Twilight Imperium 3rd Edition
DieStar's House-Rules

The goal of these rules is to make the game more combative and aggressive while making little changes to existing rules, keeping alterations to existing components minimal, not prolonging the setup and requiring no new components.

- Suggested Strategy Cards:
  Leadership, **Diplomacy II**, **Assembly**, **Production**, **Trade II**, **Warfare**, **Technology II** and **Bureaucracy**.
- Suggested Modules:
  o Discretionary modified Age of Empire (**Regulation** or **Holder of the Throne**).
  o Discretionary **Distant Suns** or **Territorial Distant Suns**.
  o With modified **Leaders**.
  o With **Voice of the Council**.
  o With modified Artifacts (**Jewels among the Stars** or **Symbols of Superiority**).
  o With **Variant Objectives** – these are mixed with the original Public Objective cards.
  o With modified **Race-Specific Technologies**.
  o With **Shock Troops** – additionally, during setup it is recommended to add Hope's End to the Regular Systems pile.
  o With modified **Space Mines**.
  o With **Wormhole Nexus** – additionally, during setup it is recommended to add any System with both a planet and a wormhole to the Regular Systems pile.
  o Discretionary modified **Facilities**.
  o With **Tactical Retreats**.
  o With **Custodians of Mecatol Rex**.
  o Discretionary **Simulated Early Turns**.
  o With Modified **Preliminary Objectives**.
  o With **Flagships**.
  o Discretionary **the Final Frontier**.
  o With modified **Mechanized Units**.
  o Discretionary modified **Mercenaries**.
  o Discretionary **Political Intrigue** – when playing with the Nekro Virus, it is advised to play with this module).
- Victory Conditions:
  o Elimination:
  In the rare case all players, but one, are eliminated – he is the winner.
  o "Imperium Rex" Objective Card:
  When this card is drawn or a Red-Tape counter is removed from it, the game immediately ends and the player who currently has the most Victory Points is declared the winner.

If there is a tie, resolve it in the following order:
Number of resolved **Objective cards**;
Number of **Planets**;
Number of **unused Command counters**;
Number of **Command counters on Race sheet**;
If still tied, then the game ends in a draw between the tying players.

  o Victory by Victory Points:
  Players my only claim Victory by Victory Points during the Status Phase, after all players have claimed objectives.
  The amount of Victory Points needed to achieve victory is 12, but players may gain up to 14; the payer with most Victory Points needed to win is the winner – in case of a tie, determine winner in same manner of the "Imperium Rex" Objective card.
  o Other Objective Cards:
  During the Status Phase, if a player claims a Public Objective rewarding a victory, this trumps other players' Victory by Victory Points.

- Secret Objectives:
  At the start of the game, **each player receives 2 Secret Objective** cards; he may only claim one of the Secret Objectives and once he does, he must discard the unclaimed Secret Objective card.

- Bonus Counters:
  At the end of every Strategy Phase, after all players have selected a Strategy card, the Speaker chooses and places an additional Bonus counter on all unused Strategy cards except one. When a player selects a Strategy card that contains one or more Bonus counters, that player must immediately exchange each Bonus counter for either **2 Trade Goods or 1 Command counter**.

- Assembly:
  When executing the Primary Ability of the Assembly or Assembly II Strategy card, each player shows the active player one of his Political cards for him to choose to read from; the player whose card was chosen then draws a new card from the Political deck.
  Players may discard Political cards instead of Trade Goods, **to a minimum of 2 cards** in hand and may reveal their Political cards to other

players.

- Trade Agreements and Conflict:
  Trade agreements are canceled when a Ground Invasion or Space Battle is initiated, as well when performing PDS attack (but the player may choose whether to perform it or not).

- Trade II and Emirates of Hacan:
  When not the active player, Hacan gains Trade Goods from his active trade agreements **without** subtracting 1 from the total number of Trade Goods indicated on both his trade agreements.

- Bureaucracy:
  Ignore the "**Special**" section of the Bureaucracy Strategy card; instead, whenever a Bonus counter is placed on it, draw the top card of the Public Objective deck and place in the common play area.

- Action Cards:
  Players are dealt 1 Action card during Setup.

