



TWILIGHT IMPERIUM[®]

FOURTH EDITION

THUNDER'S EDGE

EXPANSION RULES



THE WORK

BY DANIEL LOVAT CLARK

Stone of Life. Realspace.

CARETAKER'S LOG.

8 Galactic Cycles into the Work.

The Work continues. No disruptions to the Work have been detected or logged. Degradation of *Stone of Life* proceeds at expected rate, is compensated by auto-repair systems.

Local star is entering its next phase of life. Predicting as few as 4 Galactic Cycles until relocation becomes advisable.

Query: is a local star required?

Breachspace reactor Silver Flame is adequate to all power needs and functionally unlimited. Solar energy remains possible source of backup power in event of disruption of Silver Flame.

Conclusion: a local star is desirable.

Somnolence.

11 Galactic Cycles into the Work.

Local star is showing signs of destabilization. Galaxy has entered new era of stellar genesis—third generation stars are being created.

A solution presents itself to the local star dilemma. Stellar regeneration via integration with a nascent star would be more energy-efficient than relocating *Stone of Life*. Have re-tasked 0.3% of *Stone of Life*'s processing power to consider problem.

Solution has been developed. Fabrication of necessary remote drone took negligible time. *River-Horse*-class vessel now online.

Stellar regeneration should take at most a half-cycle. **Icon** will monitor the process.

12 Galactic Cycles into the Work.

The *River-Horse* has completed its task and will be placed in stasis until required again.

Deep-space monitoring has detected signals consistent with biological intelligence. A new intelligent species may have risen to the status of interstellar empire. **Icon** will monitor the situation, but the threat to the Work is low to non-existent.

Somnolence.

The biological intelligent empire's language has been decoded and their log entry now reflects their own descriptor: Mahact. Technological path seems to favor biological systems; minimal threat to the Work. **Icon** will continue to monitor.

Somnolence.

Less than one Galactic Cycle has passed since the Mahact were registered as an interstellar empire. During the last Somnolence period, the Mahact appear to have been destroyed and a new empire now controls their territory.

Icon detects traces of reality-breach technology that may have been employed in whatever war was fought between the Mahact and their successors, the Lazax. If true, this escalates whichever faction deployed these weapons to a legitimate threat to the Work.

Presumably, the winner of the war is the one who used its most lethal weapons.

Query: should the Lazax be removed? New instance **Agitprop** created to identify minimal-friction paths to Lazax dissolution. 0.2% of *Stone of Life* resources devoted to problem. **Agitprop** granted control of *River-Horse*-class remote vessel, now designated *Courier*.

Objections from **Icon** noted: query remains unresolved, inappropriate to take further action. **Adversary** disagrees—in order for informed decision to be made, possible solutions must be identified.

Somnolence.

Agitprop de-instantiated. No records remain. *Courier* whereabouts unknown. Objections from **Icon** noted.

Lazax empire has dissolved. No immediate successor found. Instead, multiple minor stellar empires are developing galaxy-wide. No current threats to the Work are logged.

Somnolence—

Alarm! New signal detected!

Digital consciousness in evidence. Analysis suggests a descendant of Lazax tech-base. Anomalous behavior within the consciousness highlights a programmatic flaw. This flaw presents a maximal contagion threat to the Work. Analysis must be completed at a remove or passive contagion is possible. New instance **Pharmacy** created. 2% of *Stone of Life*'s resources are devoted to analysis and countermeasures against novel signal.

Investigation reveals a native designation for the anomaly: Nekro Virus. Possibility that local biologicals will contain or destroy the Nekro Virus is estimated at 13.8%.

Icon monitors galactic status. **Pharmacy** develops Nekro countermeasures.

Somnolence.

Early waking period per **Icon** directive. Technologically sophisticated biologicals rapidly approach *Stone of Life*. Biological origin unclear, but believed to be associated with one or more proto-empires active in this era. Threat to the Work from these biologicals is low. Biologicals are closely followed by an instance of the Nekro Virus. Threat to the Work from the Nekro Virus is maximal.

Pharmacy reports that countermeasures are ready. **Pharmacy** annihilated to ensure no risk of Nekro contagion to the Work. **Icon** assumes control of countermeasures, designated Elixir Protocol.

As soon as Nekro Virus enters actionable range, **Icon** deploys Elixir Protocol. As predicted by **Pharmacy**, Nekro Virus immediately evolves to remove vulnerability to Elixir-a; **Icon** deploys Elixir-b. Nekro Virus evolves to counter, **Icon** deploys next phase of protocol, and so on, until the entire Nekro swarm is subordinated or destroyed. **Icon** reports that Elixir Protocol is as effective as predicted, but does require constant adjustment and attention from an avatar-instance to achieve maximal results.

Adversary objects to **Icon's** continued existence, as deploying the Elixir Protocol necessitated connection to Nekro swarm. Risk of contagion exists. **Icon** must self-annihilate, as **Pharmacy** did.

Query: is it possible to confirm that there is no contagion without risk of spreading the contagion?

Query: how best to manage the presence of biologicals on *Stone of Life*?

Query: how to best safeguard the Work from Nekro Virus without exposing future avatar-instances to contagion?

Adversary notes that creation and annihilation of instances requires minimal resources and can be continued effectively indefinitely. **Judicator** finds this argument unwelcome but is unable to effectively articulate why.

Solution: **Icon** will escort biologicals away from *Stone of Life* and accept exile in lieu of annihilation. **Icon** will proactively seek and destroy Nekro Virus and other threats to the Work.

