



**SEIZE
THE
IMPERIUM**
Rulebook

SEIZE THE IMPERIUM

Card Game by Christopher Smith and Galadium Games LLC

Game Concept

Seize the Imperium is a card game for 2-4 players (ages 12+) and takes about 45-90 minutes to play (20 per player average). Each player has their own deck of 70 cards from four different themes; Capital Attack, Fighter Strike, Ground Assault, and Drone Onslaught. They'll allocate World cards, using them to build military units, plus generate Resource counters to purchase more World cards, recruit powerful Character cards, and play battle-changing Tactics cards.

The objective is to gain 20 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 only one can rule!

Background

The year is 3547 and the Old Imperium has come undone. The Imperium Senate has lost control. The Emperor started to lose his grasp on the galaxy. After his defeat by Admiral Garnath and the assassin Andala Marenas at the Terran system, it all began to quickly unravel. Even the key systems of Damirus and Ipernex broke away. 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 other horrific weapons that lead to his downfall.



After losing more battles to 1st General Paledos, the Emperor consolidated the bulk of his main fleet to the Nexus Prime Throne World; impenetrable, incontestable, and without match. He narrowly escaped an assassination attempt by the Ka Sisters on Malakar, who took out his Dopplegen'r instead. He would rebuild on Zythenus, and expand his reach out again with backing from loyalists like Talandra Drus and Azhar Maikenik. Da'terian 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 Admiral Beda'karer, they surrounded the Imperium fleet.

Then Paledos detonated the device. The Throne World, the Imperium 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 tight 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 or Empress. It will take 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 grab for control, as only one can rule!

Game Pieces

Each Starter Deck has a **Asset Deck** of **50 cards**; including **34 Unit cards** and **16 Reaction cards**



Unit cards (blue)

Allocated by **World cards** on your **Allocation Phase**



Reaction cards (red)

Allocated instantly or as listed on the card (refer to **page 11**)

Capital Attack

Unit Cards - Fleets

- Heavy Cruiser Assault Force (x1)
- Imperial Guardian Fleet (x3)
- Interceptor Squadron (x2)
- Light Cruiser Task Force (x2)
- Long Range Patrol Force (x3)
- Main Battle Fleet (x1)
- Rapid Strike Fleet (x2)
- Retired Rim Battlecruisers (x2)

Unit Cards - Installations

- Bombardment Shelter Network (x2)
- High Velocity Launch Facility (x2)

Units Cards - Orbitals

- Orbital Mega-city (x2)
- Zero-entry Mobile Platforms (x2)

Unit Cards - Troops

- Augmented Super Soldiers (x2)
- Clone Battalion (x2)
- Cyborg Infantry Division (x2)
- Infantry Battalion (x2)
- Jump Battlesuit Company (x2)

Reaction Cards - Tactics

- Damage Control Drones (x2)
- On High Alert (x2)
- Emergency Picket Fleet (x2)
- Firing Range Advantage (x2)
- Heavy Bombardment Ordnance (x2)
- Piercing Wedge Formation (x2)
- Planetary Defensive Ring (x2)
- Special Operation Orders (x2)

Drone Onslaught

Unit Cards - Fleets

- Automated Missile Launchships (x1)
- Drone Carrier Group (x2)
- Drone Fighter Squadron (x2)
- Imperial Guardian Fleet (x3)
- Long Range Patrol Force (x3)
- Robot Goliath (x1)
- Shock Robot Drop Carriers (x2)

Unit Cards - Installations

- Beam Weapon Batteries (x2)
- Siege Bunker Fortifications (x2)

Units Cards - Orbitals

- Early Intercept Maser Projectors (x2)
- Galadium Commerce Station (x2)

Unit Cards - Troops

- Android Battalion (x2)
- Heavy Robot Battalion (x2)
- Intercept Hover Drones (x2)
- Occupation Drone Force (x2)
- Robot Infantry Battalion (x2)
- Termbot Tanks (x2)

Reaction Cards - Tactics

- AI Coordinated Offensive (x2)
- Drone Collision Attack (x2)
- Emergency Picket Fleet (x2)
- Piercing Wedge Formation (x2)
- Planetary Defensive Ring (x2)
- Secret Maneuvers (x2)
- Shield Overload Gambit (x2)
- Special Operation Orders (x2)

Fighter Strike

Unit Cards - Fleets

- Anti-matter Torpedo Ships (x3)
- Bomber Carrier Group (x2)
- Bomber Squadron (x2)
- Destroyer Detachment (x3)
- Fighter Carrier Group (x2)
- Fighter Squadron (x2)
- Special Ops Carrier Unit (x1)
- Torpedo Bomber Squadron (x2)

Unit Cards - Installations

- Beam Weapon Batteries (x2)
- Siege Bunker Fortifications (x2)

Units Cards - Orbitals

- Galadium Commerce Station (x2)
- Zero-entry Mobile Platforms (x2)

Unit Cards - Troops

- Heavy Assault Mech Lance (x2)
- Leviathan Strider Mechs (x1)
- Mechanized Infantry Division (x2)
- Standard Mech Company (x2)
- Transformable Mecha Company (x2)

Reaction Cards - Tactics

- Armor Piercing Barrage (x2)
- Damage Control Drones (x2)
- Decoy Hologram Fleet (x2)
- Hull Dancing Run (x2)
- Militia Rally (x2)
- On High Alert (x2)
- Phalanx Battle Formation (x2)
- Population Mobilization (x2)

Ground Assault

Unit Cards - Fleets

- Anti-matter Torpedo Ships (x3)
- Atmospheric Insertion Squadron (x2)
- Destroyer Detachment (x3)
- Invasion Assault Force (x1)
- Marines Dropship Group (x2)
- Marine Hover Transports (x2)

Unit Cards - Installations

- Bombardment Shelter Network (x2)
- High Velocity Launch Facility (x2)

Units Cards - Orbitals

- Early Intercept Maser Projectors (2)
- Orbital Mega-city (x2)

Unit Cards - Troops

- Behemoth Tank Company (x1)
- Hover Tank Squadron (x2)
- Infantry Suppression Hovers (x2)
- Orbital Drop Marine Teams (x2)
- Main Battle Tank Company (x2)
- Powered Armor Platoons (x2)
- Scout Tank Deployment (x2)

Reaction Cards - Tactics

- Decoy Hologram Fleet (x2)
- Disposable Forces (x2)
- Militia Rally (x2)
- Phalanx Battle Formation (x2)
- Population Mobilization (x2)
- Prolonged Planetary Siege (x2)
- Secret Maneuvers (x2)
- Shield Overload Gambit (2)



Each Starter Deck has a **Character Deck** of 10 **Character cards**



Human & GenAugs



Infinites & Androids



Cyborgs & NanAugs

Character cards are drawn during the **Resupply Phase**, and allocated with **Resource counters** during the **Allocation Phase**. Each **Character card** has an additional class sub-type, including: **Admiral**, **Assassin**, **Engineer**, **General**, **Hunter**, or **Politician**.

