

# TWILIGHT IMPERIUM™

THIRD EDITION

## Variants Version 0.5

### Table of contents

<b>Shattered Ascension (version 2.7)</b> by PsiComa	<b>2-8</b>
<b>No Strategy Cards</b> by GMO	<b>9-10</b>
<b>House Rules</b>	<b>11-12</b>

# Shattered Ascension

version 2.7

A series of tweaks and variations to Shattered Empire.

## Game Setup

### Race Selection

A player may select a race randomly. In this case, the player may keep it hidden until the galaxy is formed. A player may veto this random race pick twice, but upon the third pick the player must then play the race and is forced to reveal it.

A player may choose a race. In this case, the player must then reveal it immediately.

### Plastic Limit

Decide whether to play with an increased plastic limit.

### Global Fleet Supply

The number of ships each player may have on the board is limited to: [current Fleet Supply] times 4 (minimum 20).

### Prospect Strategy Card (#9)

This card may be added to a 4- or 8-player game to ensure that there will always be one Strategy Card unselected in every round. (Each player will then always have a choice. Also, races that have special abilities involving Strategy Cards will not freely benefit from guaranteed picks. In addition, certain Action and Political Cards are not made obsolete.)

### Objectives

Including the 6 Shattered Ascension Public Objectives (and optionally removing Imperium Rex), shuffle all Public Objectives into two separate decks, one for Stage I and one for Stage II. Draw the top 3 Stage I cards and place them face-up in the common area.

After 8 Public Objectives have been revealed, cards will be drawn from the Stage II deck.

### Trade Goods

Each player starts with one Trade Good on his race sheet.

### Creating the Galaxy

Each player's hand of tiles must include a number of planets equal to the number of rings in the galaxy. Otherwise, reshuffle the tiles and deal them again.

Asteroid Fields **may** be placed adjacent to other Asteroid Fields. All other placement rules still apply.

### Race-Specific Technology

Select either:

- Exigency Research.** Cost of technology is reduced by an amount equal to the number of Victory Points a player currently has.
- Progression & Evolution:** Technology is automatically acquired the moment a player's Victory Point total is equal to the cost listed on the technology card. The technology is retained even if a player should fall below this threshold at a later time.
- Both of the above.

### Simultaneous Action System

Decide if this system will be used to replace the Transfer Action. Recommended.

## Strategy Phase

### Upkeep

During the Strategy Phase, a player must pay one resource for each Command Counter in Fleet Supply over the 8th.

*Example:* A player with a Fleet Supply of 10 would have to pay 2 resources in the Strategy Phase.

Any counters on which a player chooses not to pay upkeep for are immediately removed.

## Action Cards

Resolution of Action Cards is done in the order in which they are announced, not in initiative order.

### Friendly Fire (new)

“For one combat round, opposing Fighters will inflict a hit on their own forces on natural rolls of 1-5. Play: Immediately before a round of a Space Battle.”

### In the Silence of Space

Fleets may end movement in system containing enemy units, unless a Dreadnought or War Sun is present in the moving fleet. Also, PDS may not fire at the moving fleet.

## Artifacts

### Placement

Artifacts may be placed in systems with no planets. Control of these systems functions in the same way as control of Trade Stations.

If playing with Wormhole Nexus, always place an Artifact on Mallice.

### Awards

An Artifact yields the following: 1 Victory Point and one technology specialty corresponding to the Artifact's color.

## Dummies

Blank Artifacts yield 1 Trade Good

## Combat

### Pre-combat

All pre-combat shots are considered simultaneously fired. However, Anti-Fighter Barrage hits must be assigned first.

### Weapon technologies

Only one weapon technology may be used at any given time; such technologies may not be combined for multiple modifiers. (Weapon technologies are: Hylar V Assault Laser, Automated Defense Turrets, Deep Space Cannon, Graviton Laser System, Magen Defense Grid, and Assault Cannon.)

