

TWILIGHT IMPERIUM



HIVE WARS



TWO PLAYER CO-OP: V3.44
FAN VARIANT DESIGNED BY: MARIO MARTINEZ



>> [INCOMING TRANSMISSION] <<

MAHTHOM IQ SEERVA KEEPER OF THE CUSTODIAN CHRONICLE MECATOL CITY – GALACTIC CAPITAL

Attention all planetary colonies of the Galactic Federation,

It has been two days since the Hive launched a surprise attack against our people and took control of the legendary planets Primor and Hope's End. Recent information from our reconnaissance teams tells us that the Hive now plans to imprison the remainder of the colonies, beginning with those closest to its spawning systems. Most of us are ill equipped to engage in any sort of counterattack. Therefore, it is imperative that we do not provoke the Hive. The only casualties reported thus far have been related to bouts of aggression. Because of this, I have decided to suspend the council meetings in Mecatol City to avoid any misconstrued hostility towards the Hive.

Thankfully, not all is lost. Military factions from the outer rim of the galaxy are en route to assist the colonies with implementing strategic defenses. In return for their military aid, please supplement the war effort by providing these military factions with resources, influence, and technological research. Together, we will be able to complete critical objectives that will bring us closer to uniting the colonies and defeating the Hive. If your system becomes the target for a Hive invasion before the arrival of these military factions, please be as cooperative as possible to avoid any unnecessary deaths. It pains me to show such weakness to the Hive, but we must think about the safety and well-being of our people first.

To our brave military factions: please hurry! Once the Hive is able to infest all vulnerable planets within its vicinity, it will undoubtedly begin to brutally engage any remaining colonies to satisfy its insatiable hunger for galactic dominance. We cannot allow the Hive to take control of the capital before we can bolster the defenses of Mecatol Rex. Prevent the scales of power from tipping in the Hive's favor at all costs! If the Hive manages to dominate the galaxy, I'm afraid it won't be long before we are found kneeling to these new insect overlords.

This will be my last transmission to the colonies for some time. You will hear from me once again after the military reinforcements have arrived in Mecatol City. Soon the day will come when the galactic council is reinstated and the full force of our people is unleashed upon the Hive.

We will not fail nor falter. Yet we will endure and overcome. And by the courage of the entire Galactic Federation, we shall be victorious in these Hive Wars and put an end to this evil scourge once and for all! May our ancestors be with us during our darkest hour and provide us with the strength we need to fight for the survival of our civilization.

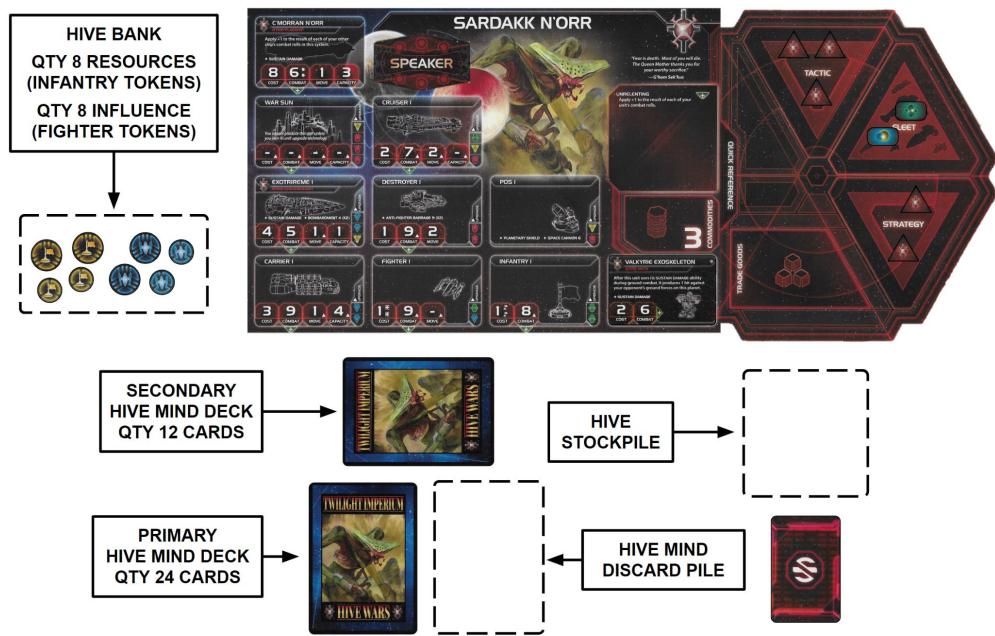
Until we speak again my friends; Non Desistas, Non Exieris.

>> [END TRANSMISSION] <<

INTRODUCTION / HIVE PLAY AREA SETUP (REF: PP. 26 – 27)

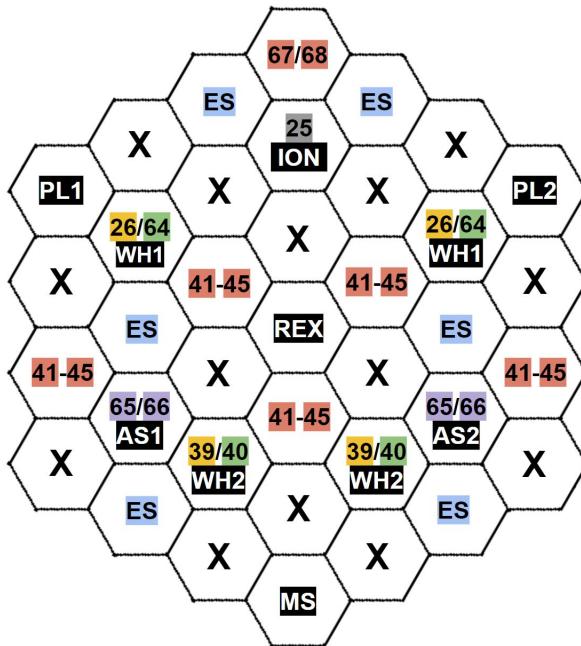
This document details the rules for playing the Hive Wars two player co-op variant. The Prophecy of Kings expansion is required for play. Human players will work together as an alliance and gain each of their required number of victory points to win the game. The term “player” in this document only refers to human players. Changes to existing player rules along with the additional rules for the alliance game mode are listed at the back of this document (PP. 26 – 27). The remainder of this document will explain how the Hive operates and works towards gaining its required number of victory points to win the game. Rules not stated in this document are unchanged from the TI4 base game rules and Prophecy of Kings expansion rules.

If there is a conflict in the rules or if the Hive Mind cannot make a complete decision, players will resolve the outcome that is most helpful to the Hive.



1. Prior to setup, return the following public objective cards to the box: Expand Borders, Intimidate Council, Explore Deep Space, Make History, Push Boundaries, Raise a Fleet, Subdue the Galaxy, Become a Legend, Command an Armada, and Patrol Vast Territories.
2. The Hive is an “A.I. player” represented by the Sardakk N’orr faction. Create the Hive play area by positioning the Sardakk N’orr faction sheet and red command sheet.
3. Place the Sardakk N’orr mech card on top of the Space Dock section of the Hive’s faction sheet. The Hive mech is considered both a ground force and a structure.
4. Place the Speaker token on the Hive’s faction sheet. It begins the game as the Speaker.
5. Identify a section in the Hive’s play area as the Hive’s bank. Place QTY 8 infantry & fighter tokens each in the Hive’s bank.
6. Identify a section in the Hive’s play area as the Hive’s stockpile.
7. Place QTY 3 command tokens in the Hive’s tactic pool and QTY 2 command tokens in the Hive’s strategy pool. The Hive never places command tokens in its fleet pool.
8. Place QTY 1 control token from each player in the Hive’s fleet pool.
9. Shuffle the QTY 36 Hive Mind cards and separate them into a primary deck of QTY 24 cards and a secondary deck of QTY 12 cards. Place the primary and secondary decks in the Hive’s play area. Leave a space for the Hive Mind discard pile.
10. Draw QTY 1 face down secret objective card and place it in the Hive’s play area.

GAME BOARD SETUP / HIVE STARTING UNITS (REF: P. 14)



Create the galaxy using the game board template above and the procedural steps below. Any numbers within the template restrict the possible locations for systems with the same tile number.

1. Position the Mecatol Rex system (REX) and Hive's main spawning system (MS), which is represented by the Sardakk N'orr home system tile.
2. Randomly determine the locations of the players' home systems (PL1 & PL2).
3. Randomly determine the locations of the Hive's auxiliary spawning systems (AS1 & AS2), which are represented by Primor system tile #65 and Hope's End system tile #66.
4. Randomly determine the locations of the four wormhole systems (WH1 & WH2), which are represented by system tiles #26, #39, #40, and #64.
5. Position the empty space systems (ES) and Quann system tile #25.
6. Randomly place the ion storm token (ION) in the Quann system. Cover and ignore the printed beta wormhole on the Quann system tile. Take the Ion Storm card from the frontier exploration deck and place it face up in the common area.
7. Randomly determine the locations of anomaly system tiles #41 through #45.
8. Randomly select and place anomaly system tile #67 or #68.
9. Randomly select and place the blue-backed systems (X). Replace random blue-backed systems as required to meet the blue-backed systems total planet criteria below:
 - a. QTY 12~14 planets must be within Aggression Zones 2 & 3 (P. 14).
 - b. QTY 12~14 planets must be within Aggression Zone 1 (P. 14).

Place all red color units and cards in the Hive's play area along with all other Sardakk N'orr faction specific cards. The Hive receives the following pink color units as a part of its reinforcements:

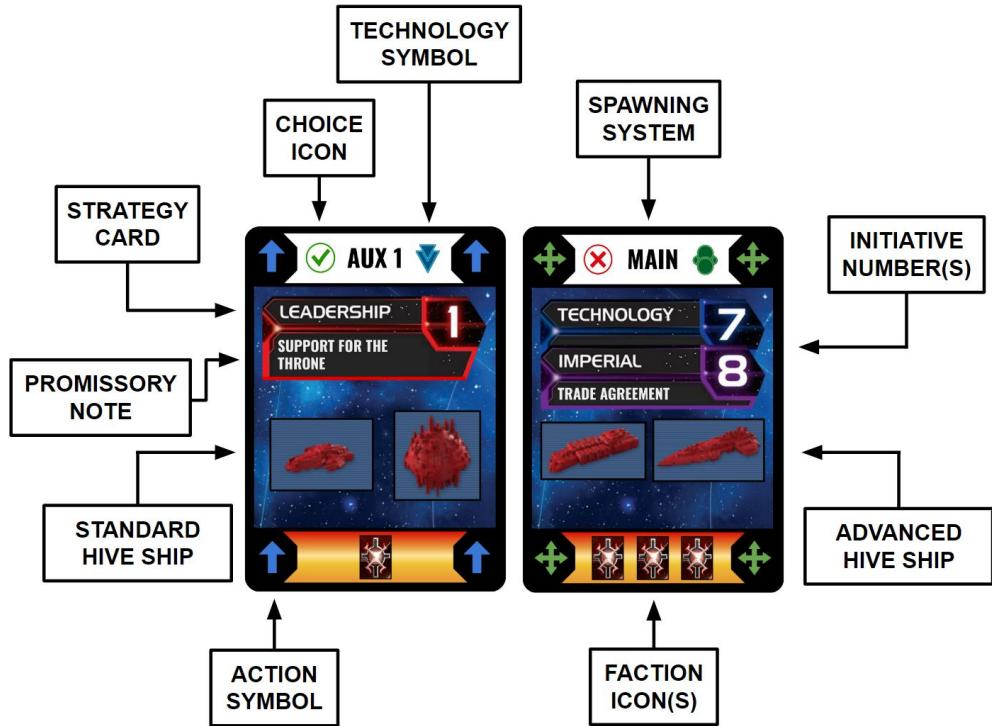
- QTY 12 infantry; QTY 3 PDS; QTY 2 mechs.

Place the following Hive starting units in each identified Hive spawning system:

- **Main Spawning:** QTY 1 cruiser & destroyer each; QTY 4 infantry on each planet.
- **Aux Spawning:** QTY 1 carrier, cruiser & destroyer each; QTY 4 infantry the planet.

HIVE MIND DECK

3.1 – Deck Mechanics: the Hive Mind makes specific decisions for the Hive by drawing cards from the Hive Mind deck and reviewing the different types of information presented on each card.



When the Hive Mind draws a card, it is drawn from the active Hive Mind deck. The primary deck is initially active at the beginning of a round or after a Hive Mind deck realignment. The Hive Mind draws cards from the primary deck for the rest of the round until the deck has been depleted. At this point, the secondary deck becomes active. If the primary deck runs out of cards during a Hive Mind decision, the secondary deck is immediately made active and any additional cards are drawn from it as required.