Capital Attack

Character Cards

Ajee Delere, GalNet Celebrity
 Azhar Maikenik, 2nd Varum Constructor
 Beda'karer, 1st Campaign Fleet Admiral
 Brigadier General Na'zeen
 General Dar'ken of Calestran Crusade
 M-5-X-10000
 Shalma Questin of the 1st Nano Order
 Talandra Drus, Imperium Liaison
 The Ka Triplets, the Triad of Chaos
 X, the Cyber Revenant

Drone Onslaught

Character Cards

An'asiia, the Syntha-Shadow
 Brigadier General Na'zeen
 Da'terian Nexus
 General Dar'ken of Calestran Crusade
 Khamera, Overly Aug'd Berzerker
 M-5-X-10000
 Sendaris, Ultra-grafted Tech Wiz
 Shalindris Nu, Statistician Genius
 Telek, the Cyber-Stream Stalker
 Vice Admiral Zinn Garnath

Fighter Strike

Character Cards

Alpha Theta Omicron
 Andala Marenas, Death's Lover
 Azhar Maikenik, 2nd Varum Constructor
 Beda'karer, 1st Campaign Fleet Admiral
 Lethless, Demoness of Oblivion
 Rear Admiral Thalmic Brenzar
 Sendaris, Ultra-grafted Tech Wiz
 Talandra Drus, Imperium Liaison
 Telek, the Cyber-Stream Stalker
 1st General Paledos

Ground Assault

Character Cards

An'asiia, the Syntha-Shadow
 Andala Marenas, Death's Lover
 Bik'Karos, the Immortal
 Delanos Vec, Opportunistic Vault Raider
 Rear Admiral Thalmic Brenzar
 Shalindris Nu, Statistician Genius
 Shalma Questin of the 1st Nano Order
 The Ka Triplets, the Triad of Chaos
 Vice Admiral Zinn Garnath
 1st General Paledos

Each Starter Deck has a **System Deck** of 10 **World cards**



World cards (yellow)

Allocated with **Resource counters** on your **Resupply Phase**

Each **World card** has a **System** sub-type. **World cards** in the same **System** are easier to defend and often have upgraded abilities when you control more than one card in the same **System**.

Each deck has 2 unique **System cards**, but the other 8 repeat in other **Starter decks**, which will lead to them being **Disputed** with other player's, and reduce their usefulness (refer to **page 10**).

Note: All **World cards** in the initial 4 **Starter Decks** have the **Core System** sub-type, and has no effect on play. Future expansions will introduce the **Rim System** sub-type, changing play.

Capital Attack

World Cards - Aquas System
 Aquas Delor, Water World

World Cards - Calendra System
 Xygarius Calendra, Kingless World
 Ygranus Calendra, GalNet's Heart
 Zythenus Calendra, the Sheath

World Cards - Dalken System
 Dalken Cendros, Galactic Hubworld

World Cards - Damirus System
 Damirus Inner, Planet of the Dead
 Damirus Outer, Star's Ember

World Cards - Delnathos System
 Delnathos Alpha, Sister Planet
 Delnathos Beta, Brother Planet

World Cards - Geladhore System
 Geladhore Prime, Galaxy's Hub

Drone Onslaught

World Cards - Bygaros System
 Bygaros 7, Garden of the Galaxy

World Cards - Damirus System
 Damirus Inner, Planet of the Dead
 Damirus Outer, Star's Ember

World Cards - Geladhore System
 Geladhore 5, the 1st Exo-world

World Cards - Shalastra System
 Shalastra Oogmos, Cyber World
 Shalastra Shogmon, AI's Homeworld

World Cards - Silicas System
 Silicas, Paradise Planet

World Cards - Terra System
 Earth Prime, the Cradle
 Mars, Robot's Bane
 Saturn, Belter's Home

Fighter Strike

World Cards - Calendra System
 Xygarius Calendra, Kingless World
 Ygranus Calendra, GalNet's Heart
 Zythenus Calendra, the Sheath

World Cards - Geladhore System
 Geladhore 5, the 1st Exo-world

World Cards - Ipernex System
 Ipernex Major, Imperium's Fist
 Ipernex Minor, the General's Roost

World Cards - Krinos System
 Krinos Mecarios, Galadium Nexus

World Cards - Malakar System
 Malakar 4, Dual-cruited Planet

World Cards - Shalastra System
 Shalastra Oogmos, Cyber World
 Shalastra Shogmon, AI's Homeworld

Ground Assault

World Cards - Delnathos System
 Delnathos Alpha, Sister Planet
 Delnathos Beta, Brother Planet

World Cards - Galvagex System
 Galvagex 3, Junk World

World Cards - Geladhore System
 Geladhore Prime, Galaxy's Hub

World Cards - Granarias System
 Granarias 2 of the Red Nebula

World Cards - Ipernex System
 Ipernex Major, Imperium's Fist
 Ipernex Minor, the General's Roost

World Cards - Terra System
 Earth Prime, the Cradle
 Mars, Robot's Bane
 Saturn, Belter's Home

Card Anatomy

Asset Deck - Unit Card

The diagram shows a unit card for the 'Android Battalion'. The card features a central illustration of a trooper in a yellow and black suit. The left side of the card has a vertical bar with the text 'Troop', 'Infantry', and 'Drone'. The bottom left corner shows an attack value of 6 and a defense value of 5. The bottom right corner shows a cost of 4 allocation points. The card name 'Android Battalion' is centered at the bottom. The abilities section contains two icons: a circle with a cross and a circle with a plus sign. The flavor text reads: 'Swarming like ants; they denotated their plasma-cores for maximum effect.'

Labels and their corresponding parts on the card:

- Unit Type Icon: Points to the trooper icon in the top left.
- Unit Type: Points to the 'Troop' label on the left side.
- Unit Sub-types: Points to 'Infantry' and 'Drone' labels on the left side.
- Attack Value: Points to the '6' in the bottom left.
- Defense Value: Points to the '5' in the bottom left.
- Ability Icons: Points to the circle with cross and circle with plus icons.
- Card Name: Points to 'Android Battalion'.
- Flavor Text: Points to the italicized text at the bottom.
- Starter Deck Icon: Points to the trooper icon in the top right.
- Card Artist: Points to the vertical text 'Art by Slava Kravov' on the right side.
- Card Abilities: Points to the text describing mission counters and exchange effects.
- Cost in Allocation points (denoted by circle frame): Points to the '4' in the bottom right.

Asset Deck - Reaction Card

The diagram shows a reaction card for 'Prolonged Planetary Siege'. The card features a central illustration of a battle scene with large mechs. The left side of the card has a vertical bar with the text 'Reaction' and 'Tactics'. The bottom left corner shows a cost of 2 resource counters. The card name 'Prolonged Planetary Siege' is centered at the bottom. The abilities section contains three icons: a circle with a plus sign, a circle with a plus sign and a cross, and a circle with a plus sign and a cross. The flavor text reads: 'Dar'ken was counting on the ammo for his side outlasting the others.'

Labels and their corresponding parts on the card:

- Card Type Icon: Points to the reaction icon in the top left.
- Card Type: Points to the 'Reaction' label on the left side.
- Card Sub-type: Points to the 'Tactics' label on the left side.
- Card Sub-type Icon: Points to the reaction icon in the bottom left.
- Ability Icons: Points to the three icons in the abilities section.
- Card Name: Points to 'Prolonged Planetary Siege'.
- Flavor Text: Points to the italicized text at the bottom.
- Starter Deck Icon: Points to the reaction icon in the top right.
- Card Artist: Points to the vertical text 'Art by Il Ho Kim' on the right side.
- Card Abilities: Points to the text describing attack bonuses and exchange effects.
- Cost in Resource counters (denoted by square frame): Points to the '2' in the bottom right.

