TWILIGHT IMPERIUM®
FOURTH EDITION

TWILIGHT CODEX

VOLUME II: AFFINITY

Credits

FANTASY FLIGHT GAMES

FANTASY FLIGHT GAMES

Volume II: Affinity

INTRODUCTION

Welcome to the Twilight Codex Volume II: Affinity.

THE OMEGA INITIATIVE

This section contains reworked versions of preexisting components, or new components that provide quality of life improvements to gameplay.

IXTHIAN ARTIFACTS

This section contains new components that are debuting in the Twilight Codex for the first time.

PAX MAGNIFICA

This section contains scenarios, game modes, and setup variants that change how the game is played.

THE NEXUS

This section showcases content designed and developed by members of the community.

Joint Resolution
of a Full Seating of the Galactic Council

Declaring that a new operational organization shall be established in service to the Council, with the expressed aim of persecuting threats to the stability and harmony of galactic civilization.

Whereas the recent rise of the ancient Mahact, long thought defeated by the Lazax Imperium, has threatened the established order of galactic power; and in light of previous existing threats that have grown in scope in the years since this body's reestablishment upon its traditional seat of mediation, the various august and venerable civilizations of the Galactic Council have unanimously agreed to establish a body of Keleres, whose sole mission shall be the protection of galactic society.

In concordance with this agreement, the members of the Council have approved the following forthwith and with all due solemnity of purpose.

ITEM 1. The Keleres shall be a body tasked with investigating and persecuting threats of galactic significance. In this remit they shall have all authority as is their due, as representatives of the Galactic Council.

ITEM 2. Each of the members of the Galactic Council shall provide an equal contribution of personnel and materiel to support the Keleres, organized and chosen at their sole discretion. Those assigned to the Keleres must swear to cast off any burdens of allegiance they once had, and pledge fealty to the Keleres and the Galactic Council for as long as their term of service shall last.

ITEM 3. The Keleres shall be overseen by three Tribunii, each chosen by popular acclaim by the honorable representatives who sit upon the Galactic Council. They shall serve at the Council's pleasure, and will deliver reports on the activities of the Keleres.

ITEM 4. The Keleres shall have a holding set aside for them upon Mecatol Rex, maintained by the Winnaran Custodians, with whom they shall work closely but not report to.

So the Galactic Council has proclaimed, passed by unanimous vote of all present representatives on this day.

TWILIGHT IMPERIUM
EMBERS OF THE IMPERIUM

Summer, 2021.

In the years following the rise of the Mahact, the Galactic Council was forced make some effort to defend against this, and other, pan-galactic threats. In a moment of cooperation, the various great powers agreed to empower an organization to serve as that defense. This organization would be the Keleres.

The Keleres are the Council's agents, dispatched to serve as ambassadors, soldiers, spies, and assassins.

Their mandate is to protect the Council's member governments against threats that imperil the entire galaxy.

Due to mistrust and political infighting amongst the great powers, their authority is ill-defined; their ranks are full of malcontents, double-agents, and failures; and they are given cast-off equipment begrudgingly donated by the Council's members.

If they succeed, they will see few rewards for their victories, but may well reap great blame for the methods forced upon them.

For the sake of the galaxy, they cannot fail.

GENESYS

FANTASY FLIGHT GAMES

EDGE STUDIO

Foreword From the Developer

Hello everyone!

The second issue of the *Twilight Codex* has arrived! For those of you just joining us, the Codex is a web-based publication that highlights rules updates and showcases new content for *Twilight Imperium: Fourth Edition* and its *Prophecy of Kings* expansion.

I have been thrilled by the reception to *Prophecy of Kings* and spend an inordinate amount of time reading about your games. I hope you are all enjoying the new content and experimenting with the vast variety of new ability combinations and technology paths.

Though the exact timing of each issue may vary depending on my schedule and bandwidth, I hope to continue doing the codex for a long time to come. A couple notes about the provided content:

✦ A separate file that contains high quality PDFs of all new components released in the Codex is available on our website alongside this document.

✦ To best utilize these components, I recommend that all components of a given type be sleeved, along with the other cards of that type from the base game, so that players cannot determine if they are from the Codex before drawing them.

✦ Components that do not need to be shuffled or hidden (for example, technologies) do not need to be sleeved in this way.

✦ Each new component is marked with the icon to the right to denote that it belongs to the Codex.

I continue to feel truly lucky to be involved in this universe and with this community. It has been life-changing—by far and above one of the most gratifying things I have experienced to date. Thank you all.

Dane Beltrami
Twilight Imperium Fourth Edition Developer

ARTIFACT

BY ANNIE VANDERMEER

The Best Guess *skated over rocky terrain studded with strands of petrified vegetation and vast fissures of glittering minerals. The former, though full of the sort of fossils that made the exobiologists excited, paled in importance next to the latter, which held a level of richness that had made the whole Naaz-Rokha Alliance pay attention. The lumpy little spheroid—once a part of a planet, then jettisoned by a massive impact and sent hurtling for eons through the void, and finally sucked into the gravity well of a gas giant as an adopted moon—had suddenly gained enough strategic importance for the Alliance to send their biggest "expedition vessel," the* Naq'aa, *to investigate.*

This had been a lucky break for Dart and Tai, who had seen their chance for adventure and promptly signed on to the crew. However, they quickly found themselves stuck flying a dingy ship on surveying missions across the lumpy gray rock, eyes fixed on their instruments, recording the data to guide mining teams to vast deposits of ore, the wealth of which it became increasingly obvious they would never see. Dart and Tai were the resilient sort, but even they were finding it difficult to keep their interest in the tasks at hand.

Tai awoke from a mid-survey nap, rubbing the sleep from his left eye and powering up his monolens. The way Dart's tail flicked back and forth and his narrowly slitted golden eyes scanned the horizon told Tai something was amiss. But the Naaz wasn't about to let on that he was excited by this turn of events.

Tai cleared his throat, eliciting a spare glance from his companion. "You are aware this runs counter to our plan?"

"What d'you mean?"

