

## Turn Sequence

### Resupply Phase

- Un-deplete all depleted cards
- Draw 1 Asset Deck card (2 if Regent)
- Draw 1 Character Deck card face down to Character Area and discard any cards down to Character Pool-size (3)
- Add 1 Resource counter per World and 1 for Throne World
- Pay to flip up face down World cards (un-depleted)

### Allocation Phase

- Pay to face up Character cards (un-depleted)
- Pay to allocate Artifact cards (un-depleted)
- Pay to allocate Unit cards (depleted)

### Reallocation Phase

- Reallocate un-depleted Unit cards between controlled World cards (does not deplete)
- Reallocate un-depleted Fleets and Troops to adjacent uncontrolled World cards (Fighters pay 1 Resource counter)
- Player's may reallocate un-depleted Fleet cards to their World cards that you reallocated attacking cards against

### Conquest Phase (skip 1st Turn)

- Resolve Conquest Actions with 2 Exchanges:
  - Step 1: Attacking Units attack Defending Units or Worlds
  - Step 2: Defending Units attack Attacking Units
  - Step 3: Eliminate all cards with Damage counters
  - Step 4: End if not 1st Exchange. Attacker may withdraw, otherwise start next Exchange.
- Determine if World card is conquered. Optionally reallocate attacking Fleets and Troops.

### Victory Phase

- Gain Resource counters (x1/2 cost or full if Throne World) and 1 Asset Deck card draw (2 if Throne World) for each conquered World card
- Choose new Throne World if you have none
- Liberate your Worlds with no conquering Fleets or Troops
- Pay for System Deck draws (cost equal to Worlds count)
- Player wins if 20+ Victory points of World cards (cost)
- Player eliminated if they control no World cards
- Draw or discard Asset Deck cards back to hand-size (6)

### Regent's Phase (Regent's Turn only)

- Regent optionally decides if any Disputed Character cards are eliminated (one copy must remain)
- Regent decides if any Disputed World cards pay 1 Resource counter (one player does not pay penalty)

## Unit Sub-types

Fleets - Capitals, Carriers, Fighters and Starships

Orbitals - Satellites and Stations

Troops - Hovers, Infantry, Mechs and Vehicles

Installations - Emplacements and Strongholds

Note: All sub-types may also be Drones sub-type

## Card Abilities

Assault - Can attack (and be attacked) in the 1st Exchange

Atmospheric - x2 ATT versus Installations and Troops

Firing Arcs +X - May divide ATT between X+1 Units

Hardened +X - Requires +X Damage counters to eliminate

Intercept - May attack Fleets with Support or non-attacking Troops in the 1st Exchange

Piercing +X - Applies +X additional Damage counters










Preemptive Strike - Attack, apply Damage counters and remove eliminated Units before Step 1 of 1st Exchange

Rapid Deployment - Allocates un-depleted





Reactive - May reallocate defensively when attacked at no cost even if depleted during other player's Turns

Support - May not be attacked on your Turn

## Action Icons

-  Allocate - put in play
-  Cancel - prevent and eliminate Reaction Card
-  Constant Effect - always in effect
-  Deplete - turn 90 degrees clockwise to activate text
-  Downgrade - effect unlocked by requirement listed
-  Eliminate - discard card to activate listed ability
-  Instant Effect - occurs instantly for listed duration
-  Reallocate - move card to listed Area or card
-  Upgrade - card ability unlocked by listed requirement

## Counter Icons

-  Allocation points for Units
-  Damage counters
-  Resource counters
-  Victory points

## Disputed Cards

### World Cards

- Generate x1/2 Resource Counters (after modifiers)
- Worth zero Victory points (including modifiers)
- Worth x1/2 Allocation value (after modifiers)
- May not deplete for card text

### Character Cards

- May not deplete