

SEZZTHE MBZRUM

Game Concept

Seize the Imperium is a game for 2-4 players. Players each have their own deck of 70 cards from four different themes; Capital Attack, Fighter Strike, Ground Assault, and Drone Onslaught. They will allocate World cards, using them to build military units, plus generate Resource counters to purchase more World cards, powerful Characters and play battle-changing Tactics cards.

The objective is to gain enough Victory points of World cards first, to be named the next Emperor or Empress of the galaxy, and the winner of the game. You can buy your way to victory, but the easier and cheaper route is to take them from your other fellow would-be Emperors. They will try to do the same to your World cards. War will follow, and there can only be one!

Background

The year is 3547 and the Old Imperium was coming undone. Control is lost by the Imperium Senate. The Emperor has started to lose his grasp on the galaxy. After his defeat by Admiral Garneth and the assassin Andala Marenas at the Terran system, it all began to quickly unravel. Even the key systems of Damirus and Ipernex were taken. His power base had stemmed from Nexus Prime, built on the supposed home world of the Ancients. They had left behind doomsday weapons like nanite dis-assemblers, sentient planet killers, and the black hole device that lead to his downfall.



The bulk of the massive Imperium fleet had pulled back to the Nexus Prime Throne World. After losing more battles to 1st General Paledos, the Emperor consolidated the bulk of his main fleet to the Throne World; impenetrable, uncontestable, and without match. He also narrowly escaped an assassination attempt by the Ka Sisters, who took out his Dopplegen'r instead on Malakar. He would rebuild on Zythenus, and expand his reach out again with backing from loyalists like Talandra Drus and Azhar Maikenik. Daterian Nexus hired hunters, like Delanos Vec and Khamera, to scour the Milky Way for other weapons of the Ancients. In a dark corner of the galaxy, Seelestra, the Pirate Queen, discovered the black hole device. Bringing their combined forces together, under the command of legends like Bik'karos the Immortal and even Admiral Bedakarer, they surrounded the Imperium fleet.

Then Paledos detonated the device. The Throne World, the main fleet, and thousands of encircling siege ships all vanished in an instance. Old vendettas, rivalries, system struggles, and genocidal wars began to spring up without the Emperor's control, despite the efforts of key influential figures, like the near immortal Shalma Questin or even the enthralling Ajee Delere.



The struggle is on, and many galactic sovereigns are now vying to be the next Emperor. It will take a combination of strong military might, key strategical planets, and backing of military leaders like Admiral Brenzar or General Dar'ken to gain domination of the Core systems, and bring unity to the galaxy.

Everyone will try to stop you in their own race to the top. Strike without pause, and make a ruthless grasp for control, as there can only be one!

Set-up to Play

1. Each player starts with one of the four decks: Capital Attack, Fighter Strike, Ground Assault, or Drone Onslaught.

Seperate the 3 types of cards into their own piles:

System Deck (10): World Cards

Asset Deck (50): Fleet, Troop, Orbital, Installation, and Tactics cards Character Deck (10): Character Cards

2. After shuffling each deck, the players draw, and secretly look at the cards as follows:

System Deck cards (3): place facedown in your Reserve System Area.

Designate one as a Throne World with a token (different from Resource counters).

Asset Deck cards (6): take into your hand (see Note at right)
Character Deck cards (3): place facedown into your Character Area

- 3. Arrange Decks and drawn cards as shown below. Asset Deck cards are in your hand.
- 4. Take 5 Resource counters 🗐 from a pool of at least 30 counters of one type (color cubes recommend; or coins, tokens, etc).
- 5. All players face up the designated Throne World card at the same time. Discard any matching pairs, those players drawing another System Deck card facedown, and repeat the process until each player has a different Throne world. When choosing a Throne World, you can't pick a World card that is already face up.
- 6. The Throne World cards are placed faceup in each System Area.
- 7. Each player chooses 1 Character card to face up, and reveal at the same time. Multiple players may have the same copy of a Character card facing up, as they are now "Disputed" (see page 6).
- 8. Each player adds up the cost of his faceup Throne World and Character, and the one with the highest total goes first, and is the Regent/Regis). If tied, no player is Regent/Regis; randomly determine who goes first. Note: no Regent/Regis in 2 player games.

