

EMPIRE RULES

Control & Command

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

The First Regent controls all Empire-controlled systems for ambitions, objectives, and events.

On a Regent's turn, they **Command the Imperial Fleet** following the **Presence Law**: In systems **with Loyal pieces**, they control the system if it is Empire-controlled and can take actions with Imperial ships there—**move** and **repair** them, **battle** with them, **build** at them, and **tax** cities they control.



The Empire controls with **one fresh ship!**



The First Regent gains Empire control for ambitions, objectives, and events.



You must have **Loyal presence** to use Imperial ships.

Movement

Movement Law: Regents can only **move** 1 Imperial ship per Loyal ship they move along with them at the same time to the same system.

Empire control ends Catapult moves of Outlaws.

Regent control ends Catapult moves of Outlaw pieces and Rival Regent pieces alone.

Outlaw control ends Catapult moves of Regent and Imperial ships alike.



Moving Imperial ships requires one Loyal ship for each.

Battle, Harm, & Taxing

Truce Law: Regents cannot **harm** Imperial ships except for hits they take as attacking ships in battle, and they cannot **harm** or **tax** Rival Regents in systems with Imperial ships.

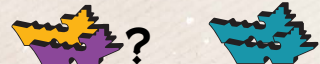
When a Regent **attacks** in battle, they **may** add Imperial ships in the battle system as attacking ships.

When a Regent **defends** in battle, they **must** add Imperial ships there as defending ships.

Outlaws may also choose the Empire as the lone defender. Its defending pieces are Imperial ships.



Imperial ships protect Regents from each other!



May add Imperials on attack.

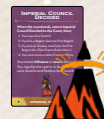


Must add Imperials on defense.

Imperial Council

When you **secure** the Council, flip it over and tuck it under your played card. At the end of the round, return Imperial Council Decided to the Court, then:

1. You may call the Summit.
2. If you're a **Regent**, take the First Regent tile, keeping all resources on the Imperial Trust.
3. If you're an **Outlaw**, steal from the Imperial Trust up to your empty resource slots. The First Regent loses 1 Power for each stolen.
4. You must resolve either **Crises** or **Edicts**.



You can flip the Council back to In Session by calling a Summit.



Take the First Regent tile with its resources, or steal resources from it!



Resolve either Crises or Edicts.

OTHER RULES

The Summit

If you called the Summit, you may take any **Call to Order** actions.



- **Return Favors:** Return a Rival's Favors to force them to take the Negotiation actions you choose. By default, the cost is 1 Favor per action.
- **Petition the Council:** Flip the Imperial Council card to its In Session side.
- **Leave the Empire:** Flip your Regent title card to Outlaw. If you are First Regent, give its tile to the Regent with the most Power. If there are none, refer to the rulebook (page 16).
- **Revive Empire:** If there are no Regents, become a Regent and take First Regent.

After this, all players may take **Negotiation actions** with the consent of the affected players.

- **Cede Control:** Replace 1 Loyal piece on the map with 1 Rival piece of that type, with limits.
- **Delegate Authority:** Replace 1 Loyal agent on a card 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. Rival agents on a Fate card are called **Favors**.
- **Transfer Asset:** Give 1 Captive, Trophy, Favor, or resource you have to a Rival, with limits.
- **Invite to Empire:** If you're First Regent, flip an Outlaw's title card to Regent.

Blight


You may **battle** Blight and take them as Trophies. It's **Tough**, taking 2 hits to damage or destroy.

In **Crises**, each fresh Blight deals 3 hits, and each damaged Blight deals 1 hit. Hit Imperial ships first. If none remain, hit Loyal ships of **every player in its system**. In each case, hit fresh ships first.

Blight in a gate ends Catapult **moves**.

Free States

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

You may **battle** them, take them as Trophies, and raid them to gain exactly 1 resource matching their planet type by spending .

Flip your title card to Outlaw if you **Leave the Empire**.



Rival agents on your Fate card are **Favors**.

Limits to Cede Control: You can only replace a Loyal building if no Loyal ships are in its system. You cannot replace your last city, starport, or ship on the map.

Limits to Transfer Asset: Loyal pieces of the recipient return to their supply. Forcing a resource transfer with Return Favors costs Favors equal to its raid cost.



Taxing a Free city does not let you capture agents, but destroying one still Provokes Outrage.