

# OVERVIEW

*Twilight Imperium: Pax Legitima* expands and overhauls the agenda phase to reduce randomness and increase the number of interesting choices available to players.

## EXPANSION IDENTIFIER

Each card in this expansion has the *Pax Legitima* expansion icon to distinguish these components from the components in the *Twilight Imperium: Fourth Edition* base game and *Prophecy of Kings* expansion.



## APPROPRIATIONS

When playing the *Pax Legitima* expansion, new political strategies become available, and opportunity for making deals in the agenda phase increases. Players who wish to play a game with more reliable political advantage may add the following additions during setup:

### STEP 8—SHUFFLE COMMON DECKS:

Remove each "Rider" card from the action card deck, and shuffle the action card deck. Then, each player draws 1 random "Rider" card from the selection corresponding to the current player count:



## INTEGRATING THIS EXPANSION

Before combining the components of this expansion with those of the base game and *Prophecy of Kings*, remove all agenda cards from the base game and *Prophecy of Kings*, which are no longer used when playing with this expansion. In their place are eighty new agenda cards divided among three categories—faction agenda cards, specialty agenda cards, and generic agenda cards. In addition, remove the following cards from the base game and *Prophecy of Kings*, which are no longer used when playing with this expansion:

- Bribery (*Action Card*)
- In the Silence of Space (*Action Card*)
- Dictate Policy (*Secret Objective Card*)

Then, combine this expansion's components with the like components from the base game and *Prophecy of Kings*. Add the remaining cards to their respective decks, and shuffle the system tiles into their respective piles. Finally, add the five new faction sheets to the stack of sheets from the base game and *Prophecy of Kings*.

## COMPONENTS

### 5 Faction Sheets

X System Tiles (X Green-Backed, X Blue-Backed, X Red-Backed)

X Planet Cards

2 Relic Cards

22 Action Cards

30 Faction Agenda Cards

30 Specialty Agenda Cards (6 Bureaucratic, 6 Scholarly, 6 Clandestine, 6 Militant, and 6 Mercantile)

20 Generic Agenda Cards

X Objective Cards

X Promissory Note Cards

*X Leader Cards*  
*5 Mech Unit Cards*  
*X Technology Cards*  
*5 Council Trait Tokens*  
*85 Control Tokens*  
*80 Command Tokens*

## SETUP

To set up a game of *Twilight Imperium* with the *Prophecy of Kings* and *Pax Legitima* expansions, follow the Complete Setup rules found in the *Living Rules Reference* with the following additions:

**STEP 3—GATHER FACTION COMPONENTS:** In addition to their faction components from the base game and *Prophecy of Kings* expansion, each player takes their faction's agenda card.

**STEP 7—PLACE GAME BOARD TOKENS:** Place the five council trait tokens near the game board.

**STEP 8—ASSEMBLE COMMON DECKS:** Shuffle the thirty specialty agenda cards and each player's faction agenda card into one deck and place it in the common play area; this is the speaker deck. Then, shuffle the twenty generic agenda cards and place them in the common play area; this is the agenda deck.

## RULES

All rules changes and additions are presented here:

### **1 ABILITIES**

Cards and faction sheets each have abilities that players can resolve to trigger various game effects.

- 1.1 If information in this Rules Reference contradicts the Learn to Play booklet, the Rules Reference takes precedence.
- 1.2 If a card ability contradicts information in the Rules Reference, the card takes precedence. If both the card and the rules can be followed at the same time, they should be.
- 1.3 Each ability describes when and how a player can resolve it.
  - a. If an ability with a specified duration is resolved, the effect of the ability remains through that duration, even if the component that caused the ability is removed.
- 1.4 If a card has multiple abilities, each ability is presented as its own paragraph.
- 1.5 If an ability contains the word “Action,” a player must use a component action during the action phase to resolve that ability.
- 1.6 If an ability uses the word “cannot,” that effect is absolute.
  - a. If two abilities use the word “cannot,” a persistent ability takes precedence over a one-time ability and an enabling ability takes precedence over a cancel ability.
- 1.7 When a player resolves an ability, they must resolve the ability in its entirety. Any parts of the ability preceded by the word “may” are optional, and the player resolving the ability may choose not to resolve those parts.
- 1.8 Abilities on components that remain in play are mandatory unless those abilities use the word “may.”