## Control

**Control of a system** is defined as: A system in which **only you** have units or control planets. (Exception: Objectives cards on which control is defined differently.)

**Home Systems** – for the purposes of Action Cards – are only considered such for the race of origin.

## Leaders

### Agent

Replace Sabotage ability with the following: “An Agent may be used to Sabotage an Action Card targeting the system the Agent is in. The Agent may not be used in this way again for the remainder of the current round and the entire following round. (All politically-oriented Action Cards are considered to take place on Mecatol Rex.)”

### General (new)

- When a General participates in an Invasion Combat, all combat rolls receive a +1 modifier.
- In addition, one Ground Force unit may roll an additional die.
- Units bombarding a planet containing a General receive -4 to bombardment rolls.

## Movement

### Picking up units

**Any** type of cargo may be picked from **any** currently active or unactivated system, regardless of the presence of enemy ships.

## Races

### Mentak

Special ability (**new**): “Once per round as an action, you may spend 1CC from Strategy Allocation to take one Trade Good from up to two different players, as long as each target player has at least 3 Trade Goods.”

### Yssaril

Starting units: Remove 1 Carrier.

Starting technology: Light/Wave Deflectors **only**.

## Rotation Cyler



The order of Strategy Card selection and secondary activation is executed in the direction of this marker, starting with the Speaker.

When activating the primary ability of Bureaucracy, a player may also spend two influence to flip this token.

## Strategy Cards

### Assembly

A player chosen to play an Agenda always has the choice of drawing the top card of the Political Deck instead of a card from his hand.

Voice of the Council vote costs 1CC from Strategy Allocation. The elected player gains +5 votes at all times (in addition to the Special Objective).

Political Cards may not be traded for Trade Goods. Instead, 2 Political Cards may, at any time, be exchanged for a new one.

### Warfare II

Secondary ability is reworded as follows: “Spend 1CC from your Strategy Allocation to move up to two of your ships from unactivated systems to any adjacent system(s) that does not contain enemy ships.”

### Bureaucracy

Primary ability is reworded as follows: “Receive 1 CC from your reinforcements. Then draw the top **three** cards from the appropriate Objective deck. Place one faceup in the common area and the other **two** on the **bottom** of the deck. You may then immediately claim one Public Objective for which you qualify. **You may also spend 2**

**influence to flip the Rotation Cycler.”**

## Technology

### Assault Cannon

“Before any Space Battle begins, your participating Dreadnoughts **and Cruisers** may each fire one shot. Any hits are applied immediately, and casualties do not receive return fire.”

### Fleet Logistics (new)

“Once per round as an action you may pay 1CC from Strategy Allocation to flip on of your CC on the board to the ‘fleet’ side. Your units may leave this system, but you may not activate it again.”

### Gen Synthesis

“All of your Ground Forces now receive +1 on all combat rolls during Invasion Combat. **Ground Forces are now promoted to Shock Troops on an unmodified roll of 9 or 10.**”

### Integrated Economy (new)

“You may now produce units without a Space Dock, using a planet’s resource value as its production capacity. You may rearrange Command Counters on your race sheet at the end of any turn.”

### Micro Technology

In addition: “In the Status Phase, you may produce Trade Goods from unused influence at a 2:1 ration (round down).”

### Nano Technology

“**Any ships that are damaged in a Space Battle may be repaired immediately after combat.** When you claim a planet, you gain its planet card refreshed.”

## Technology (Race-Specific)

### Mentak – Salvage Operations

“Gain 2 Trade Goods at the end of each Space Battle **you win, and 1 Trade Good at the end of each Space Battle you lose.** If you win, you may build one ship in the system of a unit type that you destroyed during combat. **If this unit is a War Sun, its movement is 1 without the War Sun technology.**”

### Naalu – Telepathic Mind Weapon

“When your opponent activates a system **containing a planet you control**, he immediately loses 1CC from Fleet Supply.”