- Lazax Planets:
  Successfully attacking and taking control of Mecatol Rex or any planet with a real Artifact via planetary invasion from another player rewards the attacking player **1 Command counter** to place on any of the areas on his Race sheet.

- Trade Stations:
  Ignore the Refresh Ability; instead, it allows the player, during the Status Phase, to exhaust the Trade Station **and any 3 other friendly unexhausted planets** to receive an amount of Trade Goods equal to their Resources value.

- Space Docks:
  During the activation sequence of a System, the active player may not produce a Space Dock on a planet during the **same activation sequence** in which he took control of it – similarly, a Space Dock cannot produce units during the **same activation sequence** in which it was built.

- Producing on Planets:
  When producing on a planet, players are not required to exhaust it first.

- Producing Ground Forces and Fighters:
  At the cost of 1 resource, player may produce up to 2 Grounds Forces and/or Fighter units, requiring 2 Production point.

- Capacity:
  Any ability or technology that grants Capacity allows the unit to carry **any** type of transportable unit (Ground Forces, Shock Troopers, Fighters, PDS and Mechanized Units).
  At any time, while not during Space Battle, the number of transportable units that a player has in the space area of a System cannot exceed the **combined Capacity** of that player's spaceships in that System; Leaders follow the same restriction, but do not require Capacity.

- Dreadnaught:
  A Dreadnaught rolls **2 dice** in Space Battle; each hit reduces the amount of dice it may roll in combat by 1.

- WarSun:
  A WarSun requires **2 Command counters** in the Fleet Supply area.
  The WarSun may be hit **3** times; each hit reduces the amount of dice it may roll in combat by 1.

- Sabotage:
  it is possible to play a "Sabotage" action card to cancel another "Sabotage" action card.

Modules

- Age of Empire:
  When playing with this module, play with 5 Stage I Public Objective cards and choose one of the following options:

  Regulation:
  Play with the **Leadership**, **Assembly** or **Assembly II**, **Production** and **Bureaucracy** Strategy cards. All Public Objective cards start with Red-Tape counter; a Public Objective with a Red-Tape counter cannot be claimed.
  Ignore the "**Special**" section of the Bureaucracy Strategy card; instead, whenever a Bonus counter is placed on it, remove a Red-Tape counter from a Public Objective card, starting at the first and foremost card with a Red-Tape counter.
  Ignore the "**Primary Ability**" section of the Bureaucracy Strategy card; instead, when executing it, receive 1 Command counter, then remove one Red-Tape counter from any one Public Objective card – a player may only remove a counter from "Imperium Rex" if there is at most one Red-Tape counter to the left of the card; that player may then immediately claim one Public Objective for which he qualifies.

  Holder of the Throne:
  Play with the **Initiative**, **Political** or **Political II**, **Logistics** and **Imperial II** Strategy cards.

- Leaders:
  At the start of the game, players start with 2 Leaders (instead of 3).
  After winning a Space Battle or Invasion Combat where an enemy Leader was lost, gain **2 Political cards** (or **2 Trade Goods**, if playing with the Political or Political II Strategy cards). When a Leader is lost, he is returned to the player during the Status Phase.
  To deploy a Leader (including the 3rd Leader unplaced during the start of the game), the player must, as an action, discard a Command counter from his Strategic Allocation to place it on any friendly planet or spaceship.

  o Admiral:
    On spaceships, at the end of the production step of a tactical action, an Admiral can deploy a Space Mines token at the cost of 1 Resource.
    Discard an Admiral to re-roll **any 3 dice** rolled during a Space Battle round in which he is participating.

  o Agent:
    An Agent nullifies any abilities of one enemy Leader in the same System.
    Discard the Agent instead of using a "**Sabotage**" Action card.

  o Diplomat:
    On planets, a Diplomat prevents **any Planetary Bombardments** in the System. On spaceships, a Diplomat can be discarded to pass through an enemy fleet or allow an enemy fleet to pass through.

  o General:
    On planets, during Invasion Combat, Ground Forces change into Shock Troopers on a result of **9+** (instead of 10).
    On planets, immediately after a successful Invasion Combat or Planetary Landing, discard a General to place 4 Ground Forces on the planet.

  o Scientist:
    On spaceships, a fleet can move as fast as the fastest spaceship in the System when exiting the System.
    When acquiring a technology, discard a Scientist to ignore 1 technology prerequisite.

