

WARHORSE SIMULATIONS'

EMPIRE

A GAME OF CONQUEST
AND DIPLOMATIC
MANEUVER



RULEBOOK

TABLE OF CONTENTS

I. INTRODUCTION.....	3	11.2 War with a Neutral	13
II. RULES OF PLAY.....	3	11.3 Peace with a Neutral	13
1.0 COMPONENTS	3	12.0 CAMPAIGN TURNS	13
1.1 Inventory	3	13.0 MOVEMENT	13
1.2 The Map	3	13.1 Overview	13
1.3 Playing Pieces	3	13.2 Area Movement.....	14
2.0 SET UP	4	13.2.5 Restrictions on Area Movement	14
2.5 At Start Units	4	13.3 Tactical Movement.....	14
3.0 TURN SEQUENCE.....	4	13.4 Moving Warships	14
3.5 Winning the Game	5	13.4.5 Transporting Units by Sea	14
4.0 CONTROL OF PROVINCES	5	13.5 Zones of Control	14
4.1 Influence	5	13.6 Stacking.....	14
4.2 Political Control.....	6	13.7 Initiating Combat	15
4.3 Military Control	6	14.0 COMBAT.....	15
4.3.3 Gaining Military Control	6	14.2 Withdraw Before Combat	15
4.3.4 Converting to Political Control.....	6	14.4 Stacking in Combat.....	15
4.3.5 Loss of Military Control	6	14.4.1 Land Battles	15
4.3.6 Liberating a City under Military Control	6	14.4.2 Naval Battles	15
4.4 Change of Control.....	6	14.5 Calculating Combat Odds.....	15
4.4.1 Existing Units	6	14.6 Combat Results	15
4.4.2 Tribute	6	14.6.2 Modifiers to Combat Die Rolls	16
5.0 TREASURY AND TRIBUTE	7	14.7 Reinforcements	16
5.1 Treasury.....	7	14.7.4 Restrictions on Reinforcements.....	16
5.2 Tribute Collection	7	14.8 Withdrawal.....	17
5.3 Additional Tribute	7	14.8.4 Restrictions on Withdrawal.....	17
6.0 AREA DEFINITIONS	7	14.9 Siege Units.....	17
6.3 Divided Areas	7	14.10 Warships on Land	17
7.0 CHANGES IN INFLUENCE	8	14.11 Upgrading Units.....	17
7.1 Overview	8	14.12 Victory and Defeat	17
7.2 Influence Check	8	III. OPTIONAL RULES.....	18
7.3 Influence Roll Modifier	8	A. At Start Citadels	18
7.3.1 Beneficial Events	8	B. Barbarian Mercenaries	18
7.3.2 Detrimental Events	8	C. New Declaration of War Phase	18
7.4 Influence Trend Chits	9	IV. EXAMPLE OF PLAY	18
7.5 Influence Trend Modifier.....	9	V. SCENARIOS.....	23
7.6 Influence Trend Adjustment	9	A. BASIC SCENARIO.....	23
7.7 Examples.....	9	B. THE GENERALS REVOLT.....	23
8.0 SUPPLY	9	C. DEATH OF ALEXANDER	23
8.1 Overview	9	D. EMPEROR DIES IN BATTLE	23
8.2 Supply from Treasury	9	E. OVERTHROW THE EMPEROR!.....	24
8.3 Foraging	9	F. ACROSS THE RUBICON	24
9.0 UNITS AND BUILDING.....	10	G. CIVIL WAR	24
9.2 Force Pools	10	H. DESIGN YOUR OWN	24
9.3 Building Units.....	10	VI. CHARTS AND TABLES	25
9.4 Mercenaries.....	10		
9.5 Building Fortifications.....	10		
9.5.3 Forts	10		
9.5.4 Citadels	10		
9.6 Eliminated Units	10		
10.0 WAR AND PEACE	10		
10.1 Peace	10		
10.2 Declaration of War Phase.....	11		
10.2.3 Declaring War on a Neutral	11		
10.2.4 Declaring War on a Non-Neutral Province.....	11		
10.2.5 Declaring General War on Another Player	11		
10.3 War	11		
10.4 Intervention	11		
10.5 Alliance with a Neutral	12		
10.5.4 Influence Checks for Allied Player.....	12		
10.6 Making Peace.....	12		
11.0 NEUTRAL OPERATIONS.....	13		

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Be sure to visit our Web page for the latest news on *Empire*
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I. INTRODUCTION

Empire is a game of warfare for two to four players set in the lands of a fictional ancient empire. Each player takes control of a faction and attempts to reunite the Empire under her leadership. Military conquest, diplomacy, and political influence all play a role in the struggle to become Emperor.

II. RULES OF PLAY

1.0 COMPONENTS

1.1 Inventory

Each game contains:

- One Rulebook
- One Mapsheet
- Two Counter Sheets:
 - 252 1/2" counters
 - 14 1/2"x1" counters
 - 70 1" counters
- Two Reference Sheets

1.2 The Map

Provinces

The map depicts the fifteen provinces of an ancient empire: Barlos, Delvanor, Equilla, Glain Marches, Harlook, Ilanoer, Isle of Becca, Khazon, Korath, Damodar, Relhryn, Semeth, Sulan, Thessella, and Turany.

Areas (see 6.0)

Two levels of subdivision are used for purposes of movement. The traditional hex grid is used to locate terrain features and for movement over small distances leading up to combat. Movement over large distances is governed by Areas, which can be either land or sea Areas.