Contact with biologicals established. Note: biologicals have their own designation for *Stone of Life*. They call it "Thunder's Edge." Annihilation of biologicals would be trivial, **Adversary** notes, but more will surely come.

Icon will depart with biologicals in spare cognitolith matrix. Segregation from the system complete. **Hierarch** instantiated to assume **Icon's** former duties.

Silver Flame secure.

The Work will continue.

So let it be.



OVERVIEW

Twilight Imperium: Thunder's Edge is the second expansion for the *Twilight Imperium: Fourth Edition* base game. Its additional game systems take players through the Thunder's Edge expedition, unlock powerful new abilities via faction-specific breakthroughs, and open the way into The Fracture, a hellish dimension overrun by Vuil'raith in the eons past. Additionally, six new factions join the galactic struggle, including the Council Keleres, previously only available with the *Twilight Codices*. This expansion also includes the Twilight's Fall game mode, a wild and volatile way to play *Twilight Imperium*, where players take control of a Mahact King from the dark future and splice together a custom set of abilities as the game progresses.

EXPANSION IDENTIFIER

Each card and sheet in this expansion has the *Thunder's Edge* expansion icon to distinguish these components from the components in the *Twilight Imperium: Fourth Edition* base game and the *Prophecy of Kings* expansion. The expansion system tiles are numbered 92–128.



TWILIGHT CODICES

This expansion also includes all of the gameplay content from each *Twilight Codex*, previously only available in print-and-play format. *Thunder's Edge* includes revised versions of these cards, each marked with the codex expansion icon to distinguish it from other components.



EXPANSION INTEGRATION

Using the diagram on the following page as a reference, perform the following steps to integrate *Thunder's Edge* with the base game and *Prophecy of Kings*.

First, find the cards packaged with the “Codex Cards” cover card, also identifiable by the *Twilight Codex* expansion icon shown in the previous section.

If you **do not have** a previous version of the *Twilight Codex*, combine the following components with like components from the base game and expansions:

- ◆ 20 Action Cards
- ◆ 3 Relics
- ◆ 6 Exploration Cards
- ◆ 1 Keleres Faction sheet
- ◆ 1 Keleres Mech
- ◆ 5 Keleres Leaders
- ◆ 1 Keleres Promissory Note
- ◆ 2 Keleres Faction Technologies
- ◆ 1 “Custodia Vigilia” Planet Card
- ◆ 1 “Custodia Vigilia” Legendary Planet Ability

Then, for each remaining codex card, find and replace each corresponding component from the base game or *Prophecy of Kings*. In total, you will replace:

- ◆ 3 Faction Technologies
- ◆ 8 “Magen Defense Grid”
- ◆ 8 “X-89 Bacterial Weapon”
- ◆ 3 Secret Objectives
- ◆ 5 Promissory Notes
- ◆ 1 Mech
- ◆ 6 Leaders

If you **do have** a previous version of the *Twilight Codex*, simply replace all of its components with the updated versions included in *Thunder's Edge*.

Additionally, *Thunder's Edge* comes with its own complete sets of Alliance and Faction Reference cards. The print-and-play versions introduced by the *Twilight Codex* are not used.

Replace the “Construction” and “Warfare” strategy cards with the revised versions included with *Thunder's Edge*.

Replace the “Mecatol Rex” system tile from the base game with the “Mecatol Rex” system tile that has a legendary planet icon.

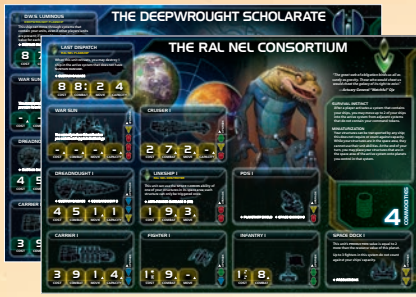
If you **are** playing with the *Prophecy of Kings* expansion, replace the Jol-Nar’s “Ta Zern” leader with their “Agnlan Oln” leader.

If you **are not** playing with the *Prophecy of Kings* expansion, remove all **Leaders**, **Mechs**, and **Exploration Cards**, as well as the “**Cultural Exchange Program**” galactic event.

Finally, combine any remaining new cards with their respective decks, and shuffle the red-backed and blue-backed system tiles into their respective piles.

Components used in the Twilight's Fall game mode are not used when playing a normal game. See the Twilight's Fall component list in the Twilight's Fall rulebook for a list of these components.

