

The background of the entire page is a deep blue space filled with numerous white stars of varying sizes and some faint, wispy nebulae. The stars are more densely packed in some areas, creating a sense of depth and vastness.

# TWILIGHT IMPERIUM

FOURTH EDITION

## SOLO RULES

This solo variant adds **two “BOT” players** into the game, allowing you to play the game without other human players. The bots are designed to react to different game situations as well as possible and, unfortunately, that may sometimes make them quite cumbersome to maintain. Also, the bots do “cheat” in some situations... this is intentional.

**When it comes to your own gameplay, everything is resolved normally.**

You may use any faction you want for yourself, but the following factions should not be used as bots:

The *Arborec*

The *Nekro* Virus

The *Yssaril* Tribes

During setup, you set the game up as a three-player game. You may use the preset map, or a custom map.

The two bots get their own factions and colors (of your choice), and everything that comes with them, **except for most Technology Cards** – see below. **Ground Forces and Structures** of the bots are **distributed as evenly as possible**; break ties in favor of the planet that has the highest Resource value (use the same tie-breaker throughout the whole game).

Bots only use Unit Upgrade Technology Cards. During setup, gather **9-card Technology Card decks** for both of the bots. These decks should contain all the Faction-specific **Unit Upgrades** of the bots (if any), plus Generic Unit Upgrades for those units that don’t have Faction-specific cards. Shuffle these decks and keep them face down.

The following **Agenda Cards** should be removed from the deck when using this variant:

*Classified document leaks, Colonial redistribution, Compensated disarmament, Demilitarized zone, Judicial abolishment, Miscount disclosed, Representative government, Seed of an empire*

**Promissory Note cards are not used** in this variant!

Some ground rules for the bots:

- A bot NEVER gains or uses **Objective Cards** or **Action Cards**.
- A bot DOES NOT have a **Strategy Pool**. A **Tactic Pool** and a **Fleet Pool** is set up normally (3 tokens in both).
- A bot DOES collect **Trade Goods** and **Commodities** as per normal rules.
- A bot DOES take part in transactions (in its own, limited way).
- A bot uses **random selection** for all decisions that can’t be resolved with the help of this document

## **PLAYING THE GAME**

### **STRATEGY PHASE:**

In normal order (Speaker first), choose strategies for yourself and the bots until each have two Strategy Cards.

When a bot chooses, roll a die and go through the following priorities until one Strategy Card is chosen:

*NOTE: If the bot currently is the **Speaker**, it will treat the “POLITICS” strategy as if it was not available.*

1. If a Strategy Card with the **rolled number is available**, the bot chooses that strategy.
2. If a Strategy Card with the rolled number is not available, the bot chooses the Strategy Card that has a **highest number of Trade Goods** on it. If tied, choose the Strategy Card with its number closest to the die roll (‘0’= zero).
3. If there still are multiple strategies to choose from, the bot takes the **highest numbered** strategy of those.

### **ACTION PHASE:**

Bot actions are described in detail after this short “Playing the game” summary. Bots use their Tactic Pools normally.

### **STATUS PHASE:**

**Each bot always scores 1 Victory Point at the beginning of each Status Phase.** The bot must control all planets in its home system for this to happen (the Clan of Saar is an exception due to their “Nomadic” ability).

**You do NOT draw an Action Card by default!** If you have the “Neural Motivator”-technology you may draw 1 card.

Each bot gains **2 Command Tokens**. If the bot has less than **5 tokens in its Fleet Pool**, 1 token is placed there and the other(s) to the Tactic Pool. Otherwise both are placed in the Tactic Pool.

Bots have their **planets readied and ships repaired** as per normal rules.

### **AGENDA PHASE:**

Normal resolution; 2 agendas, Speaker votes last. See the last page for rules about how the bots cast their votes.

Here are instructions on how the bots handle their **Strategic Actions**.

Note, that the bots use Secondary Strategic Actions as often as possible, and that they have an unlimited Strategy Pool for it.

1. LEADERSHIP

**Primary:** The bot gains 2 Command Tokens (place them in its Tactic Pool).

**Secondary:** The bot exhausts all of its planets that have a Resource value of zero to gain influence for tokens. Then, the bot exhausts its highest-Influence planet with a Resource value of one, if that will yield more tokens.

