

SEIZE THE IMPERIUM

Game Concept

Seize the Imperium the Card Game is a 2-4 player game which uses a core set of cards (including Worlds, Fleets, Orbitals, Installations, Troops, Artifacts, Characters and Reactions). Players will use 3 decks of cards to play a turn-based game. The objective is to gain 20 Victory points of World cards first to be named the new Emperor or Empress of the galaxy and the winner of the game.

Background

The year is 3547 and the Old Imperium has come to an end. After a reign of over 500 years the Imperium Senate began to lose control. The Emperor whose power emanated from the Throne World of Nexus Prime, started to lose his grasp on the systems of the galaxy. Built upon the home world of the Ancients, its artifacts provided the backbone of their might, allowing them to dominate the whole galaxy at one point. The Ancients left behind amazing wonders like single-point gates or artificially constructed worlds; but also, technological nightmares and doomsday weapons like nanite dis-assemblers, sentient planet killers and ultimately the black hole device that lead to its' downfall.



The bulk of the massive Imperium fleet had pulled back to their home system, Nexus Prime, encircling the Imperium Throne World. After losing many battles and hit-and-run raids, the Emperor consolidated the Imperium fleet; impenetrable, uncontestable, and without match. They would rebuild and expand their reach out again to the upstart worlds breaking away from the Senate; starting their own new coalitions and empires.

Their adversaries left known Imperium space and scoured the Milky Way for other weapons of the Ancients. In a dark corner of the galaxy they discovered the black hole device, and after bringing their combined forces together to concentrate the Imperium fleet in one place; they detonated the device. The Imperium Throne World, the entire Imperium fleet, and thousands of the encircling siege ships all vanished in an instance.

The Imperium would never be the same. Without the Emperor, the Imperium Senate lost control of the galaxy. Old vendettas, rivalries, contested systems and genocidal wars began to spring up without the threat of the Imperium fleet to maintain control. A race was on, to find the few remaining relics of the Ancients that did not vanish with the death of Nexus Prime. Small remnants of the Imperium fleet that escaped the destruction wander the galaxy, either plotting new control of the Imperium or becoming mercenaries for hire.



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, subtle political manipulations, stealthy espionage and perhaps undiscovered tech of the Ancients to gain domination of the various systems and bring unity to the chaos of the galaxy.

Set-up to Play

Each player starts with an Asset Card Deck of 48 cards (comprised Fleets, Orbitals, Troops, Installations, Reactions and/or Artifacts), a Character Deck of 12 Character cards and a System Deck of 12 World cards.

After shuffling each deck, the players draw 6 Asset Deck cards, 3 System Deck cards and 3 Character Deck cards and take 5 Resource counters from a pool of Resource counters to accumulate during the game (at least 30 counters or tokens of any kind), plus one different token or counter to represent their Throne World. Players may discard their Asset Deck draw, reshuffle and redraw cards again with 1 less card each time. This is recommended if your hand is not at least 50% Fleets, Orbitals, Troops and/or Installations.

Each player secretly looks at the 3 drawn System cards, places them face down and then designates one World card as the Throne World using a "Throne World" token on that card. All players face up the designated Throne World card at the same time. If two are more copies of the same World card are designated as Throne Worlds; all copies are eliminated (discarded), and each player draws another System Deck card and places it facedown. Those players again designate a Throne World and reveal their choices at the same time. Repeat the same process until all players have different designated Throne Worlds. When re-choosing a Throne World, you can't choose one that is already in play. Once everyone has a Throne World, they are placed in the Face Up System Area at the front of your play area. The 2 remaining World cards stay in your Face Down System Area.

Each player chooses 1 Character card to start face up and everyone reveals at the same time. Multiple players may have the same copy of Character cards facing up. These Characters are "Disputed", can't "Deplete" and are vulnerable to elimination during the Regent's Phase. Character cards (face up or down) go in the Character Pool Area.

Face Up System Area



Face Down System Area



Character Pool Area



System Deck



Asset Deck



Character Deck



Discard Pile



Each player adds up the cost of his face up World and Character cards, and the one with the highest total goes first and is named Regent (or Regis). If tied, no player is Regent, and those players flip a coin or roll a die to determine who goes first. Play proceeds clockwise from that player or the Regent.

