EMPIRES

MAIN RULEBOOK

1 INTRODUCTION

1.1 INTRODUCTION   "Empires" is intended to be a very straight-forward game. It's closely based on several previous games (mainly the "Dark Age" and "Spaceplan" series) with a view to developing a range of different variants reasonably quickly (so we can have several different games with a lot of the rules the same, and we can have games about different periods in history and with different maps without having to build them from scratch every time).

1.2 PLAYER INTERACTION   "Empires" is about diplomacy, making alliances and striking deals with the other players, and strategy. We've tried to cut out the rules that get in the way of the player interaction. This game should be suitable if it's your first play-by-mail game, or if you're branching out from another format, or if you know what you want is player interaction with a minimum of fuss.

1.3 HISTORICAL ACCURACY   The sort of rules that have been taken out (compared to previous games of the same type) are all the stuff designed to provide historical accuracy (or a reasonably historical "look" and "feel", at any rate). In the basic version of "Empires" there's no historical scenario: just the rules, the game, and an assortment of maps to play it on. As time goes by some variants are putting some of the history put back in, and others might get some of the complexity that was taken out, but only where it's appropriate and with the basic game staying basic as we can keep it.

1.4 BATTLE ROUTINE   The battle routine is actually more complicated than in previous designs, since players seem pretty clear this is an area where they want more uncertainty and variation, and it doesn't really add much to the complexity of the game. Once you've committed to a battle the thinking and planning stops, and the thinking before a battle is fairly simple (bring as much "stuff" as you can, and hit your opponent as hard as you can). The battle rules are slanted towards being very predictable most of the time (no waiting to see if the random numbers favoured you this week...) with scope for nasty surprises when opponents do something unexpected. And scope for thinking up nasty surprises for opponents when you guess what they're going to do.

1.5 ECONOMICS   There are many build-and-bash games where there's a simple dominating strategy, that you sit out of the action and build up your strength as long as you can. This shouldn't work in Empires, which is designed for a more dynamic game. The rate of return as you build up your income diminishes rapidly, and your maintenance costs rise quickly as you build up your forces. If you just sit and wait then other people will expand their empires and you'll find you can't compete.

1.6 ORDERS & ACTIONS   Empires is an "action driven" game. You write your orders in the form of a series of "actions" and these are processed one at a time in strict order (the order you choose, not some arbitrary phase order). The first action is processed for each player in turn, and then the next action for each player, and so on. Almost the whole game takes place as your orders are processed - there's very little going on outside that sequence.

As the adjudication proceeds during the turn the state of the game (what's on the map, who owns what, how their forces are deployed and so on) moves along with each action and you can be less and less sure whether things will still look the same as they did when your wrote your orders.

If you've not played this style of game before then you're probably thinking it sounds very chaotic, but in actual fact it works very well. It adds a good measure of uncertainty without adding any random factors (nasty surprises will be due to something your opponent did rather than something the computer did). And things don't actually move around all that fast. Most of the time... .

1.7 RULES VARIATIONS   The full rules in this rulebook are used for WORLD EMPIRES. In other versions the AIR FORCE rules are not used, so ignore the references to air forces and air battles except in World Empires..

There are some additional rules for other games, and these are in separate guides. AUSTRALIAN EMPIRES includes a module for resources, and NAPOLEONIC EMPIRES has a module of extended supply rules.

We're currently using the supply rules in EUROPEAN EMPIRES as well, because some of the other rules wanted for Napoleonic Empires aren't ready yet.

Note: Where you're playing a game that has an additional rules module you will find there are occasions when the main rulebook is superceded by the extra rules. They'll say different things, and there isn't any explanation or cross-reference in the main rulebook to warn you (other players in other versions don't have your extra rules and don't need to know about them). This means it's really important that you get know the additional rules really well, because you need to recognise where they're different from the main rulebook.

2 GENERAL RULES

2.1 GAME START   The number of players in each game depends on the map used (see section 12). Players are allocated to countries in order of arrival (you get a free choice of the countries that are still available). If there are fewer players than countries then the rest are operated as "dummy players" under computer control. The startup turn is sent out only when the game is ready to start (so there may be a delay during which you hear nothing).

2.2 THE GM   The "GM" (Games Master) is the person responsible for the operation of the game. In other terminology the GM would be called a moderator, or an umpire. The game is actually processed by computer, but is supervised by the GM. The name of your GM is given in the game report.

2.3 ADDRESSES   The correct address to which you should send your instructions for the game is given in the game report. A list of addresses for the other players is given out at the start, but it's up to you to keep track of any subsequent changes of address and make sure that other players are able to contact you (if you wish). See paragraph 1.9 (player messages) for the simplest way of keeping players informed of your movements. Phone numbers are not given in the game start information. If you wish to give out your phone number then use the player message system.

2.4 DEADLINE   The GM will set a deadline for each turn. You orders must arrive on or before this deadline (always BEFORE the deadline for online or faxed orders). Games are normally run on the deadline day and are posted the same day. If your orders arrive late then they are set aside. If no orders arrive from you for the next deadline then your late orders are used instead. If new orders do arrive then your late orders are discarded. Under no circumstances will two sets of orders be processed together. If you miss a turn you cannot make it up.

2.5 MISSED ORDERS   If you miss a deadline the computer will write a set of orders for you. This "missed orders" routine concentrates on growing your population and defending your borders. It won't attack anyone, but may build armies and move them around if it thinks it can improve your defences. If the computer decides a player has dropped out of the game then the "missed orders" routine expands to become much more aggressive. Dropout countries are likely to make serious nuisances of themselves.

2.6 TURNSHEETS   The turnsheet is used for submitting your orders. Your orders for each turn are written in the form of actions, one action per line on your turnsheet. The actions available are listed in later sections of this rulebook. You have sixteen actions per turn. If you do not use all sixteen actions you may leave gaps (although it would probably be more sensible to use the extra actions for spying, taxing and building armies). Think BEFORE you start filling in the turnsheet. We recommend you write out your plans on another sheet of paper and transfer the final version to your turnsheet when you're finished. Please try to write your orders as neatly as possible, as we will not correct errors that result from poorly written turns.

2.7 EMAIL ORDERS   We provide a website at www.softsim.co.uk with forms for entering your orders online. This is the quickest, cheapest and most reliable way to send your orders. This website has a log-in procedure (for security) so to use it you will first need to obtain a user name (email your GM to ask for one to be allocated). The rest of the instructions needed are provided on the website itself.

When sending orders via the website, the turn number to give is the one on your turnsheet (ie. the next turn to be played) not the one on the last game report (the turn just played).

2.8 EMAIL REPORTS   There is an option to have your game report sent to you as an email. In order to print out your emailed report once you've received it you'll need to be able to save the file somewhere and run the Windows utility we can provide (it can be downloaded from the website as softsim.co.uk, or it can be emailed to you.). This interprets the printer control codes in the file so that it's formatted correctly.

2.9 MESSAGES   The turnsheet includes a section for player messages, which are published in the game report (for everyone to see). All messages are identified by the computer according to who sent them, and our normal restrictions apply (i.e. keep it clean and fair). For serious negotiationsyou'll find it's better to contact people directly. Don't try to use the message section to talk to the GM (player messages don't appear until AFTER the game is run and GMs don't normally read game reports anyway - send an email, use the phone or write a letter).

You can also use the player messages section to insert your phone number or email address into the roundup section of the game report (permanently). Simply address the message to PHONE or EMAIL and keep it short.

2.10 TURN CREDITS   Unpaid turns are not mailed. Turn credits in hand are shown on the front of your player report, along with any discounts available. Discount turns are added automatically, but only when you buy turns in batches of ten or more. Discounts from one game won't appear in another game automatically: you need to let the GM know where you earned the discount and which games it need to be assigned in.

3 ECONOMICS

3.1 BUILD POINTS   The "currency" for income and spending in Empires is build points, usually abbreviated to BPs. BPs represent your economic capacity and military power, not actual cash. BPs must always be spent immediately: you can't save them up or carry them from turn to turn. The balance of BPs available for you to spend in the coming turn is given in your game report.

