TWILIGHT IMPERIUM®
FOURTH EDITION

TWILIGHT CODEX

VOLUME I: ORDINIAN

Credits

FANTASY FLIGHT GAMES

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And a special thank you to our Prophecy of Kings testers!

Volume I: Ordinian

INTRODUCTION

Welcome to the Twilight Codex. Please use this table to jump quickly to any section.

THE OMEGA INITIATIVE

This section contains variant components that rework preexisting components for usability and balance.

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.

Foreword From the Developer

Greetings, citizens of the galaxy!

I am excited to present the first issue of the *Twilight Codex*. The Codex is a web-based publication that highlights rules updates and showcases new content for *Twilight Imperium: Fourth Edition*—and eventually for its *Prophecy of Kings* expansion.

The Twilight Imperium community is larger than ever before, and between the Codex and *Prophecy of Kings,* it is my hope that Twilight Imperium will feel alive with a wealth of content to experience for years to come.

My hope is to publish a new Codex issue every 3–4 months, though the exact timing of each issue may vary depending on my schedule and bandwidth during each season. Before we dive in, 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 hope that you are as excited as I am about the upcoming expansion, and that this first volume of the Codex whets your appetite until its release. Time and time again I have been blown away by the dedication of the Twilight Imperium community, and I am honored to be able to play a part in it.

Thank you all for continuing to allow me to carry on the legacy of this incredible game.

Dane Beltrami
Twilight Imperium Fourth Edition Developer
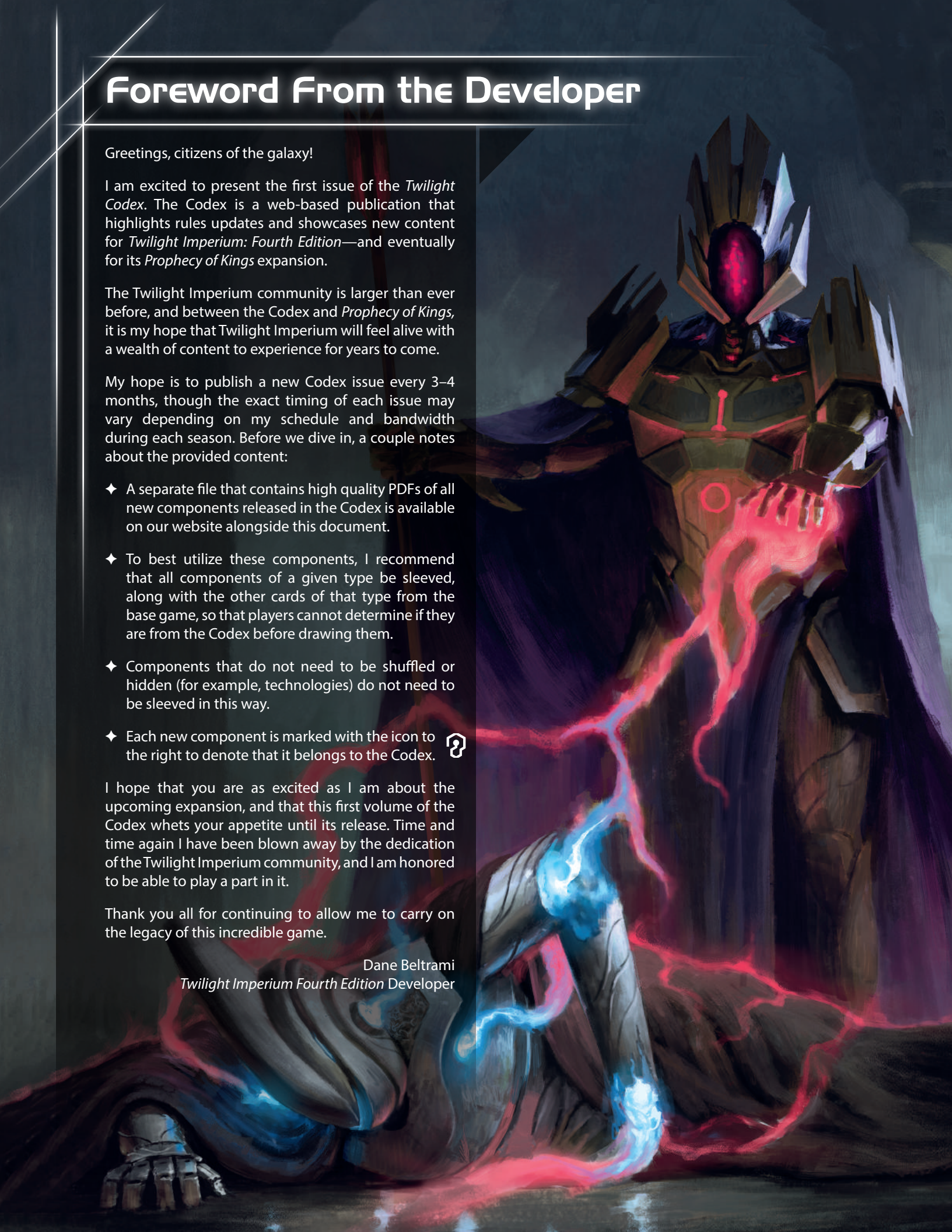
FLIGHT

BY CALVIN WONG TZE LOON

```
BROADCAST;"TARGETSTATUS"
{FTL CORE;[DAMAGED]}
{WEAPONS;[DAMAGED]}
{NAVIGATION;[DAMAGED]}
{ESCORT VESSELS;[DESTROYED]}
COMMAND;UPDATE:"FLEETSTATUS"
{SETSTATE:DESTROYTARGET;MARKERS:[PRIME]}
FLEET.STATUS.UPDATED.ALLMARKERS[PRIME].
PRIORITYZERO.
PURSUE.
PURSUE.
PURSUE.
```

