

ARCS

CAMPAIGN RULEBOOK



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INTRODUCTION

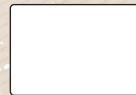
The galaxy is in crisis. The **Empire** is crumbling. The **Blight** is spreading through the Reach, destroying everything it touches. What is it? What does it want?

Some believe this is the end. Others, just the beginning. In this time of chaos, new movements bloom loud like desert flowers, promising safety, liberation, communion, or simply the honor of glorious death in the struggle. What will you promise? What is your **Fate**?

We strongly recommend you play at least one game of single-session Arcs before the campaign. All players should be comfy with the base game. Otherwise, expect a long, tedious first game.

WHAT'S IN THE BOX

CARDS



FATE (24)

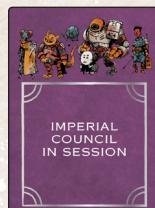
(8 each of A, B, and C)

These cards show which Fate you are currently playing. It can change during the campaign.



GUILD (10)

The campaign game uses a unique, smaller starting set of Guild cards for your starting Court deck.



IMPERIAL COUNCIL

This lets players trigger events and either become the First Regent or steal from them.

FATE SETS (24)

Each Fate has a matching set of many cards that you will use throughout play. Separate these as shown on the bottom of page 3!



VOX (5)

The campaign game uses a unique, smaller starting set of Vox cards for your starting Court deck.



REGENT/OUTLAW TITLE

Every player starts as a Regent, shown by this title. If you turn from Regent to Outlaw, flip this over.

EVENT (3)

Two or three of these are added to the action deck. Playing them causes an event at the end of the round.



EDICTS (4)

These are put in the rules booklet and are resolved during some events. More are added over time.



FLAGSHIP AID (4)

These aid cards give the rules for Flagship Upgrades.

PLAYER PIECES

Each player has the following pieces. The box contains pieces for 4 players.



OBJECTIVE MARKER

This shows how close you are to completing your Fate's objective.



FLAGSHIP PIECE

Some Fates turn you into a Flagship, adding this piece to the map.



FLAGSHIP BOARD

Some Fates turn you into a Flagship, giving you this board.

OTHER PIECES



BLIGHT TOKENS (24)

The Blight is a mysterious entity spreading through the Reach.



NUMBER & EVENT DICE

These are rolled in setup and during some events in play.



RULES BOOKLET

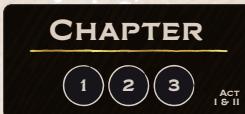
This booklet holds various cards that are added in play.



FREE CITIES & STARPORTS

(28 cities, 14 starports)

Players can act with Free buildings they control.



CHAPTER TRACK TILE

This double-sided tile covers the chapter track on the map.



RECORD SHEET PAD

These sheets record players' details between games.



IMPERIAL SHIPS (15)

These can be used by Regents and exert Imperial control over systems.



FIRST REGENT TILE

This shows which Regent is the First Regent and holds the Imperial Trust.



FATE SET PIECES

The 24 Fate Sets each has a divider, and most have various tokens.

STOP!

Split the **24 Fate Sets** by **Fate Number** and place them behind their **Divider**.

The **cards** in a Fate Set says "F" and the Fate Number in the bottom-left corner. For example, Fate Set 1 says **F1**.

The **pieces** in a Fate Set are marked on the punchboard sheet in the same way. Each shaded area is a single Fate Set.

Fate Set Divider





• STEP G NEEDS TO SHOW CHAPTER MARKER

ACT I SETUP

If you are starting a campaign, use this section. Otherwise, use **Act II & III Setup** (page 7).

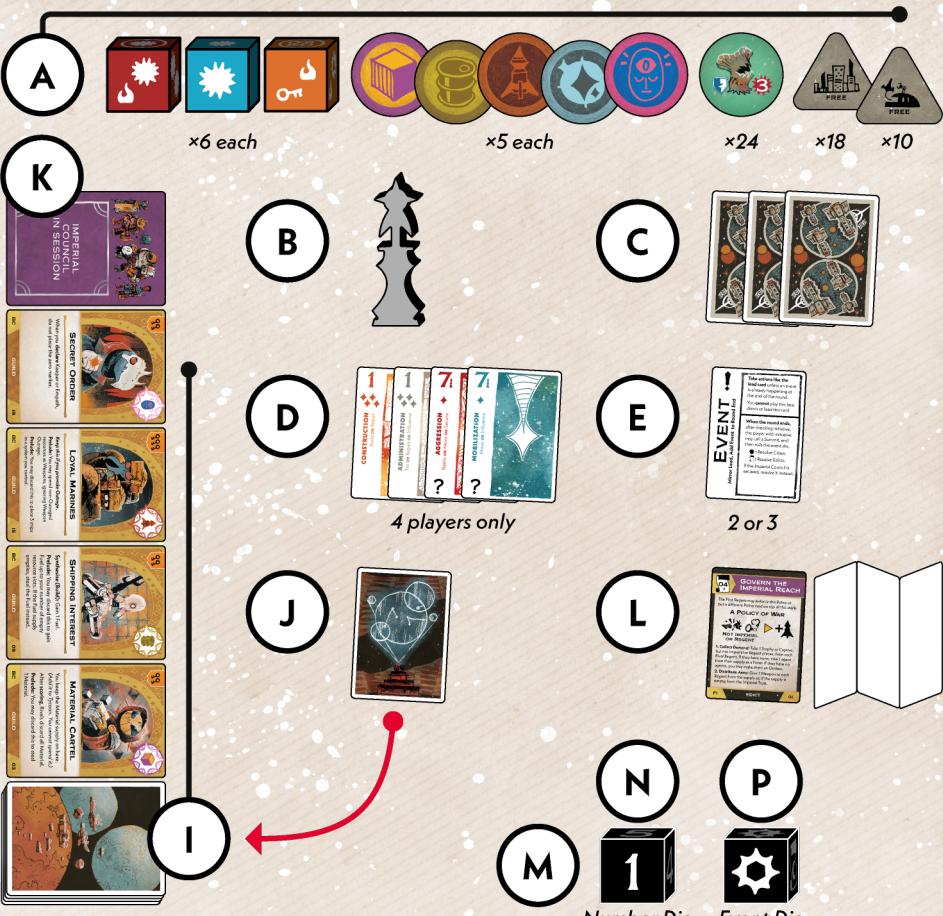
Campaign setup is very different from single-session setup. Here are the important changes:

- Do not use **setup cards**. No clusters will be out of play, and players place their starting pieces differently.
- Use the **Guild and Vox cards** that are specific to the campaign. Don't use the deck from the base game.
- Use the same deck of **lore cards** as the base game, but you will shuffle lore into the Court deck after dealing the Court.