Holding the Regent (Regis) title has following effects:

- Goes First
- Draws one extra Asset Card during their Resupply Phase
- Determines if anyone eliminates their copy of "Disputed" Character cards during the Regent's Phase
- Determines who pays 1 Resource counter between "Disputed" World cards during the Regent's Phase

Set-up to Play

Each player's Turn is comprised of the following Phases with all Parts completed in order listed:

1. Resupply Phase
2. Allocation Phase
3. Reallocation Phase
4. Conquest Phase
5. Victory Phase
6. Regent's Phase (only if Regent or Regis)



Resupply Phase:

Part A: Un-deplete all controlled cards (turn 90 degrees counter-clockwise back to upright position).

Part B: Draw 1 card from the top of your Asset Deck (2 if Regent).

Part C: Draw 1 card from your Character Deck, and place in your Character Pool Area face down. Discard any face up or face down Character(s) of your choice if over your Character Area Pool-size (3).

Part D: Gain 1 Resource counter for each face up World card you control (Owned or Conquered), including 1 additional Resource counter for your Throne World. Disputed World cards do not generate Resource counters.

Part E: Face up World cards (un-depleted) by spending Resource counters equal to the cost of the card and place in your Face Up System Area. You may not face up World cards that another player has designated as a Throne World, or if you already have a face up copy. If another player already has a copy of that World card (non-Throne World) face up, both copies are now "Disputed".

Allocation Phase:

Part A: Face up (un-depleted) any Character cards in your Character Area by paying its card cost in Resource counters. You may not face up a Character card you already have faced up and in play. You may if it is controlled by another player and both copies are now "Disputed".

Part B: Allocate any Artifact cards (un-depleted) from your hand by paying its cost in Resource counters. You may not allocate a specific Artifact card that has already been allocated during the game (even if cancelled or eliminated).

Part C: Allocate any Fleet, Orbital, Installation or Troop cards by paying their cost through depleting (turning 90 degrees clockwise) World cards equal to or greater than the cost of the card. Each World card may only apply its value against 1 card allocation with excesses being lost.

(ex. Player depletes two 4-cost World cards to allocate one 6-cost Fleet card with the 2 left-over being lost). These allocated cards come into play depleted (turned 90 degrees clockwise). The allocated card must be placed on one of the World cards that depleted for its allocation.

Reallocation Phase:

Part A: Reallocate un-depleted Fleet, Orbital, Installation and Troop cards between your World cards (does not deplete). "Fleet and Troop counters" may not reallocate by themselves. They can only (and must) reallocate with their card.

Part B: Un-depleted Fleet and Troops cards may be depleted and reallocated to uncontrolled World cards of other players in a different System to the left or right of that player ("Adjacency" rule) at no cost. They can reallocate (depleted or undepleted) within the same System World cards at no cost or depleting. World cards in the same System are also Adjacent, even if the players aren't.

"Fighter" cards may only be reallocated to uncontrolled World cards in the same System at zero cost. They may be reallocated to uncontrolled World cards in a different System by paying 1 Resource counter per card.

Part C: Players that you reallocated Fleet or Troops to their World cards, may reallocate any Fleet or Troop cards in the same System at no cost. They may reallocate any un-depleted Fleet cards (not Troops) to a different controlled World card in a different System by depleting.

Fighter cards must also spend 1 Resource counter to reallocate to a World card in a different System for this reaction.

Conquest Phase:

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

You may resolve a Conquest Action at each uncontrolled World card you reallocated Fleet or Troops to, in order of your choosing. You may choose to not resolve any Conquest Action at any World card and reallocate those Fleet and Troop cards back to any of your controlled World cards (you are committed once the Conquest Action starts).

