

# The Imposter Kings

## *Fragments of Nersetti*

*The kingdom is in chaos.*

*In Court, it's a constant battle for power. Impatient with the bureaucracy, the Bhunari Immortals (known for their endless numbers and fierce presence) have staged a coup in an attempt to take the Throne.*

*Fortunately, Nersetti has plenty of tools to ensure the kingdom's survival. Mustering their forces, all parts of the realm are ready to go to war.*

## Dedication

*To my True Queen, Alissa Zience Yeganeh, and our ever-growing army. With her support, I feel Immortal.*

**Game Designer & Creator:** Sina Yeganeh

**Artist & Graphic Designer:** Michael Hirshon

**Online Game:** Vlad Shcherbina

## Special Thanks

**King's Hands** (*Playtesters*)

Noah Arotcharen (Goose)

William Laxson (Ad Astra)

Melanie Long (Kokko)

Dan Koch (dankoch)

Nolan Arotcharen (Yedi)

Sam Dando (NotoriousBLT)

Ben Dodd (The Kid)

Levi Rauch (I'm a Papaya)

Alex Decker (Pagodapie)

Ron Cook (JohnnyGo)

Shane McAllen (Memaw)

## The Immortals

*(Kickstarter Immortal Supporters)*

Levi Rauch

pagodapie

Michael F.

Maximilian Allen

William Laxson

Merlyn Morgan-Graham

Matt Bruce

Sam Dando

Mahsa Yeganeh

William Rodriguez

Eleanor Vincent

Von Stoudt

Costin "cogala" Galan

Omeed Rameshni

The Velozo Family

*Thank you to all who supported the Kickstarter to make this a reality. Thank you to all the beta testers who gave feedback to make the game what it is today.*

## Quick Start

Welcome to Fragments of Nersetti! In this expansion, there are new cards and new concepts, like the **Army** and alternative Kings, that further the strategy of each round. Those of you familiar with the 2-player standard from the base game can quickly incorporate the new cards and get started.

For the full rules and videos explaining how to play, please visit our website, or join our Discord to play online and ask any questions.

This expansion has many additions to the core gameplay. You may first start with one change, then add more as you desire. We've outlined our recommended order for learning the following new systems:

**The Immortal  
Signature Cards**

**The Army of Nersetti  
Facets of the King**

Of course, if you want to jump into the deep end right away, we also include the full rules at the end.

# The Immortal

To play with the Immortal:

- Add Immortal (expansion card) and Warden (from the base game) to 2-player standard deck.
- Draw 9 cards instead of 8 at the start of the round.
- After this new set-up, you play as normal!

Note: The Immortal also has a new keyword, **Steadfast**. **Steadfast** means that it cannot be **Muted** (lose its card text, typically from Mystic) or have its value lowered by other cards. Please refer to the full rules or cheat sheets for keyword definitions!

---

## The Army

To play with the **Army**:

- Set up the game according to the Immortal rules above.
- Players may no longer Mulligan.
- Both players start the entire match with a base **Army**, which is composed of the Elder, Inquisitor, Soldier, Judge, and Oathbound. Each player also adds a sixth card called “Aegis” to their **Army**.

After setup, for each Round:

- The new Mustering Phase begins after the True King decides who goes first. Starting with the player chosen to go second, they may take as many of the following Mustering actions as they want. When finished, the other player follows the same rules.
  - Recruit: The player removes 1 card from their hand for the round

(placed face up in the Discard region above the player's **Army** deck) and takes 1 card from their **Army** into their hand without revealing it. If they have not already **Exhausted** a card during this Mustering Phase, they must **Exhaust** 1 card as a cost to Recruit.

- **Recommission:** The player **Exhausts** 2 cards from their **Army** to put 1 **Exhausted** card back in their **Army**.
- After the Mustering Phase, play as normal.

At the end of the round, all cards taken from the **Army** (Recruited or **Rallied**) will be **Exhausted** (placed in the **Exhaust Zone** face up).

Once you feel comfortable with the Immortal and **Army**, it's time to move on to Signature Cards.

---

## The Signature Cards

Signature Cards let you customize your **Army** with powerful cards. Both players select 3 out of 9 Signature Cards at the beginning of the match.

