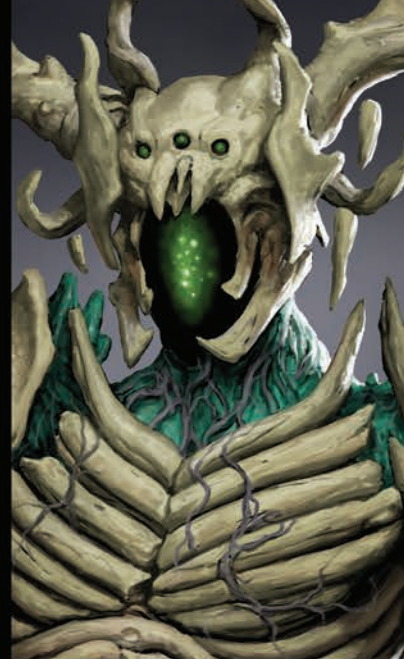
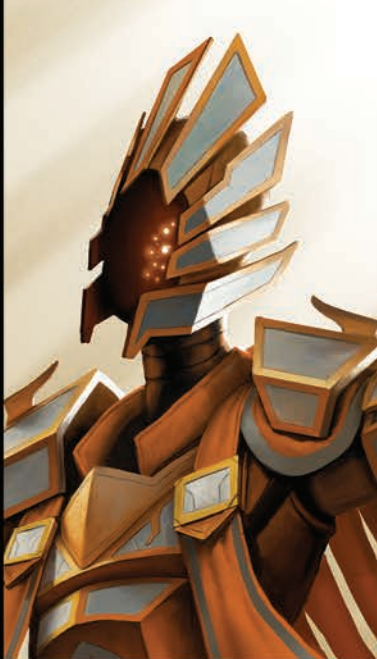
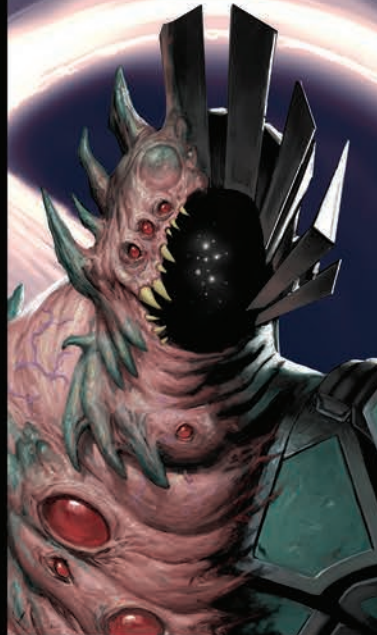




TWILIGHT IMPERIUM[®]

FOURTH EDITION

TWILIGHT'S FALL GAME MODE RULES



PAX MORTUUS BELLUM AETERNUS

IN MEMORIAM

BY SAM GREGOR-STEWART

Thunder's Edge Orbital Space: Inner Bastion Zone

My poor ship, Harrugh thought. He drew his claws across the bulkhead, tenderly tracing the crude molecular welds. Scars from her last battle...or was it the one before? *You have kept me safe after all I have put you through. And still I have more to ask.*

A gruff cough broke his reverie. He turned to see a Human in full Jordian combat armor coming down the corridor, a diminutive Naaz riding on her shoulder. "Ah, General Gibson, Tai. Thank you both for joining me."

Claire Gibson's scarred lip twisted in a wry smile at the Hacan's polite formality. Tai simply held up a tiny savant. "We have the situation report prepared, sir."

Harrugh beckoned them forward. "Please, walk with me. My presence has been requested in the research bay."

As they walked, Gibson spoke. "First, our last Keleres cohort made it back from Gul. It looks like the gene-sorcerers did stop their advance...at least for now. Apparently Vertar Auran Oblis is fighting Il Na Viroset and Airo Shir Aur all through the Mecatol debris field."

"I suspect Oblis will win eventually," Harrugh replied.

"Yeah, but at least it keeps the refugee camps on Dal Bootha safe," Gibson said.

"Quite," Harrugh replied. "And what about the threat to our west?"

Tai spoke up with his high-pitched warble. "It appears as if our intelligence was correct. Somehow the Nekro Virus has infiltrated and subsumed the L1Z1X. With their doubled strength, the Nekro wiped out everything in Phorus."

"I'm guessing the Argent Flight fought to the last," Gibson added. "I can't see them running."

Tai shrugged. "The last courier from the galactic west said they were deep in Mentak space as well, with the remaining Coalition ships scattered. I believe we can write off the entire Southern Arm from Kal-Geydr on."

Harrugh winced, then nodded. "And that leaves the third threat."

Tai nodded. "Third and greatest. We have reports of rifts on Atlas, Saudor, Tallin, Ryma, and Perimeter. That makes thirty-eight systems lost to dimensional singularities in the past month. And we still don't know what the "shadow" that emerged from Acheron's rift is. Just that whenever it envelops another system, *nothing* comes out again."

"But speaking of..." Gibson said. Her face darkened. "The Vuil'raith have taken the Quann Wormhole, just like we thought they would. Phoenix and Gryphon fleets were almost completely wiped out; the survivors are retreating to Jord. Likewise, the Barony's 3rd Fleet was shattered, and what's left is headed for Arc Prime."