System Area -







Note: Arrange your empire as desired, and as table space permits, but always have your System Area at the top to allow space for Unit cards (Fleets, Troops, Orbitals, and Installations).

Note: Players may discard their

Asset Deck draw, reshuffle, and

This is recommended if your hand is not at least half Fleets, Orbitals,

Otherwise, you'll be overrun early

in the game. Defense is not optional.

redraw again, one time only.

Troops, or Installations.

System Deck



Reserve System Area





Asset Deck



Discard Pile



Character Deck



- Character Area







Note: Discarded or eliminated cards of any kind go in your Discard Pile. Add cards faceup. Players may inspect any Discard Pile.

Eliminated cards always go back to the owner's Discard Pile, regardless of the current controller of that card.

Turn Sequence

Starting with the Regent/Regis (or player determined to go first), each player's Turn is comprised of the following Phases with all parts completed in order listed for each Phase. Turns are taken clockwise from the first player.

- 1. Resupply Phase
- 2. Allocation Phase
- 3. Reallocation Phase
- 4. Military Phase
- 5. Victory Phase
- 6. Regent/Regis Phase (only if Regent/Regis)



Resupply Phase:

- **A.** Undeplete all controlled cards (turn 90° counter-clockwise back to upright position).
- B. Draw 1 card from the top of your Asset Deck to your hand (2 if Regent/Regis).
- C. Draw 1 card from your Character Deck, and place in your Character Area facedown.

 Discard faceup or facedown Character cards, if over your Character Area pool-size (3).
- D. Gain 1 Resource counter for faceup controlled (owned or Conquered) World cards.
 Gain 2 Resource counters for controlled (and owned) Throne World card (not 1).
 Disputed World cards generate ×1/2 Resource counters.
- E. Spend Resource counters to face up cards in your Reserve System Area, and move to your System Area (undepleted). You mat not face up World cards that another player has designated as a Throne World, or if you already have copy face up. If another player already has a copy of that World card faceup, both copies are now Disputed.

Rules Variant: Besieged Empire
- Player's controlling only their
Throne World, and having at
least one other owned World
card Conquered by another
player, once per Turn, may pay
to face up a World card from
the top of their System Deck or
Reserve System Area by
discarding cards from the top of
their Asset Deck equal to the
cost of the World card being
faced up.



Allocation Phase:

- A. Pay Resource counters to face up Character cards in your Character Area (undepleted). You may not face up a Character card you already have faced up (owned or not). If it is controlled by another player, both copies are now Disputed (see page 6).
- B. Deplete your undepleted World cards (turning 90° clockwise from upright facing position) to generate Allocation points equal to it's cost. Allocate any Fleet, Orbital, Installation, or Troop cards by paying their cost in Allocation points. That Unit card must be placed at one of the contributing World cards. These cards are allocated depleted (turned 90° clockwise from upright facing position).

Note: World cards can only apply Allocation points 💸 to 1 Unit card.

- Ex. A player wanting to allocate Heavy Cruiser Assault Force (cost 12) could deplete:
 - Mars with a value of 4 and +3 Allocation points of for Fleets
 - Damirus Inner with a value of 4
 - Shalastra Shogmon with a value of 3

This is a total of 14 Allocation points with 2 wasted. The Heavy Cruiser Assault Force must be allocated to one of those 3 World cards (and allocates depleted, since it doesn't have Deployed).

Reallocation Phase:

- A. Reallocate undepleted Fleet, Orbital, Installation, and Troop cards between your controlled World cards (does not deplete).
- B. Reallocate undepleted Fleet and Troops cards to uncontrolled World cards of "Adjacent" players (to your left or right) by depleting that Unit card. World cards of the same System are also Adjacent.
- C. Other player's that you reallocated Fleets or Troops to their World cards in Part B, may "React" by depleting Fleets, and reallocate them to these World cards.

Note: Fleet and Troop counters can only (and must) reallocate with their card.