The biggest changes for the game are in this section, so please make sure you're comfortable with the Immortal and **Army** before moving on:

- Both players start with a base **Army** at the beginning of the entire match, which is composed of the Elder, Inquisitor, Soldier, Judge, and Oathbound.
- Both players secretly select 3 Signature Cards to use for the entire match. The 9 Signature Cards to choose from this expansion are the Flagbearer, Stranger, Aegis, Nakturn, Ancestor, Informant, Lockshift, Conspiracist, and the Exile.
- After selecting their 3 Signature Cards, both players simultaneously reveal them and put them in their **Army**. At this point, each player should have 8 cards in their **Army**.

Play as normal (with the Immortal and **Army** rules). There are 4 new keywords to note:

**Rally:** Take a card from your **Army** into your hand without revealing and without any additional cost (unlike Recruiting). Sometimes cards will have

special rules for Rallying. Ignore if you do not have enough cards in your **Army**.

**Recall:** Put an **Exhausted** card back into your **Army**. Sometimes cards will have special rules for Recalling. Ignore if you do not have any valid **Exhausted** cards.

**Muted:** Card loses all card text (including **Royalty** and other keywords). If a card is **Muted**, and the card gains or has **Steadfast**, **Steadfast** will always supersede **Muted**.

**Dungeon:** The **Dungeon** is the card you discard at the beginning of a round (same time you place your Successor).

---

## Facets of the King

During a player's Mustering Phase, they may now Recruit, Recommission, and/or choose a new King in any order. To choose a new King, they take the new King and place it over their King. Both players may choose the same King. Keep in mind that each new King has a different Successor action than the

original King: The Charismatic Leader reveals the Successor card for that player once the round starts, and the Master Tactician requires placement of a Squire face down next to the Successor.

---

## Full Rules

Here are all the changes to the base 2-player standard game.

### When the Match Starts

- Immortal and Warden added to the 2-player 18-card standard deck to make a 20-card deck.
- Both players start with a base **Army** at the beginning of the entire match, which is composed of the Elder, Inquisitor, Soldier, Judge, and Oathbound.
- Decide who will start with the True King (randomly or however you choose).
- Both players secretly select 3 Signature Cards to use for the entire match. The 9 Signature Cards to choose from this expansion are the Flagbearer,

Stranger, Aegis, Nakturn, Ancestor, Informant, Lockshift, Conspiracist, and the Exile.

- After selecting their 3 Signature Cards, both players simultaneously reveal those cards to their opponent and put those cards in their **Army**.

## Each Round

- Each player draws 9 cards.
- True King decides who goes first.
- There is a new phase called “Mustering Phase” after the True King decides who goes first. Starting with the player chosen to go second, they may take as many of the following Mustering actions as they want. When finished, the other player follows the same rules.
  - **Recruit:** The player removes 1 card from their hand for the round (placed face up in the Discard region above the player’s **Army** deck) and takes 1 card from their **Army** into their hand without revealing it. If they have not already **Exhausted** a card during this Mustering Phase, they must **Exhaust** 1 card as a cost to Recruit.

- **Recommission:** The player **Exhausts** 2 cards from their **Army** to put 1 **Exhausted** card back in their **Army**.
  - **Choose a new King:** The player takes the new King and places it over their King. Both players may choose the same King.
  - After the Mustering Phase, play as normal.
  - At the end of the round, all cards taken from the **Army** (Recruited or Rallied) will be **Exhausted** (place in the **Exhaust** Zone face up).
  - Players gain 1 point for winning the round, an extra point if their King is face up, and an extra point if the opponent has either a face up King or any cards in hand.
- 

## Three-Player Fragments of Nersetti *Cutthroat Mercenaries*

### Introduction

In Fragments of Nersetti, the 3-player game changes significantly from the base game, allowing for more flexibility and variety in playstyle. This game mode

introduces Mercenaries, which are Signature Cards that can be Recruited or **Rallied** by any player for that specific round. Additionally, “The Bard” is a new card that allows **Army** replenishment when played on a 3 or 4 base value card.