Tai snorted, suppressing a yawn as he turned to face his friend, trying not to wince as the seat squeaked shrilly. The Best Guess *was—to put it favorably—an antique, and its age showed in the modding the pair had to inflict on it to make it suitable for a Naaz co-pilot's smaller frame. "The* plan*, Dart," he repeated. "You know, the one that we artfully constructed? Stick with the expedition, do the surveys, earn the credits, then explore the exciting reaches of the universe?"*

The Rokha shrugged, and turned his attention to the sudden flash of a warning light, dancing his right hand across the controls in a sequence that Tai then effortlessly completed. "What?" Dart said breezily. "This is a survey. We're surveying."

"I was not so occupied with my drowsing that I neglected to notice how we have strayed off-course."

"Didn't wanna bother you, and figured you'd be keen enough on it that I should just go for it."

Tai frowned, his upper right hand scratching unconsciously at his cybernetic eyepiece, still doing his best to veil any interest. "You should be well acquainted with the fact that it is very difficult to 'bother' me with anything truly interesting." The Naaz raised an eyebrow at the small grin that snuck along his friend's ebony-furred face. "So, what are we dealing with here?"

Dart tapped a claw on the guidance system, pointing to a vague reading almost too faint to register. "That fun li'l anomaly. Nothing like it in any trips we took before, nothing even close to that power signature."

Tai leaned back, doing his best to feign indifference, despite knowing Dart had been an expert at sounding out the Naaz's moods since they were children. "No chance it is an error?"

"Nah. Ran diagnostics on em' twice before we left. One of the newer systems we got in this pile." The Rokha rapped a knuckle affectionately on the bulkhead next to him. "And signal's not from an ore vein, either. Last quake was a while back, scanned plenty since. This ain't it."

The Naaz steepled all four hands together, face serious. "If this is as strange as you say, why should we not just report it to command? Head back with the details, so the Naq'aa *can send a larger crew to investigate?"*

Dart gave a semi-exasperated sigh and finally turned his golden eyes to his companion, bright with excitement. "C'mon, Tai. Do you really *wanna get sidelined while those dataheads make all the discoveries, get all the credit? What about the* glory*?"*

Tai finally relented, sighing in mock despair. "Very well, if you insist. So much for the plan."

"This is still the plan," Dart corrected, grinning. "We're just skipping to the fun part."

The pair chased the faint signal, skimming close to the moon's surface, even abandoning their vigil on the instruments to crane their heads forward, scanning the ground. Suddenly Tai pointed, and Dart nodded, spotting it just a second later. Something that hadn't been found anywhere else on the little moon: in the smallest of crevices, between two jutting shards of rock, there was a glow of light.

The two landed the ship in an uncharacteristic silence, Tai hopping up onto his perch on Dart's harness without a word, not wanting to risk his diminutive speed slowing their pace. They stepped through the thin mouth of the crevice and saw something stranger still: a vast cavern stretched inside, and a structure crouched within it, a battered bronze mass still exuding a wan glow from a light above two massive doors. The building was shrouded in rubble—not the shale that covered the planet's surface, but a denser kind of boulder, and thick streams of a dry brownish earth, seemingly protected from the journey through space that had leached the life from everything else.

"This is…" Dart let out a long whistle. "I can't identify a single part of it. Can you?"

"Unfortunately, I too am without a clue," Tai echoed, shaking his head. "But let me see if I can coax this open…"

Dart crouched to help Tai leap off of his back, and the diminutive Naaz strode forward, scratching absently at his eyepiece while his other three arms examined the door material for possible writing, keypads, or anything that might be useful. Long minutes passed, and the tension drained into boredom. Finally, Tai shook his head, standing back in appraisal while Dart sat down cross-legged.

"I believe that this is something more resembling a cargo exit," he mused. "Although hopefully we are not too far away from the front do—"

There was a sudden grinding noise and both froze, seeing an oval entrance iris open on an exposed section of the building. Tai looked behind him to see Dart grinning sheepishly and slowly getting up. On the ground beneath him, a small cylinder-shaped form sparked, the smell of ozone whispering into the cavern.

"Did you…" Tai looked up at Dart in bewilderment. "Did you actually open the door by sitting on the security lock?"

"What can I say?" Dart shrugged. "I'm a genius."

Tai snorted but found himself unable to entirely quash a little laugh, and hopped back on the Rokha's broad back. The moment of levity over, the two carefully moved to the entryway, and very cautiously—a new feeling for the both of them—stepped over the threshold.

The darkness around them was oppressive, heavy with age. A tap on Dart's harness sent out a pair of tiny drones to light up the passageway, but even their lights provided little illumination. "This is weird," Dart whispered, his voice raspy. "I've seen what looks like writing around here, but I can't make sense of any of it."

"Agreed." Tai frowned at the display on his eyepiece, swiveling his head around in an attempt to find something that made sense. "Those—I suppose they are some kind of power conduit—even they are carrying a signature that does not match any that I recognize."

They turned a corner and stopped suddenly, seeing the large central room ahead mostly buried in rubble and soil. "That's it, then," Dart sighed, but Tai couldn't tell if it was more out of relief or irritation. "I guess we should—"

A sparking sound interrupted them, and a door—which either of them could have sworn a moment ago simply wasn't there—irised open, lights beyond it flickering on, a wan honey-colored glow. "Creepy," both said at once, but neither could help themselves from walking in.

Rows and rows of machines greeted them within, holding cylinders of samples, still glowing with a faint light. Dart peered closer at one of them and gasped in shock. "I recognize this thing," he stammered, pointing at a strange multi-headed worm, dead but perfectly preserved. "It was from one of the fossils the exobiologists were goin' on about. Didn't catch everything, but they made a big deal about being a 'singular find'—no kind of anything like this critter anywhere else."

"So you mean…" Tai suddenly took in the volume of the whole room, and the samples around them—flora and fauna, the latter all dead but perfectly preserved, as if time had stopped the moment they ceased to live—and gasped. "All of these came from this place when it was a planetoid, when it had life on it."

Dart nodded. "Native species." He couldn't help but giggle, sounding slightly hysterical. "The scientists would die of shock."

"I might too!" Tai hissed. "That makes this place eons old, Dart! Can you think of—" The Naaz cut himself off suddenly, squinting at a light in the near distance. "What's over there?" Obligingly, Dart crept forward, out of the forest of cylinders, and froze in sudden alarm at the scene ahead.