"And that leaves the two largest remaining Council forces cut off from each other," Harrugh said. "Any chance the Clan of Saar will help them?"

"None," Tai said. "The observatory on Keltor spotted the *Son of Ragh* and attendant ships passing the Shattered Ring and into intergalactic space."

"Can't say I blame them," Harrugh sighed. "I suppose if they're lucky, they should reach Andromeda in 500 years or so."

Gibson nodded. "It certainly beats staying *here*."

The three passed through the triple-reinforced duranium doors and into the vaulted research and engineering bay. Tai and Gibson dropped back as they approached the confusing mélange of machinery that occupied so much of the space. Harrugh didn't blame them. He didn't like dealing with that machine's creator either.

The Mahact was getting his hands dirty today. His titanic arms were buried in the guts of the machinery up to his elbows, while a cloud of mechanical components drifted around his head like a cometary halo. Even as Harrugh approached, one piece of machinery glided down and disappeared inside the device.

Nearby, a N'orr from one of their more diminutive subspecies (meaning they were only 1.8 meters tall) was hunched over a holodisplay. The glowing equations in the display were as numerous as the Mahact's collection of componentry, and to Harrugh's untrained eye, twice as complex.

Both looked up as Harrugh approached. "Well," he said. "You wanted to see me?"

The Mahact's voice was thunder dampened by fog. "The link is active, and all systems are functional." Harrugh studiously kept his eyes away from the swirling stars beneath his cowl. "Functional enough for our purposes, anyway. I will continue to make adjustments right up until the final moments."

"But, we can proceed?"

"We can." Now the voice was tinged with sadistic amusement. "But even with *my* genius, I cannot promise it will work as you intend."

The N'orr clattered his mandibles together irritably. "Oh, stop that nonsense. We sent the probe, didn't we? That worked just fine."

The Mahact turned his head. "My dear Zirgriz, the probe was off by roughly 25,000 years. Besides, had it worked, wouldn't we have known already?"

Zirgriz waved his arms exasperatedly. “You *know* the science on that has always been debatable. Besides, it proved the theory is sound!”

Harrugh spoke up. “Gentlemen, please... I’m afraid if the system is functional, we will need to use it soon.” He gestured back to Gibson and Tai. “The last reports confirm it. This war will not be won by conventional means—General? What is wrong?”

Gibson had walked over to Harrugh. Her face was set, he noticed, but her eyes... her eyes were wide with fear and adrenaline. “Sorry, sir. But our outer pickets have just reported in. A rift opened on Belgaros six hours ago. The planet is already lost, and now the Vuil’raith are headed here.”

Everything paused for a moment. Then, with curious calm, Harrugh simply nodded. “Very well.” He looked at the Mahact and Zirgriz. “The time for tinkering is over, I’m afraid. Make your final adjustments.” Then he turned back to Gibson. “General...”

Gibson smiled lopsidedly. “I know. I need to buy you some time.” She looked like she was going to say something else, then sighed and snapped to attention, throwing a perfect Jordian salute. “It has been an honor, sir.”

Harrugh reached out and they clasped arms, wrist to wrist. “The honor was mine, Claire.”

She turned to go, and Harrugh realized that the Naaz was still on her shoulder. “Tai?”

The little humanoid turned, red eyes gleaming. “I think I’ll go with General Gibson, commander.”

“Are you sure? You know that anyone not on this ship—”

Tai raised a hand. “Dart always said we were destined to go out in a blaze of glory. Just...just make it all worthwhile, would you?”

For a minute after they left, Harrugh couldn’t move. Then, finally, he shook himself and headed for a console in a far corner of the chamber.

This console was far different from anything else in the research bay. It looked old, like rock after a million years of wind and rain. But when Harrugh placed his paw in its center, it lit up with a warm, orange glow.

“Hello, Harrugh,” said the soft, unaccented voice of the Icon.

“Hello,” he responded. “Have you finished your analysis?”

“Yes.” The light from the console flickered like a campfire. “If I provide you with the energy to send your vessel, the likely outcome is that Thunder’s Edge will explode with the equivalent of a Type II supernova. The less likely outcome is the planet will collapse into a black hole. Both comprise the totality of potential results.”