Military Phase:

Note: All player's skip this Phase on their 1st Turn.

- A. Resolve a Conquest Action at uncontrolled World cards that you reallocated Fleets or Troops to during the Reallocation Phase. Resolve Conquest Actions in order of your choosing. Optionally, do not resolve any Conquest Actions of your choosing. Each Conquest Action is 2 Exchanges, each with 4 Steps (see below). Refer to page X for an example Conquest Action.
 - Step 1: Each Attacking Fleet targets any Defending Unit (Fleets, Orbitals, Troops, or Installations), or the World card by applying it's ATT value.

Each Attacking **Troop** targets Defending **Installations** and **Troops**, or the **World card** by applying it's **ATT** value (if not the **1st Exchange**).

Add combined ATT values of Attacking Units, and if it meets or exceeds the Defending Unit's DEF value, apply a Damage counter , or if a World card (DEF ×2 for a Throne World), apply a Conquest counter.

Step 2: Each Defending **Fleet**, **Orbital**, or **Installation** targets any Attacking **Unit** by applying it's ATT value.

Each Defending **Troop** targets any Attacking **Troop** by applying it's **ATT** value (they can't attack **Troops** that did not attack in the **1st Exchange**).

Add the combined ATT values of Defending Units, and if it meets or exceeds the Attacking Unit's DEF value, apply a Damage counter \Box on it.

Step 3: Eliminate all Unit cards with a Damage counter 👪, and reallocate them to them owner's Discard Pile.

Note: Fleet and Troop counters are eliminated instantly if they receive a Damage counter. The Damage counter is removed if a Unit counter is not eliminated.

Note: Attacking Troops can't attack in the 1st Exchange unless they have the Assault ability. Attacking Troops without Assault can't be attacked in the 1st Exchange, unless the Defending Unit has Intercept.



Step 4: The Attacking player may reallocate remaining Fleets and Troops to any controlled World cards, and end the Conquest Action.

The Defending player may reallocate remaining Fleet cards to any of their controlled World cards.

End the Conquest Action if the last (2nd) Exchange, otherwise start the next Exchange.

Note: Reallocating **Fleet cards** may leave behind **Fleet** or **Troop counters**.

B. Remove all **Damage counters** from all cards. Surviving **Fleet** or **Troop counters** are eliminated if their associated card was eliminated.

- C. The Conquest Action is successful, and the World card is Conquered if:
 - If you added 1+ Conquest counters on it (2+ for Throne Worlds)
 - All Defending Troops and Installations eliminated
 - At least 1 Attacking Fleet or Troop card (not counters) survived

Note: Elimination of Defending Fleets and Orbitals aren't required to Conquer World cards, allowing Troop only forces to Conquer World cards, as long as they meet the conditions to Conquer.

If the Conquest Action was successful:

- Defender's surviving Fleets reallocate to any controlled World cards
- Defender's surviving Orbitals are eliminated
- Conquered World card is moved to the Attacker's System Area with
 1 Conquest counter on it (discard extras)
- Any of the Attacker's surviving Fleets and Troops may be reallocated to any of their other controlled World cards

If the Conquest Action was unsuccessful:

- Discard any Conquest counters X.
- Attacker's surviving Fleets and Troops reallocate to any controlled World card.

Conquest Exceptions

- If already a Conquered World card you did own, you Liberate it instead, and remove that player's Conquest counter 🗶
- If a Throne World, that player no longer has a Throne World, until this World card is Liberated.
- If a Disputed World card that you are Disputing, that copy is eliminated. Reallocate all present Unit cards as normal.
- If a Disputed World card that you did not own, you are now Disputing it with that player(s).