1. SET UP TABLE

- Place the **map** on the table and collect the **18 battle dice**, **25 resource tokens**, **24 Blight tokens**, and **18 Free cities** and **10 Free starports**.

- Give the **initiative marker** to a random player.
- Shuffle the **20 action cards** marked "2" through "6" to start the **action deck**.
- 4 Players Only:** Shuffle the **8 action cards** marked "1" and "7" into the action deck.
- Shuffle **2 Event cards** (2–3 players) or **3 Event cards** (4 players) into the action deck.
- Place the **3 ambition markers** on their blue, lower-numbered sides in the Available Markers section of the map.
- Place the **Chapter track tile** to cover the Chapter track on the map, with its "Act I & II" side face up, and place the **Chapter marker** on its "1" space.
- Place the **zero marker** in the Ambition Declared slot on the map.



• STEPS M THROUGH Q ARE MODIFIED—GRAPHICS NEED ADJUSTMENT.

- I. Shuffle all **15 campaign Vox and Guild cards** to make the Court deck.
Deal **3 cards** (2 players) or **4 cards** (3–4 players) from it into the **Court row**.
- J. Shuffle **1 lore card per player** at random from the lore deck into the Court deck.
Use the same lore deck as you use in the base game. You can add any lore cards you want from expansion packs.
- K. Place the **Imperial Council card** on its **In Session** side as the leftmost Court card.
- L. **2 Players Only:** Slide the **Guild Envoys Depart edict card** (00) into the first slot of the rules booklet.
- M. Shuffle the **3 Govern the Imperial Reach edict cards** (04) face down, flip the top card face up, and slide them all into the first available slot of the rules booklet.
- N. Roll the **number die**, then set up the **2 Imperial clusters**—in the rolled cluster and the next clockwise cluster, place **1 Imperial ship** in each system. (8 total.)
- O. Roll the **event die**. Place **1 Free city** on each planet of the rolled planet ID symbol **outside the Imperial clusters**.
- P. Place **1 damaged Blight** (shaded side) in each system **outside the Imperial clusters**.
- Q. **2 Players Only:** Place the **6 resource tokens** matching the planets in Imperial clusters onto the ambition boxes:
 - Material and Fuel go on Tycoon.
 - Weapons go on Warlord.
 - Relics go on Keeper.
 - Psionics go on Empath.





A



D



E



G-H



I



• MISSING STEP K

• SHOW TITLE CARD

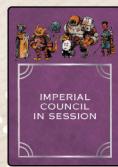
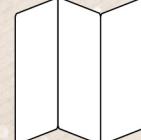
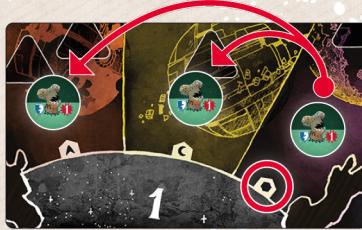
• NEW TILE NEEDED

2. SET UP PLAYERS

- Each player chooses a color, collects the **player board**, **15 ships**, **5 cities**, **5 starports**, and **10 agents** of that color, and places those cities in the 5 triangle slots along the top of their player board.
- Each player draws **2 "A"** Fate cards and chooses one secretly. When everyone has chosen one, reveal them and take the matching **fate set** (page 3).
- Each player sets up based on the Setup side of their **setup and objective card**—the first card in their fate set—then flips the card to its Objective side.
- Each player places their **objective marker** on the Power track space shown by the large clock on their objective card.
- Each player puts their **power marker** on the "0" Power track space on the map.
- Each player takes a **Regent/Outlaw title card** and tucks it with its Regent side up under their Fate card. If no one has

the **First Regent title** from their setup card, the player with initiative takes it.

- In turn order, each player places **3 ships** and **1 building** at a planet with an empty building slot **in a system with an Imperial ship** and gains **1 resource token** of that planet. (*The planet can have Rival pieces.*)
- Repeat the previous step but in **reverse** turn order—start with the last player in turn order and go counterclockwise.
- Place **Free cities** in all empty building slots in systems with Imperial ships. (*With 4 players, you might not place any.*)
- Each player draws **6 action cards** into their hand. **2 Players Only:** The player without initiative may discard all of the action cards in their hand and draw the same number of new cards from the action deck. (*Don't discard events.*)
- Discard all **action cards** not in players' hands into the action discard pile on the map.



ACT II & III SETUP

Set up Act II or III so it is identical to the end of the previous Act, including Power, with these changes:

- In Act II, flip the lowest-Power **ambition marker** to its higher-Power side. In Act III, flip the two lowest-Power ones to their higher-Power sides. The others start on their lower-Power sides.
- Shuffle the Court deck and deal **3 cards** (2 players) or **4 cards** (3–4 players) from it into the Court.
- Place **1 damaged Blight** on each gate that has no Blight and no ships.
- Roll the **event die**. In each cluster, place **1 damaged Blight** at the planet with the rolled ID symbol if it has no Blight. If it does have Blight, place 1 damaged Blight at **each planet** in that cluster with no Blight.
- Shuffle the **Govern the Imperial Reach edict cards** and place a random one face up. Tuck the other ones face up under it.

- Flip the **Imperial Council** card to **In Session**.
- Players set up using the Setup side of their **objective cards** and may place their **resource tokens** in any of their resource slots. (You can do this simultaneously or in turn order based on desires.)
- In Act II, each player places their **objective marker** on the Power track space shown by their objective card. In Act III, only players with a "C" Fate do this step.
- With 2 players, roll the **number die** twice and place the **6 resource tokens** of the planets in the rolled clusters on the matching ambition boxes on the map. (This is like step Q in Act I setup, but with rolled clusters. If a resource supply is empty, don't place that resource on the ambition box.)
- In Act II, place the **Chapter track tile** on its "Act I & II" side. In Act III, place it on its "Act III" side. Place the **chapter marker** on its "1" space.

THE CAMPAIGN

A campaign of Arcs lasts for three games, called **Acts**. Campaign Acts end differently from single-session games.

- **Don't end an Act after 5 Chapters.** Instead, Acts I and II end after **3 Chapters**, and Act III ends after **4 Chapters**.
- **Don't end an Act early if a player gains enough Power.** Ignore the thresholds on the Power track.

While setting up Act I, you choose an "**A**" **Fate**. You might play this Fate for all three Acts or switch to a new one.

