

RULES OF PLAY



The Past and Present . .

Mecatol Rex! A splendid pearl in the ebony blackness of space, an illuminated splendor of wealth, intellect, and trade. Ruled by the mighty Lazax, masters of the stars and planets, the Imperial race. In prehistory, the great races: N'orr, Xxcha, Hacan, Letnev, Jol-Mar, and Sol, all humbly acknowledged Lazax rule, and together all races formed a great council to advise and debate issues ultimately decided by the Lazax Emperor. For countless ages it was thus. Glory, progress, and collaboration under the emperor.

Ever so slowly things began to change. The galaxy had reached an intellectual and economic equilibrium. Political energy soon turned into militant patriotism, and interracial power struggles began to flare. As technological and intellectual growth stalled, tension slowly reached critical mass. It was during this age that the first accounts of physical conflict between the great races were recorded. This era of growing darkness became known as the Age of Dusk.

Through most of that age, the Lazax still held ultimate authority without question. Blinded by the assurance of eternal rule, they were only slightly concerned about the intensifying ambitions of the great races. Yet as the tensions grew deeper, so grew the hunger for power. Secret, unspoken desire began to drive the leaders of the great races. Hunger and lust to be the ruling race, to become emperor! By the end of the Age of Dusk, weapons and espionage had become the crux of technological progression.

Then, one day, a small political affair near the Quann passage erupted into armed conflict. War spread like a wildfire through the galaxy. The Quann Conflict marks the beginning of the Age of Twilight.

Of all the planets in the galaxy, no planet was more war-torn than central Mecatol Rex. Only the inner Imperial City yet remains from the destruction of the Twilight Wars. Protected by the neutral Winnarans, the inner city shields were maintained and a functioning council was held throughout the wars. The Lazax, however, were not so fortunate. As the ruling race, the imperial fleets struggled to keep the war under control and so became the natural enemy of all. Over the course of merely twenty years, the Lazax presence in the galaxy was completely destroyed. No Lazax has been seen in the galaxy for more than 3000 years. The Imperial throne in the great council now stands empty, the Winnarans, custodians of its greatness, still keep the shattered Mecatol Rex functioning and the council running.

The Twilight Wars lasted for centuries, but no race was powerful enough to seize the throne and risk the fate of the Lazax. Countless resources and vast development was funnelled into the wars. Slowly the economies of the great races began to crumble under the intolerable strain of never-ending conflict. Civilization and technology regressed to almost prehistoric levels.

The Twilight Wars did not end on a specific date, but faded into nothing as the great races tumbled into a dark age of economic and intellectual disaster. It was only a matter of time before they had retreated into small, safe areas

of space.

It has now been thousands of years since the last known armed conflict between the races. But with economies rebuilt, ambition has begun to flare once more. On Mecatol Rex, the council has again begun to gain importance and influence. The great races have once more embarked on annexation and colonization of nearby systems. Step by step, the races seek to bring back former glory and greatness.

The imperial throne remains empty, the Winnarans still its guardians. Yet it seems certain that the Age of Twilight is coming to an end, and that one race will soon gain enough influence to seize the imperial throne and bring about a new age of galactic greatness.

I.0 Introduction

Welcome to a world of majestic races, virulent commerce, hectic diplomacy, and dramatic warfare. TWILIGHT IMPERIUM is a game of struggle and conflict on an epic galactic level. In the course of the game, players strive to build their races to ultimately become the next galactic emperor of known space.

Expand your territory, establish lucrative trade agreements with your allies, wage war against your enemies, and finally gain power and influence in the galactic council. In order to achieve your ultimate goal you must balance all these things to advance on the Galactic Progression Chart and in the end, win the game.

I.1 What is new in the Second Edition?

The first edition of TWILIGHT IMPERIUM was published by FFG to great success in May 1995. It spawned a loyal following and 4 expansion sets were produced for the game. In the 2nd Edition, we have gone back to the drawing board on a number of things. The new elements in TWILIGHT IMPERIUM 2nd EDITION are as follows:

- New action and political cards
- New technology system
- New progression chart requirements
- New racial abilities
- "Distant Suns" and "Manifest Destiny" rules options
- New map tile assortment
- Extra starting units
- Plastic game components
- Race card stands
- Insurgence checks
- New "Military" victory conditions.
- New rules for planetary control
- Carriers only hold 5 units
- New rules for P.D.S.

2.0 Object of the Game

To win TWILIGHT IMPERIUM, a player must advance his race on the galactic progression chart from WARLORD to IMPERIUM REX. The first player to reach IMPERIUM REX immediately seizes control of the galactic council on Mecatol Rex and becomes galactic emperor. In order to advance on the progression chart, players must qualify for a number of military, political, and economic benchmarks.



Military Victory

4-6 Player Game: If one player manages to control all the planets in the Homesystems of three other players he immediately wins the game regardless of his standing on the progression chart.

2-3 Player Game: If one player manages to control all the planets in the Homesystems of the other player(s), he immediately wins the game, regardless of his standing on the progression chart.

3.0 Game Contents and Assembly

The Second Edition of TWILIGHT IMPERIUM is loaded with the following game components:

- One seton game rules
- 18 Sprues of Plastic Playing Pieces (Cruisers, Dreadnoughts, Carriers, Ground Forces, P.D.S., and Fighters)
- 39 Mapboard hexagonal pieces
- 78 Action Cards
- 34 Political Cards
- 1 Galactic Progression Chart
- 17 Sheets of Game Counters (Gold, Control Markers, Technology Chits, Number Counters, Distant Suns Counters, and 6 Race charts).
- One 10 sided die
- 6 Plastic Stands (for the 6 Race charts)

Action Card



Political Card



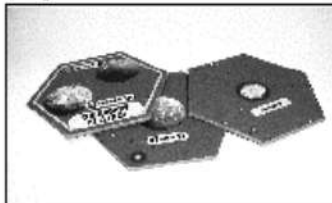
Race Counters



Race Stands



Mapboard Hexes



Fighter Unit



Carrier



Spacedock



P.D.S.



Cruiser



Dreadnought



Ground Force



Preparation

Before playing your first game of TWILIGHT IMPERIUM, punch out all the cardboard pieces, and carefully cut out the plastic pieces from their sprues. Take note that the small pieces pose a choking hazard. Be sure to keep such components out of the reach of small children and animals.

4.0 Beginning the Game

To begin playing TWILIGHT IMPERIUM, follow the points below:

- 1) Determine the number of people that will be playing.
- 2) Place the six Homesystem tiles (hex tiles with yellow borders) face down on the table.
- 3) Each player randomly selects one Homesystem. Each Homesystem represents the starting point of one of the races in the game. The player with the corresponding Homesystem will control that race in this game of TWILIGHT IMPERIUM. In the case of a 2-5 player game, remove extra Homesystem(s) that are not being used in your game.
- 4) Each player now takes the Race Stand that corresponds to his race. On the back of these stands, each player will be able to identify his starting income, special abilities, starting technology, and additional starting units.
- 5) Place all the Lazax Gold Credits in a separate pile (from now on called the "Bank").
- 6) Sort the technology chits by type and color and neatly place them on an accessible area of the table.
- 7) Each player takes all pieces of one color of the plastic playing components, and the Control Markers that correspond to his race.
- 8) Separate the Political Cards and the Action Cards into two separate stacks, shuffle them, and place them on an accessible area of the table.

Game Variant: Instead of randomly selecting races, players use starting income to bid for their favorite race.

5.0 Creating the Galaxy

TWILIGHT IMPERIUM uses a unique style of gameboard consisting of multiple hexagon tile mapboard pieces that can be brought together in a myriad of combinations.

The galaxy is created in the following way:

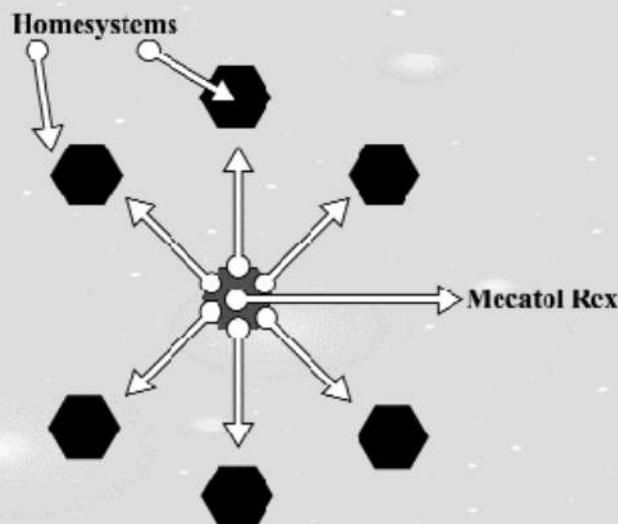
- 1) After all players have drawn their Homesystems and have collected their starting units, technology chits, and starting income, take the MECATOL REX gameboard tile and place it in the middle of the table.
- 2) Mix the remaining 32 gameboard tiles (all the tiles minus the MECATOL REX tile and the 6 homsystems) and place them face down on the table. Then:

6-Player Game: From the pile of face-down tiles, remove 2 tiles from the game (without looking at them). Then evenly distribute the remaining tiles, face down, to each player.

