

# IMPERIUM

## ERRATA AND FREQUENTLY ASKED QUESTIONS

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(Entries new and revised since February 14, 2021 are marked with a \*)

### ERRATA

**Missionaria Protectiva** — This card is part of the Bene Gesserit faction. Cards from the first English printing are missing this underneath its title. (If you have replaced the misprints, note that there should be only two copies of Missionaria Protectiva in your Imperium deck.)

*Rise of Ix* rulebook:

**page 4** — A tech tile with a “once per round” ability (indicated by the flip icon) can be used during one of your Agent or Reveal turns. The first English printing mistakenly said this could be done only during an Agent turn.

**page 8** — This instruction for Setup of Solo & Two-Player Games is missing from the first English printing:

Remove four of the original cards from the House Hagal deck: the two *Hall of Oratory* cards and the two *Rally Troops* cards.

### 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.)

**Archduke Armand Ecax** — To use his “Coordination” ability, you must have at least two Agents on spaces with any of the three listed Agent icons. The Agents don’t need to be on spaces with the same icon.

**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 choose the factions for the “Masterstroke” ability after completing all setup, before the first round begins. You may only reveal your choices and gain Influence one time during a game.

\* **Beguiling Pheromones** — When you use this to trash the other grafted card, you can’t also get an effect on that card that requires trashing it as a cost. For example: when you use Beguiling Pheromones to trash a grafted Imperial Spy, you cannot also draw an Intrigue card using Imperial Spy (as trashing the card is a required cost for that effect).

You can use Beguiling Pheromones to trash a card that would otherwise be trashed anyway (for example: Foldspace, Seek Allies).

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

See also **Ghola**.

\* **Chairdog** — Once you return the other grafted card to your hand, you must complete your Reveal turn. You cannot change to an Agent turn and play the card you returned.

**Chani** — See **Retreat**.

**Charisma** — See **Intrigue cards**.

\* **Chaurmurky** — This Tech tile is an Endgame tiebreaker between players with the same number of Victory Points. (The amount of spice, Solari, water, and garrisoned troops those players have is irrelevant; the player with Chaurmurky wins.)

**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 **troops**, “**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 a 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.)

\* **dreadnoughts** — The base game rules require you to have a “troop” in the conflict for you to have strength, count your swords, and play Combat intrigue cards. A *deployed* dreadnought allows the same, even if you have it in a conflict without any troops. However, a dreadnought in your garrison does none of these things, and does not add strength to the conflict.

\* **faction** — See **Tleilaxu track**.

**Foldspace** — You can *only* acquire this card using the Foldspace icon (for example: the board space of the same name, Ilesa Ecaz).

\* **Ghola** — When grafted to Carryall, you get four times the base spice you harvest with your Agent.

When grafted to Kwisatz Haderach, you still send only one Agent on your turn (though you draw two cards).

**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. You may use other means to acquire the card (for example: Bypass Protocol, Boundless Ambition), though Helena’s discount will not apply. If you don’t acquire the card by the end of your next Reveal turn, remove it from the game.

**Ilesa Ecaz** — For her “One Step Ahead” ability, the “otherwise” means you still sent an Agent using the card you set aside, but that card did not have exactly one Agent icon. If you don’t use the set aside card, you get nothing from the ability.

\* **infiltration** — When using a *Rise of Ix* card with an infiltration icon, you *may* send an Agent to a board space where there is already an enemy Agent. You do not have to do this; you may use the Agent icon normally, to send an Agent to an empty board space.

**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, you must pay 2 Solari to play Bribery, and you must have reached at least the first genetic marker to play Disguised Bureaucrat.

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**.

\* “**Princess**” **Yuna Moritani** — If you gain Solari more than once during your turn, her “Smuggling Operation” ability applies each time (for example: you recall your Freighter and take 5 Solari, and also play the Windfall Intrigue card; you would take 2 *additional* Solari).

When you gain Solari from Slig Farmer, you gain only 1 additional Solari from Yuna’s “Smuggling Operation” ability.

**Rapid Mobilization** — See **Retreat**.

**Recruitment Mission** — This entire card applies only to your Reveal turn this round. (It does not let you put cards you acquire during an Agent turn on top of your deck.) If you acquire more than one card during your Reveal turn, you may choose differently for each one whether to put it on top of your deck or in your discard pile as usual.

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.

If you draw a card *after* your Reveal turn, you keep it until the next round, where you will draw five additional cards and thus have more cards than usual for the round. For example: you win the Trade Monopoly conflict, recall your Freighter from the top of the Shipping Track, and acquire the Spaceport Tech tile, drawing two cards. It's after your Reveal turn, so you keep those two cards. Next round, you draw five more and have seven cards for the round.

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

See also **discard**.

**Rivals** — When a Rival takes its influence for the second space of the Shipping Track, if there is a tie for the Faction in which it has the least Influence, the player with the First Player marker (or acting next after a Rival who has it) chooses between them.

When a House Hagal card shows two different spaces to play an Agent, only look at the one that matches the Rival's Influence. If that space is occupied, do not use the other option on that card. Instead, reveal a new card.

See also **Solo Play**.

**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.

When using Expert Troop Deployment, a Rival fighting for a Conflict I or II card won't deploy troops if it is already leading by 4 strength or more. (In the *Rise of Ix* expansion, dreadnoughts mean that you should count a Rival's strength to determine deployment, not just its troops.)

See also **Conflict, Rivals**.

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

\* **Spaceport** — See **Reveal turn**.

**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.

\* **Tech tiles** — If a Tech tile does not specify a time when you use it, then it must be used during one of your turns. For example: Spy Satellites has two different effects. The second specifies it is used at Endgame, The first (pay 3 spice and trash the Tech tile to score a Victory Point) does not specify a time to use it, so it must be used during one of your turns.

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

\* **Tleilaxu track** — The Bene Tleilax are not a faction. Effects that let you gain Influence with any faction can't be used to advance on the Tleilaxu track.

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

**troops** — When you recruit a troop, it must come from your supply. You can't recruit a Negotiator from the Ix board. When you send an Agent to a Combat space, you can't “re-recruit” troops in your garrison to get around the limit of deploying up to two troops from your garrison to the Conflict area.

When you send an Agent to a Combat space, *any* troop you recruit that turn, from *any* source, can be deployed to the Conflict area. (This includes, but is not limited to, troops from an Intrigue card, Tech tile, or the Shipping track.)

**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.