3.2 INCOME   The income (in BPs) you get for each area you own is equal to the population in that area, and is added to your balance at the end of the previous turn. Supply costs (3.3) are deducted immediately, so the balance shown in your report is the number of BPs available for the coming turn.

Note: Don't mix up your total income with your balance - some of your income will probably have already been spent on supply costs.

3.3 MAINTENANCE COSTS   There is a cost to be paid to maintain your armies, ships and fortifications. This is deducted from your income. If your income isn't sufficient then the only penalty is that you'll have no BPs to spend at the start of the turn (you won't be able to do much, except try to fix the problem for future turns).

Maintenance costs are calculated separately for each area (not just for your total armies, ships, forts and population) and is shown in the "areas owned" section of your game report. The total for your whole country is also shown.

ON-LAND: For land areas the maintenance cost in each area is half (rounded down) of the total of armies, ships and forts less the number of population (that's subtract the population and then halve it - not half the total and then subtract the population). Ships that are laid up don't count. If the calculation comes out as less than zero then the cost for that area is nothing (you don't get any cash back for the areas with no troops).

AT-SEA: For sea areas where you have any ships the maintenance cost is the distance of the ships from their base. The number of ships (and any armies they're carrying) doesn't matter.

RESERVES: The cost of maintaining your army reserve, navy reserve and air force is 1 BP for every four strengths. Each of the three is counted separately, and fractions are ignored.

3.4 TREASURY   Although build points must be spent immediately, one of the things you can spend them on is increasing your treasury. This is a separate balance which acts as a "reserve" of BPs. The STASH action is used to increase your treasury, and the CASH action is used when you want to spend it.

3.5 STASH ACTION   The STASH action is used to put build points in your treasury at a rate of three for one (ie. three 3 BPs in your current balance for each one BP in your treasury). Usually it's better to spend BPs right away.

Format   ["STASH"] [BLANK] [BLANK] [NUMBER STASHED]

3.6 CASH ACTION   The CASH action is used to move Bps from your treasury to your current balance, where they can be spent (immediately). There is no cost. Any BPs that are unused at the end of the turn, up to the number of treasury points cashed, are returned direct to your treasury. This means you can safely cash your whole treasury if you want (you don't have to re-stash it at 3-for-1 if you don't spend it) and you can even spend the cashed BPs and earn them back later in the turn.

Format ["CASH"] [BLANK] [BLANK] [NUMBER CASHED]

3.7 UNUSED BPS   Any unused BPs left over at the end of the turn (other than BPs from CASH actions that will go back in your treasury - see 3.6) are automatically spent on building new armies in your reserve if possible (as for an ARMY action, rule 5.3) and the last one or two BPs after this are spent as for an ORDER action (see 6.2).

3.8 TAX ACTION   This action adds two BPs to your current balance. There's no cost, except it uses up an action. When you've got nothing better to do or you're short of BPs, fill the gaps in your turnsheet with TAX actions, and then spend them.

Format   ["TAX"] [BLANK] [BLANK] [BLANK   ]

3.9 GIFT ACTION   The GIFT action transfers BPs from your treasury to the treasury of another empire. The "ALL" and "ALL BUT" formats can be used.

Format   ["GIFT"] [BLANK] [WHICH EMPIRE] [NUMBER OF BPS]

Note: BPs received in GIFT actions go into your treasury - they need to be CASHed before they can be used.

4 THE MAP

4.1 THE MAP   A copy of the map for a current game should be provided with this rulebook. Some game maps may be spread across several sheets of paper. Each map is divided up into individual areas. Some map areas correspond to real world countries, and others to provinces or parts of countries, or areas of sea. Each area will contains one of several different types of terrain and varying numbers of armies, forts and population.

Note: An "area" is a map location, and a "country" is a bunch of areas controlled by one player.

4.2 AREA AND COUNTRY CODES   Individual countries (i.e. players) are identified by two letter codes (see rule 1.3, and the roundup section of your game report). Each map area has a three letter code, and although the game reports often give the full names you should ALWAYS identify areas (in your orders) by these codes. The computer understands ONLY the codes: if you enter other stuff it won't be able to process your orders.

Note: Sometimes there will be map areas and countries with the same name, but they'll be identified by different codes (e.g. in World Empires Argentina is a country whose code is AG, and usually controls the map area called Argentina, whose code is ARG).

4.3 TERRAIN   The terrain types are mountains, forests, wetlands, uplands, jungle, deserts, lowlands, plains, towns, islands and seas (the key to the symbols for these should be shown on the map).

The terrain type decides the cost of increasing the population (income) in that area. The worse the terrain, the more it costs. Terrain may affect movement and battles, as armies moving into difficult terrain become "stuck" for the remainder of the turn. The defence strength may be increased and the battle losses of the defender may be reduced according to the type of terrain..

See 5.9 for the GROW action and costs, 7.5 for movement restrictions (getting "stuck"), 8.9 and 8.12 for terrain effects on battles, and 14.1 for a table of terrain effects.

Plains: This stands for a variety of steppes, scrub, bush, savannah, semi-desert and generally anything flat and not especially fertile (the fertile areas are the "lowlands").

Islands: This terrain type is for small islands. Big islands will have proper terrain of their own.

4.4 SEA SPACES   An island may be located INSIDE a sea area rather than on an edge. In this case you must move THROUGH the sea area to reach the island(s). You can't reach an island directly from a neighbouring sea area UNLESS the island is clearly shown to be on the boundary of the sea space.

4.5 DISTANCES AT SEA   Where these rules refer to the distance between two sea areas, you count the number of sea spaces between them. Don't include the start area or the destination.

4.6 POPULATION   Each land area has a population level, which represents not just the population but agriculture, mining, industry and commerce as well. The population level decides the income you receive for each area. You increase your income in the game by increasing your population (mainly with the GROW action, see 5.9) but each area can only do this once each turn.

In Empires the population doesn't fight in battles, but to capture an area your must have more armies than the population level (a small army can't take over a well-populated area) and some population is lost during each battle (see collateral damage, 8.13).

4.7 ARMIES   Armies represent a mixture of different ground forces. They can be moved around the map and used in attack and defence. You can raise new armies either with the ARMY action (see 5.3) at a cost of 3 BPs each, or they can be raised by converting population with the LEVY or MOBILISE actions (see 5.1 and 5.2). Armies can also move around at sea, but only by using ships. The CONVOY action (see 7.2) moves ships and armies together, and the MOVE action (see 7.3) allows armies to move one sea are containing ships to another.

4.8 FORTIFICATIONS   Fortifications do two things. They allow you to keep more armies on the map (see dispersal rules, 6.5), and they increase the strength of the armies that occupy them when they're attacked (see defence strengths, 8.9).

Fortifications cost 1 BP per level to build and will increase your supply costs (see 3.3), cannot be moved once built, but may be dismantled (with the RAZE action, see 5.8). They may be destroyed as "collateral damage" (see 8.13) during battles, but they don't count as "battle losses" (ie. they don't count to "pay" for losses).

4.9 ARMY RESERVE   In addition to the armies on the map each country also has an "army reserve". These are armies which are available to placed during the turn. New armies raised with the ARMY action (see 5.3) are added to your reserve. When armies are dispersed they are placed in your reserve ready to be deployed again. Armies in your reserve can be placed on the map with the RESERVE action (see 5.5).

When you build new armies they're usually placed in your reserve. Once you've put some in your reserve you can't take any out until the following turn. Tthis means you must deploy any reserves before you buy any new ones.

4.10 NAVIES   Naval forces are represented as a number of ships. Ships on the map can be either "in commission" or "laid up". If a ship is laid up then it's just a piece of hardware with no crew, no stores and no ammunition, and these are the things you need to add in order to put it into service.

You can build new ships in a naval base with the BUILD action (see 5.10) but each base can only do this once in each turn. Newly built ships are added to the total of laid up ships.

Once you've built new ships (or recovered some from your reserve) you can't commission any in that naval base any until the following turn. This is the same restriction as for army reserves, except that for ships it applies to individual naval bases, so that what you do in one base doesn't have any effect on what you can do in another.