### N’orr – Berserker Genome (new)

“Inflict one additional hit at the end of any combat round in which you have inflicted at least one hit.”

### Saar – Floating Factories (new)

“Your Space Docks may now produce units during the same activation in which they move. They may also retreat and withdraw from Space Battles.”

### Winnu – Bioptic Recyclers

“**At any time**, you may discard 1 Action Card to receive 1 Command Counter or 2 Trade Goods.”

### Yssaril – Shuttle Logistics (new)

“During the Planetary Landing step of an activation, you may transfer up to 4 Ground Forces from adjacent systems into the activated system. Enemy ships present may fire one shot each at the transferring Ground Forces.”

## Trade

Trade Goods received through Trade Agreements are acquired simultaneously by all players.

There is an infinite supply of Trade Goods. In the event all Trade Goods have been taken, use replacement counters.

## Units

### Facilities

May only be built on unexhausted planets. Such a planet is immediately exhausted. Its resources may not be used during the round in which the Facility was built.

### Heavy units – combat and production

Dreadnoughts roll 2 dice in a Space Battle, are destroyed after 2 hits, and count as 2 units for production capacity. They may also bombard without an invasion.

War Suns roll 3 dice in a Space Battle, are destroyed after 3 hits, and count as 3 units for production capacity.

For each hit of damage sustained, roll 1 fewer combat die (minimum one).

## Status Phase

### a) Objective Cards

All Objectives are claimed simultaneously by all players.

### Tiebreaker

- most total points
- most planets outside Home System
- player vote (one vote per player) on “moral winner” or split victory

#### d) Refresh Planet Cards

Immediately before this step, a player may produce Trade Goods from unused resources at a 2:1 ration (round down).

#### e) Receive 1 Action Card and 2 Command Counters

Also receive 1 Political Card.

### Options

#### Dimensional Rifts

Whenever a blank Artifact is uncovered, randomly draw a double-sided wormhole token (if available) and place it in the system. The active player may choose which side will be face up. Any time a fleet passes through the wormhole, flip the token.

#### Distant Suns

Blank Artifacts yield 1 Trade Good.

Domain Counters are treated as units.

#### Hidden Factory

Restriction: Fighters may not be among the units received.

#### Hostage Situation (new)

Roll a die and divide by 2 (round down). This number is how many each of Natural Resources and Hostile Locals there are on this planet. Place the number of Trade Goods on the Domain Counter to keep track.

#### Lazax Survivors

There are no special rules governing the probing of this counter.

#### Natural Wealth

Place the number of Trade Goods indicated on the planet. Receive 1 of these Trade Goods now, when the player who controls the planet is in the Production step of the activation sequence, and during the Refresh Planets step of the Status Phase.

#### Probing

##### Deep Space Probing

During the Strategy Phase, each player may freely probe one planet in a system adjacent to each of his Space Docks.

##### Low Orbit/High Orbit Probing

Low Orbit – as printed in the rules

High Orbit – Distribute all available Fighters to planets being probed. Immediately before the Planetary Landings step of the activation, roll 1 die for each Fighter. On an unmodified roll of 9+, the planet is successfully probed.

#### Imperium Rising

Add the two Special Objective cards “Magisterial” and “Imperial”.

During the Strategy Phase, the player with the most Victory Points receives a number of Trade Goods equal to the difference in Victory Points back to the player in 2nd place.

#### Simultaneous Action System

##### Theory

The Simultaneous Action is a simple generalization of and replacement for the more specific Transfer Action, designed for increased flexibility and to allow almost every logical movement through clever use of simultaneous actions, while leaving out specialty rules and unnecessary restrictions.

When you think about it, the Transfer Action – wherein ships may be transferred between two systems – can simply be viewed as the most basic and intuitive of two *simultaneous* actions: moving from System A to System B and moving from System B to System A.

While this is essentially an extended version of the original Transfer Action, the name itself describes the new approach.