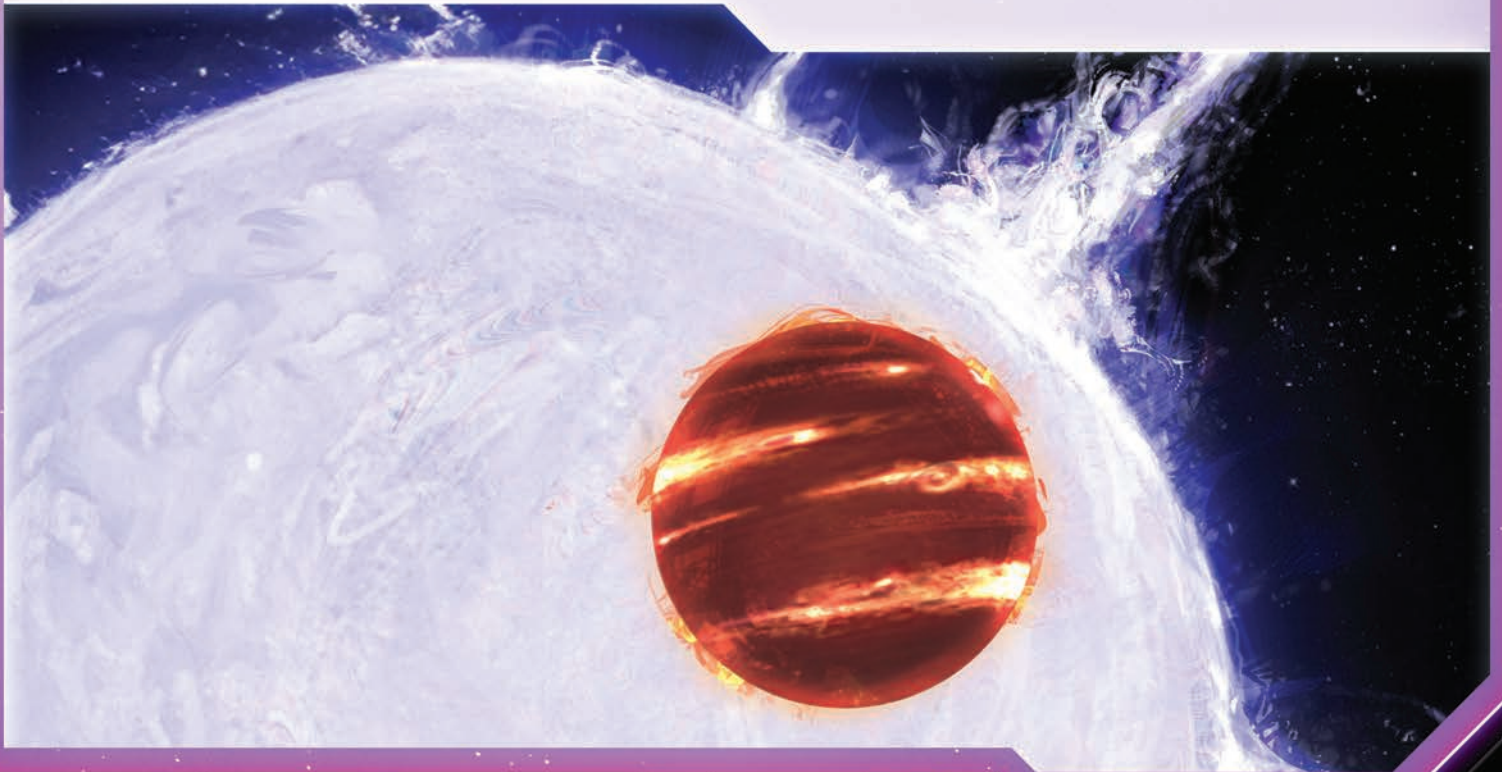
“I see,” Harrugh stared at the console. “But...will you do it?”

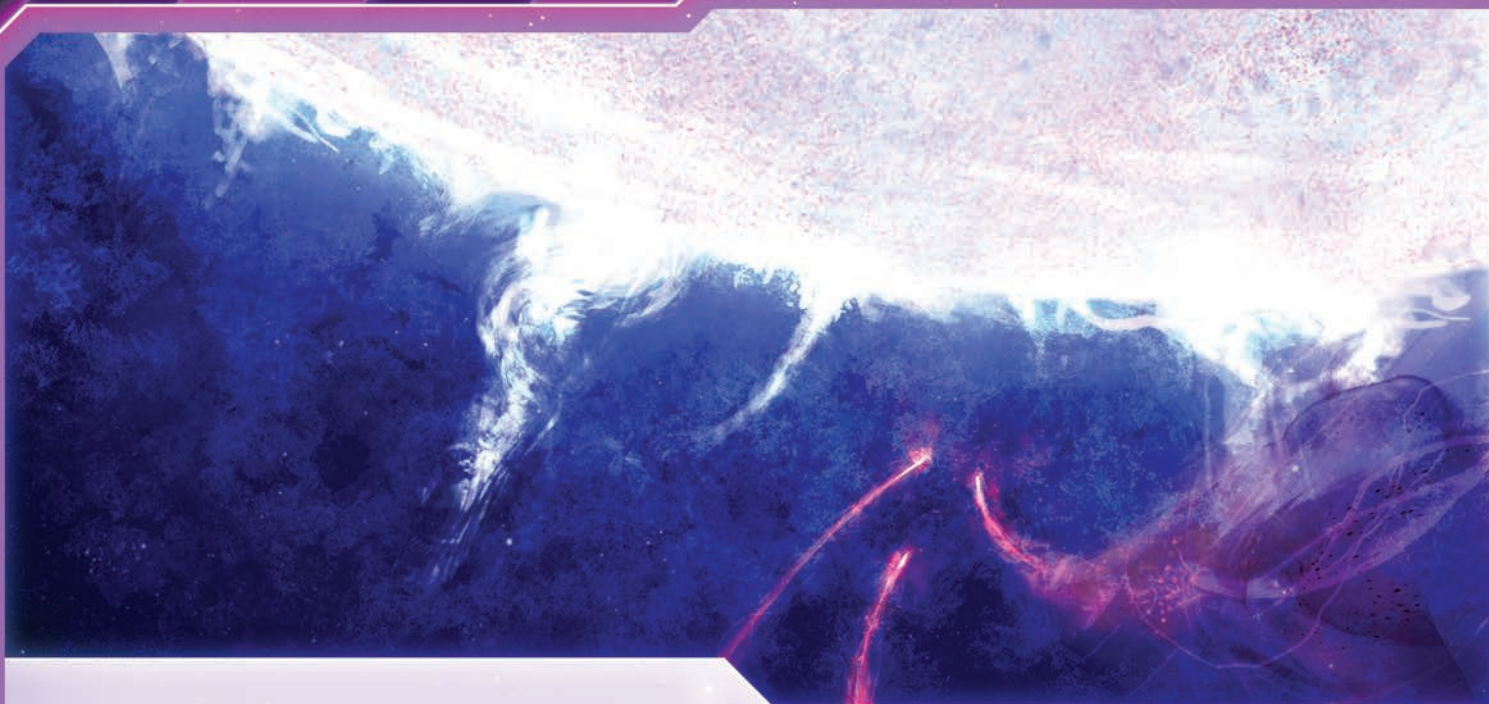
The flickering ended, returning to a steady glow. “Yes.”