The room opened up, curled around a large central sarcophagus, draped with wires and humming cables like the roots of a great bronze tree. A figure, sleek in shape but giant in size—easily over three meters—lay only mostly inside the sarcophagus, a few of the cables attached to it as if in haste, one hand fallen to the side with something clutched tight within. Lights from the vessel and the wires around it glowed, but it did not move.

"What is that?" Tai whispered, and he felt Dart's fur stand up on end.

"I was really *hoping* you'd *know*," he replied. There was a long pause. "We should go."

Another long pause. "Then… why are you not moving?"

Dart gave a sharp sigh. "Because… I think I'm gonna do something stupid."

"It is not stupid, it is inquisitive," asserted Tai. "Now hurry up."

The Rokha stepped forward hesitantly, moving in careful steps towards the faintly humming sarcophagus, and carefully studied the figure. Tai suddenly felt an urgent thought scratch at him, and tried to search the Alliance database for a match to the strange power signature he'd seen in the power cables. As Dart leaned down to see what the figure grasped, gingerly prying the fingers away, Tai suddenly gasped, his body stiffening in fear.

"D-Dart," he stammered. "The energy signature, it was recorded once before." He gulped. "On the Acheron Expedition…"

He was interrupted by the hollow sound of metal hitting the floor. Dart had just finished prying open the figure's hands, and from it rolled a shape of dull brass, misshapen and covered with a long-dried liquid. There was a moment of silence, broken only by Dart's rough gulp.

"That's a head."

"It… appears to be. In a gilded helmet."

"Crushed."

"Thoroughly."

Dart looked back at his friend, and though Tai couldn't see much of his face, he could feel how badly the Rokha was trembling. "Read something about helmets like this one. Places that kept lots of samples. And made things like… like that," he finished with a rasp, gesturing to the thing in the sarcophagus. "You don't think…"

"Mahact." The name chilled them both to the bone, trembling. Gene sorcerers, terrors of the universe, tales so old they passed into legend, few even imagining all they were said to have done, all their hideous deeds, could have been real. But the Acheron Expedition had proven to the horror of all galactic citizens that nothing had been an exaggeration. "But… if it were true, if this was their lab… what could possibly…"

"…crush its head like it was nothing?" finished Dart. "I dunno. And I think we better leave before we—"

The Rokha howled in sudden alarm as the hand he'd just pried open seized his arm, stopping him in his tracks. Tai cried out in shock, wanting both to flee and to stay with his friend, and they screamed for a few seconds before they heard the voice.

"Please…"

In a sudden startled silence, the pair looked at the figure in the sarcophagus as it slowly stirred, its body glowing with a faint inner light. "I… am sorry… to alarm you," it continued. It let go of Dart's arm, but the Rokha found himself unable to move. "I do not… know. Where… I am?"

It was a long moment before either of the newcomers registered that as a question. "Unfortunately, neither do we," Tai said slowly. "We were completing a survey of this place, found an unusual energy signal, investigated, and… here you were."

The face of the figure—as much as a flat plate could be called such—cycled through some soft colors, as if going through a range of strange emotions. "I have… no memory of this place. Nor you… either of you."

"Doesn't seem too odd," Dart said slowly. "I dunno how long you've been in here, but I'm guessing eons, since before this place became a moon, even before it got hit by an asteroid and became a rock in the stars." He shrugged carefully. "Either of our species might not've even evolved by then."

The colors on the figure's face flashed more rapidly, and Dart nearly stumbled as he backed up, seeing it take hold of the cables attached to it and pull them out, seeming to regard them with curiosity for a moment before pushing them aside. Like a Naaz taking its first steps, it grasped the sides of the vessel and hauled itself to its feet, surveying the area as if for the first time. "The planet… was shattered? Into space?" Its gaze scanned the room, and the hue of its faceplate was dark. "All of these things here, recorded, to be learned… all now lost. Lost… and I have no answers."

"If it helps," Tai offered quietly. "I believe you might be what we call a 'titan.' An ancient species. The… the Mahact"—he gestured awkwardly at the crushed head on the floor—"created you to serve them." He paused, and the air felt hotter. "You do not… still serve them, do you? I mean, we would like to think not, but…"

The Naaz trailed off as dull colors wandered across the titan's blank face. "I have no memory of them," it said at last. "I do not know them any more than I know you. Or myself."

There was a long moment, stretching in silence until Dart blurted, "Can we help you somehow?"

All of the individuals seemed startled by the question, but the titan seemed the most perplexed. "I do not know," it said at last. "I only remember that… I want to learn." It took unsteady steps forward, reaching out its hand and taking a hold of the sample closest to it, a small plant, and running its fingers gingerly over its long leaves. "And… and to remember."

Both Tai and Dart gasped as the hand of the titan suddenly changed—for a moment, its fingers became like the leaves of the plant it had held, long and lush, as if the titan were testing what it was like to be as the plant had been.

"Remarkable," Tai gasped. He looked up at the titan, which regarded him inscrutably. "Can you do that with anything?"

"I do not know. I only know I want to learn."

"Maybe we can help with that." The titan looked toward Dart, and even Tai looked down at him curiously. "We might not have any answers, but we know people who might have some. Maybe not the ones you're looking for, sure, but I'm pretty sure they'd love a chance to get to know you and share anything they can figure out."

"Share." It held the word, as if tasting it. "What is this?"

"To give in kind. Like this—I'm Dart, this is Tai—we're glad to meet you. That's a greeting, and our names. What about you?"

"Glad… to meet you." If the titan had a brow, the colors made it seem as though it would be furrowed. "I have no name." The titan paused, and then addressed Dart directly. "You," it said, pointing. "Perhaps I shall be Dart II."

Tai snorted.

"H-how about Junior instead?" Dart offered. "I wouldn't want anyone to get us confused, we already look so…uh…alike."

The titan tilted its head, pensive for a moment, and nodded solemnly. "Yes. Yes, this is true." It turned, looking away from the pair. "Junior." It mouthed the word slowly and deliberately, as if feeling its shape. "Yes. I like that name, and I would also like to come with you."