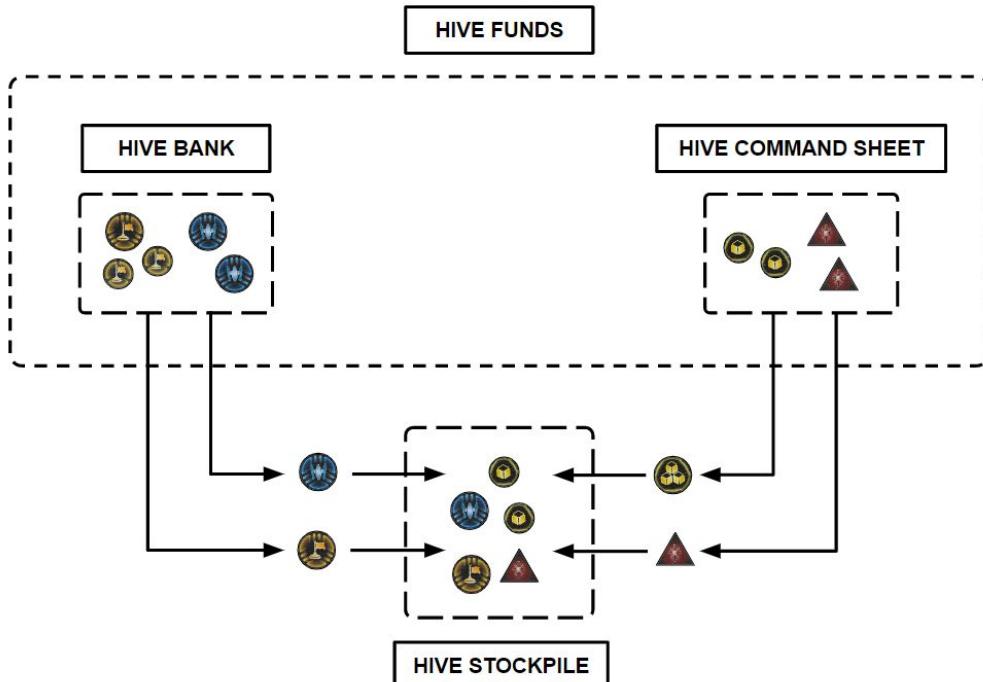


The Hive will not participate in any activities that require a Hive Mind decision if the entire Hive Mind deck is depleted. After the Hive Mind completes a decision, it places all used Hive Mind cards in a face up discard pile. Players cannot examine the contents of the Hive Mind discard pile.

3.2 – Deck Realignment: during specific events of the game, the Hive Mind performs a deck realignment. When this occurs, the entire QTY 36 card Hive Mind deck is shuffled together and separated back into a primary deck of QTY 24 cards and a secondary deck of QTY 12 cards.

HIVE FUNDS AND STOCKPILE

4.1 – Funds: the Hive's funds are comprised of infantry tokens & fighter tokens in the Hive's bank along with trade goods tokens & command tokens on the Hive's command sheet. Infantry tokens & fighter tokens in the Hive's play area are used to represent the Hive's resources & influence respectively. Each spawning system planet controlled by the Hive provides QTY 2 resources & influence each, while each standard planet controlled by the Hive provides QTY 1 resource & influence each. A player's home system and the Mecatol Rex system are considered spawning systems. The Hive does not gain or use planet cards to spend resources or influence.



4.2 – Stockpile: the Hive uses tokens in its stockpile for completing objectives. During specific events of the game, the Hive will transfer tokens from its funds into its stockpile for each type of deficient item. A deficient item is defined as not having the required amount of tokens in the Hive's stockpile to complete the Hive's oldest related public objective with the highest point value.

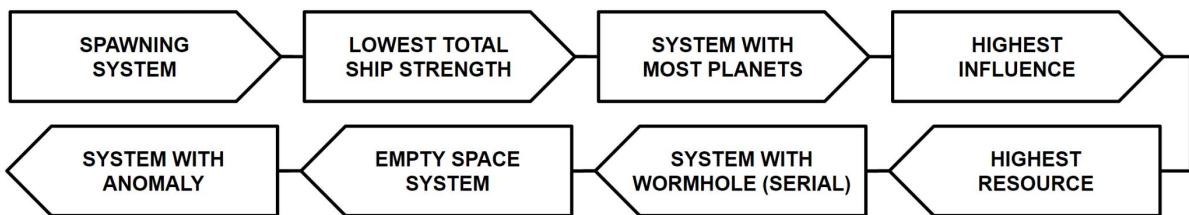
When the Hive performs a deficient item transfer, it takes the corresponding tokens from its funds and places them into its stockpile. Command tokens are taken from both the Hive's tactic and strategy pools to leave both as even as possible with any remaining token coming from the Hive's strategy pool. The maximum amount of tokens transferred for each type of deficient item is equal to half of the total amount required to complete the related objective (rounded up). The Hive will not transfer tokens beyond the objective requirement.

When the Hive loses control of a planet or is forced to exhaust/purge a planet card related to a planet the Hive controls, the Hive discards a number of resources & influence based on the type of planet: QTY 2 resources & influence each for a spawning system planet and QTY 1 resource & influence each for a standard planet. A player's home system and the Mecatol Rex system are considered spawning systems. Players decide if the resources & influence are discarded from the Hive's bank or stockpile. If the Hive is unable to discard the exact number of resources and/or influence from its bank, it will discard trade goods from its funds to make up as much of the balance as possible.

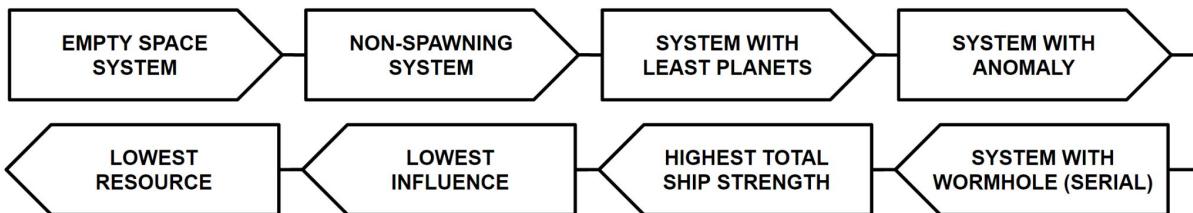
HIVE PRIMAL INSTINCTS

5.1 – Fully Defended: a fully defended system is defined as a system containing at least QTY 2 Hive ships with all planets controlled by the Hive.

5.2 – Positive System Priority: when the Hive selects a system and/or planet for positive purposes, it selects the highest priority systems and planets using the following block diagram. Examples of positive system selections for the Hive include: the Hive activating a destination system, Hive units being placed in a system, and player controlled planets or units in a system suffering negative effects due to the Hive. The highest priority begins at the top-left of the block diagram and decreases in a forward-flow direction. A player's home system and the Mecatol Rex system are considered spawning systems. A unit's strength is measured in unit cost.



5.3 – Negative System Priority: when the Hive selects a system and/or planet for negative purposes, it selects the highest priority systems and planets using the following block diagram. Examples of negative system selections for the Hive include: Hive ships moving out a system, Hive units/tokens being removed from a system, and Hive controlled planets or units in a system suffering negative effects due to the players. The highest priority begins at the top-left of the block diagram and decreases in a forward-flow direction. A player's home system and the Mecatol Rex system are considered spawning systems. A unit's strength is measured in unit cost.



5.4 – Unit Damage: when the Hive assigns hits to its unit, it selects the highest priority units using the following block diagrams. The highest priorities begin at the left of the block diagrams and decrease in a forward-flow direction. When the Hive's units suffer negative effects due to the players, the Hive selects its weakest units. A unit's strength is measured in unit cost.



5.5 – Limitless Items: the Hive has no commodity token limit. It also has no action card limit or secret objective card limit (scored or unscored). Action cards and secret objective cards are drawn face down and added to their corresponding face down hand of cards in the Hive's play area.

STRATEGY PHASE (REF: §20.2, §4.2, §24.1, P. 8)

At the beginning of the strategy phase, the Hive transfers tokens from its funds into its stockpile for each type of deficient item (**§4.2**).

During the first round of the game, the Hive does not transfer tokens into its stockpile.

CRITICAL CRITERIA

The Hive selects strategy cards based on the Hive's criteria. For each strategy card selected by the Hive, the Hive always begins the process by selecting one of the strategy cards below in priority order if the strategy card meets the critical criteria:

- **Priority 1 – (8) IMPERIAL:** the Hive controls Mecatol Rex or has multiple completed public objectives per the status phase rules (**§24.1**).
- **Priority 2 – (1) LEADERSHIP:** the Hive has less than QTY 4 total command tokens.
- **Priority 3 – (3) POLITICS:** the player to the left of the Hive is the Speaker.

OBJECTIVE CRITERIA

If the critical criteria is not met, then the Hive Mind draws QTY 1 selection card. The Hive evaluates the initiative number on the selection card to determine if the corresponding strategy card is available and meets the objective criteria below:

- **(1) LEADERSHIP:** the Hive has deficient command tokens.
- **(2) DIPLOMACY:** the Hive has deficient resources or influence.
- **(4) CONSTRUCTION:** a structure objective is incomplete.
- **(5) TRADE:** the Hive has deficient trade goods.
- **(7) TECHNOLOGY:** a technology objective is incomplete.

When the selection card has a dual initiative number, the Hive evaluates the odd initiative number if selecting its first strategy card. Otherwise, the Hive evaluates the even initiative number if selecting its second strategy card. If the evaluated initiative number does not have an available corresponding strategy card or does not meet the objective criteria, then all remaining initiative numbers are cycled through for evaluation. The Hive evaluates the remaining initiative numbers in ascending order beginning from the previously evaluated number. The Hive selects the first evaluated initiative number that has an available corresponding strategy card and meets the objective criteria.

STANDARD CRITERIA

If none of the available strategy cards meet the objective criteria, then the Hive repeats the evaluation cycle process with the same drawn selection card using the standard criteria below:

- **(2) DIPLOMACY:** the Hive has at least QTY 18 influence in its bank.
- **(3) POLITICS:** the Hive is not the Speaker.
- **(4) CONSTRUCTION:** the Hive has less than QTY 8 built structures (PDS and/or mechs).
- **(6) WARFARE:** the Hive has less than QTY 14 influence in its bank.
- **(7) TECHNOLOGY:** the Hive has less than QTY 4 gained unit upgrades.

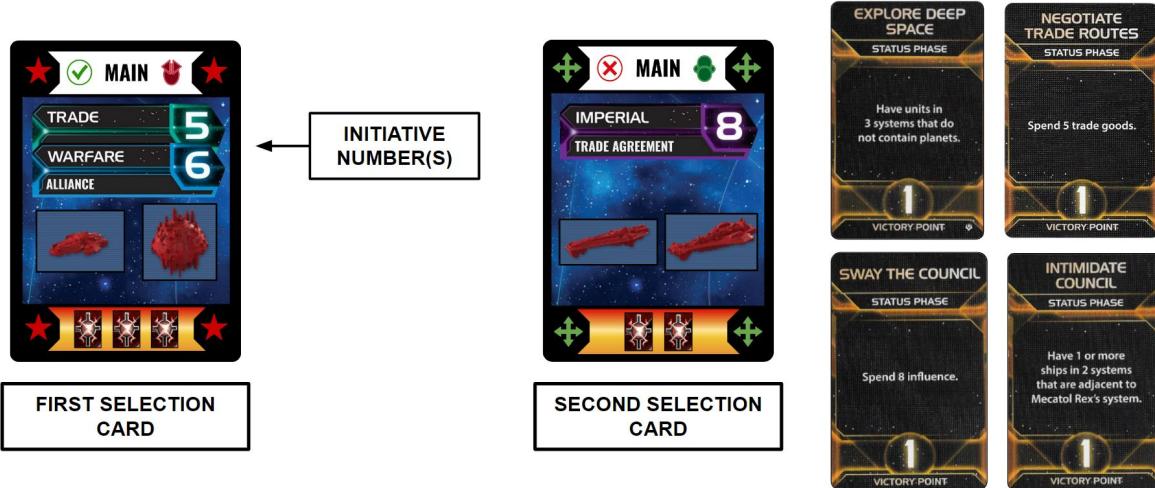
If none of the available strategy cards meet any of the Hive's criteria, or if there is no established strategy card criteria, then the Hive selects the first evaluated initiative number that has an available corresponding strategy card.

During the first round of the game, the Hive has no established strategy card criteria.

At the end of the strategy phase, the Hive uses its remaining funds to produce ships (**P. 8**).

STRATEGY PHASE EXAMPLE

The following examples detail the Hive strategy card selection process. Assume the Hive does not meet any of the critical criteria and the objective cards shown below are unscored by the Hive.



It is the Hive's turn to select its first strategy card. The Hive is the Speaker and gets to go first selecting its strategy card. After confirming it does not meet the critical criteria, the Hive begins the process to cycle through all of the available strategy cards and evaluate each against the Hive's objective criteria.

The Hive Mind draws its first QTY 1 selection card as shown above. The selection card has the dual initiative numbers (5) Trade and (6) Warfare. Since the Hive is selecting its first strategy card, it evaluates the odd initiative number which is (5) Trade. The Hive selects Trade as its strategy card since the Hive has deficient trade goods.