- Race-Specific Technologies:
  Excluding the Nekro Virus, players may not acquire any Race-Specific Technology cards and instead automatically receive them (for free) when **any one player's** Victory Points total is equal to their **printed cost**.

- Artifacts:
  When playing with this module, choose one of the following options:

  Jewels among the Stars:
  During Setup, place all 8 Artifact tokens on the galaxy map.
  In addition to providing 1 Victory Point to the player who controls them, Artifacts also confer a Technology specialty of the same color as the Artifact.

  Symbols of Superiority:
  Instead of providing a Victory Point to the player who controls it, each Artifact grants an additional Special Ability.

  o Lazax Armory:
    When this artifact is revealed, take a face-down System tile from the box and keep it in the common play area; when a player takes control of this Artifact, give him the corresponding Special Objective and this tile. During the Action Phase, instead of performing a Tactical Action, the player may, spend the Special Objective into his Reinforcements, perform a "**Cloaking**" – in addition to spending a Command counter from the Command Pool, which must be placed on the face-down system, spend 2 Command counters from his Reinforcements and place them, with the "fleet" side up, on 2 Systems containing no enemy spaceships; any unit capable moving to both Systems are

considered "Cloaked" and are placed instead on the face-down system tile (they must still meet the normal fleet supply limitation within it), During the Status Phase, he may remove as many "fleet" side up Command counters from the board.

- PDS units may not fire to Cloaked Systems.
- There may only be one Cloaked fleet.
- No more than **4** Cloaked Command counters are allowed on the board (during a Cloaking, any number of Cloaked Command counters may be removed).
- When activating a Cloaked System, cancel the Cloaking – simply remove the Cloaked Command counter.
- If, during any other player's turn, a Cloaked System is activated, after his starships end their movement, they may either discard the Command counter (revealing the Cloaked fleet is not there) or keep it, discard all other Cloaked Command counters and place the Cloaked fleet on the System (and immediately initiate a Space Battle).
- During their turn, they may perform a standard Tactical Action from any of the Cloaked System – place the Cloaked fleet on the activated System and discard all Cloaked Command counters.

If the player loses control of this Artifact, he must immediately place his Cloaked fleet on any Cloaked System, discard all Cloaked Command counters and return the Special Objective and face-down System tile.

o Precursor Fossil:
When this Artifact is revealed, take a fake Artifact token from the box and keep it in the common play area; when a player takes control of this Artifact, give him the corresponding Special Objective.
During the Action Phase, before any player starts his turn, they may spend this card into his Reinforcements to **prevent a player's turn** or **immediately take a turn**, regardless of initiative order.
If the player loses control of this Artifact, he must immediately return the Special Objective.

o Ancient Shipwreck:
When a player takes control of this Artifact, give him the corresponding Special Objective.
During the Strategy Phase, the player controlling this Artifact may choose **any** unacquired Technology card, place it place it with the other Technology cards with a

Control marker on top of it and have its effects. He may only apply this ability on one technology at a time; and that Technology is not considered a prerequired when acquiring a Technology card.
If the player loses control of this Artifact, he must immediately return the Special Objective and the selected Technology card.

o Imperial Datacache:
When a player takes control of this Artifact, give him the corresponding Special Objective.
During the Status Phase, the player controlling this Artifact draws 2 Political cards and then may immediately determine any outcome of one card he chooses. There is no voting (he simply elects a target or chooses "For" or "Against").
Whenever any player spends 2 or more Trade Goods, place 2 Trade Goods on the Special Objective; during the Status Phase, the player may give any amount of them to **any** player.
If the player loses control of this Artifact, he must immediately return the Special Objective, along with all Trade Goods on it.

- Space Mines:
Players cannot deploy Space Mines, unless playing with the Leaders module and they can only be produced using the Admiral's ability.

- Facilities:
During the activation sequence of a System, the active player may not produce a Facility on a planet during the **same activation sequence** in which he took control of it, on Trade Stations or in a System that already contains a Facility.
If a player successfully invades a planet that contains an opponent's Facility, it is **not** destroyed.

- Preliminary Objectives:
At the start of the game, each player receives 1 Preliminary Objective card; claiming it **does not** grant the player a Secret Objective card.