Dart sighed, relieved. "Well… this will require some explaining back at the base. But somehow I think they will find it acceptable."

Tai nodded in agreement as he scrambled up to perch on the Rokha's shoulder. "We should get moving. I want to load some of that—" he gestured toward the corpse, grimacing, "onto the ship, and with Junior in the Best Guess, we're not going to have a lot of room…"

THE OMEGA INITIATIVE

FACTION REFERENCE CARDS

The Omega Initiative section is a regular feature that contains supplementary or revised content. This edition of the Codex contains a set of reference cards that can be used to draft factions and to provide a quick summary of a faction's capabilities for new players or anyone who needs a reminder.

One of these reference cards is presented in the diagram below. The rest can be found in the high-quality PDF found alongside this document. These cards are standard poker sized, and are a new card type that is not found in *Twilight Imperium: Fourth Edition* or the *Prophecy of Kings* expansion.
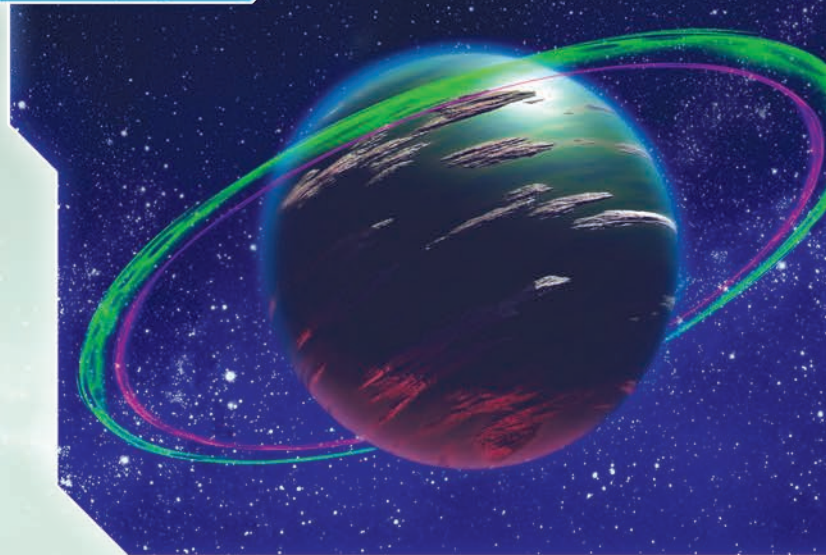
The faction's commodity value

The faction's starting components, normally found only on the back side of a faction sheet

THE GHOSTS OF CREUSS
SHALERI SPECTERS

STARTING TECH
▼ Gravity Drive

STARTING UNITS
1 carrier
2 destroyers
2 fighters
4 infantry
1 space dock

4 🪙

FACTION ABILITIES
- You treat alpha and beta wormholes as connected
- Your ships that start on wormholes move farther
- Your home system is through a wormhole off the board

FACTION LEADERS
- Connects most wormholes
- Generates fighters when moving through wormholes
- Swaps the position of two systems that contain wormholes

FACTION TECH
- You can place additional wormhole tokens ▼▼
- Automatically hit a ship during combat in a wormhole 🔴

PROMISSORY
Allows others to place wormhole tokens

FLAGSHIP
Contains a mobile wormhole to and from your home system

MECH
Can place wormhole tokens

HOME SYSTEM
Creuss: 4/2

COMPLEXITY 🟨🟨⬜

A summary of the faction's capabilities, with a focus on the general effect of their ability, rather than specific timing and mechanical text

A summary of all faction specific components, collected in one place

While subjective, this complexity rating can help new players identify factions that are easier to play and understand; green factions are fairly simple, yellow are of medium complexity, and red have unique challenges or mechanics that make them better suited to experienced players

ALLIANCE REFERENCE CARDS

This edition of the codex also includes the oft-requested reference cards for Alliance promissory notes. These can be given to recipients of an Alliance to easily reference what the giving player's commander ability is, once it is unlocked. These cards will also be used in the Alliance Game Variant found in the Pax Magnifica section of this Codex on page 13.

One of these reference cards is presented to the right. The rest can be found in the high-quality PDF found alongside this document. These cards are mini American sized. Additionally, they are a new card type and are not combined with any other cards from *Twilight Imperium: Fourth Edition* or the *Prophecy of Kings* expansion.

NOMAD ALLIANCE
NAVARCH'S TIMEPIECE

You can produce your flagship without spending resources.
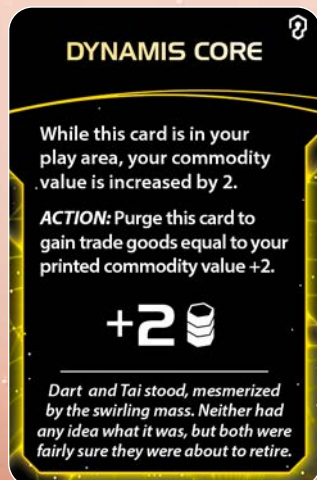
IXTHIAN ARTIFACTS

The Ixthian Artifacts section is a regular feature that contains entirely new components. As we design, we experiment with many concepts and ideas that don't make it into the final game. This section provides an opportunity for some of those buried ideas—as well as new ideas—to see the light of day, so that players may use them in their games. They are combined with existing components from the base game and *Prophecy of Kings*.

RELICS

Several new relics are included in this edition of the codex. The first, the lost Titan of Ul from "*Artifact*," the short story on page 7, is an additional agent that can be used to build structures. Like other agents, its effect can be lent to other players, and it interacts with abilities such as the Yssaril agent and the Nomad's Temporal Command Suite faction technology.

JR-XS455-O
LOST TITAN PROTOTYPE

ACTION: Exhaust this agent and choose a player; that player may spend 3 resources to place a structure on a planet they control. If they do not, they gain 1 trade good.

The next two relics are a little less divergent from the rest of the relic deck, but still touch on concepts new to relics and to the game overall. The Nano-Forge allows a planet to become legendary, changing how it interacts with some abilities and objectives, and the Dynamis core is the first effect in the game to increase a player's commodity value.