1.9 If an ability has multiple effects separated by the word “and,” a player must resolve as many of the ability’s effects as possible. However, if the player cannot resolve all of its effects, that player is allowed to resolve as many as they can.

## **1.10 COSTS**

1.11 Some abilities have a cost that is followed by an effect. The cost of an ability is separated from the effect by the word “to” or by a semicolon. A player cannot resolve the effect of such an ability if they cannot resolve that ability’s cost.

1.12 Some examples of an ability’s cost include spending resources, spending trade goods, spending command tokens, exhausting cards, purging cards, and activating specific systems.

## **1.13 TIMING**

1.14 If the timing of an ability uses the word “before” or “after,” the ability’s effect occurs immediately before or after the described timing event, respectively.

a. For example, if an ability is resolved “after a ship is destroyed,” the ability must be resolved as soon as the ship is destroyed and not later during that turn or round.

1.15 If the timing of an ability uses the word “when,” the ability’s effect occurs at the moment of the described timing event.

a. Such an ability typically modifies or replaces the timing event in some way.

1.16 Effects that occur “when” an event happens take priority over effects that occur “after” an event happens.

1.17 If an ability uses the word “then,” a player must resolve the effect that occurs before the word “then” or they cannot resolve the effect that occurs after the word “then.”

1.18 Each ability can be resolved once for each occurrence of that ability’s timing event. For example, if an ability is resolved “At the start of combat,” it can be resolved at the start of each combat.

1.19 If there are multiple abilities that players wish to resolve at the same time during the action phase, each player takes a turn resolving an ability in initiative order, beginning with the active player. This process continues until each player has resolved each ability that they wish to resolve during that window.

1.20 If there are multiple abilities that players wish to resolve at the same time during the strategy or agenda phases, players take turns resolving abilities starting with the speaker and proceeding clockwise. This process continues until each player has resolved each ability that they wish to resolve during that window.

## **1.21 COMPONENT-SPECIFIC RULES**

1.22 The opening paragraph of each ability found on an action card describes when a player can resolve that card’s ability.

1.23 The opening paragraph of most abilities found on promissory notes describes when a player can resolve that card’s ability.

a. Some promissory notes have abilities that trigger as soon as a player receives the card.

- 1.24 Abilities on agenda cards correspond to an outcome. Players resolve these abilities during the agenda phase after players vote for a particular outcome.
- 1.25 Each faction has faction abilities presented on its faction sheet. Each faction's flagship has one or more unique abilities. Some abilities provide players with perpetual effects.
- 1.26 Some units have unit abilities. These abilities are named and presented above a unit's attributes on a player's faction sheet or on a unit upgrade card. Each unit ability has unique rules for when a player can resolve that ability. The following abilities are unit abilities:
- Anti-Fighter Barrage
  - Bombardment
  - Deploy
  - Planetary Shield
  - Production
  - **Shroud**
  - Space Cannon
  - Sustain Damage
- 1.27 If a unit's ability uses the phrase "this system" or "this planet," the ability is referring to the system or planet that contains that unit.

## **7 AGENDA CARD**

Agenda cards represent galactic laws and policies. During each agenda phase, players cast votes for specific outcomes on two agenda cards.

- 7.1 There are three categories of agenda cards: faction agenda cards, specialty agenda cards, and generic agenda cards.
- 7.2 Each faction has one faction-specific agenda card that represents their pursuit of political advantage on the galactic stage.
- 7.3 Each faction agenda card has its corresponding faction symbol displayed in the lower-right corner of the card and on its card back. Each also has a bonus votes value next to the faction symbol in the lower-right corner of the card. After a player casts votes for an outcome of their faction agenda, they cast additional votes equal to its bonus votes value.
- a. The Nekro player's faction agenda card contains no bonus votes value and grants no additional votes, as the Nekro player may not vote on agendas.
- 7.4 Each specialty agenda card has a symbol displayed in the lower-right corner of the card and on its card back that indicates its corresponding council trait.