The main differences between the Simultaneous Action and the Transfer Action are as follows:

- There are no restrictions whatsoever as to which systems are allowed to be activated.
- It's possible to activate more than two systems.
- All normal actions may be performed within the activated systems.

##### Description

First, decide which systems will be included in the “movement grid” and activate them; as with the Transfer Action, *one* of these CCs comes from your reinforcements. The other CCs, however, will be taken from your Command Pool. Thus, a Simultaneous Action between 3 systems would cost you 2CC from Command Pool and 1CC from reinforcements.

Ships may now move freely between the active systems (and *only* the activated systems). No ship may exceed its

movement value. Further, the active systems allow for movement *only*.

To perform other steps of a Tactical Action (such as Space Battle, Invasion Combat, and Production), a system must be granted “*prime activation*”, or be “*primed*”. For every system primed in the Simultaneous Action, pay an additional CC from your Command Pool. Any or all of the active systems may be primed.

*Note:* Be aware that since attacking an enemy requires more than pure movement, a system containing enemy ships must be primed to allow your ships to enter. Also, all Space Battles and movement happen simultaneously. Thus, it is disallowed to use a Simultaneous Action to destroy a fleet and then move through that system to one beyond in a single turn.

### Example

You have 3 systems: A,B, and C. You read your situation at the board, and conclude that you have to reorganize your fleet extensively. You need to move a Carrier from A to B, a Carrier from B to A, a Dreadnought from B to C, and your War Sun from C to A. No matter how many turns you could spend on this maneuver, it wouldn't be possible with Tactical or Transfer Actions, so you decide to pull it all off simultaneously and call for a Simultaneous Action.

Place Command Counters in all three systems – taking two from your Command Pool and one from your reinforcements – and start your movement. You decide you need to build ships and mines in system A, so you prime activate system A at the cost of an additional CC from Command.

At this time, you notice a situation close to your Space Docks in system A. Last round you sent a Carrier full of Ground Forces into the adjacent system D, which has enemy-controlled planets. The attack was a total disaster, and your empty Carrier remains in that system. You realize that if you want to push on the attack this or the next round, you will lock down the carrier in system D. If you choose to move it home to A first, you will lock down your base and be unable to attack.

After some planning, you decide to include system D into your movement-grid, attack the enemy planet in D once more and bring your Carrier home to base in A to load up new cargo. But of course, invading the planet at system D requires a primed system also! This will cost a lot to pull off (another 2CC from Command) but it's the only way.

You have activated the 4-system movement grid consisting of systems A, B, C, and D by paying 3CC from Command and 1CC from reinforcements. In addition, you prime activate systems A and D, paying 2 additional CC from

Command, at a total cost of 5CC. After all of that, there's probably not much else to do than to pass the following turn.

## Star by Star

When building the galaxy, Home Systems (yellow-bordered systems) may be placed freely, rather than being confined to their normal predefined locations.

You may not place a Home System adjacent to another Home System unless you have no other option.

You may not activate an enemy Home System during the first round of the game.

Muaat is a distant rim system and may only be placed in the outer ring.

Custodians of Mecatol Rex must be in play.

The two races with Home Systems in closest proximity to yours are considered your “neighbors”.

## Twilight Council

### Strategy Phase

Each player reveals faceup one Political Card from his hand. This agenda may be changed in subsequent rounds only during the Strategy Phase.

Assembly primary is changed as follows:

**Senate:** Receive 2AC and 1PC. Choose a) or b):

- Take Speaker token and choose three agendas belonging to other players on which to vote.
- Give Speaker token to another player and choose any one agenda on which to vote. Then accept or discard up to three other revealed agendas.

**Voting** is simultaneous and secret, splitting available votes among all agendas. If any agenda receives no votes, it remains faceup and may be selected again in later rounds.

### Action Cards

The following Action Cards are reworded as follows:

#### Bribery

“Add one additional vote to each agenda for each TG you spend. Play: After results of voting are revealed.”

