

Peter Calcraft, Software Simulations, 23rd August 2002,
updated January, March and April 2003, May and September 2004.

Phone: 01935 475657

Fax: 01935 475659

Email: peter@pbmsports.com



SCENARIO & RULES

European Empires uses the standard rules for Empires, except as amended here (and subsequently in the messages section of the game report). Start positions are a few large countries which are roughly those at the start of the Napoleonic Wars (the idea is that we're working towards a version that accurately captures the look and feel of Napoleonic battles and campaigns).

The changes in these rules are that armies move and attack differently according to whether you provide additional units called "supply trains". These are cheap but move only up and down supply lines, so that as you move your armies around you need to consider how your supply lines are organised. Get it right and movement will be quicker and cheaper than in the standard rules. Get it wrong and you'll find your armies get stranded or dispersed.

S.1 SUPPLY TRAINS

Supply trains reduce your supply and movement costs and help prevent dispersals. They are built in your capital or in naval bases and can be moved overland along supply lines. They're allowed only on land. They can be delivered by sea, but only when they can be picked up from a naval base (see S.13.3) and dropped off somewhere adjacent to your fleet.

Supply trains are used up by your armies when they move or attack, and lost (captured) in retreats. Supply trains aren't needed at sea (ships carry their own supplies).

Supply lines are formed by chains of retreat locations (so supply moves along the line in one direction, while retreating armies would move along it in the other direction). If your supply lines are in good order then you can send the supply trains you've built direct to your army. Once your lines are broken you have to move supplies around one area at a time, which is going to use a lot of actions and slow you down. You need to plan the movement of your armies around maintaining your supply lines, and if you can break your opponents supply lines, all the better.

Note: In this version you're going to spend as much time and effort on supply as on moving your troops. They're very cheap, but you're probably going to build more supply trains than armies.

S.2 SUPPLY CENTRES

A "supply centre" in these rules is an area where you can build new supply trains and to which your armies can trace their supply lines. Only your capital and your naval bases are supply centres.

S.3 CAPITALS

The CAPITAL action assigns (or re-assigns) the area nominated as your "capital". If the area is coastal then it will also be a naval base. The cost is 10 treasury BPs.

[CAPITAL] [WHERE] [blank] [blank] to nominate your capital

A naval base (created using the BASE action, see 5.16 in the main rulebook) is automatically a supply centre as well.

S.4 SUPPLY LINES

Supply lines are formed on land by a chain of retreat locations, in the opposite direction to how you move when retreating (so that you can follow the chain of retreat locations back from the end of the supply line to the start). The end of a supply line will normally be an army, and the start will be a supply centre (your capital or a naval base). There are no supply lines at sea.

Note: Because the retreat location for an area is always updated when your army moves (it will be wherever the army moved from) your army effectively leaves a trail of retreat locations behind it. Armies retreat back to where they came from - unless you write an order something different. And supply trains move up the trail in the other direction.

For each land area the game report shows where an army in that area can draw supply (tracing a chain back to a supply centre, so that if you build supply in the supply centre shown you can then move it to the army - provided no-one else gets in your way).

Note: An area doesn't need to have the retreat mode set in order to use the retreat location to form a supply line.

S.5 ARMY MOVES

Armies don't need supply trains to move, but supply trains reduce the cost. The normal cost of moving on land is 1 BP per army moved, but this is reduced by 1 BP for each supply train in the area being moved from (but a move action always costs at least 1 BP no matter what).

One supply train is expended in each move, and a move from an area with no supply trains (that can't pay the supply cost) disperses one army instead.

Supply isn't needed and has no effect on the cost of moving at sea, for either armies or ships.

S.6 ATTACKS

The normal cost (in BPs) of attacking on land is 1 BP per army, but this is reduced by 1 BP for each supply train in the area being moved from (except an attack action always costs at least 1 BP no matter what). One supply train is expended in each attack, and attacks from areas with no supply trains are not allowed.

In a successful attack on land an extra supply train (if available) is expended to move the entire attacking force together (instead of dividing it). Supply trains cannot retreat. Any in an area that's attacked suffer the same collateral damage as population and forts.

Supply isn't needed and has no effect on the cost of attacks at sea, or when attacking from the sea to the land.

S.7 MOVING SUPPLIES WITH ARMIES

In all land moves and attacks any supply trains that aren't used continue to move together with the armies, except that if any armies are left behind then one supply train is left behind as well.