Tai scrambled into the Eidolon’s upper cockpit, dropping into the response-harness and activating the additional haptic controls that allowed him to pilot the craft alone. As the entropic field tap spun up, he spared a quick look to the empty lower cockpit seat.

I never thought it would end this way, old friend, he thought.

For the first time in far too long, he didn’t feel the crushing despair of the loss well up. Good. *Dart certainly wouldn’t want me to make it easy for them.*





A few flicks of his lower wrists and the Eidolon shuddered and shifted, folding into its compact fighter-form. A moment later, he was rocketing out of the launch deck and into battle.

All around Thunder's Edge, a motley collection of warships boosted toward the planet's outer bastion zone and the flickering explosions among the outer gun platforms. Sol Hurricane fighters escorted heavier Letnev Ashbringers while Xxcha destroyers flew in formation with Mentak cruisers. A war zebek soared through the void ahead of a pair of vicious exotriremes, protected by the crystal fighters spewing out of a Naalu carrier. Hundreds of ships from across the Great Civilizations, the mightiest armada mobilized by the united peoples of the galaxy.

Tai looked out into the darkness, and knew it wasn't going to be nearly enough.

The Vuil'raith were already among the outer batteries. Monsters out of myth and nightmare, some as small as him and others as big as moons, were tearing into the guns. The Vuil'raith didn't bother much with guns (or their fleshy equivalent). Here and there he could see a stream of bio-plasma or cloud of bone needles, but in general they ripped and tore at the platforms with claws, tentacles, and big, sharp teeth.

"All ships," Gibson's voice cut through the comm. "You know what's at stake. Keep them out of the inner bastion zone until we get the signal. Then we scatter and run."

Tai could see her ship, the battered and pugnacious dreadnought *Rio Amazonia*. The *Rio*'s engines flared, sending it racing toward the enemy.

"For those we've lost," Gibson said. "Ahead full!"

Harrugh strode onto the bridge of his ship, the Mahact at his side. The cowl shifted slightly to follow Harrugh as he stepped onto the command platform in the center of the bridge. "T'riss, are the energy relays online?"

His second officer nodded. "Yesss, commander." She pointed to the display. "We are drawing power from Thunder's Edge now. Four minutes to full charge."

"Good. Weapons? Mag-gen deflectors to full, please. Just in case something gets through."

"Aye, sir!"

Harrugh looked over at the hulking suit of filigreed armor in the far corner of the bridge. "And are you ready to provide the focus?"

The red-blue Creuss who had been standing there stepped out from the shadows and nodded slightly. "I shall carry the will of my people beyond their end. I am ready to play my part."

A small silver flame hovered in front of him, pulsing as if it were a beating heart.

Zirgriz's voice crackled over the comms—the doctor was still in the research bay. "Damned pseudo-magic nonsense."

The Mahact sounded amused. "Oh, come now, Zirgriz. Surely by now—"

"Sssir!"

Harrugh's eyes snapped back to T'riss. She was looking up from her console, and her crest was pale and limp with fear. "Messssage from Tai! Sssomething's broken through!"

Tai's Eidolon soared around the burning weapon platform, a pair of fighter-sized Vuil'raith monstrosities in hot pursuit. As they lost sight of him, Tai threw his craft into a hard spin, bringing the nose around at his enemies.

The first flesh-ship popped around the wreckage and right into his gunsights. Tai's fingers flexed, and the assault cannon purred in response, shredding the Vuil'raith in a hail of shots.

The second flesh-ship burst through the cloud of bone and ichor that had been its comrade. Tai fired again, only to see the crimson message: WEAPON RECHARGING, READY TO FIRE IN 12...11...10...