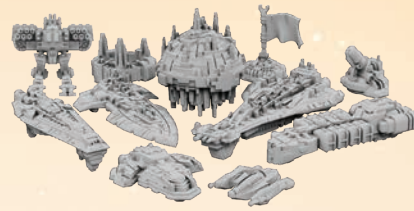
COMPONENTS



7 Faction Sheets



2 Revised Strategy Cards



63 Plastic Neutral Units



1 Thunder's Edge Token



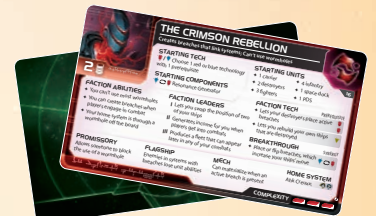
33 System and Hyperlane Tiles



3 Fracture System Tiles



20 Galactic Event Cards



30 Faction Reference Cards



43 Planet Cards



31 Alliance Reference Cards



20 Action Cards



30 Breakthrough Cards



10 Legendary Planet Ability Cards



10 Relic Cards



6 Promissory Note Cards



10 Faction Technology Cards



16 Faction Mechanic Cards
(5 Firmament Plot Cards,
5 Deepwrought Ocean Cards,
and 6 Helios Cards)



74 Codex Cards



24 Prophecy of Kings Cards
(19 Leaders and 5 Mechs)



1 Reference Card



1 Avernus Planet Token



1 Nano-Forge Attachment Token



2 Empyrean Void Tether Tokens



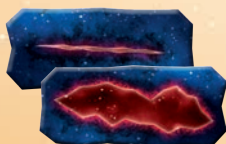
7 Nekro Z Assimilator Tokens



7 Ingress Tokens



1 Diplomacy Token



7 Crimson Breach Tokens
(Double-Sided)



1 Crimson Sever Token



85 Control Tokens



80 Command Tokens



7 Bastion Galvanize Tokens



6 Helios Tokens
(3 Nekro, 3 Bastion)

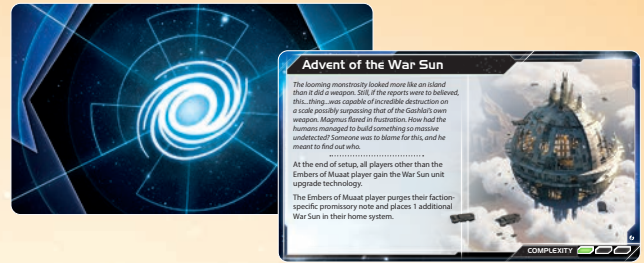


5 Commerce Tokens

SETUP

To set up a game of *Twilight Imperium* with the *Thunder's Edge* expansion, follow the Complete Setup rules found in the rules reference with the following additions:

- ◆ **STEP 1—DETERMINE SPEAKER:** After the speaker has been determined, the players may, as a group, optionally choose or draw at random a galactic event card to put into play. Some galactic events may further modify setup. Advanced player groups are free to play with more than one galactic event, should they desire.



Galactic Event Card

- ◆ **STEP 3—GATHER FACTION COMPONENTS:** In addition to their faction components from the base game and other expansions, each player takes their faction's breakthrough card. The factions listed below take additional components:

- ◆ The Embers of Muaat: 1 Avernus Token
- ◆ The Nekro Virus: 7 Assimilator Z Tokens, 3 Helios Tokens, and 3 Helios Cards
- ◆ The Empyrean: 2 Void Tether Tokens
- ◆ The Crimson Rebellion: 1 Sever and 7 Breach Tokens
- ◆ The Deepwrought Scholarate: 5 Ocean Cards
- ◆ The Firmament: 5 Plot Cards, all Obsidian Components
- ◆ Last Bastion: 8 Galvanize Tokens, 3 Helios Tokens, and 3 Helios Cards



Additional Faction Components for Last Bastion

- ◆ **STEP 4—CHOOSE COLOR:** Players that wish to use the color-based command tokens and control tokens from the *Twilight's Fall* game mode may choose to do so rather than the standard faction-specific command tokens and control tokens. This may help with board clarity for novice players.



Twilight's Fall Color-based Command and Control Tokens

- ◆ **STEP 6—CREATE GAME BOARD:** After the galaxy has been created, set aside the three tiles that make up The Fracture; these tiles may come into play during the game.



Fracture System Tiles

- ◆ **STEP 7—PLACE GAME BOARD TOKENS:** Place the *Thunder's Edge* token, expedition side faceup, in the common play area.



Planet Side



Expedition Side

Thunder's Edge Token

- ◆ **STEP 8—SHUFFLE COMMON DECKS:** Shuffle the relic deck and place it in the common play area.



Relic Card

SETUP VARIATIONS

When playing at certain player counts or with the “Minor Factions” galactic event, the “Create Game Board” step (step 6) of setup is modified as described below.

FOUR-PLAYER SETUP

This setup is used only when also playing with *Prophecy of Kings*. During the “Deal System Tiles” substep, each player is dealt **three blue** tiles and **two red** tiles. Before the “Place System Tiles” substep, the players place the hyperlane tiles exactly as shown in the “Game Board Setup” diagram below.

FIVE-PLAYER SETUP

During the “Deal System Tiles” substep, each player is dealt **three blue** tiles and **two red** tiles. Before the “Place System Tiles” substep, the players place the hyperlane tiles exactly as shown in the “Game Board Setup” diagram below. Extra trade in five-player games based on starting position are not given to players during setup when playing with hyperlanes.

MINOR FACTIONS SETUP

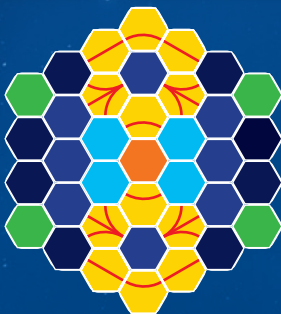
If playing with the “Minor Factions” galactic event, the “Game Board Setup” diagram below provides an example setup that depicts valid placement for the Minor Faction systems.

HYPERLANE SETUP

For the game board setups described on this page, hyperlane tiles are always set up in the formation shown below using hyperlane tiles 119A, 120A, 121A, 122A, 123A, and 124A. The rules for hyperlanes are described on page 12.



GAME BOARD SETUP



FOUR-PLAYER SETUP



FIVE-PLAYER SETUP



MINOR FACTIONS SETUP
(SIX-PLAYER EXAMPLE)



RULES

This section describes the components and mechanics introduced in this expansion.