EXCEPTION: If the bot has ships at Mecatol Rex and the Custodians Token is still there, no planets are exhausted.

2. DIPLOMACY

**Primary:** Command Tokens are placed and planets are readied in a system that is chosen with these priorities:

1) Shortest distance away from enemy units    2) Mecatol Rex    3) Closest to the bot's home system

**Secondary:** The bot readies 2 planets with the highest combined Resources + Influence.

3. POLITICS

**Primary:** The bot becomes the Speaker.

**Secondary:** No effects.

4. CONSTRUCTION

**Primary:** The bot places a Space Dock according to the following priorities (max 1 Space Dock in each system):

1) The bot's home system    2) Mecatol Rex    3) The planet with the highest Resources within 2 tiles of Mecatol Rex

If all Space Docks have already been constructed, and the Space Dock placement priorities could be fulfilled better, an existing Space Dock must be removed to allow a new one to be placed.

Then, the bot places a PDS (or 2 PDSs if a Space Dock was not placed). To choose the planet, take 2 of the bot's planets that have the highest combined Resources + Influence AND no PDSs, and choose randomly from those.

If two such planets cannot be found, take 2 highest-value planets with PDSs on them.

**Secondary:** The bot places a Space Dock if one can be taken from the reinforcements. Otherwise a PDS is placed.

See the Primary effect for placement rules. A Command Token is not placed during this action.

5. TRADE

**Primary:** The bot gains 3 Trade Goods and replenishes Commodities.

Then, that player who most recently resolved a transaction with this bot replenishes Commodities.

A [ BOT TRANSACTION ] happens, if possible.

**Secondary:** The bot replenishes Commodities only if it doesn't have to use its Strategy Pool for it.

6. WARFARE

**Primary:** Remove one of the bot's Command Tokens from the board and place it back in the bot's Tactic Pool.

The token is chosen according to the following priorities: 1) A system that contains most of the bot's units

2) A system that is closest to enemy units    3) A system that is closest to Mecatol Rex

**Secondary:** The bot executes the step 3 of the "Production" Tactical Action.

7. TECHNOLOGY    *NOTE: This "primary" effect is applied to all situations where bots "research technology"*

**Primary:** Draw a random card from the bot's Technology Card deck. If this card has less prerequisites (of any color) than what is the bot's current Victory Point score, the bot gains this card (place it on the Faction Sheet).

Otherwise, the card is shuffled back into the deck. Note, that while the bots don't exhaust planets to ignore prerequisites, other "ignore prerequisites"-abilities are used when calculating to see if the bot gains the card.

**Secondary:** Same as the Primary effect, but the bot must also pay 4 Resources to gain the technology.

These Resources are generated with planets (highest-Resource planets first) and/or with Trade Goods (if needed).

The bot will spend the resources only if the prerequisite-check is passed, and the bot is about to gain the technology.

8. IMPERIAL    *NOTE: This "secondary" effect is applied to all situations where bots "draw 1 secret objective"*

**Primary:** If the bot controls all planets in its home system, roll a die. On 8-10 the bot scores 1 Victory Point.

Then, if the bot controls Mecatol Rex, it scores 1 Victory Point.

Finally, if the bot does not control Mecatol Rex, place one of the bot's Control Tokens in its Strategy Pool. If this is the 3rd Control Token there, remove them all, after which the bot scores 1 Victory Point.

**Secondary:** Same as the last part of the Primary effect, starting from "place one of the bot's Control Tokens..."



Actions are resolved in the normal round order. **The first action** taken by each of the bots on every round is a Strategic Action of the **Strategy Card with the lower number**. However, if the lower card is WARFARE, the other Strategy Card is used instead.

After the first Strategic Action, you determine the actions that the bots will take by **rolling a die** and consulting these charts.