- If you switch Fate after Act I, you'll choose a "**B**" **Fate**.
- If you switch Fate after Act II, you'll choose a "**C**" **Fate**.

At the end of Act III, the winner is the player with the most Power **accumulated over all three Acts**. Break a Power tie in favor of "A" Fates over "B" Fates, and "B" Fates over "C" Fates. Break a further tie in turn order.

You can also win by completing a final objective (page 11).

OBJECTIVE

In Acts I and II, your Fate gives you an **objective**. During setup, place your **objective marker** on the **starting space** on the Power track shown by your objective card.

Each time you fulfill an objective, move your objective marker down the number of spaces that the objective says. When it reaches 0 Power, you complete your objective!

Winning Ambitions: Some objectives want you to **win** or be **winning** an ambition—this means you're in first place and not tied. In this case, **every ambition** you win fulfills your objective, but multiple ambition markers on the same ambition box does not count!



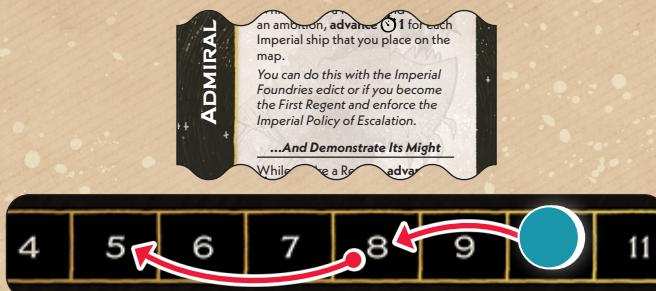
The **Chapter track tile** covers the track used in the single-session game. Use the front in Acts I and II, and use the back in Act III.



Starting Space



Objective



Lotus places 2 Imperial ships at the same time while winning an ambition. They move their objective marker down twice.

Later, they gain 3 Trophies in a battle with an Imperial ship, moving it down three more times.

The Intermission is described on page 24.

INTERMISSION

After Acts I and II, there is an **Intermission**. In it, you gain a bonus for completing your objective, you might choose a new Fate, and most damaged pieces are destroyed.

If you failed your objective, you lose Power equal to the space of your objective marker on the Power track.

GRAND AMBITIONS

In Act III, "A" or "B" Fates give two **grand ambitions**. These give you more ways to gain Power and do not use the objective marker.

At the end of a chapter, grand ambitions are scored at the same time as declared ambitions.

If you fulfilled one grand ambition, you gain the lower amount of Power shown by the current Chapter.

If you fulfilled both, gain the higher amount.

Your grand ambitions are always active—you do not need to declare them. Rivals cannot gain Power from them.

It is the end of Chapter 3. Dane fulfills one grand ambition, so he gains 4 Power from it.



There is no penalty for failing your final objective. It's just another way to win!

FINAL OBJECTIVE

In Act III, "C" Fates have a **final objective**. You can complete it exactly like a normal objective—get your objective marker to the "0" space.

At the end of a chapter, after scoring ambitions, **you win the game** if you completed your final objective **and you have at least 1 Power**!

- Winning by completing a final objective supersedes winning by having the most Power.
- If you have a final objective, you can still win by simply having the most Power.
- If multiple players would win the game by completing their final objective, the winner is the player among them with the most Power.



THE EMPIRE

Everyone starts as a **Regent** of a crumbling galactic **Empire**, shown by their Regent title card tucked into their Fate card.

At all times, one Regent is the **First Regent**, who governs the Empire (page 20) and holds the **Imperial Trust** (page 21), resources that will be sent as tribute to the far-off Emperor.

Regents can use the Empire's **Imperial ships**. However, Imperial Law (page 11) restricts their actions against Rival Regents, and they must pay into the Imperial Trust during the Edicts event (page 20).

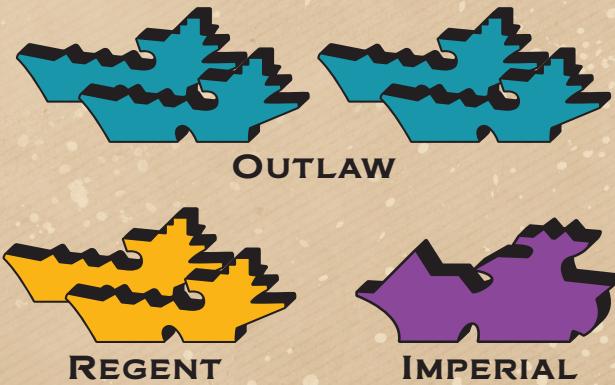
A Regent can become an **Outlaw** by calling a Summit (page 16). Outlaws can be attacked by the Empire, but they can battle Regents freely and don't pay into the Imperial Trust.

CONTROL

The Empire controls all systems that have any number of fresh Imperial ships, ignoring all players' Loyal ships.

During a Regent's turn, they control Empire-controlled systems **where they have any Loyal pieces**.

When scoring ambitions, advancing objectives, and resolving events (page 12), the First Regent controls all Empire-controlled systems.



CATAPULT MOVEMENT

The Empire's control stops the Catapult moves of Outlaw ships, but not Regent or Imperial ships.

Regent control stops the Catapult moves of Outlaw ships and Rival Regent ships alone. It does not stop Imperial ships or moving groups of both Imperial and Rival Regent ships.



Regent Title Card

Loyal means it has
your player color.

An Outlaw has 4 fresh Loyal ships in a system. A Regent has 2 fresh Loyal ships there.

Regardless of all these ships, 1 fresh Imperial ship is there, so the Empire controls it.

On the Regent's turn, they control the system. On the Outlaw's turn, the system is controlled by the Empire, so they build pieces damaged.

Most of the time, you take Catapult moves when you move from a Loyal starport.

Rival means it has another player's color.



To act with Imperial ships or gain control from them, Regents need Loyal ships in the same system.

Harm means "battle, hit, damage, or destroy."

A Regent takes a Catapult move, moving 2 Imperial and 3 Loyal ships, dropping off 1 Loyal ship.

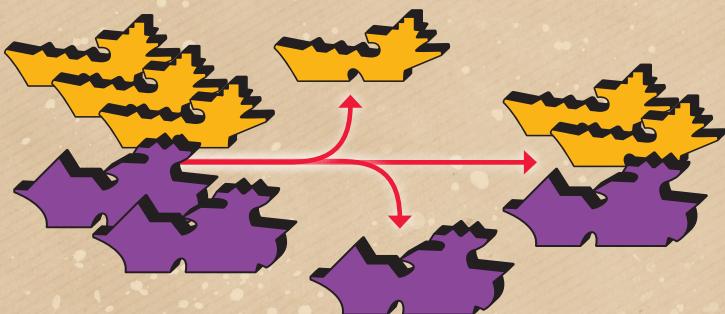
Next, they move 2 Imperial and 2 Loyal ships, dropping off 1 Imperial ship.

