybernetics**)

Each round, all of your ships receive +1 on all combat rolls during the first combat round during the first battle with each player.

Neural Computing (requires **xeno psychology**)

You may research up to four technologies per round (regardless of the number of space docks you have) at a base cost of six each.

Biosphere Influence (requires **hydroponics** or **xeno psychology**)

Each of your planets without a space dock has a production capacity equal to its resource value and a fighter capacity equal to its influence value.

Organ Printing (requires **deep space cannon**)

Each of your dreadnoughts has a production capacity of one. At the beginning of the development phase, you may exhaust one of your space docks to give one of your dreadnoughts its production capacity.

Enviro Compensator

The production capacity of your space docks is increased by one.

Transfabrication (requires **enviro compensator**)

Upon losing a dreadnought, immediately replace it with a destroyer. At the end of combat, if at least one such destroyer remains, you may replace one of them with a damaged dreadnought.

Sarween Tools (requires **enviro compensator**)

Whenever you produce units at any space dock, you now receive one additional resource with which to build units.

Duranium Armor (requires **transfabrication** and **automated defence turrets**)

Each combat round, you may repair one damaged ship immediately after taking casualties.

War Sun (requires **sarween tools** and **ion cannons**)

You may now produce war suns. War suns receive one bonus movement if they do not end

their turn in a system containing enemy ships.

Arkan Iridium (requires **cybernetics** and **sarween tools**)

The cost of your space docks is reduced to two. You may build space docks at any time during the development phase.

Space Gates (requires **sarween tools** and **xrd transporters**)

Each of your space docks is considered adjacent to each other. When moving from or through your space docks to a neutral system, each of your ships receives +1 movement.

Integrated Economy (requires **ion cannons** and **cybernetics**)

When building ships at a space dock, you may place the newly constructed units in any neutral system adjacent to one of your space docks.

B Personnel

Fleet Control (tier i)

You may have one more ship than your fleet supply would normally allow in systems containing a friendly space dock.

Moneylender (tier i)

After building ships, you may exhaust any number of space docks to receive their resource value in destroyers in that system. When refreshing a space dock, exhaust its planet.

Marauder (tier ii)

If your mercenary is not on the board, place it in any friendly system, if able. If your mercenary is on the board, you may move it to any friendly system. The first time you hire the marauder, take a mercenary from the supply and put it into your reinforcements. When releasing the marauder, return your mercenary to your reinforcements. If your mercenary dies, the marauder has no effect for you for the remainder of the game.

Cultist (tier ii)

When you have three or more ships of the same type in a system, they each receive +1 on all combat rolls. This bonus is lost for the rest of the battle when one of them is taken as a casualty.

Usurper (tier iii)

Receive two bonus votes for each of your capital ships in or adjacent to Mecatol Rex, up to a maximum of six.

Advisor (tier iii)

The first time you activate a system each round, you may place a second command counter from your reinforcements. Each of your ships in that system receives +1 during the first round of space combat.

Conqueror (tier iv)

Choose a type of ship. Whenever you destroy a ship of that type, set it aside. Return them after the development phase.

Astronomer (tier i)

Your carriers may collect deep space tokens. Upon collecting your third, receive one blue technology at no cost, ignoring all of its prerequisites. After receiving this technology, the astronomer has no effect for you for the remainder of the game.

Lookout (tier i)

At the end of each battle phase, do this twice: you may move one destroyer or cruiser into an adjacent empty system.

Cartographer (tier ii)

Your ships may travel to and from the wormhole nexus.

Scavenger (tier ii)

Each time one of your fleets moves through an asteroid field, it receives two fighters.

Admiral (tier iii)

Each of your ships receives +1 movement when traveling towards neutral systems.

Technician (tier iii)

You may place an alpha or beta wormhole token on one of your space docks. Only you may use this wormhole. You may only have one such token on the map at a time. When releasing the technician, remove the wormhole token.

Champion (tier iv)

During each round of a space battle, your ships receive a combat bonus equal to the difference between the number of your ships and the number of your opponent's non-fighter ships (reduced to zero if you are not outnumbered).