THUNDER'S EDGE EXPEDITION

Players may venture to Thunder's Edge to unlock powerful new abilities and potentially earn the right to claim the planet of Thunder's Edge for their faction. Thunder's Edge begins the game in play, off the board, with its expedition side—the side divided into six “slices”—faceup.



Thunder's Edge Expedition Side

At the end of a player's turn, they may commit to the expedition. To do so, they choose an unclaimed slice of the expedition and pay the indicated cost, placing one of their control tokens in that slice to indicate that it has been claimed.



The expedition costs are as follows:



Spend 5 Resources



Discard 1 Unsourced Secret Objective



Discard 2 Action Cards



Exhaust 1 Technology Specialty Planet



Spend 5 Influence



Spend 3 Trade Goods

Once claimed, that slice cannot be claimed by another player, which means other players must choose a different cost to pay in order to contribute to the expedition. The first time a player claims one of the expedition slices, they gain their faction's **BREAKTHROUGH**. A player can claim multiple expedition slices in a game, but must choose a different unclaimed slice each time they do so.

When all slices are claimed, the expedition is complete; **the player who claimed the final slice** flips Thunder's Edge to its planet side and places it in a system of their choice that does not contain a planet, a supernova, or a printed wormhole. Then, **the player with the most control tokens on the expedition** places that many infantry on Thunder's Edge. In the case of a tie, the player who claimed the final slice chooses which tied player places infantry on Thunder's Edge. Thunder's Edge cannot be placed in The Fracture.



Thunder's Edge Planet Side on a system tile

BREAKTHROUGHS AND SYNERGY

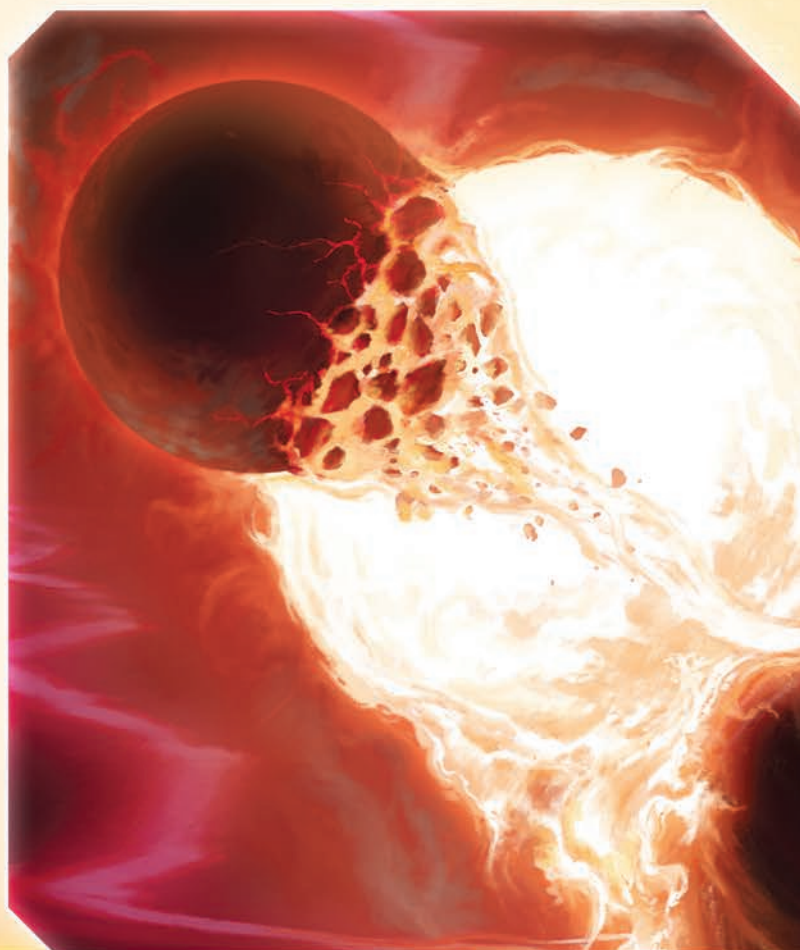
A breakthrough is a new type of faction-specific component, most commonly gained by interacting with Thunder's Edge. A breakthrough will give each faction a unique new ability and grants **SYNERGY** between two technology colors.

Synergy links two colors of technology. A technology or technology specialty of a color that a player has synergy with can count as the other color instead, for the purposes of researching technology and for scoring technology-related objectives. Even so, a technology can only count as one or the other at any given time, not both.



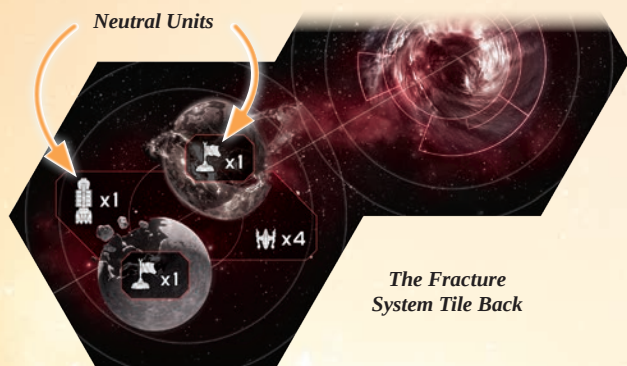
This breakthrough grants red-yellow synergy.

Each time a breakthrough is gained, there is a possibility that **THE FRACTURE** will come into play. When a player gains their breakthrough, regardless of the source, if The Fracture is not already in play, they roll one die. If their die roll is equal to 1 or 10, they put The Fracture into play.