Character Deck - Character Card

Cost in Resource counters (denoted by square frame)

Card Name

Ability Icons

Race Sub-type

Race Sub-type Icon



Starter Deck Icon

Card Artist

Card Abilities

Flavor Text

Class Sub-type

Class Sub-type Icon

System Deck - World Card

World Card Icon

System Type

System Group

Defense Value

Required Conquest counters

Ability Icons

Card Name

Flavor Text

Starter Deck Icon

Card Artist

Card Abilities

Cost in Resource counters (denoted by square frame) & Unit Capacity



Setup to Play

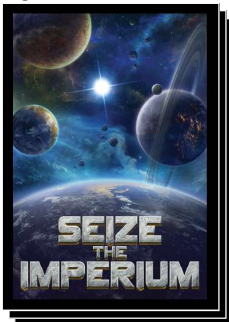
- Each player starts with one of the four decks: **Capital Attack**, **Fighter Strike**, **Ground Assault**, **Drone Onslaught** (or a constructed deck). Separate the **3** types of cards into their own piles: **System Deck** (10) with **World** cards; **Asset Deck** (50) with **Fleet**, **Troop**, **Orbital**, **Installation**, and **Tactics** cards; and **Character Deck** (10) with **Character** cards. Refer to pages 2-5 for card explanations.
- Shuffle each deck, and secretly draw: **3 System Deck** cards, **3 Character Deck** cards, and **6 Asset Deck** cards.
- Take **6 Resource counters** from a pool of 30 counters (1 color per player), preferably cubes to match the cost squares on the cards. These counters will also be used to denote counters called out on cards (ex. **Fighter** counters, **Infantry** counters, **Mission** counters, etc.)
- Choose **1 World card** (**Throne World**) and **1 Character card** (**Lead Character**), keeping both facedown, and denote both with a counter. You can't choose cards with a combined value of **6**, as they will be later paid for with **Resource counters**.
- Randomly determine a player to go first in discarding **0-6 cards** from their **Asset cards** hand (facedown). Continue in clockwise order until all players do not wish to discard any more cards. If a player chooses **0 cards** to discard, they are skipped afterwards.
Note: Players won't replenish these discarded cards until end of their **1st Turn**.
- All players face up the designated **Throne World** card at the same time. Discard matching pairs, those players drawing another **System Deck** card facedown, picking another card, and repeating the process until each has a different **Throne world**. When choosing you can't pick a **World card** that is already showing. The chosen **Throne World** cards are placed faceup in the **System Area** with a token to denote them. Players pay **Resource counters** equal to the **World card's** cost.
- All players reveal their starting **Lead Character** at the same time. Players may have the same copy of any **Character card**, as these are now "Disputed" (see page 10). Discard the token. Players pay **Resource counters** equal to the **Character card's** cost.
- Players add up the cost of their faceup **Throne World** and **Lead Character cards**, and **1 point** for each discarded **Asset Deck** card. The highest total goes first, and is **Regent**. If tied, no one is **Regent**; and randomly determine first player from highest tied players.
Note: Players begin the game with remaining unspent **Resource counters**; plus the **Lead Character** is only relevant during set up.
- Arrange decks and drawn cards as shown below with the remaining drawn **Asset Deck** cards are in your hand.

System Area

Throne World Token

Resource counters

System Deck



Reserve System Area



Asset Deck



Character Deck



Character Area



Discard Pile



Turn Sequence

Starting with the **Regent** (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 Phase (only on Regent's Turn)

Note: Skip **Regent Phase** if there is none.

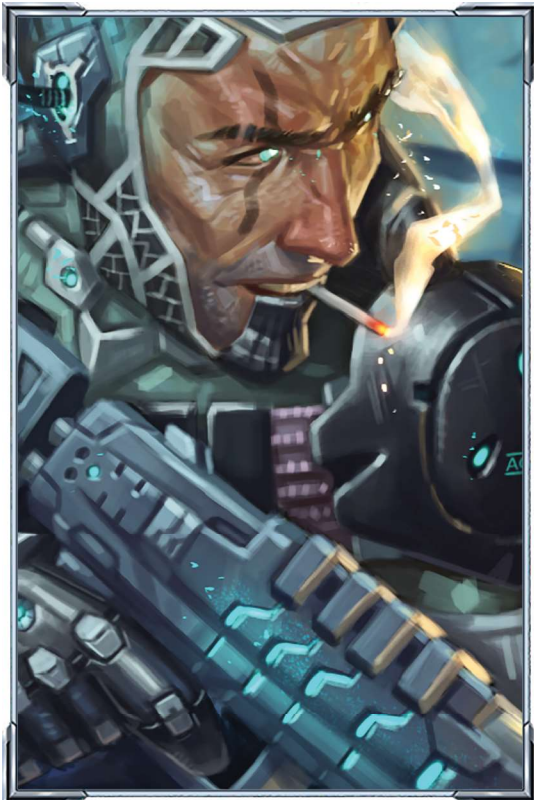


Resupply Phase

- A. Undeplete all depleted Controlled cards (turn 90° counter-clockwise back to upright position).
- B. Draw 1 card from your **Asset Deck** to your hand (draw 2 if **Regent**).
- 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 each faceup Controlled (Owned or Conquered) **World card**. Gain 2 **Resource counters** (☐) for Controlled (and Owned) **Throne World card** (not 1). **Unit cards** that allocate with counters, replace them up to their listed starting value.
- E. Face up **World cards** in your **Reserve System Area**, by spending **Resource counters** (☐) equal to the card's cost, and move to your **System Area** (undepleted). You can't face up **World cards** that another player has allocated as a **Throne World**, or that you have faceup. If any player already has that **World card** faceup, both copies are now **Disputed** (see page 10).

Rules Variant: Besieged Empire

- After each player's 1st Turn, if they control 0-1 **World cards** on their **Resupply Phase**, they may face up a **World card** from their **System Deck** to their **System Area** by discarding cards from the top of their **Asset Deck** equal to the cost of the **World card** being faced up.
- Discard **World card** if it matches an allocated **Throne World card**, and they may repeat the process.



Allocation Phase

- A. Face up **Character cards** in your **Character Area** (undepleted) by paying it's cost in **Resource counters** (☐). You can't face up a **Character card** you already have faceup (Owned or not). If it is Controlled by another player already, both copies are now **Disputed** (see page 10).
- B. Deplete your undepleted **World cards** (turning 90° clockwise from upright facing position) to generate **Allocation points** (⚡) equal to it's cost. Allocate any **Unit (Fleet, Orbital, Installation, or Troop cards)** by paying their cost in **Allocation points** (⚡). This **Unit** must be allocated at one of the contributing **World cards** (place above it). **Unit cards** are allocated depleted (turned 90° clockwise from upright facing). Leftover **Allocation points** (⚡) are lost.

Note: **World cards** can only apply **Allocation points** (⚡) to 1 **Unit card**.

Capacity Rule

Each player can only have a number of **Unit cards** present at any **World card** equal to its cost. This includes all **Allocation** and **Reallocation Phases** of any player, whether an Attacker or Defender.

Unit counters (Fleets and Troops) are not affected by this rule.

If a **Unit card** is involuntarily forced to allocate or reallocate to a **World card** already at its **Capacity**, the **Unit card** is immediately eliminated.

Reallocation Phase

- A. Reallocate undepleted **Fleet**, **Orbital**, **Installation**, and **Troop** cards between **Controlled World** cards (does not deplete these cards).
- B. Reallocate undepleted **Fleet** and **Troops** cards (not **Orbitals** or **Installations**) to player's **Uncontrolled World** cards; including **Adjacent** players (those sitting to your left or right), those you are **Disputing** with another player, or those of the same **System** group with another player (depletes these cards).
- C. Other players that you reallocated **Units** to their **World** cards in **Part B**, may "React" undepleted **Fleets** and **Troops** (not **Orbitals** or **Installations**), by reallocating them to these **World** cards. Depleted **Fleets** and **Troops** may "React" between **World** cards in the same **System**, including **Disputed World** cards. Refer to pages 15-16 for an example **Reallocation Phase**, **Parts B & C**.