Ships that are laid up can be put into commission using the FLEET action (see 5.14) or they can be scrapped using the SCRAP action (see 5.15). They can't do anything else. Ships must be in commission in order to move and fight. Ships in naval bases can be taken out of commission using the LAYUP action (see 5.12).

The reason for the two-stage process is to reflect the planning and investment that's need to build up a navy - without it you'd be able to build a fleet and put it into action quicker than you can with army. For the game to provide a reasonable feel of naval strategy in history we need a system that reflects the ability of powers to react to naval construction by their rivals.

4.11 NAVAL BASES   Naval bases are located in coastal land spaces. New naval bases can be built with the BASE action (see 5.16) and unwanted bases can be closed with the CLOSE action (see 5.17). When you build a new base you can't use it until the start of the following turn.

Ships can enter and leave a naval base only from and to the sea space designated as the entrance for that base.

Building naval bases and a navy is a slow business. If you haven't already got a base where you want one, then you have to build it. Then you have to wait until the next turn before you can build new ships in it, or place ships recovered from your reserve. After that you have to wait another turn before the ships can be put into commission and another before they can go to sea.

4.11a BLOCKADES   A naval bases is blockaded if the entrance is occupied by ships belonging to someone else. The blockaded fleet can always come and out and fight, and a blockade doesn't prevent ships already at sea from tracing a route from their base or drawing supplies from it (for now, but this might change later). It does prevent ships getting in and out without fighting, and it's also important in the supply rules (if those are being used).

4.12 NAVAL RESERVE   Your naval reserve works in a similar way to your army reserve, except that ships from your naval reserve can only be moved to the map by being placed in naval bases (using the RECOVER action, see 5.13). Use the NAVY action (see 5.11) to increase your naval reserve.

Note: Ships in your naval reserve are dispersed at sea, in neutral ports or anchorages other than your naval bases.

4.13 AIR FORCES   Your air force in World Empires is represented by your Air Strength. You don't move squadrons of aircraft around the map. Instead your air force turns up whenever you're involved in a battle (but the number that can get into action is limited by the forces on the ground). Use the AIR action (see 5.19) to increase the strength of your air force.

4.14 AIR STRENGTHS   The attacking air strength available in a given attack is limited by the number of attacking armies. The defending air strength is limited to the number of defending armies, forts and population (added together).

Air forces are not used in Medieval Empires and European Empires.

5 BUILD ACTIONS

5.1 LEVY   The LEVY action is used to convert population to armies in areas owned by your own country. Half the population (rounded down) is converted to armies. There is no cost in BPs. Armies may move, attack and defend in subsequent actions the same turn as they are levied. Levy actions do not make an area sticky.

Formats ["LEVY"] [WHERE   ] [BLANK] [BLANK]   levying new armies

Note: You can't choose the number of armies. It's always half the population level. The cost of a LEVY action is the loss of income (and all the actions needed to grow the population back up again).

5.2 MOBILISE   The MOBILISE action does a LEVY action for each and every area that you own.

Formats ["MOBILISE"] [BLANK] [BLANK] [BLANK]   mobilise new armies everywhere

Note: Drastic, but dramatic, and possibly a fun thing to do. Yes, you can do more than one in a turn, but whether you'd want to is another matter.

5.3 ARMY   The ARMY action is used to build new armies without converting population. The new armies are placed in your army reserve, and the cost is 3 BPs per army. If you don't give a number of armies then the number built will be all that you can afford. Note that armies built this way can't be placed on the map until the following turn, because you can't RESERVE after an ARMY action, and then can't be moved until the turn after that (because RESERVE actions are sticky). The "ALL" format works for ARMY actions, but there's no "all but" order format for building armies.

Formats ["ARMY"] [BLANK] [BLANK] [NUMBER OF ARMIES]   building new armies

<u>*Note*</u>*: This is what happens with any BPs left over at the end of the turn, as if there's an extra action - number 17 and it's always "ARMY ALL" so there is normally no reason to do an ARMY action. It's better to just leave the BPs lying around and let the "extra" action do the work for you (although if you'd done a CASH action during then turn the spare BPs would go back in your treasury instead).*

5.4 DISARM   The DISARM action deletes armies from your reserve and adds 2 BPs to your treasury for each army disarmed.

Note: This is something that's rarely wanted - but if your empire has more troops than it can afford, then use this action to reduce your costs and boost your treasury.

Format ["DISARM"] [BLANK] [BLANK] [NUMBER OF ARMIES]   reduce your army reserve

5.5 RESERVE   The RESERVE action is used to place armies from your reserve in any land area you own. The cost is one BP per army placed, and the area becomes sticky (see 7.5). This means you can't move an army you placed from your reserve until the next turn, and it also means a newly placed army is subject to dispersal (see 6.5) before you can use it. Reserves can't be placed at sea.

The number of armies you can place in each RESERVE action is limited by the number of armies and population (added together). If you try to place more, you'll get the maximum allowed instead. You may not make RESERVE actions in the same turn after attempting a DISBAND action (see 5.6) or an ARMY action (see 5.3).

Format ["RESERVE"] [WHERE] [BLANK] [NUMBER OF ARMIES]

<u>*Notes*</u>*: The restriction on moving armies from your reserve to the map later the same turn as putting them in your reserve is so that you can't use your reserve as a way of making armies move instantly from one end of the map to the other. Reserve actions are sticky so that you can't conjure huge armies out of nowhere without warning: opponents get the chance to look out for the build up.*

5.6 DISBAND   The DISBAND action disbands all the armies in an area owned by your country, and adds them to your reserve. All armies in an area must be disbanded at once. There is no cost in BPs.

Format ["DISBAND"] [WHERE] [BLANK] [BLANK]

5.7 FORTIFY   The FORTIFY action is used to build fortifications in areas you own. The number of forts you can build in one action cannot be more than the number of population in the area (if you order more, the number will be reduced). The cost is one BP per level.

Format ["FORTIFY"] [WHERE] [BLANK] [NUMBER OF LEVELS]

5.8 RAZE   The RAZE action is used to destroy fortifications in areas owned by your own country (sometimes done in order to cut supply costs). The number of forts you can build in one action cannot be more than the number of population in the area (if you order more, the number will be reduced). The cost is one BP per fortification level.

Format ["RAZE"] [WHERE] [BLANK] [NUMBER OF LEVELS]

5.9 GROW   The GROW action increases the population level of an area owned by your country. The cost in BPS is equal to the current population in the area, plus an extra cost according to the terrain type (one in uplands, wetlands and plains, two in islands and forests, three in mountains, four in jungles, five in deserts and tundra, and six in towns and cities). The population level increases by one. Each area can GROW only once in each turn.

Format ["GROW"] [WHERE] [BLANK] [BLANK]

5.10 BUILD   The BUILD action is used to build new ships in any naval base you own. The cost is 3 BPs per ship. Newly built ships are "laid up", and you can't put them into commission (see 5.14) until the next turn. In each base you can only make one BUILD action each turn, and the number of ships you can build in a base in each action is limited by the population in the area. If you try to build more then you'll get the maximum allowed instead.

Format ["BUILD"] [WHERE] [BLANK] [NUMBER OF SHIPS]

5.11 NAVY   The NAVY action is used to build ships in your naval reserve. The cost is 3 BPs each. If you don't give a number of ships to build then the number will be all that you can afford. Once you've done a NAVY action you can't place any ships from your reserve on the map until the next turn .

Format ["NAVY"] [BLANK] [BLANK] [NUMBER OF SHIPS]   increasing your navy reserve

Normally it's better to use BUILD instead, to place new ships in their bases right away (it's cheaper and quicker).

5.12 LAYUP   The LAYUP action takes ships in a naval base out of commission (so they're removed from the "ships" to the "laid up" total for the base). The cost of the action is 1 BP per ship. Ships don't count for supply costs when they're laid up.

Format ["LAYUP"] [WHERE] [BLANK] [NUMBER OF SHIPS]   decreasing your navy

Apart from keeping your supply costs down this is probably not something you'll want to do.