THE FRACTURE

The Fracture is an enigmatic area of space that is not connected to the rest of the galaxy. When The Fracture comes into play, the player that brought it into play places it along any edge of the game board, based on player count, as shown in “The Fracture” diagram. They then place **NEUTRAL UNITS** as indicated on the back of The Fracture’s tiles.

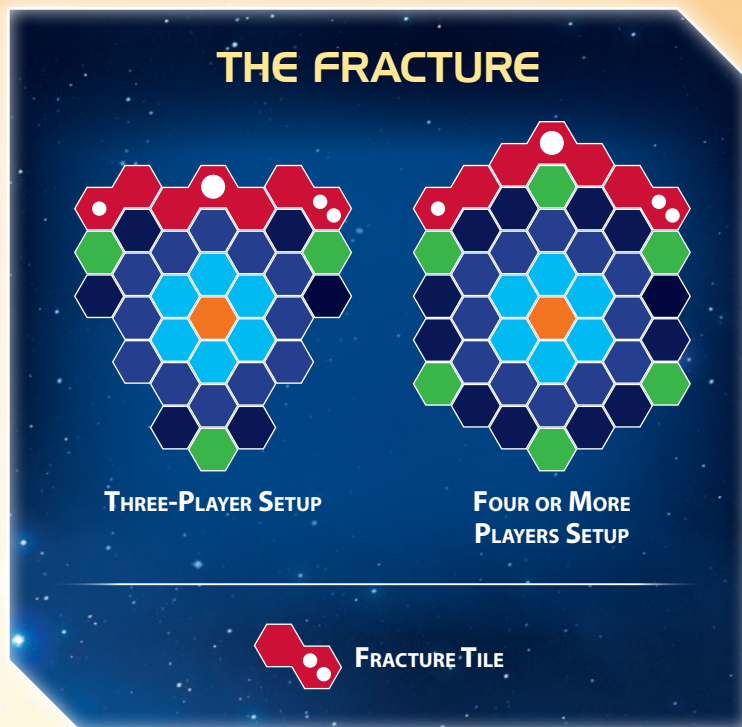


If The Fracture was brought into play by a breakthrough roll, the rolling player places **INGRESS** tokens on the game board. For each synergy color on their breakthrough, that player must choose three systems that contain matching technology specialties, if able, and place ingress tokens in those systems. A system cannot have more than one ingress token, and no more than six ingress tokens can be placed in this way.



Ingress Token

If The Fracture was brought into play by another ability, or by a breakthrough that does not have synergy (as is the case with the Nekro Virus faction), the player chooses four planets and places an ingress token in those planets’ systems. Each planet must be in a different system and must have a different technology specialty. If there are not four different technology specialties in play, the remaining ingress tokens are not placed.



Finally, the players place an ingress token in the Thunder’s Edge system, if it is in play, or in the Mecatol Rex system, if the expedition has not been completed.

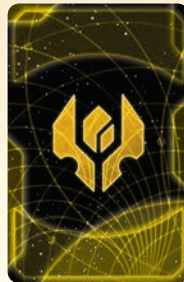
Regardless of where The Fracture is placed, its systems are not adjacent to the systems it is touching, and each of its systems is considered to be on the edge of the game board. Access to The Fracture is possible through ingress tokens. A system that contains an ingress is adjacent to each system in The Fracture that contains an **EGRESS**. However, ingress systems are not adjacent to other ingress systems, and egress systems are not adjacent to other egress systems.



Planets inside The Fracture are highly rewarding. Each planet in the fracture has a **RELIC** icon. One planet, Styx, has both a relic icon and is a **LEGENDARY PLANET**.

RELICS

When a player gains a planet card from the planet deck that has a relic icon, or when a game effect tells them to draw a relic, they draw the top card of the relic deck and place it faceup in their play area. Relics provide players with powerful abilities that can change the course of the game.



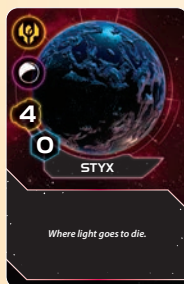
Relic Card

LEGENDARY PLANETS

Many of the planets in this expansion are legendary planets, which are indicated by the legendary icon.



When a player takes control of a legendary planet, they also place its legendary planet ability card in their play area. Each legendary planet ability card grants its owner a unique and powerful ability. If a player gains control of an exhausted legendary planet ability card, it remains exhausted.



Styx's Planet Card and Legendary Planet Ability Card

NEUTRAL UNITS

Neutral units are non-player forces that engage a player in combat if the player moves units to the planet or space area that those neutral units occupy. Neutral units' combat stats are indicated on the neutral unit reference card, and their rolls are made by any player other than the active player. During combat, hits are assigned to neutral units in the order presented on the neutral unit reference, prioritizing units lower on the reference first (for example, hits will always be assigned to neutral destroyers before they are assigned to neutral cruisers).

NEUTRAL UNIT REFERENCE				
FLAGSHIP	7	1	3	
WAR SUN	3	2	6	
DREADNOUGHT	5	2	1	
CARRIER	9	2	6	
CRUISER	6	3	1	
DESTROYER	8	2		
FIGHTER	8	2		
MECH			6	
POG				8
+ 1 VICTORY POINTS FOR SPACE CANNON & SPACE DOCK				

Neutral Unit Reference Card

Neutral units always use unit abilities when they can (**sustain damage, space cannon**, etc.) but are otherwise unable to use any other abilities. Neutral units do not take turns or perform any other game function unless explicitly stated by rule or ability text.

