

TWILIGHT IMPERIUM™

REX

FINAL DAYS OF AN EMPIRE

This document contains errata and answers to frequently asked questions for Rex. When playing the game, please take note of the following changes and clarifications.

ERRATA

COLLECTION PHASE

The rules for collecting influence on page 12 of the rulebook are incorrect. This section should instead be worded as follows:

"1. Collect Influence From Mecatol City: For *each of his units in a space*, a player collects up to 2 influence from that space. Collected influence is placed in his reserve. Any influence tokens not collected from the game board remain in their space and are available to collect during future game rounds."

Example: During the Collection Phase, the Xxcha player controls the Tarraguth Slums, a space that contains 6 influence. Since he has 2 units in the space, he takes 4 of the influence and places it in his reserves. The 2 remaining influence is left in the space and can be collected during a future Collection Phase.

XXCHA ADVANTAGE

If both the Xxcha and Jol-Nar players use their "command" race advantages (or ally advantages) during the same battle, resolve the Xxcha's advantage before resolving the Jol-Nar's advantage. The examples of this on page 22 (under "Jol-Nar") and page 20 (under "Timing Conflicts") are both incorrect and should be ignored.

THREE PLAYER ALLIANCE VICTORY

An alliance of three players wins the game if they control all five strongholds at the **end of a game round** (not during the collection phase).

INFORMANT STRATEGY CARD

The "Informant Strategy" card may be used to cancel a race advantage **or ally advantage (as printed on the card)**. The rule about not being able to cancel ally advantages on page 21 is incorrect. **Any** ally advantage may be canceled with this card.

FREQUENTLY ASKED QUESTIONS

RACE AND ALLY ADVANTAGES

Q: When an ally receives influence from the Lazax Ally Advantage card, is the allied player then required to bid at least 1 influence on the current Strategy card?

A: Yes. The player must bid at least 1 influence in order to receive influence from the Lazax Ally Advantage card.

Q: Must the Lazax Ally Advantage be used before the first Strategy card is bid upon?

A: No. The Lazax Ally Advantage may be used before any bid (once per ally per round). It does not need to be used at the start of the bidding phase.

Q: What happens when the Sol player controls the "Imperial Palace" and no player controls "Mecatol Power South" at the end of round 8?

A: This counts towards the Sol player's special victory condition (and he would win the game). If any other player controls either (or both) of these spaces, the Sol player cannot win the game with his special victory.

Q: What happens if the Sol player occupies both spaces that are affected by a "Sol Offensive" Influence card?

A: He may move units from each of these spaces, one space at a time. Both groups of units may be moved to different spaces (or both to the same space).

Q: At what specific point during setup does the Xxcha player make a prediction for his special victory?

A: The Xxcha player may predict a race and game round at any point during setup.



Q: When the Xxcha player deploys units, can he deploy these units facedown?

A: No. The Xxcha player must deploy his units faceup.

Q: Can facedown Xxcha units exist in the same space as an allied units?

A: No. Units can never coexist in the same space as an allied player's units.

COMBAT

Q: When the "Hylar III Pulsar Cannon" Strategy card is opposed by an "Magen Energy Shield," who wins the battle?

A: Both players lose the battle, and therefore also discard their committed Strategy cards.

Q: When the "Hylar III Pulsar Cannon" Strategy card is opposed by an "Magen Energy Shield," are facedown Xxcha units in the same space affected?

A: Yes. All units in the space are destroyed (even facedown Xxcha units).

Q: When a player uses a "Tactical Retreat" Strategy card, are participating leaders still restricted to only battling in that space for the turn?

A: Since the battle was cancelled, the leader is not considered to have participated in the battle. He may battle in a different space later this turn.

Q: After resolving a battle, if the current player has another enemy in the same space, must he resolve this battle before resolving a battle in different space?

A: No. He may resolve his battles in any order.

OTHER QUESTIONS

Q: Can the "Tracking Beacon" Strategy card be used after a "Sol Offensive" or "Temporary Ceasefire" card has been revealed and resolved, but before a new card is drawn?

A: No. "Tracking Beacon" must be used before any Influence cards have been drawn this Influence Phase.

Q: What happens in the rare circumstance that two players have units in the same space when a "Temporary Ceasefire" Influence card is drawn?

A: Since allied players can never have units in the same space, these players are forbidden from forming an alliance at this time.

Q: When determining the number of Strategy cards to draw at the start of the Bidding Phase, should this number include players who have 0 influence (and therefore won't be able to bid)?

A: Yes. If a player somehow runs out of influence before the start of the Bidding Phase, this would not change the number of Strategy cards drawn.

Q: During the Bidding Phase, if a player who would open the bid has either ran out of influence or reached his hand limit prior in the Bidding Phase, is he still the opening bidder and forced to pass?

A: If a player does not have any influence, or if he has reached his Strategy card hand limit, then, he is not eligible to be the opening bidder. The player to his left opens the bid instead (and is considered the opening bidder). During the following bidding round, the bidding starts with the player to the left of the previous opening bidder.

Q: Can units move through a space that is under bombardment?

A: No.

Q: Is the Embassy Quarters space one or two movement points away from the Vel Terro Residential Space? What about Hall of Cartography and Adminus Imperialis?

A: Two movement points in both cases.

