Unit	Cost	Mod	Move	Mod	Battle	+Race	+Tech	+Misc	Special
Dreadnought *Pugilist*	5		1		5				Bombardment, Sustain Damage
Cruiser *All-rounder*	2		2		7				
Destroyer *Anti-fighter*	1		2		9				Anti-Fighter Barrage
War Sun *Be scared*	12		2		3(x3)				Bombardment, Capacity 6, Sustain Damage
Carrier *Moves things*	3		1		9				Capacity 6
Fighter *Cannon fodder*	1(x2)		-		9				
Ground forces *Invades planets*	1(x2)		-		8				
PDS *Defends planets*	1		-		6				Planetary Shield, Space Cannon
Mech. Unit *Tank!*	2		-		6(x2)				Sustain Damage

Unit	Cost	Mod	Special
Space Dock *Builds ships*	4		Produce units, Fighter Capacity 3

Technology
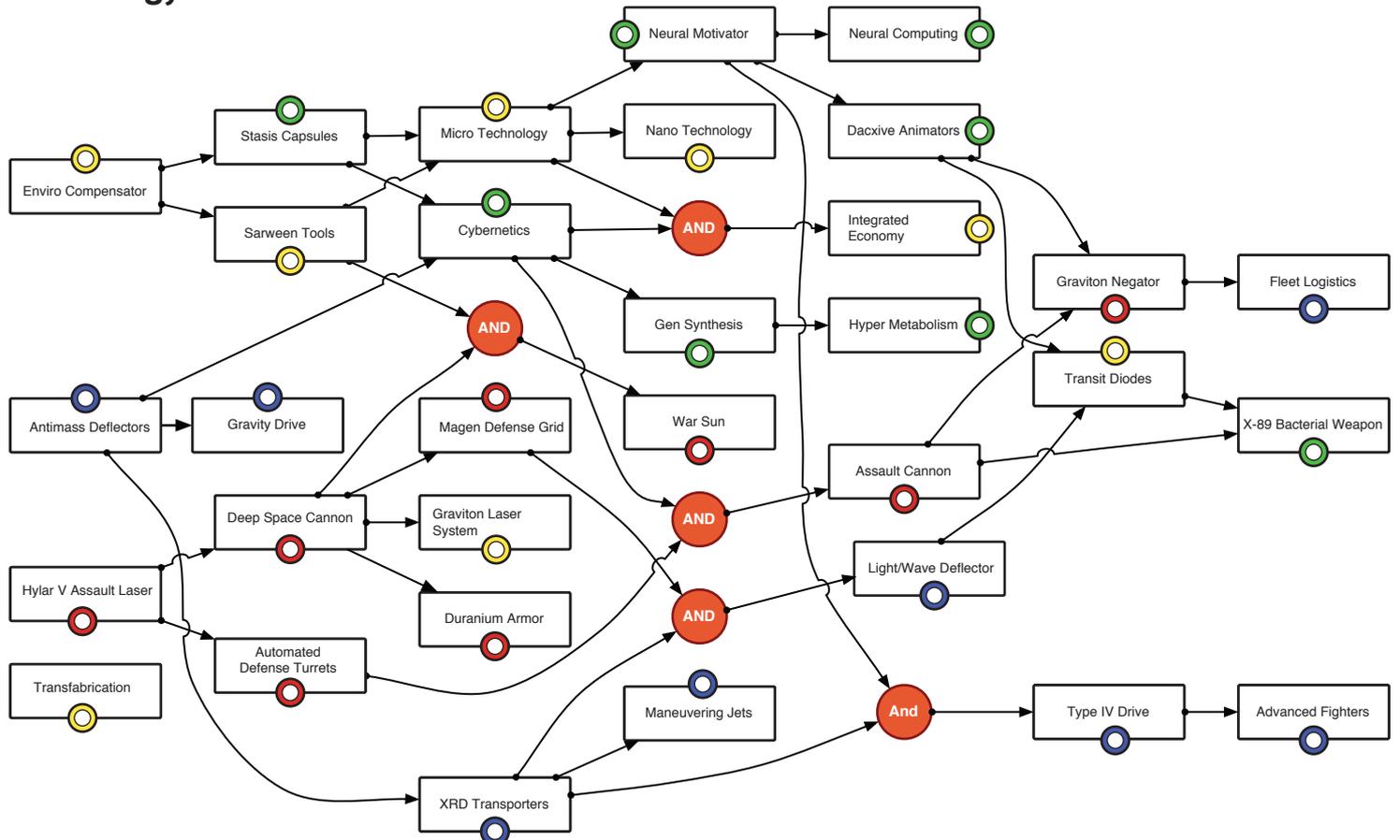
1. Strategy Phase
choose Strategy Cards