- 7.5 Each agenda card that is not a faction agenda card or a specialty agenda card is a generic agenda card.
- 7.6 There are two decks containing agenda cards: the speaker deck and the agenda deck.
- 7.7 The speaker deck contains the faction agenda card for each faction in the current game, as well as all specialty agenda cards. During each agenda phase, the first agenda is chosen from the speaker deck by the speaker.
- 7.8 Players can look through the speaker deck at any time, even if they are not the speaker.
- 7.9 The agenda deck contains all generic agenda cards. During each agenda phase, the second agenda is drawn from the top of the agenda deck by the speaker.
- 7.10 There are two types of agenda cards: laws and directives.
- 7.11 Laws can permanently change the rules of the game.
- 7.12 When resolving a law, if a “For” outcome received the most votes, or if the law requires an election, the law’s ability becomes a permanent part of the game. Players resolve the outcome and place the agenda card either in the common play area or in a player’s play area, as dictated by the card.
- 7.13 If a law is in a player’s play area as opposed to the common play area, that player owns that law.
- 7.14 If a law is discarded from play, that law’s ability is no longer in effect.
- 7.15 If an “Against” outcome of a law received the most votes, players resolve the outcome and discard the agenda.
- 7.16 Directives provide one-time game effects.
- 7.17 When resolving a directive, players resolve the outcome that received the most votes and discard the agenda card.
- 7.18 There are three agenda card discard piles, one for each of the three categories of agenda cards—faction, specialty, and generic. Place each discarded agenda card on the top of its respective discard pile.

## **8 AGENDA PHASE**

During the agenda phase, players can cast votes on agendas that can change the rules of the game.

- 8.1 Players skip the agenda phase during the early portion of each game. After the custodians token is removed from Mecatol Rex, **the council trait is chosen, and** the agenda phase is added to each game round. To resolve the agenda phase, players perform the following steps:
- 8.2 **STEP 1—FIRST AGENDA:** Players resolve the first agenda by following these steps in order:

- i. **REVEAL AGENDA:** The speaker chooses one valid agenda card from the speaker deck and reads it aloud to all players, including all of its possible outcomes. Only faction agenda cards and specialty agenda cards matching a council trait token on Mecatol Rex are valid agendas.
  - ii. **VOTE:** Each player, starting with the player to the left of the speaker and continuing clockwise, can cast votes for an outcome of the current agenda.
  - iii. **RESOLVE OUTCOME:** Players tally each vote that was cast and resolve the outcome that received the most votes.
- 8.3 **STEP 2—SECOND AGENDA:** Players repeat the “First Agenda” step of this phase for a second agenda, replacing the “Reveal Agenda” substep with the following:
- i. **REVEAL AGENDA:** The speaker draws one agenda card from the top of the agenda deck and reads it aloud to all players, including all of its possible outcomes.
- 8.4 **STEP 3—READY PLANETS:** Each player readies each of their exhausted planets. Then, a new game round begins starting with the strategy phase.
- 8.5 **VOTING**  
When voting during the agenda phase, a player can cast votes for a specific outcome of an agenda.
- 8.6 To cast votes, a player exhausts any number of their planets and chooses an outcome. The number of votes cast for that outcome is equal to the combined influence values of the planets that the player exhausts.
- a. When a player exhausts a planet to cast votes, that player must cast the full amount of votes provided by that planet.
- 8.7 A player cannot cast votes for multiple outcomes of the same agenda. Each vote a player casts must be for the same outcome.
- 8.8 Some agendas have “For” and “Against” outcomes. When a player casts votes on such an agenda, that player must cast their votes either “For” or “Against.”
- 8.9 Some agendas instruct players to elect either a player or a planet. When a player casts votes for such an agenda, that player must cast their vote for an eligible player or planet as described on the agenda.
- 8.10 When electing a player, a player can cast votes for themselves.
- a. When resolving these agendas, the “elected player” is the player for whom the most votes are cast.
- 8.11 When electing a planet, a player must cast votes for a planet that is controlled by a player.
- a. When resolving these agendas, the “elected planet” is the planet that had the most votes cast for it.
- 8.12 When casting votes, a player must declare aloud the outcome for which their votes are being cast.
- 8.13 Trade goods cannot be spent to cast votes.
- 8.14 A player may choose to abstain by not casting any votes.

8.15 Some game effects allow a player to cast additional votes for an outcome. These votes cannot be cast for a different outcome than other votes cast by that player.