Areas are groups of hexes in the shape of a "large hex," outlined over the normal hex grid. Each is 3 hexes on a side, covering 19 hexes. Single Areas may be treated as two or more separate Areas when: 1) part of the area is land and part is sea; 2) impassable terrain divides the Area; or 3) when an Area crosses into two or more provinces belonging to different players who are not at war with each other.

Force Pools (see 9.2)

At the start of each game, the units from each province (plus Barbarians, if they are being used) should be placed in the boxes provided around the edges of the map. These units are available for building (to be placed on the map) during the Build phase of each Seasonal Turn.

Dead Pool (see 9.6)

Eliminated units are placed in Box A of the Dead Pool. During the Restore Units phase of each Seasonal Turn, units in Box B are restored to their respective Force Pools; units in Box A are advanced to Box B.

Treasury Boxes (see 5.0)

Players can keep track of their Treasuries by placing Gold chits in the Treasury boxes on the map.

Victory Point Track (see 3.5)

The Victory Point track is used to record the current victory points that each player has.

General War Boxes (see 10.3.2)

When you declare General War on another player, place a War marker in that player's General War box. This shows that you are at war with all of that player's provinces simultaneously.

Cities (see 5.2, 9.3)

Cities may be small or large. Large and small city markers have been provided to allow players to create their own scenario variants.

Tunnel (see Terrain Effects Chart)

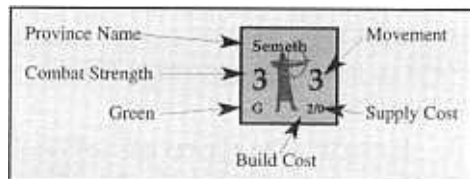
The only tunnel in the game is on the road between Khazon and Damodar, hexside D21/D22.

Rivers & Streams (see 13.4.2, Terrain Effects Chart)

The difference between rivers and streams is crucial. Rivers are wide, with a black border like seas and lakes. Streams are narrow, light blue, and lack a border. Rivers are impassable to land units; a bridge is the only way across. Warships may sail down rivers, but not streams.

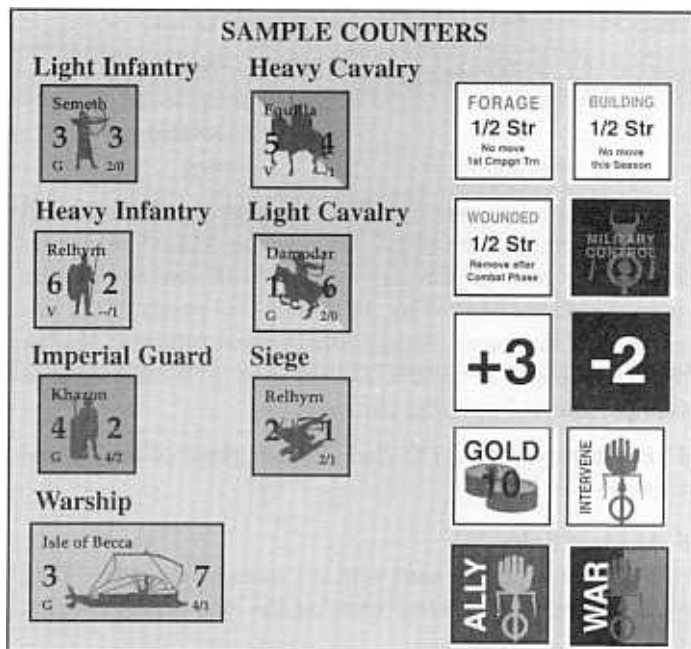
Agulhas

The one-hex island (S11) is part of Korath.



1.3 Playing Pieces

1.3.1 Playing pieces fall into two categories: units and markers. *Units* refers to all the pieces capable of combat. Each province's units are a different color. All the other pieces used in the game are *markers*.



1.3.2 There are four types of units: warship, infantry, cavalry, and siege. All units except siege have a Green side and a Veteran side. Units are always Green when first built. Each unit has a Strength rating (on the left) and a Movement rating (on the right). In the lower right-hand corner, the Build and Supply costs for the unit are listed (Build/Supply).

1.3.3 Markers are used to indicate fortifications on the map, building and foraging units, and Control and Influence in provinces.

1.3.4 Units are limited to the number available on the counter sheet. Markers are not limited, and the counter sheet should supply enough for most circumstances.

2.0 SET UP

2.1 Lay out the map and choose a scenario. Each scenario lists 15 Control Level values for each player which will be used to determine the control of the provinces at the beginning of the game.

2.2 Each player selects a home province, in random order. Each player must now put the highest control level of the set in his home province, and the lowest control levels in his opponents' home provinces. Using the remaining control level values, each player now secretly records a value for each of the other provinces.

2.3 All the control level placements are now revealed, and Control and Influence Markers (see 4.1, 4.2) are placed to indicate control or neutrality of provinces. Control or neutrality is determined as follows:

- 1) If two or more players are tied for the highest value in a province, the province is Neutral. Place a Neutral Influence Marker in the province; no Control Marker is used for a Neutral.
- 2) Otherwise, the player with the highest value places both a Control Marker and an Influence Marker in the province. The type of Influence Marker is determined by taking the difference between the two highest control level values:

<u>CL Difference</u>	<u>Influence Marker</u>
1	Weak
2-3	Favorable
4 or more	Strong

- 3) If one player controls at least two more provinces than all the other players combined, each of the other players may choose one Neutral province which he will control (in order from the player controlling the fewest city points to the one controlling the most). Replace the Neutral Influence Marker with that player's Control Marker plus a Weak Influence Marker with a -2 modifier chit on it.

