Imperium [foo]: Setup Guide

https://tekeli.li/rogers-rules/

Last edited 2025-03-24

Setup

Decide whether Trade rules (T) will be in use. If not, do not use a civ that requires trade. Table rates them by Complexity, Trade and Aggression.

Civ	C	T	A
Abbasids	2	T	1
Aksumites	2	T	1
Arthurians	5		3
Atlanteans	3		4
Carthaginians	2		3
Celts	2		4
Cultists	5		4
Egyptians	3		3
Greeks	3		3
Gupras	2	T	1
Inuit	4		1
Japanese	2		1
Macedonians	1		1
Magyars	1		4
Martians	5		2
Mauryans	2		3
Mayans	4		2
Minoans	2		2
Olmecs	4		2
Persians	1		3
Polynesians	5		1
Qin	2		2
Romans	1		3
Sassanids	4	T	3
Scythians	2		3
Taino	3		2
Tang	3	T	1
Utopians	6		1
Vikings	3		4
Wagadou	3	T	3

Player

Choose a civilisation and take its bits.

Take a State card and turn it to the Barbarian side.

Arthurians: put *King Arthur's Court* in play.

Atlanteans: State card is Empire side up.

Cultists: State card is Empire side up. Take your custom state card, and put it Corrupted side up under the standard one. Put *Ceremonial Gathering* under *Research the Ceremony*, in play.

Inuit: use only your custom state card, starting Summer up.

Martians: use only your custom state card, starting Alien up.

Polynesians: use only your custom state card, starting Isle-Bound up. Put *Mana* in play.

Utopians: put *Visions of Shangri-La* on top of *Gate of Shangri-La* in play.

Choose a side of your Power card.

Take 3 Action and 5 Exhaust tokens, +1 Exhaust if T.

Cultists, Inuit, Polynesians, Taino, Utopians: -2 Exhaust.

T: take a Merchants card, Merchants side up.

As you process cards, remove “3+” or “4” cards from the game depending on ⓟ.

Place all your (cross) cards (if any) face up in your Development area.

Place your (full moon) card (if any) face up in your Nation/Accession area.

Shuffle the (crescent moon) cards (if any) and place them face down on the (full moon).

Take a King of Kings, 3 Materials, 2 Population and 1 Progress. Martians: take more Progress as shown on Power card.

Shuffle all remaining (Region), (Uncivilised) and (Civilised) cards with the (Tributary) cards. Place sideways to the left of the Civilised cards, and turn up two below the line.

Combine → cards from players into the Unrest pile.

Plcae an Unrest under each face-up card that is not a Region.

Place a (Progress) on each face-up card with a white banner.

Pick a starting player. Play in rotation. Put the Solstice marker (and the Great Beetle) between last and first player.

Determine magic number M: 4+ⓟ+(1 if T).

Place King of Kings A face up in Fame area.

If T, shuffle “Welcoming” card into Fame deck.

Shuffle fame deck, put M face down on King of Kings.

For each of (Region), (Uncivilised) and (Civilised) (“the small decks”), shuffle, and put M face down in their spot above the Commons line. Turn over one of those cards face up below the line.

T: shuffle the Trade cards, put one out face up on each of the small decks. ③: remove one card, ② remove two cards. Place remainder with (Tributary) cards

Pass any → cards to the middle to be added to the Unrest pile.

Cultists: put your Chaos cards in a separate pile

Shuffle all remaining cards to make your deck, and draw 5 for a starting hand.

Commons

Select a set of Commons cards. If T, use Horizons Commons.

As you process cards, remove “3+” or “4” cards from the game depending on ⓟ.

If T, reject all cards with sword in lower left corner. If not, reject either sword or trade in lower left.