8.16 After a player casts votes for an outcome of their faction agenda, they cast additional votes equal to their bonus votes value found in the lower right of that card.

a. The Nekro player's faction agenda card contains no bonus votes value and grants no additional votes, as the Nekro player may not vote on agendas.

8.17 If a player cannot vote on an agenda because of a game effect, that player cannot cast votes for that agenda by exhausting planets or through any other game effect.

## 8.18 OUTCOMES

8.19 To resolve an outcome, the speaker follows the instructions on the agenda card.

8.20 If there is a tie for the outcome that received the most votes, or if no outcome receives any votes, the speaker decides which of the tied outcomes to resolve.

a. The speaker's decision is not a vote.

8.21 If an "Elect" or "For" outcome of a law was resolved, that card remains in play and permanently affects the game.

8.22 If a directive or an "Against" outcome of a law was resolved, that card is placed in the agenda discard pile.

8.23 Some game effects instruct a player to predict an outcome. To predict an outcome, a player declares aloud the outcome they think will receive the most votes. That player must make this prediction after the agenda is revealed but before any votes have been cast.

a. A predicted outcome must be a possible outcome of the revealed agenda.

b. After resolving the outcome of the agenda, any abilities that were dependent upon predicting the outcome are resolved.

## 9 ANOMALIES

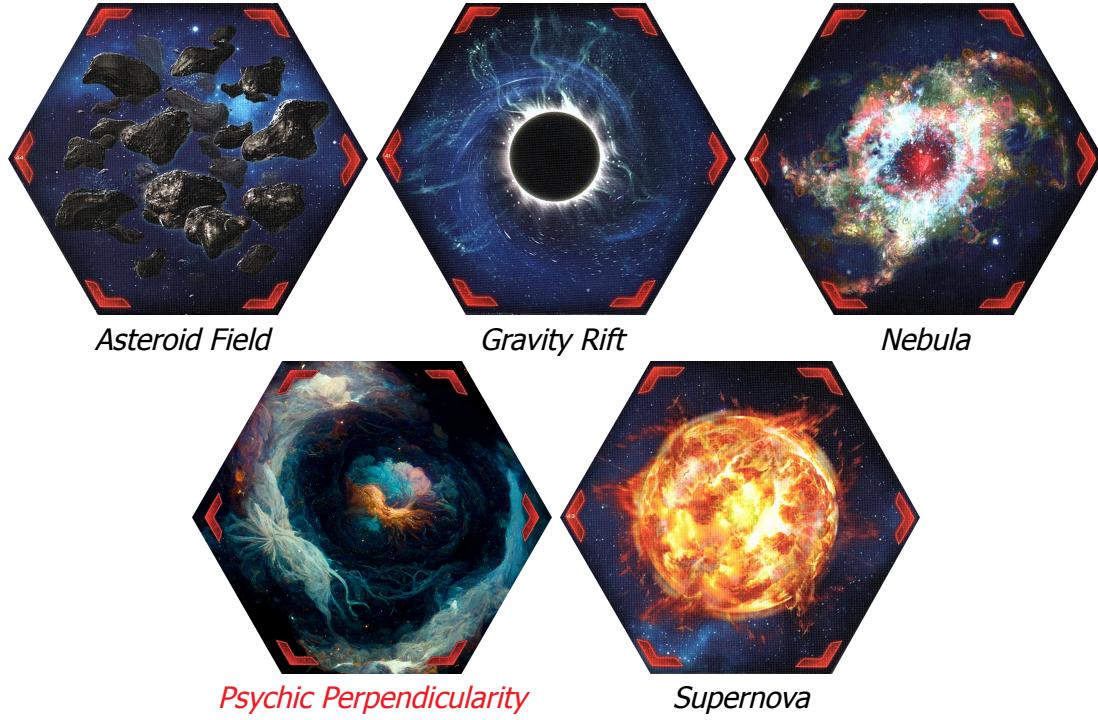
An anomaly is a system tile that has unique rules.

9.1 An anomaly is identified by a red border located on the tile's corners.

9.2 There are five types of anomalies: asteroid field, gravity rift, nebula, psychic perpendicularity, and supernova.

a. Some anomalies contain planets; those systems are still anomalies.

9.3 Each type of anomaly is identified by its art, as follows:



- 9.4 Abilities can cause a system tile to become an anomaly; that system tile is an anomaly in addition to its other properties.
- 9.5 Abilities can cause a system to be **multiple** different anomalies; that system has the properties of **each of those** anomalies.