5-Player Game: From the pile of face-down tiles, remove one tile from the game (without

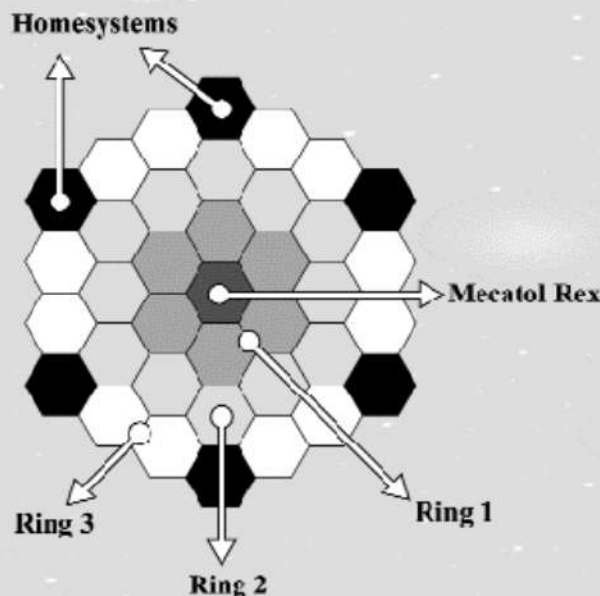


Diagram One



After placing the central Mecatol Rex tile, all players take positions around the table and select a race. Players place their respective homesystem adjacent to Mecatol Rex, and drag it about 3 feet towards themselves. As the mapboard is later created, the players place their homesystems in the appropriate corners of the board.

Diagram Two



The above diagram shows the final layout of the mapboard in a six player game. The players create the mapboard by, in turn, placing one tile in the various rings. A player may not begin placing a new ring unless the inner ring has been completed. Players place their Homesystems at the appropriate spot after ring 2 has been completed.

looking at it). Then evenly distribute the remaining tiles, face down, to each player. One player will receive 7 tiles, everyone else will have 6 tiles. Before looking at any of his tiles, the player with 7 must choose to either pay 5 credits or pass the 7th tile to another player of his choice (if the tile is passed on, the player who receives the tile does not have to pay 5 credits). *NOTE: Due to the geometry of the gameboard, we do not recommend a 5 player game of TWILIGHT IMPERIUM, but it can be accommodated (as explained later).*

4-Player Game: Evenly distribute the 32 tiles, face down, to each player.

3-Player Game: Remove 8 tiles from the game (without looking at them). Then evenly distribute the remaining tiles, face down, to each player.

2-Player Game: Remove 10 tiles from the game (without looking at them), then evenly distribute the remaining tiles, face down, to each player.

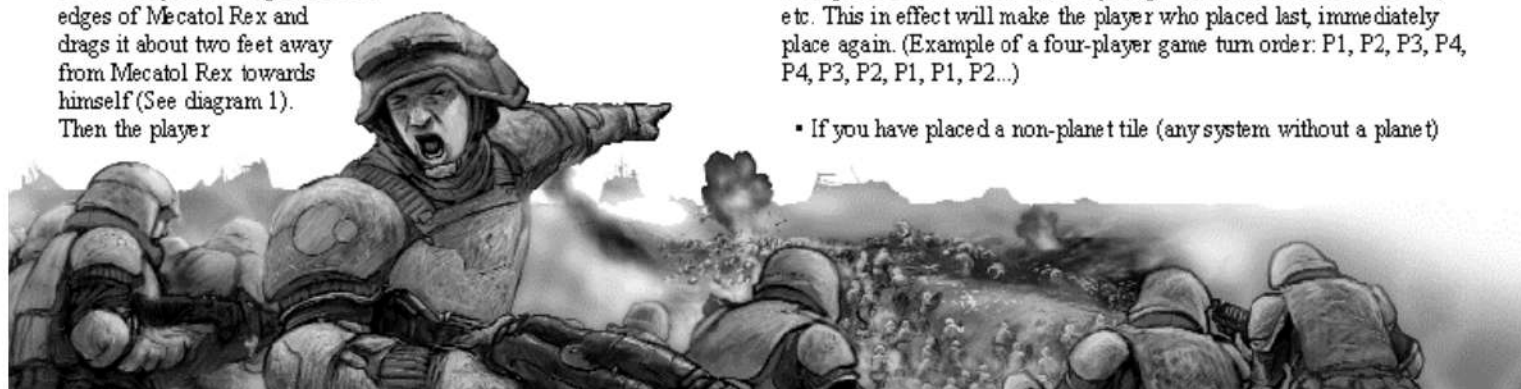
3) Now, each player rolls a die. The player with the lowest roll places his home system along one of the edges of Mecatol Rex and drags it about two feet away from Mecatol Rex towards himself (See diagram 1). Then the player

to his left does likewise, etc.

- Now players in turn (starting from lowest die roll and moving clockwise) begin creating the rest of the galaxy by placing tiles from their hand, face up, around Mecatol Rex.

The following rules must be followed when players create the gameboard:

- A tile cannot be placed in ring 2 before ring 1 is completed. Likewise a tile cannot be placed in ring 3 before ring 2 is completed. (See diagram 2.)
- As soon as the correct placement for your homesystem is available, place your homesystem in its assigned place (see diagram 2).
- A red bordered tile (Asteroids or Supernova) cannot be placed next to another red bordered tile. (Unless there is absolutely no other option for placement).
- The order of placement switches counterclockwise after all players have placed a round of tiles, and yet again clockwise after that round, etc. This in effect will make the player who placed last, immediately place again. (Example of a four-player game turn order: P1, P2, P3, P4, P4, P3, P2, P1, P1, P2...)
- If you have placed a non-planet tile (any system without a planet)



during your last turn, you must, if possible, place a planet tile this time.

TIP: When creating the galaxy, it is wise to place wealthy systems closer to your own Homeworld so that you might be the first to invade them and receive their additional resources and influence. Systems like Asteroid Fields or Supernova can be used as an annoyance towards other players, or can be played as a useful barrier between you and a potentially aggressive neighbor.

6.0 Starting Positions

TWILIGHT IMPERIUM works best with 3, 4, or 6 players. It is possible to play a 5 player game, but some players will start in less favorable positions than others. To compensate for this, we will call two of the starting positions the "A" position, and one starting position the "B" position (See diagram 3).

- A player starting in an "A" position receives 15 additional credits at the beginning of the game.
- A player in the "B" position receives 20 additional credits at the beginning of the game.

The formation and number of map tiles used in the game varies with the number of players in the game. Please refer to Diagram 3 before you begin a game of TWILIGHT IMPERIUM for the correct map constellation and starting positions.

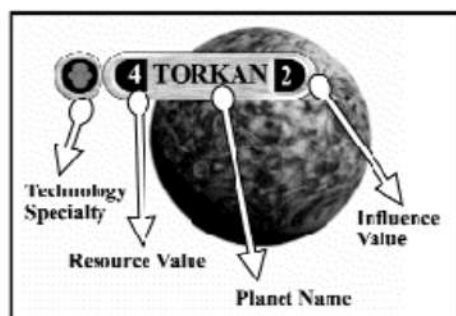
6.1 Before Starting

Before actually beginning gameplay, each race starts with a certain number of credits, Technology advances, and additional starting units. (The *Sardakk N'orr*, for instance, begin the game with 35 *Lazax Gold Credits*, two *Technology chits*, and 5 *extra combat units*.) Players should take their allotted components before the game begins in earnest.

Basic Starting Units

After the gameboard has been created, each player places the following on his Homeworld:

- One Ground Force on each planet in the Homeworld
- One Spacedock on the Homeworld planet with the highest Resources