Victory Phase:

- A. Your owned World cards that are Conquered with no Conquering Fleets or Troops present, are now Liberated. Reallocate back to your System Area, and remove any Conquest counters . Eliminate any present Orbitals or Installations.
- **B.** Determine if you have met the victory conditions, by having enough **Victory points** (20 for standard game). Each controlled **World card** (Owned or Conquered, but not Disputed) is worth it's printed cost in **Victory points**.
- C. For each World card Conquered this Turn, you gain Resource counters equal to ×1/2 the cost of the World card, or it's full value if a Throne World card.
- D. Draw 1 card from your System Deck to your Reserve System Area face down.
 - Additional cards may be drawn by paying equal to your count of controlled **World cards** (including Disputed and Conquered). Repeat as desired.
- **E.** Draw from your **Asset Deck**, or discard from your hand to get back to your hand-size (6).
 - Next, draw another Asset Deck card for each World card you Conquered this Turn (draw 2 if it was a Throne World card).



Regent/Regis Phase (Regent/Regis Turn only):

- A. Optionally choose which player(s) eliminates their copy of a Disputed Character card. One copy can't be eliminated.
- B. Choose which player(s) Disputing a World card pays a penalty of 1 Resource counter . One player doesn't pay the penalty.

Note: Multiple penalties can be paid in a single **Phase**.





Miscellaneous

Adjacency Rule

Fleet and Troop cards may only be reallocated to uncontrolled World cards of players who sit to either side of you at the table. All players are Adjacent in 2 or 3 player games. World cards that share the same System are also Adjacent.

Damage Counters

Card effects which apply additional Damage counters (like Piercing +1) only apply the extra counter, if it would receive a Damage counter already from matching or exceeding the combined ATT value versus the DEF value of the attacked card.

Disputed Character Cards

- Can't deplete for printed ability or as trigger effect for another card
- Still counts against Character Area pool-size
- Constant abilities are still in effect for each copy
- Can be eliminated during the Regent/Regis Phase

Disputed World Cards

- Generate ×1/2 Resource counters during Resupply Phases
- Provides ×1/2 Allocation points when depleting
- Worth zero Victory points
- Can't be depleted to use card text
- Card effects on one copy, do not affect any other copies
- Owned and controlled by each player
- If faced down, eliminate any all present cards
- Regent can make the Owner pay 1 Resource counter during the Regent/Regis Phase.





Depleted

Turning a card 90° clockwise to:

- Activate a printed card ability or as a trigger ability for another card
- Reallocate Fleets, Orbitals, Troops, and Installations
- Generate Allocation points in for World cards during Allocation Phases

Modifiers

- Apply additions and subtractions, before multiplications or divisions (ex. Interceptor Squadron gets ATT +4 versus Fighters to its normal ATT 4 giving it ATT 8, with it's Firing Arcs +1 split into two 4 ATT value attacks against 2 Fighter cards).
- Multipliers are added together (ex. ×2 Allocation points 💸 and ×2 Allocation points 💸 equals ×4 Allocation points 💸).
- Divisions are multiplied together (ex. Two ×1/2 ATT penalties on an ATT 8 would make it ATT 2 or .5 x.5 = .25 x ATT 8 = ATT 2).
- All decimals are always rounded down. Any value can be rounded down to zero, except DEF which can't be lower than 1.



Present Cards

Unit cards (Fleets, Orbitals, Installations, Troops) and Reaction cards are allocated or reallocated to a World card.

All present **Unit** cards are involved in any **Conquest Action** at that **World card**.

Unit cards unable to allocate or reallocate to a World card are reallocated to the owner's Discard Pile.

Reaction Cards

- May be played any time using Resource counters , unless otherwise listed on the card.
- If played in response to another player's action this card must be resolved first as listed on the card.
- If it cancels a card played by another player, that card is discarded without paying its cost and with no effect.
- Only one copy may be played at one time (ex. 2 Armor Piercing Barrages could not be allocated on the same Fleet card).
- Can be allocated on other players cards to help them, but you still pay the cost and control the card. (ex. You could play **Emergency Picket Fleet** on another player's **World card** being attacked. You would choose its targets, etc).
- If a card with X cost printed on it, is affected by another card it's cost is 1.