The Coatl, *flagship of the Argent Flight, soared through the Ordinian nebula. A swarm of Nekro attack craft swirled and writhed in her wake, belching fire into the space between them. Sakora Aun Navori watched through the viewscreen as the ship scythed through graceful clouds and flickering lights—but the other members of Sakora's Command Wing had their heads to their consoles and hands to their earpieces as the* Coatl *burned; the aft hull was awash with explosions, the armor plates fractured into winking dust.*

Sakora's eyes flitted between the multiple reports flying up on her command console—engine six was close to burnout. What remained of Security was evacuating everything aft of the Engine Room. The shuttle filled with survivors from the wreckage of Strike Wing Epsilon had been lost with all hands. Her feathers were all trying to stand up at once, but she willed them down— she had rotated to Captain now, and everyone in Command was looking to her for guidance. Part of her laughed—she was covered in her wingmate Valiksa Aun Erosai's blood and the bridge was bathed in ultraviolet emergency light, and here she was thinking about ruffled feathers...

It wasn't good. Damage Control had sealed the breach the Nekro boarding vessel had scored across their flank, but Sensors reported the enemy was focusing their attacks on that side. Engine Room was requesting a course correction to prevent the fuel lines from being exposed to enemy fire.

"Keep our starboard flank to them," she ordered. Behind her, Command Wing sped to obey. Suurik in Navigation calculated maneuvers under his breath, his skilled fingers sliding across the controls. Sakora's training kept her from looking back. Captains were placed in the front of the bridge. Trust your Wing. *"Weapons, Damage Control reports aft battery nine cannot be salvaged."*

"We need the power for engines anyway," muttered Zulek, who was on Weapons. "I could have a dozen batteries and we still wouldn't bat away that incoming..."

"Captain, enemy element breaking off from the main swarm," said Ikosavec in Onboard. "Another boarding party."

Suurik growled in frustration. "We can't let them board! The first wave wiped out Security!"

And Valiksa nearly died, she thought, but didn't say. *"Onboard, get Suurik as much engine power as you can." Sakora tapped the button on her console to bring up a shipwide transmission. In her entire career, she had never heard a shipwide, and now she was delivering one.*

"All Wings, this is Command. I am ordering maximum burn. I repeat, full engine burn. To your stations."

She keyed off the transmission, a prickling sensation traveling down her arms as she felt the ship begin to flutter and shake. "Engineering, report."

"Engine Room for you," said tall, deep-voiced Chekk, currently in Engineering. "Patching them in."

"Command!" the holovid burst into existence above her console as a harried face appeared in front of several blurred forms—people running, wings bristling, snarling orders at each other. She pulled her face into stoic serenity, Valiksa's blood still congealing on her eyelids. Her talons bit deeply into her palm. "Command, I can give you six minutes of max burn, but after that things are going to go ruffled fast!"

Punctuating Engine Room's point, the ship juddered as another weapons blast seared off more hull plating. She kept her voice even. "Define 'ruffled.'"

"Damage Control Six, to the aft bays, now!" Engine Room shouted off-screen before returning his attention to her. "The fuel lines, Command. They aren't built to withstand this heat. If they go, we'll lose the ship!"

"If we don't outrun the Virus, they will assimilate our mainframe," she said. The feathers on her back were screaming. "I will lose the Coatl *before I let that happen. Do what you can, Engine Room. We're only a few solar units away from the Hololattice network."*

"My Wing obeys," muttered Engine Room, closing the vid.

The transmission winked out. For a moment, Sakora saw only the nebula, a coruscating symphony of colors rushing before them. "Like infinite poetry," Valiksa had whispered once, as they leaned into each other, hiding in the crannies of the observation deck where no one could see them. "Lines carved into eternity, a language we spend our lives yearning to translate..."

An emergency blare from a console behind her. Sakora blinked, rubbing Valiksa's blood from her face. She'd been lost in reminiscence, like a hatchling on an updraft. She was currently Captain, front of the V—how many seconds had she wasted? Had anyone noticed?

There were no furious shouts, no calls for her to be relieved, no change in the atmosphere except for the increasing flutter of the deck as the ship approached 130% acceleration. The engines were burning up, the hull warping beyond repair. The pride of the Argent Flight—and under her command it might never fly again. They might clip her wings for this...

No. Valiksa must be out of Surgery by now, must be… or else being wheeled to the morgue…

The lump in her throat at the image of... no. No. I will not lose her. I will not lose this ship. I just need to focus… I just need...

"I am relinquishing Captain," she said, pressing the rotation command on her console. Command Wing Sakora rotating from Captain, her computer readout acknowledged. New position: Navigation. "Who's on relief? Chekk?"

"I believe I am."

Her voice. Sakora turned before she could stop herself, feathers prickling in joy and relief. Every shoulder in the Command Wing loosened a fraction. Valiksa was safe.

"Valiksa-lyr..." she said, without realizing she'd whispered it. There she was, her uniform soaked dark red... her eyes bright and her wings folded, poised. "Valiksa... the surgery..."

"Was a complete success." Valiksa attempted a smile. The bandage stretched from her chin to her hips. "I'm cleared for Command duty. I'll take Captain."

As her station slid backwards into Navigation, the second position in the V-shaped order of the bridge, Sakora watched as Valiksa's sleek form slid expertly into the Captain console. Front and center, where she belonged.

"Navigation, course adjust," said Valiksa, her voice smooth, unruffled, as though she hadn't just taken a Nekro anti-armor flechette to the torso. Sakora stared at the mottled scar tissue on the Captain's neck, relief spreading through her. "Set bearing three-five-twelve-seven, hold twenty three seconds, then bearing three-five…"

No more thinking. Sakora needed to be Navigation now. Her hands took over. She was alive. They were both alive.