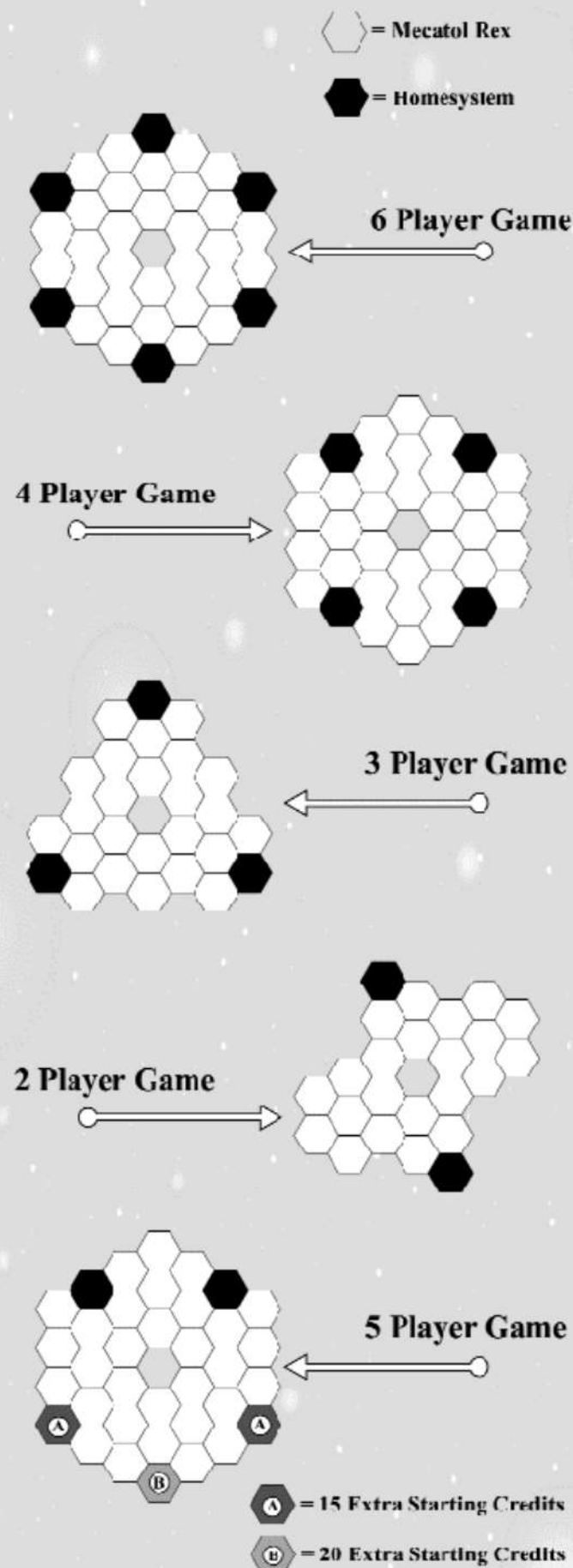
Extra Starting Units

In addition to the basic starting units, each player places the units indicated on his race stand under "Extra Starting Units." All such units must be placed in the race's homeworld.

Special Abilities

As indicated on the back of each race card, players have unique special abilities that separate the different races. Players should make use of these special abilities to improve their chances of winning the game.

Diagram Three



7.0 The Game Counters

Following is a description of the components found in the game. Illustrations of these components can be found in section 3.0.

7.1 The Control Markers

Each race is provided with 11 control markers. These markers are used for a number of functions:

- Place markers on Trade Agreements to indicate your participation in them.
- Place markers on planets under your control that contain none of your Ground Forces.
- Use a control marker to represent your position on the Galactic Progression Chart.

7.2 Lazax Gold Credits

Though the Lazax were wiped out millennia ago, their currency, the "Lazax Gold Credit," has remained the standard coinage throughout the galaxy. Herein we refer to Lazax Gold Credits simply as "credits."

Players collect credits from planets and trade agreements and use them to purchase technology and military units.

7.3 The Race Stands

The race stands provide useful references for the players, and act as colorful reminders of whom is playing what race.

Included in this game are 6 plastic stands. Simply press the Race Card into the plastic stand to make it stand up.

7.4 The Number Counters

Players may purchase an unlimited number of military units, but we can only provide you a limited number of pieces in this game. To represent additional units of a specific type, place these triangular counters under military units to indicate how many of that unit type exist in that space. Other players are always allowed to investigate your number counters to assure themselves of how many units you have.



Example: One Ground Force standing on a "3" number counter indicates that there are three Ground Forces in this spot.

7.5 Technology Chits

Included in TWILIGHT IMPERIUM are 20 different technology counters. There are six counters for each technology, giving every player in a 6 player game access to all technologies. There are four types of technology:



The Sardakk N'orr

Gigantic, oceanless Quinarra dwells like a sleeping behemoth in the misty depths of space. The surface of the red planet is often terrorized by mighty electrical storms, sandstorms, and deadly hail. On Quinarra, pure water is in constant shortage, its only real on-world source being the precipitation of the immense storms. Though a liquid-efficient species, it is still necessary for the N'orr to ferry gigantic mountains of ice to Quinarra from the frozen sister planet of Tren'lak.

The Sardakk N'orr is an insectile race, dwelling in enormous and complex hive cities. Hardened by the rough evolution on Quinarra, the N'orr are able to live for long periods of time in extreme hardship, their shell-like bodies containing great physical strength.

The N'orr are supposedly ruled by the "Queen Mother," yet few truly believe in her existence. The majority of the N'orr hold "Sardakk The Mother" in a mere ritual respect. The accepted leader, and the Head Of State, is The Speaker of The Queen, a male N'orr in direct command over the economic, cultural, and military matters of the N'orr.

The N'orr "Tekkar Elite" troops are trained from birth in the wastes of Quinarra to fight and give their fanatical loyalty to the Mother and the Speaker alone.



Green	=	Biological Technology
Red	=	Weapons Technology
Blue	=	Propulsion Technology
Yellow	=	General Technology

The front side of a Technology Chit indicates the name and requirements of the technology. The reverse side of the Chit indicates which advantages the specific technology gives its owner.

When a player acquires Technology, he places the chosen counter in front of him, indicating that his race has developed this technology. The acquisition of technology is a requirement to advance on the Galactic Progression Chart. Technology will be explained in more detail in section 8.4.

Military Units

Every player has a great number of military counters at his disposal. All such counters are represented by the plastic components in the game. Below we will describe the individual military units and their functions in detail.

7.6 The Spacedock

A Spacedock signifies an advanced military complex and a heavy industrial presence. In order to build any new units on a planet or in a system (other than a new Spacedock), a Spacedock must be present there. **During each turn, a Spacedock can only produce a number of units equal to the Resource Value of its planet.** A planet can only hold one Spacedock.

- Each Spacedock can maintain two Fighter units.
- A player can control a maximum of 6 Spacedocks in the galaxy at any given time.
- New spaceships (Fighters, Cruisers, Carriers, and Dreadnoughts) are always placed, and always exist, only in space (spaceship units are not attached to a single planet like Spacedocks, Ground Forces, and P.D.S.).
- Ground Forces and P.D.S. are always built directly on the planet of the spacedock.

Example: In a two-planet system, the Xxcha have built a Spacedock on a 3-2 planet. The Xxcha may now build up to 3 units a turn in this system. If the Xxcha had an additional Spacedock on the other planet (a 2-2 planet), the Xxcha would be able to build 5 units in that system per turn (2 for the 2-2 planet, and 3 for the 3-2 planet).

MILITARY BLOCKADE

If an enemy unit occupies the space surrounding your Spacedock, that Spacedock cannot place any new units in space. If, during the 'Place New Units' phase, a player cannot place units due to a blockade, such units are automatically destroyed. Note that a blockaded Spacedock can still produce Ground Forces and P.D.S.

Tip #1: If you own a Spacedock that is being blockaded, you might consider buy-

ing P.D.S. there—their salvos can soon become intolerable to a blockading fleet.

Tip #2: You can seriously impede a player's progression if you blockade her/his Spacedocks early in the game. Similarly, you should protect your own spacedocks, so your production is not brought to a painful halt.

Cruisers are especially adept at sweeping in to blockade Spacedocks. Be aware of enemy Cruisers within striking distance.

7.7 Planetary Defense Systems (P.D.S.)

The P.D.S. signify both defensive anti-fleet countermeasures and a planetary shield. The uses and effects of P.D.S. are as follows:

• Planetary Shield

No Dreadnought may bombard a planet that contains a P.D.S.

• Out Of Turn Defense

Check for this option immediately after an enemy finishes his Movement Segment. If that enemy has spaceships in a system containing your P.D.S., you may fire once per friendly P.D.S. in that system. See section 8.3 to understand "hits" and "removing casualties." The enemy player has no defense against this barrage.

Example: A hostile Sardakk N'orr fleet has entered a system containing a planet controlled by the Hacan. The Hacan player has three P.D.S. on that planet. After the N'orr player finishes his Movement Segment, the Hacan fires three times with his P.D.S. at the N'orr ships.

• Offensive Fire

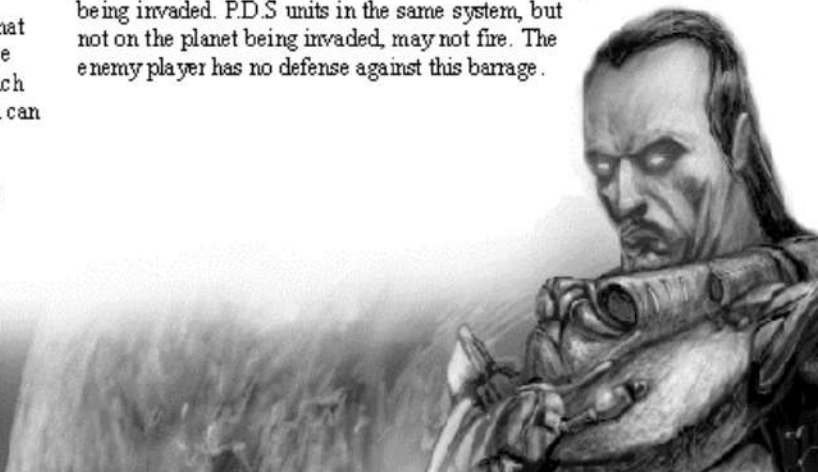
During your Space Combat Segment, you may fire once per P.D.S. unit at any enemy ships in a system in which you control P.D.S. The enemy player has no defense against this barrage.

Example: During the Hacan player's turn, the N'orr fleet still lies in the Hacan system with the three P.D.S. The Hacan player may, during his Space Combat Segment, fire three times at the Sardakk ships.