#### Determine Policy

“Replace your own revealed agenda with any Political

Card from the deck. This agenda must be selected. Play: Immediately after Assembly is activated.”

### Discredit

“Change another player’s vote on one agenda to abstain. Play: After results of voting are revealed.”

### Fantastic Rhetoric

“Gain 10 additional influence for one agenda. Play: Immediately before your votes are submitted.”

### Thugs

“Choose one player. That player may not participate in voting this round. Play: Immediately after agendas are chosen.”

## Two-player Games

### Game Setup

Construct a two-ring galaxy, preferably centered on an Asteroid Field, leaving places for Home Systems on opposite sides of the map.

The players must now agree on starting locations and which player will begin the game with the Speaker token. This is decided by bidding with starting Trade Goods.

Remove any Public Objectives related to Mecatol Rex and Imperium Rex from the game. Do not use Secret Objectives.

Remove two dummy Artifacts. Each player then randomly selects and places one; one is also randomly selected and placed on Mallice.

Note: Imperium Rising and Dimensional Rifts work well with this option.

### Strategy Phase

Each player selects three Strategy Cards. Note: If you are the Speaker and selected Assembly in the previous round, you may not choose Assembly in the current round as your **first** pick.

### Assembly

There are no restrictions on who may receive the Speaker token, regardless of who the current Speaker is.

Voice of the Council grants an additional 3 votes, instead of 5.

In addition to the votes tallied from the two players, a third, “phantom” player will also cast votes, siding with or against the Speaker. This vote is determined by a die roll.

**Before** the die is rolled, players may spend Trade Goods to shift votes (influence) in their direction at a 1:1 ration. For example, if the Speaker pays 3TG and rolls a 4, the end result will be 2 votes in his favor.

Table of die roll results:

10 – 10 votes for Speaker

9 – 6 votes for Speaker

8 – 3 votes for Speaker

7 – 1 vote for Speaker

6 – Abstain

5 – Abstain

4 – 1 vote against Speaker

3 – 3 votes against Speaker

2 – 6 votes against Speaker

1 – 10 votes against Speaker

Note: The first round plays out slightly differently.

- Replace the numbers 1,3,6,10 in the table above with 1,2,3,4.
- A Voice of the Council election may not be called for.

## Races

### Hacan

When using Production Centers, must only give **1** Trade Good to the opponent.

### Jol Nar

When activating the primary ability of Technology II, may spend 1CC from Strategy Allocation to gain a second free technology.

### Mentak

Every other time the ability to steal Trade Goods is used, may also steal one from the “phantom” player.

### Xxcha

When activating the primary ability of Diplomacy II, may spend 1CC from Strategy Allocation and 3 influence to activate the primary ability a second time.

