

FALLEN EMPIRES 1.1

Susss-ra flexed her fingers, sensing the tiresome Sol ambassador approaching outside her quarters.

"Open," she commanded, before he'd even raised a hand to knock.

Jorgen strode in through the doorway. "Madame, it is a violation of the Resculon treaty to—"

"Read your mind without permission yessss blah blah blah. You really think I need to read your thoughts to anticipate your every move? You hold yourself in unearned esteem."

"Well, you don't have to be so rude about it," Jorgen huffed, sitting down and pouring himself a drink. Susss-ra had always found it amusing that this human liked the mildly poisonous local wines, but perhaps it was all a ruse to gain a natural immunity over time. Did he really need to drink so much of it, though, if all he wanted was immunity?

"I'm here to bring a Sol fleet ultimatum, I'm afraid," the human said after she let the silence hang. "New fleet admiral says he doesn't have time to lose."

"I'm sorry you feel that way," Susss-ra began, and then Jorgen sat up straight and looked concerned.

"What is it?" she asked.

"I have to go."

"But you haven't finished your—?"

"I'm sorry, I really have to go." He stood up and disappeared as quickly as he had arrived. After a few seconds she could no longer sense his presence.

What had that all been about?

OVERVIEW

The *Fallen Empires* Expansion is a stand-alone mini-expansion of cards marked with the Fallen Empires symbol (right) that can be used with the base *Twilight Imperium: Fourth Edition* game as well as the *Prophecy of Kings* expansion (PoK specific cards are additionally marked with the PoK expansion logo for easy removal). It requires only the provided cards, and for one or more players to have to leave the game early.



At its core, this mini-expansion aims to encourage a continuation of 'presence' in the galactic slice of a player who has had the real world intrude on your game and who doesn't understand priorities (and therefore had to return to this 'real life', as if the fate of the galaxy wasn't hanging in the balance but whatever we're not their dad).

This document provides FAQs and a brief overview of how *Fallen Empires* introduces the concept of **demissioning** and **calamities**. All the required information and effects are printed on the respective demissioning rules cards (x3) and calamity cards (x24). Print-ready (with bleed) files are included with this package. The cards are 3.5" x 5" for ease of reading. Enjoy!



DEMISIONING

If a player needs to remove themselves from the game before they are eliminated, they are treated as an eliminated player (LRR 33: Elimination) in every regard except for the following:

- The demisioned player's faction sheet, mech card, and planet cards are moved to the common play area.
- All units on the game board remain at their current locations.
- Outside of combat, demisioned player's units may be targeted by any abilities that directly target units.
- Whenever a demisioned player's units would be returned to their reinforcements, purge them instead.
- The demisioned player's planets are treated as though they are controlled, for the purposes of invasion and exploration (mark these with their faction control tokens as required).
- If the demisioned player's Support for the Throne card is in play, it remains in play, and its condition for being returned to the demisioned player remains active until triggered. Note: this works to maintain the game state with as little disruption as possible.
- The demisioning player draws the top 2 calamity cards, and chooses 1. This provides the narrative context for why their empire has fallen (eg. a Biosphere Collapse or Popular Revolution). If the table is choosing to play with calamity **AFTERMATH**, they follow the instructions on that calamity card accordingly.
- Go home!

BASIC RULES

CARD DETAILS

DEMISION RULES

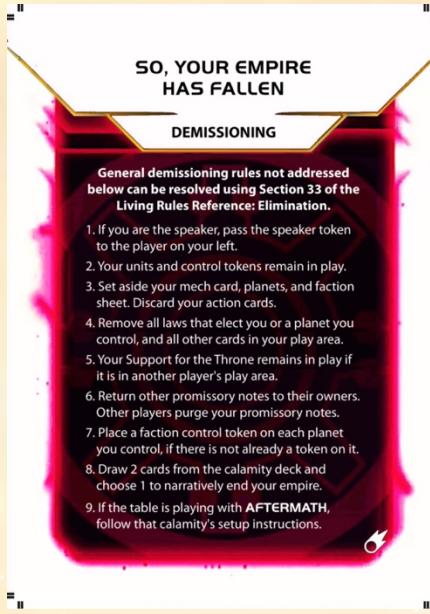
The demisioning player takes the demisioning card and works through each of the steps on the card. These steps generally relate to cleaning up faction components.