Note: If your race has the "Deep Space Cannon" technology, a P.D.S. may fire at an adjacent system or in its own system, but not both.

• Invasion Defense

During your enemy's Invasion Combat Segment, each defending P.D.S. unit may fire once at enemy Ground Forces invading the planet containing P.D.S. Note that the P.D.S. has to be on the exact planet being invaded. P.D.S. units in the same system, but not on the planet being invaded, may not fire. The enemy player has no defense against this barrage.



Example: During his next Invasion Combat Segment, the N'orr player sends five Ground Forces from the fleet to invade the Hacan planet. Before the actual invasion combat begins, the Hacan player fires once for each of his P.D.S. at the invading Ground Forces (For each hit, the N'orr player must remove an invading Ground Force).

P.D.S. cannot move on their own volition, but can, like Ground Forces, be transported by Carrier units from planet to planet.

In summary, your P.D.S. can **a)** fire at enemy units during your opponent's turn, and **b)** fire at enemy units during your Space Combat Segment, and **c)** fire at enemy invading Ground Forces during his Invasion Combat Segment. In addition **d)** no enemy Dreadnoughts can bombard a planet containing one or more P.D.S.

7.8 Ground Forces

Ground Forces signify the military planetary troops of each player. The Ground Force unit is an essential part of the impressive arsenal available to TWILIGHT IMPERIUM players.

• To control a planet, a player must have had at least one Ground Force unit on that planet. You cannot invade or conquer a planet without initially landing a Ground Force unit on that planet.

• Ground Forces, when produced, start on the planet of the producing Spacedock. Ground Forces are transported around the galaxy by Carrier units.

• At any time during your Movement Segment, a Carrier may pick up a Ground Force unit from a planet in the same system as the Carrier.

• During the Invasion Combat Segment, any Ground Forces on a Carrier unit may move onto a friendly, hostile, or neutral planet in the same system. (See Section 8.3.)

If you move the last Ground Force unit off a planet, place a control marker here to indicate your ownership of that planet.

7.9 Carriers

The Carrier unit may be the most significant unit in the spaceship arsenal. Without the Carrier unit, players would have no way to expand their empires by invading other planets. Carriers are weak fighters, but they carry Ground Forces, Fighters and P.D.S. around the galaxy.

A Carrier can hold a total of five units. These can be a mix of Ground Force, Fighter, and/or P.D.S. units. Think of it as 5 cargo 'slots' in which the Carrier can house any combination of military barges, Fighter hangars, or P.D.S. containment compartments. *For example, any one Carrier can hold 1 Fighter, 2 Ground Forces, and 2 P.D.S. units.*

• The P.D.S. do not work while on board a Carrier.

• Ground Forces are helpless while being transported by a Carrier. If a carrier is destroyed, all Ground Forces and

P.D.S. onboard are instantly destroyed. Fighters may survive until the end of the Space Combat Segment.

7.10 Fighters

Fighter units are inexpensive, yet effective military units. They are essential in protecting the larger ships in a player's starfleet.

• A Fighter cannot move in space by itself. In fact, it cannot even exist in space, unless the system can maintain the fighters via a Spacedock or a Carrier unit.

• Spacedocks can maintain two Fighter units, and Carriers can maintain up to five Fighter units. Fighters may only move with Carrier units (the Carrier holds the Fighters in its interior hangar). Fighters may not move independently.

• If a system holds more Fighters than allowed by Carriers and Spacedocks, the excess Fighters are *immediately* destroyed.

Example: A system that contains one Spacedock and one Carrier can maintain 7 Fighter units (if the carrier is not carrying any Ground Forces or P.D.S.). If the Carrier leaves the system, 5 of the Fighters must follow the Carrier, since the Spacedock can only maintain 2 Fighters.

7.11 Cruisers

The Cruiser is the simplest of the space units. It is, however, also one of the most effective. For a fair price, the Cruiser delivers an effective punch in combat. Cruisers are the backbone of any race's starfleet.

The most attractive feature of the Cruiser unit is its speed. Because of their agility, Cruisers are effective for quickly blocking systems (see 8.3 *Interdiction*, and 7.6 *Military Blockade*).

7.12 Dreadnoughts

The Dreadnoughts are the immense sentinels of deep space, commonly functioning as impressive and destructive flagships. These costly ships can also be used to rain destruction on enemy planets.

BOMBARDING

• Immediately before your Invasion Combat Segment, your Dreadnoughts in the same system may bombard enemy planets. Each Dreadnought may bombard once during each Invasion Combat Segment. For every hit, the enemy must immediately remove one Ground Force unit from the planet.

• If a planet contains one or more P.D.S., Dreadnoughts cannot bombard that planet.

• Dreadnoughts can bombard enemy planets even if there is no actual invasion taking place.

• If an enemy planet only contains an enemy Control marker, any "Hit" will remove the enemy control marker and make the planet neutral. Thus a planet with one Ground Force will take two bombardments to turn the planet neutral: One hit to kill the Ground Force, and a second hit to remove the opponent's control marker.





The Universities of Jol-Nar

Only the oldest of the Regents know the complete origin and evolution of the aquatic Hylar. Living in massive submerged cities, the water breathing Hylar is a species whose intense passion for technology is unrivaled anywhere in the galaxy. Human scholars have speculated that this genetic passion for technology is an evolutionary sign of a harsh environment adapted to a biological physique that is significantly weak and with limited dexterous use. In other words, the Hylar have found intelligence and ambition sufficient to circumvent their weaknesses.

The governing system of the Hylar is that of the Jol-Nar education alliance. The Head Master governs their united efforts with the Circle of Regents acting simultaneously as the most accomplished scholars of their field, and as governors of the various regions on the two oceanic planets of Jol and Nar. The Jol-Nar regime is often considered by other races to be an impatient and rude one. Perhaps this is a mere reflection of the ambitious and competitive Hylar culture, perhaps not.

Though the Hylar are capable of breathing surface air for extremely long periods of time (some have been timed to exceed several years), their dense bodies and soft bones make them most comfortable submerged.

The Head Master and the Circle of Regents will not tolerate any obstruction in their search for intellectual and technological advancement.

Example: The N'orr player is ready to land three Ground Forces on a Hacan planet which contains only two Ground Forces. Before the N'orr lands his Ground Forces, his two great Dreadnoughts bombard the planet. The N'orr player rolls two dice, a 3 and a 8. One hit. The Hacan player removes one Ground Force. The N'orr then lands three Ground Forces which now face only one Sol defender instead of two.

8.0 The Turn Sequence

The game rounds of TWILIGHT IMPERIUM follow these phases:

- 1) Political Phase
- 2) Economy Phase
 - Draw Action Card Segment
 - Receive Credits Segment
 - Purchase Units Segment
- 3) Individual Turns Phase
 - Movement Segment
 - Space Combat Segment
 - Invasion Combat Segment
- 4) Technology Phase
- 5) Place New Units Phase
- 6) Progression Phase

After players have worked their way through the above phases, and if no player has won the game in the Progression Phase, then start from the Political Phase once more, etc.

Below, each phase is described in detail.

8.1 The Political Phase

The Political Phase is an important part of TWILIGHT IMPERIUM. It represents the Galactic Council on central Mecatol Rex where the great races meet in a galactic assembly to decide upon matters great and small.

The political power (votes) of each player is equal to the number of influence that player has. When casting votes during the Political Phase, a player must cast *all* votes, he cannot split votes or only allocate a certain number of votes.

Your total influence (votes) equals the combined influence value of all planets under your control.

BEGINNING THE POLITICAL PHASE

The Political Phase is initiated by drawing a political card from the deck of pre-shuffled political cards. This card represents the political agenda for this session of the council.

One player should read the agenda aloud, making it clear what type of vote is about to be cast. In TWILIGHT IMPERIUM, there are two types of voting processes:



1) Elect votes: When a political agenda asks the council to *Elect* something or someone, **each player may choose who or what to elect.** The subject with the **highest number of total votes is considered elected.** Simply follow the instructions on the cards.

2) For or Against votes: Most cards will ask the council to vote *for* or *against* a certain action or law. Simply follow the instructions on the card. In this type of vote, the choice (for or against) must have **the majority of the cast votes.**

Laws

Some political cards are "Laws." Laws represent permanent changes to the rules and/or flow of the game. When a LAW is voted FOR, that political card is laid face up close to the political deck where all players can see it. The effects of this card are now constant. If a LAW is voted AGAINST, enact any "against" effects the card may have, and then discard the card.

Though the council might have adopted a certain LAW early in the game, the balance of power can later shift and old laws might become unpopular. If this happens, how can the council reverse old laws?

In the political deck, there are a few cards that will allow for older LAWS to be reassessed. Note that such cards are few, however, and that most passed LAWS are in the game to stay.

• If a Revote card is drawn, but there are no existing LAWS, the card is discarded and the Political Phase is over.

Typical Political Card:



RUNNING THE POLITICAL PHASE

The Political Phase should be run in the following fashion.

1) A Political card is drawn and the resolution is read aloud.