NANO-FORGE

ACTION: Attach this card to a non-legendary, non-home planet you control; its resource and influence values are increased by 2 and it is a legendary planet. This action cannot be performed once attached.

Intended to bring prosperity, the forge was twisted into an instrument of war.

+2   +2

DYNAMIS CORE

While this card is in your play area, your commodity value is increased by 2.

ACTION: Purge this card to gain trade goods equal to your printed commodity value +2.

+2

Dart and Tai stood, mesmerized by the swirling mass. Neither had any idea what it was, but both were fairly sure they were about to retire.

PAX MAGNIFICA

The Pax Magnifica section is a regular feature that contains unique scenarios and game variants that change how the game is played.

ALLIANCE GAME VARIANT

In this game variant, players form teams of two against 1–3 other alliances. This variant can be played with four, six, or eight players and is compatible with premade maps for those player counts and any number of faction, seat, or ally drafting methods that players wish to experiment with.

SETUP

The rules for setup are modified as follows:

2. **CHOOSE FACTIONS**: Each player must also be assigned an ALLY. Determine which pairs of players will be allies.

3. **CHOOSE COLOR**: Each player purges their "Alliance" promissory note. Then, each player takes the Alliance reference card (found in this document) that corresponds to their ally and places it into their play area.

   Additionally, each player flips their commander to its unlocked side; all commanders are unlocked at the start of the game.

   NOTE: While the Mahact Gene-Sorcerers faction does not typically have an "Alliance" promissory note, they **do** have an Alliance reference card.

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 into 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 or unit ability roll where a player and their ally each have units present, both can participate in the same combat; 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.

THE NEXUS

The *Twilight Imperium* community is filled with many talented individuals with a wealth of skills and ideas. The Nexus is a regular feature of the *Twilight Codex* devoted to showcasing community developed content. This edition of the codex features the winners of the preset map design contest.

"THREE'S A CROWD"

3-PLAYER GALAXY PRESET

Author: Rex "Wekker" Hearn

DESIGNER NOTES

This map is much more tight than your normal three–player map. Make sure you study the hyperlanes closely as they add a lot of interesting movement options for each player. The most important thing to note is that each player's slice includes the three neighboring systems as well as the asteroid field to their right. The two other systems in each "wing" of the map are both equidistant between two home systems (this includes the triple planet system and legendary planets). Control objectives will be hard on this map, but they are all achievable with some ingenuity and maybe a bit of bullying as well. Mecatol, Mallice, and Mirage will be key to pulling out the win.

—Wekker
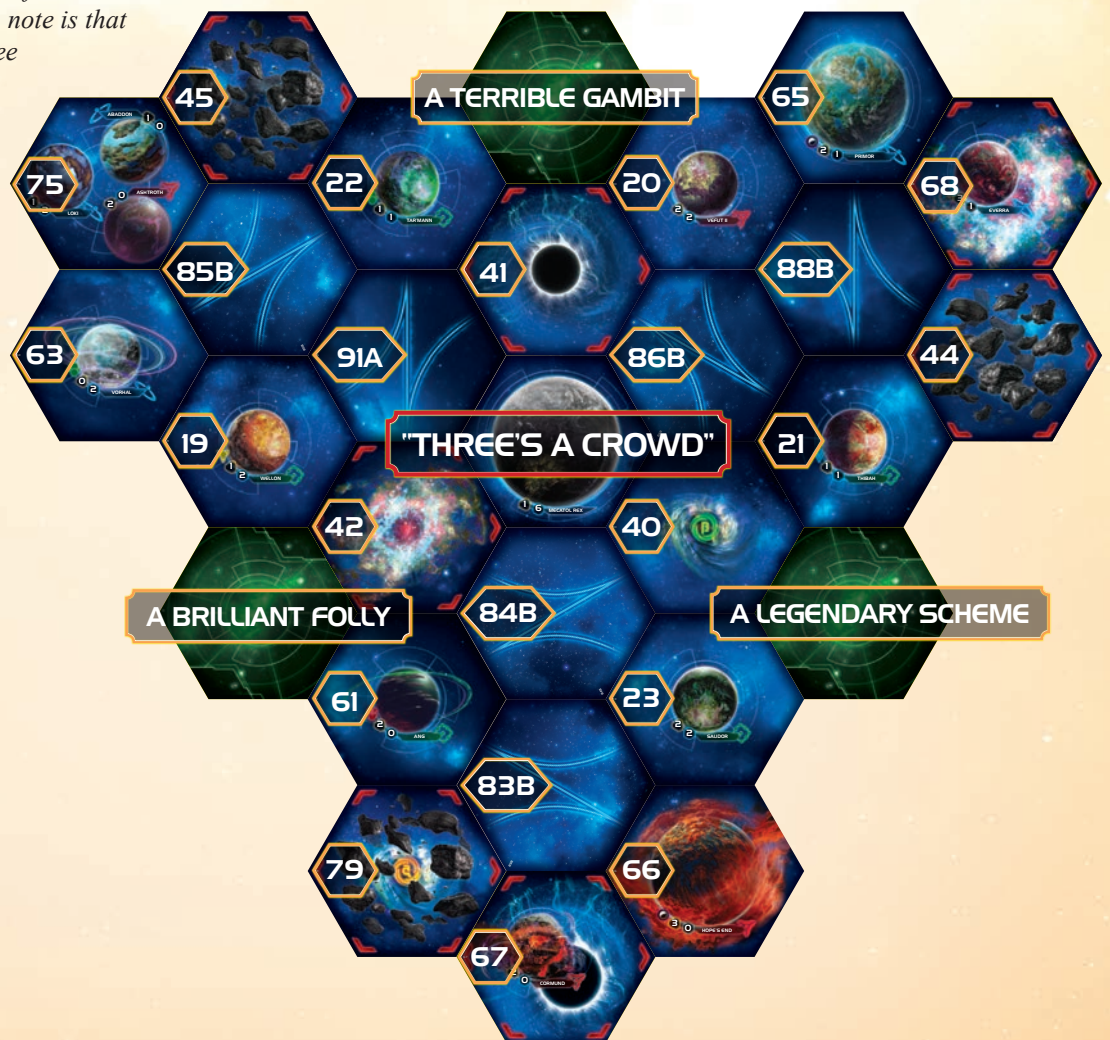
"CHOKEPOINT"

4-PLAYER GALAXY PRESET

Author: Matthew Pana

DESIGNER NOTES

This map was made in contrast with normal map conventions, with Mecatol hidden away behind a chokepoint rather than being as accessible as possible. The purpose of this map is to see if the table would work together against the player on Mecatol, or would they rather fight amongst themselves over legendary planets or the strategically valuable Everra system. In an attempt to make things fairer, "Arma" and "Chrysus" have better systems adjacent to them and share Hope's End to make up for being four systems away from Mecatol.