Part A: Attacking player resolves each declared Conquest Action if they have at least one Fleet or Troop card present on the opposing player's World card. Each Conquest Action has 2 Exchanges, each with 4 Steps:

1. The attacker's Fleets attack the defending Fleets, Orbitals, Installations, Troops or World card in any combinations. The attacker's Troops attack Installations, Troops or the World card if after the 1st Exchange. If the combined attacker's ATT value meets or exceeds the defender's DEF value of a Fleet, Orbital, Installation or Troop, it receives a Damage counter. Defending Fleet or Troop counters are eliminated immediately if they receive a Damage counter. If they exceed the DEF value of the World card (x2 DEF for Throne Worlds), they apply a Conquest counter.

2. The defender's Fleets and Orbitals attack in any combinations against Fleets or Troops (if they attacked). The defender's Installations and Troops attack in any combination against any attacker's Troops if after the 1st Exchange. If the combined defender's ATT value meets or exceeds the attacker's DEF value, it receives a Damage counter. Attacking Fleet or Troop counters are eliminated immediately if they receive a Damage counter.



3. All cards with Damage counters are eliminated.

4. The attacking player may withdraw all remaining Fleets and/or Troops and cancel this attack. If he does not, the defending player may reallocate any or all Fleet cards to any other controlled World card that is not being attacked this Phase. If the 2nd Exchange, go to Part B.



After the Conquest Action is completed, remove all Damage counters from all cards. Remaining Fleet or Troop counters are eliminated if their associated card was eliminated.

Any remaining attacking Fleets or Troops at unsuccessful Conquest Actions must be reallocated back to any controlled World cards of the attacker, regardless of what World card they came from originally.

Any remaining attacking Fleets or Troops at a Conquered World card may be left there or moved back to their controlled World cards in any combinations, regardless of what World card they came from originally.

Any remaining defending Fleets at a Conquered World card must be reallocated to another controlled World card of that player (that was not also being attacked) or be eliminated. Any remaining defending Orbital cards are eliminated.

Example of a Conquest Action

1st Exchange – Step 1

The Heavy Cruiser Assault Force attacks the Light Cruiser Task Force with 11 ATT, exceeding its 7 DEF to apply 1 Damage Counter. Infantry Suppression Hover Squadron can attack (has Assault) against the Heavy Robot Battalion applying 1 Damage counter (6+2=8 ATT versus 6 DEF) The Infantry Battalion can't attack (or be attacked) because it doesn't have Assault.



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.

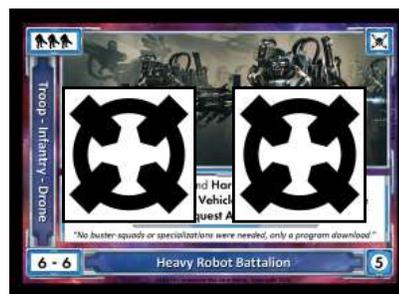
2nd Exchange – Step 1

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.

Part B:

If the World card received a Conquest counter AND all defending Troops and Installations were eliminated, the World card is Conquered by the attacking player, if they have a least one remaining Fleet or Troop card (not counters). Move the Conquered World to your Face Up System Area with a counter from the owner to designate their ownership.

If you Conquer a World card that was already Conquered and Owned by a third player, you now have Conquered it.

If it was a Conquered World card that you Owned, you Liberate it, instead of Conquering it.

If you Conquered a Throne World, that player has no Throne World until they choose a new one during their next Turn.

If it was a World card that you are Disputing, that copy is eliminated. If it is a Disputed World card that you did not own, you are now Disputing it with that player.

Victory Phase:

Part A: Player receives Resource counters for each World card they Conquered this Turn equal to $x1/2$ the World card's cost (min 1) plus 1 draw from their Asset Deck; or equal to full value and 2 draws from Asset Deck if a Throne World. You gain no Resource counters or Asset Deck Draws for World cards you Liberate.

Part B: Optionally choose a new Throne World if yours was Conquered from your controlled (un-Disputed) World cards.
Part C: Conquered World cards that you own with no Fleet or Troop cards of the Conquering player are "Liberated" and revert to your control and move back to your Face Up System Area. Also remove any Conquest counters.

Part D: Player may spend Resource counters equal to their controlled (including Conquered, but not Disputed) World card count to draw from the top of their System Deck, look at it, and place it in their Face Down System Area. You may do this multiple times.