- Mechanized Units:
A Mechanized Unit requires **2 Capacity** when carried by spaceships.
Each hit reduces the amount of dice it may roll in combat by 1.

- Mercenaries:
  o Trade III:
  When executing the Secondary Ability of the Trade III Strategy card, after breaking a Trade Agreement between two players, gain **2 Trade Goods** (instead of 1).

  o Mercenary Units:
  These are considered units, but are not affected by Domain counters, Leader abilities or race Special Abilities.

Consolidated Game Setup

Decide and announce which modules are in play.

A. Each player selects one of the eight available colors and takes the **plastic units**, **Unit Reference card** and **Technology deck** corresponding to that color.

> Political Intrigue: Include **Promissory Note cards**.

B. Separate the Home Systems from the other hexagonal game board pieces.
Randomize the Home Systems and deal each player 2 to select from – should a player is not content with either, he may discard both and draw a third and keep it – players may not reveal their chosen race before all players have chosen their race.
All players then take the **Race sheet**, **Leaders counters**, **Control markers**, **Trade cards**, **Command counters**, **Race-Specific Technologies**, **Flagship card** and **Planet cards** corresponding to their race.

> Political Intrigue: Include **Representative cards**.

C. Designate a space on the table as the "common play area" and place there the following:
The **Planet cards**, representing the neutral planets at the start of the game; shuffle the **Action cards** and **Political card** deck and place them separately; the **Fighter** and **Ground Force** Supplement counters; the **Space Mines** and **Shock Troop** tokens and the **Trade Goods** counters.

> Mercenaries: Include **Mercenary cards** and **Mercenary tokens**.

> Facilities: Include **Facility cards**.

D. Place the **Victory Point Track**, turned to 14, in the common play area and place one Control marker for each player in the space marked "0".
Place the 8 **Strategy cards** side-by side in numerical order with their "active" side up, prominently in the common play area and place the **Bonus counters** in their vicinity.

E. Separate all the Objective cards per their types, then proceed to the following:

1. Shuffle the **Secret Objective cards** and deal 2 random cards to every player.

2. Shuffle the **Preliminary Objective cards** and deal 1 random card to every player.

3. Take the **Stage II Public Objective cards** and remove the "Game Over" card. Shuffle the remaining Stage II cards and draw 4 random cards (keeping them hidden from all players at all times). After drawing the 4 random cards, take the "Game Over" card and shuffle it with the 4 cards chosen. the result is 5 randomized Stage II Public Objective cards, one of which is the "Game Over" card.

4. Shuffle the **Stage I Public Objective cards** and draw 6 random cards. Place these cards on top of the Stage II cards, forming a single deck of Public Objective cards by the Victory Point Tracker.

> Age of Empire: Shuffle instead 5 Stage I Public Objective cards; reveal all Public Objective cards.

> Regulation: Place a **Red-Tape counter** on each revealed Public Objective cards.

5. Place the **Special Objectives cards** face-up by the Victory Point Tracker.

Place all remaining Objective cards back in the box.

F. Create three piles of Systems: one pile of **Special Systems** (all Systems with red borders), one pile of **Empty Systems** (all Systems with no planets, including those with a Wormhole) and one pile of **Regular Systems** (all remaining non-Home Systems); shuffle and keep those piles face-down.
Now, create a new pile of Systems, depending on the number of players and/or galaxy size:

- 3 players: 3 Special Systems, 5 empty Systems and 16 Regular Systems.

- 4 players: 4 Special Systems, 8 empty Systems and 20 Regular Systems.

- 5 players: 4 Special Systems, 8 empty Systems and 20 Regular Systems; randomly remove 1.

- 5 players (larger galaxy): 9 Special Systems, 12 empty Systems and 34 Regular Systems.

- 6 players: 4 Special Systems, 8 empty Systems and 20 Regular Systems; randomly remove 2.

- 6 players (larger galaxy): 9 Special Systems, 12 empty Systems and 34 Regular Systems; randomly remove 1.

- 7 players: 9 Special Systems, 12 empty Systems and 34 Regular Systems; randomly remove 2.

- 8 players: 9 Special Systems, 12 empty Systems and 34 Regular Systems; randomly remove 3.