1. Choose Strategy Cards clockwise, starting with player with Speaker token
2. Bonus Counters are traded for a Trade Good or Command Counter
3. Player order for action Phase is determined by number on Strategy card each player has chosen, lowest first

3. Status Phase
clean up

1. Claim **one** objective
2. Repair damaged ships
3. Remove Command Counters from board
4. Refresh Planets
5. Receive **1 action card** and **2 Command Counters**
6. Redistribute Command Counters
7. Return Strategy Cards

2. Action Phase
each turn, choose one action:

Strategic Action
Special ability

1. Active Player uses primary ability on Strategy Card
2. Non-Active players may spend a Strategy counter to use secondary ability
3. Flip Strategy Card over

Players must use their Strategy Action before they can pass

Tactical Action
Move & build

1. Activate one system from Command Pool
2. Movement **into** System
3. Resolve PDS fire
4. Resolve space battles
5. Planetary landings
6. Invasion combat
7. May produce units if you have a space dock in this system

Transfer Action
Reorganize units

1. Activate **two** adjacent systems, one from Command Pool, one from Reinforcements
2. Move between systems
3. Resolve PDS fire
4. Planetary landings
5. May produce units in **one** system if you have a space dock

Play Action Card
Special action

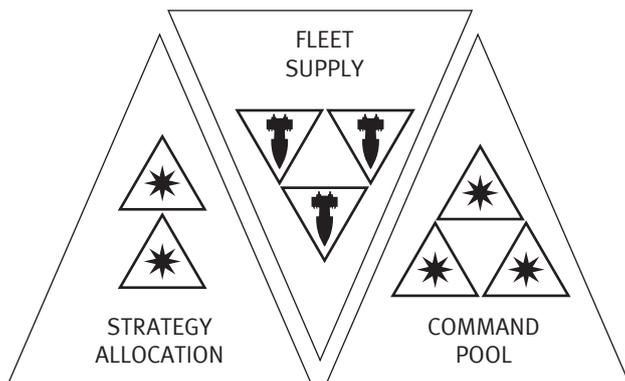Play one action card that states "Play as an Action"

Pass
End your round

May not take any further actions this round

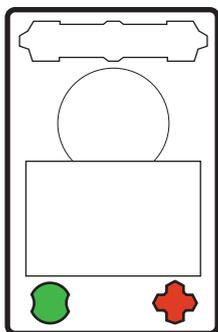***Once all players have passed, the Action Phase is over.***

The maximum number of ships you may have in a single system.

FLEET SUPPLY

STRATEGY ALLOCATION

COMMAND POOL

Spend to use the secondary ability of **Strategy Cards**

Spend to activate a system and perform a **Tactical Action**

Planet Production. Spend to produce units or technology. Once used, flip card over.