Part E: If the player has 25+ Victory points of controlled (owned or conquered) World cards (cost of the card also equals Victory points) they are considered the new Emperor or Empress of the Imperium and they win the game immediately. Remember Disputed World cards are not controlled by either player, and may not be counted for this calculation.

Part F: If the player has zero controlled World cards they are eliminated from the game and all their owned cards are immediately removed from the table.

Part G: Draw from your Asset Deck back up to your hand-size (6), or discard cards to get down to your hand-size (6).



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

Part A: Regent optionally chooses which player(s) eliminates their copy of a Character card with multiple copies allocated. One copy must remain.

Part B: Regent must choose which player(s) Disputing World cards pays a 1 Resource counter penalty. One player must not pay the penalty.

Miscellaneous Rules

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. The rule does not apply in games where there are only 2 or 3 players, as all players are Adjacent. In addition, no card effect can make them non-adjacent. 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

You may not deplete the card for printed text abilities or to trigger an upgrade for another card. Constant Effects on the card are still in effect. Card effects on one copy do not affect other copies.

Disputed World Cards

- Can't generate any Resource counters (including modifiers)
- Can't be used for victory calculations
- Provides x1/2 Allocation value when depleting
- May not be depleted to use card text
- Card effects on a copy of the Disputed World card do not affect any other copies
- Not "controlled" by either player, but still "owned" by each player
- You must eliminate your copy and all your present cards, if it is faced down for any reason

Depleted

Fleet, Orbital, Installation and Troop cards can be turned 90 degrees clockwise to reallocate to another player's World card or activate card text. Depleted Fleet and Troop cards can't reallocate or use card text that requires depletion, but it does not affect their combat ability during the Conquest Action. World cards deplete to pay for allocation costs or to activate card text. Any player may deplete a controlled Character card to trigger required text on another card if not specified for the controller of that card.



Eliminated World Cards

When eliminated, the controller immediately reallocates any present Fleet cards to any other controlled World cards. All other present cards are eliminated.

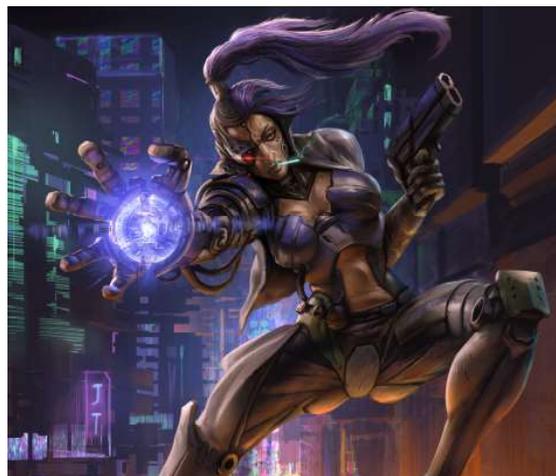
Firing Arcs +X

Cards with Firing Arcs may split their ATT value into any whole amounts between the 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).

Multipliers

When applying more than 1 modifier to ATT and DEF values and card costs, apply modifiers from cards already in play first. In all other cases, apply additions and subtractions before applying multiplications or divisions (ex. the Interceptor Squadron card gets +4 ATT against Fighters to its 4 ATT value giving it 8 ATT, which it could split into two 4 ATT value attacks against 2 Fighter cards or counters).

Multiplier bonuses are added together (ex. x2 Fleet Allocation points and x2 Fleet Allocation points equals x4 Fleet Allocation points). Division penalties are applied sequentially (ex. Two x1/2 ATT penalties on an 8 ATT Fleet would make it 2 ATT).



Preemptive Strike

Cards and counters with Preemptive Strike may attack, apply Damage counters and remove affected cards and counters before Step 1 of the 1st Exchange. If both sides have Preemptive Strike, the attacking player resolves his attacks first, then the defending player. Any attacks made during Preemptive Strike, are in place of their normal attacks during Steps 1 and 2, and not added to any other attacks that Exchange.

Present Cards

Present cards (including Fleets, Orbitals, Installations, Troops, (select) Reaction or Artifact cards) are allocated or reallocated to a World card. If present at an eliminated World card; all non-Fleet cards are also eliminated. Cards that are not eliminated are reallocated by the controlling player at that time.