Shuffle and keep this pile face-down; all remaining unused tiles are returned to the box. Then deal out the System tiles from the pile to all players.

G. Find the **Mecatol Rex** System and place it in the middle of the table.
Randomly select one player and give the **Speaker token** to him; He then deals the Systems, face-down, to every player.

The Speaker now selects one of the sides of Mecatol Rex and places his Home System about 60 centimeters towards himself in a straight line away from the chosen side. Then the player to his left does the same, etc., until all players have chosen a side and placed their Home Systems. Players should now shift their seating around the table to best accommodate their Home System placement.

H. In a clockwise order, starting with the Speaker, begin creating the galaxy by placing, one at a time, a single System face-up.

- The order of placement switches counterclockwise after all players have placed a round of tiles and yet again clockwise after that, etc. This in effect will make the player, who placed the last System, place the first System in the next round. <u>Example:</u> **P1, P2, P3, P4, P5, P6, P6, P5, P4, P3, P2, P1, P1, P2…**

- A System cannot be placed in the second ring before the first ring surrounding Mecatol Rex has been completed; likewise, a tile cannot be placed in the third ring before the second ring is completed, etc.

- A player may not place a Special System adjacent to another Special System, unless there is no other option.

- If a player placed a System that did not contain a planet during his last placement, he must place a System that **does** contain a planet during his next placement. If the player is unable to do so, he must reveal his remaining Systems to the other players to prove this and place one of his Systems.

- As soon as the correct placement the Home Systems becomes available, connect the Home Systems to the galaxy.
  Connecting the Home System is automatic and does not cost a placement "turn".

When all the Systems are placed, the galaxy is finally created.

I. All players place their **Setup Units** (as indicated by their Race sheets) on their Home Systems – If a Home System contains several planets, any Space Dock, Ground Forces and PDS may be placed among them per the player's wishes; all players place **2 of their Leaders** on any friendly planet or spaceship; all players then find and place their **Starting Technology** cards face-up in their respective play areas.

<u>Simulated Early Turns:</u> Perform it per **page 13 of the Shattered Empire manual** instead.

J. Place the **Mecatol Rex Custodian** tokens on Mecatol Rex.

<u>Symbols of Superiority:</u> Starting with the Speaker, each player places one random **Artifact token** face-down on a neutral planet. Exclude Systems adjacent to Home Systems or that already contain a token.

<u>Jewels among the Stars:</u> Starting with the Speaker, each player places one random **Artifact token** face-down on a neutral planet; then, the player to the right of the Speaker and the player to the left of the last player each places 1 additional Artifact token.
Exclude Systems adjacent to Home Systems or that already contain a token

<u>Distant Suns:</u> Place one random **Domain counter** face-down on every neutral planet on the board.
Exclude Planets with tokens.

<u>Territorial Distant Suns:</u> Make a pile that includes all the following Domain counters: "**Peaceful Annexation**", "**(2-Quality) Natural Wealth**", "**Native Intelligence**", "**(1-Strength) Hostile Locals**", "**Biohazard**", "**Hostage Situation**", "**(1-Strength) Fighter Ambush**" and "**Settlers**". Randomly place counters from the pile face-down onto neutral planets in the outer ring as well as any planets adjacent to Home Systems; mix all the remaining Domain counters together and distribute them among the remaining planets.
Exclude Planets with tokens.

<u>The Final Frontier:</u> Place one random **Space Domain counter** face-down in each Empty System.

Place all unused Artifact tokens, Domain counters and Space Domain counters back in the box.

K. All players now take their starting Command counters from their Reinforcements, placing them on their Race sheets as follows: **2 Command counters in the Strategy Allocation** area, **3 Command counters in the Command Pool** area and **3 Command counters in the Fleet Supply** area (with the "fleet" side up). Then deal **2 Political cards** and **1 Action card** to each player.

<u>Holder of the Throne and Political Intrigue:</u> Do not deal each player Political cards; reveal the top **2 Political cards**.

L. Draw the first Public Objective card.

<u>Regulation:</u> Remove a Red-Tape counter from the **first** Public Objective card instead.

<u>Holder of the Throne:</u> Do nothing instead.

The game now begins with the first Strategy Phase.

Experiments

Work-in-progress alterations.