Universal Rules

- 1. Card text supersedes the game rules, when they conflict each other.
- 2. DEF bonuses are not cumulative for multiple instances (ex. Hover Tank Squadron is not DEF +6 against 2 Infantry for its DEF +3 bonus versus Non-Hover Troops).
- 3. If a card does not list the context, it is referring to itself. (ex. "Eliminate for Piercing +1" would require you to eliminate it for Piercing +1, before being eliminated).
- 4. Card text that says "Deplete any X to Y" refers to a card controlled by any player (ex. Any player could deplete their Admiral for Piercing +1 on your Piercing Wedge Formation card).
- 5. If a card does not list a time frame (Turn, Phase, Exchange or Step), then it is an instant effect for all applicable cards or counters at that moment (ex. ATT +3 for your Troops, would apply for that current Step of that Exchange, not the Conquest Action).
- 6. Abilities with +1 modifiers are cumulative when applied by different cards (ex. Heavy Assault Mech Lance with Hardened +1 and a Tactics card granting Hardened +1, would give it Hardened +2 total; conversly, 2 different cards granting Atmospheric would only provide ATT ×2 for versus Troops, not ATT ×4).
- 7. A card may only deplete for one specific "deplete" requirement, whether printed on the card or another card (ex. if you depleted your **Assassin** to trigger text of another card, you couldn't also use the deplete requirement text printed on it at the same time).
- 8. Trigger effects for cards activated by depleting another card are in place of its instant card ability. You can only use one, not both, unless otherwise listed on the card with a ...
- 9. Only the controller of a card may deplete or eliminate it for its card text requirement, unless stated otherwise on the card.
- 10. You do not need to announce Victory point 🏰 totals prior to winning, except when requested by any player.



Terms Glossary

Adjacent - World cards of players who sit to either side of a player, or World cards in the same System.

Allocated – Cards being played to the table, or cards already in play at a World card.

Assault – Troops which can attack (and be attacked by) Installations, Troops or World cards during the 1st Exchange.

ATT – Attack value of Fleets, Orbitals, Installations, or Troops.

Attacker - The player initiating a Conquest Action at an uncontrolled World card during their Turn.

Atmospheric – Fleets which have ATT ×2 against Installations or Troops.

Cancel – Prevents another card ability from occurring, or eliminates an already allocated card.

Card – Does not include counters of the same type (i.e. Fighter cards are not affected as Fighter counters).

Conquered – Uncontrolled World cards that all Installation and Troop cards are eliminated, at least 1 Conquest counter was applied to the World card, and the Conquering player has a least one Fleet or Troop card present.

Controlled – Allocated face-up cards in your play area, including Conquered World cards.

Counter – Does not include cards. Cards allocated on other cards, may not be played on counters (i.e. Troop or Fighter counters). Unit counters are eliminated if their associated card is eliminated or faced down.

DEF – Defensive value of Fleets, Orbitals, Installations, Troops or a World card.

Defender - The player being attacked by another player during a Conquest Action on that player's Turn.

Depleted – Cards turned 90° clockwise to pay for allocations, reallocate or use card text.

Deployed – Fleet, Orbital, Installation or Troop cards that allocate undepleted.

Exchange – One completion of all the Steps during a Conquest Action. There are 2 Exchanges in a Conquest Action.

Firing Arcs - Can split ATT value into any whole amounts between Units cards and counters. All Units have a default Firing Arc of 1 (ex. A card with Firing Arcs +1 would be able to split ATT between 1+1 = 2 cards). Note: You can't split ATT with World cards.

Fleet cards – Includes Starship, Carrier, Capital and Fighter sub-types.

Fleets – Includes Fleet cards or Fleet counters.

Disputed – Two or more copies of the same allocated World card or Character card.

Hardened - The Unit requires +X Damage counters to eliminate during Step 3 of Exchanges.

Installation – May only be allocated or reallocated at controlled World cards, includes Emplacements and Strongholds.

Intercept – Can attack other cards or counters with Support when Defending, or Attacking Troops not using Assault in the 1st Exchange during another player's Turn.

Liberated – World cards which control reverts to the Owner when no Conquering Fleets or Troops are present during the Owning players Victory Phase.

Orbitals - May only be allocated or reallocated at controlled World cards, includes Stations and Satellites sub-types.

