

# IMPERIUM

A GAME BY  
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## ERRATA


VERSION 1.2. UPDATED AUGUST 2021




# RULEBOOK

## FREE PLAY

Change the free play section to the following:

Do not remove an  from your state card to play this card.

You can take an action to play this card even if you have no  left on your state card. You cannot play the same card with this keyword multiple times in the same turn.

## CARD SPECIFIC NOTES

Under 'Card Specific Notes' on page 18, add the following:

### **SACRED PASS**


You may not use this card to add the accession card to your deck.




# SOLO RULEBOOK

## UNREST

Under 'Resolving Bot Cards' on page 8, add the following line, after the sentence "You will only ever resolve one action for a card, even if it matches multiple actions":

"If you reveal an  card, do not consult the nation-specific reference table. Instead, return it to the unrest pile."

*Following the rules as written, you would have carried out the 'Other' action from the bot's nation-specific table when the bot played an  card. Instead, you should simply return the card to the unrest pile. This is true for all nations.*




## RESOLVING BOT CARDS

At the bottom of the Resolving Bot Cards section on page 8, add the following line.

The bot never spends progress in place of materials or population.



## AQUIRE AND BREAKTHROUGH

Under 'Acquire and Breakthrough' on page 9, replace the second line with the following:

In the case of a tie, it chooses the card with the most tokens (,  and/or ). If still a tie, it chooses the card in the lowest-numbered slot.

## KING OF KINGS

On page 10, replace the text of the 'King of Kings' section with the following:

If the bot would gain the *King of Kings* card, and is a  state, it instead gains six progress. If the bot is an  it instead gains three progress, and draws the top card from the dynasty deck, placing it on top of the bot deck. **This triggers the end of the game.**

*The original wording was unclear.*


## IF YOU WIN A CAMPAIGN GAME

On page 12, under the 'If you win a campaign game' section, the second line reads "Select one commons card in your history, deck, discard, or hand that you gained during this game." It should read as follows:

Select one non-fame commons card in your history, deck, discard, or hand that you gained during this game.






























## SUPREME RULER MODE



Replace the line “If you lose, follow the normal procedure for losing a game.” with the following:




























‘If you lose, return one set aside  card to the commons deck if able, and then follow the normal procedure for losing a game’

## QIN TABLE

On page 20, replace the top Qin table with the following:

CARD/ICON	EFFECT
	Gain 1  and 1  . Put this card into history.
Glory	If able abandon 2  to gain top  card. Otherwise breakthrough  .
	If able, acquire  . If you have at least one  in play, <b>you recall a</b>  and the bot abandons a  , if able.
	If able, spend 3  to break through for  . Otherwise, if able, spend 1  to acquire  or  . Otherwise gain 1  and 1  . Put this card into History.
	Gain 1  . Play this  . Exile a card from the market. Discard the top card from the bot deck.
	Add 1  to the market card in the slot matching the number on the die. Acquire a card that has 1 or more  on it. Put this card into history. <b>You MAY draw a card.</b>
Other	Gain 1  and 1  per  in play. If able, return an  from discard pile. Put this card into history.

Place 1  instead of 1  during bot clean-up.

CARD/ICON	EFFECT
	Spend all  to gain the same number of  . Discard the top card from the bot deck. Put this card into history.
	Put this card into history. Add 1  to the market card in the slot matching the number on the die.
	If able, acquire  . If you have at least one  in play, <b>you recall a</b>  and the bot abandons a  , if able.
Glory	If able abandon 2  to gain top  card. Otherwise if able, discard the top card of the dynasty deck. Otherwise gain 2  .
	Play this  . Exile a card from the market. Add 1  to the market card in the slot matching the number on the die.
	If able, return an  from discard. If able, acquire a card that has 1 or more  on it. Put this card into history.
	If able, spend 1  to discard the top card of the dynasty deck. Regardless, gain 1  and put this card into history.
Other	Acquire  /  /  /  . If able, spend 1  to gain 1  . Put this card into history.

*The previous table made the Qin bot less competitive than intended.*



# SCYTHIAN TABLE

On page 21, replace the bottom Scythian table with the following:

SCYTHIANS	CARD/ICON	EFFECT
		Discard the top 2 cards from the bot deck. <b>You recall a</b> . If you are an , steal 1 .
	<i>Conquer</i>	If able, spend 4  to break through for . Otherwise, if able, acquire . Otherwise, gain 1 .
	<i>Advance</i>	If able, spend 4  to break through for . Otherwise, if able, acquire . Otherwise, gain 1 .
		Gain 1 . Play this . Exile a card from the market.
		Discard the top 2 cards from the bot deck. Gain 2 . Put this card into history.
		If there is 1 or more  in play, gain 1  per bot  in play. Otherwise, break through for .
		If able, return an  from discard. Otherwise, break through for  and put this card into history.
Other	If able, return an  from discard. Otherwise, if able, acquire . Otherwise, put this card into history.	



SCYTHIANS	CARD/ICON	EFFECT
		Gain 1  per bot  in play. Put this card into history.
	<i>Glory</i>	If able, abandon 3  to gain top . Otherwise, place the top card of the dynasty deck into the discard pile.
		If able, return an  from discard pile. Put this card into history.
		Gain 1 . Play this . Exile a card from the market.
		If able, spend 5  to breakthrough for . Otherwise, discard the top card from the bot deck. Put this card into history.
		Gain 2 . <b>You discard a card.</b>
		Gain 1 . Put this card into history.
Other	If able, spend 3  to break through for  and put this card into history. Otherwise, gain 1  and acquire  if able.	



*The previous table made the Scythian bot less competitive than intended.*

# CARDS

## CLASSICS

### CARTHAGE

The first line of card 1CAR2/23 reads “Solstice: you MAY discard a card to choose: gain 1  OR gain 1  OR draw a card. It should read as follows:



“Solstice: you MAY discard a card to choose: gain 1  OR gain 1  OR draw a card.”



### HANNIBAL

The third line of card 1CAR6/23 reads “You MAY draw a card from you history.” It should read as follows:

“You MAY draw a card from your history.”

### GREEK PROSPERITY

The last line of card 1GRE3/23 reads “OR draw a card per  /  in play.” It should read as follows:


“OR draw a card per your  /  in play.”

## LEGENDS

### PORTALS

Remove the fame icon from card 2UTO5/21.

### LOST TOMES

The second line of card 2UTO7/21 reads “Solstice: If there are 3  garrisoned here...” It should read as follows:


“Solstice: If there are 2  garrisoned here...”


*The previous card text made the Utopians less competitive than intended.*

### CRETE

Add the pinned icon to card 2MIN18/23.

### ATLANTEAN FLEET

The first line of card 2ATL20/22 reads “Choose: sink a card from your discard pile and steal 1  from each player OR...” It should read as follows:

“Choose: sink a card from your discard pile to steal 1  from each player OR...”