2.4 Begin play with the Collect Tribute phase of the Annual Interphase (see 3.0).

2.5 At Start Units

Players normally do not start with any units on the map. They may, however, place Veteran units on the map during the first

Build phase of the game. These units cost **4 times** the normal build cost. This is the only time Veteran units may be built directly from the Force Pool.

2.6 Players are encouraged to offer advice to other players according to their interests. This will be especially important in 3- or 4-player games (e.g., a player who is at peace while other players are at war may have little else to do during a Season's Campaign Turns). Naturally, players should take whatever steps they deem appropriate (within the game, of course!) to express their displeasure at any unwarranted interference by these "military advisors."

3.0 TURN SEQUENCE

3.1 Each game-year begins with an Annual Interphase, in which players check provinces for change of control and collect tribute from friendly provinces. Each year is then divided into four seasons, each of which begins with a Seasonal Turn in which players build units, supply them, and conduct diplomacy. Each Seasonal Turn is followed by three Campaign Turns in which movement and combat take place.

3.2 Each of the phases of the Annual Interphase and the Seasonal Turn is completed by all players before moving on to the next phase. In general, most phases are conducted "simultaneously." In practice, this means that each phase continues until all players are satisfied that they are done. When it is necessary to know the order of player actions, use *repeating initiative order*, i.e. players move from highest initiative to lowest, then the player with the high initiative may continue her phase, etc. until all players are finished.

Example: Moon, Bull, and Eagle are on the Collect Tribute phase. All three collect the basic tribute values. Bull decides to roll for extra tribute from two of her cities. Moon now decides that he needs some extra tribute also, so he rolls for two cities. Bull decides to roll for one more city. Eagle now feels the need for some extra tribute, so he rolls for one city. All players now agree that they do not want to continue rolling, so the phase is over, and the turn advances to the Spring Seasonal Turn.

Example: The same players are now on the Build phase. Initiative order was Moon, Bull, and Eagle. Since all three players want to know what the others do before committing, repeating initiative order is used. Moon passes. Bull builds several units. Eagle builds units to counter the threat of Bull's new units. The sequence now returns to Moon, who decides to build a few units after all. Bull passes. Eagle builds another unit. Moon passes. Bull passes. Eagle passes. The Build phase is over, and play proceeds to the Restore Units phase.

3.3 Campaign Turns are not simultaneous, but are conducted in *strict initiative order*: each player completes each phase before the next player begins moving.

Example: The players in the previous example are now starting the first Campaign Turn. Moon completes his Cavalry Move Option, then Bull, then Eagle. Cavalry Move Option is now over, and play proceeds to the Movement phase, again with Moon moving first, then Bull, then Eagle.

3.4 Each year is broken down as follows:

- 1) Annual Interphase
- 2) Spring Seasonal Turn
- 3) Campaign Interphase (3 Campaign Turns)
- 4) Summer Seasonal Turn
- 5) Campaign Interphase (3 Campaign Turns)
- 6) Fall Seasonal Turn
- 7) Campaign Interphase (3 Campaign Turns)
- 8) Winter Seasonal Turn
- 9) Campaign Interphase (3 Campaign Turns)

The turn phases break down as follows:

Annual Interphase

1. Check Province Control (see 4.2)

If the Control Marker and the Influence Marker in a province do not belong to the same player, the province changes Political Control.

2. Collect Tribute (see 5.2)

Collect tribute from each province you control: 4 gold from each small city, 8 gold from each large city. Additional tribute may be collected by making an Influence Check for each city, as described in 5.3.

Four Seasonal Turns (Spring, Summer, Fall, Winter) each broken down as follows:

1. Determine Initiative

All players roll for the turn order for this Season, highest moving first. Use repeating initiative order (see 3.2) when precedence is necessary during the Seasonal Turn phases. Use strict initiative order (see 3.3) during Campaign Turns.

2. Check Military Control Status (see 4.3 and 4.4)

If any provinces have been taken over by Military Control, place an appropriate Control Marker in those provinces and award Tribute. If Military Control has been lost, remove the Military Control Marker and restore control to the player with Political Control.

3. Check Victory Points (see 3.5)

Adjust victory point levels on the track. You win the game if you have at least 4 more points than any other player for two Seasons in a row.

4. Influence Provinces (see 7.0)

Players may make "Units Unopposed" Influence Checks. They may also spend gold to make "Diplomatic Pressure" Influence Checks.

5. Supply (see 8.0)

Units that require supply must be paid for from the Treasury, from forage, or must be eliminated.

6. Build (see 9.3-9.5)

Players may build new units and fortifications. Mercenaries may be hired.

7. Restore Units (see 9.6)

Units in Box A of the Dead Pool are moved to Box B; units in Box B are returned to their respective Force Pools.

8. Declare War (see 10.2-10.6)

Players may declare war on each other or on Neutral provinces, and may intervene or ally with Neutrals.

After each Seasonal Turn comes a **Campaign Interphase** consisting of three Campaign Turns. Each **Campaign Turn** is broken down as follows:

1. Cavalry Move Option (see 13.1.5)

Players may move and initiate combat with any of their cavalry units.

2. Movement (see 13.0)

Players move any other units that have not yet moved, initiating combat by moving into a hex containing an enemy unit.

3. Combat (see 14.0)

Players resolve battles in initiative order. The attacking player chooses the order of all his battles, then the next player resolves her attacks, etc. Remove all "wounded" chits when the Combat phase is complete.

When the third Campaign Turn of Winter is complete, begin a new year with the Annual Interphase.