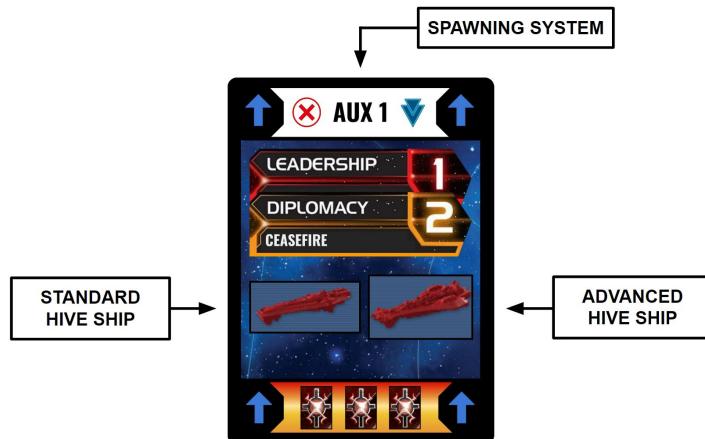
It is the Hive's turn to select its second strategy card. The players had previously taken Diplomacy and Warfare as their strategy cards on their first turns. The Hive Mind draws its second QTY 1 selection card as shown above and begins the process to cycle through all of the available strategy cards evaluating each against the Hive's objective criteria.

The selection card has the single initiative number (8) Imperial. The Imperial strategy card is not part of the objective criteria. Therefore, the Hive evaluates the remaining initiative numbers in ascending order beginning from (8) Imperial. None of the available strategy cards meet any of the objective criteria. Therefore, the Hive repeats the process of cycling through all available strategy cards except now evaluating each against the Hive's standard criteria.

As before, the Hive begins the evaluation process with (8) Imperial and skips it since it is not a part of the standard criteria. The Hive then evaluates the remaining initiative numbers in ascending order beginning from (8) Imperial. The Hive skips (1) Leadership since it is not a part of the standard criteria. The Hive skips (2) Diplomacy since a player had previously taken it. The Hive standard criteria for (3) Politics is not met since the Hive is the Speaker. The Hive standard criteria for (4) Construction is met since the Hive has less than QTY 8 built structures. Therefore, the Hive selects Construction as its second strategy card.

HIVE SHIP PRODUCTION (REF: §5.2)

When producing a ship, the Hive Mind draws QTY 1 production card. A spawning system planet controlled by the Hive contains a passive Hive space dock unit. The Hive can only produce in spawning systems that have at least QTY 1 planet controlled by the Hive and no player ships.



STANDARD SHIP PRODUCTION

The Hive will initially attempt to produce the standard ship shown on the left side of the production card in the spawning system stated on the production card. Hive ships are produced by paying the resource cost of the ship. Resources are initially spent from the Hive's bank. Only after all resources have been spent from the Hive's bank will the Hive spend trade goods from its funds to make up the balance.

If the ship on the left side of the production card is unavailable from the Hive's reinforcements or if the Hive cannot afford to produce the ship, it will produce the strongest ship in its reinforcements that it can afford. A unit's strength is measured in unit cost. The produced standard ship is then placed in the spawning system stated on the production card.

ADVANCED SHIP PRODUCTION

If at least QTY 2 of the standard ship to be produced are already in and adjacent to the spawning system stated on the production card, or if the spawning system stated on the production card could not produce, then the Hive will instead produce the advanced ship shown on the right side of the production card in the spawning system with the least number of Hive capacity ships in and adjacent to it (**§5.2**). A player's home system and the Mecatol Rex system are considered spawning systems. There is no limit to the number of ships in and adjacent to a spawning system when producing an advanced ship.

If the ship on the right side of the production card is unavailable from the Hive's reinforcements or if the Hive cannot afford to produce the ship, it will produce the strongest ship in its reinforcements that it can afford. A unit's strength is measured in unit cost. The produced advanced ship is then placed in the spawning system with the least number of Hive capacity ships in and adjacent to it.

STRATEGY PHASE SHIP PRODUCTION

At the end of the strategy phase, the Hive uses its remaining funds to produce ships. The Hive Mind draws additional production cards and produces additional ships until it can no longer afford to produce additional ships or when it has produced a maximum number of ships equal to QTY 1 ship for every QTY 4 influence in the Hive's bank.

HIVE SHIP PRODUCTION EXAMPLE

The following examples detail the Hive ship production process. Assume it is the end of the strategy phase and the spawning system shown below is AUX 1.

The Hive has QTY 8 influence in its bank. The maximum number of ships the Hive can produce at the end of the strategy phase is equal to QTY 1 ship for every QTY 4 influence in the Hive's bank. Therefore, the Hive can produce a maximum of QTY 2 ships.



The Hive Mind draws QTY 1 production card with a destroyer (DE) as the standard ship shown on the left side of the card. There are fewer than QTY 2 destroyers already in and adjacent to the spawning system stated on the production card. Therefore, the Hive spends QTY 1 resource to produce a destroyer (DE) and places it in AUX 1.



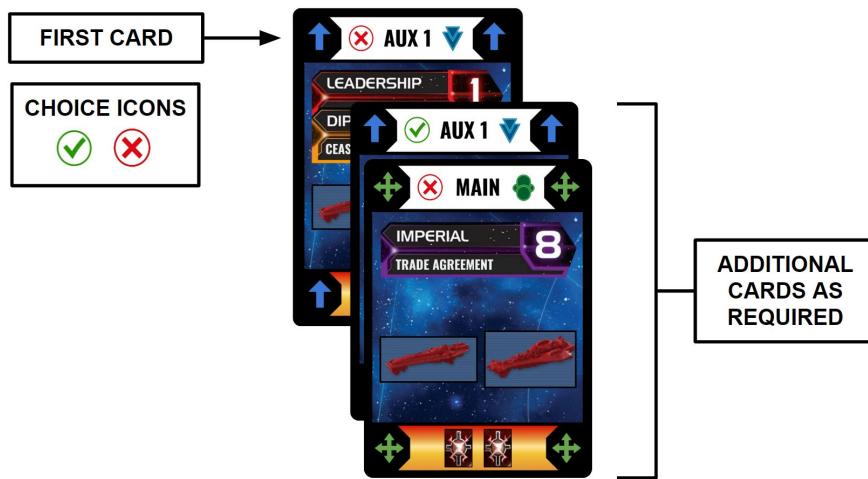
The Hive Mind draws QTY 1 production card with a cruiser (CR) as the standard ship shown on the left side of the card. There are at least QTY 2 cruisers already in and adjacent to the spawning system stated on the production card. Therefore, the Hive will instead produce the advanced ship shown on the right side of the production card in the spawning system with the least number of Hive capacity ships in and adjacent to it. After a review of all spawning systems, it is determined that AUX 1 has the least number of Hive capacity ships in and adjacent to it. Therefore, the Hive will produce the advanced ship in AUX 1. The Hive spends QTY 7 resources and QTY 1 trade good (to make up the balance) to produce its flagship and places it in AUX 1.

ACTION PHASE (REF: §20.2, §3.1, P. 11, P. 15)

The Hive has two basic actions: strategic (P. 11) and tactical (P. 15). Each basic action has two action types. In total, the Hive has QTY 4 different options for actions. There are QTY 4 action symbols that define the different Hive actions:

- **Blue Arrow:** a STRATEGIC action with the readied high initiative number strategy card.
- **Yellow Arrow:** a STRATEGIC action with the readied low initiative number strategy card.
- **Red Star:** a TACTICAL engage action against an identified target system.
- **Green Compass:** a TACTICAL infest action against an identified target system.

The Hive Mind begins the Hive's turn by drawing QTY 1 definition card. The revealed action symbol defines the Hive's action for that turn. If the symbol defines an action that is not available, then the Hive defines the other action type related to the same basic action. If both action types are not available, then the Hive Mind draws additional definition cards as required to reveal a symbol related to the other basic action and repeats the definition process.



If the Hive Mind secondary deck is active at the beginning of the Hive's turn and the first drawn definition card has a green check choice icon, the Hive will pass for its turn.

If the entire Hive Mind deck is depleted at the beginning of the Hive's turn or if the Hive Mind secondary deck runs out of cards while defining the Hive's action, the Hive immediately ends its turn and passes. If the Hive is passing and has unresolved strategy cards, it does not resolve the primary abilities. Players may then resolve the secondary abilities in the order of their choice.

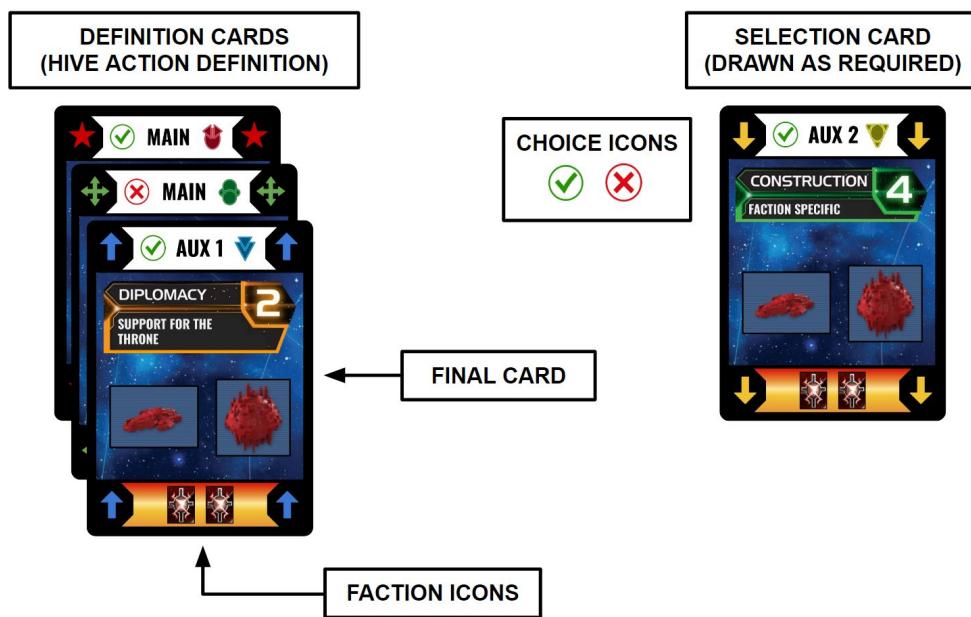
The Hive will ultimately pass for its turn if it has no available options for actions to perform.

The following example details the Hive action definition process. Assume the Hive Mind primary deck is active and has a sufficient number of cards to finish the process.

The Hive Mind draws the first QTY 1 definition card shown above. The revealed blue arrow defines a strategic action with the high initiative number strategy card. The Hive has already performed its high initiative number strategic action, so it then defines the other strategic action type. The Hive has also already performed its low initiative number strategic action. Therefore, the Hive Mind draws additional definition cards as required to reveal a symbol related to the other basic action, which is the tactical action. After drawing QTY 2 additional definition cards, a green compass is revealed defining a tactical infest action. There are target systems for a tactical infest action. Therefore, the Hive performs a tactical infest action for its turn.

HIVE STRATEGIC ACTION (REF: PP. 12 – 13)

The Hive performs a strategic action by resolving the primary ability of the defined readied strategy card. There are two types of Hive strategic actions: high initiative number (**Blue Arrow**) and low initiative number (**Yellow Arrow**). The Hive does not perform the primary and secondary abilities as printed on a strategy card. Instead, it follows its own set of rules (**PP. 12 – 13**).



HIVE PRIMARY ABILITY

Each strategic action primary ability performed by the Hive has a variable benefit. For most primary abilities, the number associated with a variable benefit is defined by the number of faction icons on the final drawn definition card. The exception to this is the Leadership primary ability. The number associated with the Leadership primary ability variable benefit is defined by the amount of influence in the Hive's bank.

HIVE SECONDARY ABILITY

When a player resolves the primary ability of a strategy card, the Hive may resolve the secondary ability. If the strategy card meets the Hive's objective criteria below, the Hive will spend a command token from its strategy pool and resolve the secondary ability:

- **(2) DIPLOMACY:** the Hive has deficient resources or influence.
- **(4) CONSTRUCTION:** a structure objective is incomplete.
- **(5) TRADE:** the Hive has deficient trade goods.
- **(7) TECHNOLOGY:** a technology objective is incomplete.

If the strategy card does not meet the Hive's objective criteria, or if there is no established strategy card criteria, then the Hive Mind draws QTY 1 selection card. If the drawn selection card has a green check choice icon, the Hive will spend a command token from its strategy pool and resolve the secondary ability. Otherwise, the Hive will not spend a command token and will not resolve the secondary ability.

During the first round of the game, the Hive has no established strategy card criteria.

For most secondary abilities, the Hive must spend a command token from its strategy pool to resolve the ability. The exception to this is the Leadership secondary ability. The Hive will always resolve the Leadership secondary ability without having to spend a command token.