Then the monster was on him, digging its claws into the wing of his Eidolon and lunging towards the cockpit. Tai gestured frantically with both lower arms, and suddenly the Eidolon unfolded. The shocked Vuil'raith found itself grappling with a sleek biped walker.

"Surprise!" Tai snarled, shoving his upper arms forward. In response, blue-glowing blades of contained plasma ignited along the Eidolon's arms, both stabbing deep into the ship-creature's brain. The Vuil'raith spasmed and died.

Tai reached out and the Eidolon grasped the wreck behind him. He tried to slow his breathing as he studied his ship's sensors.

The battle was not going well. Only a few minutes ago, he had watched *Rio Amazonia*, on fire from bow to stern, spear into the chest of a Vuil'raith leviathan right before Gibson triggered every remaining warhead on the ship and vaporized them both. The last of their capital ships were being swarmed and torn apart by hordes of monsters as the remaining fighters tried and failed to drive them back.

He was about to shift his Eidolon's form and rejoin the fight when he caught movement on the edge of the screen. Wait, that takes up the whole edge; that can't be another leviathan...

Then he was scrambling for the comms. "Harrugh! Come in! There's a Vuil'raith the size of a moon out here, and it's headed right toward you!"

Harrugh's eyes snapped to the sensor display as Tai's frantic voice echoed around the bridge. Sure enough, the Vuil'raith had brought something truly monstrous. A third as large as the planet below, its maw yawned wide enough to swallow Harrugh's entire armada in a single gulp. He could see the thousands of kilometer-wide eyes rimming its mouth, and the millions of needle teeth running down its gullet.

"All ahead full emergency!" he bellowed. "Straight ahead!"

The ship leapt forward, engines screaming. T'riss hissed in shock. "We're headed right toward the planet!"

"Just tell me how long until the charge is ready."

"Two minutes!"

Thunder's Edge loomed in the viewports, growing larger by the moment. Behind them, the cyclopean beast surged forward in their wake, a casual swat from one of its flukes crushing the last of the exotriremes and the two leviathans it was fighting without a thought.

"One minute!"

Outside, Harrugh could start to hear the first fingers of atmosphere stirring across the hull. A flickering corona of flame began to build around the ship's nose.

"Thirty seconds!"

The ship howled through the sky of Thunder's Edge like a meteor, leaving a trail of fire and smoke in its wake. The ground was getting closer...closer...

"Now!"

The silver flame flickered, and a smothering silence like a blanket of lead echoed through the bridge, draining all color and sound from every crevice.

"Engage!" Harrugh gasped, his shout barely a whisper.

From his perch, Tai watched the ship dive toward the surface. Suddenly, the crust of Thunder's Edge tore open like the rind of an overripe fruit. For a long moment, Tai stared down not into rock and fire, but a strange and marvelous space of glowing and shifting strands of energy. It was, he suspected with good reason, exactly what the home dimension of the Creuss looked like.

The ship slipped into the swirling maelstrom. Then, there was a flash of blinding, silver light as Thunder's Edge, the Vuil'raith, and Tai vanished in the heart of a supernova.

"Did we make it?"

The ship drifted in the depths of space. Harrugh's paws clenched the railing of his command platform, his claws leaving divots in the metal. Around him, the rest of the crew—save the Mahact—looked stunned.

"A moment..." Zirgriz's voice crackled through the speaker. "I need to track stellar drift..." A moment later, his voice returned. "Sir, I am pleased to report we have traveled 78 years into the past."

The bridge crew burst into wild cheers. The Mahact bowed his head slightly. "I suppose congratulations are in order."

Harrugh stood, quietly, for a long moment. Then he released a shuddering sigh. "Yes. They are."

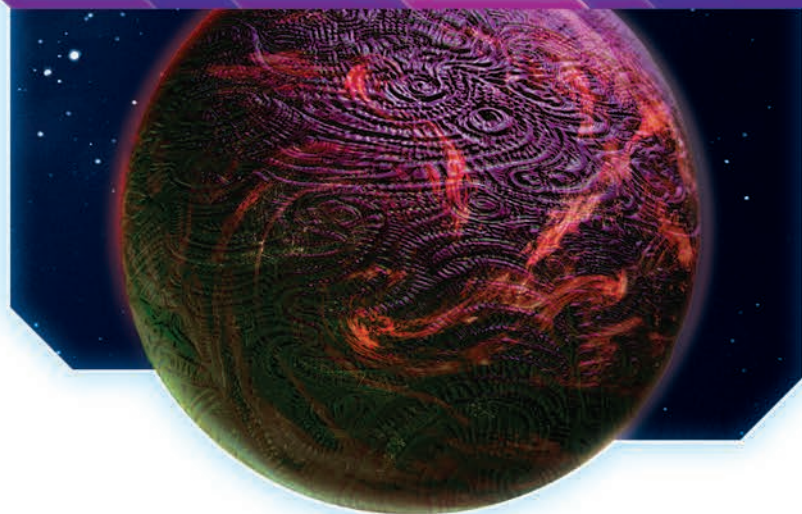
As he turned to a storage locker secured behind the command pedestal, the Mahact continued. "So, Harrugh, are you prepared to meet your younger self?"