They finish their Catapult move by moving 1 Imperial and 2 Loyal ships.

IMPERIAL LAWS

Regents can act with Imperial ships: **move** them, **repair** them, **battle** with them, **build** at them, and **tax** cities they control with them. However, they must follow these **Imperial laws**:

- **Presence:** Regents cannot take actions with Imperial ships in systems with no Loyal pieces.
- **Movement:** Regents cannot **move** Imperial ships alone. They can only move 1 Imperial ship for each Loyal ship they are moving at the same time to the same system.
- **Truce:** Regents cannot **harm** Imperial ships, and cannot **harm** or **tax** Rival Regents in systems with Imperial ships.



BATTLE WITH IMPERIAL SHIPS

When a Regent attacks in battle, they may add Imperial ships in the battle system to their attacking ships.

When an Outlaw battles a Regent, Imperial ships in the battle system add to the Regent's defending ships.

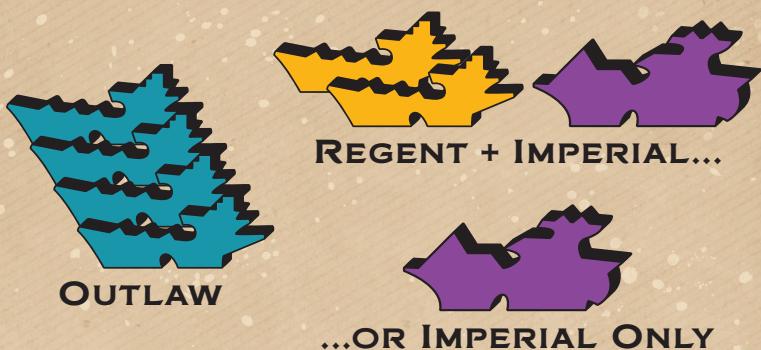
Outlaws may choose the Empire alone as the defender. This has two consequences:

- The only defending ships are Imperial ships in the battle system, not Loyal ships of Regents.
- Destroyed pieces of the Outlaw become Trophies of the First Regent. If there isn't one, they return to the Outlaw.

If the Outlaw battles the Regent, the Regent adds the Imperial ship, so they have 3 defending ships.

If the Outlaw battles the Empire, the Empire has 1 defending ship.

If the Regent battles the Outlaw, the Regent adds the Imperial ship, so they have 3 attacking ships.



EVENTS

There are three kinds of events: Summits, Crises, and Edicts.



During a **Summit**, players can make deals to exchange pieces and favors in a freeform manner.



During the **Crises**, the Blight attacks ships on the map, and some Guild and Vox cards cause chaos.



During the **Edicts**, the First Regent governs the Empire. Over time, more Edicts are added.

Events can be triggered by playing an **Event card** or securing the **Imperial Council card** from the Court (page 15).



If you have the initiative and only have Event cards, you must pass the initiative.

If you play an event that gives you no actions, you can still take Prelude actions.

Lotus leads a "2" Construction card.

Dane plays an event, so he can take 4 Construction actions.

Next, Mikah also plays an event, but she gets no actions from it.

If multiple Event cards were played, only resolve one.

Roll the event and number dice even if a Summit was not called.

For now, ignore the number die and the ▲, ◇, and ☈ planet ID symbols on the event die. They are used in Crises (page 18).

Dane and Mikah played Event cards and did not seize the initiative, so Lotus keeps the initiative.

Lotus calls the Summit. After it, they roll the event die and trigger Crises!

EVENT CARDS

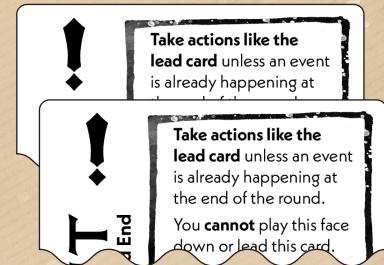
Event cards are a new kind of action card added during setup.

On your turn, you may play an Event card. **You cannot Lead it, Copy with it, or discard it to seize the initiative.**

When you play it, you may take actions exactly like you played the lead card.

However, your Event card gives you no actions if **another Event card** was played this round or if the **Imperial Council** was secured this round (page 14)!

Two-Player Mulligans: When you take a mulligan in a two-player game, you must keep any Event cards in your hand and only draw the number of **action cards** you discard.



RESOLVING THE EVENT

At the end of a round where any Event cards were played, do the following just after checking whether initiative changes:

The **player with initiative** may call the Summit (page 16). Then, they roll the event and number dice and resolve the event die as follows.

- If ⚡ is rolled, resolve **Crises** (page 18).
- If ⚓ is rolled, resolve **Edicts** (page 20).

Imperial Council: If the Imperial Council (page 14) is secured in the same round as Event cards are played, resolve the Council and do not resolve the Event card.



IMPERIAL COUNCIL

The **Imperial Council** is a card in the Court with two sides: In Session and Decided. In each Act, it starts **In Session**.

While the Imperial Council is **In Session**, players may influence and secure it.

The Imperial Council cannot be buried, scrapped, or discarded.

SECURING THE COUNCIL

When you secure the Council, flip it to **Decided** and tuck it under your played card as a reminder to resolve it later.

At the end of that round, resolve these steps:

1. You may call the Summit (page 16).
2. Return the Imperial Council card to the Court on its current side. (*It will be Decided unless it was flipped to In Session during the Summit.*)
3. If you're a **Regent**, take the First Regent title, keeping all resources on the Imperial Trust (page 21).
4. If you're an **Outlaw**, steal resources from the Imperial Trust up to your number of empty resource slots. The First Regent loses 1 Power for each resource stolen.
5. You must choose to resolve either the **Crises** (page 18) or the **Edicts** (page 20).

Event Cards: If the Imperial Council is secured in the same round as Event cards (page 14) are played, resolve the Council and ignore the Event cards.



Cards can be attached (page 21) to the Council, whether **In Session** or not, and cards like **Court Enforcers** do affect it.

This is different from resolving an Event card in a couple ways:

You choose whether to call the Summit, not the player with initiative.