5.13 RECOVER   The RECOVER action is used to place ships from your reserve in any base you own that isn't blockaded (see 4.11a). The cost is one BP per ship placed. Newly placed ships are "laid up", and you can't put them into commission until the next turn. The number of ships you can recover in a base in each action is limited by the population in the area. If you try to recover more then you'll get the maximum allowed instead. You can't make RECOVER actions later in the same turn after ordering a NAVY action (see 5.11) or a CLOSE action (see 5.17).

Format ["RECOVER"] [WHERE] [BLANK] [NUMBER OF SHIPS]

5.14 FLEET   The FLEET action commisions ships that are laid up in a naval base (they move from the "laid up" total to the nornal "ships" total). The area becomes sticky (see 7.5 - nothing in that area can move or attack until next turn).You can't commission ships later in the turn after a BUILD or RECOVER action. The number of ships you can put into comission in a base in each action is limited by the population in the area. If you try to commission more then you'll get the maximum allowed instead. The cost is 3 BPs per ship.

Format ["FLEET"] [WHERE] [BLANK] [NUMBER OF SHIPS]   putting ships into commission

<u>Notes</u>: *The combination of different actions for building ships and putting them into play looks more complicated than it really is. The basic outline is that the first thing you do is the FLEET action to mobilise any ships that are ready. Later you BUILD any new ships you want to have ready for next turn, and then RECOVER actions to add any ships from your reserve.*

5.15 SCRAP   The SCRAP action scraps ships that are laid up. It deletes the number of ships specified from a naval base and adds 2 BPs each to your treasury. You can also scrap ships from your naval reserve, by leaving the "where" box empty.

Format ["SCRAP"] [WHERE] [BLANK] [NUMBER OF SHIPS]   decreases your navy

5.16 BASE   The BASE action builds a naval base in any coastal area you own at a cost of 10 treasury BPs. You must specify one adjacent sea space as the entrance of the base (ships can come and go only through this sea area). The new base can't be used until the following turn.

Format ["BASE"] [WHERE] [ENTRANCE] [BLANK]

Note: This action uses TREASURY BPs rather than BPs in your "current account".

5.17 CLOSE   The CLOSE action is used to close a naval base that you own. There is no cost in BPs. Any ships in the base when you close it are added to your naval reserve (this applies the same whether they're laid up or in commission). After a CLOSE action you can't recover ships from your reserve until the following turn. You can't re-open a closed base, but you can build a new one in the same place.

Format ["CLOSE"] [WHERE] [BLANK] [BLANK]

5.18 DISOWN   The DISOWN action is used to disown an area and all the armies in it. Both the area and everything in it become neutral (sometimes done in order to cut supply costs, or to build neutral buffer states). There is no cost in BPs.

Format ["DISOWN"] [WHERE] [BLANK] [BLANK]

5.19 AIR   The AIR action is used in World Empires to increase the strength of your air force. The cost is 7 BPs per strength. If you don't give a number of strengths to build then the number will be all that you can afford. There's no "all but" format.

Format ["AIR"] [BLANK] [BLANK] [NUMBER OF LEVELS]   increasing your air force

This action is not used in Medieval Empires and European Empires.

6 ADJUDICATION

6.1 ORDER OF PLAY   The order in which each round of actions is processed is fixed for the turn (it's shown in the roundup section of the game report) but players may spend BPs to change the order for the following turn (see 6.2). The initial order of play (for the first turn) is random.

Note: The order of play is very important. The game reports show how things stand at the start of the turn, but as the turn goes along it becomes more and more out of date. For this reason you'll often want to make your most important actions as early as possible in the turn (before your opponents can reinforce the areas you want to attack, for example). It can be a big advantage to be the country making the first move.

6.2 ORDER ACTION   The ORDER action is used to alter the order of play. By spending BPs you may move your country to the front of the order for the following turn. You may spend any number of BPs on ORDER actions, and may make more than one such action in a turn.

If you have fewer BPs remaining than you attempt to spend, then the number spent is reduced to the number you have available (in particular, you may choose to dump any remaining BPs you have with the last action of the turn). If you don't indicate a number of BPs with an ORDER action then it is ignored UNLESS it is your sixteenth action of the turn (in which case ALL your remaining BPs are used).

The order of play for the next turn is the order of which countries spent the most BPs on ORDER actions, with countries spending the same amount remaining in the same order (i.e. you move up the order, ahead of anyone that spent less than you, but not going ahead of anyone that spent the same).

Format ["ORDER"] [BLANK] [BLANKS] [BPS TO SPEND]

Note: Because of leftover BPs being spent on order actions (see 3.7) there are usually lots of other players spending 1 or 2 BPs. So if you want to bounce to somewhere near the top of the order, spend at least 3 BPs. More than 3 is only worthwhile if you think you're bidding against someone else that's spending extra BPs as well.

6.3 NUMBER FORMATS   With some actions you can give either an actual value in the "number" box (e.g. MOVE ABC DEF 3) or you can order "all" (eg. MOVE ABC DEF ALL - this means move all the armies, however many there are) and you can even order "all but" a number (e.g. MOVE ABC DEF AB-2 means leave two armies behind and move the rest).

These options are important, since if there are fewer armies available than you ordered and you ordered an actual number, then the action fails (having ordered an attack with a specific number of armies, you probably don't want to go ahead if half you armies have failed to turn up, or have been lost in another battle).

Note: If you leave the "number" box blank or zero then this is treated as ALL, and a number less than zero is treated as an "ALL BUT".

Note: The "all" and "all but" order formats are not normally available for actions other than moves and attacks (if they are, then it'll say so in these rules).

6.4 UNOWNED AREAS   At the start of each turn, before any player actions are processed, one random action is processed for each unowned area. These actions aren't subject to the normal rules, and may add an army or a fortification or population level.

Note: If you're attacking an unowned area, you need to make sure you'll win the battle whatever it builds, or be prepared to live with the risk of getting a nasty surprise. Of course, even if you plan correctly, there's still the chance that one of the other players will barge in before you arrive (but in that case, you know who to blame...).

6.5 DISPERSALS   At the end of each turn if the number of armies in a land area is greater than the number of population and fortification levels then a number of armies are "dispersed" (they're returned to your reserve and may be called up again later). The number of armies dispersed is the number of armies divided by the number of population plus forts, rounding down (if there are less than two pop+forts then you disperse half).

At sea there are no dispersals provided your ships can trace a route to their naval base. If they can't (because the base has been captured or closed) then one ship and one army will be dispersed.

This happens before maintenance costs are calculated. Dispersals are highlighted in game reports.

7 MOVES & ATTACKS

7.1 MOVEMENT   Movement is normally move from one area to any adjacent area in a single action. The MOVE action (see 7.3) is used for armies moving to an area you already own (it'll fail if you move to somewhere you don't own) and the ATTACK action (see 7.4) is used for armies to attack a land area you don't own (and will fail if you attack somewhere you do own). The SEAMOVE action (see 7.2) is used for ships moving on their own, and the CONVOY action (see 7.2) is used for ships and armies moving together. There aren't separate actions for moving and attacking at sea: if you bump into an opposing fleet there's a battle.

Movement is normally continuous. Having moved from one area to another in one action you can usually move from there into another later in the same turn (but see 7.5 on when armies get "stuck").

7.2 SEA MOVEMENT   The SEAMOVE action moves ships on their own from one sea area to an adjacent sea area (or between one of your naval bases and the sea area that's the entrance for that base). The "all" and "all but" formats may be used. The cost is one BP plus the distance of the ships from their base.

The CONVOY action moves ships and armies together. The number you give specifies the number of ships (the "all" and "all but" formats may be used). The number of armies that move is the same as the number of ships (or as many as possible if there are fewer present). The cost is one BP plus the distance of the ships from their base.

For these actions, if the ships have no route to their naval base (because it's been captured or closed) then the extra BP cost isn't paid but one ship and one army are dispersed instead.

See 8.1 for the rules on how the battle is resolved if you move to a sea area held by someone else. There aren't separate actions for moving and attacking at sea. Warships are battle-ready all the time.

Format ["SEAMOVE"] [WHERE FROM] [WHERE TO] [NUMBER OF SHIPS] move ships

Format ["CONVOY"] [WHERE FROM] [WHERE TO] [NUMBER OF SHIPS] both together

Armies can also move around at sea, with the MOVE action (see 7.3) provided that wherever they go there are ships to carry them.