**IF THE BOT HAS AT LEAST 3 COMMAND TOKENS:**

1-5: The bot takes an “**Expansion**”-type of a Tactical Action

6-10: The bot takes an “**Offensive**” -type of a Tactical Action

**IF THE BOT HAS 2 COMMAND TOKENS:**

1-2: The bot takes its other Strategic Action

3-4: The bot takes a “**Production**” -type of a Tactical Action

5-7: The bot takes an “**Expansion**” -type of a Tactical Action

8-10: The bot takes an “**Offensive**” -type of a Tactical Action

**IF THE BOT HAS 1 COMMAND TOKEN:**

If the bot has not yet done “**Production**” during this round, it will do so now. Otherwise, use the 2 COMMAND TOKENS -chart.

NOTE: If the bot has **no readied resource-generating planets**, all “**Production**” Actions are treated as “cannot be resolved”.

If the bot cannot go through step 1 of the rolled action, it will try the action that is next in the chain of actions described below:

→ Offensive → Expansion → Production → Strategic →

If none of the actions can be resolved, the bot passes.

If the bot has **NO COMMAND TOKENS**, it will use its Strategic Action, or pass if both Strategic Actions are exhausted.

**HOME SYSTEM IN DANGER!** When choosing a bot action **after its first Strategic Action**; if the home system of that bot has enemy units in it, the bot disregards the instructions above and takes one of the following actions (the first one that is possible):

1) An “**Offensive**” to the **home system**, if the requirements of step 1 can be met.

2) A “**Production**” in a system that is **within two tiles** of the home system, if the requirements of step 1 can be met.

3) An “**Expansion**” to a system that is **adjacent** to the home system. Steps 1&3 are skipped. Choose the system with the least units.

**OPTIONAL bot vs bot “fast combat” rules:** If you don’t want to be a “spectator” when the bots are having an automated space combat between the two of them, you can just **roll a die for each of the bots** to determine the outcome:

Calculate the “**Strength**” for each of the bots: Each **Dreadnought** adds **2** strength, each **War Sun** and **Flagship** adds **3** strength, and each of the **smaller ships** adds **1** strength. The bot with the higher combined die result + Strength wins the combat!

The loser loses all of its participating ships. The winner receives **hits equal to half of the loser’s Strength** (rounded down).

If the scores are tied, both fleets are completely destroyed.

The same works for invasions; roll the dice and add **2** for each **Ground Force** unit, **3** for each **PDS**, and **5** for each **War Sun**.

The **winner loses half of its participating Ground Forces** (rounded down).

**“Expansion” Tactical Action**

**1.** The bot activates a system tile that meets the following requirements:

- it has **no enemy units**, other than Space Docks
- it has **less than 4 non-Fighter ships** belonging to the bot
- it is **in range** of at least **2 available non-Fighter ships** NOTE: **Units in Mecatol Rex are not available** for “Expansion”!
- it is **in range** of at least **1 available Ground Force** unit

If **multiple systems** meet the requirements, use the following priorities to choose:

- 1) The system has a **planet that is not currently controlled by the bot**
- 2) Roll a die: 1-4 = As far away from the bot’s home system as possible 5-10 = As close to Mecatol Rex as possible

**2.** The bot moves up to **2 Ground Force** units into the activated system, and **as many ships as possible**.

If there are more ships available than what is allowed by the Fleet Pool, the bot moves **ships with higher Costs rather than the cheaper ones**. The 2 Ground Force units are taken from the same system, if possible.

Carriers that are **not needed for their Capacity don’t move at all**.

**3.** If the bot’s ships are in range of **your Space Cannons**, the bot offers you up to **one Commodity for each die that you could roll**. If you take the token(s), you don’t fire any of your cannons.

**4.** The bot moves **all Ground Forces down to planets**, if possible.

They are distributed as evenly as possible, but planets that are not currently controlled by the bot have the priority (to ensure that as many planets are invaded as possible).



### “Production” Tactical Action

**1.** A [ **BOT TRANSACTION** ] happens, if possible.

Then, the bot activates a system that has an **available Space Dock** and **less than 4 non-Fighter ships** belonging to the bot. If **multiple systems** meet these requirements, choose the system that is **closest to Mecatol Rex**.

**2.** If the activated system has **enemy units or planets** in it, the bot first takes a **full “Offensive” Action**.

If **adjacent systems have Carriers** with no Ground Forces or Fighters to carry, the Carriers are moved to the activated system.

