

TWILIGHT IMPERIUM 4 - Quick Reference

GAME OVERVIEW

1. Strategy Phase

Players choose strategy cards starting with the speaker and proceeding clockwise.

2. Action Phase

Players take turns in initiative order, repeating until each player has passed.

3. Status Phase

Players perform these steps in preparation for the next game round (in Initiative Order).

1. Score Objectives
2. Reveal Public Objective
3. Draw Action Cards
4. Remove Command Tokens
5. Gain and Redistribute Command Tokens
6. Ready Cards
7. Repair Units
8. Return Strategy Cards

4. Agenda Phase

Players draw and resolve two agendas (once Mecatol Rex has been claimed).

Speaker votes last. Even outcomes are decided by Speaker.

1. Draw first Agenda->Play Rider/Cards/Abilities->Vote
2. Draw first Agenda->Play Rider/Cards/Abilities->Vote

FREQUENTLY OVERLOOKED RULES

- Ships can only drop off ground forces in the active system.
- Players can exceed their ships' capacity during combat.
- Players are limited to two PDS units and one space dock on each planet.
- Unit upgrade technology does not satisfy prerequisites.
- Players can exchange only one promissory note each as part of a single transaction.
- Players with upgraded PDS units in the same system as a wormhole can use those units' "Space Cannon" abilities to fire through the wormhole.
- Players may trade promissory notes that were given to them by another player.
- A player is limited to three secret objectives, including both scored and unscored secret objectives.

PLANET TRAITS



Cultural



Hazardous



Industrial

ACTIONS

There are three types of actions that players may perform during the action phase:

Strategic Action

A player performs the primary action of their chosen strategy card. Then, other players perform the secondary ability of that card.

Component Action

A player may perform an action granted by their faction sheet, a technology, or an action card.

Tactical Action

A player may perform a tactical action by spending a command token from their tactic pool by placing it in a System. They resolve the following steps:

- Activation of a System
- Movement
 - Move Ships (can pick up Ground Forces and Fighters from systems they passing through and no command token is in that)
 - Space Cannon Offense
- Space Combat
 - Anti-Fighter Barrage (can be used even without targets)
 - Announce Retreat
 - Make Combat Rolls
 - Assign Hits
 - Retreat (only in a single system with own units or planets)
- Invasion
 - Bombardment
 - Commit Ground Forces
 - Space Cannon Defense
 - Ground Combat
 - Establish Control (first time -> draw Exploration Card)
- Production

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Complete Setup

1. **DETERMINE SPEAKER**
2. **(CHOOSE SEATING or MILTY DRAFT)**
3. **CHOOSE FACTIONS & COLOR & GATHER (FACTION) COMPONENTS**
4. **CREATE GAME BOARD**
 - Place the Mecatol Rex system tile in the center of the common play area—this is the center of the galaxy.
 - Place hyper lane tiles, like shown in corresponding diagram on page 6

Deal System Tiles:

Player Count	Blue Tiles	Red Tiles
3	6	2
4	5	3
5 / 5 No Hyper*	3 / 4	2 / 2
6 / 6 Large	3 / 6	2 / 3
7* / 7 Alternate	4 / 3	2 / 2
8* / 8 Alternate	4 / 3	2 / 2

*NOTE: For some player counts and game board setups, additional system tiles are required and placed by the speaker before beginning in any space to McRex.
FIVE-PLAYER (NO HYPERLANES): The speaker places one red tile.
SEVEN-PLAYER: The speaker places two red and three blue tiles.
EIGHT-PLAYER: The speaker places two red and two blue tiles.

Place System Tiles:

- From inner Ring to outer ring and always completing the actual ring!
 - Place first Player Home Systems to Seating Position
 - Anomaly system tiles **cannot** be placed next to one another unless there is no other option.
 - Sytem tiles that contain the same type of wormhole **cannot** be placed next to one another unless there is no other option.
5. **PLACE GAME BOARD TOKENS**
 - Place the custodians token on Mecatol Rex.
 - Place one frontier token on each system that has no planets.
 6. **COMMAND TOKENS**
 - Each player places three command tokens in their tactic pool, three their fleet pool, and two in their strategy pool.

7. PREPARE OBJECTIVES

- Each player draws two secret objectives and chooses one to keep. Shuffle the unchosen secret objectives back into the secret objective deck
- Decide if 10 or 14 VP Game will be played
- Place five Stage I - and Stage II - Objective Cards and reveal the first two Stage I objective Cards
- Start the Game with the Strategy Phase

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