Rules Variant: Besieged Empires

Defending player's may also "React" by depleting **Installations** and **Orbitals**, to reallocate them to **World** cards being attacked.



Rules Variant: Besieged Empires

All players must skip their 1st two **Military** Phases.

Military Phase (Players 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, skip any **Conquest Actions** you want to. Each **Conquest Action** is 2 **Exchanges** with 4 **Steps** each (see below). Refer to pages 17-19 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 its full **ATT** value.

If not the 1st **Exchange**, each **Attacking Troop** targets **Defending Troops** or **Installations**, or the **World** card by applying its full **ATT** value.

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's DEF** value (x2 for a **Throne World**), apply a **Conquest counter** ☒.

Step 2: Each **Defending Fleet**, **Orbital**, or **Installation** targets any **Attacking Unit** (except 1st **Exchange** non-targeting **Troops**) by applying its full **ATT** value.

Each **Defending Troop** targets any **Attacking Troop** by applying its full **ATT** value (except 1st **Exchange** non-targeting **Troops**).

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

Step 3: Eliminate all **Unit** cards with a **Damage counter** ☒, and reallocate to their **Owner's Discard Pile**.

Note: **Fleet** and **Troop** counters are eliminated instantly if they receive a **Damage counter** ☒, and do not wait until **Step 3**. If **Defending**, these counters will not get to target back.

Note: **Attacking Troops** with **Assault** and **Surprise Strike** may use one or the other, but not both in the 1st **Exchange**. **Surprise Strike** is also in place of any regular targeting during that **Exchange**.



Step 4: The **Attacking** player may reallocate all remaining **Fleets** and **Troops** to any **Controlled World** cards, and end the **Conquest Action** (unsuccessfully).

The **Defending** player may reallocate any 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: **Unit** counters must reallocate with their associated **Fleet** or **Troop** card when it reallocates.

- B. Remove all **Damage counters** ☒ from remaining cards. **Unit** counters are eliminated, if their card was eliminated.

- C. Each **Conquest Action** is successful, and the **World card** is Conquered if:
- You applied required **Conquest counters** ✂ (+1 for **Throne World cards**)
 - All Defending **Troop** and **Installation Units** were eliminated
 - At least 1 **Attacking Unit card** (not **Unit counters**) is still Present

If the **Conquest Action** was successful:

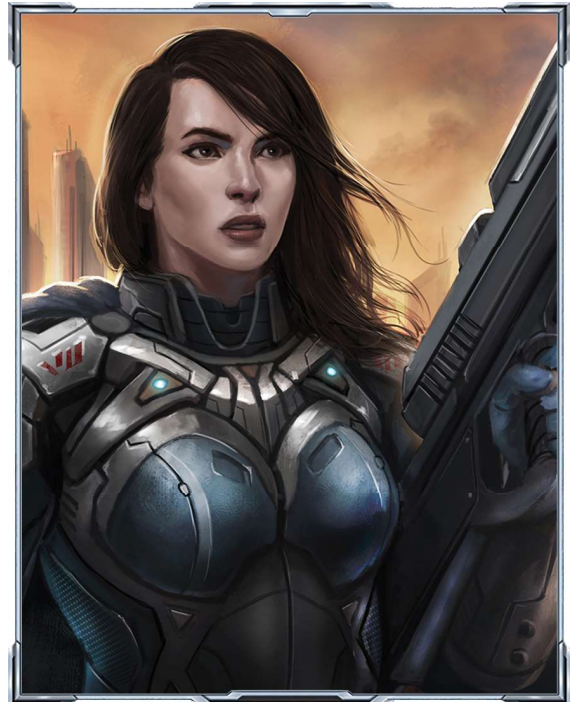
- Defender's surviving **Fleets** reallocate to their **Controlled World cards**
- Defender's surviving **Orbitals** are eliminated
- Conquered **World card** is moved to the Attacker's **System Area** with their **Color-coded Conquest counters** ✂ on it (eliminate any others)
- Any of the Attacker's surviving **Fleets** and **Troops** may be reallocated to any of their other **Controlled World cards**

If the **Conquest Action** was unsuccessful or skipped by the Attacker:

- Discard your **Conquest counters** ✂
- Attacker's **Units** must reallocate to any **Controlled World card**

Rules Variant:
Besieged Empires

World cards require 2
Conquest counters ✂ to
be Conquered (**Throne**
World cards require 3
Conquest counters ✂)



Note: Reallocation end of this **Phase** doesn't deplete **Unit cards**. All of the Attacker's **Units** must reallocate from **Uncontrolled World cards**.

Conquest Exceptions

- If already a **Conquered World card**, you didn't Own, you now Control it, and remove that player's **Conquest counters** ✂
- If already a **Conquered World card** you did Own, you Liberate it instead, and remove that player's **Conquest counters** ✂
- If a **Disputed World card** that you have an allocated copy of, this copy is eliminated, and reallocate all **Present Unit cards**
- If a **Disputed World card** that you didn't have an allocated copy of, you are now **Disputing** it with that player(s)

Note: If a **Throne World card**, that player is without one, until it is **Liberated**. **Throne World tokens** are not removed at any time.

Victory Phase

- A. Your **Owned World cards** that are **Conquered** with no **Conquering Fleets** and **Troops Present**, or no ✂ 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 its printed cost in **Victory points** 🏰.
- C. For each **World card Conquered** (not **Liberated**) this **Turn**, you gain **Resource counters** 📦 equal to x1/2 the cost of the **World card**, or equal to its full value if a **Throne World card**.
- D. You may spend **Resource counters** 📦 equal your current **Controlled World card count** (**Owned** or **Conquered**) to draw from your **System Deck** to your **Reserve System Area** facedown.
- E. Draw from your **Asset Deck**, or discard from your hand to get back to your hand-size (6).
- F. Draw an **Asset Deck card** for each **World card** you **Conquered** this **Turn** (2 draws if it was a **Throne World card**), not including **Liberating World cards**, or eliminating **Disputed World cards**.



Regent Phase (Regent Turn only)

- A. If your **Asset Deck** is empty, or you don't control your **Throne World**, you lose **Regent** status, and immediately end your **Turn**.
- B. Optionally choose which player(s) eliminates their copy of a any **Disputed Character card**. One copy must remain.
- C. Optionally choose which player(s) **Disputing** any **World card** pays 1 **Resource counter** 📦. One player doesn't pay the penalty.

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, World cards of the same System group, or Disputed World cards you are Disputing. All World cards are Adjacent in 2 or 3 player games.

Conquest and Damage Counters

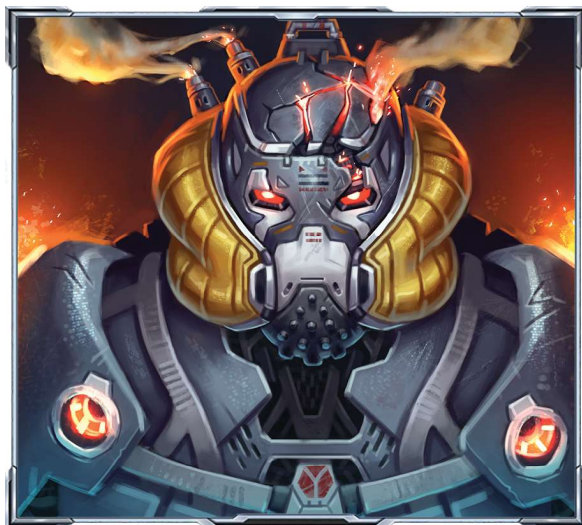
Card effects which apply additional Damage counters ☒ or Conquest counters ✂ only apply the extra counter, if it would inflict a Damage counter ☒ or Conquest counter ✂ by exceeding the DEF of the Unit or World card in the first place.

