

TWILIGHT IMPERIUM

THIRD EDITION

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WIN CONDITION

1. 10 Victory Points
2. "Game Over" Objective Card

GAME SETUP

A. Player setup:

- Separate the 10 Home Systems (yellow border).
- Each player draws **one Home System** at random.
- Each player takes selected Home Systems Race Sheet and Counters.
 - Place 2 Command Counters in the Strategy Allocation area of the Race Sheet.
 - Place 3 Command Counters in the Fleet Supply area of the Race Sheet.
 - Place 3 Command Counters in the Command Pool area of the Race Sheet.
- Each player takes planet cards from home planet and place in play area.
- Each player finds and places starting technology cards.
- Each player is dealt a secret objective card at random.
- Each player chooses a colour.
- Choose first player randomly and place the "Speaker" token in play area.

B. Common area setup:

- Shuffle the Action Card deck and place in the common area.
- Shuffle the Political Card deck and place in the common area.
- Place the Supplemental Fighter and Supplemental Ground Forces in the common area.
- Place the Trade Goods Counters in the common area.
- Place the 8 strategy cards in the common area.
- Place the Victory Points Track and 1 Control Marker for each player on "0".

C. Objective deck setup:

- Separate the "Stage I" and "Stage II" Public Objective Card decks
- Remove the "Game Over" card from the "Stage II" Objective Card deck
- Shuffle and Draw 3 random "Stage II" Objective Cards
- After drawing the 3 random "Stage II" Objective Cards, take the "Game Over" card and shuffle it with the 3 randomly chosen "Stage II" Objective Cards.
- Draw 6 random "Stage I" Public Objective Cards.
- Place the 6 randomly selected "Stage I" Public Objective cards on top of the "Stage II" Public Objective Card deck randomly created before.

D. Galaxy setup:

- Find and place "Mecatol Rex" system in the middle of the table.

• 6 players:

- Speaker shuffles remaining 32 systems.
- Randomly remove 2 systems.
- Deal 5 systems to every player.

• 5 players:

- Speaker shuffles remaining 32 systems.
 - Randomly remove 1 systems.
 - Speaker places 1 random system next to "Mecatol Rex" face down.
 - Deal 6 systems to every player.
 - Reveal face down system once setup is complete.
- **4 players:**
 - Speaker shuffles remaining 32 systems.
 - Deal 8 systems to every player.
- **3 players:**
 - Remove 3 empty systems and 1 asteroid field.
 - Speaker shuffles remaining 28 systems.
 - Randomly remove 4 systems.
 - Deal 8 systems to every player.
- Speaker places 1st system.
 - Snake ordering (First to Last, Last to First)
 - Systems cannot be placed in the second ring before the first ring is completed.
 - Systems cannot be placed in the third ring before the second ring is completed.
 - Special Systems (red borders) cannot be placed next to each other, unless you have no other options.
 - If you placed a System that did not contain a planet during your last placement, you must, if able, place a System that does contain a planet during your next placement. If you are unable to do so, you must reveal your remaining Systems to the other players to prove this. Then place one of your available Systems.

THE RACES

- The Emirates of Hacan - Wealthy traders.
- The Xxcha Kingdom - Diplomats, skilled in the art of avoiding conflict.
- The Naalu Collective - Psi-adepts.
- The Federation of Sol - Starship troopers!
- The L1Z1X Mindnet - Aggressive and technically advanced cyborgs.
- The Sardakk N'orr - War-like bugs.
- The Yssaril Tribes - Sneaky spies.
- The Barony of Letnev - Feudal resource-rich industrialists.
- The Universities of Jol-Nar - Physically weak but technically brilliant fish-beings.
- The Mentak Coalition - Space pirates!

STRATEGY PHASE

- Each player must choose 1 of the 8 available Strategy Cards from the common play area.
 - Strategy Cards grant players special abilities during the upcoming Action Phase.
 - Strategy Cards determine the order of play. (1 to 8)
 - Speaker chooses first.
 - Selection continues clockwise from the Speaker.
 - Remaining Strategy Cards are given a Bonus Counter
 - Bonus Counters can be traded for either Trade Goods or Command Counters.
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- **4 players:**
 - Select 2 Strategy Cards.
 - No bonus tokens placed.
 - Execute 2 separate Strategy Cards.
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- **3 players:**
 - Select 2 Strategy Cards.
 - Execute 2 separate Strategy Cards.