- Distant Suns:
  - "Lazax Survivors" Domain Counter:
    When a player gains control of a Planet containing the "Lazax Survivors" Domain counter, that counter immediately becomes a Lazax Leader – when it is destroyed or discarded, it is instead returned to the box.
    - Lazax:
      Whenever a player executes the Primary Ability of any Strategy card, the Lazax can give the Speaker token to any player.
      On planets, a Lazax prevents **any Planetary Bombardments** in the System.
      On spaceships, it allows to assign damage on enemy spaceships.
  - Probing Domain Counters:
    Immediately after the movement step of a Tactical Action (not a Transfer Action) a player may, **instead of landing land Ground Forces**, probe Domain counters in the activated System as long as they have at least one Fighter unit in the System.
    If probing, they may secretly look once at every face-down Domain counter in the System.
  - Razing Domain Counters:
    During the Invasion Combat segment of a Tactical Action, a WarSun or Dreadnought in the same System as a Domain counter may, **instead of performing a Planetary Bombardment**, raze a face-down Domain counter; simply announce that the planet is being razed, then remove the Domain counter and return it to the box without applying its effects. A Domain counter that has already been revealed may not be razed. Note that a single WarSun or Dreadnought may only raze one Domain counter in its System. If he wishes to raze two Domain counters in the same System during the same activation, he must have at least two Dreadnoughts/WarSuns in the System. After razing a Domain counter, **discard 2 Action card and exhaust 2 Planets**.

- "Soft Alliance" Module:
  At the end of the Game Setup, before the first Strategy Phase, starting with the player to the left of the Speaker and continuing counterclockwise, each player must give to one other player a Promissory Note card; a player who has been given a Promissory Note card may not be given an additional one.

- New Planets:
  Ancient WarSun Factory (6/0)

- Long Meeting Module:
  When executing the Primary Ability of the Political, Political II, Assembly, or Assembly II Strategy card, after completing voting on a Political card, immediately draw an additional card from the Political deck and vote on it.

Combat 2.0

This whole section is dedicated to Space Battles and Invasion Combats overhaul, and components related to them.

- <u>Invasion Combat:</u>
  stays without change?
- <u>Space Battle:</u>
  Players may not initiate Retreats or Withdrawals; instead, resolve **two** rounds of Space Battle. At the end of all the rounds, both players tally their strength – each player counts his Strength, totaling the values of his surviving spaceships per their unit description. The player with the highest total strength wins the battle; in the case of a tie, the defender wins. Then, the losing player must immediately retreat all his participating units from the system, using one of these options:
  - o To a previously activated system **that contains no enemy ships** (but may contain enemy planets with Ground Forces, PDS, and Space Docks).
  - o Place a Command counter from his Strategy Allocation area to activate an adjacent, unactivated system **that contains no enemy units**.

  If none of these options are available or if the player chooses not to use either, his fleet is immediately destroyed.
- <u>Fleet Supply:</u>
  Outside of Space Battle, if a fleet ever exceeds its supply limit, the player must **immediately** remove ships from the fleet until the supply limit is met.

Units

- <u>Ground Force</u>
  Cost: 0.5
  Combat: 8
- <u>Shock Troop</u>
  Combat: 5
  - o *First in* – must always be taken as casualties before Ground Forces during Invasion Combat.
  - o *Decisive Blow* – if at least one Shock Troop unit has survived the battle, capture enemy Space Dock and PDS units on the planet.
- <u>Mechanized Unit</u>
  Cost: 2
  Combat: 6 (x2)
  - o *Heavy* – requires 2 Capacity when carried by spaceships.
  - o *Sustain Damage 1* – can absorb 1 hit before it is destroyed; each hit reduces the amount of die it may roll in combat by 1.
- <u>PDS</u>
  Cost: 2
  Battle/Combat: 6
  - o *Planetary Shield* – Spaceships may not bombard a planet that contains at least one PDS.
  - o *Space Cannon* – When a system is activated in range of a PDS unit you may, after the movement step of the Activation Sequence, fire once per PDS at enemy units in the system. During another player's activation, you may only fire at the units controlled by the activating player.
  - o *Invasion Defense* – 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.
- <u>Space Dock</u>
  Cost: 4
  Capacity: 3
  - o *Production 2* – this unit may produce 2 units during the "Production" step of a Tactical or Transfer action.
- <u>Carrier</u>
  Cost: 3
  Move: 1
  Battle: 9
  Strength: 2
  Capacity: 6
- <u>Fighter</u>
  Cost: 0.5
  Battle: 9
  Strength: 0
- <u>Destroyer</u>
  Cost: 1
  Move: 2
  Battle: 9
  Strength: 1
  - o *Anti-Fighter Barrage* – before a Space Battle begins, each Destroyer unit may roll 2 combat die at enemy Fighter units.
- <u>Cruiser</u>
  Cost: 2
  Move: 2
  Battle: 7
  Strength: 2
- <u>Dreadnought</u>
  Cost: 5
  Move: 1