Disputed Character Cards

- Controller can't deplete for any reason (but can undeplete)
- Still counts against Character Area pool-size
- Passive abilities ⚙ are still in effect for each copy
- Can be eliminated during the Regent Phase by the Regent

Disputed World Cards

- Generate x1/2 Resource counters 📦 during your Resupply Phases
- Provides x1/2 Allocation points ⚙ during your Allocation Phases
- Worth zero Victory points 🏆
- Can't be depleted to use card ability text
- Card effects on one copy, do not affect any other copies
- Controlled by each player
- Always Adjacent to other copies of itself
- Controller might pay 1 Resource counter 📦 during the Regent Phase



Deplete

Turning a card 90° clockwise to:

- Activate a Deplete Ability ⚙ on that card, or an Activated Ability ⚙ for another card
- Reallocate Fleets and Troops to Uncontrolled World cards
- Generate Allocation points ⚙ for Unit card allocations

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 its Firing Arcs +1 split into two 4 ATT value attacks against 2 Fighters - not two ATT 6 attacks)
- Multipliers are added together (ex. x2 Allocation points ⚙ and x3 Allocation points ⚙ equals x5 Allocation points ⚙)
- Divisions are multiplied together (ex. Two x1/2 ATT penalties on an ATT 8 would make it ATT 2 or $1/2 \times 1/2 = 1/4 \times ATT 8 = ATT 2$)
- All fractions are always rounded down. Any value can be rounded down to zero, except DEF, which can't be lower than 1.
- Any Unit with ATT 0 can't attack during Exchanges.






Present Cards

- Units (Fleets, Orbitals, Installations, or Troops) or Reaction cards that 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 any World card are instead reallocated to the Owner's Discard Pile
- Unit cards aren't also Present at copies of Disputed World cards; they must be reallocated there, as normal
- There are no Unit counter limits at a World card





Reaction Cards

- May be allocated anytime using **Resource counters** , unless otherwise listed on the card
- If played in response to another player's **Reaction card**, this card must be resolved first as listed on the card
- If canceled by another card, that card is discarded without paying its cost, and can't be allocated again at that moment
- Only one copy may be allocated at a time (ex. **2 Armor Piercing Barrages** can't be allocated on the same **Unit card** during an **Exchange**)
- Can be allocated on other player's cards with their permission, but you still pay the cost and Control the card (ex. You could allocate **Emergency Picket Fleet** on another player's **World card** being attacked, but you would choose its targets, etc).
- A card with **X cost** is **1 cost** if affected by another card

Throne World Cards

- DEF **x2** listed value and **+1 Conquest counters**  to Conquer
- Can't be **Disputed**, and other copies can't be allocated
- Worth full listed value in **Resource counters**  for Conquering, and worth **2 Asset Deck** draws for Conquering
- Player loses **Regent** title if Conquered during that player's **Regent Phase**
- Worth **2 Resource counter**  generation during **Resupply Phase**, but only for Owning player
- **Throne World token** is not lost when a **Throne World** card is Conquered
- **Throne World tokens** can't be reallocated by any player, including the Owner

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 doesn't list the context, it is referring to itself (ex. "Eliminate for **Piercing +1**" would eliminate the card itself for **Piercing +1**).
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), but only that player can deplete their own card.
5. If a card doesn't list a time frame (**Turn**, **Phase**, **Exchange**, or **Step**), then it is an **Instant ability**  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**. Conversely, 2 different cards granting **Atmospheric** would not).
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 activate text of another card, you couldn't also use the deplete requirement for text printed on it at the same time). **World cards** may deplete for an allocation or it's printed ability, but not both at the same time.
8. **Activated abilities**  used by depleting another card are in place of its **Instant ability** , unless a  symbol is listed on the card.
9. Only the Controller of a card may deplete or eliminate it for its card ability requirement, unless stated otherwise on the card.
10. Counters allocated with cards are affected the same as other counters with the same name (**Fighter counters**, **Infantry counters**, **Mission counters**, etc). Extra sub-types do not change this (ex. a **Fighter counter** card effect would work against a **Drone Fighter counter**).
11. Card abilities chosen during a **Conquest Action**, **Exchange**, or **Step** are announced first by the Attacker, then the Defending player.
12. All discarded or eliminated cards always go into the Owner's **Discard Pile** faceup. Anyone may look at these cards at anytime.
13. Players without any Controlled **World cards**, are not eliminated from the game. All Conquered **World cards** remain allocated until a player reaches Victory Conditions and wins the game. Players are encouraged to use **Besieged Empires** variant rules to allocate **2 World cards** (see page 12) in this eventuality.

Variant Rules

Basic Introduction Game

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

- Set aside the **Character Deck** and remove all **Reaction cards** from the **Asset Decks**
- There will be no **Regent** and the **Regent Phase** is skipped
- Set Victory Conditions to **15+ Victory points** 🏰 for shorter game playing or tutorial demos

Besieged Empires

From an easier version of the game, any or all of the following rules may be used:

- After each player's 1st Turn, if they control 0-1 **World cards** on their **Resupply Phase**, they may pay to draw and face up a card from the top of their **System Deck** by discarding cards from the top of their **Asset Deck** equal to the cost of the **World card** being faced up. If it matches an allocated **Throne World card**, discard and repeat the process.
- Your undepleted **Orbitals** and **Installations** may also React during other player's **Reallocation Phases** to defend your **World cards**
- All players skip their **1st two Military Phases**
- **World cards** require 2 **Conquest counters** ⚔️ to Conquer (3 ⚔️ for **Throne Worlds**)

Accelerated Experienced Game

For experienced players looking for a game to get bloodier, more quickly:

- Each player starts with 5 facedown **World cards** and 10 **Resource counters** 📦
- Each player buys 3 **World cards** and 1 **Character card** (up to 10 cost total)
- Player's don't skip their **1st Military Phase**

2 Player Extended Game

For a longer game with 2 players to prevent quick runaway potential:

- +1 **Conquest Counters** ⚔️ to Conquer all **World cards** (+2 ⚔️ for **Throne Worlds**)
- There will be no **Regent** and the **Regent Phase** is skipped
- Set Victory Conditions to **25+ Victory points** 🏰



2 Player Conquest Action Duels

To play a short battle-centric dueling game:

- Each player will create a hand with any 10 **Fleet**, **Orbitals**, **Installations**, or **Troops cards** and any 5 **Tactics cards**
- A single **System Deck** of 10 random **World cards** will be 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 the **System Deck** to defend.
- The **Defender** chooses 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 + 4 = 24 points to build your invasion)
- Players then complete a standard **Conquest Action**. The 2 points of **Tactics cards** may be played during the **Conquest Action**
- Afterwards, repeat with **Attacker** and **Defender** switching places drawing the next **World card**, and reuse their starting pool of cards
- After all **World cards** are drawn and fought over, the player with the most **Victory points** 🏰 of **Conquered World cards** wins

5 - 6 Player Game

Victory Conditions are 15+ **Victory points** 🏰 since **Disputed World cards** (worth no **Victory points** 🏰) will be more common. Players will start with 8 **Asset Deck cards** for more bidding leverage during **Regent** determination (hand-size is still 6 afterwards).