Reaction Cards

These cards may be played at any time using Resource counters, unless otherwise listed on the card text. 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 of a specific Reaction card may be played at one time (ex. Armor Piercing Barrages could not be played on the same Fleets).

If another player plays a Reaction card that cancels out the 1st Reaction card; that is resolved first, and the original action or card effect continues un-interrupted.

You can play Reaction cards 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. The 5 - 5 Starship would defend the World card, but you would choose its targets, and even play another Tactics card on it, or other defenders).

Rounding Down

Any dividing required always rounds down unless otherwise listed. The number is also rounded down to a minimum of zero unless otherwise listed. A zero ATT is not an attack. DEF scores are the exception and cannot be less than 1.

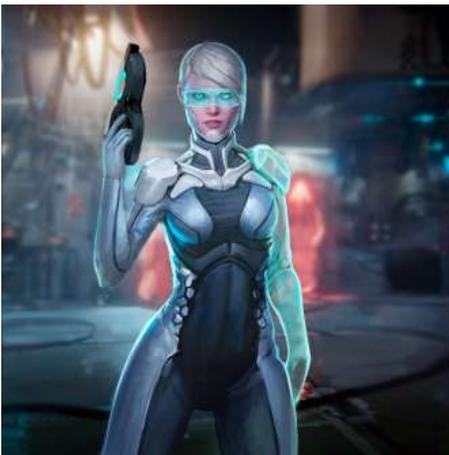
X Cost Cards

If this card is affected another card before it is played, its cost is considered 1. (ex. "Reveal the top card of your Asset Deck and discard if it costs 2 or less". An X cost card would be discarded if drawn).

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.

Variant Rules



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 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 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.

Glossary of Terms

- 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 Installations, Troops or World cards during the 1st Exchange (and can be attacked).
- ATT** – Attack value of Fleets, Orbitals, Installations or Troops. ATT value must meet or exceed the DEF value of the other Fleet, Orbital, Installation or Troop to apply a Damage counter. ATT may be adjusted to zero by other cards effects. ATT is also used to determine if a World card receives a Conquest counter by matching or exceeding its DEF value.
- Atmospheric** – Fleet cards which have x2 ATT bonus against Installations, Troops or World cards.
- Cancel** – Card effects which prevents another card text from occurring. Any cancelled card is discarded, and cost of the card is not paid.
- Card** – Does not include counters of the same type (i.e. Fighter cards are not affected as Fighter counters).
- Conquered** – World cards owned by another player that have all Installation and Troop cards eliminated and 1 Conquest counter was applied to the card, plus the attacker had a least one Fleet or Troop card present.
- Controlled** – Refers to face-up cards in play that you may deplete, reallocate or use its card text regardless of the owner of the card. These cards are normally in your play area.
- Counter** – Does not include cards. Cards allocated or played on other cards, may not be played on counters (i.e. Troop or Fighter counters) unless the card specifically states it. Counters are eliminated if their associated card is eliminated or faced down.
- DEF** – Defensive value of Fleets, Orbitals, Installations or Troops. ATT value must meet or exceed this to apply a Damage counter. DEF may never be adjusted to less than 1 by other cards. Also, the defensive value of World cards which must be met or exceeded by the combined ATT of the attackers Fleet and Troops to apply a Conquest counter.
- Depleted** – Cards turned 90 degrees clockwise to pay for allocations, re-allocate or use card text.
- Exchange** – One completion of all the Steps during a Conquest Action.
- Fighters** – Fighter counters are considered Fleets whether allocated with a Fleet, Orbital or Installation.
- 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.
- Installation cards** – may only be allocated or reallocated at your World cards including, Emplacements and Strongholds.
- Installations** – Includes Installation cards or Installation counters.
- Intercept** – Cards which may attack other cards or counters with Support when defending, or Troop cards 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.

Orbital cards – May only be allocated or reallocated at your World cards, including Stations and Satellites.

Orbitals – Includes Orbital cards or Orbital counters.

Owned – Cards in your decks at the beginning of play.