ACTION PHASE

- Action Phase is resolved over a number of player turns in which each player may take a single action.

A. Strategic Action

- Players execute their chosen Strategy Cards Primary Ability.
- Players, in clockwise order, can then perform the Secondary Ability.
- The active player may never perform the Secondary Ability.
- After all players have completed (or passed on) the Secondary Ability, the active player's Strategy Card is flipped over onto its "Inactive" side.
- You can only perform the Primary Ability once per round.
- Players can only perform the Secondary Ability of a specific Strategy Card once per round.

B. Tactical Action

- Players can only perform the Secondary Ability of a specific Strategy Card once per round.

1. Activate a System

- Take an available Command Counter from your Command Pool and use it to activate a system by placing the Command Counter directly on a system (place the counter face up so that your race's insignia is showing).
- You cannot activate a system if one of your Command Counters has already been placed in the system (by a prior activation or by other means).
- You can, however, activate a system that contains one (or more) Command Counters belonging to other races (you may ignore their presence).
- A system that contains a player's Command Counter is considered to have been activated by that player.

2. Move ships into new System

- After you have activated a system, you may move friendly ships (within movement range) into the activated system. Only movement into the activated system is allowed.
- A Carrier/War Sun may pick up Ground Force and PDS units at any stage during the movement step (before, during, and even in the activated system itself).
- Ground Force and PDS units aboard a Carrier, however, cannot be "dropped off" by the Carrier until the Planetary Landing step of the Activation Sequence.
- If the last Ground Force unit on a planet is picked up by a Carrier, the owner of the planet must place a Control Marker on the planet to indicate that he controls it.
- A ship is never allowed to move through a system occupied by enemy ships (except Fighters).
- The only way to enter a system that contains enemy ships is to activate that system itself.
- A ship may not move if it is located in a system that already has been activated by the active player (i.e., contains a friendly Command Counter placed prior to the current activation).
- Ships are allowed to move through systems containing friendly Command Counters.

3. PDS Fire

- After the active player has finished moving his ships into the activated system, enemy PDS in range may fire at the active player's fleet.
- After enemy PDS units have fired, any PDS in range owned by the active player may then fire at enemy ships in the activated system.

4. Space Battles

- If the active system contains ships belonging to the active player and ships belonging to an opponent, a Space Battle must be fought.

- **Before Combat: Destroyer Anti-Fighter Barrage**

- Before the first round of Space Battle, roll two dice for each Destroyer unit in the battle.
- For every result equal to or higher than the Destroyer's combat value the opponent must take one Fighter unit as an immediate casualty.
- A fleet containing no Fighter units is unaffected by pre-combat Destroyer fire.

- **Battle Rounds**

1. **Announce Withdrawals / Retreats**

- The attacker first has the option to announce his withdrawal from battle.
- If the attacker chooses not to declare a withdrawal, then the defender may declare a retreat.
- Withdrawals/retreats occur at the last step of the combat phase.

2. **Roll Combat Dice**

- During this step, both players simultaneously roll combat dice.
- For each result that is equal to or higher than the combat value of its ship, a "hit" is scored.

3. **Remove Casualties**

- Each player must now take a number of casualties equal to the number of hits scored by the opponent.

4. **Execute Withdrawals / Retreats**

- A withdrawal or retreat is not allowed if, at this point in the battle, the opposing player has no units left in the system.
- Player must withdraw his entire fleet to an adjacent system that has previously been activated by the withdrawing / retreating player.
- If a player has no previously activated systems adjacent to the contested system, he may not withdraw or retreat.
- After a successful withdrawal or retreat, make sure that the withdrawing / retreating player is still in compliance with his Fleet Supply and has sufficient Fighter capacity in the
- new system.
- If not, he must immediately destroy the excess ships.

5. Planetary Landings

- Land Ground Force and PDS units from his Carriers onto planets in the activated system.
- If a system contains multiple planets, the active player may split any landing forces between them in any way he sees fit, but may not change his mind once the Invasion Combat step begins.