3.5 Winning the Game

3.5.1 You win the game by having at least 4 more victory points than the next highest player for two Seasons in a row. You are awarded victory points based on your Influence level in the provinces you control, as follows:

<u>Influence</u>	<u>Victory Points</u>
Strong	3
Favorable	2
Weak	1
Military Control	0



3.5.2 Each Seasonal Turn, during the Victory Point Check phase, record each player's current Victory Point level on the track provided. If you have at least 4 more points than anyone else, place your "Victory Imminent" marker on the Victory Point Track. If you still have 4 more points at the next Victory Point Check phase, you win. Otherwise, remove the "Victory Imminent" marker.

4.0 CONTROL OF PROVINCES

4.1 Influence

4.1.1 Influence Markers indicate who has political influence in each province. A province will always have one Influence Marker. Influence Markers can be Neutral or belong to a player, with 3 levels of player Influence possible: Weak, Favorable, or Strong.





Influence Marker



Political Control Marker

4.1.2 Influence may change throughout the turn by Influence Checks (see 7.0).

4.2 Political Control

4.2.1 The player with an Influence Marker in a province during the Annual Interphase controls it politically. Each province controlled by a player will have a Political Control marker; provinces without a Political Control marker are Neutral (see 11.0).

4.2.2 Determining Political Control

Political Control of provinces changes only during the Annual Interphase. If the Influence and Political Control markers in a province do not match, change the Political Control marker to match the Influence Marker (unless the Influence Marker is Neutral, in which case remove the Political Control Marker to indicate Neutral control).

4.2.3 Since Political Control only changes during the Annual Interphase, if you control a province at the start of a year, you will have Political Control of it for the entire year, regardless of how your Influence changes throughout the year. Similarly, if a province starts the year Neutral, it will remain Neutral for the entire year.

4.2.4 The player who has Political Control of a province controls all the territory within its borders by default. She controls all cities that are not occupied by enemy military units. She may collect tribute from the province, and may build units. Military Control, however, supersedes Political Control.



4.3 Military Control

4.3.1 Military Control is indicated by placing a Military Control chit on top of the Political Control Marker. If the province is Neutral, place the Military Control chit next to the Neutral Influence Marker.

4.3.2 Military Control allows you to take control of provinces that you do not control Politically. You may use a Militarily Controlled province as if you controlled it Politically, except for the following restrictions:

- No units may be built in that province.
- Only the minimum tribute may be collected during the Tribute phase of the Annual Interphase (see 5.3).

4.3.3 Gaining Military Control

A province comes under Military Control whenever a player occupies all the cities in that province with military units during the Check Military Control phase of a Seasonal Turn. Military

Control is not exerted if the player already has Political Control of the region.

4.3.4 Converting to Political Control

Check the control status of all Militarily Controlled provinces during the Annual Interphase. If a province under Military Control changes to Political Control of the occupying player, remove the Military Control chit; Military Control is no longer necessary. Otherwise, change Political Control as usual, but keep the Military Control status of the province.

4.3.5 Loss of Military Control

Military Control is lost if you no longer have all cities occupied during the Check Military Control phase. Control immediately reverts to the player with Political Control. If the province contains no Political Control Marker, it reverts to Neutral status. The "Lose Military Control" Influence Check should be made (see Influence Events Table).

4.3.6 Liberating a City under Military Control

When you capture a city in a province under another player's Military Control, and hold it until the Check Military Control phase, Military Control is lost, and you have two options:

- "Liberate" the city, thus allowing the player (or Neutral) with Political Control to build in that city. You must move your units to a hex adjacent to the city during the Build phase to indicate this, if you are not the player with Political Control. If no adjacent hex is available, this option cannot be used.
- Keep control of the city. This prevents another player (or Neutral) with Political Control from building there.

4.4 Change of Control

4.4.1 Existing Units

The effects of a change of control vary depending on the manner in which control changes:

- When control of a province changes in the Check Political Control phase, all of the province's units on the map are returned to the Force Pool, with the exception of Mercenaries. Mercenaries remain with the "hiring" player until they are eliminated or disbanded.
- When a province is taken over by Military Control, its units are not removed from the map, but continue to be controlled by the player that built them. This applies to Mercenaries as well. *Exception:* A Neutral province's units all return to the Force Pool - see 10.4.2 g.

Example: Eagle takes Military Control of Harlook, which started the year Neutral, and places a Military Control chit next to Harlook's Neutral Influence Marker to indicate this. Later in the year, Harlook's Influence Marker changes to Bull Weak. This has no effect on Eagle's Military Control of the province, but during the Annual Interphase, a Control Marker belonging to Bull is placed under Eagle's Military Control chit to indicate that Bull will take Political Control of Harlook if Eagle loses Military Control of the province during one of the subsequent Seasonal Turns.

4.4.2 Tribute

The Season that you establish Military Control in a province (or regain Political Control), you immediately receive 3/4, 1/2, or 1/4 of the province's normal yearly tribute, depending on whether you took over the province in Summer, Fall, or Winter, respectively. You receive tribute from the province normally if you have Military Control at the start of a Year.

Restrictions:

- a) A player may collect Tribute from a province no more than once per Year.
- b) Tribute cannot be collected if the player collected Tribute from this province during the Annual Interphase.

Example: Eagle takes Military Control of Harlook at the start of the Summer Seasonal Turn, and therefore collects 3/4 of the normal amount of Tribute immediately. If Eagle loses Military Control in the Fall, then regains it in the Winter, he cannot collect Tribute again since he already collected Tribute from Harlook once this year. If he still controls Harlook during the Annual Interphase, however, he will collect 100% of the standard Tribute during the Collect Tribute phase.