Preemptive Strike – This card applies its Damage counters and immediately eliminates the attacked card if it has enough Damage counters to eliminate it.

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

Rapid Deployment – Allocated Fleet, Orbital, Installation or Troop cards that come into play un-depleted.

Reactive – May be reallocated (even if depleted) at no cost to a World card you control after another player reallocates Fleet or Troop cards to that World card.

Regent (or Regis) – Designated head of the Imperium Senate until the new Emperor is determined.

Reallocated – Cards already on the table being moved from one World card or play area to another.

Replace (counter) – Add a listed counter(s) back to a card up to maximum starting value listed on that card.

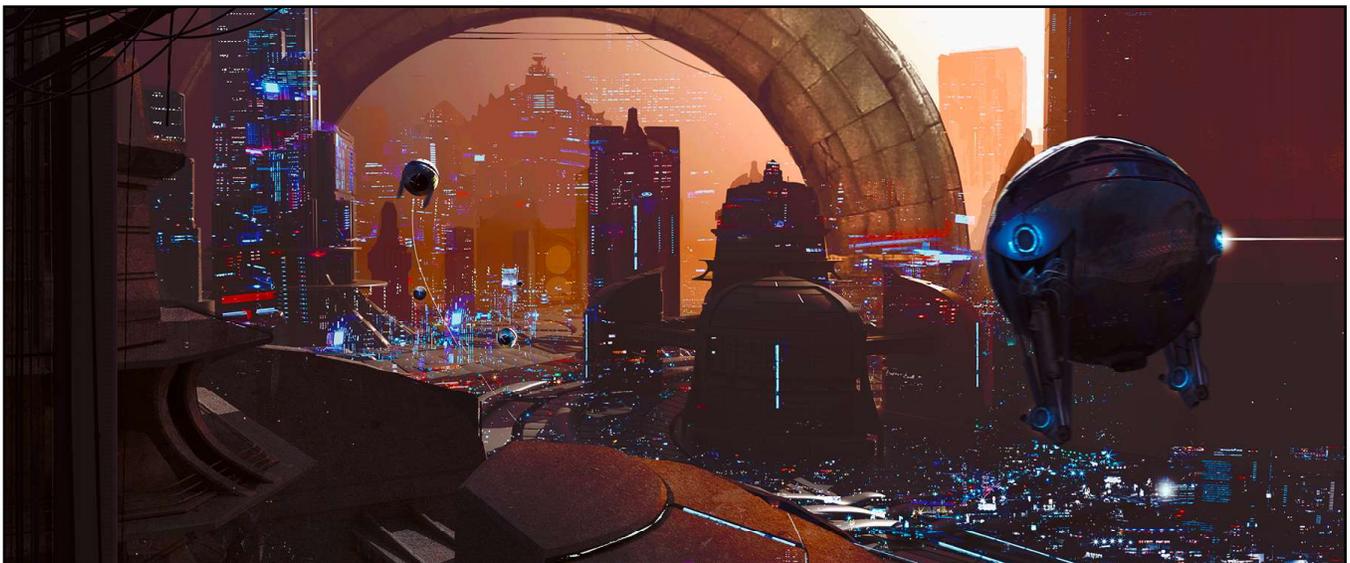
System – World cards that share the same System designation on the card. World cards in the same System are adjacent to each other even if the players are not. Players may reallocate Fleet and Troop cards (un-depleted or depleted) at no cost in the same System as a reaction to other player's reallocations.

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

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

Troops – Includes Troop cards or Troop counters.

Unit Cards – Includes Fleet, Orbital, Installation and Troop cards.



Card Icons

Action Icons - Refers to the card itself

-  Allocate – put in play
-  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
-  Reaction
-  Tactics
-  World

Character Card Icons

-  Admiral
-  AI
-  Android
-  Assassin
-  Hunter
-  Cyborg
-  Engineer
-  GenAug
-  General
-  Human
-  NanAug
-  Politician

Unit Card Icons

-  Capitals
-  Carriers
-  Emplacements
-  Fighters
-  Hovers
-  Infantry
-  Mechs
-  Satellites
-  Starships
-  Stations
-  Strongholds
-  Vehicles