- **Friendly Landing**

- A player lands units on a planet already under his control.
- Simply add the new units to the ones already there, if any.

- **Neutral Landing**

- A player lands units on a neutral planet (i.e., a planet controlled by no other player).
- After landing at least one Ground Force unit on the neutral planet, the active player takes the corresponding Planet Card from the Planet Deck and places it exhausted in his play area.

- **Hostile / Invasion Landing**

- A player lands units on a planet containing one or more of an enemy player's Ground Force units.
- This will result in an Invasion Combat.
- The invading player is allowed to land PDS units with his Ground Forces during the Planetary Landings step.
- Such PDS units do not participate in Invasion Combat, nor can they be taken as a combat casualty.
- If the last invading Ground Force unit is destroyed during Invasion Combat, all invading PDS are immediately destroyed with no further effect.
- If a player lands units on a planet that is controlled by an opponent, but does not contain any enemy Ground Forces, the planet falls without resistance.
- The invader simply removes the opponent's Control Marker and takes the corresponding Planet Card from the opponent, placing it exhausted into his play area.

6. Invasion Combat

- After the active player has landed one or more Ground Force units during the Planetary Landings step of a Tactical Action, an Invasion Combat must be fought if the destination planet holds any enemy Ground Force units.
- No withdrawals or retreats are allowed.

- **Before Combat: Bombardments**

- Dreadnought and War Sun units in the activated system may bombard a planet before the player undertakes Invasion Combat
- Simply roll one combat die for every Dreadnought, three for every War Sun, and remove one enemy Ground Force on the contested planet for every result equal to or higher than the combat value of the bombarding unit.
- Exception: a War Sun unit may bombard a planet even if no Invasion Combat is about to take place).
- Exception: a Dreadnought may not bombard a planet that contains at least one enemy PDS due to the presence of a planetary shield.
- Ground Forces destroyed by bombardment are removed immediately, do not receive return fire, and will not participate in the upcoming Invasion Combat.

- **Before Combat: PDS Fire**

- The defending player may fire a single shot with each PDS unit on the contested planet.
- The defending player rolls a die for every PDS unit present, and for every result equal to or greater than the combat value of the PDS unit, an invading Ground Force is destroyed.
- Attacking Ground Force units destroyed by defending PDS do not receive return fire and will not participate in the upcoming Invasion Combat.

- **Invasion Combat Round**

1. **Roll Combat Dice**

- Both players simultaneously roll one die for every friendly Ground Force unit on the planet.
- For every result equal to or higher than the combat value of the Ground Force unit, the player scores a "hit."

2. **Casualties Are Removed**

- Each player must now take a number of Ground Force unit casualties equal to the number of hits scored by the opponent.
- If, at this point, both players still have Ground Force units remaining on the planet, another Invasion Combat round is initiated.
- This continues until only one (or no) player has Ground Force units left on the planet

• Invasion Success?

- If all defending Ground Forces were destroyed and at least one attacking Ground Force survived the battle, the invasion is a success.
- All defending PDS units and any Space Dock on the planet are immediately destroyed.
- The attacking player then claims the Planet Card from the previous owner and places it, exhausted, into his play area.

7. Produce Units

- The active player may produce new units at one or more friendly Space Docks in the activated system.
- During this step, it is also possible for the active player to produce a new Space Dock unit on an eligible planet in the activated system (provided that the planet has been under the player's control for the entire round).

C. Transfer Action

- The Transfer Action is a simple reorganization of units.
- The Transfer Action simultaneously activates two adjacent systems that only contain units belonging to the active player and allows units in either system to simultaneously move between the two systems.

1. Activate Two Systems

- The active player takes one Command Counter from his Command Pool and activates a system by placing the Command Counter upon it.
- Then the active player takes a Command Counter from his reinforcements and activates another system adjacent to the one just activated.
- Both activated systems must contain at least one unit controlled by the active player and must contain absolutely no enemy units (including Ground Forces and PDS).

2. Movement

- The active player may now move friendly ships between the two activated systems.
- As during a Tactical Action, Fighters, PDS, and Ground Force units must be transported by Carrier/War Sun.

3. PDS Fire

- Enemy PDS in range may fire at the active player's fleets in the activated systems.
- PDS units that are in range of both activated systems may fire at only one of the systems, not both.

