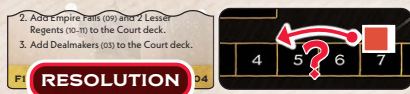


# INTERMISSION

## A. Resolve Fate

Each player resolves their Resolution card.

Each player who failed their objective **loses Power** equal to the space of their objective marker on the Power track.



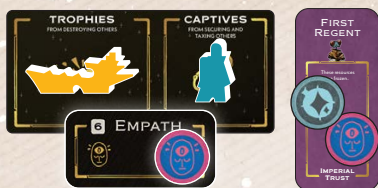
## B. Clear Court

1. Return all cards from the Court except the Imperial Council to the Court deck.
2. Clear all agents from the Court.
3. Scrap the Court discard pile.



## C. Clear Pieces

1. Clear all Trophies and Captives.
2. Clear all frozen resources, including from the Imperial Trust on the First Regent tile.
3. **2 Players Only:** Clear all resources from ambition boxes.



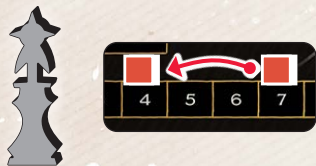
## D. Repair & Destroy Pieces

1. Repair all damaged Blight.
2. Destroy all damaged ships, buildings, and Flagship Upgrades and Armor.
3. Destroy all buildings in systems that have Blight and no ships.



## E. Shift Initiative & Power

1. Give the initiative marker to the player with the **most Power**.
2. Each player with more than 1 Power **loses half their Power**, rounding to lose less.



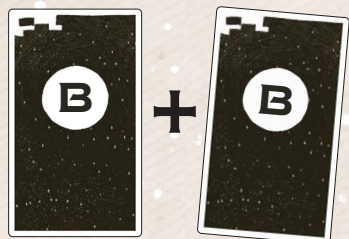
## F. Choose Fate

Each player who completed their objective draws 1 Fate card. Each player who failed it returns their Fate card to the box and draws 2 Fate cards.

- In Act I, draw **"B" Fates**.
- In Act II, draw **"C" Fates**.

Each player secretly chooses 1 Fate card from these 2 cards to play in the next Act, then everyone reveals them simultaneously.

If you choose **a new Fate card**, return your Fate card to the box, scrap the rest of your Fate Set that is not in play, return all Favors you have to your Rivals, and take the new Fate Set for your chosen Fate.



**If You Failed**

# ACT II & III SETUP

## A. Flip Ambitions

*In Act II*, flip the lowest-Power ambition marker to its higher-Power side.

*In Act III*, flip the two lowest-Power ambition markers to their higher-Power sides.



## B. Set Up Court

Shuffle the Court deck and deal 3 cards (2 players) or 4 cards (3–4 players) from it face up into the Court.

Flip the Imperial Council card to In Session.



## C. Add Blight to Gates

Place 1 damaged Blight on each gate that has no Blight and no ships.

## D. Add Blight to Planets

Roll the event die.

At each planet of the rolled symbol, place 1 damaged Blight there if it has no Blight.

If it **does** have Blight, instead place 1 damaged Blight at **each planet** in its cluster with no Blight.



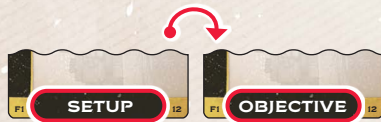
## E. Add Resources to Ambitions

**2 Players Only:** Roll the number die twice. Place the 6 resource tokens of the planets in the rolled clusters on ambition boxes as in Act I setup.



## F. Set Up Fates & Resources

Each player sets up using the Setup side of their objective card, then flips it to its Objective side. Each player may rearrange their resource tokens.



## G. Set Objectives

Each player places their objective marker on the Power track space shown at the top of their objective card.

*In Act III*, only players with "C" Fates do this.



## H. Set Chapter Track & Draw Cards

Place the Chapter track tile on its side listing this Act. Place the chapter marker on its "1" space.

Each player draws 6 action cards, and undrawn action cards are discarded, as in Act I setup.

**2 Players Only:** The player without initiative may redraw their hand **except Events**, as in Act I setup.