You choose whether to resolve the Crises or Edicts, rather than rolling the event die.



You're the First Regent and secure the Council. When the round ends, you call the Summit and choose to become an Outlaw, giving away the First Regent title. Afterwards, you steal 3 resources from the Imperial Trust, making the new First Regent lose 3 Power. Tough first day on the job!

IMPERIAL COUNCIL DECIDED

Securing the Imperial Council flips it to its **Decided** side.

While it is Decided, it cannot be influenced or secured.

It flips back to **In Session** at the start of the next Act (page 7) and can be flipped with Petition the Council (page 16).





Harm means "battle, hit, damage, or destroy."

Destroying a Free city still causes Outrage.

THE FREE STATES

As the Empire crumbles, some people have escaped its grip, declared independence, and formed the **Free States**.

You may act with Free buildings **that you control** like they are Loyal—you may **tax** Free cities, **build** ships at Free starports and Catapult **move** from them, and **repair** Free buildings.

Harming: Free buildings can be harmed. In battle, you may choose the Free States as the defender. In this case, all Free buildings in the battle system are defending pieces.

Trophies: Take Free buildings you destroy as Trophies.

Raiding: You may raid the Free States. You may gain exactly 1 resource matching its planet type by spending **Orb**. You cannot gain multiple resources by raiding.

Placing: In the rare event that you must place a Free building but the supply is empty, use a proxy piece.



SUMMITS

Event cards and the Imperial Council let players call the Summit. It has two parts: **Call to Order** then **Negotiations**.

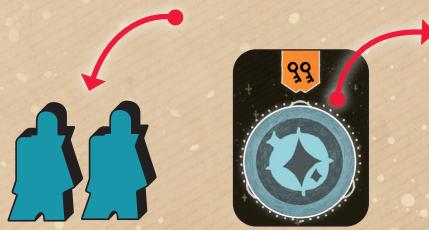
CALL TO ORDER

The player who called the **Summit** may take any number of Call to Order actions, listed below:

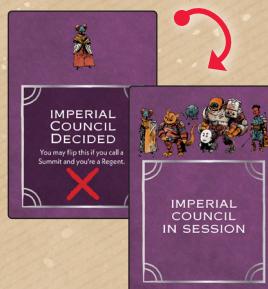
- **Return Favors:** Return a Rival's Favors to their supply to force them to take Negotiation actions you choose, targeting you, in the way you choose. Each action you force costs 1 Favor unless the action says otherwise.
- **Petition the Council:** If you are a Regent, flip the Imperial Council to its In Session side.
- **Leave the Empire:** Flip your Regent title to Outlaw. If you are the First Regent, give the First Regent title to the Regent with the most Power. Resources stay on the title. **If there are no Regents**, return all resources from the First Regent title, lose 1 Power for each resource returned, and place the First Regent title in the supply.
- **Revive the Empire:** If there are no Regents, flip your Outlaw title to Regent and take the First Regent title tile.

You may **Return Favors** multiple times. Favors are explained in **Negotiations** (page 17).

You can **Petition the Council** and then still **Leave the Empire**.



Lotus calls the **Summit** to order. They return two of Dane's Favors to him to force him to give them a Relic (Transfer Asset), since it has a raid cost of 2!



Then they Petition the Council to keep it In Session. Even though they called the **Summit** by securing the Council, it will go back to the Court on its In Session side.

NEGOTIATIONS

After the Call to Order, **all players** may take any number of Negotiation actions listed below in a freeform manner.

To take a Negotiation action, you need the consent of the player it affects.

If you replace a piece, return it and place another piece in its place. If the old piece was damaged, the new piece is placed damaged.

Transfer Asset does not let you give away cards. However, some Fates might let you...

Mikah wants Dane to replace 1 Loyal agent of his with hers on the Construction Union card in the Court (Delegate Authority).

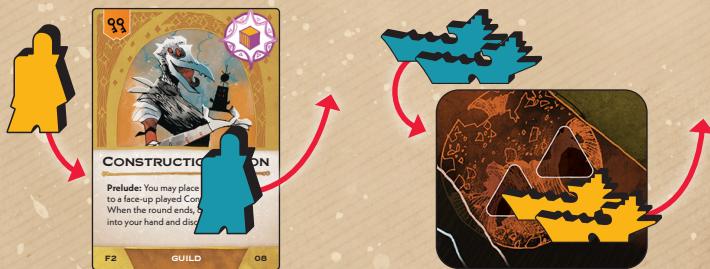
Dane wants Mikah to replace 2 Loyal ships of hers on the map with his (Cede Control).

They agree and take all these actions at once! All these pieces come from and return to their supplies.

- **Cede Control:** Replace 1 Loyal piece on the map with 1 Rival piece of that type. You can only replace a Loyal building if no Loyal ships are in its system, and you cannot replace your last city, starport, or ship on the map.
- **Delegate Authority:** Replace 1 Loyal agent in the Court with a Rival's agent.
- **Promise Favor:** Give 1 Loyal agent from your supply to a Rival, placing it on their Fate card. Agents on Fate cards are called **Favors**.
- **Transfer Asset:** Give 1 resource, Captive, Trophy, or Favor you have to a Rival. If it is their Loyal piece, return it to their supply. Forcing you to give a resource with Return Favors (page 16) costs Favors equal to its raid cost.
- **Invite to Empire:** *If you're the First Regent,* flip an Outlaw's title to Regent.

MULTIPART NEGOTIATIONS

You may agree with any players to simultaneously take any number of Negotiations actions that can be resolved immediately.



ENDING NEGOTIATIONS

If no one is negotiating, the player who called the Summit may call for them to start, wait briefly, and then count down from five seconds. If no one starts, the Summit ends.



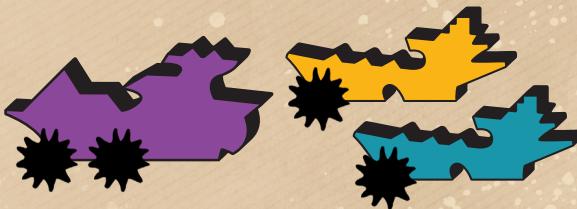
CRISES

Event cards and the Imperial Council can trigger the Crises. When the Crises are triggered, resolve the **Blight Crises**, then **Fate Crises**, and finally **Court Crises**.

BLIGHT CRISES

Each system with Blight has a **Blight Crisis**—each fresh Blight there deals 3 hits, and each damaged Blight there deals 1 hit.