Planet Influence. The influence of each un-exhausted planet you control is used when voting on laws

Public Objectives
You may claim one available objective at the start of each **Status Phase**

Stage 1

- Spend 3 Command Counters
- Spend 10 resources
- Control 5 planets outside home
- More than 1 tech in 3 different colors
- Controlled planets have more influence than neighbors
- Spend 6 Trade Goods
- Controlled Mecatol Rex for entire round
- Successfully invaded planet protected by at least 1 ground force
- Blockading an opponents Space Dock
- Spend 10 resources or 10 influence
- Have tech advances in all 4 colors
- Control planets with 3 different tech specialties
- 3 tech advances of same color
- Took 3 planets this turn
- 5 tech advances
- Spend 10 influence
- Control Mecatol Rex
- Spend 4 Trade Goods, 3 resources, 3 influence
- Won space battle against at least 3 ships

Stage 2

- Won two space battles against at least 3 ships each
- Control 10 planets outside home
- 5 tech advances of same color
- Spend 12 trade goods
- Spend 20 resources
- Spend 20 resources or 20 influence
- Successfully Invaded two planets, each protected by at least 1 ground force
- Spend 6 Command Counters
- Control Mecatol Rex and 3 adjacent systems
- Destroyed a space dock
- Spend 20 influence
- 9 tech advances
- Controlled planets have more influence than neighbors combined
- Control Mecatol Rex and all adjacent systems
- Control 11 planets outside home
- 4 ships on two opponent's home systems
- Control all planets in home systems of two opponents
- Control 18 planets outside home

Strategy Cards

1 Leadership
Primary: Take Charge
Receive 3 Command Counters from your reinforcements. You may then immediately use this card's secondary ability.

Secondary: Masterful Tactician
You may spend influence to purchase up to 3 Command Counters from your reinforcements. You receive 1 Command Counter for every 2 influence you spend.

2 Diplomacy
Primary: Demilitarized Zone
Choose either a) or b).
a) Choose one system containing a planet you control. Each opponent must place one of his Command Counters into the system from his reinforcements.
b) Execute the secondary ability of this card without paying a Command Counter or any influence.

Secondary: Peaceful Annexation
Spend 1 Command Counter from your Strategy Allocation area and 3 influence to claim an empty planet adjacent to a system you control. Place your Command Marker on the planet.

3 Assembly II
Primary: Assembly of Councilors
Draw 2 Political Cards. Then:
1) Choose a player to resolve 1 Political Card from his hand.
2) Give the Speaker Token to any player except the chosen player.
3) Choose Representatives
4) Resolve Spies
5) Bargaining and Promissory Notes
6) Resolve Voting & Outcome

Secondary: Rally Support
Spend 1 Command Counter from your Strategy Allocation area to draw 1 Action Card and refresh 1 planet outside your home system.

4 Production
Primary: Tight Deadlines
Immediately build units in one of your systems containing one or more friendly Space Docks, receiving 2 additional resources with which to build, even if you have activated this system already. Building units here does not activate the system.

Secondary: Double Efforts
Spend 1 Command Counter from your Strategy Allocation area to immediately build up to 3 units in one of your systems containing one or more friendly Space Docks, even if you have activated this system already. Building units here does not activate the system.

5 Trade III
Primary: Merchants and Mercenaries
Open trade negotiations among all players. All players then receive Trade Goods from active trade agreements (even if just acquired).

Then each player pays 1 Trade Good to each of his Mercenaries or discards it.

Finally, you may recruit 1 of the top 2 Mercenary Cards from the deck.

Secondary: Free Commerce
Spend 1 Command Counter from your Strategy Allocation area to break a trade agreement between any 2 other players and gain 1 Trade Good.

6 Warfare II
Primary: High Alert
Place the High Alert token in a system. Your ships in the system with the token gain +1 movement and +1 on all combat rolls. If you move any ships from this system, you may move the token with them. Remove the token from the board at the start of the next Status Phase.

Secondary: Reinforce
Spend 1 Command Counter from your Strategy Allocation area to move up to two of your ships from unactivated systems into any adjacent systems you control. This does not activate the destination system(s).

7 Technology II
Primary: Technological Focus
Receive one Technology advance. You may then buy a second Technology advance at the cost of 8 resources. You must have the necessary prerequisites for each Technology.

Secondary: Advanced Development
Spend 1 Command Counter form your Strategy Allocation area and 6 resources to receive one Technology advance (for which you have the necessary prerequisites).

