

POCKET IMPERIUM

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MORTIMER



LudiCreations

2-4

45'

12+

*War has erupted across the Imperium!
The spacefaring races must now struggle for supremacy,
launching fleets of starships across the galaxy
to battle for control of the most prosperous systems.*

*Only one race will successfully
Expand, Explore, Exterminate and Exploit
its way to victory!*

COMPONENTS

- 6 double-sided sector tiles, with standard A sides having solid lines and advanced B sides having dotted lines; these tiles show Level I (•) and Level II (••) systems in some hexes, and empty space in others
- 1 double-sided Tri-Prime / Quad-Prime sector tile
- 12 command cards, with 4 each of **Expand**, **Explore** and **Exterminate**
- 52 ships, with 12 for each player and 1 spare per color
- 48 victory point tiles (4 x blank, 22 x 1VP, 8 x 5VP, 14 x 10VP)
- 1 starting player token

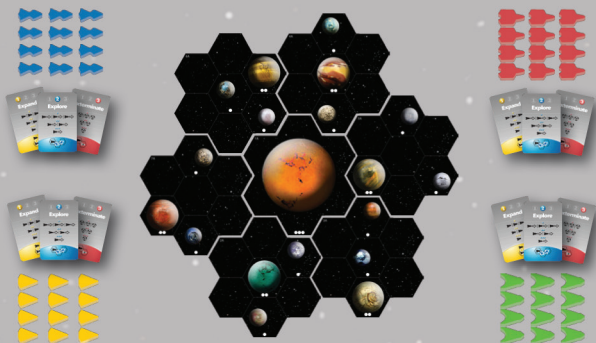
This rulebook contains a few special rules when playing with only 2 players. Look for the **2** symbol and this dark grey background to identify them.

Please read the entire rulebook before starting to play

GAME SETUP

1. Remove the 4 blank VP tiles, and place all others within easy reach of the players. Each player takes a set of 3 command cards (**Expand**, **Explore** and **Exterminate**) and 12 ships of one color.
2. The Tri-Prime sector tile is placed in the middle of the playing area. The other 6 sector tiles are randomly positioned to be adjacent to this tile. For the first game, it is recommended that the A sides of the sector tiles are used.
3. Whichever player most recently played a space-based 4X game that lasted at least 6 hours is the starting player. Alternatively, the starting player may be chosen randomly, or in any way the players agree on. This player takes the starting player token.
4. Beginning with the starting player and going clockwise, each player places 2 ships on a single, unoccupied Level I system.
5. Then, starting with the last player and going counterclockwise, each player again places 2 ships on another single, unoccupied Level I system.

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- 2 With two players, each player takes two sets of the 3 command cards.



GAME STRUCTURE

Objective: Score the most points by the end of the game!

Each round consists of 3 phases, with each phase being completed by all players before proceeding to the next one. The phases are:

1. **Plan:** Players choose the sequence of their commands.
2. **Expand, Explore, Exterminate:** Players reveal and execute their command cards.
3. **Exploit:** Players sustain their ships (or not) and score sectors.

If they wish, players can track the number of game rounds by placing a VP tile on the hex-shaped spaces on the back of the game box.

1. Plan

In this phase, all players secretly and simultaneously choose the sequence in which they will perform their **Expand, Explore** and **Exterminate** commands in this round.

To do this, each player places the 3 command cards face down in a row, so that the command that will be performed first is on the left.

2 With two players, each player will choose 2 command cards for each of the three times that cards will be revealed. A total of 6 command cards will be played by each player per round.

2. Expand, Explore, Exterminate

This is the main phase of the game, with players adding reinforcements, moving their ships, and eliminating rival fleets.

1. All players turn their leftmost command card face up, then they take turns carrying out these commands.
2. Commands are always executed in the following order:
Expand, Explore, Exterminate.

If more than one player has chosen the same command, then they perform this command in player order, beginning with the starting player and going clockwise.

These commands are carried out on a galactic scale, so the more players attempt them, the harder it is to perform them efficiently.

- Since raw materials are limited, if multiple fleets try to **Expand**, they can obtain fewer of them.
- If multiple fleets wish to **Explore**, then the interstellar flight paths become overloaded and movement slows down.
- When multiple fleets attempt to **Exterminate**, their combined actions rouse a stronger defense, making their attacks less effective.

In short, the more players performing a command at the same time, the less effective that command is.

- ❗ If neither of a player's neighbors chooses the same command at the same time, then that player may take 3 actions of that type.
- ❗ If just one of the player's neighbors chooses the same command at the same time, then that player may take only 2 actions of that type.
- ❗ If both of the player's neighbors choose the same command at the same time, then that player may take only 1 action of that type.

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3. Once every player has carried out the action(s) of the first command card, all players reveal their second command card, which is carried out in the same manner as the first.
4. Once every player has carried out the action(s) of the second command card, all players reveal their third command card, which is carried out in the same manner as the first two.

A player may choose not to carry out the actions of the command chosen, either in part or in whole.

- ❗ With two players, all cards in play during the **Expand**, **Explore**, **Exterminate** phase change the effectiveness of each command. If 4 of the same command card are played at the same time, then neither player can carry out that command.