5.0 TREASURY AND TRIBUTE

5.1 Treasury



Your treasury contains the gold available to build and supply your units, build fortifications, and apply diplomatic pressure. Tribute is collected at the beginning of each year from controlled provinces. Gold can be freely exchanged between players at any time.

5.2 Tribute Collection

Players automatically collect tribute from each province they control, politically or militarily, during the Annual Interphase. Each province produces tribute depending on the number and size of cities it contains:

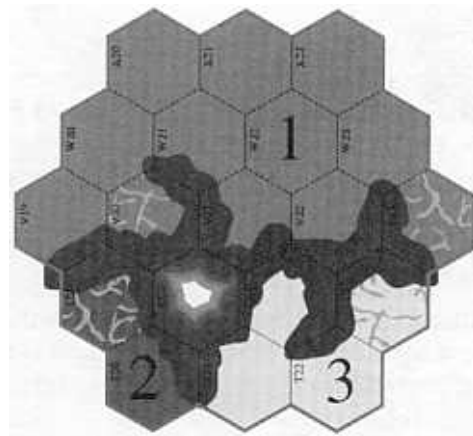
Small city	4 gold
Large city	8 gold

Captured cities (i.e. cities you occupy in provinces you do not control) do not produce gold for any player; tribute from those cities is lost for that year. Cities in provinces under Military Control produce gold normally.

5.3 Additional Tribute

During the Collect Tribute phase, you may collect additional tribute from provinces not under Military Control as follows:

- a) You must make an Influence Check (see 7.2) for each city from which you collect additional tribute. Select the cities one at a time, and roll for one city before choosing another city.
- b) The additional tribute value for each city is as listed in 5.2. You may roll for any or all friendly cities in a province, but no more than once per city per year.
- c) If an Influence Marker changes to Neutral as a result of one of these Influence Checks, immediately change the Control to Neutral and return all of that province's units (except Mercenaries) to its Force Pool. You keep the tribute collected



Example of Divided Area

up to (but not including) the roll that resulted in the Control change. The province will be under Military Control if you have units from other provinces in each city. Otherwise, you must either declare war on the province in the Spring Seasonal turn or evacuate all of your units during the Spring Campaign turns.

6.0 AREA DEFINITIONS

6.1 Land units may use both Areas and hexes for movement. Areas can either be *friendly*, *enemy*, or *contested*, depending on which player controls the units within them. This status affects the way that land units move through and within an Area (see 13.2). Warships use Area movement exclusively, so these definitions are unimportant for sea Areas. (Area movement is described in section 13.2.)

6.2 The designation of land Areas depends on all units within them (infantry, cavalry, warship, and siege). Land Areas are defined as follows:

- i) *Friendly* Areas are those which contain no opposing units. Your units may use Area movement through friendly Areas.
- ii) *Enemy* Areas are those which contain no friendly units, and at least one opposing unit. Your units may not enter an enemy Area using Area movement.
- iii) *Contested* Areas are those which contain units belonging to more than one player/Neutral. No units may enter or exit a contested Area using Area movement.

6.3 Divided Areas

Impassable terrain (mountains, rivers, water) causes some Areas to be effectively divided. Borderlines between two provinces at peace also split the Area containing the border into two or more sections. In these situations, the Area definitions apply separately to each section of the divided Area.

Example: The Area containing the hex V20 is effectively divided by mountains into three separate Areas: (1) the 12 hexes on the northern half; (2) the two hexes on the southwest (T20-U20); and (3) the four hexes on the southeast (T21-22/U22-23). Thus, an opposing unit in U23 would not prevent your units from using Area movement to move through the northern part of the Area.

7.0 CHANGES IN INFLUENCE

7.1 Overview

Influence in a province can change through actions taken by players and specific conditions that occur during the game. An Influence Check is made immediately following a specified event and can cause a player's Influence to increase or decrease in one or more provinces. Most Influence Checks require an Influence Roll to see if the Influence in the province increases or decreases by one level.

If the Influence Marker changes, replace the Influence Marker and remove all Influence Trend chits. If there is no change in Influence, the Influence Trend chit is adjusted appropriately for the event that caused the Influence Check.

Some Influence Checks do not require an Influence Roll. In cases where there is no Influence Roll, simply apply the appropriate Influence Trend Adjustment as if the roll had failed.

7.2 Influence Check

Events which require or allow an Influence Check are:

Collect Additional Tribute	Lose Military Control
Win Battle	Units Unopposed
Declare War	Capture Large City
Apply Diplomatic Pressure	Fail to Intervene
Mercenary Eliminated	Forage
Ally Defeated	Ally Wins

These events are listed in the Influence Events Table, and in more detail on the Influence Events Cards (see back of rule-book). The acting player is determined from the wording in the table. Events are either *Beneficial* or *Detrimental* (see 7.3.1, 7.3.2) to the acting player, as indicated in the Influence Events Table. If an event causes an Influence Check in more than one province, the acting player completes an Influence Check in one province before moving on to the next, in the order of his choosing.