Owned - Cards in your deck at the beginning of play.

Piercing - Add +X Damage counters when applying Damage counters to a Unit.

Present – Fleet, Orbital, Installation, or Troop cards which are allocated at a World card.

Reactive – Can reallocate (even if depleted) to a controlled World card that another player reallocates Fleet or Troop cards to that World card during their Reallocation Phase.

Regent/Regis - Designated head of the Imperium Senate until the new Emperor/Empress is determined.

Reallocated – Allocated cards on the table being moved from one World card to another, or between play area and/or decks.

Reinforced - Troops or Installations with DEF ×2 versus Fleets and Orbitals.

Replace (counter) - Add listed counter(s) back to a card, up to a maximum of the starting value listed on that card.

Siege - Add +X Conquest counters when Conquering a World card.

System – World cards that share the same System designation on the card. World cards in the same System are adjacent to each other even if the players are not. Players may reallocate Fleet and Troop cards (undepleted or depleted) at no cost in the same System as a reaction to other player's reallocations.

Sub-light - Unit cards that must pay 1 Resource counter to reallocate to uncontrolled World cards.

Support – Fleet cards that can't be attacked during your Turn when attacking unless the other Unit has Intercept.

Surprise Strike – This Unit attacks before 1st Exchange, applies its Damage counters , and immediately eliminates the attacked card if it has enough Damage counters to eliminate it. If both sides have Units with Surprise Strike, the Attacker resolves his attacks first, then the Defender. Any attacks made during Surprise Strike, are in place of their normal attacks during Steps 1 and 2, and not added to any other attacks that Exchange.

Troop cards – Include sub-types of Infantry, Vehicles, Mechs and Hovers.

Troops – Includes Troop cards or Troop counters.

Uncontrolled – Allocated face-up cards in other player's areas, including your Owned, but Conquered World cards.

Units – Includes Fleets, Orbitals, Installations and Troops.



1st Exchange - Step 2

Light Cruiser Task Force attacks at 9 ATT versus 3 DEF of the Infantry Battalion to apply a Damage counter using a Mission Counter for Intercept. Heavy Robot Battalion applies a Damage counter to the Infantry Suppression Hover Squadron with 8 ATT versus 7 DEF since it attacked with Assault this Exchange.













1st Exchange - Step 3 and 4

The Light Cruiser Task Force, Infantry Suppression Hover Squadron and Infantry Battalion are eliminated from their Damage counters. The Heavy Robot Battalion is not eliminated due to having Hardened +1.

2nd Exchange - Step 1

Heavy Cruiser Assault Force uses Firing Arcs +1 to attack Mars and Conquer it with 5 ATT and splits the remaining 6 ATT to apply a 2nd Damage Counter to the Heavy Robot Battalion.







2nd Exchange - Step 2

The Heavy Robot Battalion has no option to attack since only the Heavy Cruiser Assault Force remains, and Troops can't attack Fleets.







2nd Exchange - Steps 3 & 4

The Heavy Robot Battalion is eliminated. Since an attacking Fleet remains at Mars it is Conquered since it received a Conquest counter.

Note: Even with Mars receiving a Conquest counter, the Conquest Action would have failed if the Heavy Robot Battalion had managed to survive (since Troops and Installations must be eliminated to win). If Mars was a Throne World, it would have required 10 ATT to Conquer and the Heavy Cruiser Assault Force would not have enough ATT value to take both the World card and the Unit card in the same Exchange.