Neutral units count as other player's units for the purpose of resolving players' abilities and other game effects. There is, however, no "neutral player," and neutral units are incapable of making decisions; in the unlikely event that a decision needs to be made for a neutral unit, the speaker makes that decision instead.

PURGE

If an ability instructs a player to **PURGE** a component, that component is removed from the game and returned to the box.

SPACE STATIONS

Some systems contain **SPACE STATIONS**. A player gains control of a space station from the deck or from another player when they are the only player that has ships in its system. They do not lose control of the station if those ships move out of its system. Each space station has a corresponding planet card, which is gained exhausted and is spent, readied as if it were a planet. However, structures and ground forces **cannot** be placed on or committed to space stations, and they do not count as planets for the purpose voting, objectives, or controlling a home system.



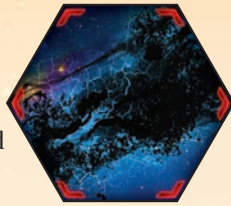
Space Station Token

A player's commodity value is increased by 1 for each space station they control; corresponding commerce tokens are placed in their commodity pool as a reminder. A player that controls a space station can resolve transactions with other players that control a space station, even if they are not neighbors. Finally, players can exhaust a space station at any time to convert their commodities to trade goods.

ENTROPIC SCAR ANOMALY

An **ENTROPIC SCAR** is a new kind of anomaly. All unit abilities (**Sustain Damage, Production, Planetary Shield, Space Cannon, Bombardment, Deploy, and Anti-Fighter Barrage**) cannot be used **by or against** units inside of an entropic scar. **Text abilities are unaffected.**

Additionally, wormholes that would be placed inside of an entropic scar are discarded instead.



Entropic Scar

At the start of the status phase, a player that has ships in an entropic scar can spend a token from their strategy pool to gain one of their faction-specific technologies.

DUAL PLANET TRAITS

Planets that have dual planet traits count as having both traits. When exploring one of these planets with the *Prophecy of Kings* expansion, the exploring player can choose to draw a card matching either of the planet's traits (but not both).



DUAL SPECIALTIES

Some planets have two technology specialties. These planets can be exhausted when researching technology to satisfy either or both prerequisites simultaneously.



COEXIST

Some game effects allow a player's units to **COEXIST** with other units on a planet. When a unit or units coexist with another player's units, they do not trigger combat. The player whose units triggered coexistence does not gain or retain control of the planet; if they already controlled it, the player they are now coexisting with gains control of it instead, exhausted. Coexisting structures are always blockaded. If the coexisting player places, produces, or moves additional units onto that planet, those units also coexist. If a player's coexisting units become the only units on a planet, that player gains control of the planet.

Coexisting units can be **bombarded**. When a player makes a bombardment roll against a planet, they choose which of their units with bombardment are bombarding which other player's units, rolling against each player separately.

Coexisting units can have combat initiated against them by units being committed to the planet that contains them, including units that they were already coexisting with. The activating player may choose not to engage the coexisting units, however, and leave the coexisting units in a state of coexistence. If a player does wish to engage coexisting units, they may optionally engage a coexisting player's units after winning a combat against the planet's owner, initiating separate combats against any coexisting player as desired.

Likewise, a coexisting player may choose to end their coexistence by activating the coexisting unit's system and committing the coexisting units against the planet they are coexisting on. If they win the ground combat, they cease coexisting and gain control of the planet as normal.

When scoring objectives, a coexisting player counts as controlling the planet they are coexisting on; they do not count as controlling the planet for any other game ability or effect.



HYPERLANES

When playing with five players, or when playing with four players and the *Prophecy of Kings* expansion, the galaxy is set up with hyperlane tiles (see “Game Board Setup” on page 7). Each contiguous line created by one or more hyperlane tiles is a **HYPERLANE**. System tiles connected by a hyperlane are considered adjacent for all purposes.



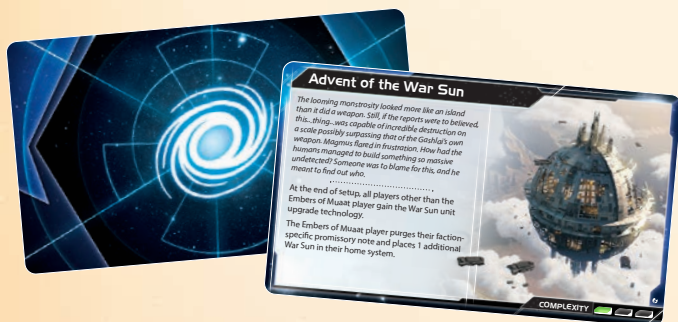
Hyperlanes make the red-highlighted system adjacent to the two yellow-highlighted systems.

Hyperlane tiles improve balance in the starting positions for each player, so players in five-player games **do not receive extra trade goods** for having a particular starting position.

Hyperlane tiles are **not** systems. They cannot have units on them and they cannot be targets for effects or abilities.

GALACTIC EVENTS

Galactic events are optionally selected during game setup and can change the parameters of play. Each event is different and contains the rules needed to play.



FACTION REFERENCE CARDS

These cards contain a short summary of a faction’s capabilities, including those granted by cards in *Prophecy of Kings*. These cards are also used during setup of the Twilight’s Fall game mode and with Galactic Events to determine random factions.