In Step 8, the Calamity step, the departing player draws 2 calamity cards and decides which of the two fates drawn has befallen their empire.

Afterwards, the player departs.

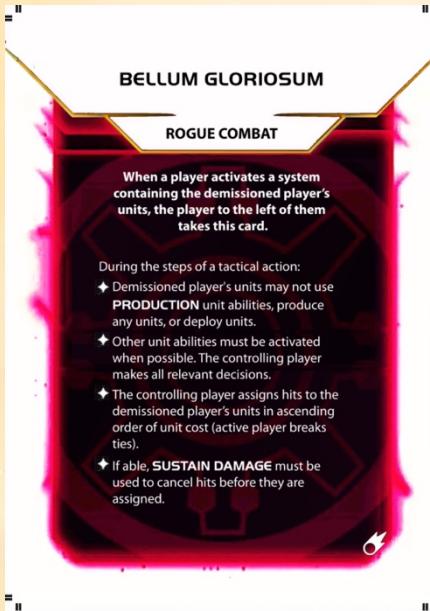
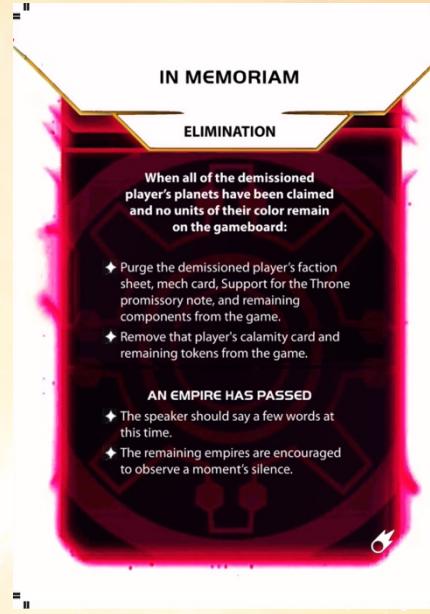
COMBAT

During the remaining game, a player may activate a system and be required to engage in combat with the demisioning player's units. In this case, the **BELLUM GLORIOSUM** card is handed to the player to the left and they take control of the defending units according to the rules on that card.



ELIMINATION

When the last of a fallen empire's units are destroyed, and the final planet is conquered, the demisioned player is truly eliminated from the game. Give the **IN MEMORIAM** card to the speaker, who goes through the relevant steps (which are mostly ceremonial).



CALAMITIES AND AFTERMATH

A calamity will usually tag each of the demisioning player's planets or systems with faction control tokens (calamity tokens).

The **AFTERMATH** section of the card specifies conditions for the game relating to these tokens, as well as costs, benefits and drawbacks.