7.3 MOVE   The MOVE action is used to move armies from one area to an adjacent area you own. This costs 1 BP for any number of armies. This can be on land, but the same action can also be used to move armies from any sea or coastal area to an adjacent sea area, provided it contains at least as many ships as there are armies to be moved.

Format ["MOVE"] [WHERE FROM] [WHERE TO] [NUMBER OF ARMIES] move armies

7.4 ATTACK   Use the ATTACK action for your armies to attack from an area you own to a land area that you don't. You can attack from sea to land, but not from land to sea. The cost is 1 BP per army. See section 8 for the rules on how battles are resolved. When you capture an area with an attack by sea it becomes sticky (see next).

Format ["ATTACK"] [WHERE FROM] [WHERE TO] [NUMBER OF ARMIES] land attack

7.5 GETTING STUCK   Any armies moving (or making a successful attack) into an area with difficult terrain (mountains, forest, towns, jungle or wetlands - see 4.3) become "stuck" and can't move or attack any more that turn. Placing armies from your reserve (see RESERVE action, 5.13) and capturing an area with an attack by sea also make an area sticky for the rest of the turn irrespective of the terrain type.

Note: It is actually the AREA that becomes sticky rather than the army that becomes stuck, so any other army belonging to the same country in the same area is also stuck, along with any that arrive later.

7.6 DEFENCE MODE   For each land area there is a defence mode, a retreat location and a defence location (for ambushes and entrenchments). The defence mode is one of DEFEND, ENTRENCH, AMBUSH or RETREAT. This may be changed by using the actions of the same name (see 7.7 to 7.10). Defence modes have no effect if there are no defending armies. At the start of the game the defence mode is RETREAT for all areas.

If the defence mode in an area is RETREAT then your armies in that area will retreat if attacked by a stronger force (see 8.7 for details). If the defence mode is DEFEND then they stand and fight if attacked (even if they'll lose the battle). They also stand and defend if the defence mode is RETREAT but no retreat location is set (or it's set to somewhere you don't own).

ENTRENCH and AMBUSH also stand and defend, but attempt to predict the direction from which the attack will come. See also paragraph 8.9 (defence strengths) for the effects of ambushes and entrenching.

7.7 DEFEND   The DEFEND action changes the defence mode in a land area to DEFEND, to cancel previous AMBUSH or RETREAT orders. There is no cost in BPs.

Format ["DEFEND"] [FROM WHERE] [BLANK] [BLANK]

7.8 ENTRENCH   The ENTRENCH action orders your armies to dig in to defend against an attack from an adjacent area. You can only entrench on one border at a time: if you set a new one then the old one is cancelled. There is no cost in BPs. Entrenchments stay in place from turn to turn, and are shown on your game report.

Format ["ENTRENCH"] [WHERE] [WHERE AGAINST] [BLANK]

7.9 AMBUSH   The AMBUSH action sets an ambush (i.e. changes the defence mode to AMBUSH) in a land area against an attack from an adjacent area. Ambushes are remembered from turn to turn, and are shown on your game report. Each area may have only one ambush set at a time: if you set a new one then the old one is cancelled.

Format ["AMBUSH"] [WHERE] [WHERE AGAINST] [BLANK]

7.10 RETREAT   The RETREAT action sets a retreat (i.e. changes the defence mode to RETREAT) in a land area, and selects a retreat location to an adjacent land area. If the area is not adjacent then the action fails. If you do not specify an area, then the retreat location is unchanged. Retreats are remembered from turn to turn, and shown on your game report. There is no cost in BPs. See also paragraph 8.7 for how retreats are carried out.

Format ["RETREAT"] [FROM WHERE] [TO WHERE] [BLANK]

7.11 RETREAT LOCATIONS   Retreats and retreat locations may be set by using the RETREAT action (see 7.10), but every time that an army moves from one area to another it always resets the retreat location to be the area from which it came (i.e. armies always try to retreat to wherever they came from, unless you order them differently). At the start of the game all areas should have retreat mode set, but no retreat location. It's a good idea to get these set as soon as possible.

7.12 NAVAL BASES   Your ships keep track of which naval base they came from (it's shown in your game report). You can change the base to which some ships belong either by collecting them together with some ships that came from that base, or by moving them into the base itself. When you combine two fleets (by moving ships into an area where you have ships already) then the base to which the combined fleet belongs is the base for the ships that were moving.

If you want to combine two adjacent fleets with the choice of base the other way around, then move a single ship from the fleet that's already in position to combine with the new one before it arrives.

8 BATTLES

8.1 SEA BATTLES   When you try to move to a sea area where there are ships belonging to someone else there is a sea battle, which consists of a single round. Each side takes losses of one third (rounded down) of the number of ships on the other side, and the weaker side also takes losses of one third (rounded down) of the difference in numbers. The attacker loses the battle if the defender is not wiped out. Armies don't count in sea battles, but at the end of the battle if there are fewer ships than armies (due to losses) then the excess armies are lost as well. If the attacker wins the batle then all the remaining ships on the attacking side move into the area that's captured.

There are no retreats, no ambushes and no entrenchments in sea battles.

8.2 LAND BATTLES   Battles are resolved in four phases: air, sea, land and control. The losses on each side in each phase depend on the strength of forces involved, the terrain, the defence mode and what happened in the earlier phases. Fractional losses are ignored (which means they're not added together and not carried over from phase to phase or turn to turn).

8.3 AIR PHASE   In the air phase (in World Empires) each air force loses strengths equal to one third of the strength of the opposing air force (i.e. you inflict one loss for every third strength on your side). See 4.13 for how the number of air strengths on each side is decided. If either side inflicts more losses than the strength of the opposing air force then the extra losses are carried over to the next phase.

There is no air phase in Medieval Empires and European Empires.

8.4 AIR DEFENCE   If the air strength that the defender can send is too little to have an effect on the outcome of the battle (ie. all the defnding aircraft will be shot down and the attacker will still have at least one spare hit to carry over) then no defending air force is deployed.

8.5 SEA PHASE   There is no sea phase in a land battle EXCEPT when an attack is made from the sea and there are ships on both sides (which can only happen if the area being attacked is a naval base). In this case the rules for the sea battle are the same as for a sea move (see 8.1) and if either side inflicts more losses than the strength of the opposing ships then the extra losses are carried over to the land phase.

8.6 ANTI-AIRCRAFT FIRE   If hits are carried over from the air phase (in Wordl Empires) into the sea phase, these are added to those made in the sea phase and the aircraft lose strengths equal to one third of the naval strength (with a limit that they can't suffer more losses than the number they carried over). There's no anti-aircraft fire in the land phase.

8.7 RETREATS   The defending armies may retreat before the land phase. If the defence mode is RETREAT and the retreat location is adjacent and owned by the defender, and the defender will lose more armies than the attacker AND the attacker will capture the area anyway, then the defending armies retreat. If the retreat location is not adjacent or not owned by the defender then the defending armies act as if the defence mode is DEFEND (ie. they stand and fight).

8.8 LAND PHASE   For the land phase the attack and defence strengths are compared. Each side loses armies equal to one third of the strength of the opponent, plus losses carried over from previous phases, and the weaker side also loses one third of the difference in strengths.

The strength of the attacker in a land battle is the number of attacking armies, but the defence strength is modified according to fort levels and terrain and whether the defender is entrenched (see 8.10). The losses suffered by the attacker may be increased as a result of an ambush (see 8.11) and the losses suffered by the defender may be reduced for the terrain (see 8.12).

8.9 DEFENCE STRENGTHS   The defence strength for each area in a land battle is the total number of armies in the area, plus whichever is less of the number of armies or fortification level (i.e. armies in fortifications count double, but forts without armies count for nothing). The defence level is increased by one in forest, wetlands and uplands, and by two in towns, jungles and mountains.

8.10 ENTRENCHING   If the defender is entrenched on the border across which an attack is made then the defence level is DOUBLED (against that attack) but against an attack from a different direction the defence level is HALVED (rounding down) in the land phase.