2) Players debate the agenda, trying to threaten, lure,



The Xxcha Kingdom

Bathed in the strong, yet gentle, light of the Xxlak star lies the splendid jewel of Archon Ren. The planet hosts a magnificent jungle environment and a myriad of living creatures. The Xxcha, a sentient lizard race, are masters of life on Archon Ren. The Xxcha have been considered one of the Great Races longer than history itself.

The Xxcha monarchy is ruled by the King in the lush city of Kldaj, where he oversees a philosophical and peaceful people whose structures and starships are often intricately beautiful and an aesthetic joy to the eye. A favorite past time of elder Xxcha is to contemplate Origin and Meaning while smoking Gerr Root on long stemmed pipes. Tourists find Archon Ren a paradise remarkably free from hostile insects that so often make jungle planets unbearable.

The everlasting sorrow of the Xxcha people hovers shining above them in the night sky. Brilliant it may look, but shattered and dead nevertheless: Archon Tau, the sister planet that once matched Archon Ren's beauty and majesty. The ecology of Archon Tau was destroyed in the gruesome bombardment when a Letnev force invaded and was subsequently defeated by a liberating Sol force in the early Twilight Era.

Once a people with no military, the Xxcha are docile no longer. The silent reminder above them keeps the Xxcha military and fleet vigilant and determined to never again submit to an invading force.



or convince other players to vote their way.

3) Players vote. The player with the least influence votes first, followed by the player with the second least influence, etc. This will result in the player with the most influence voting last.

A player cannot split or cast partial votes. Players can, however, choose to abstain from voting.

- If at any point during the game, the number of players is reduced to two (or in a two player game) the council is considered to have been dissolved, and no further Political Phases will be held. (Discard all current LAWS.)

The Political Phase is meant to be a fun, active phase, allowing players to forge alliances and use their political prowess to hurt their enemies in other ways than through military force.

- Players typically make promises in return for favors or credits. All such promises are paper-thin. There is no penalty in TWILIGHT IMPERIUM for not keeping a promise made (except maybe a poor reputation).

- Credits may not voluntarily flow between players (unless an action card states so) in any other phase than the Political Phase. All bribes and other tacit payment arrangements must be made during this phase.

8.2 The Economy Phase

The economy phase consists of three segments:

- Draw Action Card
- Receive Credits
- Purchase Units

Players should play these segments simultaneously to speed up the game. If there is any doubt or complaints, players should go in order of Influence (highest influence goes first).

DRAW ACTION CARDS

During this segment, each player draws one action card.

Action cards, which are kept hidden from other players, contain various helpful events and actions that affect the game.

- Action cards can only be played at certain times during the game. Each card describes exactly when a player is allowed to play that specific card.

Special Rules:

- A player cannot play two identical action cards for the same situation/entity during one round. (Example: a player cannot play two Flank Speed cards on the same fleet. He/she can, however, play a Flank Speed card on two different fleets the same turn.)
- A player can not hold more than 7 action cards. If a player holds 7 action cards, he is not allowed to draw a card during the Draw Action Card Phase.

- A player can discard as many action cards as desired immediately before the Draw Action Card Phase.

- A player can trade, sell, or give action cards to other players during the Political Phase.

Typical Action Card:



RECEIVE CREDITS

During this segment, each player receives, from the bank, a number of credits equal to his total number of resources.

Your total resources are found by adding the resource value of all planets under your control.

After determining how many credits each player receives, the players take these credits from the bank, adding them to their private stockpile of credits.

Trade Income

Also during the Receive Credits Segment, players collect income from any Trade Agreements.

Some of the most rewarding cards in the Action Card deck are the **Trade Agreements**. During the Receive Credits Segment, a player collects, from the bank, a number of credits equal to the number of planets that the trade partner controls.

Example: The Letnev and Xxcha are involved in a Trade Agreement. The Letnev player controls 7 planets, and the Xxcha control 4 planets. During the Receive Credits Segment, the Letnev player collects 4 credits and the Xxcha collects 7 credits for this Trade Agreement.

Playing a Trade Agreement means that the two races involved have embarked on a profitable trade relationship. After being played, the card should be placed face-up where all players can see it, and the trade partners should



place one each of their Control Counters on the card to signify their participation.



Trade Agreements can be broken at any time by either of the two partners. A player simply announces that the Trade Agreement is broken, and then discards the card.

Trade Agreements are broken immediately if the two trading partners engage in either space battle or invasion combat against each other. Trade Agreements with the Hacan player are *not* broken if the Hacan are involved in combat with a trading partner.

PURCHASE UNITS

After all players have received credits, each player has the option to purchase new units. Any credits spent on units are returned to the bank. The units purchased in this phase are placed next to the player's Race Stand, and will be added to the game later during the Place New Units Phase.

IMPORTANT: When purchasing units, remember the restrictions on how many units you can place at a Spacedock. If you have bought units, but cannot place them on the board during the Place New Units Phase, the units are destroyed and you will have lost the credits used to build them.



The Federation of Sol

Ever since their discovery of the mass-drive engine, humans have been reaching into space. Driven by some inner instinct of exploration and discovery, no star seems too remote for human curiosity.

Stemming from the gorgeous planet Jord (or Ert), human fleets of commerce and colonization are common sights in the galaxy. More so than any other race humans have the greatest deviance in intellect and application in skills. They can be found in every level of galactic culture, from common servants, smugglers, and thieves, to wealthy traders, diplomatic consultants, and respected scholars. It is commonly recognized by galactic historians that it has been the diversification of human talent that has allowed the race to resist annihilation or extinction.

The Federation is governed by the bi-annually elected "Freiskent" or "High Minister," whose power is counterbalanced by the central Council of One Thousand. Governance and administration of the human cause is done from the massive city of New Moscow, located in the center of the Jord urbanized continent.

For all their prowess in diversification, humans have proven themselves to be one of the most aggressive of the great races. War, nationalism, and hostile expansion have left their mark on human history. Sol was among the most ardent aggressors during the early Twilight Wars.



Unit Costs

Type	Cost
Dreadnought	10
Carrier	10
Cruiser	6
Fighter	4
Ground Force	4
P.D.S.	10
Spacedock	15

another race, it is considered *interdicted* and it **must** stop movement. Since no system may contain spaceships of two different races, a space battle must follow in the subsequent Space Combat Segment.

- Fleets **can** move through systems containing enemy controlled planets and enemy Spacedocks with Fighter units.
- The definition of a Fleet is one or more spaceships in the *same system before the beginning of your Movement Segment.*

IMPORTANT: Spaceships can never move *through* star-systems containing a Fleet of another race—even if that race is considered to be an ally.

8.3 Individual Turns Phase

During the previous phases, players have mostly acted simultaneously. During this phase, however, each player individually plays through the three steps of the phase while other players wait and observe.

The player order of the Individual Turns Phase is decided by the total amount of influence each player has. The player with the highest influence goes first, followed by the player with the next highest influence, etc.

- Note that influence may change as planets change hands. Players should re-check the amount of influence after each player has taken his turn. A player can only play this phase once per game round.

The Individual Turns Phase is taken in three segments:

- Movement
- Space Combat
- Invasion Combat

Each player plays through all three segments before the next player takes his individual turn.

MOVEMENT SEGMENT

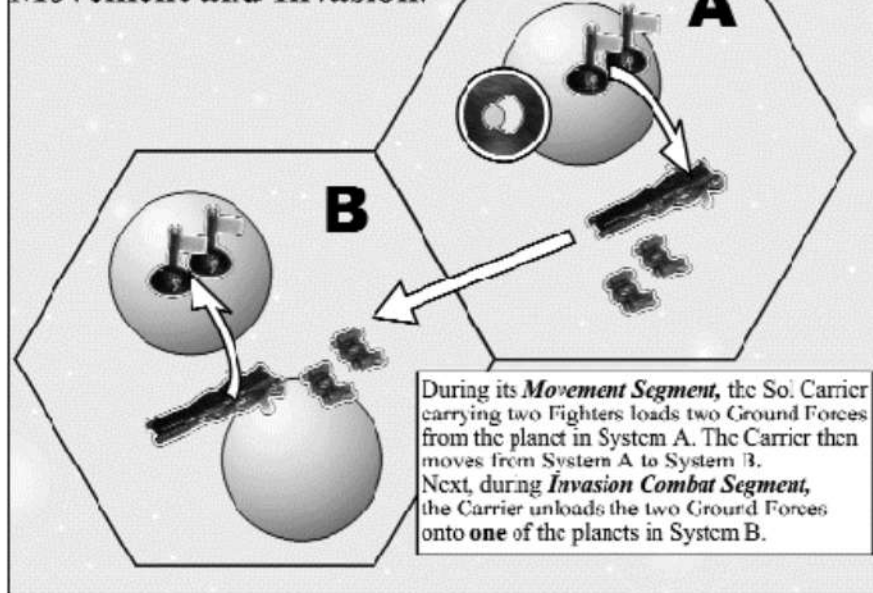
During the Movement Segment of the Individual Turns Phase, the active player can move her/his units around the galaxy. Please see the back of this book for the movement allowances for each type of spaceship unit. A movement allowance of 1 means that a spaceship can move from one tile to an adjacent tile (from one star system to an adjacent star system).