## Setup

25 cards:

|                |                |             |                |
|----------------|----------------|-------------|----------------|
| 1x Fool        | 1x Assassin    | 2x Elders   | 1x Zealot      |
| 2x Inquisitors | 1x Executioner | 2x Bards    | 2x Soldiers    |
| 1x Judge       | 2x Oathbounds  | 1x Herald   | 1x Immortal    |
| 1x Mystic      | 1x Warlord     | 1x Warden   | 1x King's Hand |
| 1x Sentry      | 1x Spy         | 1x Princess | 1x Queen       |

Each player will have a Basic **Army** deck (Elder, Inquisitor, Soldier, Judge, Oathbound). Each player will have a King with their 2 facets (Charismatic Leader and Master Tactician). Randomly choose 1 player to take the True King.

Take 1 copy of each Signature Card and make a deck with them (9 cards). This Mercenary deck will be used every round to determine which Signature Cards are available.

### Every Round

- Shuffle the Mercenary deck and deal 5 cards face up in the Mercenary area.
- Shuffle the Main deck. Each player draws 8 cards. The remaining card is the **Accused** card.
- Each player chooses 3 cards in their hand to place in front of them face down. These cards are used to bid for a free exchange with the Mercenaries.
- When all players have placed 3 cards face down, each player reveals their cards and says out loud the total value of all of their cards combined as their bid.
- Whoever has the highest combined value of the cards shown wins the bid and may exchange any of their revealed cards with any Mercenary card. In case of a tie, the True King decides who wins the bidding.
- After the player who won the bid decides to exchange with the Mercenaries,

the True King decides who goes first and the direction of play. The chosen player turns their King to indicate they are first and also towards the direction of play (to their left or right).

- Starting with the player whose turn is last, players initiate their Mustering Phase. Each player may take as many of the following actions as they want:
  - Recruit from base **Army**: The player removes a card from the 3 cards they revealed for the bid to take 1 from their **Army** (the **Army** card is face down).
  - Recruit from Mercenaries: **Exhaust** an **Army** card. Remove a card from the 3 cards they revealed for the bid and take 1 from the Mercenaries. Players can do this as many times as they want, but will have to **Exhaust** a card from their **Army** and discard a card from the 3 they revealed for the bid each time.
  - Recommission: The player **Exhausts** 2 cards from their **Army** to put 1 **Exhausted** card back in their **Army**.
  - Choose a new King: The player takes the new King and places it over their King. Any number of players may choose the same King.

- The rest of the players will Muster the same way, in reverse turn order (player going second, then player going first).
- After the Mustering Phase, play as normal.
- After the round ends, all Signature Cards will go back into the Mercenary deck to be shuffled for the next round. Players score points (see below), then the player who lost first gains the True King for the next round.

### Three-Player Specific Interactions

If playing competitively, players may not communicate with other players what they have in their hand or even speculate what other players may have. Before starting play, please be clear with all players what level of communication is allowed if not playing competitively.

Assassin behaves just like in the original game with 3 players: Once a player is assassinated, the player who showed the Assassin gathers the Successor and all remaining cards of the assassinated player and adds their Assassin to those cards. They then secretly choose 1 card to put back in their hand.

Remember that Recruiting Mercenaries always **Exhausts** one card from your **Army**, while recruiting from your own **Army** does not **Exhaust** any cards. However, you may only exchange cards from the 3 you show face up at the beginning of the round.

## Scoring

Play to 7 points over multiple rounds.

The player who wins gains a point, an extra point extra point if their King is face up, an extra point for every opponent that has either a face up King or any cards in hand (max of 4 points). Second place gets 1 point.

In case of multiple players reaching 7 or more points, the player who has a higher score wins. If still tied (e.g., 2 players reach 7 points on the same hand), the player who won the final round wins the game.

## Four-Player Fragments of Nersetti—2v2

Four-player builds on the foundation of Mercenaries from the 3-player version. Similar to the base game, it offers the ultimate challenge of strategy for you and your partner.

