Twilight Inscription

FAQ V1.0 — November 8, 2022

This document contains errata and rules clarifications for ***Twilight Inscription***.

ERRATA

This section contains rules that were missing or misprinted.

- **Rulebook, p. 18, Setup:** This section should include the following bullet point:
  - **Prepare Event Deck (Solo Game Only):** Before constructing the event deck, remove the "Empire Ascendant" Stage V event and one random Stage V event that has a black back. Return those cards to the box.

CLARIFICATIONS

This section contains clarifications about rules and game components.

GENERAL

ABILITIES

- Abilities that occur "when you choose your active sheet" or when a sheet "becomes active" are resolved before any resources/assets are spent and before resolving any other ability. Thereafter, you can spend resources/assets and resolve abilities in any order, including interspersing them (e.g., spend one resource from the event card, then resolve a "Per Active" technology, then spend another resource from the event card).

INDUSTRY SHEET

- In the Industry grid, spaces that have a specialty cost tag cannot be claimed. Additionally, they can be scrapped by means other than paying the specialty cost, such as by the usual method of scrapping adjacent spaces or by abilities that allow you to scrap any space.

OBJECTIVES

- If multiple players complete the same objective during a war event or council event, they are considered to have completed it at the same time.

SOLO AND TWO-PLAYER RULES

- If an AI track is fully crossed out (and for goal tracks, if the track indicated at the end is also fully crossed out), ignore any additional focus die results for that track.
- If you are resolving a negative agenda outcome (no star icon) that requires a choice from the player who cast the most votes, you make that choice instead. You must choose the option that has the worst outcome at that moment (e.g., the option that costs the most victory points, or that crosses out a technology that is already unlocked). If each outcome at that moment is equal, choose randomly.
- **Argent Flight, Zeal:** The AI faction counts as a player when determining how many free votes you cast.
- **Naalu Collective, Telepathic:** You can wait to cast votes until after seeing how many additional votes the AI player gets from the die roll.
- **Nekro Virus, Galactic Threat**: You must always resolve the negative outcome during council events.

WARFARE SHEET

- The resource cost of a unit can be paid in any order; it does not have to be paid from left to right.
- Infantry can be deployed on an asset node and claim that asset. The unit's shape is the circle around the asset instead of the single dot that would be drawn on a standard node.
- After strength is totaled for a war, it cannot be changed. The only exception is the Xxcha Kingdom's "Peace Accords" ability, which explicitly allows it.

CARDS

AGENDA CARDS

- **Earmarked Spending, Pass:** You must choose and cross out the desired number of systems first. You cannot cross out systems after you start claiming systems.
- **Trade Fleet Subsidization, Fail:** You must choose an unclaimed commodity.

FACTION CARDS

- **Barony of Letnev, Munitions Reserve:** If you erase the cost of a built unit, you do not lose progress toward the "Armada" objective. To help you remember, draw a dot next to a unit's name each time you erase the cost for a unit of that type.
- **Barony of Letnev, Armada:** The 2 and 2 resources granted from building a war sun can be spent in any order. They all must be spent on the same sheet.
- **Embers of Muaat, Star Forge:** The prototype war sun does not need to be adjacent to another unit or the deployment line.
- **Emirates of Hacan, Masters of Trade:** When you spend the first as two resources, you must spend both of those resources before continuing.
- **Empyrean, Voidborn:**
  - If you have difficulty drawing an asset, or if your neighbors cannot interpret your drawing, write the term for the desired asset near the empty system.
  - The full list of assets you can draw are: commodity (any, single or double), councilor, focus die (any), neighbor (left or right), planet, population, specialty (any), trade good, and vote.
- **Empyrean, Dark Pact:**
  - If you ignore the winning outcome, you are not required to resolve the losing outcome instead (doing that is another "may" option).
  - If you cast the most votes for the winning outcome and it has a choice for the faction that cast the most votes, you still make that choice even if you use Dark Pact to ignore the outcome.
- **Federation of Sol, Versatile:** If you switch to the linked sheet, you cannot use its "Per Active" technologies, but you can play relics that trigger when a sheet becomes active.
- **Ghosts of Creuss, Quantum Entanglement:** You may choose Gravity Drive for the "Pass" outcome of the "Technology Embargo" agenda.
- **Naaz-Rokha Alliance, Distant Suns:** If you erase the value next to the chosen system, you can write the value of the new relic you draw when you reclaim that system.
- **Nekro Virus, Galactic Threat:** You cannot unlock technologies via the "Maw of Worlds" relic, so you do not cross out any unclaimed assets as instructed on that card.
- **Universities of Jol-Nar, Brilliant:** If this ability causes the dice to be rolled during a strategy event, the Speaker must still roll the dice again during step 3 of that strategy event.
- **Vuil'Raith Cabal, Devour:** The limit of five captive icons per sheet includes both spent and unspent captives. A sheet's captives can be spent while that sheet is active.
- **Xxcha Kingdom, Peace Accords:** This ability can be used to achieve a tie, in which case neither player wins nor loses.
- **Yin Brotherhood, Devotion:** Crossed-out nodes in the war grid are marked nodes and contribute toward your strength in that section.
- **Yssaril Tribes, Scheming:** The free resource must be spent on your active sheet. You cannot spend any other resources or assets after spending the free resource.

OBJECTIVE CARDS

- **Collector:**
  - You must count a single path of 12 claimed systems, one system at a time, without backtracking over a hyperlane or system.
  - You can count the path through a wormhole that you have explored through. Any explored wormhole can be considered to connect to any other explored wormhole, but you cannot use the same wormhole more than once.
- **Sourcing Expert:** The preprinted scrapped space counts toward the total number of scrapped spaces.

TECHNOLOGIES

WARFARE SHEET

- **Transit Diodes:** Regardless of whether the two infantry are deployed above or below the deployment line, they must be adjacent to a unit. The second infantry can be deployed adjacent to the first infantry deployed by this effect.