Transporting

A Carrier can pick up a Ground Force or P.D.S. unit at any time during its movement (before, in between, or after). A Ground Force or P.D.S. unit, however, cannot leave the Carrier before the Invasion Combat Segment. See the illustrated example for an example of Carrier transportation.

Interdiction

The moment a ship enters a system containing the spaceship(s) of

Example of Carrier Movement and Invasion.**Special Mapboard Tiles**

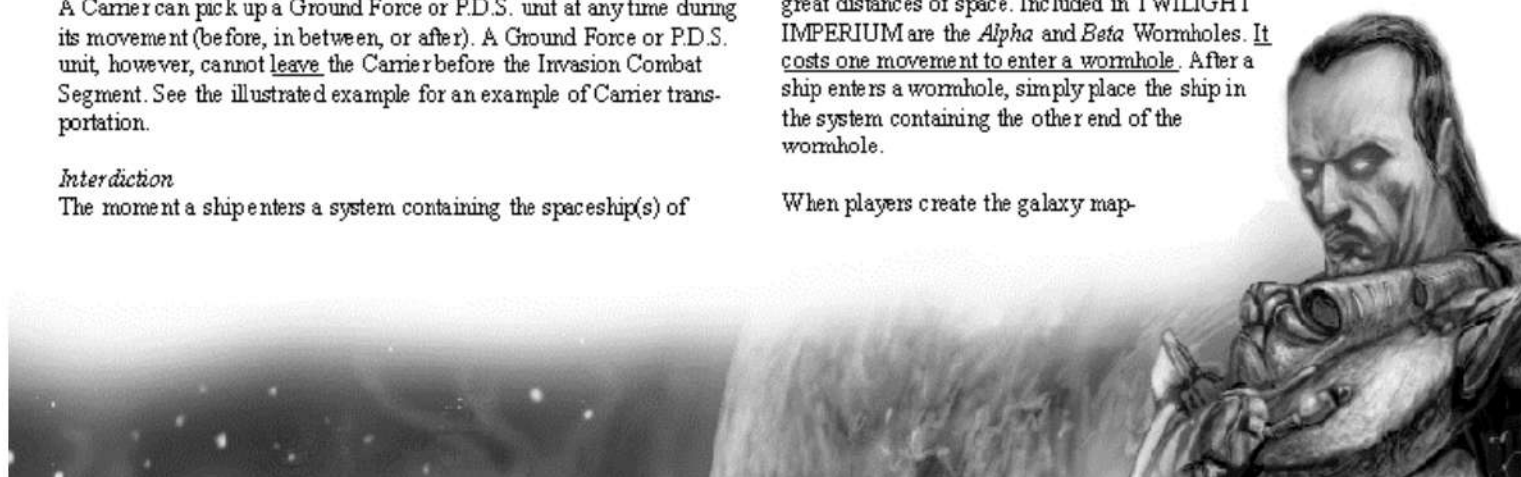
TWILIGHT IMPERIUM contains several mapboard tiles that are not considered standard systems:

• Wormholes

There exists in space a phenomenon known as a "wormhole": a gravitational anomaly with such incredible polarized mass attraction that two different places in space exist at the same point.

In TWILIGHT IMPERIUM, players can use wormholes to traverse great distances of space. Included in TWILIGHT IMPERIUM are the *Alpha* and *Beta* Wormholes. It costs one movement to enter a wormhole. After a ship enters a wormhole, simply place the ship in the system containing the other end of the wormhole.

When players create the galaxy map-



board, it is sometimes possible that both ends of a wormhole will not be placed on the board. In this case, that wormhole has no function.

Example: A Hacan Cruiser unit with a movement of 2 begins its turn in system X. It uses one movement to go to the adjacent system Y that contains the Alpha Wormhole. The Cruiser uses its second movement allowance to move through the wormhole, and ends its turn in the system containing the other Alpha wormhole.

• Supernovas

These exploding balls of energy are absolutely impassible.

• Asteroid Fields

These fields of planetary debris are impassible until players achieve *Antimass Deflector Technology*. With this technology, players are allowed to move through asteroid fields, but never end their turn here. (Thus only ships with movement of 2 or higher can use this option.)

SPACE COMBAT SEGMENT

The active player begins his Space Combat Segment immediately after he has completed his Movement Segment. Space battles always occur in any system containing the spaceships of the active player and those of another race. Space battles are fought in the following manner:

- 1) The attacking player fires once with **all** his ships and counts the number of hits he inflicts. A hit is inflicted when a player rolls equal to or higher than a ship's combat value.
- 2) The defending player fires with **all** defending units and counts the number of hits he inflicts.
- 3) Both players remove a number of ships equal to the number of hits inflicted by their opponent (Players choose their own casualties).
- 4) The attacker now has the opportunity to stop the attack and withdraw.
- 5) The above process is repeated until one side is eliminated, or the attacker has withdrawn.

See Diagram #4 for a full length example of space combat.

What is a hit?

On the back of this booklet, you will find the combat value for each ship type. This number or greater must be rolled to score a hit. Notice that a Fighter has a combat value of '9'. That means that it scores a hit on a roll of 9 or 10 (marked by a 0) on a ten-sided die. The vastly more powerful Dreadnought with a combat value of '4' hits by rolling 4, 5, 6, 7, 8, 9, or 10.

Removing Casualties

Since players remove their own casualties, and one hit kills any ship, it makes sense that players will remove their weakest/cheapest ships first. Fighter units are ideal for this type of 'gun-fodder'.



The Barony Of Letnev

In the very blackness of space lies the bleak and tortured world known as Arc Prime. Here the Baron presides over the vast underground populace of the Letnev. Dwelling in enormous subterranean cities, generously heated by the planet core, the Letnev exploit the immense metallurgic riches of Arc Prime.

The Baron nurtures and prods a proud and aggressive people. Order is kept by the maintenance of a militant culture, impressive discipline, and a strict bureaucracy. The pale Letnev despise excessive light, and often will wear protective eyewear when travelling on planets with bright sunlight.

The everlasting dilemma of the Letnev is their need for food and nutrition. Though an army of droids manage vast caverns of fungus farming, the population of the Barony has far outgrown what Arc Prime can muster in food-stuffs and liquid. The ancient Lazax kept the Barony under control by careful monitoring of the Letnev food supply.

The Letnev military receives a training so intense and effective it is only surpassed by the "Tekkdar Elite" troops on distant Quarra. The Baron himself has only one flaring ambition: To become Emperor at any cost!

Withdrawals

Every round the attacker has the option to withdraw from the attack. If he/she chooses to withdraw, the entire attacking force must withdraw together to an adjacent hex from which at least one attacking ship moved during the Movement Segment.

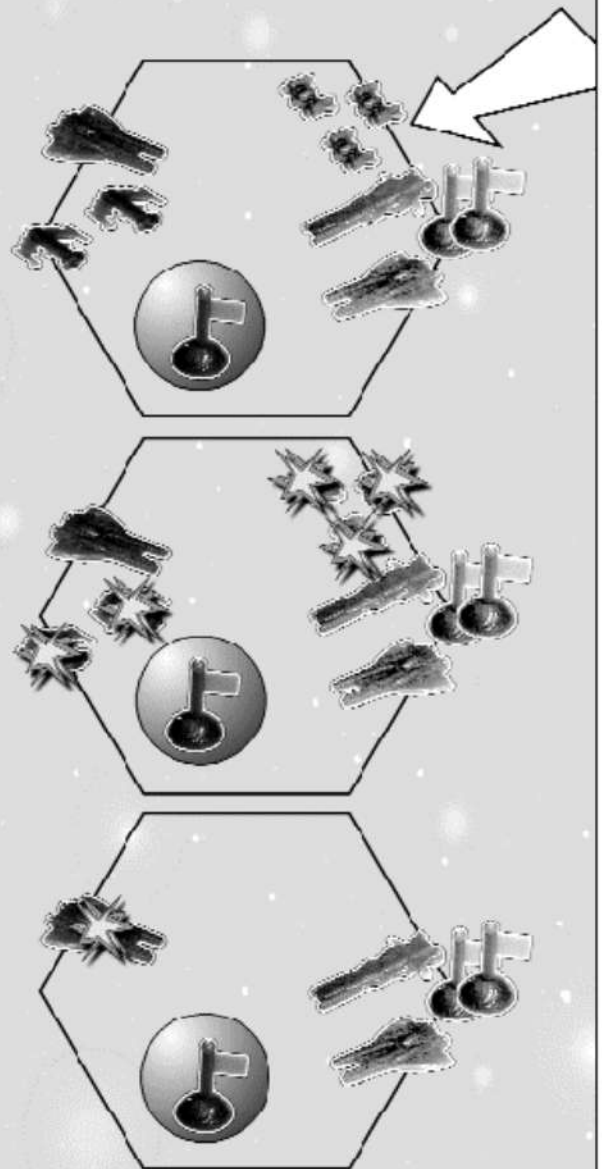


Diagram Four Space Battles Example

Sol forces consisting of 1 Dreadnought and one Carrier (carrying 2 Ground Forces and 3 Fighters) have entered a Xxcha system during Sol's Movement Segment. The Xxcha system is defended by one Xxcha Dreadnought and two Xxcha Cruisers (The Xxcha also controls one Ground Force unit on the the system's sole planet).