An Influence Check for a province is conducted according to the following procedure:

- 1) For Beneficial events, an Influence Roll is optional; the roll is required for Detrimental events. If the roll is optional, you may choose not to roll and skip to step 8.
- 2) Find the appropriate Influence Roll Modifier on the Influence Events Table. This modifier will be either positive or negative, depending on whether the event was Beneficial or Detrimental to you (see 7.3).
- 3) Find the Influence Trend Modifier (see 7.5) and add it to the Influence Roll Modifier determined in step 2.
- 4) In some circumstances, you will not make an Influence Roll. Skip to step 8 instead of rolling if:
 - a) The table says "No roll" under Influence Roll Modifier.
 - b) The event is Beneficial but the final modifier makes the roll more likely to increase another player's Influence or lower your Influence.

c) The event is Detrimental but the final modifier makes the roll more likely to lower another player's Influence or to increase your Influence.

d) The event is Detrimental and the Influence Marker is Neutral.

5) Roll two dice. If the result is a 12, the Influence Marker goes up one level (if not already Strong); if the result is a 2, the Influence Marker goes down one level (if not already Neutral). In either case, skip to step 7.

6) Otherwise, apply the modifier obtained in step 3 to the dice roll to obtain the final Influence Roll. The province's Influence Marker changes as follows:

Current Marker	Modified roll	Change Marker to
Neutral	12 or higher	up to Weak
Weak	12 or higher	up to Favorable
	2 or lower	down to Neutral
Favorable	12 or higher	up to Strong
	3 or lower	down to Weak
Strong	4 or lower	down to Favorable

7) If the Influence Marker changes, replace the Influence Marker and remove all Influence Trend Chits.

8) If the Influence Marker does not change, or there was no Influence Roll, add the appropriate Influence Trend chit to the Influence Marker as listed in the Influence Events Table (see 7.6).

7.3 Influence Roll Modifier

The Influence Roll Modifier for each event is listed in the Influence Events Table. The modifier will be either positive or negative, depending on the current Influence Marker and the type of event (Beneficial or Detrimental).

7.3.1 Beneficial Events

If the event is Beneficial and the province's Influence Marker is Neutral or belongs to you, then the Influence Roll Modifier is positive. Thus, there is a greater chance that your Influence will increase.

If the province's Influence Marker belongs to an opposing player, then the Influence Roll Modifier is negative. Thus, there is a greater chance that the opposing player's Influence will decrease.

Example: Moon wins a battle in Thessella. The Influence Roll Modifier for "Win Battle" is 2, and the action is Beneficial to the acting player (Moon). Thessella currently has Eagle's Weak Influence Marker in it, therefore the Influence Roll Modifier is -2 for this Influence Check.

7.3.2 Detrimental Events

If the event is Detrimental and the province's Influence Marker belongs to you, then the Influence Roll Modifier is negative. Thus, there is a greater chance that your Influence will decrease.

If the province's Influence Marker belongs to an opposing player, then the Influence Roll Modifier is positive. Thus, there is a greater chance that the opposing player's Influence will increase.

-2

7.4 Influence Trend Chits

Influence Trend chits account for the persistence of Beneficial or Detrimental events. An Influence Trend chit is added to a province's Influence Marker after an Influence Check that fails to change the Influence Marker. Neutral markers can have Trend chits from any or all players at the same time; place your chit in the corner on top of your banner. Player Influence Markers can only have Trend chits belonging to that player. Chits can range from -4 to +4.

7.5 Influence Trend Modifier

The Influence Trend Modifier is determined from the Influence Trend chits on the province's Influence Marker:

- If the Influence Marker is not Neutral, simply use the Influence Trend chit (if any) as the Influence Trend Modifier.
- If the Influence Marker is Neutral, use the Influence Trend chit (if any) that is on your standard. If your chit is not negative, you may also use one other player's negative modifier chit as an additional positive modifier. However, the maximum Influence Trend Modifier allowed is +4.

Example: Bull is making an Influence Check in Delvanor, which currently has a Neutral Influence Marker. She checks the chits on the marker to determine her Influence Trend Modifier. Bull has a +2 chit, Hand has a -3 chit, and Eagle has a -1 chit on the Neutral Influence Marker. Since Bull has a non-negative modifier chit, she can add Hand's -3 modifier as a positive modifier to her +2 chit for a total of +5. However, she can only use a +4 modifier, the maximum Influence Trend Modifier allowed.

7.6 Influence Trend Adjustment

When an Influence Check does not change the province's Influence Marker, add an Influence Trend chit to the Marker. The amount of the adjustment is listed in the Influence Events Table; as with Influence Roll Modifiers, the adjustment can be either positive or negative depending on whether the event was Beneficial or Detrimental:

- For Beneficial events, if the Influence marker is Neutral or belongs to you, the adjustment is positive; otherwise the adjustment is negative.
- For Detrimental events, if the Influence marker is Neutral or belongs to you, the adjustment is negative; otherwise the adjustment is positive.

7.7 Examples

Example: Equilla has a Favorable Influence Marker belonging to Eagle, with no Trend chit. Bull wins a battle in Equilla, a Beneficial event for Bull. He notes from the chart that the Influence Roll modifier is 2. Since this is a Beneficial event and an enemy Influence marker, his roll will be modified by -2. He rolls a 5, modifies it with a -2, giving an effective roll of 3 ($5 - 2 = 3$). On a 3 or less, a Favorable marker changes to Weak, so Bull replaces the Favorable with a Weak (belonging to Eagle). Since the roll succeeded, Bull does NOT place any Trend chit on the Weak marker.

Example: Same situation as above. Bull rolls a $9 - 2 = 7$: no effect. Since the roll failed, he places a -1 Trend chit on Eagle's marker (as described in 7.6 a). Bull wins a second battle in Equi-

lla. He gets the -2 as before, but now there is already a -1 chit on the marker, so he rolls at -3. He rolls $4 - 3 = 1$: the marker is changed to Weak, with no Trend chit.

