




SEIZE THE IMPERIUM

Starting Setup

1. Draw 6 Asset cards (into your hand), 3 System cards and 3 Character cards (both facedown)
2. Take 7 , and spend for 1 World card (Throne World) and 1 Character card, add card totals to bid of Asset card discards to determine Regent

Turn Sequence

1. Resupply Phase

- A. Undeplete all cards
- B. Draw 1 Asset Deck card (2 if Regent)
- C. Draw 1 Character Deck card facedown to Character Area and discard down to pool-size (3)
- D. Gain 1  per World card, or 2 for your Throne World
- E. Pay  to face up World cards


2. Allocation Phase

- A. Pay  to face up Character cards
- B. Deplete World cards for  to allocate Units (depleted)




3. Reallocation Phase

- A. Reallocate undepleted Units to controlled World cards
- B. Reallocate undepleted Fleets and Troops to adjacent uncontrolled World cards (depletes)
- C. Other players "React" to reallocate Fleets and Troops to their World cards you reallocated to this Phase


4. Military Phase (skip on your 1st Turn)

- A. Resolve any **Conquest Actions**, each with 2 **Exchanges**:
 - Step 1**: Your **Units*** attack **Defending Units** or **World card**
 - Step 2**: **Defending Units** attack your **Units**
 - Step 3**: Eliminate all **Units** with a 
 - Step 4**: End if last (2nd) **Exchange**, or if you withdraw all attacking **Units**; otherwise start next **Exchange**
- * **Note**: Your **Troops** can't attack on the 1st **Exchange**
- B. Reallocate **Fleets** and **Troops** as needed
- C. Determine if any **World cards** were **Conquered**

5. Victory Phase

- A. Liberate owned **World cards** with no **Conquering Fleets** or **Troops**; or with no  remaining.
- B. Check for **Victory Conditions**
- C. Gain  equal to $\times 1/2$ the **World card's** cost for each **Conquered World card** (2 if a **Throne World card**)
- D. Spend  equal to controlled **World card's** count to draw from **System Deck** to **Reserve System Area**
- E. Draw or discard **Asset cards** back to hand-size (6)
- F. Draw an **Asset Deck card** for each **World card** you **Conquered** this **Turn** (2 for a **Throne World card**)

6. Regent Phase (Regent Turn only)

- A. Lose **Regent** status if **Asset Deck** has no cards
- B. Decide if **Disputed Character cards** are eliminated
- C. Decide if **Disputed World cards** controllers pay 1 

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Card Abilities

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

Atmospheric - ATT x2 versus Installations and Troops

Deployed - Allocates undepleted

Firing Arcs - May divide ATT between X+1 Units

Hardened - Requires +X  to eliminate

Intercept - May attack Fleets with Support or Attacker's Troops (without Assault) in the 1st Exchange

Piercing - Applies +X  to Units

Reactive - May reallocate to your World cards during other player's Reallocation Phases

Reinforced - DEF x2 versus Fleets and Orbitals

Siege - Applies +X  to World cards








Sub-light - Pay 1  to reallocate to uncontrolled World cards

Support - Can't be attacked on your Conquest Actions, unless attacking first

Surprise Strike - Attack, apply , and eliminate Units before Step 1 of an Exchange

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Action Icons

-  Activated - trigger by listed card depleting
-  Allocate - put in play on the table
-  Cancel - eliminate card or prevent it's effect
-  Deplete - turn 90° clockwise to activate
-  Eliminate - discard to activate
-  Instant - triggers instantly when allocated
-  Passive - always in effect

Counter Icons

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

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