Harrugh opened the locker, pulling out the bulky environmental suit and cloak. He turned back to the Mahact. "Not really, no. And that's the last time anyone can use my real name." He picked up the suit's helmet and slipped it over his head, transforming his voice into an electronically modified buzz. "Let's go."

TWILIGHT'S FALL

Twilight's Fall is a new game mode aimed at advanced players, set in a possible dark future of the galaxy. The great civilizations have fallen, and the Mahact Kings war against one another, their wild gene-sorcery tearing the universe apart at its seams. Each player controls one of these Kings, and throughout the game splices together a unique set of abilities to create a customized and rapidly changing faction.

COMPONENTS



8 Twilight's Fall Faction Sheets



8 Twilight's Fall Strategy Cards



10 Edict Cards



50 Twilight's Fall Action Cards



1 Benediction Token



87 Ability Cards



31 Unit Upgrade Cards



31 Genome Cards



31 Paradigm Cards



16 Twilight's Fall Faction Technology Cards



2 Echo Cards

The components specific to Twilight's Fall are shown on this page. The following components from the base game and expansions are **not** used and are returned to the box before setup:

- ◆ Standard Strategy Cards
- ◆ Standard Action Cards
- ◆ Agendas
- ◆ Technologies
- ◆ Promissory Notes
- ◆ Standard Faction Sheets
- ◆ Leaders
- ◆ Standard Mechs
- ◆ Faction Command and Control Tokens
- ◆ Breakthroughs
- ◆ Galactic Events
- ◆ Thunder's Edge
- ◆ "Maw of Worlds" Relic
- ◆ "Prophet's Tears" Relic
- ◆ "The Quantumcore" Relic
- ◆ "Betray a Friend" Secret
- ◆ "Dictate Policy" Secret
- ◆ "Drive the Debate" Secret
- ◆ "Strengthen Bonds" Secret



136 Color-based Control Tokens



128 Color-based Command Tokens



3 Singularity Tokens (X, Y, Z)

The following Twilight's Fall game mode cards are also not used if playing without the *Prophecy of Kings* expansion:

- ◆ "Distant Suns" Ability
- ◆ "Curious Genome" Genome
- ◆ "Fabrication" Ability
- ◆ "Forge Legend" Paradigm
- ◆ "Dimensional Tear" Ability
- ◆ "Opening the Eye" Paradigm
- ◆ "Brutal Genome" Genome
- ◆ All 3 Mech Unit Upgrades

All other components are compatible with this game mode.

SETUP

To set up a game of Twilight's Fall, follow the Complete Setup rules found in the game's rules reference with the following additions and replacements:

STEPS 1-6—STARTING DRAFT:

Steps 1 through 6 of setup are replaced with a starting draft. Conduct the draft as follows:

- DEAL FACTION CARDS:** Deal three faction reference cards to each player. These cards will be used to determine seating order, home systems, and starting units. Each player chooses one of the faction cards and places it facedown in front of them. Then, each player passes the remaining two cards to the left and chooses another faction to place facedown in front of them. The final card is passed once again to the left and placed facedown. Each player should be left with three facedown faction cards.



- DETERMINE SEATING ORDER:** Each player chooses one of their faction cards and reveals it simultaneously. This card determines the speaker as well as player seating order. The player with the lowest priority number is the speaker (priority numbers can be found in the upper-right corner of each faction card, below the faction symbol). The next-lowest priority number will sit to the left of the speaker, and so forth.



- CREATE GAME BOARD:** Players create the game board as normal. Then, beginning with the speaker and proceeding clockwise, each player chooses a faction from their remaining two faction cards and places it faceup in front of them. This card determines which home system that player uses. Each player places that home system in their home system location.

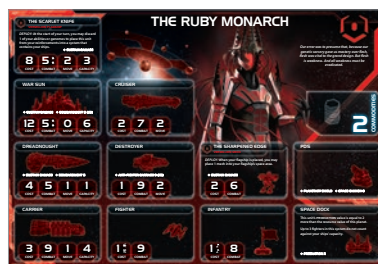
If a player chooses the Council Keleres home system in this way, they instead draw a random unused faction card from the deck and use that faction's home system instead.

If any player chooses the Ghosts of Creuss or Crimson Rebellion home systems in this way, they also set up the Creuss Gate or The Sorrow, respectively. They then take the Echo card that corresponds to their home planet; that card cannot be lost.

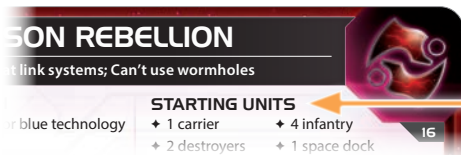


NOTE: If using a premade map, steps 2 and 3 are handled slightly differently. After the speaker is determined, the lowest priority player claims a home system location, then the next-lowest, and so on, with the speaker choosing last.