CALAMITY CARDS

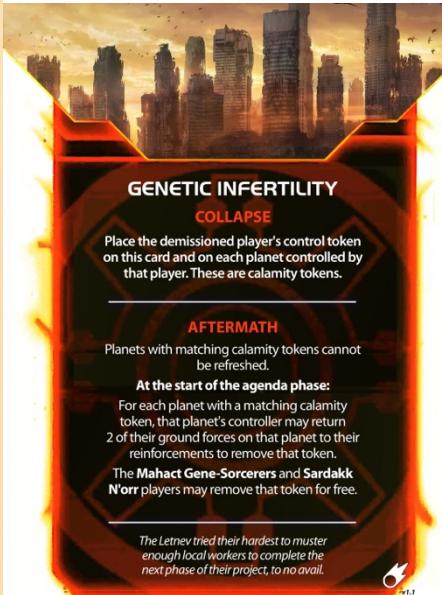
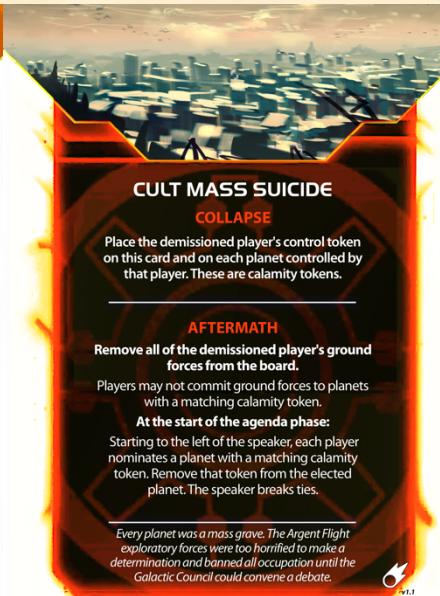
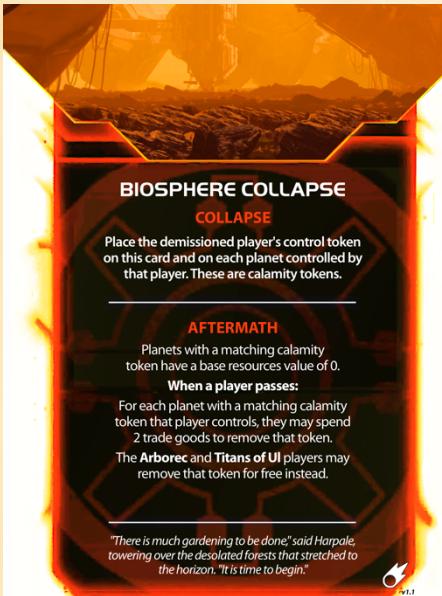
Calamities comes in two types, collapse and disaster.

There are 12 collapse calamities and 12 disaster calamities in this expansion, each containing an **AFTERMATH** section, which details game effects that relate to the fallen empire and planets or systems under their control after the calamity.

COLLAPSE I-6

COLLAPSE

A collapse happens on a planetary scale, and affects all planets in the fallen empire. These effects generally modify planetary values and abilities, and each planet needs to be individually restored according to the Aftermath rules on the calamity.



COLLAPSE 7-12

POPULAR REVOLUTION

COLLAPSE

Place the demisioned player's control token on this card and on each planet controlled by that player. These are calamity tokens.

AFTERMATH

After a player commits ground forces to a planet with a matching calamity token: Place 2 infantry from the demisioned player's reinforcements on that planet, unless the active player is the **Council Keleres**, the **Federation of Sol** or the **Yin Brotherhood**.

When a player gains control of a planet with a matching calamity token:

- Remove that token.

The Sol Spec Ops troopers were welcomed with makeshift weapons and the mutilated remains of their comrades. They were not resisted for long.

REGIONAL QUARANTINE

COLLAPSE

Place the demisioned player's control token on this card and on each planet controlled by that player. These are calamity tokens.

AFTERMATH

At the start of the strategy phase:

Return all ground forces from each planet with a matching calamity token to the space area of that system, then resolve capacity.

Then, for each planet with a matching calamity token, that planet's controller may spend 3 influence to remove that token.

The **Argent Flight** and **Winnu** players may remove that token for free.

I'm healthy, I swear to the gods, the Winnaran custodian sobbed. *Please, I need to return to file my report.*

RELIGIOUS ZEALOTRY

COLLAPSE

Place the demisioned player's control token on this card and on each planet controlled by that player. These are calamity tokens.

AFTERMATH

After a player moves ships into a system that contains a planet with a matching calamity token and no other player's ships:

For each calamity token, place a cruiser and a destroyer in that system from the demisioned player's reinforcements, if able.