Envoy (tier i)

When voting, you may cast two free votes for each resolution as long as they follow the speaker's intent. Before voting on each resolution, the speaker declares either for or against each resolution. This is considered his intent. The speaker's intent is not binding.

Salvager (tier i)

When scuttling non-fighter ships, receive one bonus resource each the next time you build units. This includes ships that were not scuttled voluntarily.

Engineer (tier ii)

Your space docks have a minimum production capacity of four (before technology and racial

abilities).

Mechanic (tier ii)

Each of your SASs roll two dice each combat round.

Chancellor (tier iii)

Each round, the first time a system containing one of your ships is activated by another player, he must place a second command counter from his command pool, if able.

Explorer (tier iii)

Each of your carriers rolls normal combat dice at 6+.

Tactician (tier iv)

During each round of a space battle, each of your ships receives +1 on combat rolls if there is no opposing ship of the same type.

C Agendas

Vote of No Confidence

For: The player who cast the most votes for this resolution becomes the speaker.

Against: All players who voted for this resolution must choose two planets. Those planets are not refreshed this development phase.

After resolving this agenda, immediately reveal and resolve another. Only the speaker may vote on this agenda.

Imperial Peace

For: Mecatol Rex may not be invaded this round.

Against: Mecatol Rex is the only planet that may be invaded this round.

While this agenda is in play, no player may advance his empire.

New Constitution

For: Clear all resolutions in play. Players that voted for this resolution may immediately exhaust planets for more votes. Flip over two new resolutions and vote on them.

Against: All planets exhausted for votes this round are not refreshed this development phase.

While this agenda is under deliberation, no other agendas may be revealed. This agenda may not be vetoed.

Wormhole Reconstruction

For: All systems containing a wormhole are considered adjacent to all other systems containing a wormhole.

Against: All ships in systems containing a wormhole are destroyed.

Closing the Wormholes

For: No players may travel through wormholes.

Against: All ships in systems containing a wormhole are destroyed.

Technology Tariffs

For: The cost of all red technology is increased by two.

Against: During the next development phase, only red technology may be bought.

While this agenda is under deliberation, no player may research red technology.

Research Grant

For: Technology credits may be spent towards any color technology.

Against: The player with the fewest technologies chooses one technology advance. All players receive that technology advance, ignoring all prerequisites.

War Funding

For: During the action phase, all players may ignore fleet supply restrictions.

Against: All fighters receive +1 on all combat rolls.

While this agenda is under deliberation, fighters and destroyers cost double their usual price.

Ancient Artifact

For: Roll a die. On 6+, all players with a ship in or adjacent to the Mecatol Rex system receive one free technology. On 5-, all units in or adjacent to the Mecatol Rex system are destroyed.

Against: The Winnaran guards receive an extra dreadnought and +2 on all combat rolls.

Holder of Mecatol Rex

For: The player controlling Mecatol Rex may choose any resolution in play and discard it.

Against: The player controlling Mecatol Rex may add a biohazard counter to the planet.

When invading a planet with a biohazard counter, the first shock troop, mechanized unit, or three ground forces that attempt to invade are instead destroyed. If the planet is successfully invaded, remove the biohazard counter.

Humane Labor

For: Each space dock may produce at most four units per round.

Against: Each space dock that does not produce at least four units each round is destroyed.

Repeal

For: Discard the chosen law.

Against: The current speaker cannot keep the speaker token at the end of this round.

Upon revealing this agenda, the speaker chooses a resolution in play.

Revote

Upon revealing this agenda, the speaker chooses a law that is in play or discarded. Revote on that agenda instead.

Subsidized Industry

For: Each player receives up to two free space docks.

Against: All space docks have +1 production capacity.

Arms Reduction

For: Each player's dreadnought plastic supply is reduced to two and cruiser plastic supply to three until the end of the round.

Against: Do not refresh planets with red technology specialties this development phase.

D Special Systems

E Units