INCOMING:[NEWTRANSMISSION:(PRIORITYZERO)]

IDENT;UNIT8173.STATUS;OPERATIONAL.
LOCATION;TARGET.SUBLOCATION;BRIDGE.

COMMAND;UPDATE:"FLEETSTATUS"

{SETSTATE:CAPTURETARGET;MARKERS:[PRIME]}

FLEET.STATUS.UPDATED.ALLMARKERS[PRIME].
PRIORITYZERO.

"Captain!" shouted Sensors. "Nekro boarding craft accelerating!"

"That's impossible!" Chekk said, standing up so rapidly his chair flew into the station behind him. "We're at maximum burn!"

"Command Wing, maintain your composure," said Valiksa, her voice steady and even. The ultraviolet across her face made her look even graver. "Weapons, do we have nothing that can hit the boarding craft?"

A pained glance from Zulek. "Onboard? How many Fighter Wings at launch strength?"

"One, but... Captain..." whispered Ikosavec. "At this velocity... the Fighter Wing is... we'll never recover them."

She timed her hesitation precisely. A fraction shorter and she would have looked cavalier in ordering the squadron to its doom. A moment longer would signal weakness, indecision. Only Sakora even noticed.

"We cannot be boarded," Valiksa said, turning to face the Command Wing, her blood still glistening on her feathers. "If they make it on, the ship is lost, and the mainframe with it. Patch me through to the Fighter Wing."

Onboard nodded, the look in her eyes grim as she tapped her console. "Pilots, this is Command." Selfishly, Sakora closed her eyes in relief that she was not the one to give this speech. "There is a second Nekro boarding craft headed for the Coatl. Too many of our Flightmates gave their lives to repel the first wave. There will be no repelling the second, unless that craft is destroyed."

Again, that calculated hesitation. "As you know, we are at full engine burn. Once launched, your fighters will not be recoverable."

Valiksa stood, spreading her arms. The dozen faces of the last remaining Fighter Wing appeared in the space before her. She wanted to look each of them in the eyes. "In defending

our ship from the first wave," she said, spreading her wings to show them the full extent of her injuries, "I nearly gave my life. But there is no 'nearly' in the order I am about to give you. Pilots... you are exemplars of what it means to be Argent Flight. Many feathers!"

"ONE WING!" shouted the entire bridge, including the twelve tiny voices on the holovids.

"I order you not to your deaths," Valiksa said, folding her wings back behind her, "but to eternity. So long as the Argent Flight is remembered by the galaxy, so too shall your names. Pilots: Bring down that boarding craft. All our wind is with you now."

"TO ETERNITY!" shouted the pilots, their yellow eyes bright with determination as they gripped their controls. The Command Wing watched as the squadron launched out, ship by ship, into the rainbow void of the nebula, never to return.

As one, every member of Command pulled up a display of the squadron's vectors as they screamed to intercept the incoming boarding craft. The room was soon filled with their radio chatter as the pilots closed on their target.

"Six, you take point defenses, Nine, hit the engines—"

"Steady as we go in, don't let it slip—"

"Incoming anti-fighter barrage, everyone forward shields!"

"I'm hit! I'm hit! I'm going to try and ram the—"

Sakora closed her eyes as the first fighter vanished from the display.

"Evasive! Evasive!"

"This is Ten, they're launching fighters—"

"Break off, break off!"

"Three, watch out!"

A shriek from Sensor's console. "Captain," said Sensors, in a voice that drew everyone's view. "Captain, I..."

There was no need to explain. Right ahead of them, barreling so fast Sakora flinched back in terror, was a Nekro ship. The Alastor.

"NAVIGATION!"

Sakora slammed on the controls. The Coatl screamed to obey as she burned out every thruster they had to prevent them from splintering on the Alastor's bow. Warning lights lit up her console as Sakora subjected the ship to forces it was never designed to endure, hull section after hull section fracturing, close to snapping. The Coatl dove past the Alastor by a matter of kilometers, veering wildly off course.

"It's turning!" shouted someone, Sakora didn't know who. The Nekro flagship was turning, moving to smash into them...

If she'd pushed any harder her fingers would have cracked the durasteel. Engine six, unable to maintain the level of output Sakora was demanding, finally flared out, white-blue wash winking to black, and the other engines weren't far behind.

Just a little... farther…

"Onboard!" she shouted as she pushed the ship just out of reach of the Alastor, all six kilometers of duranium and plassteel screaming as she careened them off into the nebula once more. "Onboard, get me more power!"

"That's all she's got!" Ikosavec said nervously as the bridge watched the massive Nekro flagship speed past their viewports. No one had ever gotten this close to the heart of the Nekro fleet and survived... "Captain, Engine Room says—"

A screeching blare sounded as an alarm bathed the room in red light. UNAUTHORIZED TRANSMISSION.

"Captain, the mainframe!" shrieked Onboard as a blinding white light pierced the bridge.

BROADCAST;DOWNLOADCOMPLETE
UNIT8173;DEPLOY.NEWTECH:"AERIE HOLOLATTICE"
DEPLOY.
DEPLOY.
DEPLOY.

The Command Wing watched in horror as bright, shining light unfurled from the Alastor, reaching its hard fingers deep into the nebula, surrounding the Coatl for parsecs. A bright wall of white, the Aerie Hololattice, the top-secret defense system that was supposed to keep their homeworld safe from Nekro incursion...

UNAUTHORIZED TRANSMISSION blared from their consoles as every pair of eyes, feathers bristling, locked onto the Captain, whose console had automatically shut down—the source of the leak. Valiksa's eyes widened with terror as she realized...