**3.** The bot builds either **2 Ground Force units, or 2 Fighters** (only 1 if “Regulated Conscription” is in effect).

Choose the type that currently has **fewer units in the activated system** (GF units in case of a tie or if the planet is blockaded).

The bot **does not pay** for these units, and they **count as only one unit** when calculating against the Production limit!

**4.** The bot starts to **exhaust planets for Resources**, starting from planets with the highest Resource values. If multiple planets with the same Resource value exist, planets with lower Influence values are chosen. The exhausting will stop if the bot runs out of Resource-generating planets, or if the generated Resources total up to **at least 8** (or **6** if this is the bot’s **home system**).

After using planets, the bot will spend **up to 2 Trade Goods** to generate more Resources, up to a **total of 9** (**6** in **home system**).

**WAR SUN:** If this is not the bot’s home system, the bot has the “War Sun”-technology and War Suns in reinforcements, the **limits described above are raised to 14**.

**5.** Execute only one option (the first one that can be done):

**a.** The bot builds a **War Sun**. For bots, the **Cost of a War Sun** is lowered to 10 or 11 if the full price can’t be paid.

**b.** The bot builds a **Flagship**. An existing Flagship is **re-built** if that will move it farther away from the bot’s home system.

**c.** If the **combined Capacity of all the units in this system is less than 2**, the bot builds a **Carrier** (from reinforcements).

**d.** The bot builds a **ship with the highest Cost** it can afford (from reinforcements), but not a Carrier.

**6.** The bot builds a **ship with the highest Cost** it can afford (from reinforcements), but not a Carrier.

**7.** If the Production- and Fleet limits allow it, and the bot still has unspent Resources, execute one option:

**a.** If 2 units can still be built, the bot follows through **step 3** again, disregarding the last sentence with its special rules.

**b.** If 1 unit can still be built, the bot builds a **Destroyer**. (repeat step 7 as many times as possible)

### “Offensive” Tactical Action

**1.** The bot activates a system tile that meets the following requirements:

- it is **in range** of at least **2 available non-Fighter ships**
- it is **in range** of at least **1 available Ground Force unit**
- it has **enemy planets or ships** – however, there can be **at most 2 more non-Fighter ships** than what the bot has available

If **multiple systems** meet the requirements, use the following priorities to choose:

1) The system is within **two tiles of the bot’s home system**

2) Roll a die: 1-5 = Has the fewest enemy ships 6-10 = As close to Mecatol Rex as possible

**2.** The bot moves **as many units as possible** into the activated system. If there are more ships available than what is allowed by the Fleet Pool, the bot moves **ships with higher Costs rather than the cheaper ones**.

Carriers that are **not needed for their Capacity** are considered to have a **Cost of zero** for this.

If there are more Fighters and Ground Forces available than what is allowed by ship Capacities, the bot moves an equal number of both, if possible. If not, **Ground Forces take the precedence**.

**3.** If the bot survives the space combat, it moves **all Ground Forces** down to planets, if possible.

If the system has multiple planets, use the following details to decide if the invasion force should be divided.

If **several planets in the active system contain enemy Ground Forces and/or PDSs**, only one of these is invaded (choose randomly). The bot drops all Ground Forces there, and also bombards this planet. However, if the chosen planet cannot be bombarded due to a Planetary Shield, the other one is bombarded instead while the chosen planet is invaded.

If **several planets with no enemy units are present**, the bot’s forces are distributed as evenly as possible.

Planets that are not currently controlled by the bot have the priority.

If **one planet contains enemy units and another one doesn’t**, then one Ground Force unit is moved to the latter and all the rest to the former (which is also bombarded). If the latter already belongs to the bot, then all forces go to the former.

**4.** If the activated system has a **Space Dock** that the bot can use, the bot takes a **full “Production” Action**.

## Terminology

“**Available**” is used to check which units the bot might use for a Tactical Action. When determining if a unit is available, remember to take into consideration such things as Command Tokens on the game board, and ship Capacity values.

A unit is “**in range**” of a system if it can be moved into the system with one Tactical Action.

“**Enemy**” refers to the other bot (the one not currently taking a turn) and you.