8.11 AMBUSHES   If the defender has at least one army and has an ambush set against the area from which an attack is made then the attacker loses one extra army.

8.12 TERRAIN   The losses of the defender in a land battle are reduced by one in difficult terrain (wetlands, jungle, forest, towns or mountains).

8.13 COLLATERAL DAMAGE   Population and fortification levels are also destroyed during battles. The number of each lost is one-third of the number of defending armies destroyed (but always at least one).

8.14 CONTROL PHASE   The attacker wins a land battle if all the defending armies (if any) are wiped out, and the attacker has more surviving armies (at the end of the battle) than the population (after losses for collateral damage). If the area contains a naval base then the number of ships in commission (ie. not laid up) in the base is added to the number of surviving armies needed to control the area (ie. they count together with the population).

If the attacker wins then half (rounding down) of the surviving armies are returned to the area from which the attack was made, and the rest are moved into the area captured. Ships on the attacking sie remain where they started.

The defender wins the battle if the attacker doesn't. If the defender wins then any surviving attackers return to the area they attacked from.

If the attacker wins the battle then the attacker gains one VP and the defender loses one VP.

8.15 NAVAL BASES   Any ships that are laid up in a naval base that is captured are captured along with it, but any ships in commission escape into your naval reserve (provided the base is not blockaded). If the base is blockaded (see 4.11a) then ships can't escape even if they're already in commission - so they're laid up and captured instead (the new owners still have to find their own crews).

9 SPIES

9.1 INTRODUCTION   Each country has only one spy at a time, but lost spies can be replaced. Spies are lost when they're sent on sabotage missions, when they're caught by opposing spies (see the KILL and WAIT actions, below) or when they go underground as watchers (see the WATCH action, below). You do NOT have a spy at the start of the game.

In addition to the oridnary type of spy you can also recruit spy catchers, moles and mole catchers. These costs 5 BPs to recruit, and you can have only one of each type. They're ordered using the SPYCAT, MOLE and MOLECAT actions respectively, and these have the same format as the SPY action (see next paragraph). They can be recruited anywhere you've already got any other sort of spy (or a watcher). Spy catchers, moles and mole catchers are used to hunts spies, and each other.

9.2 SPY & SKIP   These actions are used to move your spy from one area to another, regardless of ownerships or terrain (spies don't become stuck). Use the SPY action if the two areas are adjacent (so it's a land move) and the SKIP action if the two areas are not adjacent but are connected by sea. There's normally no cost in BPs for moving on land, but moving by sea costs 1 BP for each sea area crossed. Information about any area that your spy visits (including the areas where he starts and finishes) is included in your report at the end of the turn.

Formats   ["SPY"] [BLANK] [WHERE TO] [BLANK]   move a spy on land

           ["SKIP"] [BLANK] [WHERE TO] [BLANK]   move a spy by sea

Note: If you'e already got a spy the computer always knows where he is (you can only have one at a time) so there's usully no need to give a "where from" on spy moves.

RECRUTING NEW SPIES: If you don't have a spy when you order a SPY or SKIP action then a new one is recruited at a cost of 2 BPs in the area given in the "from" box, provided this is an area you own (or where you have a watcher - see rule 9.7), and moves normally (i.e. you can move him to "where to" in the same action).

Format   ["SPY"] [WHERE FROM] [WHERE TO] [BLANK]   recruit a new spy

9.3 FIND   The FIND action is used to search for spies from other countries. There are two formats, allowing you to search for the spy of a chosen country wherever he may be (fill in "whose spy" and leave the "where" box blank), or any spy in a chosen area (fill in the "where" box and leave "whose spy" blank). This action reports the location of that kingdom's spy at the time the action was processed (rather than at the end of the turn). There's no cost in BPs.

Formats   ["FIND"] [BLANK] [WHOSE SPY] [BLANK]   find "whose" spy, anywhere

           ["FIND"] [WHERE] [BLANK   ] [BLANK]   find any spy in "where"

9.4 KILL   The KILL action is used to remove spies from other countries in areas owned by your country. There is no cost in BPs. If the spy belonging to the country indicated is located in the area specified then he's eliminated immediately. This works against a spy or a watcher in any area you own, against a spy in the area occupied by your spy catcher, against a spy catcher where your mole is located, or against a mole in the area occupied by your mole catcher (but only one at a time, and in that order of preference). For a spy catcher, mole or mole catcher you don't need to own the area.

Format ["KILL"] [WHERE] [WHOSE SPY] [BLANK]

9.5 WAIT   The WAIT action orders your spy or spy catcher to lie in wait for a spy belonging to another empire. A mole can lie in wait for a spy catcher, and a mole catcher can wait for a mole. You can only wait in one location for one opponent at a time and this must be in an area you own. If the target enters that area while your spy is waiting for him then he is eliminated. If your spy makes any other action, or you make another WAIT action, or the area is captured by another country then the action is cancelled. There is no cost in BPs.

Format ["WAIT"] [BLANK] [WHOSE SPY] [BLANK]

Note: You can't catch a mole catcher with a WAIT action.

9.6 SABOTAGE   The SABOTAGE action disperses one army in the area currently occupied by your spy (ie. sends it back to the army reserve of the owner). If there's no army it either eliminates one fort or population, or disperses one ship (ships go to your naval reserve). Your spy, however, is caught and eliminated. The cost is 1 BP.

Format ["SABOTAGE"] [BLANK] [BLANK] [BLANK]

9.7 WATCH The WATCH action sets a watch on the area currently occupied by your spy. The area is included in your scouting report every turn unless your watcher is eliminated.

There is no cost in BPs, but since your spy has gone undercover to become a watcher you must pay to recruit a new one the next time you do a SPY action.

Watchers are eliminated if another country sets a watch on the same area. An area may not have more than one watching spy at any time, although other spies, scouts (etc.) work normally. You may recruit as many watchers as you can afford.

Format ["WATCH"] [BLANK] [BLANK] [BLANK]

9.8 MORE SPIES Additional types of spies are spy catchers, moles and mole catchers. You can have one of these and for each the recruiting cost is 5 BPs. They're ordered the same way as spies, but using the SPYCAT, MOLE and MOLECAT actions respectively. Any type of spy can be recruited anywhere you've already got any other sort of spy (or a watcher).

The KILL action works against a spy or a watcher in any area you own, against a spy in the area where your spy catcher is located, against a spy catcher where your mole is located or against a mole or mole catcher where your mole catcher is located (but only one at a time, and in that order of preference). Spy catchers, moles and mole catchers can kill their targets in areas that you don't own.

The WAIT action works for a spy or spy catcher waiting for a spy, a mole waiting for a spy catcher or a mole catcher waiting for a mole. But you can't wait for a mole catcher. You can only wait in one location for one opponent at a time and it must be an area that you own. Any new WAIT action cancels any previous ones.

10 GAME REPORTS

10.1 PLAYER REPORTS Each turn you receive an individual report which reports all the actions you made that turn, along with information on income, victory points, details of all the areas owned by your country, plus other areas scouted, spied on, moved through, attacked, and so forth (all given up to date at the end of the turn rather than at the time of your action). Also included in your report of actions (in bold text) are any actions made by other players that are relevant to your position (attacks against your territory, gifts, having your spies murdered etc.).

Your game report shows separate totals for "income" (which is what you earned), "BPs" (which is what you've got available to spend, after maintaining your armies etc.) and "treasury" (see 3.4). The total of the number of areas you own includes only land areas that contain population. Sea areas, and land area with no population, are not included..

10.2 SCOUTING Included in your player report each turn will be a scouting report from each land area adjacent to your territory as well as areas you attacked, spied or watched.

10.3 ROUNDUP The "roundup" shows which countries own which areas, current treasuries, army reserves and the order of play for the following turn.

10.4 ACTIONS REPORT The "actions report" lists the key events during the turn, in the order they happened. The actions report shows area captures and battles (an "attack" is a failed attack: a successful one is reported as a "capture") and new armies deployed. Area captures are shown in bold text. Major battles (involving double figure strengths on both sides) are underlined.

10.5 MAP ROUNDUP The map (when available) shows each area by name and location, along with the current owner. Terrain, connections and other data are not shown. Don't try to use this map for plotting moves: using the printed map provided at the start of the game.