"Nanites," she whispered, looking down at her wounds. "The damn flechette was covered in nanites..."

"YOU!" shouted Chekk, leaping from his station, his voice reverberating through the bridge. "Command Wing! Execute the traitor!"

"NO!" screamed Sakora, leaping to place herself between Valiksa and the others. "No! You'll have to go through me!"

"Sakora?" Ikosavec whispered in horror as Sakora prepared to stand her ground. "You betray your Wing...? For her?"

Sakora blinked. Her wings were at full span, her talons spread and ready... "I..." she began, taking in the rest of her Wing, who stared at her with expressions ranging from horror to fury. "For her... for her I would do anything."

There was a thud. Valiksa had collapsed, convulsing, the corruption in her bloodstream sending her into arrest. As the Coatl soared towards her doom, her Command Wing erupted into screeched shouting, officers falling over each other as feather fought feather in a howling scrum of bodies, all unity forgotten.

Outside, in the scintillating glow, the Nekro swarmed.

THE OMEGA INITIATIVE

Rin closed her eyes, letting the OmegaIAS43 saturate her system, the acrid, somewhat viscous serum washing over her gills. Then, as a single radiant flame appeared in the dark recesses of her mind, it began. Pathways—memories—connected in rapid succession, and the legacy of the Jol-Nar flowed through her consciousness, searing, burning, begging to be freed. She gritted her teeth. The pain was intense, but bearable. It seemed that the Headmaster would get what he wanted after all.

The Omega Initiative section is a regular feature that contains revised content. With each edition of the Codex we will revisit existing components and provide alternative versions that expand their usage. Components from this section replace preexisting components of the same name and type.

BASIC TECHNOLOGIES

MAGEN DEFENSE GRID Ω

At the start of ground combat on a planet that contains 1 or more of your structures, you may produce 1 hit and assign it to 1 of your opponent's ground forces.

X-89 BACTERIAL WEAPON Ω

After 1 or more of your units use BOMBARDMENT against a planet, if at least 1 of your opponent's infantry was destroyed, you may destroy all of your opponent's infantry on that planet.

FACTION TECHNOLOGIES

WORMHOLE GENERATOR Ω
THE GHOSTS OF CREUSS

ACTION: Exhaust this card to place or move a Creuss wormhole token into either a system that contains a planet you control or a non-home system that does not contain another player's ships.

YIN SPINNER Ω
THE YIN BROTHERHOOD

After you produce units, place up to 2 infantry from your reinforcements on any planet you control or in any space area that contains 1 or more of your ships.

MAGMUS REACTOR Ω
THE EMBERS OF MUAAT

Your ships can move into supernovas.

Each supernova that contains 1 or more of your units gains the PRODUCTION 5 ability as if it were 1 of your units.

PROMISSORY NOTES

WAR FUNDING Ω

After you and your opponent roll dice during space combat:

You may reroll all of your opponent's dice.

You may reroll any number of your dice.

Then, return this card to the Letnev player.

GREYFIRE MUTAGEN Ω

At the start of a ground combat against 2 or more ground forces that are not controlled by the Yin player:

Replace 1 of your opponent's infantry with 1 infantry from your reinforcements.

Then, return this card to the Yin player.

STYMIE Ω

After another player moves ships into a system that contains 1 or more of your units:

You may place 1 command token from that player's reinforcements in any non-home system.

Then, return this card to the Arborec player.

ACQUIESCENCE Ω

When the Winnu player resolves a strategic action:

You do not have to spend or place a command token to resolve the secondary ability of that strategy card.

Then, return this card to the Winnu player.

CYBERNETIC ENHANCEMENTS Ω

When you gain command tokens during the status phase:

Gain 1 additional command token.

Then, return this card to the L1Z1X player.

Tai peered at the scepter from his perch on Dart's shoulder. "Oh no." He squeaked in dismay. Dart's eyes gleamed and the corners of his mouth turned up, revealing a fanged grin. "Oh yes. This. This is exactly what we came here for." Exasperated, Tai hopped deftly to the other shoulder, gesturing wildly. "You know we d-didn't. You always d-do this." Dart swatted at his diminutive friend. "Quit that. It's fine. Relax." He reached out, his fur reflecting the scepter's dull red glow, and after a moment's hesitation, he grabbed it. With a quiet whir, the scepter came to life, the dull glow becoming a brilliant crimson, and pieces of its grip spiraled into asynchronous orbit around its head, impatiently awaiting its owner's command. Dart smiled mischievously. "Well, what do you think we should try first?"

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*.

ACTION CARDS

INSIDER INFORMATION

After an agenda is revealed:

Look at the top card of the agenda deck.

M'aban yawned. Another filibuster. Politics could be so flavorless at times. Besides, she already knew how this one was going to turn out. Not well. Not well at all...

PLAGIARIZE

ACTION: Spend 5 influence and choose a non-faction technology owned by 1 of your neighbors; gain that technology.

The Yssaril spies handed over their prize to Connor, who in turn passed it to the Sol engineers with a grim smile. "Now then, boys," he said, one hand on his rifle, "about those loose ends..."

MASTER PLAN

After you perform an action:

You may perform an additional action this turn.

Viktor laced his long fingers with a wicked smile. Unlenn would be proud. The tactician's reputation was well-earned; even pawns could unseat kings.

RALLY

After you activate a system that contains another player's ships:

Place 2 command tokens from your reinforcements in your fleet pool.

The Federation advance would not be halted—not today. Claire set her broadcast to play on all open channels. She began, her voice fierce and unwavering "Friends! On this day, our names shall be inscribed in the pages of legend!"

SCRAMBLE FREQUENCY

After another player makes a BOMBARDMENT, SPACE CANNON, or ANTI-FIGHTER BARRAGE roll:

That player rerolls all of their dice.