- DETERMINE KING:** Beginning with the player to the right of the speaker and proceeding counter-clockwise, each player chooses a Mahact King faction sheet. Each Mahact King has a unique flagship and a unique mech. Players then take the plastic units, Twilight's Fall control tokens, Twilight's Fall command tokens, and Twilight's Fall faction technologies that match their sheet's color. When playing without *Prophecy of Kings*, play with the side of the faction sheet that does not have mech units; the pink and orange Kings may still be used by substituting an unused color of plastic.



5. **PLACE STARTING UNITS:** Players use their last faction card to place their starting units. Players place the starting units indicated on their faction card in their home system.



Starting Units

6. **RETURN FACTION CARDS:** Finally, players return their faction cards to the faction reference card deck.

ADDITIONAL CHANGES

Additions have been made to the following steps. **Setup** is otherwise resolved normally.

- ♦ **STEP 8—SHUFFLE COMMON DECKS:** Shuffle the Twilight's Fall action cards and the edict cards into separate decks and place them near the game board. Standard action cards and agenda cards are not used.



- ♦ **STEP 9—CREATE SUPPLY:** Set the benediction token and Twilight's Fall Singularity tokens aside, near the game board.



- ♦ **STEP 10—GATHER STRATEGY CARDS:** Place each of the eight Twilight's Fall strategy cards faceup in the common play area. The standard strategy cards are not used.



- ♦ **STEP 11—GATHER STARTING COMPONENTS:** There are no starting technologies, and starting units are placed during the starting draft.

STEP 13—INAUGURAL SPICE:

As the final step of setup, players perform the **INAUGURAL SPICE** using Twilight's Fall components. This determines each player's starting capabilities.

Deal a hand of three **ABILITY** cards, two **UNIT UPGRADE** cards, and two **GENOME** cards to each player. Each player chooses one of these cards and places it facedown in front of them. Once each player has chosen a card to keep, they pass their hand to the right. This process repeats until each player has **three ability cards, two unit upgrade cards, and two genome cards** facedown in front of them; players cannot choose to keep a card if they already have the maximum number of that card type facedown. If there are no other options to choose from, a player will pass their hand without choosing a card.

After the spice is complete, each player considers the cards they drafted and picks **two abilities, one unit upgrade, and one genome** to keep; these are their starting cards. Unchosen cards are shuffled back into their respective decks. Finally, all players simultaneously reveal their starting cards.



RULES

This section describes the components and mechanics needed to play Twilight's Fall.

SPLICING

The primary method by which players accumulate additional abilities, unit upgrades, and genomes is through **SPLICES**. Splices are generally initiated by strategy cards, and will grant cards from the following splice decks:

ABILITIES

This type of spliced card alters the core capabilities of a player's Mahact King. They are placed in players' play areas when gained, and count as technologies of the color indicated in the lower-right corner of the card.



UNIT UPGRADES

This type of spliced card is placed over the top of a unit on a faction sheet and upgrades the capabilities of a unit type. If a player ever gains two unit upgrade cards that would be placed on the same slot on a faction sheet, they must choose one to keep and discard the other; this does not apply to mechs, as mechs can have multiple unit upgrades at once. These cards count as unit upgrade technologies. They do not have a color.



GENOMES

This type of spliced card represents the genetic material of one of the fallen species of the galaxy. They can be exhausted for an effect and ready each round during the status phase. They are placed faceup in players' personal play areas when gained.



RESOLVING A SPLICE

When a splice is initiated, it will be for one of the aforementioned card types. The strategy card or game effect that initiates the splice indicates which type of splice it is as well as indicates which players can participate. The player initiating the splice draws and reveals a number of cards of the indicated type equal to the **number of participating players plus one**. That player then chooses one of the cards to keep. Then, the next player to their right that is participating in the splice chooses one of the cards to keep. This continues until each participating player has chosen a card to keep. Any cards remaining in the splice are then shuffled back into their respective decks. If there are not enough cards to fully resolve a splice, players who are unable to choose a card have their command tokens and other costs refunded, if any were spent.

PARADIGMS

Paradigms are a type of card gained primarily through the "Aeterna" strategy card. They represent the fallen heroes of dying civilizations and are generally purged once they are used. They are placed faceup in players' play areas when gained. These cards are not splice cards and cannot be spliced, copied, exchanged, or discarded in any way.

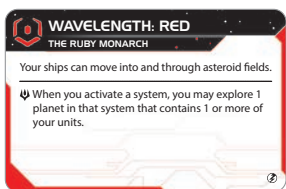


SPLICE CARD DISCARDS

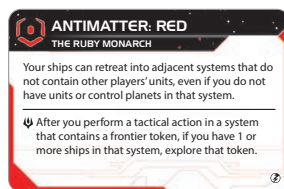
Any time a splice card is discarded, it is shuffled back into its respective deck. Purged cards are not shuffled back into decks.

FACTION TECHNOLOGY

Each Mahact King has two faction-specific technologies: a **WAVELENGTH** technology and an **ANTIMATTER** technology that correspond to their color. When a player takes part in a splice, instead of taking a card, they may choose to gain one of their faction technologies. Faction technologies **can** be selected during the inaugural splice, but not until players have completed the draft and are making their final decisions. These technologies do not have any prerequisites, do not count as any color of technology, and cannot be lost once gained.