Constructed Decks

You can build your own decks from any of the **Starter Decks** as follows:

- Standard deck counts: **Asset Deck** is 50 cards, **System Deck** is 10 cards, and **Character Deck** is 10 cards
- Any cards can be mixed together, but no more than 2 copies of a specific card can be in each deck. Multiple copies of **World cards** or **Character cards** can be a dangerous strategy, as you can't put out a 2nd copy for one you already control.

Terms Glossary

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

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

Assault – Troops which can target Installations, Troops, or World cards during the 1st Exchange (and then be targeted by any Unit).

Atmospheric – Fleets which have ATT x2 against Installations or Troops (not World cards).

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

Attacker – The player initiating a Conquest Action at an Uncontrolled World card during their Turn.

Cancel – Prevents another card ability from occurring, or eliminates an already allocated card. Card costs are not paid.

Capacity – The limit of Unit cards at a World card, each player may have allocated or reallocated there (doesn't include Unit counters).

Conquered – Uncontrolled World cards that all Installation and Troop cards are eliminated, required number of Conquest counter  were applied to it, and the Conquering player has a least one Present Fleet or Troop card end of the Conquest Action.

Controlled – Allocated faceup cards in your play area, including Conquered World cards (Owned or not).

Counter – Doesn't include cards. Cards allocated on other cards, may not be played on counters. Counters are eliminated with their card end of a Conquest Action, or instantly outside of one. Control over a card includes it's counters. (ex. Fighter counters on a Carrier card).

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, to reallocate to Uncontrolled World cards, or activate card text ability.

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 standard Conquest Action.

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


Fleets – Sub-types include Starships, Carriers, Capitals, and Fighters. Sub-types include Fleet cards or Fleet counters. May be allocated only at Controlled World cards. May be reallocated to Controlled or Uncontrolled World cards.

Disputed – Two or more copies of the same allocated Character card or World card (not including Throne World cards).

Hardened – The Unit requires +X Damage counters  to be eliminated during Step 3 of Exchanges.



Installation – Sub-types include Emplacements and Strongholds. May only be allocated or reallocated at Controlled World cards.

Intercept – Can attack Units with Support when Defending, or Attacking Troops not using Assault in the 1st Exchange.

Liberated – World cards which Control reverts to the Owner when no Conquering Fleets or Troops are present during the Owning player's Victory Phase. The Owner or Liberating player gains no Resource counters  or Asset Deck card draws for it's Liberation.

Orbitals – Sub-types include Stations and Satellites. May only be allocated or reallocated at Controlled World cards.

Owned – Cards in your deck at the beginning of play. Ownership can't be changed (only Control can change during game play).

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

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

React - Undepleted Fleets and Troops that reallocate in Part C of the Reallocation Phase, in response to reallocations in preceding Part B. Depleted Fleets and Troops may also reallocate between World cards in the same System, or to Disputed World cards.

Reactive – Unit may React if depleted or undepleted (doesn't deplete).

Regent – Designated head of the Imperium Senate until the new Emperor/Empress is determined. Only player who has a Regent Phase.

Reallocated – Allocated cards on the table being moved from one World card to another, or between play areas and/or decks. Counters of any kind must reallocate with it's allocated card, when it reallocates.

Reinforced – Troops or Installations with DEF x2 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 already applying Conquest counters  to 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 React Fleet and Troop cards (undepleted or depleted) at no cost in the same System during any Reallocation Phase. All Systems in the Starter Decks are Core systems (Rim systems will be introduced in future expansions).

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

Support – Fleet cards that can't be targeted during your Turn when Attacking, unless the other Unit has Intercept, or it targets first.

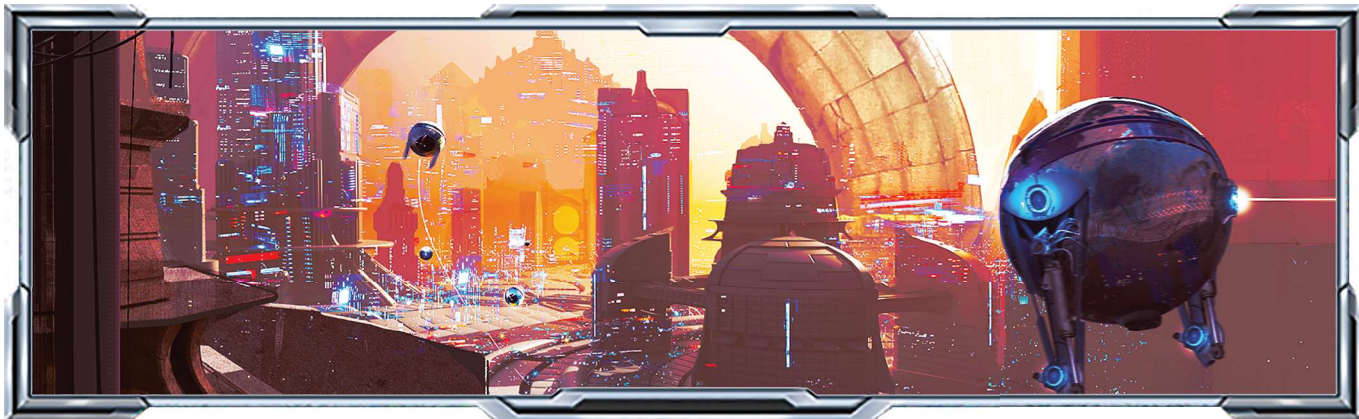
Surprise Strike – In place of targeting during the 1st Exchange, the Unit targets before Step 1, applies Damage counters , and immediately eliminates any affected Units. If both sides have Surprise Strike, they are simultaneous with the Attacker announcing first. Targeting made during Surprise Strike is only added to other Surprise Strikes, and not attacks during the Exchange.

Throne World – World card designated during set-up with Throne World token. DEF x2 when being targeted, +1 Conquest counters  to Conquer, and can't be Disputed.

Troops – Includes sub-types of Infantry, Vehicles, Mechs, and Hovers. Sub-types include Troop cards or Troop counters. May be allocated only at Controlled World cards. May be reallocated to Controlled or Uncontrolled World cards.

Uncontrolled – Allocated faceup cards in another player's areas, including your Owned World cards Conquered by another player.