During Sol's Space Battles Segment, the battle begins. The Sol player rolls a '5' for his Dreadnought (a hit), a '5', '3', and '10' for his Fighters (one hit, two misses), and a '5' for his Carrier (a miss). Thus the Sol player hits a total of **2 times**. The Xxcha player rolls an '8' for his Dreadnought (a hit) and a '9' and '8' for his Cruisers (two hits). The Xxcha player hits a total of **3 times**. The Xxcha player removes his two Cruisers and the Sol player removes his three Fighters.

The Sol player chooses not to withdraw his forces, and therefore engages the Xxcha in another round of combat. Sol's Carrier rolls a '7' (a miss), and his Dreadnought a '6' (a hit). The Xxcha Dreadnought rolls a '3' (a miss). The Xxcha must remove his Dreadnought (his last remaining ship). With all Xxcha forces destroyed, the Sol player is victorious and the Space Battle is over. During his following Invasion Combat Segment, the Sol player plans to invade the planet with his two Ground Forces. A battle will then follow between the two Sol Ground Forces and the single defending Xxcha Ground Force unit.



An attacker may never withdraw through a Wormhole or into an Asteroid Field.

Transported Units

Sometimes it is possible to catch an enemy fleet with a Carrier transporting Ground Forces or P.D.S. While on a Carrier, these units can not defend or attack and are destroyed if the Carrier is destroyed.

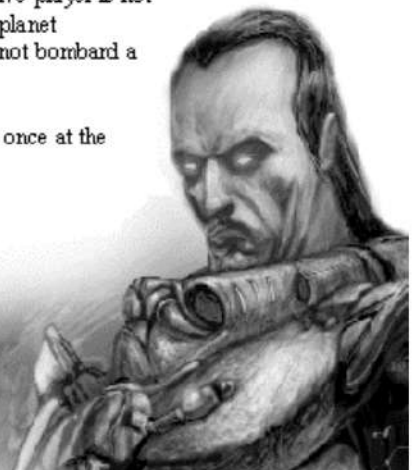
Invasion Combat Segment

After the individual player has finished all his space battles, he immediately moves on to the Invasion Combat Segment. An invasion is defined as the following:

The movement of one or more friendly Ground Force units and/or P.D.S. from a Carrier unit to a friendly, neutral, or enemy planet in the same system.

Invasion Sequence:

- 1) Determine which and how many Ground Forces will land on the specific planet.
- 2) Each Dreadnought in the system may fire one shot bombarding the enemy Ground Forces on the planet being invaded. Dreadnoughts are allowed to bombard even if the active player is not landing any Ground Forces on the planet (Remember that Dreadnoughts cannot bombard a planet that contains a P.D.S.).
- 3) Each defending P.D.S. unit fires once at the invading Ground Forces.



4) The remaining invading Ground Forces land on the planet and begin battle with the defending Ground Forces. The invasion combat sequence is identical to the space battle sequence except that the *attacking units can not withdraw* (and all combat is between Ground Forces):

- The attacking player rolls for invading Ground Forces.
- The defending player rolls for defending Ground Forces.
- Both players remove casualties.
- The above sequence is repeated until only one player has any Ground Forces left on the planet, or there are no Ground Forces left at all.

If all the Ground Forces of both the defending and the attacking player were wiped out, the defending player places a Control Marker on the planet. The defender still controls that planet.

If all the defending Ground Forces were destroyed, and the attacker has one or more Ground Forces remaining, the Invader takes control of the planet.

Note: While it is possible to land P.D.S. on an enemy planet during invasion, the P.D.S. cannot participate in combat and is destroyed if the invasion fails.

Effects of Invasion:

Neutral Planets: When a player invades a neutral planet, the player immediately adds the additional resources and influence points to his race's total.

Enemy Planets: When a player conquers a planet from another player, all the enemy P.D.S. and Spacedocks are immediately destroyed. The conquering player immediately adds the additional resources and influence points to his race's total, and the player who lost the planet immediately deducts these points from his total.

Friendly Planets: The player simply adds the landing Ground Forces to any force already on the planet's surface.

8.4 Technology Phase

During this phase, players may each purchase **one** technology advance in the form of a Technology Chit. It costs 30 credits to purchase a technology advance (note that the Jol-Nar's special ability allows them to purchase green, gold, and blue technology at 20 credits).

Technology advances are a critical part of TWILIGHT IMPERIUM. Each player begins the game with varying levels of Technology, but all players must grow their technological base significantly to advance on the Progression Chart and win the game.

Technology Requirements

The front of every Technology chit describes the name of the technology and the advances required to purchase that particular technology. A player cannot purchase a technology before he owns the required technologies. Some technologies require **two** previous technologies (if noted with an "AND") and other technologies can be reached by owning one of two different technologies (if noted with an "OR").

Example: The requirements for the "GRAVITON NEGATOR" are "Assault Cannon OR Dacxive Animators." A player is thus allowed to purchase this technology if he owns either the Assault Cannon technology or the Dacxive Animator technology.

Technology Effects

Each technology gives its owner distinct and unique advantages. These advantages are described in detail on the back of every Technology chit.

Planet Technology Specialties

Some planets harbor scientists that have special skills in one area of Technology. If a planet shows a Technology Symbol adjacent to the planet name on the map tile, that planet improves your ability to purchase tech of that color. You may subtract that planet's resources from the cost of that technology type.



= Warfare Technology



= Propulsion Technology



= Biological Technology

Example: A planet with resources of "4" and a Red (Warfare) tech specialty allows you to purchase Red Technology at a cost of 4 less. In other words, if you own two "red" planets with a combined resource value of "6," you can purchase Red Technology at a cost of 24 credits.

Note that there are no planets with a specialty in Yellow (General) Technology.

8.5 Place New Units

During this phase, players place the units bought in the Purchase New Units Phase. (Please note the rules governing the *Spacedock* unit.)

Land Units: *Ground Forces & Planetary Defense Systems* are placed directly on a planet containing a Spacedock and count towards the limit of that Spacedock's production.

Space Units: *Cruisers, Fighters, Dreadnoughts, and Carriers* are placed directly in space and count toward the limit of any Spacedock in that system. (Space units are *never* considered to be on a planet.)

New Spacedocks: These units do not require a Spacedock presence to be created. They can be placed on any friendly planet not already containing a Spacedock. A Spacedock cannot





The Emirates of Hacan

In the center of the *Quenwari* starcluster lies the tri-system of the Hacan. Circling the massive star *Kenara*, the three desert planets of the Hacan Emirate bear the names *Arretze*, *Kamm*, and *Hercant*. Scorched by the merciless sun, the people of the Hacan are nomads, moving their cities in massive dustsleds to cooler climates in the twilight dawn.

In their distant past, the Hacan were a poor species, their exploits into space dwarfed by the other great races of the Imperium. That was before the Hacan discovered the insatiable lust of off-worlders for special products grown under *Kenara*'s blinding light: The intoxicating *Gerr Root*, clothes made from the *Starflowers* that only rise during *Hercant*'s equinox, multiple aphrodisiacs, liquors, medicine, and forbidden drugs harvested and manufactured by the crafty hands of the Hacan people.

Soon the Hacan became masters of trade, and their system prospered as unfathomable fortunes were made by the increasingly powerful trade-clans. The desire to protect their wealth was a catalyst behind the election of the "Quieron": the leader of the Hacan. This individual is chosen by a hierarchy of trade-groups, each possessing their own fleets of trade and war. The Quieron is the supreme commander of the united Hacan trade fleet and military machine. His task: to lead the Hacan to the imperial throne, solidifying an era of wealth and peaceful commerce.

produce new units on the turn that it was purchased.

Summary:

- 1) All new units, except for new Spacedocks, are produced by Spacedocks.
- 2) A player can only place new land units (*Ground Forces* and *P.D.S.*) on planets containing a Spacedock.
- 3) A player can only place new space units (*Dreadnoughts*, *Carriers*, *Fighters*, and *Cruisers*) in star-systems that contain one or more planets with a Spacedock.
- 4) Each Spacedock can only produce as many new units per turn as the number of resources on the planet. Each planet can only hold one Spacedock.
- 5) Players cannot have more than six Spacedocks at any one time.

8.6 Progression Phase

During this phase, all players look at the Progression Chart to determine if they qualify to advance into the next progression bracket. When the first player advances to the *Imperium Rex* category, that player has won and the game is over.

The Progression Chart

At the beginning of the game each player places a Control Marker under *Warlord* on the progression chart. Then, during the Progression Phase, players may advance their counter on the chart if they possess the requirements needed for advancements.

Example: To qualify to progress into the "Foundation" category from "Warlord," a player must control 5 planets outside his Homeworld. Next turn, in order to progress into the "Consortium" category, a player must possess 4 Technology chips and control 5 planets outside his Homeworld.

- A player can never move backwards even if he/she later fails to qualify for her/his current position.
- A player may only advance one category per Progression Phase.

In summary, in order to advance to *Imperium Rex*, a player must have an empire that encompasses at least:

- 9 Planets outside her/his homeworld
- 9 Tech advances
- 30 Resources &
- 30 Influence

Winning the game

When a player progresses to *Imperium Rex*, he has gained enough support and strength to seize



control over the Imperial Council. The Winnaran Custodians bow before him and allow him to take the imperial throne. He has won, and the game is over.