Universal Rules

- 1. Card text supersedes the game rules when they conflict each other.
- 2. DEF bonuses are not cumulative for multiple instances (ex. Standard Mech Company does not +4 DEF against 2 Infantry for its +2 DEF bonus versus Non-Mechs. It would get +2 ATT against each Infantry.
- 3. If a card does not list the context, it is referring to itself. (ex. "Eliminate for Piercing +1" would require you to eliminate that card to give it Piercing +1, before being eliminated).
- 4. Card text that says "Deplete any X to Y" refers to a card controlled by any player (ex. You could deplete your Cyborg Character to give another player's Cyborg Infantry Battalion the +3 DEF bonus). This is voluntary agreement, so they can not change your Reaction card to an upgrade that you didn't want.
- 5. If a card does not list a time frame (Turn, Phase, Exchange or Step), then it is an instant effect (not constant effects) for all applicable cards or counters at that moment (ex. +3 ATT for all your Troops, would give all your Troops +3 ATT for that current Step, not the whole Conquest Action).
- 6. Abilities are cumulative when applied by different cards (ex. Heavy Assault Mech Lance with Hardened +1 and a Tactics card granting Hardened +1, would give it Hardened +2).
- 7. Any resolution may not be modified by more than 1 copy of a specific card (ex. A Fleet could not have 2 Phalanx Battle Formations played on it. They would only get the bonus once).
- 8. Any card may only deplete for one specific "deplete" requirement whether printed on the card or another card (ex. if you depleted your Assassin for trigger text of another card, you could not also use the deplete requirement text printed on it at the same time).
- 9. Upgrades for cards activated by depleting another card are in place of its standard card ability. You can only use the standard ability or the upgrade ability of the card, unless otherwise listed on the card (some say "also").
- 10. Only the controller of a card may deplete or eliminate it for its card text requirement, unless stated on the card.
- 11. "Replace (counter)" only adds counters back to the printed value on the card. "Add (counter)" allows counters to be added beyond the printed value on the card.
- 12. You do not need to announce Victory point totals prior to winning, except when requested by any player.





Basic Introduction Game

For players new to deck-building card games, it is recommended to adjust the decks as follows for the first few games:

- Set aside the Character Deck and remove all Artifact cards and Reaction cards from the Asset Decks.
- There will also be no Regent and the Regent Phase is excluded. This way, first time players can learn the Conquest Actions with only the cards showing, and not worrying about other cards changing the outcome.
- Set Victory Conditions to 20+ points for these initial games for shorter game playing or tutorial demos.

Accelerated Experienced Game

For experienced players looking for a game to get bloodier more quickly, each player will start with 6 face down World cards. They will choose 3 World cards to start with, one of those being the Throne World. All 3 faced up World cards plus the Character card will be used to determine the Regent. These games can easily end when the players start their 3rd Turns. Optionally, ignore the skipping the Conquest Phase on 1st Turns for even more "Rapid Deployment" decks.

2 Player Game

30+ Victory points are required to win, since one player could run away with a good start and no other player to distract them. There is also no Regent, nor can there be one in the game. The Regent Phase is skipped.

2 Player Conquest Action Duels

Each player will create a hand with any 10 Fleet, Orbitals, Installations or Troops cards and any 3 Tactics cards. A single System Deck of 10 World cards will used by both players. The Character Deck will not be used.

The players will take turns being attacker and defender. The defender will draw the top card from System Deck to defend. They will secretly choose 20 points of Fleets, Orbitals, Installations or Troops, plus 2 points of Tactics cards (X cost cards worth 2 points, and have 2 "Resource counters" when played).

The attacker will do the same, but will have additional Fleet, Orbital, Installation or Troop card points equal to the cost of the drawn World card (ex. If Mars was drawn, you would have 20 + 5 = 25 points to build your invasion).

Players then complete a standard Conquest Action. The 2 points of Tactics cards may be played anytime during the Conquest Action. Afterwards, start the process over with attacker and defender switching places drawing the next World card from the deck to conquer/defend.

After 4 Conquest Actions, the player with the most Conquests wins. Continue to play additional pairs of attack and defend if it ended with a tie, until it is no longer tied.

5-6 Player Game

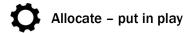
Victory Conditions are set to 20+ Victory points since Disputed World cards (worth no Victory points) will be more common in these games. Likewise, there can be 4 or 5 other players using Reaction cards to try to stop the current player winning on their Turn.

Constructed Decks

Once players have become thoroughly familiar with the game, they can combine their cards into one big pool to build their own decks. The Asset Deck should be 48 cards, the System Deck with 12 cards and the Character Deck with 12 cards also. Any cards can be mixed together, but no more than 3 copies of a certain Asset Deck card, 2 copies of a specific World card or 2 copies of Character card, can be in each deck.