8 Bureaucracy
Primary: Senatorial Control
Receive 1 Command Counter from your reinforcements. Then draw the top two cards from the Objective deck. Place one faceup in the common play area and the other on top of the deck. You may then immediately claim one public objective that you qualify for.

Secondary: New Agendas
Spend 1 Command Counter from your Strategy Allocation area to draw one Political Card and one Action Card.

Leaders

Leaders provide bonuses and special abilities, depending on their type.

Leaders are carried in ships and can stay on planets.

In combat, Leaders can be killed or captured.

Leaders in Combat

In Space
If a ship carrying a leader is destroyed in combat, roll a die.
- On 1-5, the Leader is **killed**.
- On 6-8, the Leader **escapes** and may be placed on a friendly planet.
- On 9-10, the Leader is **captured** by the opposing player.

On a planet
If an invasion force involving a Leader fails, the Leader is automatically captured.

If a planet containing a Leader is successfully invaded by an enemy player, roll a die.
- On 1-5, the Leader is **captured**.
- On 6-9, the Leader **escapes** and may be placed on a friendly planet.
- On 10, the Leader is **killed.**

Captive Leaders
Captive Leaders are removed from the board. During the Status Phase, Leaders may be freely transferred between players. Leaders may also be executed by their captor, removing them from the game.

Rescuing Leaders
Every time a planet is successfully invaded, roll a die. On a 9-10, if the player is holding a Leader captive, they have been found by the invader.

Scientist
- A planet that contains a technology specialty and at least one Scientist provides a technology discount of 2 credits rather than 1.
- A planet with at least one Scientist may build a new Space Dock at a cost of 2 rather than 4.
- PDS units on a planet with at least one Scientist receive +1 on all rolls.
- Planets with at least one Scientist and one PDS unit may not be bombarded by a War Sun unit (a War Sun can normally ignore the planetary shield provided by a PDS.)

Diplomat
- If a Diplomat is present on a planet about to be invaded by enemy Ground Forces during the Planetary Invasion step, the Diplomat may delay the invasion by one round. Simply return the enemy Ground Force units to their Carrier(s). A planet protected by a Diplomat may not be protected again by a Diplomat for the remainder of the round, or for the next game round.
- A fleet that contains at least one Diplomat may move through systems containing an opponent's ships, but only if the opponent grants his permission for the transit.

General
- When a General participates as the attacker in an Invasion Combat (by landing with the invading Ground Forces) the active player may re-roll up to two dice during every round of that Invasion Combat.
- Dreadnoughts and War Suns receive -4 to bombardment rolls against a planet that contains at least one General.
- All defending Ground Forces on a planet that contains at least one General receive +1 to their combat rolls during Invasion Combat.

Admiral
- When an Admiral participates in a Space Battle (as attacker or defender), its owner may roll one additional die for the ship that is carrying the Admiral. (Note that only one additional die is rolled, even if the Admiral is on a War Sun.)
- A Dreadnought carrying an Admiral receives +1 movement.
- When attacked by a fleet containing an Admiral, a defending fleet may not retreat unless the defending fleet also contains an Admiral.

Agent
- If an Agent is part of an Invasion Combat as an attacker (by landing on the enemy planet with one or more friendly Ground Forces), enemy PDS may not fire at the invading Ground Forces.
- If an Agent is part of a successful Invasion Combat as an attacker (by landing on the enemy planet with one or more friendly Ground Forces), the active player may replace any enemy PDS and Space Dock on the planet with his own similar units (normally these units would be destroyed).
- An Agent may be sacrificed at any time to act as a "Sabotage" action card. Simply announce the action after another player plays an Action Card, cancelling its effects. Then discard both the Action Card and the Agent.

Space Combat

Before Combat
Destroyer Anti-Fighter Barrage
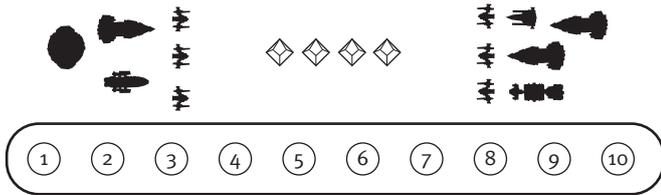Each destroyer makes two attacks vs. fighters.