4. Planetary Landings

- Any Ground Force and PDS units onboard Carriers in the activated systems may land on friendly planets in their system.
- No landing on neutral planets or planets containing an enemy Control Marker.

5. Produce Units

- Any Ground Force and PDS units onboard Carriers in the activated systems may land on friendly planets in their system.

- No landing on neutral planets or planets containing an enemy Control Marker.
- The active player may now produce units at his Space Docks in one of the activated systems (but not both).

D. Pass

- If a player does not wish to take any additional actions, he may choose to pass.
- A player is only allowed to pass if he has already taken his Strategic Action.
- After a player has passed, he is no longer allowed to take any additional actions this round.
- Exception: A player who has passed, is allowed to execute the Secondary Ability of Strategy Cards that are resolved later during the phase.

STATUS PHASE

1. Qualify for Public / Secret Objective Cards

- In the order of play, each player may announce that he has met the requirements of one face-up Public Objective Card and/or his Secret Objective Card.
- After a player announces that he has met the objectives of a face up Public Objective Card, he must prove to his opponents that his claim is valid.
- The player places one of his Control Markers on the claimed Objective Card (indicating that he has claimed that objective).
- Advance Control Marker on the Victory Point Track the appropriate number of spaces.
- **Exception: A player may never qualify for a Public or Secret Objective Card if he does not control all the planets in his Home System.**

2. Repair Damaged Ships

3. Remove Command Counters

4. Refresh Planet Cards

5. Receive 1 Action Card and 2 Command Counters

6. Redistribute Command Counters

7. Return Strategy Cards

THE SYSTEMS

A. Home System (yellow border)

B. Special System (red border)

- **Asteroid Field**

- No movement through an Asteroid Field
- Anti-mass Deflector (Red) technology you may move through an Asteroid Field.
- Never possible to end movement in an Asteroid Field.
- Can never be activated.

- **Nebula**

- Defender receives +1 to combat rolls during any Space Battle.
- No movement through a Nebula.
- Can move into a Nebula via normal activation.
- Leaving a Nebula movement reduced to 1 (regardless of technology modifiers and Action Cards).

- **Supernova**

- Impassible.
- Can never be activated.

THE RACE SHEET

- **Fleet Supply**

- Doesn't include Fighters.
- Can never exceed Fleet Supply in a System.
- If ever in excess of Fleet Supply, you must destroy ships to reduce Fleet size.

- **Command Pool**

- Used on both Tactical and Transfer actions.
- The number of Command Counters in a player's Command Pool dictates the amount of activity he can initiate.

- **Strategy Allocation**

- Spent to execute the Secondary Abilities of Strategy Cards.
- Some Action Cards require their players to spend Command Counters from their Strategy Allocation area.

SPENDING RESOURCES AND INFLUENCE

- Both resources and influence are provided by the planets under your control
- Use the corresponding Planet Cards to keep track of your expenditures.
- **Exhausting Planets**
 - Used for Paying Costs.
 - A face down Planet Card cannot be exhausted again until it is refreshed during the Status Phase.
 - You cannot use the resources or influence of a planet partially, nor can you save a portion for later.
 - Note that when exhausting a planet, it will provide you with either its resource value or its influence value, but not both.
 - Any spare resources or influence provided by an exhausted Planet Card are lost.
 - **Note: You do not have to exhaust a specific Planet Card to pay for the cost of production at that exact planet; any resources will do.**
- **Un-exhausted Planets**
 - Used for voting in the Galactic Council.

ACTION CARDS (Max 7 in hand)

- Action Cards should be kept hidden from other players.
- Action Cards can only be used given the specific circumstances (or phase) printed on each individual card.
- Never play two identical Action Cards for the same situation and/or on the same entity during one round.
- You may play two identical Action Cards on two different fleets in the same round.

- **During Strategy Phase**
 - All players must announce that they will be playing an Action Card.
 - Resolved in order of play.

- **During Action Phase**
 - All players must announce that they will be playing an Action Card.
 - Resolved clockwise from the Speaker.

- **“Play as an Action”**
 - Used instead of a regular Action.

- **Exception: Sabotage Card**
 - Do not announce that you will be playing an Action Card.
 - Played after someone reveals an Action Card.