HIVE STRATEGIC ABILITIES (REF: §24.4, §5.2, §24.5, §5.5, §5.3)

Variable benefits associated with the Hive's primary abilities are shown in each section's title.

(1) LEADERSHIP / Variable benefit: gained command tokens.

Primary: the Hive gains QTY 1 command token for every QTY 4 influence in its bank then redistributes all tokens per the status phase rules (**§24.4**).

Secondary: the Hive gains QTY 1 command token for every QTY 8 influence in its bank then redistributes all tokens per the status phase rules.

(2) DIPLOMACY / Variable benefit: readied spawning system planets.

Primary: the Hive readies a number of its spawning system planets with the least number of Hive infantry (**§5.2**) per the status phase rules (**§24.5**). The replenished resources & influence are instead added to the Hive's stockpile. While the Diplomacy strategy card is exhausted in the Hive's play area, players cannot activate systems (other than Mecatol Rex) that contain at least QTY 1 planet controlled by the Hive and no Hive capacity ships.

Secondary: the Hive readies QTY 1 spawning system planet per primary ability rules.

(3) POLITICS / Variable benefit: drawn action cards.

Primary: the Hive selects itself to be the Speaker or retains the Speaker token. It then draws a number of action cards (**§5.5**).

Secondary: the Hive draws QTY 1 action card.

(4) CONSTRUCTION / Variable benefit: built PDS (and/or mechs if no PDS are available).

Primary: for each built structure, the Hive places the unit on a Hive controlled planet in the system with the least number of Hive structures (**§5.2**). Each planet can only have QTY 1 Hive structure. If a public objective requires a structure to be built in a specific location, the Hive will build according to those requirements.

Secondary: the Hive builds QTY 1 mech per primary ability rules.

(5) TRADE / Variable benefit: gained commodities.

Primary: the Hive gains QTY 3 trade goods and a number of commodities (**§5.5**). If the Hive has at least QTY 4 commodities, it will convert QTY 4 commodities into QTY 2 trade goods.

Secondary: the Hive gains QTY 1 commodity per primary ability rules.

(6) WARFARE / Variable benefit: command tokens removed and gained from the game board.

Primary: the Hive removes a number of its command tokens from the game board (**§5.3**). It then gains the same number of removed command tokens to its tactic pool. For each token that the Hive could not remove from the game board, it takes the QTY 1 weakest non-fighter ship from its reinforcements and places it in the spawning system with the least number of Hive ships (**§5.2**). The spawning system must have at least QTY 1 planet controlled by the Hive and no player ships. A unit's strength is measured in unit cost.

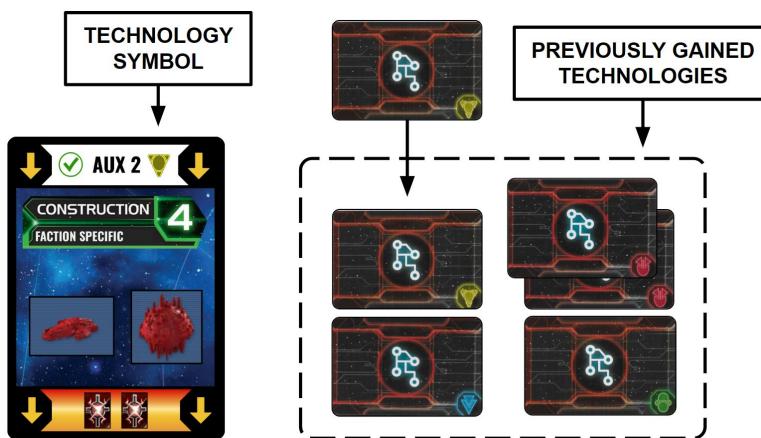
Secondary: the Hive places its QTY 1 weakest non-fighter ship per primary ability rules.

HIVE STRATEGIC ABILITIES (REF: §24.1, §5.5)

Variable benefits associated with the Hive's primary abilities are shown in each section's title.

(7) TECHNOLOGY / Variable benefit: researched basic technologies.

Primary: for each researched technology, the Hive Mind draws QTY 1 research card and gains the basic technology that matches the technology symbol on the drawn research card. After the Hive gains a basic technology, it places the corresponding type card face down in its play area grouped with any other previously gained technologies. The Hive will not gain more than QTY 4 levels of each basic technology symbol. If a public objective requires a specific type of basic technology, the Hive will gain that type regardless of the details on the drawn research card.



The Hive then gains the QTY 1 strongest unit upgrade that has the highest percentage of fulfilled prerequisites. A unit's strength is measured in unit cost. No unit cost equals zero strength. The Hive will use its printed technology abilities as is unless otherwise stated differently below:

- **Cruiser II:** only receives a combat and move upgrade. The unit does not become a capacity ship.
- **Exotrireme II:** only receives a move upgrade and protection from direct hit.
- **Fighter II / Infantry II:** only receives a combat upgrade.
- **PDS II:** if a player activates a system adjacent to a Hive PDS II, the Hive will fire its space cannon at any player ships that move into the active system.
- **Valkyrie Particle Weave:** automatically gained when the Hive has gained at least QTY 1 of each type of basic technology.

Secondary: the Hive researches QTY 1 basic technology and gains the QTY 1 weakest unit upgrade per primary ability rules.

(8) IMPERIAL / Variable benefit: drawn secret objective cards.

Primary: the Hive scores QTY 1 completed public objective per the status phase rules (**§24.1**). If the Hive controls Mecatol Rex, it gains QTY 1 victory point. Otherwise, the Hive draws a number of secret objective cards (**§5.5**). If the Hive has at least QTY 4 secret objective cards in its hand, it will attempt to score QTY 1 secret objective per the status phase rules.

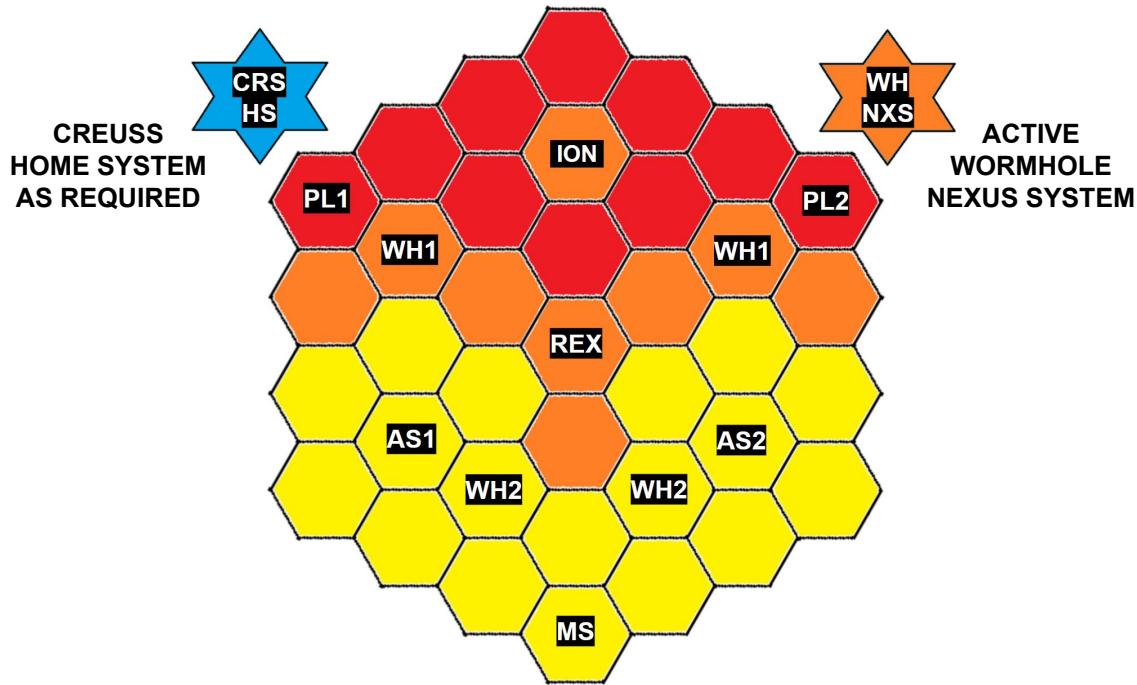
Secondary: the Hive draws QTY 1 secret objective card per primary ability rules.

AGGRESSION COUNTERS AND ZONES (REF: P. 15)

Aggression counters are used to track the escalating tensions between each player and the Hive. Aggression counters are represented by player control tokens in the Hive's fleet pool. During specific events of the game, players will generate aggression counters by taking control tokens from their reinforcements and adding them to the Hive's fleet pool.

Each player begins the game with QTY 1 aggression counter. The maximum number of aggression counters for each player is QTY 4. An aggression counter is not considered a token and can never be removed from the Hive's fleet pool once it has been added. When a game effect would remove a command token from the Hive's fleet pool, a command token from the Hive's strategy pool is removed instead (if available). Aggression counters are generated by a player when any of the following events occur:

- QTY 1 at the end of a tactical action where the player was in combat with the Hive.
- QTY 2 the first time the player reaches QTY 6 victory points or more.
- QTY 2 after the player gains control of Mecatol Rex.



The game board is divided into four different aggression zones. Each aggression zone contains a group of systems. Aggression zones may be used by the Hive while identifying target systems for a tactical action (P. 15). Each system within a specific aggression zone has a specific aggression counter threshold:

- **Aggression Zone 1 (Yellow Systems):** QTY 1 aggression counter.
- **Aggression Zone 2 (Orange Systems):** QTY 2 aggression counters.
- **Aggression Zone 3 (Red Systems):** QTY 3 aggression counters.
- **Aggression Zone 4 (Blue System):** QTY 4 aggression counters.

HIVE TACTICAL ACTION (REF: P. 14, P. 17, §5.2, §5.1, §5.3)

The Hive performs a tactical action against an identified target system. There are two types of Hive tactical actions: engage (**Red Star**) and infest (**Green Compass**). If there are no identified target systems for a defined type of tactical action, the Hive will not perform the action.

TARGET SYSTEMS

The Hive will first identify all target systems based on the criteria for the type of tactical action. Systems that are inaccessible to the Hive and systems that contain a Hive command token cannot be identified as a target system.

- **ENGAGE:** the Hive's focus is to move into systems to attack aggressive player units. Target systems contain units belonging to one or both players. The total number of aggression counters (**P. 14**) from all players with units in a target system must be equal to or greater than the system's aggression counter threshold for its aggression zone.
- **INFEST:** the Hive's focus is to move into systems to invade planets not controlled by the Hive. Target systems can be located within any aggression zone. If Mecatol Rex is uncontrolled, then the Hive must have at least QTY 16 influence in its bank before it can identify Mecatol Rex as a target system.

DESTINATION SYSTEM

After identifying all target systems, the Hive Mind will draw support cards (**P. 17**). The Hive will then activate a destination system (**§5.2**) that is closest to (or the same as) one of the identified target systems. At least QTY 1 Hive capacity ship must be able to end its movement in the destination system. Ship movement restrictions are based on the criteria for the type of tactical action. A player's home system and the Mecatol Rex system are considered spawning systems.

- **ENGAGE:** the Hive will never move ships from a spawning system unless it leaves the system fully defended (**§5.1**).
- **INFEST:** the Hive will never move ships from any planetary system unless it leaves the system fully defended (**§5.1**).

HIVE SHIP MOVEMENT

The Hive will attempt to include a variety of its ships in the destination system by moving different types of ships from other systems that are within range (**§5.3**). A capacity ship is moved first if there is not already one in the destination system. The Hive will then cycle through all QTY 6 non-fighter ship types and attempt to include an equal number of each ship type in the destination system. The cycle is restarted and additional ships are moved as required until the maximum number of ships have been moved or there are no available ships to move.

The maximum number of ships moved into the destination system is equal to the number of faction icons on the final drawn definition card. If the total number of aggression counters (**P. 14**) from all players with units in the destination system is greater than the number of faction icons, the Hive will use the total aggression counters number instead as the maximum number of ships.