Combat Rounds
Combat rounds proceed until one side's ships have been defeated or retreated.

1. **Announce Withdrawals/Retreats**
Attacker may announce withdrawal. Defender may announce retreat.

2. **Roll Combat Dice**
Players simulaneously make attacks with all ships. Track hits.

3. **Remove Casualties**
Each player removes casualties equal to number of hits scored by opponent.
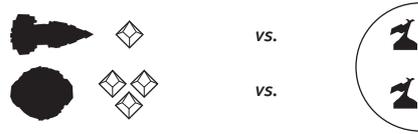
4. **Execute Withdrawals/Retreats**
If withdrawals or retreats were announced, complete them now. Entire fleet must be moved to an adjacent, friendly system which **has previously been activated**.

Invasion Combat

Before Combat
1. **Bombardment**
If the planet contains no PDS units, Dreadnaunts may bombard. War Suns may bombard even if PDS units are present.

2. **PDS Fire**
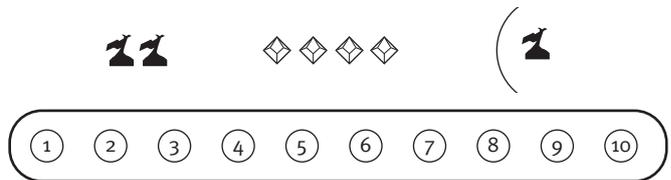Defending PDS Units may fire on attacking forces.

Combat Rounds
Combat rounds proceed until one side's forces have been defeated.

1. **Roll Combat Dice**
Players simulaneously make attacks with all forces. Track hits.

2. **Remove Casualties**
Each player removes casualties equal to number of hits scored by opponent.

Races of Twilight Imperium
Know your enemy

1. *The Emirates of Hacan*
Excellent merchants. Have strong trade agreements, and no-one can break them without permission.

2. *The Universities of Jol-Nar*
Big green scientists. Get technology advances quickly. Weak in combat though.

3. *The Barony of Letnev*
Space Nazis. Can spend trade goods to give their ships boosts in combat, and can have larger armies.

4. *The Sardakk N'orr*
Big scary bugs. Get a bonus to all combat rolls.

5. *The Federation of Sol*
Humans. Lots and lots of humans.

6. *The Xxcha Kingdom*
Proud race of ancient turtles. Excellent politicians.

7. *The L1Z1X Mindnet*
Technology-obsessed cybogs, descended from the ancient Lazax race. Powerful dreadnoughts, and good starting technology.

8. *The Mentak Coalition*
Pirates! Sneaky in battles, and can steal trade goods from other players.

9. *The Naalu Collective*
Slippery snake women. Always act first, can flee battles before they begin and have powerful fighters.

10. *The Yssaril Tribes*
Space goblins. Can wait for the perfect time to strike, and get more special action cards.

11. *The Embers of Muaat*
Living suns, embedded in Ember suits. Start the game with War Suns, the scariest ship.

12. *The Clan of Saar*
Nomadic space gypsies who. Can move their Space Docks like ships.

13. *The Winnu*
Caretakers of the Throne, and loyal to the old Lazax empire. Strong politicians and technologists.

14. *The Yin Brotherhood*
A race of cloned monks, dedicated to the worship of their human creators. Can sacrifice ships for the greater good and reverse planets influence & production values.

15. *The Arborec*
Symbiotic ecology of intelligent plants. Reproduce quickly and can use their ground forces to build.

16. *The Ghosts of Creuss*
Masters of wormholes who live outside of the galaxy. May travel freely between all A & B wormholes on the board.

17. *The Nekro Virus*
Once a heretical offshoot of the L1Z1X Mindnet, turned into a race of machines, set on consuming the galaxy. Gains technology from attacking other races.