POLITICAL CARDS AND THE GALACTIC COUNCIL

1. "Elect" Votes
2. "For or Against" Votes

- **Laws**

- Laws represent permanent changes to the rules and/or flow of the game.

- **Voting**

- Players first debate, threaten, lure, or convince each other to vote in their favor.
 - Trade Good Counters may be used as "bribes".
 - No promises or agreements are binding.
 - Voting is done clockwise one player at a time, starting with the player to the left of the Speaker.
 - The Speaker will always cast the last vote.
 - A player has as many votes as the total combined influence value of all his un-exhausted planets.
 - Each player has a minimum of "1" vote.
 - A player must cast all his votes or none.
 - Votes cannot be split.
 - Voting does not cause your Planet Cards to exhaust.
 - Trade Good counters cannot be used to gain additional votes.
 - Speaker breaks ties.

TECHNOLOGY ADVANCES

- Each player has 24 Technology Advances Cards.
- Warfare Technology = Red
- Biotechnology = Green
- Propulsion Technology = Blue
- General Technology = Yellow
- **Acquire a Technology Advance**
 - Technology Strategy Card primary ability = Free
 - Technology Strategy Card secondary ability = 8 resources
- **Planetary Technology Specialities**
 - Purchase a Technology Card for 1 less than its normal cost when executing the secondary ability of the Technology Strategy Card.
 - 1 for each planet with the same speciality.

TRADE CONTRACTS AND TRADE AGREEMENTS

- Each race is provided with two Trade Cards.
- Each player may only have two active trade agreements at any one time.
- Trade Good Counters may be used as “bribes”.
- Two players may only make one trade agreement with each other.
- **Receive Trade Goods**
 - Trade Strategy Card primary ability = Goods from trade agreements + 3 extra trade goods
 - **Note: that players are not allowed to collect trade income from trade agreements formed during the same action.**
- **Breaking Trade Agreements**
 - Any player involved in a trade agreement may unilaterally break the agreement during the Status Phase.
 - Open war against two players automatically breaks a trade agreement.
 - **Note: Playing Action Cards or taking shots with a PDS, etc., does not cause an automatic break.**

UNITS

• Space Dock

- Cost = 4
- Units Available = 3
- Damage = 1
- Space Dock build capacity = Planet Resource Value + 2.
- Space Dock ship capacity = 3 (Fighters only, no Ground Forces or PDS Units)
- **Requirements:**
 1. Activate the System.
 2. The active player must have controlled the planet for the entire current round.
 3. The planet in the active system does not already contain a Space Dock.
 4. The system does not contain any enemy ships.
- Next round the Space Dock may begin producing units for its owner.
- Space Docks are tied to specific planets.
- Not considered to be “in space”.
- Can’t participate in Space Battle.
- Can’t it be attacked directly by enemy ships.
- Spaceship units are always built and placed in the System containing the Space Dock.
- Ground Force and PDS units are always built and placed on the Planet containing the Space Dock.
- **Exception: If a system contains at least one enemy spaceship, Space Docks may not produce Spaceship units.**

• Ground Force Unit

- Cost = 1 for 2 Ground Force Units
- Units Available = Unlimited
- Damage = 1
- Ground Forces, when produced, are placed on the planet of the producing Space Dock.
- Never considered to be in “space,”
- Always either on a planet or being transported.
- **Note: Ground Force Units do not participate in any battle while being transported by a Carrier unit.**
- To take control of a planet, a player must always have successfully landed at least one friendly Ground Force on that planet.
- If the last of a player's Ground Force units leaves a planet, the player simply places one of his Control Markers on the planet to indicate his ownership.