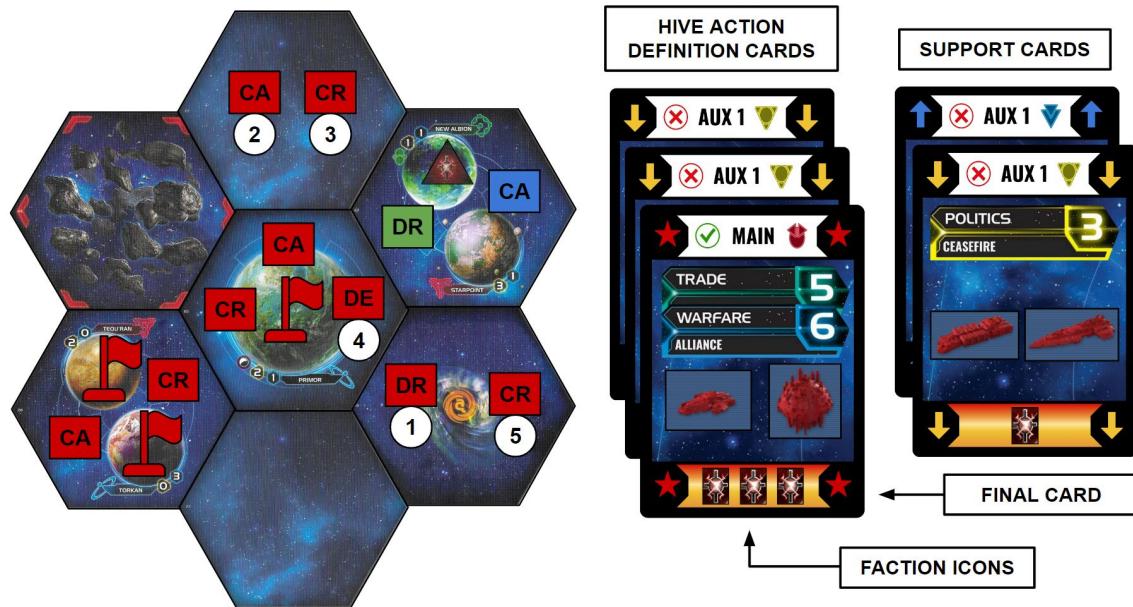
The strength of each ship moved into the destination system is based on the criteria for the type of tactical action. A unit's strength is measured in unit cost.

- **ENGAGE:** the Hive will move its strongest ships.
- **INFEST:** the Hive will move its weakest ships.

At the end of the move ships step, Hive fighters & infantry are placed as required (**P. 17**).

HIVE TACTICAL ACTION EXAMPLE

The following example details the Hive tactical action process. Assume the Hive has no unit upgrade technologies.



The Hive Mind defines a tactical engage action for the Hive's turn. All target systems are identified based on the engage criteria. One of the identified target systems is the top-right system since it is in Aggression Zone 1 and the total number of aggression counters from all players with units in the system is QTY 5. The Hive Mind then draws support cards. The Hive decides to activate the top-right system as its destination system since it is closest to (or the same as) a target system and at least QTY 1 Hive capacity ship can end its movement there.

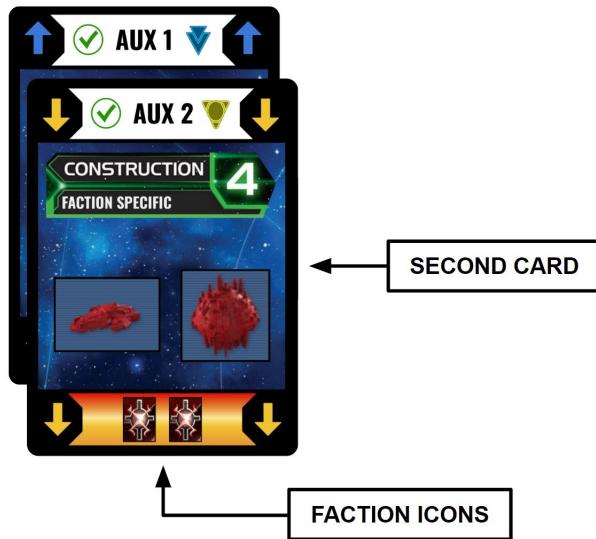
The number of faction icons on the final drawn definition card is QTY 3. However, the total number of aggression counters from all players with units in the destination system is QTY 5. Therefore, the Hive will move up to QTY 5 of its strongest ships into the destination system based on the engage criteria. Since there is not a Hive capacity ship already in the destination system, the Hive must begin by moving a capacity ship. The strongest capacity ship is the dreadnought (DR). Only one ship is within range, so the dreadnought (DR) from the wormhole system is moved.

The Hive will now cycle through all remaining ship types and move one of each type from systems that are within range. The next strongest ship type is the carrier (CA). There are two ships that are within range. Based on the Hive's negative system priority, the carrier (CA) from the top empty space system is moved. The next strongest ship type is the cruiser (CR). There are four ships that are within range. Based on the Hive's negative system priority, the cruiser (CR) from the top empty space system is moved. The next strongest ship type is the destroyer (DE). Only one ship is within range, so the destroyer (DE) from the spawning system is moved.

The Hive has gone through a full cycle of all ship types and restarts the cycle. The strongest ship type is the carrier (CA). Only one ship is within range. Based on the engage criteria, the carrier (CA) cannot be moved because doing so would not leave the spawning system fully defended. The next strongest ship type is the cruiser (CR). There are three ships that are within range. Based on the Hive's negative system priority, the cruiser (CR) from the wormhole system is moved. A maximum of QTY 5 ships have now been moved into the destination system.

HIVE SUPPORT – FIGHTERS / INFANTRY (REF: P. 18, P. 14, §20.1, §5.2)

The Hive Mind draws a separate group of QTY 2 support cards prior to the Hive activating a destination system or after a player activates a system with Hive units. These support cards define the type of unit support and stratagem support (P. 18) the Hive may receive during each scenario. At least QTY 1 Hive capacity ship must end its movement in the active system for the Hive to receive unit support in the form of fighters and infantry.



Each Hive capacity ship provides the Hive with QTY 2 fighters & infantry each. The Hive also receives an additional number of fighters & infantry each equal to the number of faction icons on the second drawn support card. If the total number of aggression counters (P. 14) from all players with units in the active system is greater than the number of faction icons, the Hive will use the total aggression counters number instead as the additional number of fighters & infantry each received.

At the end of the move ships step, Hive fighters & infantry are placed in the space area. The Hive never retreats from combat voluntarily and will continue to fight players in the active system until there is a combat winner (§20.1). During a Hive invasion, the total number of Hive infantry is distributed as evenly as possible between all invaded planets (§5.2). The Hive does not spend influence to remove the custodians token from Mecatol Rex and gain the QTY 1 victory point.

A system with Hive ships will not contain any Hive fighters at the end of a turn. Additionally, a Hive controlled planet will not exceed QTY 4 Hive infantry at the end of a turn. All Hive fighters and excess Hive infantry are removed from the game board at the end of a turn.

The following example details the Hive fighter & infantry support process.

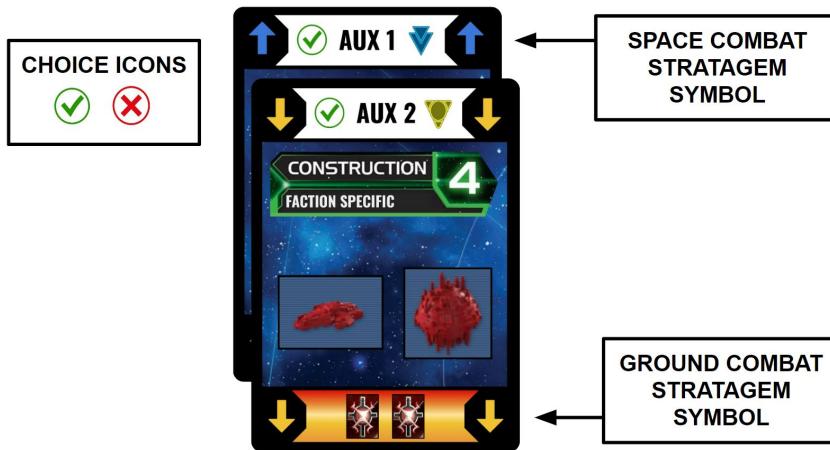
The Hive Mind draws the QTY 2 support cards shown above. The second drawn support card has QTY 2 faction icons. After the move ships step, the Hive has QTY 2 capacity ships in the active system along with units from both players. Player 1 has QTY 1 aggression counter and Player 2 has QTY 2 aggression counters. The total number of aggression counters from all players with units in the destination system is greater than the number of faction icons on the second drawn support card.

[QTY 2 capacity ships X (QTY 2 fighters & QTY 2 infantry)] + (QTY 3 fighters & QTY 3 infantry)

Therefore, the Hive will be supported by QTY 7 fighters & QTY 7 infantry as required.

*HIVE SUPPORT – STRATAGEMS (REF: *P. 28, P. 17, P. 26)

The Hive Mind draws a separate group of QTY 2 support cards prior to the Hive activating a destination system or after a player activates a system with Hive units. These support cards define the type of unit support (**P. 17**) and stratagem support the Hive may receive during each scenario. The Hive must have at least QTY 1 action card in its hand to perform a stratagem.



The action symbol shown on the first drawn support card defines the space combat stratagem and the action symbol shown on the second drawn support card defines the ground combat stratagem. The defined stratagems only apply to the first round of each resolved combat.

- **Blue Arrow:** the strongest Hive unit rolls an additional QTY 1 die per player in combat. A unit's strength is measured in unit cost.
- **Yellow Arrow:** the weakest unit from each player in combat rolls QTY 1 fewer die. A unit's strength is measured in unit cost.
- **Red Star:** the Hive produces QTY 1 hit per player in combat.
- **Green Compass:** the Hive cancels QTY 1 hit per player in combat.

If a support card has a green check choice icon, the Hive selects QTY 1 random action card from its hand and plays it face down. The Hive will then perform the corresponding stratagem at the beginning of the first round of the combat (**P. 26**). When the Hive plays an action card, it immediately goes into the discard pile while ignoring all other printed text. The Hive will not play an action card if it will not profit from the stratagem.

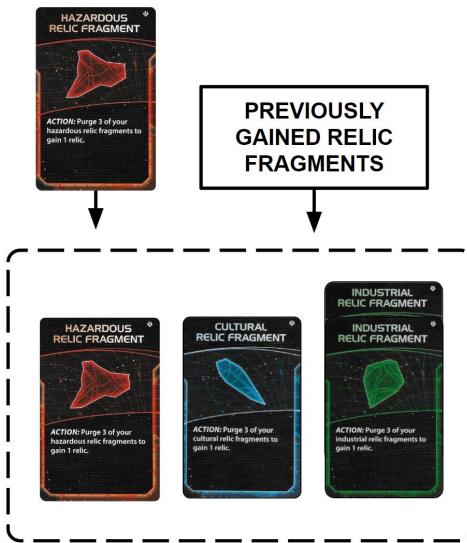
The following example details the stratagems process. Assume the Hive has at least QTY 3 action cards in its hand and both players are in each resolved combat.

The Hive is performing a tactical engage action for its turn. The Hive Mind draws the QTY 2 support cards shown above. The Hive decides to activate a system with player ships and with QTY 2 planets containing player ground forces. The first drawn support card has a green check choice icon. Therefore, the Hive plays QTY 1 face down action card at the beginning of the first round of space combat to have its strongest unit roll an additional QTY 2 dice (QTY 1 die per player in combat).

The Hive wins the space combat and proceeds with invading both planets in the system. The second drawn support card has a green check choice icon. Therefore, the Hive plays QTY 1 face down action card at the beginning of the first round of each ground combat for each invaded planet to have the weakest unit from each player in combat roll QTY 1 fewer die.

*HIVE EXPLORATION (REF: *P. 28, P. 13, §24.5, §5.5)

After the Hive takes control of a planet that was previously uncontrolled, or at the end of a Hive tactical action where the active system has a Hive ship and a frontier token, the Hive performs an exploration by drawing an exploration card of the same type.



If the exploration card is a relic fragment, the Hive places the card face up in its play area grouped with any other previously gained relic fragments. When the Hive has QTY 4 of the same type of planetary relic fragment or QTY 2 of each of the three different types of planetary relic fragments, it purges the associated relic fragments and gains QTY 1 relic. When the Hive gains a relic, it draws QTY 1 face down relic card and places it in its play area. The Hive gains QTY 1 victory point the first time it gains a relic.

If the exploration card is one of the types shown below, it is resolved as stated below:

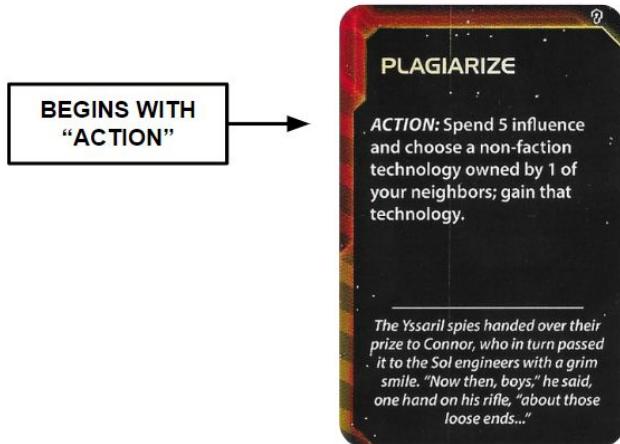
- **Gamma Wormhole/Relay:** place a gamma wormhole token in the active system. Purge the exploration card.
- **Mirage:** place the Mirage planet token in the active system. Place a Hive control token on the planet and purge the exploration card. The Hive then explores Mirage.
- **Resource/Influence Increase:** place the attachment token. The Hive gains QTY 1 trade good. Place the exploration card in the common area.
- **Technology Specialty:** place the attachment token. The Hive gains a basic technology of the same type shown on the exploration card (P. 13). If the explored planet already has a technology specialty, the Hive instead gains QTY 1 trade good and places the attachment token on its opposite side. Place the exploration card in the common area.