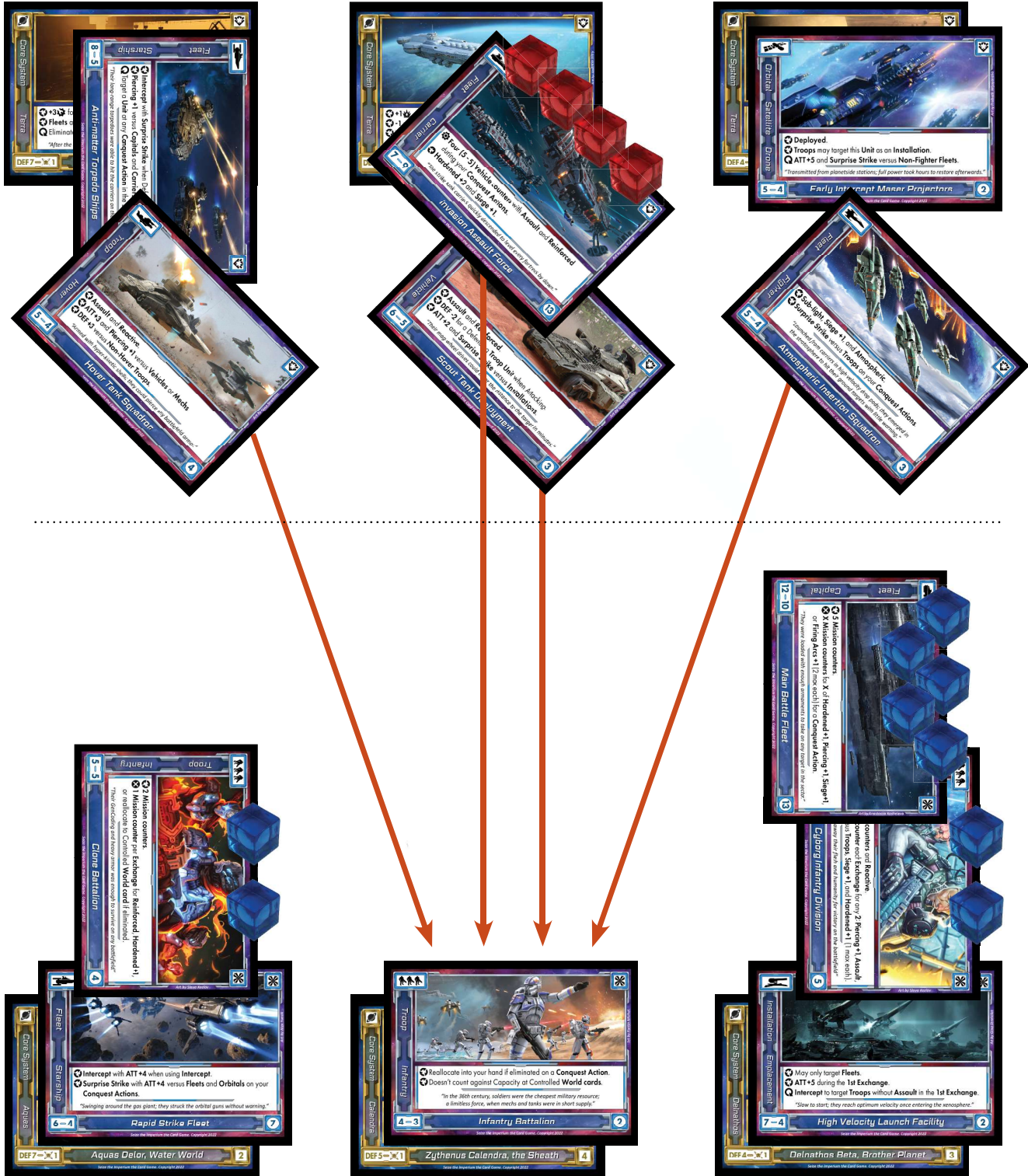
Units – Types include Fleets, Orbitals, Installations, and Troops; whether cards or counters.



Reallocation Phase Example

In Part B of the Reallocation Phase, the Attacker has launched an all-out attack from their 3 World cards to Conquer the Throne World of Zythenus Calendra. They are reallocating Hover Tank Squadron, Invasion Assault Force, Scout Tank Deployment, and Atmospheric Insertion Squadron; as all undepleted and can reallocate to Uncontrolled World cards. This will deplete each Unit.

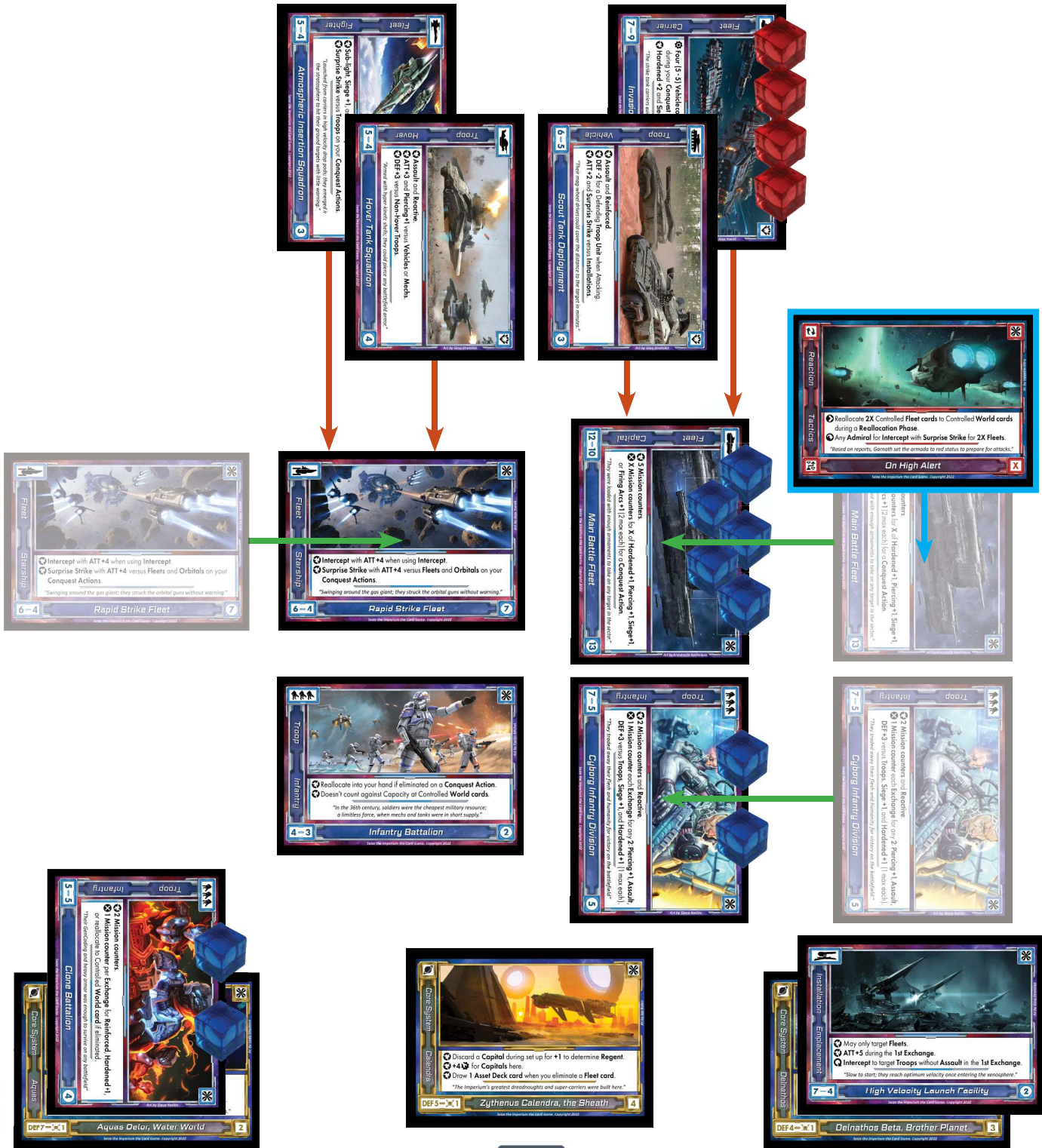
The Anti-matter Torpedo Ships were depleted, and can't reallocate. If they were undepleted, they still couldn't have reallocated, because Zythenus Calendra is Capacity 4, and the 5th Unit card would exceed that. The Early Intercept Maser Projectors are undepleted, but Orbitals (like Installations) can't reallocate to Uncontrolled World cards.



Now in Part C of the Reallocation Phase, the Defending player gets to React.

