

# THRONEWORLD

## Rules Errata & FAQ

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### Throneworld Errata:

Rule Change: Extra Trill Special Ability

To improve play balance, the Trill gains a free HW Return action (as described in the rules on page 5) every turn immediately preceding their action chit play.

Comment: This rule further increases the Trill's drop invasion advantages by allowing them to easily regroup a separated army and fleet at their homeworld prior to building into it.

Omission: Command Bunkers used to make Survey Jumps during Outreach are flipped back to their non-Used sides before starting play.

Omission: A player who plays an Intercept chit against the Event Imperial Attack should replenish his or her chit hand back to 5 chits at the end of the Event step of the Empire Phase.

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### Throneworld Frequently Asked Questions (FAQ):

Q: When a player's fleet/army fails to conquer a neutral, what happens to the neutral's forces? Do they replenish?

A: No. The neutral's remaining units are simply placed on the board.

Q: Does a player need to garrison a world in order to keep it?

A: No, worlds without units remain player or neutral, whichever they previously were.

Q: Are players limited to four fleets?

A: No. (The fleet markers and boxes are provided for convenience only.)

Q: When are fleets in a given system merged together and split apart?

A: Fleets merge after resolving combat and may be split as desired whenever a Jump is made.

Q: Do Drop Troops, in effect, fire twice at the beginning of ground combat?

A: No. Drop Troops get first fire, not extra fire. Defending units that survive the first fire do get to fire back (and other invading ground units do fire) during that first round.

Q: Can a survey team retake a world captured from a player due to the Event Imperial Attack?

A: No. Survey teams can only capture face-down empty worlds.

Q: When exactly does a (non-empty) neutral world become face-up?

A: When a non-survey fleet enters its hex or when Sabotage is played upon it.

Q: What is the turn counter used for?

A: Some playtesters liked keeping track of turns in order to measure how well they were doing. So we included the marker.

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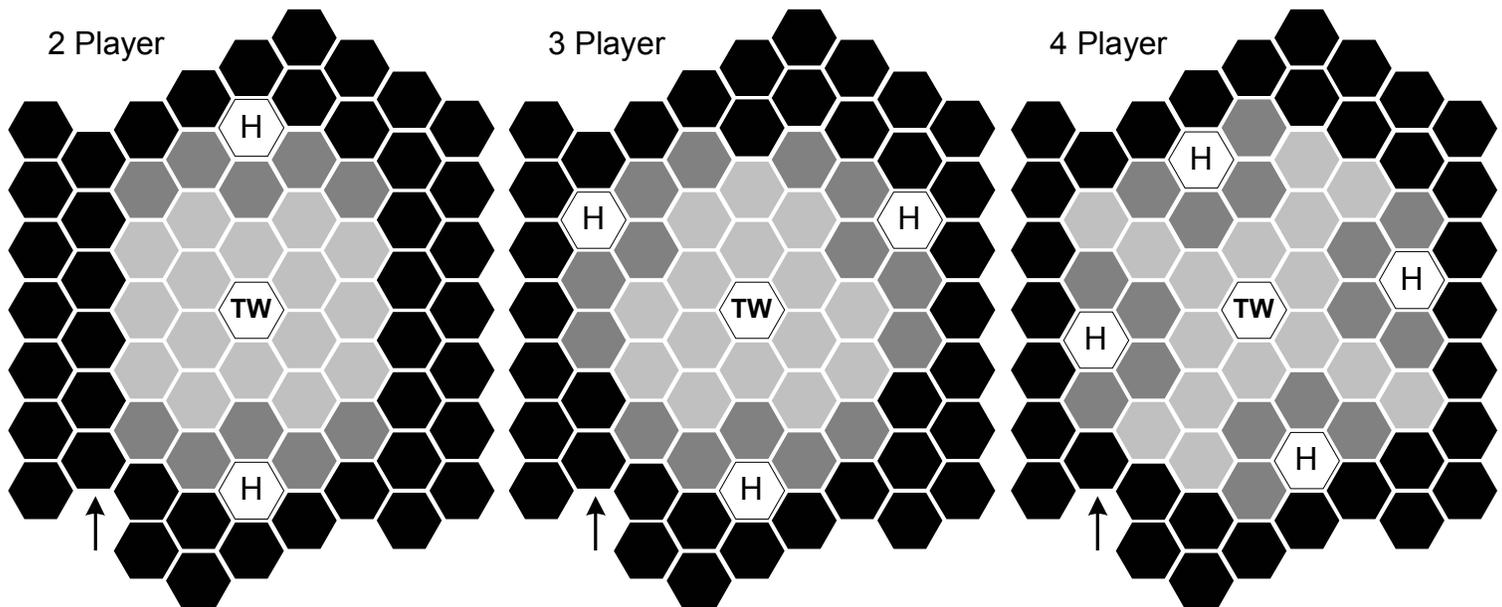
## Introductory Variant (2-4 Players)

Throneworld is, ultimately, a race game -- players race their armies, fleets, tech levels and economic growth to take the Imperial Throneworld before other players can effectively react (or to successfully pick up the pieces after another player goes for victory). As such, Throneworld takes a bit of getting used to.

This introductory scenario captures most of the flavor of Throneworld in less than three hours playing time. Once players have gotten accustomed to it, they should find that full game goes much quicker.

All rules are in effect, except:

\* Use these alternative Setup Maps:



In these maps, black hexes are out of play; dark gray hexes are Fringe worlds; light gray hexes are Outer worlds. Select the Throneworld randomly and face down from the six Inner worlds with a Development value of 5.

\* Use the following victory conditions:

# of Players: 2 3 4 Randomly select 1 of 6 D5 Inner Worlds face down to be the Throneworld. The Throneworld is worth 4 systems (not 6).  
# of Systems: 14 12 10

\* Each player makes 2 research attempts (not 1) each turn.

\* Do not draw an Event on turn 1.

\* On later turns, the Events Imperial Sabotage, Imperial Attack and Rebels have no effect.

\* Increase the size of the bonus for Looting the Imperial Treasury from 10 Credits to 15 Credits (18 if Zytal).

Comments:

Reducing the map size and victory conditions, increasing the research rate, replacing the Imperial Throneworld with an Inner 5 world and removing the rest of the Inner Worlds reduces game length considerably. It does, however, lead to an increase in player friction due to the more crowded map.

No first turn event guarantees production that turn, which, along with removing the need to garrison against events, makes for a gentler game (though it's harder, without these events, to slow a player with an above average system draw who zooms ahead).

After playing a couple of games with these rules, have all events take effect and reduce the bonus for looting the Imperial Treasury back to the normal 10 credits.

New players tend to take the Throneworld later, due to inexperience with expansion and Throneworld assaults. Increasing the bonus for looting the Imperial Treasury allows the first player to take the Throneworld to better withstand the proportionately larger forces that tend to be available late in the game. With more experience, the Throneworld will be attacked earlier and more efficiently so that this larger bonus will no longer be needed.