Battle: 5 (x2)
Strength: 4

- o *Big 2* – requires 2 Command counters in the Fleet Supply area.
- o *Sustain Damage 1* – can absorb 1 hit before it is destroyed; each hit reduces the amount of die it may roll in combat by 1.
- o *Planetary Bombardment 1* – only once and before an Invasion Combat, roll combat die for each bombarding Dreadnought at the enemy Ground Forces.

- WarSun
  Cost: 12
  Move: 2
  Battle: 3 (x3)
  Strength: 9
  Capacity: 6
  - o *Big 3* – requires 3 Command counters in the

Fleet Supply area.

- o *Sustain Damage 2* – can absorb 2 hits before it is destroyed; each hit reduces the amount of die it may roll in combat by 1.
- o *Planetary Bombardment 2* – only once and before an Invasion Combat, roll combat die for each bombarding WarSun at the enemy Ground Forces; can bombard even if no invasion was attempted; ignores *Planetary Shield*.

- Flagship
  Cost: 10
  Move: [race-dependent]
  Battle: [race-dependent]
  Strength: 5
  Capacity: [race-dependent]
  - o *Big 2* – requires 2 Command counters in the Fleet Supply area.

Leaders

At the start of the game, players start with 2 Leaders (instead of 3).

After winning a Space Battle or Invasion Combat where an enemy Leader was lost, gain **2 Political cards** (or **2 Trade Goods**, if playing with the Political or Political II Strategy cards). When a Leader is lost, he is returned to the player during the Status Phase.

To deploy a Leader (including the 3rd Leader unplaced during the start of the game), the player must, as an action, discard a Command counter from his Strategic Allocation to place it on any friendly planet or spaceship.

- Admiral:
  - o *Passive* – Space Battles have **three** rounds.
  - o *Elective, Free* – On spaceships, at the end of the production step of a tactical action, an Admiral can deploy a Space Mines token at the cost of 1 Resource.
  - o *Elective, Discard* – Discard an Admiral to re-roll **any 3 dice** rolled during a Space Battle round in which he is participating.

- Agent:
  - o *Passive* – An Agent nullifies any abilities of one enemy Leader in the same system.
  - o *Elective, Discard* – Discard the Agent instead of using a "**Sabotage**" Action card.
  - o *Elective, Free* –

- Diplomat:
  - o *Passive* – On planets, a Diplomat prevents **any Planetary Bombardments** in the system.
  - o *Elective, Discard* – On spaceships, a Diplomat can be discarded to pass through an enemy fleet or allow an enemy fleet to pass through.
  - o *Elective, Free* –

- General:
  - o *Passive* – On planets, during Invasion Combat, Ground Forces change into Shock Troopers on a result of **9+** instead of 10.
  - o *Elective, Discard* – On planets, immediately after a successful Invasion Combat, discard a General to place 4 Ground Forces on the planet.
  - o *Elective, Free* –

- Scientist:
  - o *Passive* – On spaceships, your fleet can move as fast as the fastest spaceship in the system when exiting the system.
  - o *Elective, Discard* – When acquiring a technology, discard a Scientist to ignore 1 technology prerequisite.
  - o *Elective, Free* –

- Lazax:
  - o *Elective, Free* – Whenever a player executes the Primary Ability of any Strategy card, the Lazax can give the Speaker token to any player.
  - o *Passive* – On planets, a Lazax prevents **any Planetary Bombardments** in the System
  - o *Elective, Free* – On spaceships, a Lazax allows to assign damage instead of the enemy.