Commands are still carried out in sequence, i.e. first all of the **Expand** commands are carried out, then all of the **Explore** commands, and finally all of the **Exterminate** commands.



IMPORTANT

- ❗ In games with 2 or 3 players, all commands revealed at the same time change the effectiveness of each identical command card.
- ❗ In games with 4 players, only the commands revealed by a player's left- and right-hand neighbors can change the effectiveness of the player's command card.

EXAMPLE:

At the start of this game phase, each player reveals the leftmost card played. Player D is the starting player.

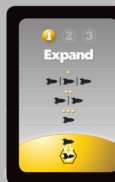
Players A & B each carry out two **Expand** actions, starting with Player A and following with Player B. Then Player D carries out three **Explore** actions. Finally, Player C carries out three **Exterminate** actions.



EXPAND

A player performing the **Expand** command may place 1, 2 or 3 new ships on the board.

- Ships must be placed on a system where ships belonging to that player are already present.
- Ships may be placed in different systems.
- Ships cannot be placed on an empty space hex or on a system not occupied by that player.
- A player may have at most 12 ships on the board.



EXPLORE

A player performing the **Explore** command may move 1, 2 or 3 fleets of ships from hex to hex.

All or some of a player's ships in the same hex can be moved together as a single fleet. A fleet can move up to **2 hexes**.

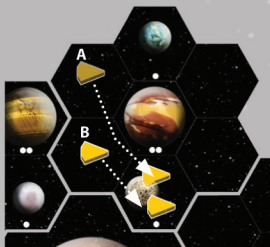
- A fleet cannot move into or through a hex occupied by another player.
- A fleet cannot move through the Tri-Prime sector and must stop movement upon entering it.
- A fleet that ends its movement on an unoccupied system immediately gains control of that system for that player.
- Individual ships may be added to a fleet as it passes through a hex, or may be left behind when the fleet moves to an adjacent hex.
- Each individual ship can participate in only one fleet movement per **Explore** command.



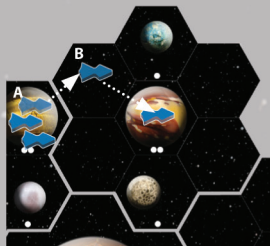
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EXAMPLES: EXPLORE

Yellow chooses to move 1 ship (A) two spaces to a Level I system. As it moves, 1 more ship (B) joins the fleet, and both end their Explore movement together in the destination system.



Blue chooses to move 2 of 3 ships (A) two spaces. During the move, Blue leaves 1 of the 2 ships in an empty space hex (B) to guard the approach to the Level II system just occupied.



EXTERMINATE

A player performing the **Exterminate** command may invade 1, 2 or 3 systems that are immediately adjacent to hexes that they occupy.

To invade, a player moves one or more fleets of their ships from one or more adjacent hexes onto the target system's hex.

If any ships belonging to another player are present in that system, then both players remove a number of ships equal to the size of the smallest fleet now present in the target hex, returning these ships to their personal supply.

After an invasion, either one player will control the system or (in the case of competing fleets of equal strength) neither player's fleet will survive and the system will be left uncontrolled.

For example, if an invading player moves 5 ships onto a system that contains 3 ships belonging to another player, both players must remove 3 ships. The invading player now has 2 ships in this system, while the other player has none.

- The **Exterminate** command **may not be used to invade empty space hexes** (that do not contain systems), or destroy ships in them.
- Players may not invade systems that they already control.
- Uncontrolled systems may be invaded.
- Tri-Prime may be invaded.
- Any number of an invading player's ships from any number of adjacent hexes can be used in an invasion.
- A system may be invaded using fewer ships than the number of ships currently occupying it, in order to weaken the player controlling it.
- A system may be invaded by multiple players in the same round.
- Each individual ship can be involved with only one invasion per **Exterminate** command.



EXAMPLE: EXTERMINATE

Yellow chooses to invade Tri-Prime, which Red currently controls with 3 ships. Yellow has 5 ships in hexes adjacent to Tri-Prime, but chooses to invade with only 4 ships, so as to keep control of a Level II system. Both players must remove 3 ships from Tri-Prime, leaving Yellow with a single ship in the hex, now controlling it.



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3. Exploit

During this phase, players use the space & systems that they control to sustain their ships, then they choose sectors to score.

SUSTAIN SHIPS

- Each hex of empty space - that is, a hex without a system in it - has enough resources (asteroids, solar rays, passing Nutella freighters) to sustain 1 ship.
- Each hex that contains a Level I system has enough resources to sustain 2 ships.
- Each hex that contains a Level II system has enough resources to sustain 3 ships.
- Tri-Prime has enough resources to sustain 4 ships.

Each ship that cannot be sustained by the resources of the hex that it occupies is removed and returned to the supply.

SCORE SECTORS

Beginning with the starting player and going clockwise, each player chooses one sector tile, which is scored immediately.

- ❗ **Each player that controls systems** in that tile receives points equal to their level, no matter which player chose this tile to be scored. Therefore, multiple players may receive points at the same time.