When a player passes:

- Remove 1 matching calamity token from a planet in a system that contains that player's ships.

"They won't stop coming!" ensign Vass screamed over comms as the rogue ships closed in. *"They're worse than the Yin!"*

SINGULARITY ASCENSION

COLLAPSE

Place the demisioned player's control token on this card and on each planet controlled by that player. These are calamity tokens.

AFTERMATH

Remove all of this demisioned player's infantry units from the board.

When a player passes:

If that player has units in each of 3 systems that contain a matching calamity token, that player may remove 1 calamity token from 1 planet in each of those systems and return 1 of their non-faction, non-unit upgrade technologies to their technology deck. If they do, they may research a technology.

The exploratory Ysarl fleet found only automated starcraft and empty planets full of server halls running advanced computation.

TECHNOLOGICAL POGROM

COLLAPSE

Place the demisioned player's control token on this card and on each planet controlled by that player. These are calamity tokens.

AFTERMATH

Planets with matching calamity tokens do not provide technology specialties and are unaffected by planetary attachments.

At the beginning of the status phase:

For each planet with a matching calamity token, that planet's controller may spend 3 resources to remove that token.

The **L121X Mindnet** and **Universities of Jol-Nar** players may remove that token for free.

In the last days of the empire, possession of even the simplest battery was cause for violent execution.

XENOPHOBIC REGRESSION

COLLAPSE

Place the demisioned player's control token on this card and on each planet controlled by that player. These are calamity tokens.

AFTERMATH

Each planet with a matching calamity token gains **SPACE CANNON 6 (X2)**.

The **Xxcha Kingdom** player may apply -1 to rolls made using this ability.

When a player gains control of a planet with a matching calamity token:

- Remove that token.

Sss'rad's crystal fighter barely dodged the sudden defensive fire. "I don't know what happened," she reported back. "They were sso friendly lassst time!"

DISASTER I-6

DISASTER

A disaster happens on an empire scale, and affects all systems in the fallen empire. These effects generally modify movement or combat in the affected systems, and each system needs to be individually restored according to the Aftermath rules on the calamity.



DISASTER 7-12



OTHER INFO

FAQ

Q: You should just not play with folks who leave early.

A: Well sure, but future plans and intentions don't help you in the game you are playing right this very instant with a departing player.

Q: Do calamities and disasters affect non-playing units/the ones left behind by the departing player?

A: No, that empire collapsed trying to deal with that event, and any surviving shreds of their military are immune.

Q: What if multiple players demission?

A: You can just draw a second calamity. Faction control tokens are used to tie systems and planets to their calamity. After 2 players leave it might just start getting stupid though. This is a remedy tool not a panacea.

Q: This is dumb and you are dumb

A: That's just like, your opinion, man.

Q: How does this work in competitive games?

A: It's not really intended or balanced for competitive games.

The key element and design goal is to minimize disruption for IRL games when players have to leave, and to add a bit of narrative flair to the suddenly departed empire.

VARIANT – BACK TO BASICS

If you prefer a simpler game, lean into the ‘optional’ element of the Aftermath components.

In this version, the demissioning player still draws 2 calamities and chooses 1, but the rest of the table does not apply the Aftermath effects. There will be no additional space nonsense to deal with, just a story to explain what happened and a bunch of units lying around getting in your way.

CREDITS

Design: Jason Crickmore and Tom Dullemond

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Art: Card images licensed through Shutterstock and non-Commercial use via wallpaperbetter.com, and random stuff I found and manipulated on the internet.

PhilRoi for accidentally inspiring Calamities.

The TI4 community for being amazing.

Dane Beltrami for keeping it all alive.

Page layout based on the Codex v1 document.

1.1 Changelog

Minor FAQ additions/edits

Use ‘control tokens’ replacing ‘faction tokens’ for rules lawyers.

Adjusted wording for TI consistency.

Added version number to the cards for ease of asset management.

General typos, reordering, etc.