At Delnathos Beta, the High Velocity Launch Facility would be great to defend Zythenus, but Installations (like Orbitals) can't React. The Cyborg Infantry Division is depleted, but has Reactive and can reallocate to Zythenus. The Main Battle Fleet is also depleted, and normally not able to React; but the Defending player allocates On High Alert, allowing a Fleet to reallocate to the Throne World card, and probably turn the tide.

At Aquas Delor, the Rapid Strike Fleet is undepleted; so it may React and reallocate to Zythenus Calendra. The Clone Battalion can't React since they were already depleted, and are not in the same System as Zythenus Calendra. Likewise, they would change the Defending Unit count to 5, which exceeds it's Capacity.



Conquest Action Example

Setup: Attacker reallocates Rapid Strike Fleet, Heavy Cruiser Assault Force, Jump Battlesuit Company, and Augmented Super Soldiers to Conquer Earth Prime, a Throne World, so it has DEF 16 (DEF 8 x 2) and requires 3 Conquest counters (to Conquer). Defender has Drone Carrier Group, Heavy Robot Battalion, and Beam Weapon Batteries. Earth Prime gives ATT +2/DEF +2 to all Defending Units.



1st Exchange, Step 1: The Rapid Strike Fleet uses Surprise Strike to target the Drone Carrier Group (can't use it's Support) with ATT 10 (6 + 4) versus it's DEF 10 (8 + 2), which applies a Damage counter and eliminates the card immediately (it's Drone Fighter counters remain until end of the Conquest Action). The Heavy Cruiser Assault Force splits it's ATT 11 with Firing Arcs +1, applying ATT 6 and ATT 5 versus two of the Drone Fighter counters, DEF 5 (3 + 2); which eliminates them immediately from receiving a Damage counter. The Jump Battlesuit Company has Assault, so it can target in the 1st Exchange with ATT 8 (5 + 3) against the Beam Weapon Batteries with DEF 8 (6 + 2) applying a Damage counter. Augmented Super Soldiers choose ATT +3/DEF +3 versus Drones Troops to fight the Heavy Robot Battalion, but can't target in the 1st Exchange being a Troop, and not having Assault like Jump Battlesuit Company did.



1st Exchange, Step 2: The Defender had allocated AI Coordinated Offensive to give ATT +3 to their Drones for the Conquest Action. The Beam Weapon Batteries ATT 10 (6 + 2 + 2) depletes to use Firing Arcs +1 to split ATT 6 versus the Rapid Strike Fleet (DEF 4) to apply 1 Damage counter, and the remaining ATT 4 to the Heavy Cruiser Assault Force (DEF 9) which ability cuts it down to ATT 2. The Drone Fighter counters adds it's ATT 8 (3 + 2 + 3), so they have combined ATT 10 to add 1 Damage counter. The Heavy Robot Battalion eliminates a Mission counter to attack the Jump Battlesuit Company with ATT +3 and Piercing +1 (since it can't target the Augmented Super Soldiers who didn't target this Exchange) at ATT 10 (5 + 2 + 3) with for 2 Damage counters for overkill.



1st Exchange, Step 3: The Beam Weapon Batteries and the Jump Battlesuit Company are eliminated from their Damage counters. The Heavy Cruiser Assault Force survives because they have Hardened +1. The Attacker allocates Damage Control Drone Teams to remove the Damage counter from the Rapid Strike Fleet to prevent its elimination. The remaining Drone Fighter counter will survive the elimination of its card until end of the Conquest Action.

1st Exchange, Step 4: The Attacker decides to not withdraw, so the Conquest Action proceeds to the 2nd (and last) Exchange. The Defender has no surviving Fleet (cards) to reallocate away.



2nd Exchange, Step 1: The Attacker allocates Piercing Wedge Formation, Heavy Bombardment Ordnance, and depletes a Politician to give both Fleets ATT +3 and Siege +1. The Rapid Strike Fleet's ATT 9 (6 + 3) is added to the Heavy Cruiser Assault Force's ATT 14 (11 + 3) for a total of ATT 23 versus the DEF 16 (8 x 2 for Throne World) of Earth Prime to apply 3 Conquest counters (2 additional for Siege +1). The Heavy Cruiser Assault Force can't use Firing Arcs +1 with a World card. The Heavy Robot Battalion spends its last Mission counter for ATT +3 and Hardened +1. The Augmented Super Soldiers now target with their ATT +3 versus Drone Troops for ATT 8 (5 + 3) versus their DEF 7 (5 + 2) to apply a Damage counter. The Drone Fighter counter is ignored, since Fleets aren't required to be eliminated to win the Conquest Action, and it won't survive the end of the Conquest Action without its associated card.



2nd Exchange, Step 2: The Drone Fighter counter with ATT 8 (3 + 2 + 3) targets the Rapid Strike Force with DEF 4 to apply a Damage counter . The Heavy Robot Battalion attacks with ATT 13 (5 + 2 + 3 + 3) against the Augmented Super Soldiers with DEF 8 (5 + 3) to apply a Damage counter . At this time, a third player offers to allocate Population Mobilization, and Defender depletes his Politician for the Activated ability of the Tactics card to eliminate one of the Conquest counters to foil the Conquest Action.










2nd Exchange, Step 3: The Augmented Super Soldiers are eliminated by their Damage counter . The Heavy Cruiser Assault Force and Heavy Robot Infantry have Hardened +1, so are not eliminated by their Damage counters .

2nd Exchange, Step 4: Drone Fighter counter survived the fight, but is now eliminated with it's card gone. Earth Prime is Unconquered as a Defending Troop remains, and it requires 3 Conquest counters for this Throne World, so the 2 Conquest counters are eliminated. The Attacker must reallocate the Heavy Cruiser Assault Force to a Controlled World card. The Conquest Action is unsuccessful, the Attacker losing 3 Units and using 3 Tactics cards, and the Defender losing 2 Units and 2 Tactics cards being used; a costly battle indeed! If the Defender had access to a General, it could have upgraded either Tactics card to make the battle a complete Attacker loss or total shut down, and maybe even take out the Heavy Cruiser Assault Force.

Card Icons



Ability Icons

-  **Activated** – trigger ability by listed card depleting
-  **Allocate** – put card or counter on the table
-  **Cancel** – eliminate card or prevent it's ability
-  **Deplete** – turn 90° clockwise to activate ability
-  **Eliminate** – discard from table to activate ability
-  **Instant Effect** – activate ability when allocated
-  **Passive Effect** – 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**







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**

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Seize the Imperium the Card Game

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

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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 (leave facedown)
- Players take turns, bidding 0 - 6 Asset Deck cards to discard
- Simultaneous reveal Throne Worlds (redraw for matches)
- Simultaneous reveal of Lead Character (pay  for both cards)
- Add total of Throne World, Lead Character, 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 (2 if Regent)
- Draw 1 Character Deck card facedown 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 face 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 (depletes Unit) to Adjacent Uncontrolled World cards
- Other players React to reallocate undepleted Fleets and Troops to World cards you reallocated to in Part B (does not deplete)


Military Phase (skip your 1st Turn)

- Choose which Conquest Actions to resolve with 2 Exchanges:
Step 1: Your Units* target Defending Units or Worlds cards
*Troops can't target (or be targeted in the 1st Exchange)
Step 2: Defending Units target your Units
Step 3: Eliminate cards with a  (Unit counters removed instantly)
Step 4: End if not 1st Exchange, and withdrawals 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 have 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 that can target (or 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 Attacking Fleets with Support, or non-targeting 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