A Level I system generates 1 point, and a Level II system generates 2 points.

Players may not choose to score a sector tile previously chosen by another player, and may not choose to score an unoccupied sector tile. If no occupied sector tiles remain when a player must choose, then this player does not score a sector tile.

No player may choose to score the Tri-Prime sector tile. However, once all players have chosen and scored a sector tile, the player who controls Tri-Prime must choose one bonus sector tile to be scored immediately. This bonus tile may not be the same tile that was previously chosen to be scored in this round by that player.

The players take VP tiles accordingly, keeping them secret by keeping them face down, while exchanging for higher values as needed.

EXAMPLE: SCORING

If this sector tile is scored, Blue receives 3 points, and Yellow receives 1 point.



END OF THE ROUND

If a player is left without any ships on the game board at the end of a round, then that player may place 2 ships on any single unoccupied hex that is as close to the outer edge of the play area as possible. If multiple players meet this condition, they place ships in clockwise order from the starting player.

The starting player token is passed to the next player in clockwise order, and a new round begins.

GAME END

A game with 2 or 3 players ends after 6 rounds, and a game with 4 players ends after 8 rounds. After the game end (that is, after the scoring of the final round), a final scoring takes place – all 7 sectors are scored, with all systems generating points as usual, and Tri-Prime awarding 3 points to the player controlling it.

The player who controls Tri-Prime does not choose an additional sector to score during final scoring.

The player with the most points is the winner!

In case of a tie, the tied player who controls Tri-Prime wins. If no tied player controls it, the tied player who controls the most Level II systems wins; in case of a further tie, the player who controls the most Level I systems wins. If still tied, the players must have a staring contest or play again.

10 GLOSSARY

Command: Players can carry out 3 commands in the game: **Expand**, **Explore** and **Exterminate**. Each player has one command card of each type.

Controlled system: A system is controlled if there is at least 1 ship in the hex containing it.

Fleet: A fleet is any number of ships belonging to one player within a single hex.

Hex: A hexagonal area in which ships are placed; a hex can contain empty space, Level I or II systems, or Tri-Prime.

Sector: A sector is any one of the 7 tiles upon which the game is played. A sector contains seven hexes, except for the sector that contains Tri-Prime.

Ship: A ship is a single ship token. Each player has a maximum of 12.

System: A system is a strategic location where ships are placed during the **Expand** command. A system is worth 1 or 2 points depending on its size (Level I or II, as indicated by • or ••).

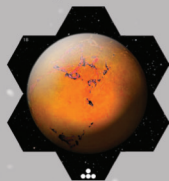
Tri-Prime: This Level III system occupies an entire sector tile and is treated as a single hex space. A fleet must stop moving when it enters Tri-Prime through an **Explore** command.

ADVANCED SECTORS

All sector tiles have a standard A side (with solid lines separating the hexes) and an advanced B side (with dotted lines).

Sector **1B** contains **Quad-Prime**, which functions in the same way as Tri-Prime except that at the end of the **3. Exploit** phase (after scoring) of each round, the player controlling Quad-Prime must destroy one of the ships that occupy it. During the final scoring, Quad-Prime is worth 4 points.

1B: QUAD-PRIME

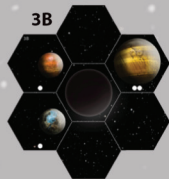


Sector **2B** contains an asteroid belt. Ships can travel through the three hexes that make up the belt, but during the **3. Exploit** phase any ships present in any of the three asteroid hexes are destroyed.

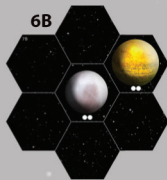
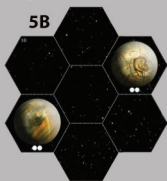
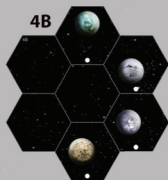


Sector **3B** contains a black hole in its central hex. No ship can enter or cross over this black hole.

3B



Sectors **4B**, **5B**, **6B** and **7B** have no special rules, but they can be used to add variety to the game.



VARIANTS

GALACTIC BOUNTY

At the end of game setup, take the following VP tiles and randomly place them face down on every unoccupied Level I and Level II system:

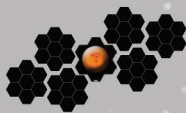
2 Players – 4 x blank VP tiles & 10 x 1-VP tiles

3 Players – 4 x blank VP tiles & 8 x 1-VP tiles

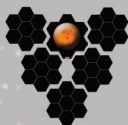
4 Players – 4 x blank VP tiles & 6 x 1-VP tiles

At the end of the scoring phase of each round, each player takes the VP tiles from **all** system hexes that they occupy. These VPs are added to the final score of each player.

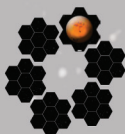
GALAXIES - For more starting layouts, visit LudiCreations.com



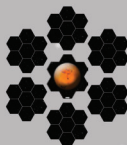
CLOUD
4 Players



PYRAMID
2-3 Players



RING
2 Players



RING IMPERIUM
2-4 Players

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