Card Icons

Action Icons - Refers to the card itself



Cancel - prevent this card's effect and discard it

Constant Effect – always in effect

Deplete – turn card 90 degrees clockwise to activate the listed ability

Downgrade - card ability reduction unlocked by listed requirement

Eliminate - discard this card to activate the listed ability Instant Effect - card ability is activated immediately for duration listed

Reallocate - move the card to the listed area (World card, hand, deck, etc.)

Upgrade - card ability unlocked by listed requirement

Counter and Point Icons

Allocation points

Damage counters

Resource counters

Victory points

Asset Deck Card Types

Ancient Artifact

Device

Core Set

Espionage

Political

1 Reaction

Tactics

World

Character Card Icons





Android



Assassin



Cyborg

Hunter



Engineer



GenAug



General



Human



NanAug



Politician

Unit Card Icons



Capitals



Carriers



Emplacements



Fighters



Hovers



Infantry



Mechs



Satellites



Starships



Stations



Strongholds



Vehicles

Anatomy of a Card

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)
- Other players may reallocate un-depleted Fleets to World cards you reallocated to (Fighters pay 1 Resource counter)

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 25+ 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

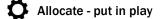
Preemptive Strike - Attack, apply Damage counters and remove eliminated Units before Step 1 of 1st Exchange

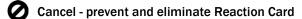
Rapid Deployment - Allocates un-depleted

Reactive - May reallocate defensively when attacked at no cost even if depleted

Support - May not be attacked on your Turn

Action Icons





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

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

Character Cards

May not deplete00000000000000000000



Note: Elimination of defending Fleets and Orbitals aren't required to Conquer World cards. This allows Troop only forces to Conquer World cards.

B. Remove all Damage counters from all cards. Surviving Fleet or Troop counters are eliminated if their associated card was eliminated.

The Conquest Action is successful, and the World card is Conquered if:

- They have 1 Conquest counter on them (2 for Throne Worlds)
- All defending Troops and Installations were eliminated
- At least 1 attacking Fleet or Troop card (not counters) survived

If the Conquest Action was successful:

- Defender's surviving Fleets reallocate to any controlled World cards
- Defender's surviving Orbitals reallocate to owner's Discard Pile
- Conquered World card is moved to the attacker's System Area with 1 Conquest counter on it (discard extras)
- Any or all of the attacker's surviving **Fleets** and **Troops** may be reallocated to any of the other controlled **World cards**

If the Conquest Action was unsuccessful:

- Discard any Conquest counters X.
- Attacker's surviving Fleets and Troops reallocate to any controlled World cards

Example of a Conquest Action

The attacker is bringing Heavy Cruiser Assault Force, Infantry Battalion, and Infantry Suppression Hovers to Conquer Earth which is only defended by Rapid Strike Fleet and Heavy Robot Battalion.

The attacker must eliminate the **Heavy Robot Battalion** (since it's a **Troop**) and apply 1 **Conquest counter** against Earth Prime (which is not a **Throne World** here). Elimination of the **Rapid Strike Fleet** won't be required to win (since it's a **Fleet**).













1st Exchange – Step 1

The defending player allocates a "Phalanx Battle Formation" Tactics card on their Rapid Strike Fleet giving it DEF +3, along with the Earth DEF +2 bonus to give it total DEF 9. They also choose ATT +2 for Hovers on their Heavy Robot Battalion giving it ATT +9 (ATT 5 along with the Earth ATT +2 bonus).

The attacking player has the Heavy Cruiser Assault Force hit Rapid Strike Fleet since it needs ATT 9 to damage it. The remaining ATT 2 (Firing Arcs +1 ability) can't attack Earth or the Heavy Robot Battalion. The Infantry Suppression Hovers attack the Heavy Robot Battalion with ATT 8 versus their DEF 7 (5 + 2 for Earth) since they have Assault. The Cyborg Battalion can't attack in the 1st Exchange since they don't have Assault. Both successful attacks add a Damage counter.