## **27 CUSTODIANS TOKEN**

The custodians token begins each game on Mecatol Rex. The token represents the caretakers that safeguard the seat of the empire until such time as the galactic council can be reconvened.

- 27.1 Units can move into the system that contains Mecatol Rex following normal rules; however, players cannot commit ground forces to land on Mecatol Rex until the custodians token is removed from the planet.
- 27.2 Before the “Commit Ground Forces” step of an invasion, the active player can remove the custodians token from Mecatol Rex by spending six influence. Then, that player must commit at least one ground force to land on the planet.
  - a. If a player cannot commit ground forces to land on Mecatol Rex, they cannot remove the custodians token.
- 27.3 When a player removes the custodians token from Mecatol Rex, they take the token from the game board and place it in their play area. Then, they gain one victory point. **Finally, they choose 1 council trait token from near the game board and place it in the center of the game board on Mecatol Rex.** This token represents the tenor of the galactic council they have established and determines which specialty agenda cards may be chosen and revealed from the speaker deck.
- 27.4 After a player removes the custodians token from Mecatol Rex, the agenda phase is added to all subsequent game rounds, including the game round during which the custodians token was removed from Mecatol Rex.

## **33 ELIMINATION**

A player who is eliminated is no longer part of the game.

- 33.1 A player is eliminated when they meet all of the following three conditions:
  - a. The player has no ground forces on the game board.
  - b. The player has no unit that has "Production."
  - c. The player does not control any planets.
- 33.2 When a player becomes eliminated, all of the units, command tokens, control tokens, promissory notes, technologies, command sheets, and the faction sheet that matches that player's faction or color are returned to the game box, including those in their reinforcements.
- 33.3 When a player becomes eliminated, all agenda cards they own are discarded.
- 33.4 When a player becomes eliminated, each promissory note they have that matches another player's faction or color is returned to that player.
  - a. Promissory notes that match the eliminated player are returned to the game box, even if another player has them.
- 33.5 When a player becomes eliminated, each action card in their hand is discarded.
- 33.6 When a player becomes eliminated, their strategy cards are returned to the common play area whether those cards have been exhausted or not.
- 33.7 When a player becomes eliminated, their secret objectives are shuffled back into the secret objective deck whether those secret objectives have been completed or not.
- 33.8 If the speaker becomes eliminated, the speaker token passes to the player to the speaker's left.
- 33.9 If a game that started with five or more players becomes a game with four or fewer players due to elimination, the players continue to select only one strategy card during the strategy phase.
- 33.10 When players are eliminated, faction-specific components interact with the game as follows:
  - a. If a player becomes eliminated and the Nekro Virus' assimilator "X" or assimilator "Y" token is placed on one of their faction technologies, that technology remains in play.
  - b. If the Ghost of Creuss player becomes eliminated, their wormhole tokens remain on the game board for the remainder of the game.
  - c. If the Naalu player becomes eliminated while another player has the Naalu player's "0" token, that token remains with its current player until the end of the status phase, and then it is removed from play.
  - d. If the Titans of UI player becomes eliminated while their hero or promissory note is attached to a planet, those attachments and attachment tokens remain in play for the remainder of the game.
  - e. If the Mahact Gene-Sorcerers become eliminated while they have another player's command tokens on their faction sheet, those command tokens are returned to their respective players' reinforcements.

- f. If the Mahact Gene-Sorcerers have an eliminated player's command token on their faction sheet, that command token remains in play, as does the eliminated player's commander, if it is unlocked.

#### **g. FACTION-SPECIFIC COMPONENTS FOR PAX LEGITIMA FACTIONS**

- 33.11 If a player becomes eliminated, any units they have captured are returned to the reinforcements of their original owners.

## **58 MOVEMENT**

A player can move their ships by resolving a tactical action during the action phase. Additionally, some abilities can move a unit outside of the tactical action.

### **58.1 TACTICAL ACTION MOVEMENT**

- 58.2 A ship's move value is presented along with its other attributes on faction sheets and unit upgrade technology cards. This value indicates the distance from its current system that a ship can move.

