



SEIZE THE IMPERIUM



Turn Sequence

1. Resupply Phase
2. Allocation Phase
3. Reallocation Phase
4. Conquest Phase
5. Victory Phase
6. Regent's Phase

Resupply Phase

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

Allocation Phase

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

Reallocation Phase

- A. Reallocate undepleted Unit cards between controlled World cards
- B. Reallocate undepleted Fleets and Troops to adjacent uncontrolled World cards (depletes)
- C. Other players may "React" to deplete and reallocate Fleets to their World cards that you reallocated Unit cards to in Part B of this Phase

Conquest Phase (skip on 1st Turn)

A. Resolve any **Conquest Actions**, each with 2 **Exchanges**:

Step 1: Your **Units** attack **Defending Units** or **World cards**

Step 2: **Defending Units** attack your **Units**

Step 3: Eliminate all **Units** with a 

Step 4: End if last **Exchange**, otherwise start next

Exchange, unless you withdraw all attacking **Units**

Note: **Troops** can't attack on the 1st **Exchange**.

Unit counters are eliminated when receiving a .

B. Reallocate **Fleets** and **Troops** as needed

C. Determine if the **World card** is **Conquered**

Victory Phase

A. Liberate your **World cards** with no conquering **Units**

B. Determine if you have enough  to win the game

C. For each **World card** **Conquered**, gain  equal to $\times 1/2$ the **World card's** cost (full if **Throne World**) and 1 **Asset Deck** draw (2 if **Throne World**)

D. Pay  for **System Deck** draws (equal to **World cards**)

E. Draw or discard **Asset cards** back to hand-size (6)

Regent's Phase (Regent's Turn only)

A. Decide if **Disputed Character cards** are eliminated

B. Decide if **Disputed World cards** controllers pay 1 

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Card Abilities

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

Atmospheric - ATT x2 versus Installations and Troops

Deployed - Allocates undepleted

Firing Arcs - May divide ATT between X+1 Units

Hardened - Requires +X  to eliminate

Intercept - May attack Fleets with Support or attacking Troops in the 1st Exchange

Piercing - Applies +X 

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

Reinforced - DEF x2 versus Fleets and Orbitals

Siege - Applies +X Conquest counters








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

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

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

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Action Icons

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

Counter Icons

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