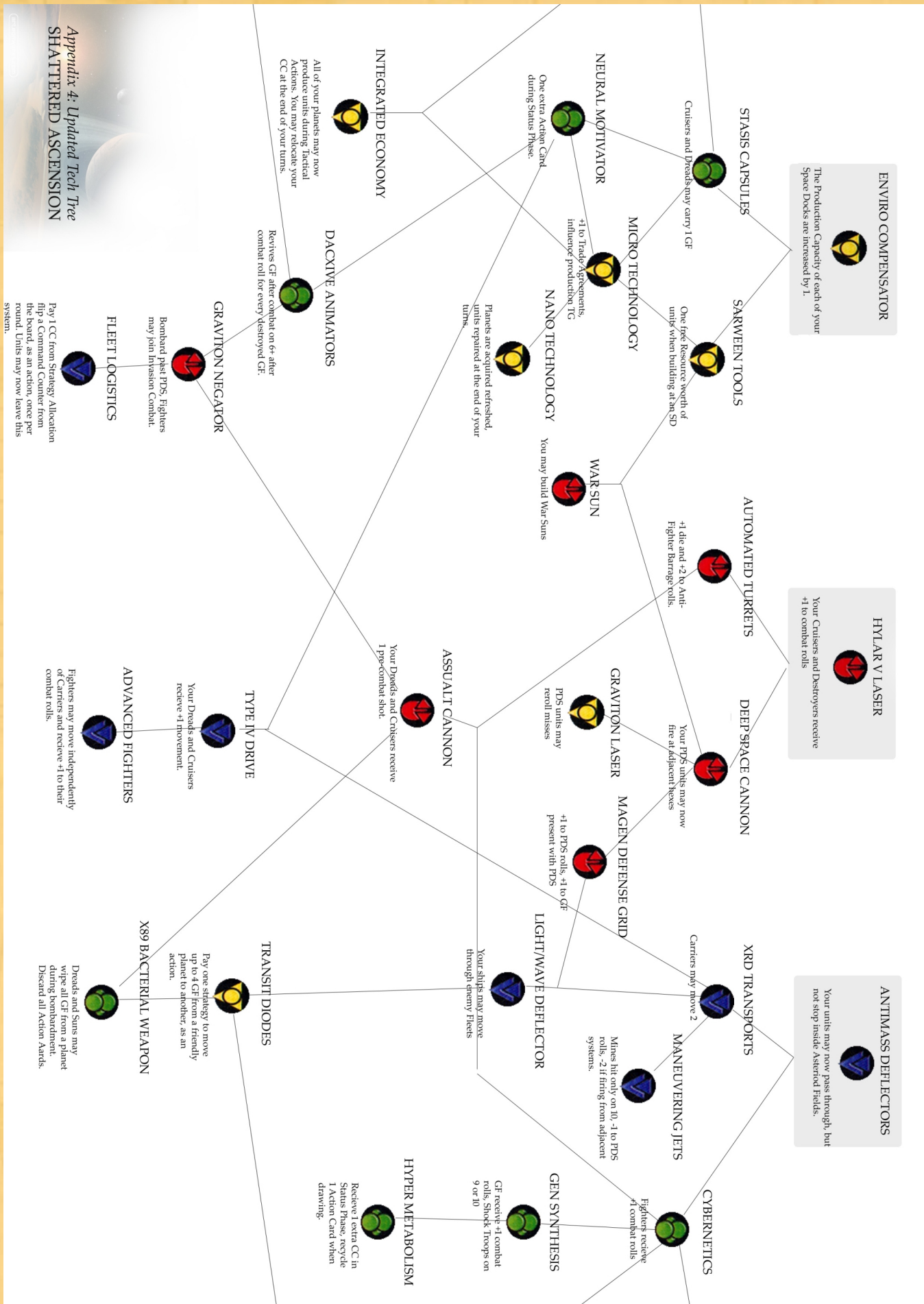
## Trade

Players may trade with themselves, but still require permission from the Trade Master.

The second option of Trade II breaks **all** Trade Agreementsn in the game, not just those of your opponent.

## Status Phase

Receive one fewer Command Counter than normal.



Appendix 4: Updated Tech Tree SHATTERED ASCENSION



# No Strategy Cards

This variant removes all Strategy Cards from the game, assigning their roles to other portions of the game round.

“Command Counters” are referred to as “Logistics Counters”.

## Game Setup

As part of step 3, placing the Action and Political Card decks, turn the top Political Card face-up.

Delete step 6, placing the Strategy Cards.

## Strategy Phase

The order for the execution of steps 1-4 is clockwise around the table, beginning at Speaker’s left.

**1. Reveal Public Objective.** Draw the next card from the Objective deck.

**2. Acquire Logistics Counters.** Receive 2 Logistics Counters for free, then purchase additional counters at a graduated rate of influence (i.e. 1 influence for the 1st LC, 2 influence for the 2nd LC, 3 influence for the 3rd, etc.).

**3. Purchase Technology Advances.** Spend 1 Strategy Counter and 6 resources to acquire one Technology Advance.

- Jol Nar may acquire one at no cost, then purchase a second.