Example: It is the Influence Provinces phase of a Seasonal Turn. Bull has units unopposed in Thessella, which has his Weak marker with a -2 chit. Since this is a Beneficial event, and the final modifier is negative, Bull does not roll (see 7.2, 4b) and just adds the +1 Influence Trend Adjustment, leaving him with a -1 chit on his Weak marker.

Example: Later in the same phase, Bull decides to spend some gold to put Diplomatic Pressure on Khazon, which is currently Neutral, and with a Neutral Influence Marker. This will cost him 2 gold per +1 since it is a Neutral marker (see the Notes section of the Influence Events table). He decides to pay 4 gold for the maximum +2, and he rolls: $7 + 2 = 9$, no effect. There is no Influence Trend Adjustment for a failed Diplomatic Pressure roll, so the marker remains Neutral with no chit.

8.0 SUPPLY

8.1 Overview

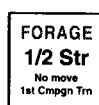
During the Supply phase of the Seasonal turn, all units with a non-zero supply cost must be supplied. If they cannot be supplied, they are eliminated. The cost of supplying each unit is listed in the lower right-hand corner of each counter (to the right of the slash). If a unit's supply cost is 0, it does not need to be supplied. All other units must be supplied, either from the Treasury or by foraging. Units supplied by foraging cost the Treasury nothing.



8.2 Supply from Treasury

Units can be supplied simply by removing their supply cost from the Treasury. Units supplied in this way move and fight normally in the upcoming Campaign Turns.

8.3 Foraging



8.3.1 Units which forage "live off the land," and do not require gold from the Treasury during the Supply phase. Any number of units may forage in an Area.

8.3.2 During the first Campaign Turn, foraging units cannot move and defend at 1/2 strength. Place a "Forage" marker on these units to indicate their status. Foraging units in a city or fortification hex are considered outside the fortification, and thus may not use the defensive multiplier from that fortification (although they still receive any applicable terrain modifiers -- see Terrain Effects Chart).

8.3.3 Foraging causes an Influence Check in the foraged province, per foraged Area (see Influence Events Table).

8.3.4 Restrictions on foraging:

- Units cannot forage during Winter Turn.
- Units cannot forage from friendly provinces unless the Treasury is empty.
- Warships at sea cannot forage.

9.0 UNITS AND BUILDING

9.1 Units may be in three places during the game: the Force Pool, on the map, or in the Dead Pool.

9.2 Force Pools

The Force Pools represent the units from each province that are available to be built during the Build phase of the Seasonal Turn.

9.3 Building Units

During the Build phase of each Seasonal Turn, you may build new units in friendly provinces. Newly built units are always Green (*Exception:* Veteran units may be purchased at the start of the game, see 2.5). Units may only be built in friendly cities in their home provinces. Each small city may build one unit per Season, while each large city may build up to two. Units may not be built in provinces under Military Control. The cost of building units is listed on the unit counters (the number to the left of the slash in the lower right corner). Pay for units as they are built by removing gold from your Treasury.

9.4 Mercenaries

9.4.1 You may also build units from Neutral provinces to use as friendly units. These units are called *Mercenaries*. Mercenaries can only be hired from Neutrals who are currently at peace.

9.4.2 To hire Mercenaries, you pay the normal building cost, but place them in a city in one of your provinces. Each city can build up to the same number of Mercenaries as normal units (see 9.3). Mercenaries can be built in addition to normal building (i.e., a small city could build 1 unit and 1 mercenary, and a large city up to 2 units and 2 mercenaries).

9.4.3 Mercenaries cost one extra gold to supply (so units that would normally cost nothing would cost 1, etc.). Mercenaries can be supplied from the treasury or by foraging, as with other units, but Mercenaries must be supplied first if the treasury runs out.

9.4.4 If one of your Mercenaries is eliminated, you must make an Influence Check in the unit's home province (see Influence Events Table).

9.4.5 Mercenaries may be "disbanded" from any city in a friendly province during the Build phase. When Veteran Mercenaries are disbanded, they are not removed from the board, but are instead placed in the cities of their home province (starting with the largest) until the cities are full up to the city sizes (thus, the Neutral province will start with Veterans if someone declares war on it). Veteran Mercenaries may be "rehired" in subsequent Build phases, at the normal build cost.

9.4.6 When a Neutral province is taken over by another player, any Mercenaries previously hired remain on the board until disbanded or eliminated. Disbanded Mercenaries may be immediately placed in a friendly city in their home province (at no cost) at the option of the player controlling that province; if the province is under Military Control, disbanded Mercenaries are returned to the Force Pool.

9.4.7 A player may not declare war on a Neutral while he is employing its Mercenaries.

9.4.8 If a Neutral lacks enough units to fill its cities when war is declared on it (see 11.2.2), Mercenaries are immediately "disbanded" and returned to its cities as needed, starting with the best Veterans (ranked as explained in 10.5.2 e).

9.5 Building Fortifications



9.5.1 Fortifications may be built during the Build phase of the Seasonal turn. Forts can be built anywhere you have a unit. Citadels can be built on any Fort or large city containing a friendly unit.

9.5.2 Forts and Citadels require 1 season to complete. Place the appropriate fortification marker on the map under the unit that is building and place a "Building" marker on top. This unit cannot move during the following Season and will defend at 1/2 strength. The cost of construction is paid immediately. During each Season at the start of the Build phase, all fortifications under "Building" markers are completed and the markers are removed. An unfinished fortification is removed from the map if its building unit moves or is eliminated.

