

IMPERIUM

ERRATA AND FREQUENTLY ASKED QUESTIONS

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(new and revised entries are marked with a *)

ERRATA

Missionaria Protectiva — This card is part of the Bene Gesserit faction. (This should be noted underneath its title.)

FREQUENTLY ASKED QUESTIONS

Alliance — If you have an Alliance token and lose Influence with that Faction, you also lose the token in either of these cases:

- You were previously tied for Influence with another player; the player you were tied with now takes the Alliance token. (If you were tied with more than one other player, choose one to take it.)
- If you have fallen to 3 Influence or lower. (If no player has 4 Influence or higher to take the Alliance token, return it to the game board.)

* **Assassination Mission** — You must use some other means to trash this card for its 4 Solari; the card provides no way to trash itself.

* **Baron Vladimir Harkonnen** — You may only use the “Masterstroke” ability to gain Influence one time during a game.

Carryall — The base spice you harvest is 1 from Imperial Basin, 2 from Hagga Basin, and 3 from The Great Flat.

Chani — See **Retreat**.

Charisma — See **Intrigue cards**.

* **Conflict** — The rules for giving rewards in a Conflict are the same for one, two, or three players. They are different only for four players.

See also “**When you win a Conflict.**”

Corner the Market — Count the total number of *The Spice Must Flow* cards in your deck and your discard pile. Count each opponent’s *The Spice Must Flow* cards separately; if any one of them has more than you (or the same number as you), you don’t meet the second requirement of the Intrigue card.

Count Ilban Richese — The “Ruthless Negotiator” ability works only when paying Solari for the printed cost of a space on the game board (not, for example, when using one of your cards with an ability that costs Solari).

Countess Ariana Thorvald — The “Spice Addict” ability is not optional. It affects only the spice you harvest when sending an Agent to one of the three board spaces (The Great Flat, Hagga Basin, and Imperial Basin), not spice you receive by other means.

Demand Respect — See **Intrigue cards**.

* **discard** — When a player is directed to discard a card (for example: Reverend Mother Mohiam, Test of Humanity), this means an Imperium card from their hand, unless otherwise specified.

Double Cross — At least one opponent must have a troop in the Conflict for you to play this Intrigue card. (But you do not need to have any troops in your supply.)

Foldspace — You can’t acquire this card using persuasion. It must be acquired from the board space of the same name.

Guild Bankers — The discount applies to each copy of *The Spice Must Flow* you acquire during your turn.

Gun Thopter — An opponent with no garrisoned troops is unaffected by this card’s Agent box.

Helena Richese — Your opponents cannot acquire the card you remove with the “Manipulate” ability. If you don’t acquire the card during your next Reveal turn, remove it from the game.

Imperial Spy — You must use this card to trash itself in order to draw an Intrigue card. (You don’t draw one when it’s trashed by other means.)

* **Intrigue cards** — To play an Intrigue card, you must meet its conditions and pay its costs. For example, you must have a seat on the High Council to play Councilor’s Dispensation, and you must pay 2 Solari to play Bribery.

You may play any Plot Intrigue card during one of your Agent turns or your Reveal turn. If the card does something that won’t apply until your next Reveal turn (for example: Charisma, Recruitment Mission), keep it face up in front of you until then, then use and discard it.

In the rare case that you exhaust the intrigue deck, shuffle the discarded Intrigue cards to form a new deck.

See also “**When you win a Conflict,**” **Reveal turn**.

Liet Kynes — Cards from your Agent turns this round and your current Reveal turn count; Liet Kynes provides 2 persuasion for each.

* **optional effects** — Most effects from a board space or card you play are mandatory, unless:

- a card says “you may” do something;
- there’s an arrow in the effect (if you don’t want the effect, you may choose not to pay the cost—except when playing an Intrigue card, where paying a cost is required);
- you’re trashing a card using the “black X” card icon (but note that it is **not** optional when a card tells you—without using an arrow—to trash itself).

* **paying a cost** — When an arrow indicates a cost you may pay to receive an effect, you may only choose to do this once. For example: when you play Duncan Idaho, you may pay 1 water to recruit a troop and draw a card; you can’t pay 2 water to recruit two troops and draw two cards.

Plans Within Plans — There are six spaces on each Influence track; you have 3 Influence on a track if you reach the space one above where you score a Victory Point.

Poison Snooper — See **Reveal turn**.

Rapid Mobilization — See **Retreat**.

Recruitment Mission — If you acquire more than one card this turn, you may choose differently for each one whether to put it on top of your deck or discard it normally.

See also **Intrigue cards**.

* **Refocus** — If your discard pile is empty when you play this card, reshuffle your deck.

See also **Reveal turn**.

Retreat — When a card allows you to retreat “any number” of troops, you may choose zero.

Reveal turn — If you draw a card during your Reveal turn (for example: Poison Snooper, Refocus), you must immediately reveal that card and use it this turn.

* **Reverend Mother Mohiam** — Your opponents choose the cards they discard, beginning with the player to your left and proceeding clockwise.

See also **discard**.

* **Score track** — See **Victory Points**.

* **Shifting Allegiances** — If you choose, you may lose and gain Influence with the same Faction (ultimately gaining one Influence with that Faction).

As with any cost, you must actually pay the cost (losing one Influence) in order to gain two Influence. You can’t “lose” Influence with a Faction where you have none.

* **Solo Play** — Rivals in Solo Play do earn Victory Points from a Faction’s Influence track (both for reaching 2 Influence and for having an Alliance token). They do **not** receive the bonus for reaching 4 Influence.

See also **Conflict**.

Sort Through the Chaos — When you win this Conflict, you take the Mentat at the start of the next round.

* **The Spice Must Flow** — You keep the Victory Point for acquiring this card even if you later trash it.

Staged Incident — When using this Intrigue card, move your Combat marker to lower your strength as you would with any other adjustment caused by a Combat intrigue card.

* **Test of Humanity** — See **discard**.

To the Victor... — See **Intrigue cards**.

* **Victory Points** — You can score more than 12 Victory Points, even though the Score track only goes to 12 (enough for most games).

* **“When you win a Conflict”** — Combat Intrigue cards that do something “when you win a conflict” can’t be played when you tie for victory with another player.

If you receive an Intrigue card as a reward for winning a Conflict, and that card can be played “When you win a Conflict,” you may choose to play it immediately.