**4. Acquire Action Cards.** Receive 1 Action Card for free, then spend 1 Strategy Counter to receive an additional card.

**5. Resolve Political agenda.**

- Resolve revealed Political Card. When voting, players may double a planet’s influence by exhausting it. The Speaker receives 3 extra votes.
- Speaker then draws 3 Political Cards, selecting one to reveal face-up and replacing the other two at the top or bottom of the deck.
- Xxcha may spend 1 Strategy Counter to look at the top Political Card on the deck. He may then cancel the revealed agenda, forcing the next to be drawn.

**6. Determine turn order.** Choose Turn Order tokens in order beginning with player that has the highest unexhausted influence to lowest. (Option: Choose Turn Order tokens after each turn.) The Speaker breaks any

ties.

*(Alternate method: Tokens are automatically distributed in order of influence, rather than chosen in said order.)*

## Action Phase

Plays out normally, though with no Strategic Actions. Turn Order tokens are redistributed as necessary after each turn.

**Xxcha** may, as an action, spend 1 Strategy Counter to institute a Demilitarized Zone (all players place Logistics Counter from reinforcements) in any system that he controls.

## Status Phase

**1. Claim Objectives.** This is done simultaneously. The player who controls Mecatol Rex may claim two.

**2. Return Turn Order tokens to common area.**

**3. Repair damaged ships.**

**4. Scuttle units.**

**5. Remove Logistics Counters.** Place all counters from board in reinforcements. **Also** remove one Fleet Counter from race sheet and place in reinforcements.

**6. Redistribute Logistics Counters.**

**7. Refresh Planet Cards.**

**8. Break Trade Agreements.**

- If the dissolution is unilateral, spend 1 Strategy Counter.
- If you are not a party to the Trade Agreement in question, spend influence equal to the total value of the 2 Trade Agreements in question.

*(Alternate method: Spend influence equal to double the total value of the 2 Trade Agreements in question.)*

**9. Determine Speaker.** Give Speaker token to the player with the most Victory Points. If tied, apply the following tiebreakers:

- player with most Objectives fulfilled
- player with most planets
- player with most influence
- roll a die and give to player who rolls highest

## Trade

Choose one of the following methods for trade:

### 1. The Trade Action.

- Once per round as an action, spend 1 Strategy Counter (unless you are Hacan).
- Form a Trade Agreement with 1 other player. This other player does not pay a cost.
- Collect Trade Goods from your active Agreements.

### 2. *more similar to Trade I*

- In the Strategy Phase, add the following step between steps 2 and 3: **Collect Trade Goods.** Spend 1 Strategy Counter to receive Trade Goods from your active Agreements.
- In the Action Phase: **Form Trade Agreements.** At the beginning of any of your turns, you may form one Trade Agreement with another player, paying no cost.

### 3. *more similar to Trade II*

- In the Strategy Phase, add the following step between steps 2 and 3: **Form Trade Agreements.** Any or all Trade Agreements may be formed.
- In the Status Phase, add the following step between steps 7 and 8: **Collect Trade Goods.** Receive Trade Goods from your active Agreements.

*(Alternate method: Spend 1 Strategy Counter to receive Trade Goods from your active Agreements.)*

## Comments

General changes: The abilities granted by Diplomacy, Assembly secondary, Production, and Warfare are gone. Leadership and the Status Phase gaining of LC, Assembly primary (minus AC), Technology, and Bureaucracy are all moved to the Strategy Phase.

One big change is in Trade. You can alter it to taste. Versions 1 and 3 allow a more dynamic version of trade, allowing you to break Trade Agreements more freely without a disruption in your flow of Trade Goods. (Version 2 more closely preserves the original flavor of the Strategy Card.)

Strategy Counters are not spent as much in this version. Most races will only spend SC on Tech, AC, and possibly Trade. Naturally Muaat, Sol, and Xxcha will have more need than others to keep SC around.