10.6 MESSAGES The messages report shows player messages and messages from the GM (rules changes and clarifications, player changes and so forth).

10.7 DIPLOMATIC STATUS This part of your game report shows which of the neighbouring empires are friends and which empires are enemies, according to whether you've ever fought each other or not)

The numerical values given shows how hostile or friendly your empire is with each other empire (a "+" is friendly, and a "-" is hostile). If there's no numeric value for a "friend" that means they're friendly only because you've never fought each other (yet).

11 WINNING & LOSING

11.1 ELIMINATION   A country that has no territories, or no BPs and no income, is eliminated from the game.

Note that a country is still in the game if it has income, even if it's all spent on supply so it's got no BPs at the start of the turn, and it would be still in the game if it had BPs and no income (at present in Empires this isn't possible, but it can happen in some of our other similar games, and the rules might change).

11.2 VICTORY POINTS   Every three to five turns there is a census turn, at the end of which you score 1 VP for land area you own that contains population. You don't score anything for areas that don't contain population, and these aren't imncluded

11.3 CENSUS TURNS   Census turns are not indicated in advance, and are selected at random (the first will be turn three, four or five, and each subsequent census turn will be three, four or five turns after the last). The current score of the current leader is given in the game report (in the roundup section) each turn.

11.4 SUCCESSFUL ATTACKS   Each time you capture a land area you gain one VP for each population captured (if there's no population, or they're wiped out by collateral damage, then you get no extra VPs). Each time you lose a land area you lose one VP plus one VP for each population lost (whether eliminated or captured).

11.5 FAILED ATTACKS   When an attack fails the defender loses VPs equal to the number of each population lost (none if the area contain s no population). The attacker loses the same number, plus one (so there's always a penalty of at least one for a failed attack).

11.6 VICTORY CONDITIONS   To win a game of Empires you must achieve one of the three victory conditions listed below. The game ends on the NEXT census turn AFTER one of the victory conditions is achieved if ANY of the victory conditions is met on THAT turn (it doesn't have to be the same victory condition, or the same player). If no win condition applies then the game continues. A warning is given in the game report when a possible win has been achieved (so you get warning that the game end is approaching, and a few turns to do something about it).

RUNAWAY WIN: You have the highest total of victory points, and your total is at least double the next highest.

KNOCKOUT WIN: You have the highest total of victory points, and your total is at least 40% of the total victory points of all the surviving players.

POINTS WIN: You have the highest total of victory points, and your total is greater than a target set at the start of the game (roughly the total number of land areas on the map).

11.7 PRIZE DISCOUNTS   All players who complete a normal part in the game (i.e. provided you don't drop out) receive a discount for future games of Empires (and some related games) in the form of bonus turns which may be claimed each and every time a player buys ten or more turn credits in the same game in a single payment (any discount that applies will be shown in your game report along with your credits).

A player that achieves a RUNAWAY WIN or KNOCKOUT win receives a discount of three turns (i.e. so that each time that player pays for ten turns, he/she is actually credited with thirteen turns). A player that achieves a POINTS WIN receives a discount of two turns. A player that is knocked out while still playing, or survives to the end of the game in a points win receives a discount of one turn. Discounts may be accumulated, up to a total of ten (i.e. turns become half price).

Dropouts forfeit all accumulated discounts, including those in other games already in progress (resignations may or may not forfeit discounts, at the discretion of the GM).

Discounts available to be carried forward (along with any left over credits) are listed in the end game report. It is your responsibility to ensure that your discount is kept up to date, and to inform the GM of your current discount when you join a new game (it's simple for a GM to check on a discount when you claim it, but would be very time consuming check on possible discounts by routine).

11.5 GAME END   The end game report includes a slip for your to return to us to say whether your want to join a new game, and what to do with any turns credits you have left over. If you don't return this reasonably promptly and still have any leftover turn credits then we'll normally put you straight into the next game to start (usually with the same country again). The same applies to players that buy starts and don't send in country preferences (after a while they get chucked into a game anyway).

12 START POSITIONS

12.1 WORLD EMPIRES   There are normally 28 countries on the map at the start of the game. The standard country codes, home areas and names of the countries are as follows:-

COUNTRIES TABLE

CODE	HOME &	COUNTRY	CODE	HOME &	COUNTRY	CODE	HOME &	COUNTRY
AG	ARG	Argentina	EG	EGY	Egypt	NG	NIG	Nigeria
AL	ALG	Algeria	FR	PAR	France	RU	MOS	Russia
AR	ARB	Arabia	GE	BER	Germany	SA	CAP	South Africa
AU	SYD	Australia	IN	DEL	India	SP	MAD	Spain
BZ	RIO	Brazil	ID	SUM	Indonesia	SW	STO	Sweden
GB	LON	Britain	IR	THE	Iran	TU	ANK	Turkey
CL	SAF	California	IT	ROM	Italy	US	WAS	United States
CH	PEK	China	JA	HON	Honshu	VI	HAN	Vietnam
CN	QUE	Canada	KE	KEN	Kenya	CO	COL	Colombia
-	-	-	MX	MEX	Mexico	-	-	-

12.2 ALTERNATIVE COUNTRIES   In World Empires you may choose different countries to the standard ones, provided you do so before the start of the game. The home area should be very close (immediately adjacent, if possible) to whichever "standard" country you want to replace. For example, you might choose to play Chile instead of Argentina, or Texas instead of Mexico, Thailand instead of Vietnam, Singapore instead of Indonesia, and so on. Whatever country you choose, make sure you do it when you send in your startup form. Once countries are allocated they cannot be changed.

12.3 MEDIEVAL EMPIRES   There are normally 30 countries on the map at the start of the game. The standard country codes, home areas and names of the countries are as follows:-

COUNTRIES TABLE

CODE	HOME &	COUNTRY	CODE	HOME &	COUNTRY	CODE	HOME &	COUNTRY
AR	BAR	Aragon	FR	PAR	France	PL	WAR	Poland
AU	VIE	Austria	GN	GEN	Genoa	PR	BER	Prussia
BA	MUN	Bavaria	GR	ATH	Greece	RU	MOS	Russia
BU	BUR	Burgundy	HO	HOL	Holland	SC	EDI	Scotland
BZ	CON	Byzantium	IR	DUB	Ireland	SE	SER	Serbia
CA	MAD	Castille	MO	ORA	Morocco	SW	STO	Sweden
CR	CRI	Crimea	NA	NAP	Naples	SY	ANT	Syria
DE	COP	Denmark	NO	OSL	Norway	TU	ANK	Turkey
EG	EGY	Egypt	PE	THE	Persia	UK	KIE	Ukraine
EN	LON	England	PG	LIS	Portugal	VE	VEN	Venice

12.4 EUROPEAN EMPIRES   There are normally 6 major powers, 9 minor powers, and 9 minor countries at the start of the game. Many of the less important countries are expected to be run by "dummy" players. The standard country codes, home areas and names of the countries are as follows (major powers in the first column, minor powers in the second, and minor countries in the third):-

COUNTRIES TABLE

CODE	HOME &	COUNTRY	CODE	HOME &	COUNTRY	CODE &	HOME &	COUNTRY
AU	VIE	Austria	CR	CRI	Crimea	AL	ALG	Algeria
EN	LON	England	DE	COP	Denmark	BA	MUN	Bavaria
FR	PAR	France	EG	EGY	Egypt	HA	HAN	Hanover
PR	BER	Prussia	NA	NAP	Naples	HO	HOL	Holland
RU	MOS	Russia	PG	LIS	Portugal	PE	TEH	Persia
SW	STO	Sweden	PL	WAR	Poland	PI	PIE	Piedmont
-	-	-	SP	MAD	Spain	SX	SAX	Saxony
-	-	-	SY	ANT	Syria	SZ	ZUR	Switzerland
-	-	-	TU	ANK	Turkey	VE	VEN	Venice

12.5 AUSTRALIAN EMPIRES   There are normally twelve players at the start. The starting positions are Melbourne, Sydney, Brisbane, Cairns, Adelaide, Darwin, Perth, Alice Springs, Hobart, Auckland, Christchuch and West Timor.