- If two players reach *Imperium Rex* on the same turn, the player with the highest influence wins the game (If influence is tied, then the player with the highest resources wins the game, otherwise the game is a draw).

9.0 End of Sequence

If no player won the game during the Progression Phase, then players begin the turn sequence anew starting with the Political Phase.

10.0 Other Game Rules

Insurgence Checks

During the game, players will be asked to make “insurgence checks” on certain planets. This represents potential uprisings against your regime on the planet in question. Every time you are asked to make an insurgence check for a planet, roll the die. For every friendly Cruiser and Dreadnought in the system, add +1 to your die roll.

- If your result is **equal to or above** the influence value of the planet, you manage to calm the populace.

- If your result is **lower** than the influence of the planet, instantly remove two Ground Forces from the planet. If the last Ground Force on the planet is removed, you immediately lose control of the planet and it reverts to neutral status.

Planets with high influence can be quite volatile. It is wise to establish large Ground Force garrisons here, or try to have strong fleets of Cruisers and Dreadnoughts in these systems.

Out of Money?

It is possible that by random events, political cards, or action cards, a player may be forced to pay credits that he cannot afford at a given time. If this happens, the player must immediately begin selling his assets. A player must sell assets until he can pay the debt in question. Simply remove the assets from the game and collect the corresponding credit value.

Unit	Sales Value
Dreadnought	4 Credits
Carrier	4 Credits
P.D.S.	4 Credits
Cruiser	3 Credits
Fighter	1 Credits
Spacedock	5 Credits
Ground Force	1 Credits
Technology Chit	10 Credits

A player may never sell his assets voluntarily. Selling assets may only be done to

meet a debt that otherwise could not be met. A player may sell no more assets than what is needed to pay the debt.

If a player has sold all of his assets, and debt still remains, the player is eliminated from the game.

11.0 Optional Rules

The two following rules options can be incorporated into TWILIGHT IMPERIUM to give the game new flavor.

10.1 Manifest Destiny

After the gameboard has been set up, but before the game begins, players may pursue immediate annexation of planets in their local region.

Using their starting credits, players may buy control over neutral planets adjacent to their home system. The cost of buying such control equals = (Resources of Planet + Influence of Planet) * 2.

After buying control of the planet, the player places one free Ground Force unit on the planet.

Example: The N'orr player's home system is adjacent to the system containing the planets Mellon (1 resources and 4 influence) and Sakulag (4 resources and 2 influence). The N'orr decides to pursue manifest destiny on Sakulag, pays 12 credits to the bank, and places one Ground Force unit on the planet.

10.2 Distant Suns

“...look upon these luminous stars! These distant suns! They harbor fruitful harvest, and wealth upon which to build an empire.”

— **Dax Emuciel Weyan IV, Baron of Letnev,**
aboard the Letnev Battleship *Miskac*

This game option will drastically alter the strategy of colonization. Neutral planets now may contain unseen dangers or hidden rewards. Enclosed in TWILIGHT IMPERIUM you will find the triangular “Domain Counters” which are used for the Distant Suns rules option.



After the gameboard is created, but before the game begins, shuffle all the Domain Counters and place one, face down, on every neutral planet on the board (do not place any Domain Counters in Home systems or on Mecatol Rex). Remove any excess Domain Counters from the game without looking at them.



The Domain Counters

Domain Counters reflect the unknown aspects of deep-space exploration and colonization. The Domain Counters function as follows:

- All Domain Counter effects take place immediately upon the initial invasion of a Neutral planet.
- The front illustration of the Domain Counter indicates which type of encounter/event it represents. Cross-reference this symbol with the Domain Table (located on the back of this rules booklet) to read what effects to apply for that particular type of encounter.
- If a player comes to control a planet without actually invading the planet (as via "Manifest Destiny") the Domain Counter is ignored and removed from the game.
- If, for any reason, a planet returns to neutrality after occupation by a player, do not place a new Domain Counter on the planet.

Probing

During the Invasion Combat Segment, a player may choose to probe a planet. A probing player may not invade the planet being probed during the same segment (The planet may be invaded by another race, however). A player that wishes to probe must have a Carrier and at least one Fighter in the same system containing the planet being probed. Two Fighters are required to probe two neutral planets in the same system.

When a player probes a planet, he may secretly look at the Domain Counter located on the planet. After looking, the Domain Counter is returned, face down, to the planet once more. The player may not look at the counter again unless he later invades or probes again.

- Special rule: If the Domain Counter "Lazax Survivors" is probed, remove the counter from the game. The probing player may immediately draw 3 action cards and place a free Ground Force on the planet.

Razing

During the Invasion Combat Segment, a player may choose to raze a neutral planet containing a Domain Counter. A Dreadnought must be present in the same system as the planet razed. A planet that has been razed may not be invaded by ANY player that round.

A razed planet has its Domain Counter removed from play. After razing a planet, the responsible player must roll for the reaction of the imperial council, his own people, and the rest of the galaxy.

Roll the dice.

Result	Effect
1-7	- No effect
8-9	- Lose 3 Random Action Cards
0	- Lose 3 Random Action Cards and roll an insurgency check on all planets outside your Homeworld

- Special Rule: If a player razes a planet containing "Lazax Survivors," the responsible player must immediately discard all his Action Cards, roll an insurgency check on all his planets, and he may not vote during the next Political Phase.

II.O Problems and Questions

For frequently asked questions, variant scenarios, and more information on TWILIGHT IMPERIUM and other FFG products please visit our website www.fantasyflightgames.com.

For problems or questions regarding this game, please contact FFG customer service at ffg@tpg.net. You can also mail FFG at the following address:

Fantasy Flight Games
2021 W County Rd C.
Roseville, MN, 55113

I20 Credits

Twilight Imperium Game and Universe by Christian T. Petersen

Editing by Greg Benage and Darrell Hardy

2nd Edition assistance by Jeffery P. Boucher-Zamso and Darrell Hardy

2nd Edition Playtesting by Rusty Schmidt, Darrell Hardy, Erik Tyrell, Jeffery P. Boucher-Zamso, and Osta Productions

All art by Scott Schomburg

Visual Design and Layout by Brian Schomburg, Ian Hoegfeldt, and Christian T. Petersen

1st Edition Creative Input by Morten Nyhus Hornsleth and Peter Mork

1st Edition Playtesters are W. Gregory Klett, Gerald L. Ogaard, Justin Bang, Gerald Dokka, Andrew Fredlund, Anders & Thomas Petersen, Joseph Burke, Christopher Dorn, Morten Nyhus Hornsleth, Leslie Nielsen, Mike, Peter, Andrew, Brian, Debbie, Jason, Rich, and many other helpful gamers at Phoenix Games in Burnsville

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DISTANT SUNS DOMAIN EFFECTS



Biohazard: Hostile environment requires terraforming. The first Ground Force to land here is always destroyed. The first successful player to invade this planet may not use the planet's resources for the next round. This counter is thereafter removed.



Radioactive: The planet contains unexpected high levels of radiation. This kills all Ground Forces of the initial invasion. Remove this counter after the first invasion attempt.



Settlers: Private settlers have already colonized this planet. Roll a die. On a roll of 7 or more, these settlers are members of your race. On a 6 or lower, randomly determine one of the other races in play. The settling race immediately receives two free Ground Forces here. Discard this counter.



Lazax Survivors: Your colonial troops have stumbled upon a small enclave of Lazax survivors, and the rest of the galaxy refuses to believe in your discovery. Your influence is reduced to zero for one whole round. Discard this counter. (Note that this encounter has additional functions, please see section 10.2)



Wealth: This planet has resources that are immediately useful for your people. Receive as many credits as the counter indicates. Discard this counter.



Industrial Society: Here dwells a friendly race with impressive industrial skills. The invading player may immediately place a free Space Dock here. Discard this counter.



New Technology: A technologically advanced society dwells here. Receive 5 times the planet's Influence value in credit towards your next technology purchase. Discard this counter.



Hostile Locals: The indicated number of neutral Ground Forces will defend themselves against any invader. If all the local forces are not destroyed during one invasion, the next invasion must face the full indicated number of local Ground Forces once more.



Wormhole: A new wormhole has formed in the space nearby this planet. This wormhole will connect to its partner(s) (Alpha or Beta) like a normal wormhole. Leave the counter in space for reference.



Peaceful Invasion: The invasion progresses without any significant problems. Discard this counter.

Turn Sequence

- 1) Political Phase
- 2) Economy Phase
 - Draw Action Card
 - Receive Credits
 - Purchase Units
- 3) Individual Turns Phase
 - Movement Segment
 - Space Battles Segment
 - Invasion Combat Segment
- 4) Technology Phase
- 5) Place New Units Phase
- 6) Progression Phase

Unit Values

Unit	Cost	Battle	Movement
Dreadnought	10	4	1
Carrier	10	9	1
Cruiser	6	8	2
Fighter	4	9	-
Ground Forces	4	8	-
P.D.S.	10	-	-
Spacedock	15	-	-