### Setup

29 cards:

|                |                 |               |             |
|----------------|-----------------|---------------|-------------|
| 2x Fools       | 2x Assassins    | 2x Elders     | 1x Zealot   |
| 2x Inquisitors | 2x Executioners | 2x Bards      | 2x Soldiers |
| 1x Judge       | 1x Arbiter      | 2x Oathbounds | 1x Herald   |
| 1x Immortal    | 1x Mystic       | 1x Warlord    | 1x Warden   |
| 1x King's Hand | 1x Sentry       | 1x Spy        | 1x Princess |
| 1x Queen       |                 |               |             |

Each player will have a Basic **Army** deck (Elder, Inquisitor, Soldier, Judge, Oathbound). Each player will have a King with their 2 facets (Charismatic Leader and Master Tactician). Decide who will start with the True King (randomly or however you choose).

Take 1 copy of each Signature Card and make a deck with them (9 cards). This Mercenary deck will be used every round to determine which Signature Cards are available.

### Every Round

- Shuffle the Mercenary deck and deal 5 cards face up in the Mercenary area.
- Shuffle the Main deck. Each player draws 7 cards. The remaining card is the **Accused** card.
- Each player chooses 3 cards in their hand to place in front of them face down. These cards are used to bid for a free exchange with the Mercenaries.
- Each player also puts 1 additional card face down separate from the 3. This card will be potentially used for bidding and will be available for your partner to see.

- When all players have placed 3 cards face down, each player reveals their cards and says out loud the total value of all of their cards combined as their bid. After all cards are revealed and totals are said aloud, any player may choose to reveal their 1 additional face down card to add to their bid within a set period of time (we use 5 seconds):
  - If a player elects to flip over and reveal their 1 additional face-down card to add to their bid, they say aloud their new bid value. The set period of time restarts, and anyone else may repeat this process.
  - If no player elects to reveal their 1 additional face-down card after the set period of time (or there are no more cards to be revealed), the bidding phase is over.
- After the bid, players may look at their teammate's additional face down card.
- Whoever has the combined highest value of the cards shown wins the bid and may exchange any of their revealed cards with any Mercenary card. In case of a tie, the True King decides who wins the bidding.
- After the player who won the bid decides to exchange with the Mercenaries, the True King decides who goes first and the direction of play. The

chosen player tilts their King to indicate they are first and also towards the direction of play (to their left or right).

- Starting with the player whose turn is last, players initiate their Mustering Phase. Each player may take as many of the following actions as they want:
  - To Recruit a card from their **Army**, the player will simply exchange a card from the initial 3 cards they revealed for the bid with one from their **Army** (the **Army** card is face down).
  - Recruit from Mercenaries: **Exhaust** an **Army** card. Remove a card from the initial 3 cards they revealed for the bid and take 1 from the Mercenaries. Players can do this as many times as they want, but will have to **Exhaust** a card from their **Army** and discard a card from the initial 3 they revealed for the bid each time.
  - To Recommission, the player must **Exhaust** 2 cards from their **Army** to put 1 **Exhausted** card back in their **Army**. The player may use Recommission to put an **Ally's** card back in their **Army** as well.
  - To choose a new King, they take the new King and place it over their King.
- The rest of the players will Muster the same way, in reverse turn order

- (player going third, then the person going second, then the player going first).
- All players place their Successor. When both teammates on a team place their Successor, the team may look at each other's Successor card.
  - Each team may then exchange up to two cards secretly.
  - All players then finally discard one card. Each player will then play as normal.
  - After the round ends, all Signature Cards will go back into the Mercenary deck to be shuffled for the next round. Players score points (see below), then the player who lost first gains the True King for the next round.

### Four-Player Specific Interactions

If playing competitively, players may not communicate with other players what they have in their hand or even speculate what other players may have. This is especially important with partners, as part of the game is trying to use the game mechanics to understand what your teammate may have (similar to the card game Bridge). Before starting play, please be clear with all players what level of communication is allowed if not playing competitively.

## Scoring

The team that wins the round gets 1 point. They receive an extra bonus point for every face-up King on their team (i.e., their King was not flipped for the round). There are no additional points based on opponents' valid plays (unlike 2- and 3-player).

---

Thank you for playing!

Connect with us on:

**Discord**



Watch gameplay on:

**youtube.com**



Play for free, or find strategy,  
lore, and game variants at:

**theimposterkings.com**