12.6 INITIAL AREAS   At the start of the game in World Empires each country controls one "home" area (the one in the list above), two areas adjacent to their home area, and a couple more adjacent to any of the first three. In Medieval Empires and Australian Empires each country controls one home area and two areas adjacent to it. In European Empires all countries control their home areas, and up to two others adjacent (the minor countries may control fewer).

12.7 INITIAL STRENGTHS   Your "home" area contains four armies and two forts, and the others contain three armies and one fort, except that in each case if the area is coastal then you get one less army but one extra naval strength. If your initial areas are separated by sea areas then you get another extra naval strength.

12.8 INITIAL RESERVES   In World Empires each country starts with 20 BPs in the treasury, 5 armies in their army reserve, an air force level of 5 and a navy level of 3.

In Medieval Empires and European Empires there are no air forces and each country starts with 20 BPs in their treasury, 10 armies in their reserve a navy level of 3.

12.9 UNOWNED AREAS   The unowned areas start with a random distribution of population and armies.

12.10 BALANCE   The start positions are not balanced in terms of initial population or geographical advantage. If you think an opponent has a better starting position, then it's up to you and the other players to do something about it. "Empires" is a game of player interaction, and you should be able to convert a geographical or military handicap to a political or diplomactic advantage.

13 DIPLOMACY

13.1 INTRODUCTION   Most of the diplomatic activity in Empires is informal, being just a matter of what the players say to each other and what agreements they make and break. But there are some formal rules to encourage the process and to provide more to talk about, and this section of the rules will probably be expanded in the future. The formal rules are concerned with the ratings in the Diplomatic Status report (see 10.7).

Note: The routine that makes up orders for non-player countries includes "threat" and "target" assessments that are used when it's deciding who looks dangerous and who looks vulnerable, and these include elements for diplomatic ratings. Non-player empires will remember who's been attacking them and will remember who their friends are (were). It's only one factor, however, and if you look like easy pickings they're still likely to be tempted.

13.2 TREASURY BONUS   There is a bonus paid into your treasury each turn of 1 BP for each "friend" you have in the game (according to the diplomatic status report). The represents normal interntational trade and influence.

13.3 FRIENDS ACTION   The FRIENDS action attempts to restore two empires to "friendly" status, depending on their diplomatic status values. You make a bid (in treasury BPs) and if this is more than the difference in status, then it succeeds. It is unilateral (either of you can do it, and it doesn't matter which - there being no disadvantage involved in someone being friendly - it doesn't stop you attacking them if you feel like it).

Format [FRIENDS] [blank] [WHO] [HOW MUCH].

13.4 FOUL ACTION   The FOUL action is a spy action, that spends treasury BPs to foul up the relations between other empires (ie. make their respective diplomatic status values worse)**.** This applies to the empire in which your spy is located and another empire that you nominate. The only purpose is to make it more difficult to restore friendly relations when they're broken, and to influence the dropout empires.

Format [FOUL] [blank] [WHO] [HOW MUCH].

14 QUICK REFERENCE

14.1 TERRAIN TABLE

TERRAIN	GROW COST	DEF. STRENGTH	DEF. LOSSES	MOVEMENT
Desert	+5	normal	normal	no effect
Forest	+2	+1	minus one	sticky
Islands	+2	normal	normal	no effect
Jungle	+4	+2	minus one	sticky
Lowlands	normal	normal	normal	no effect
Mountains	+3	+2	minus one	sticky
Plains	+1	normal	normal	no effect
Towns	+6	+2	minus one	sticky
Tundra	+5	normal	normal	no effect
Uplands	+1	+1	normal	no effect
Wetlands	+1	+1	minus one	sticky

14.2 LAND BATTLE ROUTINE

- Losses in battles are rounded down. A part loss is no loss at all.
- Air forces fight. Each side inflicts losses of one-third.
- Defending air forces don't turn up if they're too weak to have any effect.
- Defending armies may retreat before a battle if the attacking army is too strong.
- The armies fight. Each side inflicts losses of one-third, plus a-third of the difference.
- Entrenched defenders are doubled or halved, depending on where they're attacked from.
- Successful ambushes inflict an extra loss on the attacker.
- Defending losses are reduced by one in defensive terrain.
- The defender loses one population and one fort (more in bigger battles)
- The attacker wins IF the defending armies are wiped out AND there are more surviving attackers than defending population.
- If the attackers wins, half the surviving armies move and half go back home.
- If the attacker loses, all the surviving armies go back home.

14.3 REMINDERS

- On spy actions you must say "where from" if you're recuiting a new spy.
- Maintenance on Land = Half (Armies+Ships+Forts-Population) for each land area
- Maintenance st Sea = Distance to Base + Half (Armies+Ships) for each sea area
- Maintenance of Reserves = One Quarter (Army Reserve) + One Quarter (Air Force) + One Quarter (Navy)
- Land Disperal = Armies disperse if the number of armies is more than forts+pop
  The number dispersed is armies divided by forts+pop
- Sea Dispersals = One ship and one army, each turn and each move action, if no route to base.
- Once you put more armies in your reserve you can't take any out until next turn, even ones that were already there. The same applies to ships laid up and commissioned in each naval base.
- When armies move into difficult terrain, or attack by sea, or are placed from your reserve, the area becomes sticky and they can't move again until next turn.
- Areas aren't sticky at the start of the turn, even if the terrain is difficult.
- When you place reserves on the map the area where you place them becomes sticky.

14.4 TABLE OF ACTIONS

ACTION NAME	RULES PARA.	BP COST	WHERE FROM OR WHERE	WHERE TO OR TO WHOM	NUMBER OR AMOUNT
AMBUSH	7.9	--	Where	Where Against	--
AIR	5.19	7 x num	--	--	No.of Levels
ARMY	5.3	3 x num	--	--	No.of Armies
ATTACK	7.4	1 x num	Where From	Where To	No.of Armies
BASE	5.16	10 TPs	Where	--	--
BUILD	5.10	3 x num	Where	--	No.of Ships
CASH	3.6	--	--	--	No.of BPs
CLOSE	5.17	--	Where	--	--
CONVOY	7.2	varies	Where From	Where To	No.of Ships
DEFEND	7.7	--	Where	--	--
ENTRENCH	7.8	--	Where	Where Against	--
DISARM	5.4	--	--	--	Number of Armies
DISBAND	5.6	--	Where	--	--
DISOWN	5.18	--	Where	--	--
FIND	9.3	--	--	Whose Spy	--
FLEET	5.14	3 x num	Where	--	No.of Ships
FOUL	13.4	num	--	Which Empire	No.of TPs
FRIENDS	13.3	num	--	Which Empire	No.of TPs
FORTIFY	5.7	1 x num	Where	--	No.of Levels
GIFT	3.9	num	--	Which Empire	No. of BPs
GROW	5.9	varies	Where	--	--
KILL	9.4	--	Where	Whose Spy	--
LAYUP	5.12	1 x num	Where	--	No.of Ships
LEVY	5.1	--	Where	--	--
MOBILISE	5.2	--	--	--	--
MOVE	7.3	one	Where From	Where To	No.of Armies
NAVY	5.11	3 x num	--	--	No.of Levels
ORDER	6.2	num	--	--	No.of BPs
RAZE	5.8	1 x num	Where	--	No.of Levels
RECOVER	5.13	1 x num	Where	--	No.of Ships
RESERVE	5.5	1 x num	Where	--	No.of Armies
RETREAT	7.10	--	Where From	Where To	--
SABOTAGE	9.6	one	--	--	--
SCRAP	5.15	--	Optional	--	No.of Ships
SEAMOVE	7.2	varies	Where From	Where To	No.of Ships
SKIP	9.2	varies	--	Where To	--
SPY	9.2	0 or 2	--	Where To	--
STASH	3.5	3 x num	--	--	No.of BPs
TAX	3.8	--	--	--	--
WAIT	9.5	--	--	Whose Spy	--
WATCH	9.7	--	--	--	--

NOTES

TPs is shorthand for Treasury BPs (ie. build points in or from Treasury).