

Twilight Imperium 4th Edition Rules Summary

Game Setup

1. Decide on a 10 or 14-point game.
2. Decide on a galaxy layout.
3. Randomly determine player order.
4. Randomly determine the Speaker.
5. Choose factions.
6. Create the galaxy.
7. Gain starting units, technologies, tokens, and other cards.
8. Randomly distribute 2 secret objectives to each player, and each player chooses 1 to keep.
9. Reveal 2 stage I public objectives.

Creating the Galaxy

- Place the Mecatol Rex system and each player's home system according to the galaxy layout.
- Randomly distribute 3 blue and 2 red system tiles to each player.
- Each player places a tile, beginning with the Speaker and going clockwise. The order reverses each cycle; the last player places 2 tiles in a row.
- Tiles adjacent to Mecatol Rex must be filled first. Then, tiles at distance 2 of Mecatol Rex must be filled, and so on.
- Tiles that contain an anomaly cannot be placed next to one another unless there is no other option.
- Tiles that contain the same type of wormhole cannot be placed next to one another unless there is no other option.

Game Round Phases

1. **Strategy phase:** Choose strategy cards.
2. **Action phase:** Take turns performing actions.
3. **Status phase:** Score objectives, cleanup, and reset.
4. **Agenda phase:** Vote on 2 agendas.

The game immediately ends as soon as a player reaches 10 (or 14) victory points. Initiative breaks victory point ties. Most games last 5 rounds.

Phase 1 of 4: Strategy Phase

Each player chooses a **strategy card** for the round, beginning with the Speaker and proceeding clockwise. Each strategy card has a unique **initiative value** that determines turn order during the action phase.

Phase 2 of 4: Action Phase

Players take turns in initiative order performing **1 action**: either a **tactical action**, **strategic action**, or **component action**. The phase ends when each player has passed their turn.

Tactical Action

Activate a system on the board using a command token from your **tactics pool**.

Gain additional command tokens using the **Leadership strategy card**.

1. **Activation.**
2. **Movement.**
 - 2.1. Move ships.
 - 2.2. Space cannon offense.
3. **Space combat.**
 - 3.1. Anti-fighter barrage.
 - 3.2. Space combat rounds.
 - 3.2.1. Announce retreat.
 - 3.2.2. Make combat rolls.
 - 3.2.3. Assign hits.
 - 3.2.4. Retreat.
4. **Invasion.**
 - 4.1. Bombardment.
 - 4.2. Commit ground forces.
 - 4.3. Space cannon defense.
 - 4.4. Ground combat.
 - 4.4.1. Ground combat rounds.
 - 4.4.1.1. Make combat rolls.
 - 4.4.1.2. Assign hits.
 - 4.5. Establish control and explore if unexplored.
5. **Production.**

Strategic Action

Perform the **primary ability** of your strategy card. Other players may perform its **secondary ability**, which may require spending a command token from their **strategy pool**.

Component Action

- Some **action cards** are played as an action.
- Some **faction abilities** or **leaders** are activated as an action.
- Some technologies have effects that are activated as an action.

Gain additional action cards using the **Politics strategy card**.

Phase 3 of 4: Status Phase

1. Score up to 1 **public objective** and up to 1 **secret objective**.
2. Reveal the next public objective.
3. Draw 1 action card.
4. Remove all command tokens from the board.
5. Gain 2 command tokens and redistribute your command tokens.
6. Ready all cards.
7. Repair all units.
8. Return your strategy card.

Gain additional secret objectives using the **Imperial strategy card**. You can have up to 3 secret objectives.

Phase 4 of 4: Agenda Phase

1. Draw the **first agenda**, exhaust planets to vote, and enact its outcome.
2. Repeat for the **second agenda**.
3. Ready planet cards.

Units

- **Structures:** Space Dock, Planetary Defense System (PDS).
- **Ground forces:** Infantry, Mech.
- **Ships:** Fighter, Destroyer, Cruiser, Carrier, Dreadnought, Flagship, War Sun.

Construct structures using the **Construction strategy card**.

Produce ground forces and ships during the tactical action's **Production step**.

The maximum number of non-fighter ships you can have in a system is determined by the number of command tokens in your **fleet supply pool**.

Technologies

Research technologies with the **Technology strategy card**. Each technology has a **type**:





Propulsion Biotic Cybernetic Warfare
   
or Unit Upgrade

Some technologies have **prerequisites**: a number of technologies of specific types that must already be researched.

Planets

Some systems contain 1, 2, or 3 **planets**. Each planet has a **resource value** and an **influence value**, and most planets also have a **trait**:

Cultural Industrial Hazardous
  

Some planets also have a **technology specialty**: , , , or , which lets you ignore 1 prerequisite of that type when researching a new technology.

Exhaust a planet to use either its resource value, its influence value, or its technology specialty.

Commodities and Trade Goods

Refresh your **commodities** using the **Trade strategy card**.

When you give commodities to another player as part of a **transaction**, they convert into **trade goods**. Trade goods can be spent for 1 resource or 1 influence.