"I will not accept this from that worthless scum!" Feng growled as his enigmatic companion interfaced with the ship's nav suite. The Memoria's position flickered and shifted, and the blast flashed harmlessly by.

FORWARD SUPPLY BASE

After another player activates a system that contains your units:

Gain 3 trade goods. Then, choose another player to gain 1 trade good.

All eyes turned toward the darkening skies as the only surviving supply truck rolled through the gates. "Get these checked in and send the last shipment to our allies!" Harrugh yelled over the din of the engines.

FIGHTER CONSCRIPTION

ACTION: Place 1 fighter from your reinforcements in each system that contains 1 or more of your space docks or units that have capacity; they cannot be placed in systems that contain other players' ships.

T'esla grinned as her shimmering vessel lifted off the flight deck—at last, that damned Viscount would experience the superiority of Naalu dogfighting. "Get ready," she hissed into the comms.

BLITZ

At the start of an invasion:

Each of your non-fighter ships in the active system that do not have BOMBARDMENT gain BOMBARDMENT 6 until the end of the invasion.

"T-these weren't meant to be used like this. T-this is a t-terrible idea." Tai mumbled, wringing his hands. "Well 'course it is," Dart grinned, slamming his fist down on the release lock. "But we've got about sixty kilotons of 'surprise' and nothing to lose!"

HARNESS ENERGY

After you activate an anomaly:

Replenish your commodities.

"Manipulating the cosmos was a power reserved for the gods." Rowl spat at the ground as his contraption whirred to life. "Not anymore."

HACK ELECTION

After an agenda is revealed:

During this agenda, voting begins with the player to the right of the speaker and continues counterclockwise.

YOUR [NULL ID] STATELY GAME WILL BE FOR NAUGHT<< [VAR:42687] ORDER WILL ARISE FROM [VAR:89001] CHAOS<< IT IS OUR HAND THAT CONTROLS THE OUTCOME<<

ACTION CARDS

REFLECTIVE SHIELDING

When one of your ships uses SUSTAIN DAMAGE during combat:

Produce 2 hits against your opponent's ships in the active system.

Prit scrambled up to Hesh's shoulder, gleefully clapping as the entropic shielding tore the mercenary cruisers apart.

IMPERSONATION

ACTION: Spend 3 influence to draw 1 secret objective.

"Also," Connor continued, bemused. "Someone just handed me this as I was leaving. I think it was meant for our dear friend Sucaban. We should be able to put it to good use."

SOLAR FLARE

After you activate a system:

During this movement, other players cannot use SPACE CANNON against your ships.

Meian braced for combat as the fleet entered the Ordinian system, but there were no Valefar droneships waiting to meet them. The solar flare gambit had succeeded—they were completely undetected.

SANCTION

After an agenda is revealed:

You cannot vote on this agenda. Predict aloud an outcome of this agenda. If your prediction is correct, each player that voted for that outcome returns 1 command token from their fleet supply to their reinforcements.

Two can play at this game.

COUNTERSTROKE

After a player activates a system that contains 1 of your command tokens:

Return that command token to your tactic pool.

"That's the thing about loyalty—" Viktor mused, turning one of the pieces backward, facing its own side. "It can be bought."

GHOST SQUAD

After a player commits units to land on a planet you control:

Move any number of ground forces from any planet you control in the active system to any other planet you control in the active system.

The L1 advance team was expecting to find the outpost abandoned. What they found—unfortunately for them—was Connor.

WAR MACHINE

When 1 or more of your units use PRODUCTION:

Apply +4 to the total PRODUCTION value of your units and reduce the combined cost of the produced units by 1.

The automated production facilities spooled up to new intensities, lights flaring as the assembly drones increased their speeds to keep up.

WAR MACHINE

When 1 or more of your units use PRODUCTION:

Apply +4 to the total PRODUCTION value of your units and reduce the combined cost of the produced units by 1.

"Varish, let the Commanders know they can contact the Tetrarchy. Tell them the fighter squadron assembly will be done ahead of schedule and under budget."

WAR MACHINE

When 1 or more of your units use PRODUCTION:

Apply +4 to the total PRODUCTION value of your units and reduce the combined cost of the produced units by 1.

"This would have taken weeks to replace if you had run it backwards," Varish called as she rotated the massive supercapacitor bank. "Okay, fire it up!"

WAR MACHINE

When 1 or more of your units use PRODUCTION:

Apply +4 to the total PRODUCTION value of your units and reduce the combined cost of the produced units by 1.

The station vibrated as the device sputtered to life, emitting a high-pitched buzz to Varish's ears. "Micro-wormholes are cycling at 19 kilohertz," Cole read. "The entropic field tap is stable."

PAX MAGNIFICA

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

ORDINIAN

During this scenario, players fight for control of a disabled Argent Flight flagship, the *Coatl*, which begins the game in the Ordinian nebula in the center of the game board. Like a standard game, the game ends when a player gains their tenth victory point.

SETUP

The rules for setup are modified as follows:

2. **ASSIGN FACTIONS:** Each player chooses from among the following factions:

    - The Arborec
    - The Ghosts of Creuss
    - The Nekro Virus
    - The Embers of Muaat
    - The L1Z1X Mindnet
    - The Barony of Letnev

3. **GATHER FACTION SPECIFIC COMPONENTS:** The Nekro Virus player does not take the "Valefar Assimilator X" or "Y" faction technologies. Instead, that player uses the "???_EXCEPTION_NO_ID_???" and "????_REDACTED_????" technologies that it has assimilated from the Argent Flight.

6. **CREATE GAME BOARD:** Players create the game board using the diagram on the right. **NOTE:** Mecatol Rex is not used.