The Blight deals hits to Imperial ships first. If no Imperial ships remain, it deals each remaining hit to the Loyal ships of **every player in the system**. In both cases, fresh ships take hits before damaged ships.



FATE CRISES

Some Fates add Guild or Lore cards with **Crisis** text. Resolve all of these cards held by players in turn order.

COURT CRISES

Roll the event and number dice unless you just rolled them to resolve an Event card.

Resolve the **Crisis** text on each Vox card in the Court from left to right.

Attached Cards: If a Vox card has another Vox card attached to it (page 20), resolve the attached card first.

Event & Number Dice: Some Crises determine how they resolve using the icon and number on the event and number dice. The key phrases for these dice are as follows:

- **Rolled Cluster:** The cluster rolled on the number die.
- **Planets of the Rolled Icon:** Each planet with the planet ID symbol (▲/●/●) rolled on the event die.
- **Rolled Planet:** The planet in the cluster rolled on the number die and the ID (▲/●/●) rolled on the event die.
- **If ▲/●/● Was Rolled:** Check whether this symbol was rolled on the event die.

Removing Cards: If a Crisis removes a card from the Court, return all agents on it and draw a card from the Court deck to refill the Court.



For Flagships in a Blight Crisis, read Flagship Crises & Summits (page 24).

Blight only hits buildings during the Intermission (pages 28–29).

A fresh Blight deals hits!

It hits the fresh Imperial ship twice, destroying it.

Then it hits 1 Loyal ship of each player there.

GUILD STRIFE

Crisis:

When you have multiple suits of the same type, if you roll the same suit twice in a row, you must discard all of those suits.

When you roll a suit that you don't have, you may influence each

When checking for specific symbols, it doesn't matter whether you rolled the Crisis or Edict symbol as well.

Many cards bury themselves after their Crisis. Bury means "place on the bottom of the Court deck."

THE BLIGHT

Fresh Blight



Damaged Blight



In battle, you choose the Blight as defender. You roll two dice and get ○ ★ ★.

You don't take any hits, and you flip the Blight from fresh to damaged.

The Blight hits ships during Crises (page 14). In the Intermission (page 24), Blight destroys buildings in systems with no ships.

- **Harming:** Blight can be harmed but it is **Tough:** it takes 2 hits to damage or destroy. One hit does nothing.
- **Battling:** In battle, you may choose the Blight as defender. All Blight in the battle system are defending, and Blight is hit with ★ but not ★. Blight does not intercept.
- **Trophies:** Take Blight that you destroy as Trophies.
- **Catapult Movement:** Blight stops *all Catapult moves*, regardless of whether the Blight is fresh or damaged.
- **Placing:** If you must place Blight but the supply is empty, take it from the player who has the most Blight Trophies.



EDICTS

Event cards and the Imperial Council can trigger the Edicts.

Resolve all Edicts in order from lowest number to highest. The game starts with the **Govern the Imperial Reach** Edict and the **Guild Envoys Depart** Edict in two-player games.

GOVERN THE IMPERIAL REACH

The First Regent must either **Enforce** or **Change** the **Imperial Policy** shown on this edict card.

- If they Enforce it, they collect the listed **Imperial Demand** and then take the listed **Imperial Action**, as described through the rest of this section.
- If they Change it, they choose a new Govern the Imperial Reach edict card to place on top of the two others.

COLLECT IMPERIAL DEMAND

The First Regent must take 1 piece from **each Rival Regent** that is demanded by the Imperial Policy, as follows:

- **Peace:** Relics or Psionics
- **Escalation:** Material, Fuel, or Weapons
- **War:** Trophies or Captives, **but not** Regent or Imperial pieces

Resources go on the First Regent title, adding to the Imperial Trust (page 21). The First Regent **must also** add 1 resource that is demanded to the Trust, if they have any of it.

Trophies and Captives go in the First Regent's Trophies and Captives boxes, respectively.

If a Rival Regent has no demanded pieces, the First Regent must take 1 agent from that Regent's supply as a **Favor**. If they have **no agents**, the First Regent may make them an Outlaw.

This Is Edict #04



GOVERN THE IMPERIAL REACH

The First Regent may enforce this Policy or put a different Policy card on top of this stack.

A POLICY OF WAR



Demand

Favors go on your Fate card. They are used in Summits (page 16).

The Policy is Peace, which demand Relics and Psionic.

Lotus, the First Regent, takes the demand from each Regent—a Relic from Mikah, a Psionic from Dane, and an agent as a Favor from Baz, who has no Relics or Psionics.

Lotus adds both resources to the Imperial Trust on the First Regent tile. Lotus has no Relics or Psionics, so they don't add one.



TAKE IMPERIAL ACTION

After the Imperial Demand, the First Regent must take the **Imperial Action**, as follows.



In Peace, Celebrate Regency: Each Regent gains their Power bonuses shown on uncovered city slots on their player board.



In Escalation, Requisition Ships: Place 2 fresh Imperial ships in an Empire-controlled system. If there are none, place them at a Loyal starport



In War, Distribute Arms: Give 1 Weapon to each Regent from the supply. If the supply is empty, take from the Imperial Trust.

In War, if there aren't enough Weapons to give out, you choose which Regents gets them.

Because the First Regent enforced the Imperial Policy, they must take the Imperial Action. One Regent has all 5 cities built, so they gain 5 Power. Nobody else has more than 3 cities built, so they gain no Power.



GUILD ENVOYS DEPART

This card is only used in two-player games.

Bury all Guild cards in the Court with no agents on them, then refill the Court.



Frozen resources still count toward the holder's ambitions!

IMPERIAL TRUST

By enforcing the Imperial Policy, the First Regent adds resources to the **Imperial Trust** on their tile.

Resources on the Imperial Trust are **frozen**: the First Regent cannot remove them—they cannot spend, scrap, discard, or give them out—even if they Provoke Outrage.

Stealing: These resources have no raid cost, so they cannot be stolen in battle. However, cards such as Silver-Tongues can steal them, and Outlaws can steal them by securing the Imperial Council (page 14).

Intermission: Resources on the Imperial Trust return to the supply in the Intermission (page 24).



FLAGSHIPS

Some "B" Fates give you a Flagship during setup. When this happens, you will always do this...

- Place your Loyal Flagship in a system with Loyal pieces.
- Replace all Loyal cities and starports on the map with Free cities and starports, respectively.
- Place a flagship board below your player board.

Your Flagship is a fresh Loyal ship that cannot be removed from the map. You will use it for the rest of the campaign.