“**The Bot**” or “**a bot**” always refers to the bot currently taking its turn, never to the “other bot”.

### Wormholes, Asteroid Fields, and Gravity Rift

Bots **use wormholes**, so be sure to take them into account when looking for adjacent systems. This is especially important for the Ghosts of Creuss.

Bots **can always move into Asteroid Fields**.

Bots **never move into the Gravity Rift**.

### The Custodians Token

If a bot reaches Mecatol Rex while the Custodians token is still there, it will **exhaust planets** (starting from the ones with lower Resources), and spend Trade Goods (only if needed) to generate exactly 6 Influence.

The Winnu “Blood Ties” work normally.

If the bot removes the Custodians Token, it gains 1 Victory Point.

## Voting – The First Agenda

When a bot gets its turn to exhaust planets and cast votes, first roll a die.

Then, determine the **Preferred Outcome** (from now on abbreviated as **PO**) for that bot:

When electing a planet, the PO is a **planet controlled by the bot** (pick the planet that is closest to the bot’s home system).

When electing a player for something **positive**, the PO is **the bot itself**.

...for something **negative**, check the die roll; an odd number = the PO is **you**, an even number = the PO is the **other bot**

When voting FOR/AGAINST, check the die roll; an odd number = the PO is “**For**”, an even number = the PO is “**Against**”

After determining the PO, check the roll again with the following charts to see how many votes the bot will cast for the PO:

	<u>The bot is the 1st to vote</u>	<u>The bot is the 2nd to vote</u>	<u>The bot is the Speaker</u>
1-4	1 random planet	none, open to suggestions	none, open to suggestions
5-8	4 random planets	just enough to gain the lead, or none if not possible	enough for a tie, or none if not possible
9-10	all planets	all planets if it can gain the lead, otherwise none	enough for a tie, or none if not possible

“**none, open to suggestions**” means that the bot will cast no votes, unless you offer it **at least 3** Trade Goods and/or Commodities. If you do, the bot will vote for any outcome of your choosing, **1 vote for each token you give to it**. However, you cannot make the bot to elect itself if the result of the agenda is something negative.

## Voting – The Second Agenda

In the normal order (speaker last), determine the POs for the bots (see above). When your turn comes, choose an outcome to vote for – **this decision is final**, although you may change it if a bot wants to make a deal with you later (step 2 below).

**Count the votes.** Bots will use **all of the votes** that they have left. Then go through the following steps:

1. If your outcome is not about to win the election, **you may try to buy the votes** of a bot whose PO is also about to lose:

→ Offer a total of 1-5 Trade Goods and/or Commodities. Once you have decided the amount, roll a die:

If the **rolled number is lower** than the **offered amount multiplied by two**, the bot accepts your offer, takes the tokens, and **changes its PO** to be the same as yours. (For this roll, ‘0’= zero)

2. If **you didn’t attempt a deal** during step 1, **roll a die**. If a **result 6-10** is rolled, a bot will initiate a deal instead:

Choose a bot whose PO is about to lose the voting. If both bots are losing, choose randomly. This bot will offer **all of its Commodities and half of its Trade Goods** (round down) to either you or the other bot, whichever is not currently winning, to buy the votes of that player to support the bot’s PO. You may freely choose to either accept or reject the deal. **The other bot accepts**, unless you make a **better offer** to it. If you do, the original PO is kept and no bot-to-bot transactions are done.

These deals are always for all available votes. If the number of votes is not enough to make a difference, bots offer nothing.

## Voting & Agendas – notes

In case of a tie, if the Speaker is a bot, it will choose its own PO to win. If this is not possible, it will choose randomly.

If the following agendas are gained by a bot, they are immediately discarded:

*Committee formation, Imperial arbiter, Minister of peace, Minister of policy, Minister of war*

When exhausting planets due to agenda outcomes, planets with the lowest combined Resources + Influence are chosen first.

### Other combat rules

Bots **assigns hits** and **destroy** their own units (both in and out of combat) according to these priorities:

1. A "Sustain Damage" ability, starting from units with lower Costs
2. A unit with the lowest Cost (Fighters rather than Ground Forces)
3. A unit that is as far away from enemy units as possible

Bots **never retreat** from combat!