7. **PLACE CUSTODIANS TOKEN:** Place the custodians token on the nebula system tile located at the center of the game board with its '6' side faceup.

11. **GATHER STARTING COMPONENTS:** The Nekro Virus player places the *Alastor*, two dreadnoughts, and two fighters from their reinforcements in the Nebula at the center of the game board in addition to their regular starting units. The Nekro Virus player also begins with its assimilated technologies in play as if they were Nekro faction technologies.
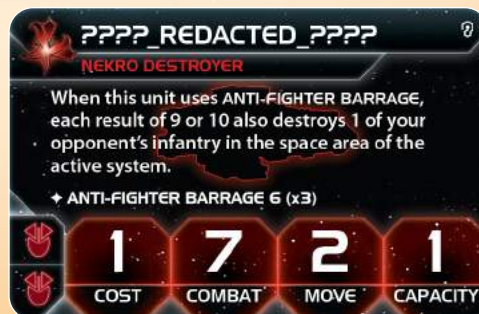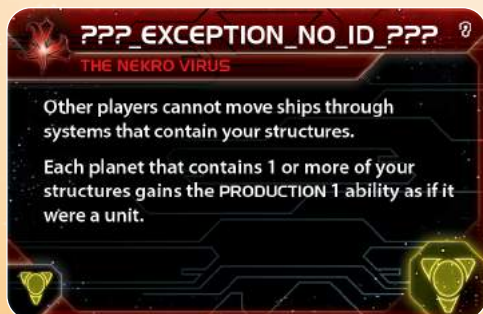
THE ARGENT FLIGHT

The custodians token represents the Argent Flight flagship, the *Coatl*. Standard rules for the custodians token are not used.
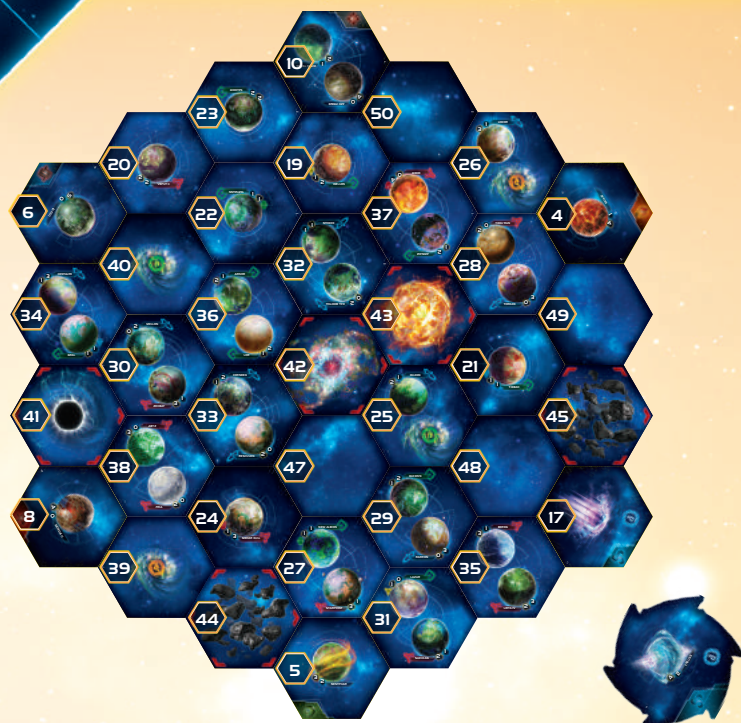
The *Coatl* (custodians token) has the following unique properties:

✦ A player gains control of the *Coatl* if they are the only player that has ships in its system. A player loses control of the *Coatl* if they no longer have ships in its system.

✦ Players cannot use **SPACE CANNON** abilities of their units against ships in the system that contains the *Coatl*.

✦ The *Coatl* begins the game damaged. At the start of a player's turn, if they control the *Coatl*, they can spend 6 resources to repair it and flip it to its '1 Victory Point' side. After the *Coatl* is repaired, the agenda phase is added to the game. Controlling the repaired *Coatl* is worth 1 victory point to the player that controls it.

✦ The repaired *Coatl* is treated as a ship with a **MOVE** value of 1 for the purposes of the movement step only, and the player that controls the *Coatl* can move it as if it were one of their ships. It does not participate in combat, it cannot retreat, and it cannot be destroyed.

✦ Game effects that refer to Mecatol Rex or its system instead refer to the system that contains the *Coatl*.

✦ If the *Coatl* is in a player's home system, it is worth 1 additional victory point to that player, and they cast 6 additional votes on each agenda during the agenda phase.

???_EXCEPTION_NO_ID_???
THE NEKRO VIRUS

Other players cannot move ships through systems that contain your structures.

Each planet that contains 1 or more of your structures gains the PRODUCTION 1 ability as if it were a unit.

????_REDACTED_????
NEKRO DESTROYER

When this unit uses ANTI-FIGHTER BARRAGE, each result of 9 or 10 also destroys 1 of your opponent's infantry in the space area of the active system.

✦ ANTI-FIGHTER BARRAGE 6 (x3)

COST	COMBAT	MOVE	CAPACITY
1	7	2	1

THE NEXUS

The *Twilight Imperium* community is filled with many talented individuals with a wealth of skills and ideas. Each issue of the *Twilight Codex* features The Nexus, a section devoted to showcasing community developed content.

"RIGHT CAT SOUP"

6-PLAYER GALAXY PRESET

Author: Christopher Chick

DESIGNER NOTES

A couple notable things here.

First, I feel like I should address 'Empyrealis.' Yes, it's a bit unusual, but it has a few things going for it. It has two nice equidistant systems to leap for (28 and 29) while its neighbors gobble up their own nearby systems. Additionally...let's just say there is an expansion faction that I think will appreciate plentiful empty space.