While playing a Flagship, there are some new rules:

- You cannot **build** Loyal buildings in planets' building slots.
- You can **build** Loyal cities and starports on your flagship board as Upgrades and Armor. (See **Upgrades & Armor**.)
- You can only **build** up to 1 ship at your Flagship per turn, ignoring the number of starports on your flagship board.
- In **battle**, your Flagship collects a variable number of dice, and it does not deal hits for an intercept by default. (See **Defending**, page 24)

UPGRADES & ARMOR

Your Flagship board has 6 Upgrade slots, each with an **Armor** slot above it, that you can build Loyal buildings in.

- Upgrades give benefits (page 25).
- Armor takes hits before its matched Upgrade.

To **build** an Upgrade or Armor, your Flagship must be at a planet of the type shown on its slot. You can only build Armor if you have its Upgrade and it is fresh.

When you **repair** your Flagship, repair an Upgrade or Armor.

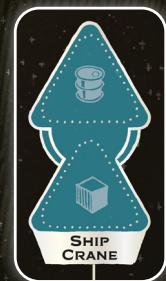
Upgrades and Armor **do not** work like buildings on the map:

- Players cannot **tax** these cities and cannot use these starports to **build** ships or Catapult **move**.
- Destroying these cities does not **Provoke** **Outrage** or **Ransack the Court**.

You can also take the **flagship aid card** if you want details on its Upgrades!

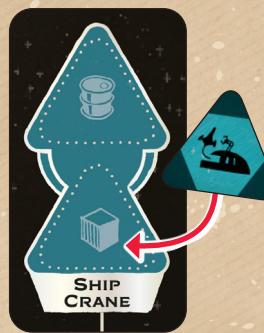
Some lore lets you build on the map again—see **Lore & Flagships** (page 24).

You can build ships at **Free** starports you control (page 20) in addition to the ship you can build at your Flagship.



Armor
Upgrade
SHIP CRANE

Upgrades and Armor give their benefit whether they're fresh or damaged.



Your Flagship is at a Material planet, so you can build a city or starport as a Ship Crane Upgrade.

You build a starport in its Upgrade slot. A Rival controls the system, so it is placed damaged.

Later, after repairing your Ship Crane upgrade, you can build Armor for the Ship Crane while you're at a Fuel planet.

FLAGSHIP BATTLES

There are a few key rules when battling with Flagships:

- When attacking with a Flagship, its Armor and Upgrades are hit like **ships**.
- When defending with a Flagship, its Armor and Upgrades are hit like **buildings**.
- Armor is always hit **before** its Upgrade.

ATTACKING

Your Flagship collects no dice if you have no fresh starports in your Upgrades and Armor!

Your Flagship has 2 fresh starports. You collect 2 assault dice along with the dice you collect for your other attacking ships.

When you take a 🔥, you choose to hit your Ship Crane upgrade even though you have other attacking ships you could hit.

When attacking, your Flagship collects dice up to your number of **fresh starports** on Upgrades and Armor.

While attacking, Upgrades and Armor are hit like **ships**:

- You must take hits from 🔥 and ⚪ if no other attacking ships remain.
- You can choose to take hits with Upgrades and Armor even if you have other attacking ships.



DEFENDING

While you have a Flagship, Rivals who battle you have a different Raid Dice Limit: they can only collect raid dice if there are **defending buildings or a Flagship**.

If the attacker rolls a  , your Flagship **does not deal intercept** hits unless it has a Defense Array (page 24).

While defending, Upgrades and Armor are hit like **buildings**:

- The attacker hits your Upgrades and Armor with .
- If the Flagship is the only remaining defending ship, the attacker hits Upgrades and Armor with .

It's possible to get Loyal building back on the map if you have the right lore (page 25).

Remember, destroying cities in Upgrade and Armor slots doesn't Provoke Outrage or Ransack the Court (page 22).



The attacker rolls
    

You are defending with a Flagship and 1 fresh ship, so they take only 1 hit from the intercept.

The first two   destroy the fresh ship.

The third  and the  hit the Hull Armor twice, destroying it.

FLAGSHIP CRISES & SUMMITS

When taking hits in a Crisis, your Flagship only takes hits if no other fresh Loyal ships remain in the system. Hit its rightmost Armor; if no Armor remains, hit its rightmost Upgrade.

In Summits, you cannot use Cede Control to replace Loyal buildings on your flagship board with Rival pieces.

LORE & FLAGSHIPS

Lore works with Flagships as follows:

- **Building Checks:** Lore that checks for Loyal buildings in a system—like Force Beams, Gate Ports, and Hidden Harbors—count Upgrades and Armor as in your Flagship’s system unless the lore uses the phrase “on the map.”
- **Building on the Map:** Lore that builds Loyal buildings outside building slots—like Gate Ports and Cloud Cities—does let you place Loyal buildings on the map again.
- **Ship Improvements:** Lore that improves your Loyal ships—like Sprinter Drives and Mirror Plating—does improve your Flagship, since it is a fresh Loyal ship.
- **Dice Collection:** Lore that collects dice like in battle for Loyal ships—like Galactic Rifles—lets you collect 1 die per fresh starport on your flagship board if your Flagship is collecting dice.

If you use lore to build Loyal buildings back on the map, Rivals can raid them as normal.

Ship Crane doesn’t let you build 2 ship with 1 action.

You don’t need a Slipstream Drive to Catapult from Free starports (page 15).

Do not capture agents if you use Control Array.

FLAGSHIP UPGRADE BENEFITS

This section lists the Flagship’s possible Upgrades.

The two resource types in parentheses are the planet types that your Flagship must be at in order to build the Upgrade and Armor, respectively.

Ship Crane (Material → Fuel): You may **build** up to 2 ships per turn in your Flagship’s system.

Defense Array (Weapon → Psionic): When your Flagship is defending in **battle**, it deals intercept hits equal to the number of **fresh starports** on its flagship board.

Slipstream Drive (Fuel → Relic): Once per turn, in your Prelude, you may Catapult move either your Flagship alone or other ships from your Flagship.

Control Array (Psionic → Material): While your Flagship is in a gate, you may **tax** any cities in its cluster like they are Loyal.

Tractor Beam (Relic → Weapon): When your Flagship is defending in **battle**, the attacker cannot collect raid dice.

Hull (Any Planet → Any Planet): This Upgrade has no unique benefit, but building cities will open resource slots, and building starports will let you collect more dice in battle.