To resolve movement, players perform the following steps:

- 58.3 **STEP 1—MOVE SHIPS:** A player can move any number of their eligible ships into the active system, obeying the following rules:

- a. The ship must end its movement in the active system.
- b. The ship cannot move through a system that contains ships that are controlled by another player, unless it has the "Shroud" unit ability.
- c. The ship **cannot** move if it started its movement in another system that contains one of its faction's command tokens.
- d. The ship **can** move through systems that contain its own faction's command tokens.
- e. The ship **can** move out of the **active** system and back into it if its move value is high enough.
- f. The ship must move along a path of adjacent systems, and the number of systems the ship enters cannot exceed its move value.

- 58.4 When a ship with a capacity value moves or is moved, it may transport ground forces and fighters.

- 58.5 The active player declares which of their ships are moving before any ships move. Those ships arrive in the active system simultaneously.

- 58.6 **STEP 2—SPACE CANNON OFFENSE:** After the "Move Ships" step, players can use the "Space Cannon" abilities of their units in the active system.

### **58.7 ABILITY MOVEMENT**

- 58.8 If an ability moves a unit outside of the "Movement" step of a tactical action, players follow the rules specified by that ability; neither a unit's move value nor the rules specified above apply.

## **80 SPEAKER**

The speaker is the player who has the speaker token.

- 80.1 During the strategy phase, the speaker is the first player to choose a strategy card.

- 80.2 During the agenda phase, the speaker reveals an agenda card before each vote. For the first agenda, the speaker chooses one valid agenda card from the speaker deck, either a faction agenda card or a specialty agenda card matching a council trait token on Mecatol Rex. For the second agenda, the speaker reveals the top agenda card from the agenda deck. The speaker is always the last player to vote and decides which outcome to resolve if the outcomes are tied.
- 80.3 During setup, the speaker prepares the objectives.
- 80.4 During the status phase, the speaker reveals a public objective.
- 80.5 A random player gains the speaker token during setup before the game begins.
- 80.6 During the action phase, if a player resolves the primary ability on the "Politics" strategy card, that player chooses any player other than the current speaker to gain the speaker token.
- 80.7 If the speaker is eliminated from the game, the speaker token is passed to the player to the speaker's left.

## **101 WORMHOLES**

Some systems contain wormholes. Systems that contain identical wormholes are adjacent.

- 101.1 There are two basic types of wormholes: alpha and beta.
- 101.2 If a player has a PDS unit upgrade technology, they can use the "Space Cannon" abilities of their PDS units through wormholes.
- 101.3 Players can be neighbors and perform transactions through wormholes.
- 101.4 There are three advanced types of wormholes: delta, gamma, and epsilon. These wormholes follow all other wormhole rules.
  - a. The delta wormholes are present on the Creuss Gate system tile and the Ghosts of Creuss home system tile.
  - b. The gamma wormholes are present on the wormhole nexus and can be discovered during exploration.
  - c. The epsilon wormholes are present on the Saldorn home system tile and the Zalfikestro home system tile.

## **102 ALLY**

Two players who are each other's "Ally" win or lose together; they also follow modified rules when their units, planets, and abilities interact. "Ally" is used only in the Alliance game variant and/or in games playing with the Saldorn and Zalfikestro factions. "Ally" and its associated rules are adapted from the Alliance Game Variant rules found in the *Twilight Codex Volume II: Affinity*.

- 102.1 In an Alliance game, players form teams of two against 1–3 other alliances. This variant can be played with four, six, or eight players and is compatible with premade maps for those player counts and any number of faction, seat, or ally drafting methods that players wish to experiment with.

### **102.2 SETUP**

In an Alliance game, the rules for setup are modified as follows:

- 102.3 **STEP 2—CHOOSE FACTIONS:** Each player must also be assigned an ally. Determine which pairs of players will be allies. Additionally, each player flips their commander to its unlocked side; all commanders are unlocked at the start of the game.
- While the Mahact Gene-Sorcerers faction does not typically have an “Alliance” promissory note, they do have an Alliance reference card.
- 102.4 **STEP 3—CHOOSE COLOR:** Each player purges their “Alliance” promissory note. Then, each player takes the Alliance reference card (found in the *Twilight Codex Volume II: Affinity*) that corresponds to their ally and places it in their play area.
- 102.5 **TRANSACTIONS**
- 102.6 When you exchange commodities with your ally, they do not convert into trade goods.
- 102.7 While you may receive promissory notes from your ally as part of a transaction (to later give to another player, for example), you cannot resolve those promissory notes.
- 102.8 **MOVEMENT AND CONTROL**
- 102.9 Your ships may move through and into systems that contain your ally’s ships; this does not trigger a space combat.
- 102.10 Your ground forces may land on planets controlled by your ally; this does not trigger a ground combat or cause you to gain control of that planet.
- 102.11 When a game effect allows a player to redistribute command tokens, they may also exchange planet cards with their ally, provided that the receiving player has at least 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 you gain control of a planet.
- 102.12 When your ally activates a system, you may simultaneously perform a tactical action into that system with your ally; if you do, you must spend and place a token from your tactic pool as normal.
- 102.13 You may, if your ally allows it, transport, support, and commit their fighters and ground forces using your units that have capacity.
- 102.14 **COMBAT AND UNIT ABILITIES**
- 102.15 During a combat or unit ability roll where a player and their ally each have units present, both can participate in the same combat; their rolls are combined and hits are assigned as normal. When an opposing force produces hits against allied players, the allies will decide together which units the hits will be assigned against; if they cannot come to a consensus, the active player assigns the hits.
- 102.16 Effects that produce hits that are assigned by an opponent against an allied pair can be assigned to either ally’s units in any combination.
- 102.17 **ABILITIES AND EFFECTS**
- 102.18 Your ally’s units count as neither your units nor as ‘other players’ units for the purpose of resolving game effects and abilities.
- 102.19 Abilities that trigger when a player activates a system that contains another player’s units, planets, or command tokens do not trigger when those players are allies.
- 102.20 Your unit abilities (“Space Cannon,” “Planetary Shield,” etc.) do not affect your ally.

- 102.21 Agent abilities can be used on your ally.
- 102.22 Your ally's planets count as your planets for the purpose of resolving abilities, but you cannot exhaust them and they do not count for scoring objectives or scoring the "Imperial" victory point.
- 102.23 **ELIMINATION**
- 102.24 A player cannot be eliminated as long as their ally controls a planet.
- 102.25 **WINNING THE GAME**
- 102.26 In an Alliance game, the game is played using the "14" side of the victory point track. One player must have 14 victory points and their ally must have at least 10 victory points in order for that alliance to win the game.
- In an Alliance game, the Saldorn and Zalfikestro players both win when they each have at least 14 victory points.
- 102.27 In a standard game, the Saldorn and Zalfikestro players both win when they each have at least 10 victory points.
- In a standard game using the 14-space side of the victory point track, the Saldorn and Zalfikestro players both win when they each have at least 14 victory points.

## **103 EXCHANGE**

TBD

103.1 TBD

## **104 EXPLOIT (KEYWORD)**

The "Exploit" keyword substitutes for players removing their control tokens from the game component.

- 104.1 The "Exploit" keyword is displayed as "Exploit N" and substitutes for "remove N control tokens from this card." If N is a number, each affected player removes that number of their control tokens from the card when resolving the effect. If N is the letter "X," each affected player removes any number of control tokens from the card when resolving the effect.
- If N is the letter "X," additional ability text may reuse the letter "X" in reference. Substitute each "X" with the number of control tokens that were removed.
- 104.2 Control tokens that are removed are returned to the corresponding player's play area near their faction sheet.
- 104.3 Control tokens are removed **only** from the resolving game component with the "Exploit" keyword.

## **105 KEYWORDS**

A keyword is a word or phrase that substitutes for a piece of rules text. Keywords are used primarily to reduce the amount of text on cards.

- 105.1 A keyword is not an ability, but an ability may feature keywords as part of its effects.

## **106 MANIFEST (KEYWORD)**

The "Manifest" keyword substitutes for players placing their control tokens onto the game component.

- 106.1 The “Manifest” keyword is displayed as “Manifest N” and substitutes for “place N control tokens onto this card.” If N is a number, each affected player places that number of their control tokens onto the card when resolving the effect. If N is the letter “X,” each affected player places any number of their control tokens onto the card when resolving the effect.
- a. If N is the letter “X,” additional ability text may reuse the letter “X” in reference. Substitute each “X” with the number of control tokens that were placed.
- 106.2 Control tokens are placed from a player’s play area near their faction sheet.
- 106.3 Control tokens are placed **only** onto the resolving game component with the “Manifest” keyword.