• Carrier Unit

- Cost = 3
- Units Available = 4
- Damage = 1
- Carrier Unit ship capacity = 6 (each slot may hold a Ground Force, PDS, or Fighter units)
- A Carrier can only “unload” its Ground Forces and PDS onto a planet, or onto another Carrier, during the Planetary Landings step of the Activation Sequence.
- A Carrier may pick up units from any system in which it started its movement, passed through while moving, or ended its movement.
- **Exception: A Carrier may never pick up units in a system that contains enemy spaceships.**

- Exception: A Carrier may never pick up units from a system that has been previously activated by the same player.
- A Carrier is not restricted to carrying units of only one kind, but can carry any mix of the three unit types.
- Excess units on a Carrier must be immediately destroyed (chosen by the Carrier's owner).
- If a Carrier is destroyed, any Ground Force and PDS units aboard the Carrier are automatically destroyed.
- Exception: Fighter units can survive if the current system has enough capacity to support the Fighters (supplied by either another Carrier, War Sun, or Space Dock).
- Note: Ground Force and PDS Units do not participate in any battle while being transported by a Carrier unit.

• Planetary Defence System (PDS)

- Cost = 2
- Units Available = 6
- Damage = 1
- A player may never have more than two PDS units on a planet.
- A planet already holding two PDS units cannot produce a third.
- PDS units are always produced on the planet of the producing Space Dock.
- Never considered to be in "space,"
- Always either on a planet or being transported.
- Note: PDS Units do not participate in any battle while being transported by a Carrier unit.

• Planetary Shield

- Enemy Dreadnoughts may not bombard a planet containing an enemy PDS unit.

• Space Cannon

- After the owner of the PDS has activated a system, and after any friendly ship movement into the system,
- each of the active player's PDS units in range may fire once at any enemy fleet in the activated system before a Space Battle begins.
- Note: that the activating player's PDS units (that are in range) may fire even if the player did not move any ships into the system during the activation.
- When a player activates a system in range of an enemy PDS unit, the owners of any enemy PDS units
- in range may (after movement) fire once per PDS at any units in the system owned by the activating player.

• Invasion Defence

- Immediately before the first round of an Invasion Combat, any defending PDS units on a planet may
- fire, once per PDS, at the invading Ground Forces.

• Fighter Unit

- Cost = 1 for 2 Fighters
- Units Available = Unlimited
- Damage = 1
- Fighters cannot move by themselves and require the transport of a Carrier unit to move around the board.
- Fighters are always considered to be in space, even while being transported.
- Fighters always participate in any Space Battle in their system.
- If a system contains more Fighter units than its capacity allows, excess units must immediately be destroyed.
- Note: that a system's Fighter capacity is not relevant during a Space Battle. This means that Fighters participating in a Space Battle can continue to fight even if their Carrier has been destroyed

- **Cruiser Unit**

- Cost = 2
- Units Available = 8
- Damage = 1

- **Destroyer Unit**

- Cost = 1
- Units Available = 8
- Damage = 1

- **Destroyer Anti-Fighter Barrage**

- Before a Space Battle begins, each Destroyer unit (both attacking and defending) may roll 2 combat dice.
- For every result equal to or higher than the Destroyer's combat value, the opponent must immediately destroy one Fighter unit.

- **Dreadnought Unit**

- Cost = 5
- Units Available = 5
- Damage = 2

- **Planetary Bombardment**

- A Dreadnought can only bombard once during every Activation Sequence.
- Before an Invasion Combat, the invading player's Dreadnoughts in the activated system may bombard enemy Ground Forces on a contested planet.
- Roll 1 combat die for each bombarding Dreadnought.
- For every hit, the defending player must immediately remove one Ground Force unit.
- **Exception: A Dreadnought may not bombard a planet unless that planet is being invaded by friendly forces that landed here during the Planetary Landings step of the Activation Sequence.**
- **Exception: A Dreadnought may not bombard a planet that contains at least one PDS.**

- **War Sun**

- Cost = 12
- Units Available = 2
- Damage = 2
- War Sun ship capacity = 6 (each slot may hold a Ground Force, PDS, or Fighter units)

- Must acquire the "War Sun" Technology advance.

- **Planetary Bombardment**

- A War Sun can only bombard once during every Activation Sequence.
- Before an Invasion Combat, the invading player's War Sun in the activated system may bombard enemy Ground Forces on a contested planet.
- Roll 3 combat die for each bombarding Dreadnought.
- For every hit, the defending player must immediately remove one Ground Force unit.
- **Note: War Sun ignores the presence of a PDS unit's planetary shield.**
- **Note: War Sun may bombard a planet during the Invasion Combat step of the Activation Sequence, even if no friendly Ground Force units have landed on the planet in an invasion attempt.**