All other exploration cards are resolved as stated below then discarded:

- **Cultural:** the Hive readies the standard planet per the status phase rules (§24.5). The replenished resource & influence are instead added to the Hive's stockpile.
- **Frontier:** the Hive gains QTY 1 commodity (§5.5). If the Hive has at least QTY 4 commodities, it will convert QTY 4 commodities into QTY 2 trade goods.
- **Hazardous:** the Hive places an additional QTY 1 infantry on the planet. A Hive controlled planet will not exceed QTY 4 Hive infantry at the end of a turn. All excess Hive infantry are removed from the game board at the end of a turn.
- **Industrial:** the Hive draws QTY 1 action card (§5.5).

*HIVE COUNTERMEASURES (REF: *P. 28, P. 26)

At any time during the game, the Hive may attempt to perform a countermeasure against a player. The Hive must have at least QTY 1 action card in its hand to initiate a countermeasure.



20.1 – Hive Direct Hit: after a player’s ship uses sustain damage, the Hive selects QTY 1 random action card from its hand and plays it face up. If the ability text begins with the word ACTION, the Hive destroys the player’s ship (**P. 26**). Otherwise, the countermeasure fails and no action is taken. When the Hive plays an action card, it immediately goes into the discard pile while ignoring all other printed text. The Hive will not play action cards if it will not profit from the countermeasure. The Hive cannot use a direct hit countermeasure against a unit that cannot be destroyed by direct hit action cards.

20.2 – Hive Sabotage: after a player uses an action card that directly or indirectly affects the Hive, the Hive selects QTY 1 random action card from its hand and plays it face up. If the ability text begins with the word ACTION, the Hive cancels the player’s action card (**P. 26**). Otherwise, the countermeasure fails and no action is taken. When the Hive plays an action card, it immediately goes into the discard pile while ignoring all other printed text. The Hive cannot use a sabotage countermeasure to cancel a sabotage action card.

The following example details the countermeasures process. Assume the Hive has at least QTY 1 action card in its hand and the player has no unit technology upgrades.

A player is resolving a round of space combat with the Hive. The Hive’s ships have produced a total of QTY 2 hits. During the assign hits step, the player decides to use sustain damage on its flagship. The Hive selects QTY 1 random action card from its hand and plays it face up. The ability text begins with the word ACTION. Therefore, the Hive performs a Hive direct hit countermeasure.

The player then decides to use a sabotage action card to cancel the Hive’s direct hit countermeasure. The action card played by the Hive remains in the discard pile.

*SPECIAL TRANSACTIONS (REF: *P. 28, P. 26, P. 23, P. 14, P. 15)

STRATEGIC TRADE TRANSACTIONS

There are restrictions to the types of items that players can trade with each other during a standard transaction (P. 26). Some of those restrictions can be ignored if a player initiates and resolves a strategic trade transaction.



Normally when a player resolves the Trade strategy card primary ability, they may allow other players to resolve the secondary ability without spending a token. As an alternative, the player resolving the Trade strategy card primary ability may instead initiate a strategic trade transaction with their ally after they resolve the remainder of the primary ability. Players do not have to be neighbors to initiate and resolve a strategic trade transaction. The player who initiated the transaction selects one of two options:

- Exchange the same number of commodities with their ally.
- Give QTY 1 promissory note to their ally. Restrictions apply.

Restrictions associated with giving a promissory note during a strategic trade transaction are listed below:

- The player can only give their Alliance note if they have their commander card unlocked.
- The player can only give their Faction Specific note or Support for the Throne note if both players have each other's Alliance note.
- Only one player can have their ally's Support for the Throne note.

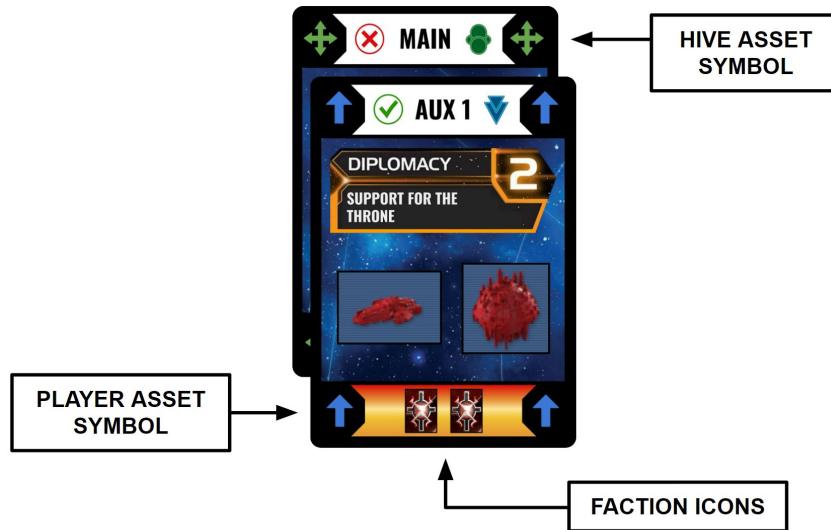
INTERFERENCE TRANSACTIONS

During the Hive's turn in either the action phase or agenda phase, each player may initiate and resolve an interference transaction (P. 26) with the Hive. At the beginning of the transaction, the Hive receives QTY 1 promissory note from the player (P. 23) along with a number of the player's commodities and/or trade goods equal to the player's number of aggression counters (P. 14). In return, the player resolving the transaction selects one of three options:

- The Hive gives QTY 1 promissory note to the player (P. 23).
- The Hive uses its negative system priority when activating a destination system if the Hive is currently performing a tactical action (P. 15).
- The player's number of aggression counters is temporarily reduced to zero counters for the remainder of the Hive's turn.

*ARMS TRANSACTIONS (REF: *P. 28, P. 26, P. 23, P. 12, P. 13, §5.2, P. 14)

During a player's turn, that player may initiate and resolve an arms transaction (**P. 26**) with the Hive. At the beginning of the transaction, the Hive receives QTY 1 promissory note from the player (**P. 23**). The Hive Mind then draws QTY 2 asset cards. These cards are used to define the types of assets the player and Hive will gain during the transaction.



GAINED ASSETS

The action symbol on the first drawn asset card defines the Hive's gained assets.

- **Blue Arrow:** the Hive gains QTY 1 command token to its tactic and strategy pool.
- **Yellow Arrow:** the Hive builds QTY 1 mech (**P. 12**).
- **Red Star:** the Hive researches QTY 1 basic technology and gains the QTY 1 weakest unit upgrade that has the highest percentage of fulfilled prerequisites (**P. 13**).
- **Green Compass:** the Hive takes the QTY 1 weakest non-fighter ship from its reinforcements and places it in the spawning system with the least number of Hive ships (**§5.2**). The spawning system must have at least QTY 1 planet controlled by the Hive and no player ships.

The action symbol and number of faction icons on the second drawn asset card define the type and number of items associated with the player's gained assets.

- **Blue Arrow:** the player gains a number of trade goods.
- **Yellow Arrow:** the player draws a number of action cards.
- **Red Star:** the player draws a number of secret objective cards.
- **Green Compass:** the player readies a number of their exhausted planets.

COUNTEROFFERS

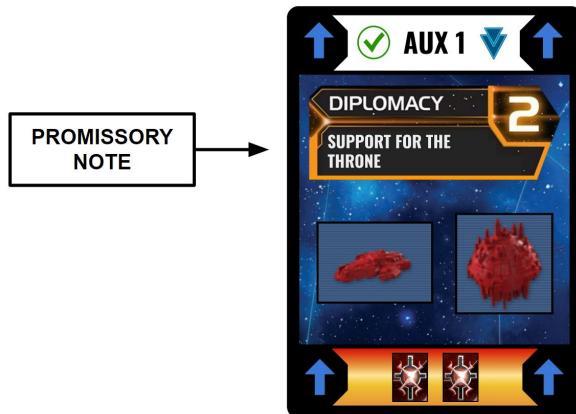
If the player disagrees with the Hive's gained assets, the player may propose a counteroffer and instead have the Hive receive a number of the player's commodities and/or trade goods equal to the player's number of aggression counters (**P. 14**).

If the player disagrees with their own gained assets, the player may propose a counteroffer and instead receive QTY 1 relic fragment of their choice from the Hive's play area.

The player can only propose a counteroffer for the Hive's gained assets or their own gained assets. It cannot propose a counteroffer for both assets during the same arms transaction.

PROMISSORY NOTES (REF: §24.6, P. 26, P. 25)

When the Hive gives or receives a promissory note, the Hive Mind draws QTY 1 transaction card to define the type of note. If the promissory note is unavailable or if there are multiple options based on an available note, the player may select the note or option.



When the Hive receives a player's promissory note, place the note face up in that player's play area as a reminder that the Hive has received it. The Hive will resolve a player's promissory note at the next available opportunity and will use the printed ability as is unless otherwise stated differently below:

- **Alliance:** the player cannot use their commander card ability if it is unlocked. Return this note to the player during the ready cards step in the status phase (**§24.6**). The player can now once again use their commander card ability if it is unlocked.
- **Faction Specific:** when the player readies their exhausted agent card(s) during the ready cards step in the status phase (**§24.6**), the Hive instead returns this note to the player and prevents the agent card(s) from being readied.
- **Support for the Throne:** the Hive gains QTY 1 victory point. Return this note to the player when that player scores an objective. The Hive then loses QTY 1 victory point.

A player will use the printed ability on a Hive promissory note as is unless otherwise stated differently below:

- **Alliance:** the player may use the Hive's commander card ability (**P. 26**). Return this note to the Hive during the ready cards step in the status phase (**§24.6**). After the player returns the note back to the Hive, it can no longer use the Hive's commander card ability.
- **Political Secret:** the Hive Mind will not draw any influence cards or a multiplier card during the selected agenda (**P. 25**).
- **Support for the Throne:** the player gains QTY 1 victory point. Return this note to the Hive when the Hive scores an objective. The player then loses QTY 1 victory point.
- **Trade Agreement:** this note may be resolved after the Hive gains commodities and before it converts commodities into trade goods. The Hive gives all of their commodities to the player.

STATUS PHASE (REF: §20.2, §5.5, P. 23, §3.2)

24.1 – Score Objectives: the Hive scores objectives as normal with the exceptions below:

During the first round of the game, the Hive does not score any objectives.

- The Hive scores its oldest QTY 1 completed public objective with the highest point value.
- When required, the Hive counts tokens in its stockpile to confirm it can complete a public objective. Only after all objective-related tokens have been counted in the Hive's stockpile will the Hive count additional trade goods in its funds to make up the balance.
- When required, the Hive spends tokens from its stockpile to score a public objective. Only after all objective-related tokens have been spent from the Hive's stockpile will the Hive spend additional trade goods from its funds to make up the balance.
- The Hive attempts to score QTY 1 secret objective (**§5.5**) if it has at least QTY 4 secret objective cards in its hand. The Hive selects QTY 1 random secret objective card from its hand and reveals it. If the card matches the current phase, the Hive automatically scores the objective. All remaining unscored cards are then shuffled back into the secret objective card deck. If the card does not match the current phase, the objective is not scored and only that revealed card is shuffled back into the secret objective card deck.
- When the Hive has QTY 8 victory points or more, or if a public objective card cannot be revealed, the Hive wins the game.
- When a player has QTY 10 victory points and their ally has QTY 8 victory points or more, both players win the game.

24.2 – Draw Secret Objective Cards: the Hive draws QTY 2 secret objective cards (**§5.5**).

24.3 – Draw Action Cards: the Hive draws QTY 2 action cards (**§5.5**).

24.4 – Gain and Redistribute Command Tokens: the Hive gains QTY 2 command tokens then redistributes all tokens evenly between its tactic and strategy pools with any remaining token going into its tactic pool.

24.5 – Ready Planets: the Hive readies each planet it controls. Each readied planet provides the Hive with the following:

- **Spawning System Planet:** QTY 2 resources & influence each replenished in the Hive's bank. The infantry on the planet is then replenished to a maximum of QTY 4 units. A player's home system and the Mecatol Rex system are considered spawning systems.
- **Standard Planet:** QTY 1 resource & influence each replenished in the Hive's bank.

The Hive's bank is replenished to a maximum amount of resources and influence equal to the totals of all the replenished values from all the planets that are controlled by the Hive.

24.6 – Ready Cards: Return any promissory notes to their owners as required (P. 23). If the agenda phase has been unlocked, the entire QTY 36 card Hive Mind deck is shuffled into a single face down deck. Otherwise, the Hive Mind performs a deck realignment (**§3.2**).