Wavelength Technology



Antimatter Technology

Each wavelength and antimatter technology has two abilities. The second ability is preceded by the *Prophecy of Kings* expansion icon, and is only active when playing with *Prophecy of Kings*.



While there is no technology deck in Twilight's Fall, and technology-related objectives are satisfied via ability cards, **some game effects can still cause a player to gain or research technology directly**. If this occurs, players can take one of their faction technologies instead. If they already have both of their faction technologies, they may gain 2 command tokens instead.

EDICTS

There is no agenda phase in Twilight's Fall; it is replaced by the **BENEDICTION PHASE**. The benediction phase occurs even if Mecatol Rex is not yet controlled by a player, and is directed by the **TYRANT**. The player that has the benediction token granted by the "Tyrannus" strategy card is the tyrant. The tyrant draws three **EDICT** cards and chooses one to resolve. Unless otherwise specified, all three cards are then shuffled back into the edict deck. If there is no tyrant, the benediction phase is skipped.



TECHNOLOGY SPECIALTIES

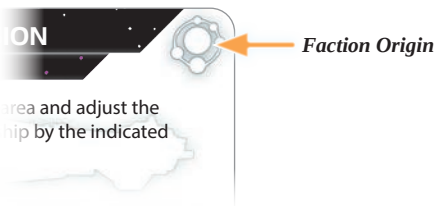
Though technology cannot be researched, planets that have technology specialties are still useful. When scoring objectives, players may exhaust planets that have technology specialties. Each planet exhausted in this way counts as one technology of the corresponding color.

TWILIGHT'S FALL STRATEGY CARD OVERVIEW



FACTION ORIGIN

Many components in Twilight's Fall have a faction origin. This is a reference to the standard game faction from which the component is derived. A component's faction origin is noted by the white icon in the upper-right corner of its card. The origin has no effect on its own but may be referenced by game effects or other abilities.



VEILED HEART VARIANT

As an optional variant, advanced players may wish to play the Veiled Heart variant of Twilight's Fall. While playing this variant, all spliced cards and paradigms are gained facedown as secret information. Additionally, cards that are drawn for splices—including those gained during setup for the inaugural splice—are not revealed. Instead, they are kept secret and the cards are passed to each successive player as they are spliced. Facedown cards are not public information, and their effects are not active. Players can choose to reveal facedown cards **at any time**; when they do, its effect immediately becomes active. This can be used to interrupt other game effects.

CAPTURE

Some abilities instruct a player to **CAPTURE** a unit. While a unit is captured, it is placed on the capturing player's faction sheet until it is **RETURNED**. The rules for capturing and returning units vary depending on the type of unit that is captured.

If at least one of a player's space docks is being blockaded, they cannot capture units from the player who is blockading them.

Non-Fighter Ships and Mechs

If a player captures a non-fighter ship or mech, they place it on their faction sheet. When such a unit is returned, it is placed in the reinforcements of the player who it was captured from. A captured non-fighter ship or mech can be returned, as follows:

- ♦ If the player who captured the unit agrees to return it as part of a transaction.
- ♦ If an ability allows a player to return a captured ship, typically as a cost for an effect.
- ♦ If the player whose unit was captured blockades a space dock of the player who captured the unit.

Fighters and Ground Forces

If a player captures a fighter or ground force, it is placed in its reinforcements instead of on the capturing player's faction sheet. Then, the capturing player places a fighter or ground force token from the supply on their faction sheet instead. Captured fighters and ground forces do not belong to any player color. As such, they cannot be returned as part of a transaction and they are not returned because of a blockade. They remain on the capturing player's faction sheet until an ability returns them. When returned, they are placed in the supply.

TWILIGHT'S FALL STRATEGY CARD OVERVIEW

AMICUS 5

PRIMARY ABILITIES

- ♦ Gain 3 trade goods.
- ♦ Replenish commodities.
- ♦ Choose any number of other players. Those players use the secondary ability of this strategy card without spending a command token.

SECONDARY ABILITY

- ♦ Spend 1 token from your strategy pool to replenish your commodities.

CALAMITAS 6

PRIMARY ABILITIES

- ♦ Initiate a unit upgrade splice.
- ♦ Resolve the **PRODUCTION** abilities of your units in 1 system.

SECONDARY ABILITY

- ♦ Spend 1 token from your strategy pool and 4 resources to either participate in the unit upgrade splice or use the Production abilities of the units in your home system.

MAGUS 7

PRIMARY ABILITIES

- ♦ Initiate an ability splice. You may spend 3 resources and 3 influence to add 1 additional ability to the pool; if you do, after each player has chosen, it passes back to you and you take an additional ability.

SECONDARY ABILITY

- ♦ Spend 1 token from your strategy pool and 3 resources or 3 influence to participate in the ability splice.

AETERNA 8

PRIMARY ABILITIES

- ♦ Immediately score 1 public objective if you fulfill its requirements; otherwise, draw 1 paradigm.
- ♦ Gain 1 victory point if you control Mecatol Rex; otherwise, draw 1 secret objective.

SECONDARY ABILITY

- ♦ Spend 1 token from your strategy pool to draw 1 secret objective or 1 paradigm.

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