"Ignis Solum" has a red and yellow tech skip and a supernova for protection from "Incrementum". Muaat

looks like a great choice here. However, "Ignis Solum" will constantly have to be worried about "Arma" using the gravity rift against them.

"Arma" has a fantastic system adjacent to it (Bereg/Lirta IV), and has a gravity rift, which can be used to threaten the rest of the galaxy.

"Chrysus" has the most resources out of any slice but is somewhat lacking in nearby influence. Perhaps the blue tech skip can help alleviate that issue with an early gravity drive?

Finally, "Incrementum" has by far the most influence, as well as a green tech skip. Factions that rely heavily on command tokens, such as Xxcha or Titans, would benefit from this slice. However, they will also be under constant threat of "Arma" using the gravity rift through the beta wormhole to go directly into their home system, so make sure to keep that wormhole blocked.

—Matthew

"RACE FOR MECATOL"

5-PLAYER GALAXY PRESET

Author: Jacob Turner

DESIGNER NOTES

This map's hyperlane tiles make the special planets easy to take and easy to lose. The top asteroid field and supernova combo is both a blessing and a curse: it creates a protective barrier for most factions, with the caveat that it limits expansion. The Embers of Muaat and the Clan of Saar will find it a great place to hide. A lack of territory is likely to cause the top and bottom positions to fight, leaving the middle position to its own business. The middle position has access to empty space and anomalies, which may make it the most flexible and formidable spot of the bunch. The galaxy is a little disjointed, but the wormholes tie it all together. Enjoy the galactic conquest!

–Jacob

"RACE FOR MECATOL"

"WON'T YOU BE MY NEIGHBOR?"

6-PLAYER GALAXY PRESET

Author: Daniel Young

DESIGNER NOTES

My main goal was to force a lot more interaction between players by smooshing everyone into the second ring. Anomalies between each home world should prevent any game-ruining or friendship-ending round one eliminations.

Constant proximity to other players will create a sense of tension that lasts throughout the entire game. Aside from two slices that have six non-home planets each, no control objective can be met without crossing into another player's space. Sooner or later, you will need something your neighbor has. Each player is adjacent to three planets of the same type, but will have to venture into enemy territory for a fourth. Similarly, trying to nab a third technology specialty could get bloody.

Don't get complacent after a Support for the Throne swap. You may feel safer, but wrap-around Pac-Man style wormholes mean there will always be plenty of other neighbors knocking on your door.

–Daniel

"MAGI'S MADNESS"

7-PLAYER GALAXY PRESET

Author: Paul Brown

DESIGNER NOTES

Getting silly with this one! Non-standard player and Mecatol Rex positions mix it up a little. Every home system has a three-tile path and a four–tile path to Mecatol Rex. The four players on one half will be all up in each other's faces, and the three players on the other side will be fighting over the two legendary planets.

"Ambassador" has a wormhole to the other half of the galaxy. Maybe they can take Quann on the other side? Easy access to an alpha wormhole as well.

"Non Euclidean" has weird hyperlanes and anomalies for no good reason. Yay! But seriously, I wouldn't want to have to push into this territory.

All aboard the "Pain Train": now boarding to Mecatol Rex.

"Why can't I hold all (these planets)" has so much territory to grab but its three neighbors are going to want a piece of the pie.

"Mountain Fortress" is snug and comfortable where it is. Why would it want to go anywhere else?

Empty space: the "Final Frontier."

"The Floor is Lava" has lots of hazardous planets AND a supernova?

I suggest a simple snake draft of factions and home system locations to balance out certain factions being powerful in the center seats, then randomly determine speaker.

–Paul
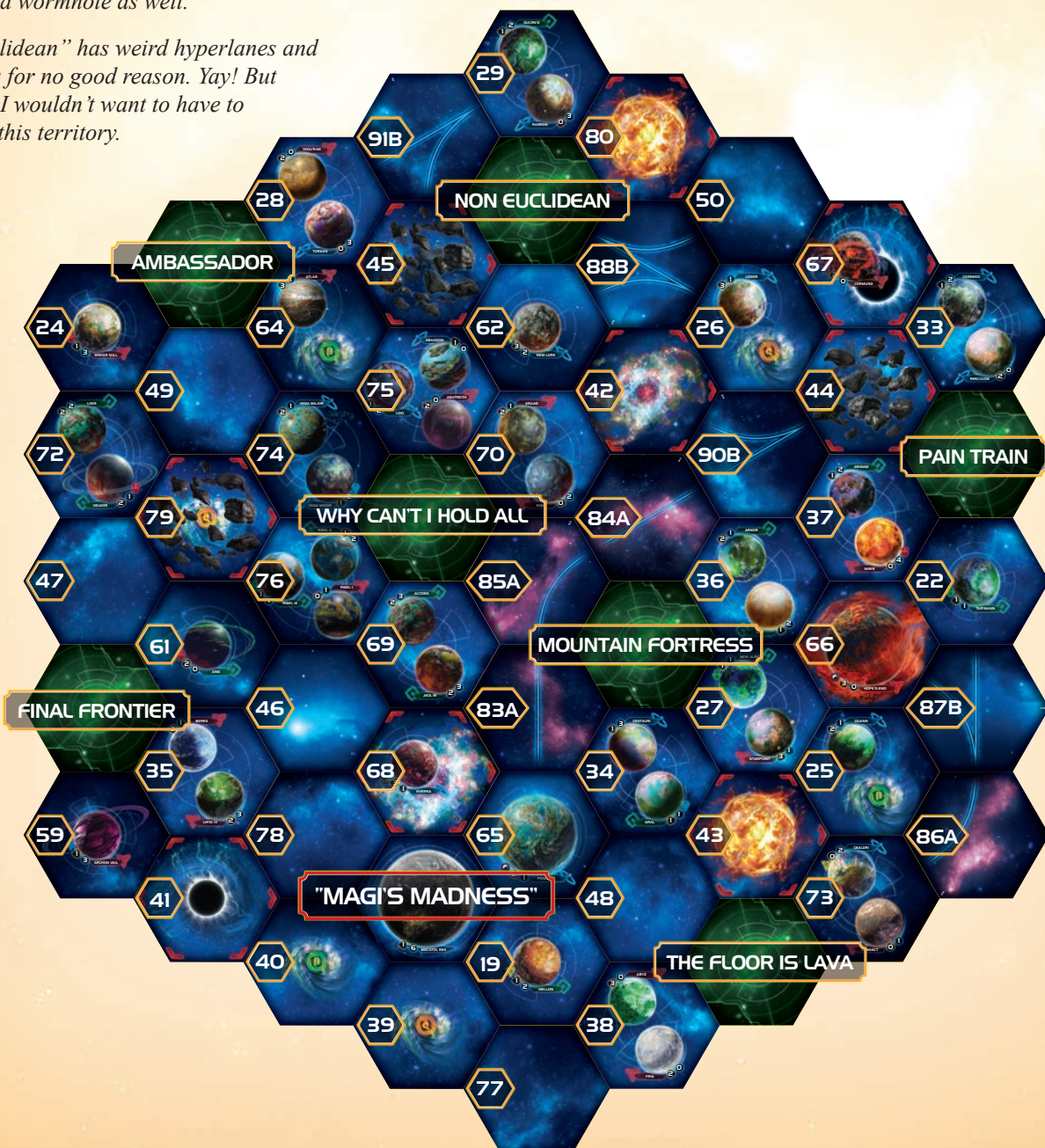
"JUNK YARD DOGGO"