AGENDA PHASE (REF: §20.2, P. 14, §24.5, §3.2)

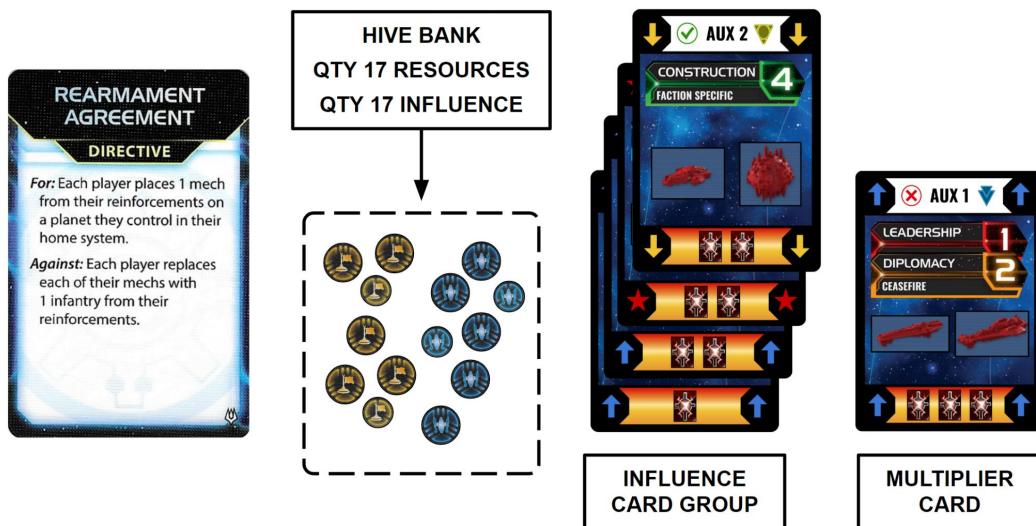
For each revealed agenda card, the Hive will vote for one of the outcomes below in priority order:

- **Priority 1:** the Hive receives greater rewards compared to both players combined.
- **Priority 2:** both players combined receive greater penalties compared to the Hive.
- **Priority 3:** if the previous criteria is not met or if the Hive cannot easily select an outcome, then the Hive will vote to quash the agenda.

When it is the Hive's turn to vote, the Hive Mind draws a group of influence cards equal to QTY 1 card for every QTY 4 influence in the Hive's bank. After all influence cards are drawn, the Hive Mind draws a separate QTY 1 multiplier card. The total number of votes cast by the Hive is equal to the total number of all faction icons on all drawn influence cards multiplied by the number of faction icons on the multiplier card. If a player is the Speaker and their number of aggression counters (**P. 14**) is greater than the number of faction icons on the multiplier card, the Hive will use the player's aggression counters number instead as the multiplier number.

At the end of the agenda phase, the Hive's bank is replenished as required per the status phase rules (**§24.5**) and the Hive Mind performs a deck realignment (**§3.2**). Any abilities from Hive elected laws are resolved by the Hive at the next available opportunity.

The following example details the Hive voting process. Assume the Hive is the Speaker and that the players combined have more mechs on the board compared to the Hive.



The agenda card Rearmament Agreement is revealed. It is the Hive turn to cast votes, so it begins to evaluate the possible outcomes in priority order. Priority 1 is not met since both players combined will receive a greater number of mechs compared to the Hive. Priority 2 is met since both players combined will have a greater number of their mechs replaced with infantry compared to the Hive. Therefore, the Hive will vote AGAINST for this agenda.

The Hive has QTY 17 influence in its bank. Since the Hive Mind draws influence cards equal to QTY 1 card for every QTY 4 influence in the Hive's bank, the Hive Mind draws a group of QTY 4 influence cards. The Hive Mind then draws a separate QTY 1 multiplier card. The total number of votes cast by the Hive is equal to the total number of all faction icons on all drawn influence cards multiplied by the number of faction icons on the multiplier card. Therefore, the Hive casts a total of QTY 21 votes.

PLAYER RULE CHANGES

ABILITIES

- Abilities that cannot be used against Mecatol Rex or the wormhole nexus cannot be used by players against the Hive's main/auxiliary spawning systems and their planets.
- The Hive (i.e. Sardakk N'orr) commander card ability is always unlocked. Players may use the Hive's commander card ability when a game effect allows for it. The Hive never uses its commander card ability.
- When the Keleres Faction forces the Hive to spend influence, the Hive spends influence from its bank. If the Hive is unable to spend the exact number of influence from its bank, it will spend trade goods from its funds to make up the balance.
- The Mahact Faction ignores its Hubris faction ability.
- When the Mentak Faction uses its Pillage faction ability against the Hive, it may take trade goods from the Hive's bank or stockpile.
- When the Nekro Faction gains a technology owned by the Hive, it may select any non-unit upgrade technology card with a total number of face up symbols equal to or less than the number of same type symbols in the Hive's play area. The same rule applies to when the Yin Faction uses its commander ability to research a technology owned by the Hive.
- During setup, the Yssaril Faction takes the Hive (i.e. Sardakk N'orr) agent card and places it in their play area as a reminder of the agent ability. The Hive never uses its agent card ability.
- After the Yssaril Faction is finished looking at the Hive's action cards and secret objective cards, it shuffles each hand of cards before it places them back in the Hive's play area.
- When a player resolves the Diplomacy primary ability or the Diplomacy Rider action card, only the Hive is required to place a command token in the chosen system.
- When a player resolves the Reactor Meltdown action card, it will instead destroy QTY 1 PDS or mech in a non-home system.

HIVE STRATAGEMS AND HIVE COUNTERMEASURES

- Players may use an ability that cancels an action card to also cancel a Hive stratagem.
- Players may use an ability that cancels an action card to also cancel a Hive direct hit.
- Players cannot use an ability that cancels an action card to cancel a Hive sabotage.

TRANSACTIONS

- Players cannot exchange their commodities and/or promissory notes with each other during a standard transaction. However, other game effects can result in players giving or receiving each other's commodities or promissory notes.
- Each player can initiate a maximum of QTY 1 transaction per round with the Hive. A player must have less than QTY 3 aggression counters and less than QTY 6 victory points to initiate a Hive transaction. Players do not have to be neighbors with the Hive.
- When the Hacan Faction resolves a transaction with the Hive, it may give action cards to the Hive. For transaction purposes, QTY 3 action cards are worth QTY 1 trade good.
- When the Vuil'Raith Faction resolves a transaction with the Hive, it may return captured units to the Hive. For transaction purposes, a returned unit is worth half of its cost value in trade goods (rounded down).

ALLIANCE GAME MODE RULES

MOVEMENT AND CONTROL

- Players are allies. Each player's ships may move into and through systems that contain their ally's ships. This does not trigger a space combat.
- Each player's ground forces may land on planets controlled by their ally. This does not trigger a ground combat or cause a player to gain control of that planet.
- When a game effect allows a player to redistribute command tokens, players may also exchange planet cards with their ally provided that the receiving player has at least QTY 1 ground force or structure on that planet. This exchange does not change the ready or exhausted state of a planet card and does not trigger abilities that occur when a player gains control of a planet.
- When a player activates a system, their ally may simultaneously perform a tactical action into that system with the player. If the ally does this, they must spend and place a command token from their tactic pool as normal.
- A player may, if their ally allows it, transport, support, and commit an ally's fighters and ground forces using the player's units that have capacity.

COMBAT AND ABILITIES

- During a combat or unit ability roll where a player and their ally each have units present, both can participate in the same combat. Both players' rolls are combined and hits are assigned as normal. When the Hive produces hits against allied players, the allies will select which units the hits will be assigned against.
- A player's ally's units count as neither the player's units nor as "*other players*" units (as stated in ability text) for the purposes of resolving game effects and abilities.
- Abilities that trigger when a player activates a system that contains another player's units, planets, or tokens do not trigger with the player's ally.
- A player's unit abilities (e.g. space cannon) do not negatively affect their ally.
- A player's controlled planets count as their ally's controlled planets for the purposes of resolving abilities. A player cannot exhaust an ally's controlled planets and they do not count for scoring objectives or scoring the Imperial victory point.
- A player cannot be eliminated as long as their ally controls a planet.

ATTRITION WARFARE

- A player and their ally may conduct attrition warfare during a player tactical action. Both players begin by spending and placing a command token from their tactic pool. If both players win the same space combat and all of the same ground combats during that tactical action, then the players may discard QTY 2 cards from the active Hive Mind deck.

MANEUVER WARFARE

- A player and their ally may conduct maneuver warfare during a player tactical action. Both players begin by spending and placing a command token from their tactic pool. Space combat cannot take place during the tactical action. If both players win all of the same ground combats during that tactical action, then the players may randomly select QTY 2 face down secret objective cards from the Hive's hand and shuffle them into the secret objective card deck.

GAMEPLAY MODIFIERS

VARIANT COMPLEXITY

For a less complex version of the variant, players may ignore any of the pages of rules for the advanced gameplay features listed from Page 18 through Page 22. As a reminder, the title of each page with advanced gameplay features is marked with an asterisk.

HIVE DIFFICULTY LEVELS

Use the following rule changes if playing a Hive difficulty level other than standard:

Easy Difficulty:

- During setup, a starting carrier is only placed in the main spawning system.
- Hive Mind primary deck has QTY 18 cards while the secondary deck has QTY 18 cards.
- During the first two rounds of the game, the Hive will not stockpile items, has no established strategy card criteria, and will not score objectives.
- Each player can have a maximum of QTY 3 aggression counters.
- Hive capacity ships provide the Hive with QTY 1 fighter & infantry each.
- During the status phase, the Hive draws QTY 1 secret objective card & action card each, and gains QTY 1 command token.

Expert Difficulty:

- During setup, a starting carrier is instead placed in all three spawning systems.
- Hive Mind primary deck has QTY 30 cards while the secondary deck has QTY 6 cards.
- From the start of the game, the Hive will stockpile items, has established strategy card criteria, and will score objectives.
- Each player can have a maximum of QTY 5 aggression counters.
- Hive capacity ships provide the Hive with QTY 3 fighters & infantry each.
- During the status phase, the Hive draws QTY 3 secret objective cards & action cards each, and gains QTY 3 command tokens.

MODULAR DIFFICULTY SETTINGS

Use the following modular settings to refine the difficulty level:

Lower Difficulty:

- A player begins with the Speaker token.
- Players begin with commanders unlocked and with each other's Alliance promissory note.
- Players can now exchange their commodities with each other during a standard transaction. Commodities do not convert into trade goods when exchanged this way.
- The Hive must have at least QTY 20 influence in its bank to identify an uncontrolled Mecatol Rex as a target system for a tactical infest action.

Higher Difficulty:

- The Hive begins with a total of QTY 6 resources & influence each, QTY 3 trade goods, and QTY 2 command tokens in its stockpile.
- The Hive ignores the negative effects of anomalies. A Hive ship moving out of or through a Hive main/auxiliary spawning system applies +1 to its move value.
- Players must control Mecatol Rex before they can activate the Hive's main/auxiliary spawning systems.
- Players must control both Hive auxiliary spawning system planets before they can activate the Hive's main spawning system.

VARIANT RULES SUMMARY

STRATEGY PHASE (P. 6)

- At the beginning of the strategy phase, the Hive transfers deficient items into its stockpile.
- The Hive selects strategy cards based on its critical, objective, and standard criteria.
- At the end of the strategy phase, the Hive uses its remaining funds to produce ships.

ACTION PHASE (P. 10)

- The action symbols from the drawn Hive Mind definition cards define the Hive's action.
- The Hive may pass for its turn based on the state of the Hive Mind deck.

HIVE STRATEGIC ACTION (PP. 11 – 13)

- Two types of strategic actions: high initiative number (**Blue Arrow**) and low initiative number (**Yellow Arrow**).
- Each primary ability has a variable benefit.
- The Hive always spends a token to resolve the secondary ability if the strategy card meets the Hive's objective criteria.
- If no criteria is met, the Hive Mind decides if the Hive will resolve the secondary ability.

AGGRESSION COUNTERS AND ZONES (P. 14)

- Aggression counters track the escalating tensions between players and the Hive.
- Aggression counters are generated by a player when specific events occur.
- The game board is divided into four different aggression zones.
- Systems within a specific aggression zone have a specific aggression counter threshold.

HIVE TACTICAL ACTION (P. 15)

- Two types of tactical actions: engage (**Red Star**) and infest (**Green Compass**).
- The Hive identifies all target systems then selects a destination system to activate and move its ships into based on the type of tactical action it is performing.
- During a tactical engage action, the Hive's focus is to move its strongest ships into systems to attack aggressive player units.
- During a tactical infest action, the Hive's focus is to move its weakest ships into systems to invade planets not controlled by the Hive.

HIVE SUPPORT AND HIVE COUNTERMEASURES (PP. 17 – 18, P. 20)

- The Hive Mind draws a group of support cards prior to the Hive activating a destination system or after a player activates a system with Hive units.
- Support cards define the unit support (fighters & infantry) and stratagem support (space combat & ground combat) the Hive may receive.
- Direct hit countermeasures are used after a player's ship uses sustain damage.
- Sabotage countermeasures are used after a player uses an action card against the Hive.