NEW RULES

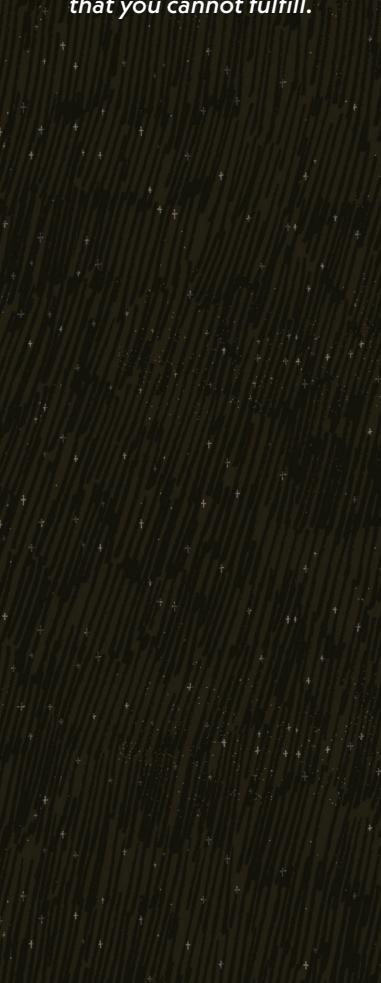
Protected

Still Discard on
Fuel Outrage!



Most often, you Provoke Outrage
when you destroy a city.

If you are forced to attach a card,
ignore any listed requirements
that you cannot fulfill.



PROTECTED GUILD CARDS

Some Guild cards in the campaign are **protected**, shown by an X icon in place of their raid cost.

Protected Guild cards cannot be stolen or discarded, **except if the holder Provokes Outrage.**

TOKENS

The campaign adds many cardboard circles called **tokens**, such as Blight (page 19).

When a new token is added to play, an associated card is also added that shows the token and defines how it works.

Most tokens go in systems on the map, but they can go in other places. A system can hold any number of tokens.

ATTACHING CARDS

If you are prompted to **attach** a card, place it in the Court above a card that does not have an attached card.

When you **secure** a card, you also secure its attached card.

Crisis Order: In the Court Crisis (page 17), if a Vox card is attached to another Vox card, resolve the attached card first.

Removing Court Cards: If a card in the Court is buried, scrapped, or discarded, and it has an attached card, refill the Court by sliding down the attached card. Place all agents from the removed card onto the previously attached card.

Removing Attached Cards: If an attached card is buried, scrapped, or discarded, nothing happens to the card it was attached to.

FROZEN RESOURCES

Some pieces say that resources on them are **frozen**.

Frozen resources cannot be removed by the player holding them—spending, giving, or discarding, even from Provoking Outrage—except as described by the piece they are on.

RULES BOOKLET

As you play, Fates adds many cards to the **rules booklet** and prompt you to explain them to everyone. Please don't skip this step, as these new rules affect all players.

You can use one side of the booklet for Edict cards and the other side for Law and Summit cards.



INTERMISSION

The Intermission happens at the end of Act I and Act II.
Resolve all of the following steps in order.

1. RESET COURT

Return all cards in the Court except the Imperial Council to the Court deck.

Return all agents from the Court.

Scrap the Court discard pile.

Scrap means remove from the game forever.

2. RESOLVE FATE

Each player resolves the Resolution card in their Fate Set for the current Act. Based on whether you completed or failed your objective, you'll do things like gain or discard cards, add cards to the Court deck, or add cards to the rules booklet.

Each player who failed their objective **loses Power** equal to the space of their objective marker on the Power track.

While you have less than 1 Power, you cannot win by completing a final objective in Act III.



Dane failed his objective. His objective marker is on the "5" space, so he lowers his Power from 2 to -3.

He puts his power marker on "3" and his extra power marker on the "(-)" space by the Power track to show his Power is negative.

3. CHOOSE FATE

Each player who completed their objective draws 1 Fate card.

Each player who failed it scraps their Fate card and draws 2 Fate cards.

- If you are finishing **Act I**, draw from the **"B"** Fates.
- If you are finishing **Act II**, draw from the **"C"** Fates.

Each player secretly chooses 1 Fate card from these 2 cards to play in the next Act, then everyone reveals them simultaneously.

If you choose **a new Fate card**, do the following:

- **Scrap your Fate card and remaining Fate Set that is not in play.** Don't scrap anything from your Fate Set that is in play, including your Flagship if you have one!
- **Return all Favors** they have to their Rivals' supplies.
- **Take the new Fate Set** for your chosen Fate.

You will need to hide the letter on the back of the Fate card you choose.

Scrap means remove from the game forever.

4. CLEAN UP GAME

Return all Trophies and Captives. Return all resources from the First Regent title tile.

Check if Blight destroys buildings after destroying all damaged ships.

Lotus has 7 Power and Dane has -3 Power. Lotus halves her Power to 4, and Dane stays at -3.

2 Players Only: Return all resources from the ambition boxes.

Repair all damaged Blight.

Destroy all damaged ships, buildings, and flagship Upgrades and Armor.

Destroy all buildings in systems with Blight and no ships.

Give the initiative marker to the player with the **most Power**.

Players who have more than 1 Power each **lose half their Power**, rounding to lose less Power.

Players record their Power, Outrage, and Flagship Upgrades on the record sheet (page 30).



CONCESSION WITH TWO PLAYERS

When playing with two players, if your rival is at least **15 Power** ahead of you after cleaning up the game, we recommend that you concede unless you feel confident.



PACKING UP

For the next Act, preserve **everything** on the map and everything that the players have as follows:

- Use the **record sheets** to record players' names, colors, Fates, Power, Outrage, and Flagship board pieces.
- Use the two **map trays** to store the pieces on the map. They have an individual section for every system.
- Use the **player trays** to store the players' resources, pieces, titles, and cards in their play area, as well as their remaining Fate Set. You don't need to track the order of resources. Store your player board and your flagship board, if you have one, separately.

If you're setting up the next Act now, read **Act II & III Setup** (page 9).



Player Name & Color

CAMPAIGN LOG

MIKAH		BLUE
I	II	
		STEWARD
		II

Fate and Power in Act I



Outrage **Flagship**
Board Pieces

Use abbreviations—M for Material, C for city, S for starport, etc.

= EXTENDED GLOSSARY =

Attach: Place above a card in the Court that does not have a card attached.

Harm: Choose as defender in battle, damage, destroy, or hit. This does not count hits you take when attacking in battle or anything above prompted by a Crisis (page 18).

Frozen: Frozen resources cannot be removed by the player holding them—spending, giving, or discarding, even from Provoking Outrage—except as described by the piece they are on.

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