Second, the two green technology specialties near 'Animus' make it a pretty lucrative place to call home. An early Hypermetabolism could really pay off, especially for factions that tend to burn through command tokens.

Finally, 'Gravitas Rex' looks like an incredible spot, due to Abyz/Fria and Arinam/Meer, and certainly they won't be lacking in resources. But with 'Empyrealis' pushing 'Pyroclast' away by jumping quickly to equidistants and 'Animus' having few other expansion options, 'Gravitas Rex' will have to be fighting to hold its systems fairly early on, or risk losing expansion opportunities in the early game.

'Eternia', on the other hand, should make a nice little home for anyone who doesn't particularly want to be bothered. And with a wormhole, too. Ghosts of Creuss, anyone?

WANT MORE?

Check out *Space Cats Peace Turtles*, a *Twilight Imperium* community podcast hosted by Matt Martens and Hunter Donaldson at https://www.spacecatspeaceturtles.com/ for a wealth of discussions, guides, and other content related to *Twilight Imperium*.
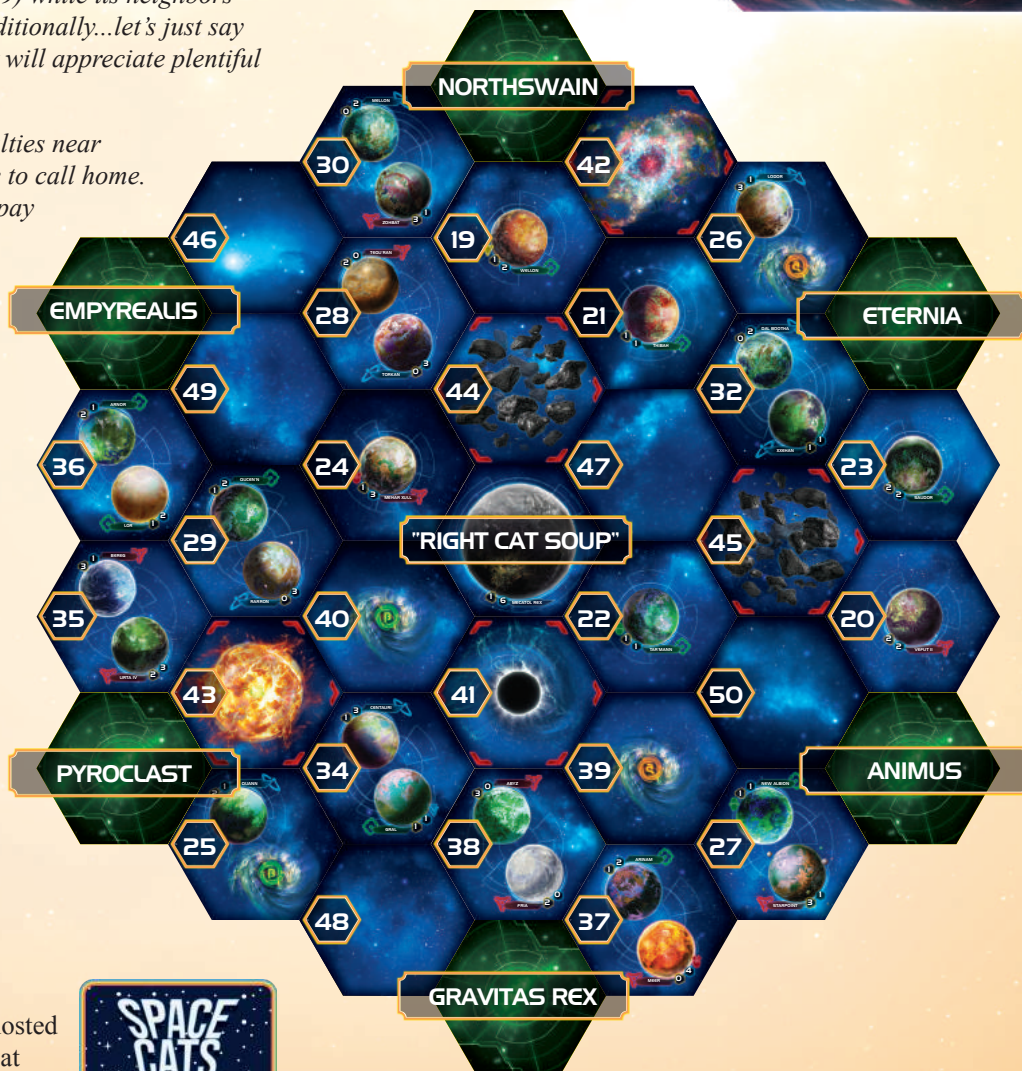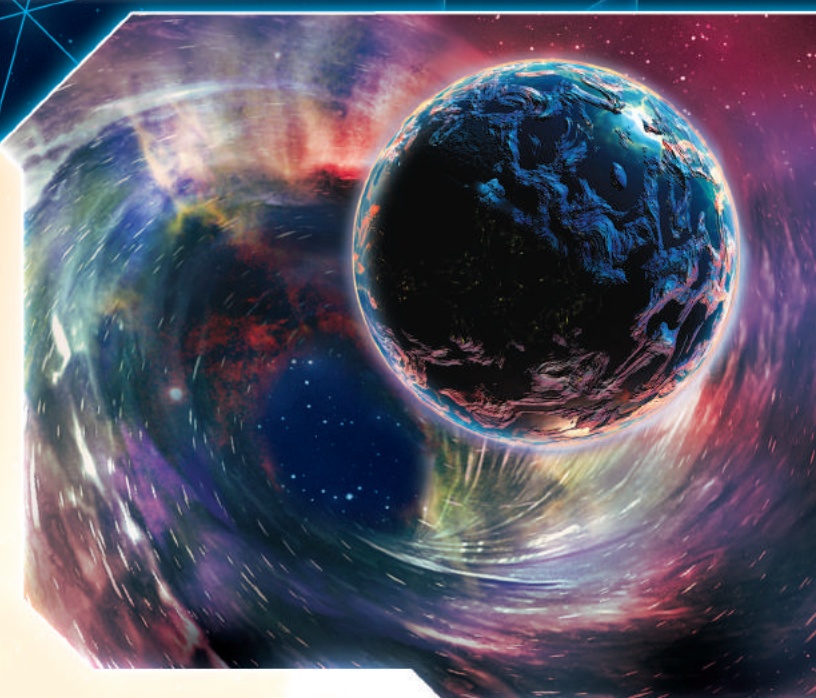
RULES UPDATES