The reason for leaving one behind when you leave troops behind is so that they can still move (without dispersing) or attack. You'll also find it useful if your army has to retreat, since retreating armies always leave their supplies behind.

S.8 DISPERSALS

In land areas where there would be dispersals at the end of the turn, if there are any supply trains present then the number of dispersals is reduced by the number of supply trains and one supply train is used up.

S.9 SUPPLY COSTS

The supply cost for each area is the same as the maintenance cost for the area, except that supply costs are reduced if there are supply trains present. Supply costs are calculated and deducted along with maintenance costs (at the same time).

In land areas where there would be a supply cost of more than 1 BP at the end of the turn, if there's more than one supply train present then the supply cost is reduced by the number of supply trains and one supply train is used up.

S.10 SUPPLY CAPACITY

Each empire has a supply capacity which limits the size of supply actions. It is fixed at the start of the game, and cannot be changed. Empires not in the list below have a supply capacity of 2.

England 12 France 8 Austria, Russia 5 Prussia 4 Poland, Spain, Sweden 3

S.11 BUILDING SUPPLY TRAINS

The GATHER action builds supply trains in a supply centre. The number of supply trains that can be built in a single action is limited by your supply capacity and also by the population in the area. You can't build supplies in a base that is blockaded (ie. one where you don't own the sea area outside). Supply trains cost 1 BP each to build. The "ALL" and "ALL BUT" formats are allowed.

[GATHER] [WHERE] [blank] [NUMBER] to build new supply trains

S.12 LEFTOVER BPS

If the number of supply trains in your capital is less than your supply capacity then any BPs left over at the end of turn are now spent first on building supply trains in your capital (as many as is allowed, according to your supply capacity).

S.13 MOVING SUPPLY TRAINS

There are three different actions for moving supply trains around the map. The number of that can be moved in a single action is limited by your supply capacity. There is no cost in BPs for moving supply trains. The “ALL” and “ALL BUT” formats work in all these cases.

Note: You don't have to own the area where you move supplies with the WAGONS or UNLOAD actions, so you can use these to send supplies to another empire (deliberately, or otherwise).

S.13.1 SIMPLE SUPPLY MOVE

On land a WAGONS action can move supply trains from one land area you own to an adjacent land area (whether you own it or not). This also resets the retreat location of the destination area if you own it (but doesn't set the retreat mode - so you can use this action to set a retreat location without setting the defence mode to retreat at the same time).

[WAGONS] [WHERE FROM] [WHERE TO] [NUMBER]

S.13.2 USING SUPPLY LINES

You can use the SEND action to move supply trains “up” a supply line (a chain of retreat locations – see S.4) from a supply centre to any land area that's on a supply line starting from that supply centre (ie. any area that shows this supply centre as where it draws supplies).

[SEND] [WHERE FROM] [WHERE TO] [NUMBER]

Note: You can also send supplies from another supply centre, if there's a supply route from that supply centre to the normal supply source for the area (ie. supply lines chain together).

S.13.3 SUPPLY BY SEA

Supply trains can be moved by sea from a naval base to a land area adjacent to any ships that come from that base (provided that base isn't blockaded) by using the UNLOAD action. This is ordered by entering the code for the sea space in the “where from” box and the adjacent land area in the “where to” box (your orders don't say what naval base is involved because we know what naval base the supplies should be in - because we keep track of which base the ships came from). The number that can be moved this way is limited by the number of ships.

[UNLOAD] [WHERE FROM] [WHERE TO] [NUMBER]

Note: This is the only way that supply trains can be moved by sea. Your fleet can “instantly” fetch supplies from their naval base and throw them ashore.

ABOUT SUPPLY LINES

For supply trains to be any use you've got to move them to the area you want them, which will be wherever your armies are located. It's very quick and easy (and cheap) if you've got a supply line running back to a supply centre through areas you control (or if your navy is on the coast).

If someone breaks your supply lines then your armies will soon be unable to move against the enemy and fight, and you have the choice of bringing up another army to remove the obstruction or shifting your lines (by changing retreat locations and/or by using WAGON actions).

Ships don't need supply lines, because ships can carry their own supplies. Armies being moved at sea are also supplied by their own ships (they're carried on transports, not by the escorting warships) and you don't have to worry about providing supplies until after they go ashore.