8-PLAYER GALAXY PRESET

Author: Philip Henning

DESIGNER NOTES

When I joined the Army I learned to shoot, move, communicate, fight, and survive in the "Junk Yard Dogs" A.K.A 4th Platoon, Bravo "Bulldogs" Company, 1st battalion of the 61st Infantry Regiment. J.Y.D. was mean, hard, unforgiving, and often intentionally stacked against you. This map is too, and is not recommended for new or casual players. It can, however, be an excellent learning tool for exploring map balance and player

driven rebalance through diplomacy, trades, and play—if you can find a group willing to challenge themselves. Join the "Junk Yard Doggos" and turn your 4x play into 8x: Explore Options, Expand Borders, Exchange Resources, Exploit Opportunities, Exterminate Enemies, Exert Control, Exalt Victories, and Excel Yourself. I am making it a personal goal to win a game from each of the 8 starts and I will race you to see who can do it first!

–Philip
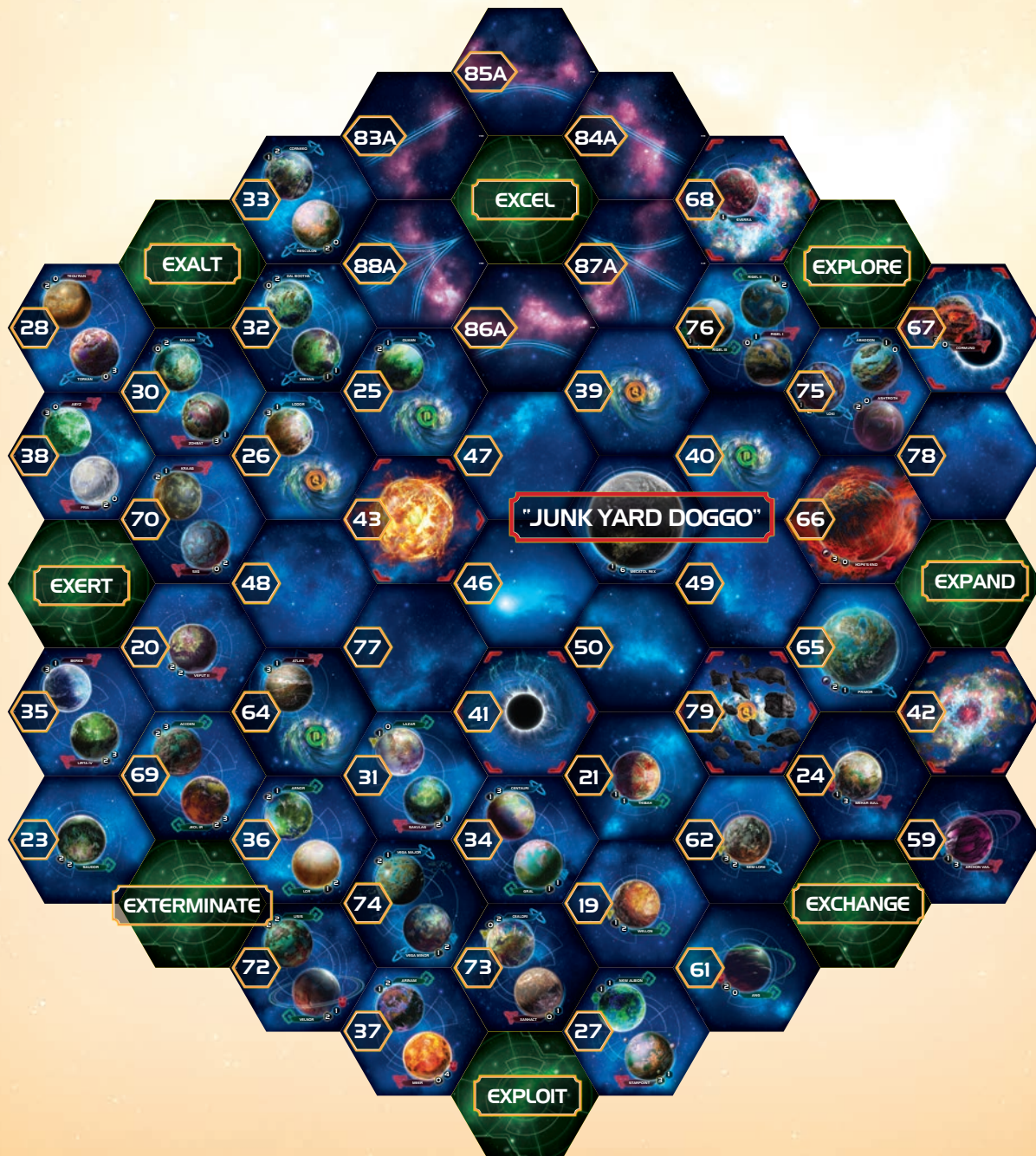
THE FRACTURED VOID

THE PLANET GREW, a greenish disc in the corner of the screen. "Something's moving," Calred said. "Looks like a shuttle heading into orbit."