Twilight Imperium: Fourth Edition has had a number of rules updates and errata since its release. Each of these can be found in the Living Rules Reference, available on our website. Several of the more impactful adjustments are listed below, and printable versions of adjusted components are available alongside the *Twilight Codex* components.

DIPLOMACY STRATEGY CARD

The "Diplomacy" strategy card's primary ability has received errata to allow the resolving player to refresh any two of their planets, rather than each planet in the chosen system. This adjustment was made to increase the power of the primary ability when compared to the secondary ability, and to make it a more worthwhile pick during the strategy phase.

DIPLOMACY 2

PRIMARY ABILITY:

✦ Choose 1 system other than the Mecatol Rex system that contains a planet you control; each other player places a command token from their reinforcements in that system. Then, ready up to 2 exhausted planets you control.

SECONDARY ABILITY:

✦ Spend 1 token from your strategy pool to ready up to 2 exhausted planets you control.

HYPER METABOLISM

An error in the original printing of *Twilight Imperium* left this biotic technology with incorrect text. Instead of providing two command tokens during the status phase—which is already the default—the technology provides three, increasing the total number of command tokens received by one.

HYPER METABOLISM

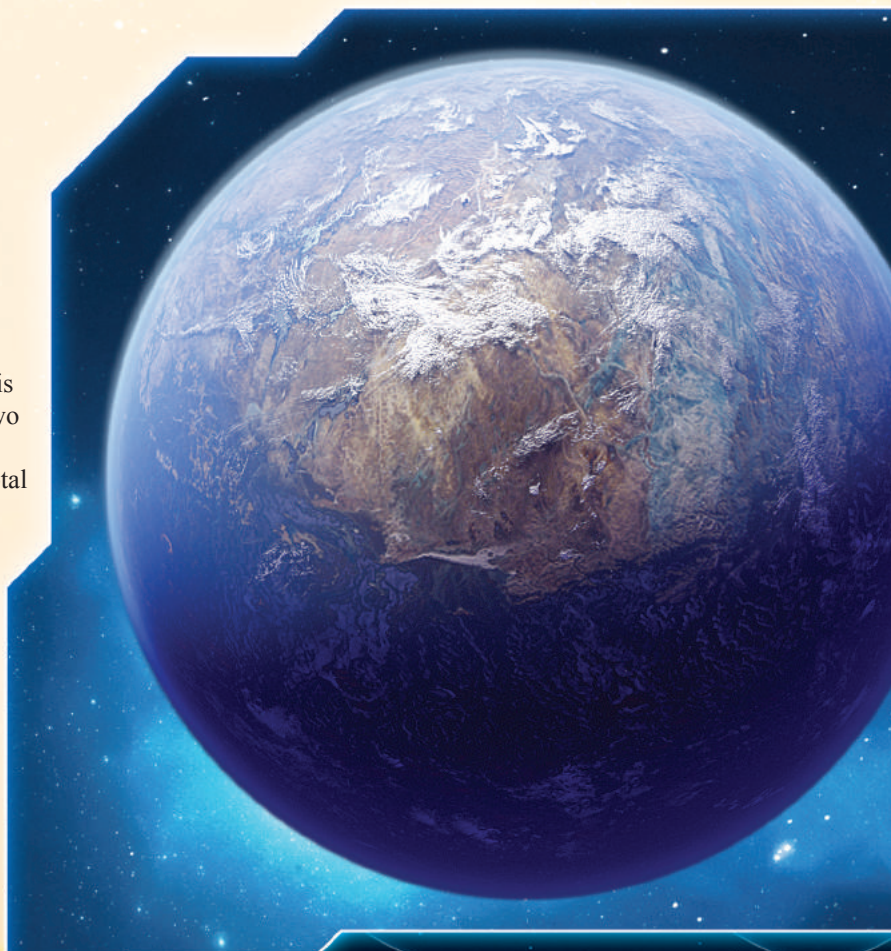During the status phase, gain 3 command tokens instead of 2.

GRAVITY RIFTS

To avoid a number of unusual mechanical interactions, the timing and exact effect of gravity rifts has been adjusted. Now, units will roll for the gravity rift as they pass through it rather than in the destination system, and units that fail to survive the roll are removed from the board and returned to players' reinforcements rather than being destroyed—meaning that abilities that trigger when a unit is destroyed are not resolved.

RETREATING WITH INFANTRY

Retreating from a combat while transporting ground forces that are on planets in the active system—previously a cumbersome and often confusing process—has been streamlined. Players no longer need to move ground forces from a planet to the space area during the "Announce Retreats" step. Instead, when a ship moves as part of a retreat, it can transport ground forces that are on planets in its system as normal.

REROLLS DURING COMBAT

Abilities that reroll or modify dice during combat no longer need to be used immediately following a single die roll. Instead, a player can roll dice for all of their units in the combat before deciding which—if any—to reroll.