STATUS PHASE (P. 24)

- The Hive scores objectives as required. It also draws secret objective cards & action cards as required, and gains command tokens as required.
- The Hive replenishes its bank and shuffles the entire Hive Mind deck as required.

AGENDA PHASE (P. 25)

- The Hive votes for specific agenda outcomes based on the priority order.
- The Hive casts votes after the Hive Mind draws influence cards and a multiplier card.
- At the end of the agenda phase, the Hive replenishes its bank and shuffles the entire Hive Mind deck as required.

HIVE MIND CARD – ACTION SYMBOL QUICK REFERENCE

ACTION PHASE (P. 10)

The action symbols from definition cards are used to define the Hive's action for that turn.

- **Blue Arrow:** a STRATEGIC action with the readied high initiative number strategy card.
- **Yellow Arrow:** a STRATEGIC action with the readied low initiative number strategy card.
- **Red Star:** a TACTICAL engage action against an identified target system.
- **Green Compass:** a TACTICAL infest action against an identified target system.

HIVE SUPPORT – STRATAGEMS (P. 18)

First drawn support card defines the space combat stratagem. Second drawn support card defines the ground combat stratagem. Support cards must have green check choice icon. An action card is played at the beginning of the first round of the combat to perform the stratagem.

- **Blue Arrow:** the strongest Hive unit rolls an additional QTY 1 die per player in combat. A unit's strength is measured in unit cost.
- **Yellow Arrow:** the weakest unit from each player in combat rolls QTY 1 fewer die. A unit's strength is measured in unit cost.
- **Red Star:** the Hive produces QTY 1 hit per player in combat.
- **Green Compass:** the Hive cancels QTY 1 hit per player in combat.

ARMS TRANSACTIONS – HIVE GAINED ASSETS (P. 22)

First drawn asset card defines the type of Hive gained assets.

- **Blue Arrow:** the Hive gains QTY 1 command token to its tactic and strategy pool.
- **Yellow Arrow:** the Hive builds QTY 1 mech.
- **Red Star:** the Hive researches QTY 1 basic technology and gains the QTY 1 weakest unit upgrade that has the highest percentage of fulfilled prerequisites.
- **Green Compass:** the Hive takes the QTY 1 weakest non-fighter ship from its reinforcements and places it in the spawning system with the least number of Hive ships. The spawning system must have at least QTY 1 planet controlled by the Hive and no player ships.

ARMS TRANSACTIONS – PLAYER GAINED ASSETS (P. 22)

Second drawn asset card and faction icons define the type and number of player gained assets.

- **Blue Arrow:** the player gains a number of trade goods.
- **Yellow Arrow:** the player draws a number of action cards.
- **Red Star:** the player draws a number of secret objective cards.
- **Green Compass:** the player readies a number of their exhausted planets.

CHANGELOG

V3.00 – AUG 16, 2022

- Complete rulebook rewrite

V3.10 – AUG 31, 2022

- General: fixed typos and reworded statements for clarity. For producing ships, building structures, and researching technology, players now select the outcome if a Hive Mind card cannot make the decision. The Hive no longer has a secret objective card limit.
- Page 1: the Hive mech is now considered both a ground force and a structure.
- Page 5: the Hive no longer scores secret objectives during Renewed Vigor.
- Page 7: standard criteria for Imperial no longer includes player controlling Mecatol Rex.
- Page 13: the Hive can now build PDS or mechs during a Construction action. The Hive can also now convert an available QTY 3 commodities into QTY 1 trade good when it performs the Trade action.
- Page 14: unit technologies are now selected based on being the strongest/weakest and having the highest percentage of fulfilled prerequisites.
- Page 16: a Hive mech is no longer added to a planet when more than QTY 4 infantry are placed after an invasion.
- Page 20: the Hive now always gains a basic technology via a tech specialty exploration card regardless of the type of planet being explored.
- Page 22: both human players may now resolve a Hive initiated transaction separately, human players can both resolve a blue arrow transaction to reduce the faction icon defined value, the Hive will no longer propose a transaction to players to replenish their commodities when the Hive performs a primary trade action.
- Page 23: human players can no longer offer the Hive the speaker token, replenished commodities, or captured units during a human player initiated transaction.
- Page 24: reworked many of the promissory note mechanics and their timing windows.
- Page 26: the top two cards from the standard agenda deck are now discarded after the Hive resolves a negative agenda. Human players now also select the planet(s) and unit(s) the standard agenda outcome affects, which includes those controlled by the Hive.

V3.20 – SEP 12, 2022

- General: fixed typos and reworded statements for clarity. Updated the titles of several pages, moved multiple sections to appropriate pages, labeled multiple sections with titles and section numbers. Added references to page and section numbers as necessary.
- Page 4: added command tokens to the stockpile process, defined the term deficient, redefined the stockpile process and number transferred.
- Page 7: items now transferred to stockpile at the beginning of the strategy phase, updated standard criteria for leadership, democracy, and trade.
- Page 8: updated strategy phase example to match updated standard criteria.
- Page 20: defined the term dominated.
- Page 25: added reminder for dominated galaxy from Insect Overlords.
- Page Omega: added new Variant Rules Summary to back cover of rulebook.

V3.21 – SEP, 18 2022

- General: fixed typos and reworded statements for clarity. Defined the term target system and added into multiple sections. Added new references to page and section numbers. Updated drawn secret objective card quantities for each difficulty level.
- Page 2: nebula anomaly system and ion storm token are now placed during setup.
- Page 25: create separate sections for drawing objective cards, replenishing bank, and ready cards.

CHANGELOG

V3.30 – OCT 10, 2022

- General: fixed typos and reworded statements for clarity. Added new references to page and section numbers. Moved all human player rule changes to a single location and referenced as required throughout rulebook.
- General: updated starting carriers in spawning systems for all difficulties.
- General: removed Hive-to-player initiated transactions and player-to-Hive initiated transactions. Added strategic trade transactions and black market arms deals.
- General: reworked Hive aggression system.
- General: reworked Hive ship production.
- General: reworked selection criteria for Strategy Phase.
- General: created new sections for Aggression Counters and Zones, Hive Tactical Action, and Hive Tactical Action Example.
- General: removed separate sections for ENGAGE and INFEST actions.
- General: redistributed rules from Primal Instincts to their respective sections in rulebook.
- General: split up Battle Rhythm into positive and negative system priority sections.
- General: passing for the Hive's turn is now based on the first drawn card choice icon.
- General: reworked Leadership, Diplomacy, Construction, Warfare, and Technology.
- General: Hive infantry on Hive controlled spawning system planets are now replenished during the status phase.
- General: reworked Agenda phase.
- General: Alliance game mode now a standard part of the rules.
- General: added ion storm system settings options.
- General: removed Spoils of War and Liberate the Colonies until fully tested.
- General: updated variant rules summary and added action symbol quick reference page.

V3.31 – JAN 5, 2023

- General: fixed typos and reworded statements for clarity.
- Page 2: clarified that Primor and Hope's End are aux spawning systems, minimum number of QTY 14 planets required in Aggression Zone 1.
- Page 4: added bullets to stockpile section to help clarify rules.
- Page 5: updated and rearranged blocks on positive and negative priorities.
- Page 6: updated Politics priority criteria to include include player to left of Hive, standard criteria for construction is now the Hive has less than QTY 3 built structures, standard criteria for warfare is now less than QTY 16 influence in bank, standard criteria for technology is now less than QTY 3 gained unit upgrades.
- Page 8: production now per QTY 4 influence, ships are no longer moved, advanced ship is produced in spawning system with the least number of capacity ships in and adjacent.
- Page 11: simplified process for Hive decisions on secondary abilities.
- Page 15: inaccessible systems and systems that contain a Hive command token cannot be target systems, target and destination systems for an INFEST action have reduced restrictions, the Hive must now have at least QTY 16 influence in its bank before it can identify an uncontrolled Mecatol Rex as a target system, clarified the ship movement step, aggression counters are now considered for both INFEST and ENGAGE ship movement.
- Page 19: the Hive must now have at least QTY 16 influence in its bank before it can invade an uncontrolled Mecatol Rex during an INFEST tactical action.
- Page 24: auto scoring an objective is now based on influence instead of planets.
- Page 26: abilities that cannot be used against the wormhole nexus cannot be used by players against any Hive spawning systems/planets and the ion storm system.

CHANGELOG

V3.40 – FEB 7, 2023

- General: fixed typos and reworded statements for clarity, Page 18 through Page 23 are now defined as rules for advanced gameplay features and may be ignored by players for a less complex game.
- Page 2: updated minimum planets to QTY 16.
- Page 5: updates positive and negative system priorities.
- Page 6: updated the QTY for leadership/construction/technology criteria, moved diplomacy to standard criteria and reworked, added new standard criteria for politics.
- Page 7: updated example based on new selection criteria.
- Page 12: reworked Diplomacy and Construction primary abilities, Warfare now uses negative system priority.
- Page 17: reworked fighters & infantry support calculations.
- Page 19: the Hive will now explore frontier tokens.
- Page 25: Priority 1 only considers greater rewards, Hive no longer takes action cards into consideration, Hive may use aggression counters value if a player is the Speaker.
- Page 30: added new rules for beginner, expert, and difficulty modulators.

V3.41 – APR 3, 2023

- General: reworded statements for clarity.
- Page 1: the Hive now begins with QTY 1 secret objective card.
- Page 2: updated game board setup instructions.
- Page 4: when players force the Hive to discard resources or influence, players now decide if it comes from the Hive's bank or stockpile.
- Page 6: updated standard criteria.
- Page 11: updated section to reflect changes to Leadership primary ability.
- Page 12: updated Leadership, Diplomacy, Construction, Trade, and Warfare abilities.
- Page 13: added Cruiser II unit upgrade restrictions, updated Imperial ability.
- Page 16: updated example to remove mention of the propulsion deployment stratagem.
- Page 18 & Ω: reworked propulsion deployment stratagem.
- Page 19: Hive no longer gains basic technologies from tile printed technology specialties, updated attachment card abilities, added max victory point from relic cards.
- Page 21: renamed section to special transactions, added interference transaction.
- Page 22: renamed section to arms transactions, reworked costs.
- Page 23: Trade Agreement can be used any time the Hive gains commodities.
- Page 24: reworked how Hive automatically completes public objectives, reworked how the Hive scores secret objectives.
- Page 26: reorganized sections, ion storm is no longer protected, added new player rules changes for specific action cards, the Yin omega commander & Yssaril commander ability, updated Mahact Genetic Recombination ability, added Mentak Pillage ability, transaction ability for Hacan and Vuil'Raith, added rules for transactions with the Hive.
- Page 27: added sections for Attrition Warfare and Maneuver Warfare.
- Page 28: updated settings for aggression counters, added new modular settings, deleted ion storm settings.

V3.42 – MAY 1, 2023

- General: reworded statements for clarity, redefined spawning system.
- Page 5: updated positive system priority.
- Page 6 & 7: updated dual cards and evaluation direction, updated example.
- Page 18 & Ω: reworked stratagem mechanic.

CHANGELOG

V3.43 – SEP 20, 2023

- General: Hive Mind deck updated from QTY 60 total cards to QTY 36 total cards. Primary and secondary deck quantities have also been updated. Fixed typos and reworded statements for clarity.
- Page 1: updated setup picture to match new Hive Mind deck count.
- Page 2: defined term “blue-backed systems.”
- Page 3: updated setup picture to match new Hive Mind deck count.
- Page 6: Hive Mind now draws only QTY 1 selection card during the Strategy Phase when selecting a strategy card.
- Page 7: update example picture and text to match new selection card process.
- Page 10: reworked process for defining the Hive’s action during its turn.
- Page 11: update example picture to match new definition card process.
- Page 14: updated aggression counter events.
- Page 16: update example picture and text to match new definition card process.
- Page 20: reworked process for the Hive’s countermeasures.
- Page 24: reworked secret objective scoring for Hive.
- Page 26: applied a maximum number of transactions with the Hive. Updated aggression counter limit to less than QTY 3.
- Page 27: updated attrition and maneuver warfare abilities.
- Page 28: updated modifiers based on new Hive Mind deck size.

V3.44 – DEC 2, 2023

- General: Fixed typos and reworded statements for clarity.
- Page 1: identified public objective cards that are returned to the box prior to setup.
- Page 2: updated pink color unit reinforcements.
- Page 8: clarified that a spawning system planet controlled by the Hive contains a passive Hive space dock unit.
- Page 11: removed mention of public objective cards.
- Page 12: updated Leadership primary and secondary abilities.
- Page 14: clarified what happens when a game effect would remove a command token from the Hive’s fleet pool.
- Page 24: removed mention of legendary planets and specific public objectives.
- Page 26: deleted player rule change explanations that were no longer necessary. Added some additional explanations to existing player rule changes.