The basic idea is that the **bots use their special abilities as often as possible, and in a way that benefits them the most.** "Anti-Fighter Barrages" and "Space Cannons" are always used. Some of the Faction-specific abilities require special instructions, and some may not be in use all the time. The following list mentions these exceptions:

The Ghosts of Creuss: "**Hil Colish**" (Flagship)

Take units at delta wormholes into account when determining adjacency. When moving, this unit moves first to allow units from delta wormholes to warp into the activated system. The bot still only moves the most expensive ships.

The Emirates of Hacan: "**Arbiters**" in NOT USED.

**"Guild Ships"** This ability works with [ BOT TRANSACTIONS ]. If you have more Commodity Tokens than the other bot, this bot trades tokens with you rather than with the other bot (an equal amount of tokens, you may not refuse).

**"Wrath of Kenara"** (Flagship) Its ability is used if a new hit can be gained from it, and if that hit can also be assigned.

The Universities of Jol-Nar: "**Analytical**" Contrary to the official text, for the bot this ability does work for Unit Upgrades.

The Barony of Letnev: "**Munitions Reserves**"

This ability is used for the first round of every space combat (if it can be paid for). All unsuccessful rolls are re-rolled.

The Mentak Coalition: "**Ambush**" Cruisers are used before Destroyers.

**"Pillage"** Trade Goods are taken before Commodities.

The Embers of Muaat: "**The Inferno**" (Flagship) AND / OR "**Star Forge**"

One of these abilities is used each time the bot has exactly 4 Command Tokens in its Tactic Pool. One of the tokens is removed. The unit(s) to be placed is chosen according to these priorities: 1) 1 Cruiser 2) 2 Fighters 3) 1 Destroyer 4) 1 Fighter

The Naalu Collective: "**Foresight**" is NOT USED.

The Clan of Saar: "**Floating Factory**" (Space Dock)

These are treated as units (Cost = 0) when resolving an "Expansion" Action. They are not treated as units for other actions. A Floating Factory is never removed and replaced during a Construction- Strategic Action.

The Sardakk N'orr: "**Exotrireme II**" (upgraded Dreadnought)

Its self-destruct ability is used if the Exotrireme has sustained damage, and ships with a combined Cost of at least 12 can be destroyed. Two of the most expensive enemy ships are chosen to be destroyed (first those that have not sustained damage).

The Federation of Sol: "**Orbital Drop**"

This ability is used each time the bot has exactly 4 Command Tokens in its Tactic Pool. One token is removed from there.

The target planet is chosen according to these priorities: 1) No Space Dock 2) Least Ground Forces 3) Closest to enemy units

The Xxcha Kingdom: "**Quash**" is NOT USED.

**"Peace Accords"** The target planet is chosen according to these priorities:

- 1) An enemy planet
- 2) Closest to the Xxcha home system
- 3) A system with only one planet that isn't under Xxcha control

The Yin Brotherhood:

**"Indoctrination"** The Influence is generated using the same principles as when removing the Custodians Token.

**"Devotion"** This ability is used every time a War Sun, a Flagship, or a Dreadnought can be destroyed with it.

### Transactions

During your actions, if you want to negotiate a **Commodity transaction** with a bot, roll a die to see how the bot reacts. If you have **units within two system tiles of the bot's home system, subtract 3** from the roll.

1-2: The bot refuses the transaction

3-5: The bot accepts, IF you give it 1 more Commodity than what it gives to you (you choose the amount)

6-9: The bot accepts; exchange an equal amount of Commodities between the two of you (you choose the amount)

10: The bot accepts; it gives you 1 more Commodity than what you give to it (you choose the amount, give at least 1)

When a bot is about to make an **"Offensive"** Action to a tile (other than Mecatol Rex) that is **at least three tiles away** from the bot's home system, you may give the bot a total of **5 Commodities and/or Trade Goods** to make the bot do an **"Expansion"** Action instead. This is done after the tile is chosen, but before a Command Token is placed there.

When you come across the words [ **BOT TRANSACTION** ] while executing a bot action, if the bots are **neighbors**, they will **exchange an equal amount of Commodities** with each other, up to the available amount.