# **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

- 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.