"That doesn't make any sense," Felix said. "Where's it going? Is there anything in orbit for the shuttle to rendezvous with?"

"There isn't," Calred said. "Maybe they're just sightseeing."

"Or," Tib said.

"Or what?" Felix said.

"Or there is something in orbit, and we just can't see it. Let me see." She bowed her head to the terminal, and the screen shifted through various false color arrays, visualizing discrete pulses of sensor data. "There it is," Tib said, voice a throaty murmur. "A ship, orbiting Alope."

Felix leaned forward. The screen was back to true color, and there was no orbiting ship to be seen, though the shuttle was highlighted, a silver lozenge rising from the planet's surface. "Show me."

"I can't show you. The ship is using some sort of stealth technology – I think it's a variant of light-wave deflection."

Felix took her word for it. Yssaril were famed throughout the galaxy for their skill as spies – they'd taken their natural ability to fade, augmented it with technology and training, and spent centuries building their networks. The Tribes of Yssaril sold their skills throughout the galaxy, and doubtless used what they learned to pursue their own interests and imperial ambitions. Tib had never been within a billion kilometers of the Yssaril homeworld, but she had all the natural abilities of her species combined with the legacy of the Mentak Coalition, the descendants of thieves, renegades, smugglers, and survivors. The Yssaril members of the Coalition were the backbone of their clandestine forces, and Tib had vanished for a year once for "special training" that Felix assumed included plenty of spooky spy techniques. "Who could it be?" he asked. "It's not a dreadnought…" Tib said. "The distortions indicate something cruiser-sized."

"Don't give them any indication that we've seen them," Felix said. What was this unfamiliar feeling, like his blood was fizzing? Oh, yes: excitement. The thrill of the hunt. He'd missed it.

"My communications array just lit up." Tib put the incoming message up on half the screen, the other half still tracking the slow ascent of the shuttle as it inexorably approached the big red question mark Tib had generated to indicate the location of the stealthed ship.

A dirty-faced woman hunched over a console in a small dark room appeared, her eyes wide and wild. "They took Mr Thales! These soldiers, five or six of them, they wore armor and had these guns, they broke into his house and dragged him out!"

"I guess now we know who's on the shuttle," Tib said. "I've pinged the vessel, but there's no transponder, and they don't reply. No indication where it's from or where it's going."

"Start moving their way. Weapons hot. Hail the shuttle again, Tib. Tell them if they don't respond we'll be forced to disable them." Felix returned his attention to the woman on the screen.

"Why did they come for this Thales? Who is he?"

"I don't know," the woman said. "He moved here not quite a year ago. He mostly keeps to himself, and when he doesn't, you wish he had." She paused. "I mean, everyone here hates him – he's terrible, really – but I don't know why anyone would bother to kidnap him."

"Huh. Thanks for notifying us. We'll take care of things from here." He ended the call and watched the shuttle get bigger in the viewscreen as their courses converged.

"The shuttle just answered us," Tib said.

"What did they say?"

"'Stand down, or die.'"

"Oh," Felix said. "I don't much like either of those options. Cal, you know that ship we can't see?"

"I am familiar with it."

"The shuttle is still pretty far away from said invisible ship, right?"

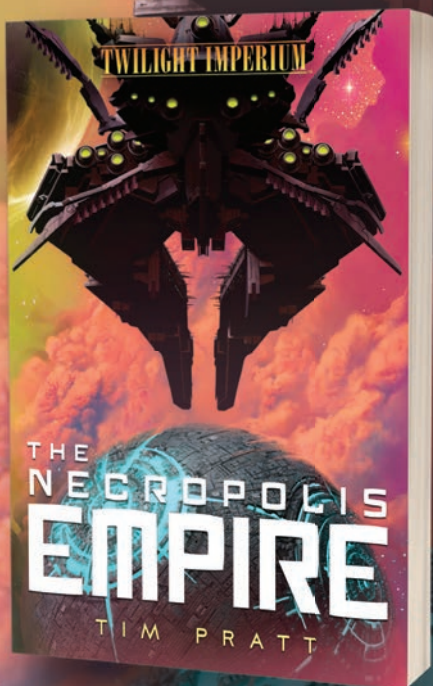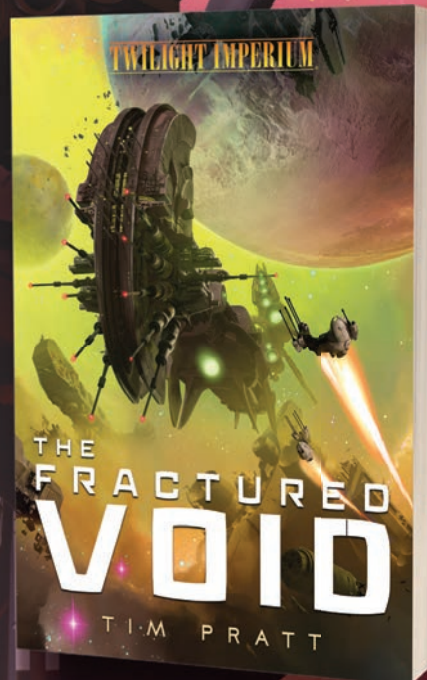"It's outside the maximum blast radius, if that's what you're asking."

"That is what I'm asking. There you go, showing initiative again." Goodbye boredom, Felix thought. "Let's turn that invisible ship into a cloud of radioactive dust, shall we?"