## **107 NAVY (KEYWORD)**

The “Navy” keyword substitutes for players totalling the costs of their units.

- 107.1 The “Navy” keyword substitutes for “combined cost of their non-structure units on the game board.” When a game effect refers to a player’s “Navy” value, total the cost of each of that player’s ships and ground forces that are on the game board to find that player’s “Navy” value.
- 107.2 When totalling unit costs, use each unit’s printed cost attribute, ignoring any game effects that increase, decrease, or bypass a unit’s cost.
- 107.3 When totalling fighters and infantry, each 2 fighters and each 2 infantry adds 1 to the total.
- 107.4 **Only** units on the game board are totalled as part of a player’s “Navy” value. That is, each unit must be on a system tile in order to contribute to the total.

## **108 PSYCHIC PERPENDICULARITY**

A psychic perpendicularity is an anomaly that affects movement and combat.

- 108.1 For each ship that would move **through** a psychic perpendicularity, one die is rolled immediately before it exits the psychic perpendicularity; on a result of 1-3, that ship instead ends its movement, remaining in the psychic perpendicularity. Then, if the ship is transporting units, half of the transported units are removed, rounded up.
- a. Units that are removed are returned to that player’s reinforcements.
- 108.2 A ship that begins its movement in a psychic perpendicularity moves out of that system as normal, without rolling a die.
- 108.3 If a combat occurs in a psychic perpendicularity, the attacker applies +1 to each combat roll of their units during that combat.

## **109 SHROUD (UNIT ABILITY)**

Some units have the “Shroud” ability. During tactical actions, the active player can use the “Shroud” ability of each of their units during the “Movement” step.

- 109.1 Each unit with the “Shroud” ability can move through systems that contain ships that are controlled by another player.
- a. The “Shroud” ability applies only to each individual unit with the ability. Other ships in the same system(s) during movement must also have the “Shroud” ability in order to move through systems that contain ships that are controlled by another player.

- 109.2 Units with the “Shroud” ability and a capacity value may transport ground forces and fighters as normal during movement.
- 109.3 If an ability moves a unit with the “Shroud” ability outside of the “Movement” step of a tactical action, “Shroud” applies to that movement.
- 109.4 If a player owns the “Light/Wave Deflector” technology, each of their ships gains the “Shroud” ability.
- 109.5 The “Shroud” ability does not prevent a unit from being affected by the “Aerie Hololattice” technology.

## CLARIFICATIONS

This section includes clarifications about timings, interactions, and easily overlooked rules. If the players have a question, they should look here or consult the *Living Rules Reference* online.

## MASS PRIVATIZATION

If the Nomad’s faction agenda is in play after the Vuil’Raith flagship has been on the game board, the Nomad player can be forced to capture their own units while lacking any other abilities that interact with the capture mechanic. According to RAW, the Nomad’s captured units would then be stuck on their own faction sheet for the rest of the game with no method for removing them. To avoid this situation, when the Nomad player would capture their own units, they should return those units to their reinforcements instead.

## ERRATA

This section contains errata for game components affected by rules changes and additions in this expansion.

## LIGHT/WAVE DEFLECTOR

The text of the “Light/Wave Deflector” technology should read as follows: “Your ships gain **SHROUD**.”

## POLITICAL FAVOR

The text of the Xxcha promissory note “Political Favor” should read as follows: “When an agenda is revealed **from the agenda deck**: Remove 1 token from the Xxcha player’s strategy pool and return it to their reinforcements. Then, discard the revealed agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead. Then, return this card to the Xxcha player.”

## QUASH

The text of the Xxcha Kingdom’s “Quash” faction ability should read as follows: “When an agenda is revealed **from the agenda deck**, you may spend 1 token from your strategy pool to discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.”

## VETO

The text of the “Veto” action card should read as follows: “When an agenda is revealed **from the agenda deck**: Discard that agenda and reveal 1 agenda from the top of the deck. Players vote on this agenda instead.”

## Y'SIA Y'SSRILA

The text ability of the Yssaril Flagship “Y’sia Y’ssrila” should be replaced with the “**◆ SHROUD**” unit ability line.