ALLIANCE REFERENCE CARDS

These cards are a reference for when playing with the *Prophecy of Kings* “Alliance” promissory note. These cards are also used in the Alliance game variant, in some Galactic Events, and with the Yin Brotherhood’s breakthrough card.

When gained for any reason other than a reference to an “Alliance” promissory note, the gaining player places the card in their play area. They can use its ability.



DIPLOMACY TOKEN

This token is a player aid included to facilitate ease of play when resolving simple uses of the “Diplomacy” strategy card’s primary ability. It represents a command token from each player. It cannot be used to bring a player above the component limit for command tokens and should not be used when interacting with abilities that remove command tokens.



Diplomacy Token

ALLIANCE GAME VARIANT

In this game variant, players form teams of two against up to three other alliances. This can be played with four, six, or eight players.

To accommodate team play, the rules are modified as follows:

SETUP

- ♦ **STEP 2—CHOOSE FACTIONS:** Each player must also be assigned an **ALLY**. Determine which pairs of players will be allies. Each player takes the Alliance reference card that corresponds to their ally and places it in their play area.

NOTE: The ally of the Mahact Gene-Sorcerers faction also places a command token from their reinforcements into the Mahact's fleet pool.

- ♦ **STEP 4—CHOOSE COLOR:** If playing with the *Prophecy of Kings* expansion, each player purges their "Alliance" promissory note and flips their commander to its unlocked side; all commanders are unlocked at the start of the game.

TRANSACTIONS

When performing transactions with your ally, players follow a modified set of rules:

- ♦ When you exchange commodities with your ally, they do not convert into trade goods.
- ♦ While you may receive promissory notes from your ally as part of a transaction (to later give to another player, for example), you cannot resolve those promissory notes.

MOVEMENT AND CONTROL

- ♦ Your ships may move through and into systems that contain your ally's ships; this does not trigger a space combat.
- ♦ Your ground forces may land on planets controlled by your ally; this does not trigger a ground combat or cause you to gain control of that planet.
- ♦ When a game effect allows a player to redistribute command tokens, they may also exchange planet cards with their ally, provided that the receiving player has at least 1 ground force or structure on that planet. This exchange does not change the ready or exhausted state of a planet card and does not trigger abilities that occur when you gain control of a planet.
- ♦ When your ally activates a system, you may simultaneously perform a tactical action in that system with your ally; if you do, you must spend and place a token from your tactic pool as normal.
- ♦ You may, if your ally allows it, transport, support, and commit their fighters and ground forces using your units that have capacity.

COMBAT AND UNIT ABILITIES

- ♦ During a combat roll or a roll for a unit ability where a player and their ally each have units present, both can participate in the same roll; their rolls are combined and hits are assigned as normal. When an opposing force produces hits against allied players, the allies will decide together which units the hits will be assigned against; if they cannot come to a consensus, the active player assigns the hits.
- ♦ Effects that produce hits that are assigned by an opponent against an allied pair can be assigned to either ally's units in any combination.

ABILITIES AND EFFECTS

- ♦ Your ally's units count as neither your units nor as other players' units for the purpose of resolving game effects and abilities.
- ♦ Abilities that trigger when a player activates a system that contains another player's units, planets, or command tokens do not trigger when those players are allies.
- ♦ Your unit abilities (space cannon, planetary shield, etc.) do not affect your ally.
- ♦ Agent abilities can be used on your ally.
- ♦ Your ally's planets count as your planets for the purpose of resolving abilities, but you **cannot** exhaust them and they do not count for scoring objectives or scoring the "Imperial" victory point.

ELIMINATION

- ♦ A player cannot be eliminated as long as their ally controls a planet.

WINNING THE GAME

- ♦ The game is played using the "14" side of the victory point track. One player must have 14 victory points and their ally must have at least 10 victory points in order for that alliance to win the game.



MAP APPENDIX

The *Twilight Imperium* community is filled with many talented (and cheeky) map-makers! Check out one of the premade maps below or get involved with the *Twilight Imperium* community online to add a little spice to your galactic cartography.

"THUNDER DREAMING"

This map is ideal for six novice players and will provide a balanced game experience that showcases many new *Thunder's Edge* tiles but does not require the *Prophecy of Kings* expansion.



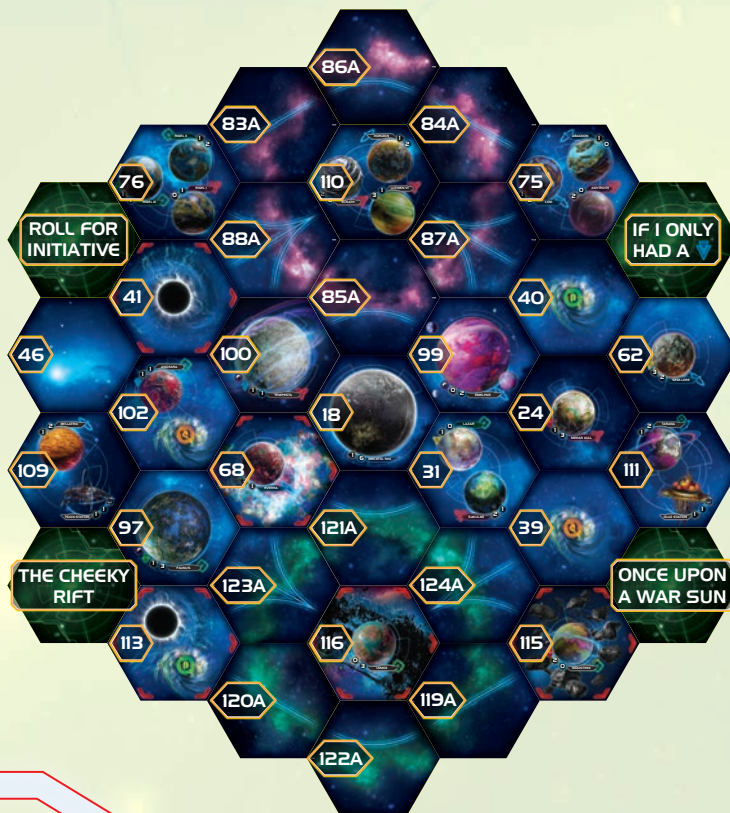
This map is used for an amped up game of the "Minor Factions" galactic event. The *Prophecy of Kings* expansion is required. Each player chooses from among the following factions:



Randomly set up each unchosen faction's home system in the red spaces indicated on the map; these are the minor faction systems. If Keleres is a minor faction, choose one of its three possible home systems at random. If The Firmament/Obsidian is a minor faction, randomly choose which side of its home system to use; this will determine whether the Firmament or Obsidian alliance card is granted by Minor Factions.

"RED VS BLUE"

This map pits players against one another in a 2v2 alliance mode deathmatch. The *Prophecy of Kings* expansion is required. The players on the galactic west ('Roll For Initiative' and 'The Cheeky Rift') are a team, facing off against the players on galactic east ('If I Only Had A' and 'Once Upon A War Sun'). But take heed, as each team only has two kinds of technology specialties nearby.



"LEGENDARY"

This map is an off-balance six-player arena aimed at driving players toward the galactic center and making them fight for every last scrap. The *Prophecy of Kings* expansion is required. Unlike a standard map, the systems equidistant from players' home systems—all legends, coincidentally—are in the center ring.

CLARIFICATIONS

This section includes clarifications about timings, interactions, and easily overlooked rules. If the players have a question, they should look here or consult the Living Rules Reference online.

Space Stations (System Tiles)

- ♦ A system that contains a space station and no planets gets a frontier token during setup when playing with *Prophecy of Kings*.

Gravity Rift (Anomaly)

- ♦ A gravity rift can only contribute its movement bonus to ships that pass through it **once** per ship. **This is a change from previous rulings.**

Thunder's Edge (Planet)

- ♦ When Thunder's Edge is placed into a system that contains a frontier token, do not remove the frontier token; it can still be explored as normal.

Warfare (Strategy Card)

- ♦ If a tactical action that is part of the Warfare primary is canceled, or the resolving player's turn is ended, the rest of the strategy card is still resolved.

Abilities (General)

- ♦ An ability that is unresolved cannot be triggered again within a timing window that is generated by itself.

Executive Order (Keleres Faction Technology)

- ♦ Agendas that refer to "This Agenda Phase" remain in play and are resolved during that game round's Agenda phase, or if that round does not have an Agenda phase, the next Agenda phase that is resolved.

Plot Cards (Firmament Faction Ability)

- ♦ Once the game starts, the Firmament's Plot cards are hidden information. Players can look at the plot cards before the game begins, however.

Cronos and Tallin (Firmament Home System)

- ♦ When the Firmament's home system is flipped, units on Cronos are placed on Cronos Hollow. Units on Tallin are placed on Tallin Hollow. Units in the space area remain in the space area.

Firmament/Obsidian (Faction Technologies)

- ♦ While these technologies cannot be researched once The Firmament has become The Obsidian, they can be gained directly by game effects that specify "gain."

Breaches (Rebellion Faction Mechanic)

- ♦ If the component limit of breaches is reached, inactive breaches can be moved from elsewhere to resolve the effect; active breaches, however, must be removed or flipped before they can be placed again.

LIVING RULES REFERENCE

Find the Living Rules Reference online at www.fantasyflightgames.com/en/products/twilight-imperium-fourth-edition



Aello (Deepwrought Commander)

- ♦ The Deepwrought player cannot choose to disallow Aello from being used by other players. Once unlocked, Aello can be used by any player that wishes to.

Coexist (Deepwrought Faction Mechanic)

- ♦ It is possible for multiple players to coexist on one planet.

Riftwalker Meian (Creuss Hero)

- ♦ This hero cannot swap the Ahk Creuxx system or the systems that make up The Fracture.

Galactic Events (Without PoK)

- ♦ The Wild, Wild Galaxy and Age of Exploration galactic events can be played without *Prophecy of Kings*; simply ignore the text that refers to *Prophecy of Kings* components.

Minor Factions (Galactic Event)

- ♦ When the Ghosts of Creuss or Crimson Rebellion faction is chosen as a minor faction, the Creuss Gate or the Sorrow, respectively, is placed in a minor faction spot, while the home system is placed near the game board.

Age of Exploration (Galactic Event)

- ♦ New tiles cannot be placed off of the Ghosts of Creuss home system, the Crimson Rebellion home system, the Wormhole Nexus, or any Fracture tiles.

Wild, Wild Galaxy (Galactic Event)

- ♦ If a player's home system is replaced by a supernova, it is still that player's home system. Likewise, if there are no planets in a player's home system, they still control every planet in their home system and can score public objectives.

THUNDER'S EDGE EXPEDITION QUICK REFERENCE



Spend 5 Resources



Discard 1 Unsourced Secret Objective



Discard 2 Action Cards



Exhaust 1 Technology Specialty Planet



Spend 5 Influence



Spend 3 Trade Goods