





## Game Setup



- Draw cards: 6 from **Asset Deck** (50), 3 from **System Deck** (10), and 3 from **Character Deck** (10). Start with 6 .
- Choose a **Throne World** and **Lead Character** (face down both)
- Players take turns, bidding 0 - 6 **Asset Deck** cards to discard
- Simultaneous reveal **Throne World** cards (redraw for matches)
- Simultaneous reveal of **Character** cards (pay  for both cards)
- Add total of **Throne World** card, **Lead Character** card, and discarded **Asset Deck** cards; winner is **Regent** (none if tied)
- Regent** goes first (or randomly determine between highest tied)

## Turn Sequence

### Resupply Phase

- Undeplete all depleted cards
- Draw 1 **Asset Deck** card (draw 2 if **Regent**)
- Draw 1 **Character Deck** card face down to **Character Area** and discard cards down to **Character pool-size** (3)
- Gain 1  per **Controlled World** card (2 for **Throne Worlds**), and replace counters on **Unit** and **World** cards back to starting value.
- Pay  to flip up facedown **World** cards (undepleted)



### Allocation Phase

- Pay  to face up **Character** cards (undepleted)
- Deplete **World** cards for  to allocate **Unit** cards (depleted)





### Reallocation Phase

- Reallocate undepleted **Unit** cards between **Controlled World** cards (does not deplete)
- Reallocate undepleted **Fleets** and **Troops** (does not deplete) to **Adjacent Uncontrolled World** cards
- Other players **React** to reallocate undepleted **Fleets** and **Troops** to **World** cards you reallocated to in **Part B** (depletes **Units**)


### Military Phase (skip your 1st Turn)

- Resolve **Conquest Actions** with 2 **Exchanges**:
  - Your **Units**\* target **Defending Units** or **Worlds** cards  
\***Troops** can't target (or be targeted in the 1st Exchange)
  - Defending Units** target your **Units**
  - Eliminate cards with a  (**Unit** counters removed instantly)
  - End if not 1st **Exchange**, and **withdraws** may occur now
- Remove  from all remaining **Units**
- Determine if **World** cards were **Conquered**, and reallocate **Units**








### Victory Phase

- Liberate **Owned Worlds** cards without **Conquering Units** or 
- Check for **Victory Conditions** (20+ )
- Gain  equal  $\times 1/2$  cost of **World Cards** you **Conquered** this **Turn** (gain full cost for each **Conquered Throne World** card)
- Pay  equal to **Controlled World** card's count to draw from **System Deck** to **Reserve System Area** (facedown)
- Draw or discard **Asset** cards back to hand-size (6)
- Draw 1 **Asset Deck** card for each successful **Conquest Action** this **Turn** (2 for each **Throne World** card **Conquered**)








### Regent Phase (Regent Turn only)

- Lose **Regent** status if **Asset Deck** empty, or no **Throne World**
- Decide if **Disputed Character** cards are eliminated (except 1)
- Decide if **Disputed World** card **Controllers** pay 1  (except 1)

## Card Abilities

- Assault** - **Troops** can target (and be targeted) in the 1st **Exchange**
- Atmospheric** - **ATT**  $\times 2$  versus **Installations** and **Troops**
- Deployed** - Allocates undepleted
- Firing Arcs +X** - May divide **ATT** between **X+1 Units**
- Hardened +X** - Requires **+X**  to eliminate
- Intercept** - May target **Fleets** with **Support**, or non-attacking **Troops** in the 1st **Exchange** when **Defending**.
- Piercing +X** - Adds **+X**  when applying 
- Reactive** - Can **React** during **Reallocation Phase** even if depleted
- Reinforced** - **DEF**  $\times 2$  versus **Fleets** and **Orbitals**
- Siege +X** - Adds **+X**  when applying 
- Sub-light** - Pay 1  to reallocate to **Uncontrolled World** cards
- Support** - Can't be targeted on your **Turn**, unless it targets first
- Surprise Strike** - Target, apply , and remove eliminated **Units** before **Step 1** of the 1st **Exchange**

## Ability Icons

-  **Activated** - trigger ability by other listed card depleting
-  **Allocate** - put card or counters on the table
-  **Cancel** - eliminate card or prevent it's ability
-  **Deplete** - turn card 90° clockwise to activate ability
-  **Eliminate** - discard from table to activate ability
-  **Instant** - ability activates when allocated
-  **Passive** - allocated with ability in effect

## Counter Icons








-  **Allocation points**
-  **Conquest counters**
-  **Damage counters**
-  **Resource counters**
-  **Victory points**

## Card Type Icons

-  **Reaction card**
-  **Tactics card**
-  **World card**

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## Unit Sub-Type Icons

- Fleets**
  -  **Capitals**
  -  **Carriers**
  -  **Fighters**
  -  **Starships**
- Orbitals**
  -  **Satellites**
  -  **Stations**
- Troops**
  -  **Hovers**
  -  **Infantry**
  -  **Mechs**
  -  **Vehicles**
- Installations**
  -  **Emplacements**
  -  **Strongholds**


## Character Race Icons

-  **Android**
-  **Cyborg**
-  **GenAug**
-  **Human**
-  **Infinite**
-  **NanAug**

## Character Class Icons

-  **Admiral**
-  **Assassin**
-  **Engineer**
-  **General**
-  **Hunter**
-  **Politician**

## Starter Deck Icons

-  **Capital Attack**
-  **Drone Onslaught**
-  **Fighter Strike**
-  **Ground Assault**

Play Notes Section:

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