Since the maximum SC spent for most races is 3 (rather than a possible 6 before), to keep LC from stacking up, I added in the removal of a Fleet Counter. This reflects the

continual cost of upkeep for a large fleet.

## Credits

Concept and execution by GMO, with extensive help and feedback from Mike Evans and Stalker0.

Some ideas were also borrowed from a similar concept by Eternal.

# House Rules

Credit: Paul Lazax

This section is for all those little adjustments that can be made to the game to suit for taste.

## Action Cards

### Sabotage

Remove all Sabotage cards from the deck.

*Need to speed up your PbeM? This is one surefire way to do it.*

Credit: GMO

## Artifacts

### Limit to VP

Receive 1 Victory Point for the first Artifact **only**.

*This rule limits the ability of a race to create a sudden win by sweeping up multiple Artifacts at once or otherwise abusing the system.*

Credit: possuman and Mike Evans

### TG for blanks

Receive 2 (or 3) Trade Goods for uncovering a blank Artifact.

*At least this way there is something of value that comes to those who are unfortunate enough to have no juicy Victory Points landing in the backyard.*

## Objectives

### Secret

#### Master of Ships

"I control Mecatol Rex; I have a Space Dock and at least 6 non-Fighter ships in the Mecatol Rex system."

*Secret Objectives are meant to be hard, but requiring 8 capital ships in one system is a bit ridiculous. You might as well flip your card over; once you start heading down that road, it's hardly "secret" anymore.*

Credit: Paul Lazax

#### Usurper

"I control Mecatol Rex; I have a Space Dock, at least 6 Ground Forces, **and 2 PDS** here."

*Again, Secret Objectives are meant to be hard, and requiring only the 6 Ground Forces (easily ported in on a Carrier) is not.*

## Races

### Xxcha

#### Starting units

Start the game with 4 Ground Forces, instead of 2.

*Already arguably the worst race in the game, Xxcha is further hampered by the worst starting fleet in the game. At least with a couple of extra Ground Forces, they are capable of some expansion in the first round.*

## Strategy Cards

### Leadership

#### Graduated CC

Change secondary to read: "Spend influence to receive Command Counters (one influence for the 1st CC, two influence for the second, three influence for the third, etc.)."

*A nice little tweak. The cost of 3CC remains the same at 6 influence. But now you can buy a 4th, 5th, or more ... for a price. Plus, you get a little discount for your 1st CC, which enables almost anybody to snag at least one.*

Credit: Umpapa2  
[download printable image](#)

### Assembly

#### No PC for TG

Political Cards may not be exchanged for Trade Goods.

*Most will shuck their hands of Political Cards as soon as possible, as Trade Goods are significantly more valuable than Political Cards.*

Credit: any sane person playing the game

#### Spend PC for votes

During a vote on an agenda, discard one Political Card from your hand to add one vote to your total. (Other options: one Political Card equals two votes; limit of two Political Cards discarded per agenda.)

*If Political Cards can't be traded in for Trade Goods, they will definitely accumulate in the hand. This option allows you to spend them on something that is more thematic.*

#### Exhaust planets for votes

During a vote on an agenda, exhaust planet(s) to double

the votes of that planet.

*This adds an additional strategic element to the voting, allowing players to spend a little extra on a particularly important vote. **Drawback:** This option gives more power to the Speaker and players to his immediate right.*

### Voice of the Council

- Players may not vote for themselves or abstain during this vote.
- It must be called for in the first round.

*Both of these options ensure that the Voice of the Council is actually put into operation and enable it to function more smoothly.*

*Credit: possumman*

## Technology

## Technology (Race-specific)

### Winnu (Bioptic Recyclers)

Change text on card from “as an action” to “at any time”.

*If Winnu can burn Action Cards into usable resources as an action, they are capable of stalling for an entire round while gaining power the whole time. To put it charitably, this is borderline broken. If usable at any time, it is still a strong ability.*