Example: To build a Fort during Summer, a "Fort" counter is placed face down under the unit building it with a "Building" marker on top of the unit. Pay the appropriate cost from your Treasury. The Fort is completed during the Build phase of the Fall turn.

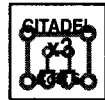
9.5.3 Forts



Forts may be built in any hex where the player has a unit. They may be built on a small city, thereby giving units defending the city the fort's x2 defensive multiplier. Forts on coastal/river hexes may be used

as ports.

9.5.4 Citadels



Citadels may be built by a unit, but only in a hex which already contains a Fort or large city. The completed Citadel replaces the Fort marker on the map. Citadels have a x3 defensive multiplier. Citadels on coastal/river hexes may be used as ports.

9.6 Eliminated Units

Units that are eliminated are placed in Box A of the Dead Pool. During the Restore Units phase of each Seasonal Turn, units in Box B are returned to their respective Force Pools; units in Box A are moved to Box B.

Example: Units eliminated during the Spring are placed in Box A. During the Summer Restore Units phase, they are moved into Box B. During the Fall Restore Units phase, these units will be returned to their Force Pools. Thus, they are available for building again in the Winter Build phase.

10.0 WAR AND PEACE

10.1 Peace

10.1.1 All players and Neutrals (see 11.0) begin the game at peace. When you are at peace with another power (player or Neutral province), you may not do the following without explicit permission from the owning power:

- a) Move a unit into that power's province. Note that once a unit is allowed into a province, it may remain there without further permission. The unit would, however, require permission again if it left the province and wanted to re-enter.
- b) Use Area movement to move through an Area containing that power's units.
- c) Occupy a city controlled by that power.
- d) Move tactically through a hex containing that power's units. **Units belonging to different players may never end their moves in the same hex.**

10.1.2 You may give permission to another player for any of the above actions, but this applies to each unit and action separately.

10.1.3 You may never do the following while at peace with another power:

- a) Attack its units.
- b) Stack with its units.
- c) Destroy its fortifications.
- d) Block its warships from passing through a sea Area or from passing a bridge.

10.2 Declaration of War Phase



10.2.1 War is declared during the Declaration of War phase, in repeating initiative order. The phase ends when all players agree they are done declaring war.

10.2.2 Players may declare war in three ways:

- a) Declare War on a Neutral province.
- b) Declare War on a non-Neutral province, in which the controlling player's Influence is Weak or non-existent.
- c) Declare General War on another player.

10.2.3 Declaring War on a Neutral

Place a War marker in the Neutral province, and make the proper Influence Check. The other players now may choose to *ally* with that Neutral (10.5) or *intervene* (10.4) on its behalf. Since a Neutral may be allied with only one player at a time (although any number may intervene), proceed in initiative order for players to decide whether they will ally or intervene. Repeat this sequence until all players that want to intervene or ally have done so.

10.2.4 Declaring War on a Non-Neutral Province

You may declare war on a non-Neutral province without declaring General War on the controlling player only if that player's Influence is Weak or non-existent. Place a War marker in the province, and make the appropriate Influence Check in that province. You may remain at war with this province until you declare Peace, even if its Influence changes.

10.2.5 Declaring General War on Another Player

Place a War marker in the enemy player's General War box. This is the equivalent of having War markers in every province controlled by that player. You must make the appropriate Influence Check in all provinces that he controls politically, except for

those with which you were already at war.

You may choose to ally with (if it currently has no ally), or intervene on behalf of, any Neutrals currently at war with the player on whom you are declaring war. This must be explicitly announced at the time the declaration of war is made, and is subject to all normal intervention/alliance rules (see 10.4 and 10.5).

10.3 War

10.3.1 The following rules apply to a province (the Victim) with one or more War markers in it, i.e., a province that is at war with one or more players (the Aggressors):

- a) The Victim's units are subject to none of the restrictions given in section 10.1 with respect to the Aggressor player(s). The Victim's units may freely invade any and all provinces controlled by the Aggressors, engage their units in battle on land and sea, etc. Note that warships from the Victim may attack any stack of warships at sea which contains at least one unit with which it is at war.
- b) Units from other provinces controlled by the same player as the Victim are freed of these restrictions only within the borders of the province which is at war. Thus, these units may not enter provinces controlled by the Aggressors, nor may they attack or hinder the Aggressors' naval movements.

These rules apply in general to both player-controlled provinces and Neutrals. Further rules dealing with Neutral provinces are given in section 11.0.

Example: Hand declares war on Sulan, which is controlled by Bull with Weak Influence. Sulan units may now freely invade any of Hand's provinces; likewise, any of Hand's units may invade Sulan and attack any of Bull's units within its borders. However, since Hand and Bull are otherwise at peace, units from Bull's other provinces may not invade any of Hand's provinces, nor may Hand's units invade any of Bull's provinces except for Sulan.

10.3.2 General War

When you declare General War on another player, it is essentially the same as declaring war on all of his provinces simultaneously. Note that in this case, all units from both sides are free to invade all enemy provinces, and have none of the limitations of 10.1 with respect to each other.

10.4 Intervention



10.4.1 Intervention allows you to aid a Neutral under attack by allowing you to move your units into the Neutral province to defeat the invading forces.

- a) After you declare war on a Neutral, the other players declare whether they will *intervene*, in order of initiative.
- b) After you declare war on another player, you may intervene in any Neutral provinces currently at war with that player.
- c) All other players may intervene during the Declaration of War phase on any turn in which you lose Military Control of a Neutral.

These are the only times when intervention can be declared.

10.4.2 Intervening players are subject to the following special rules:

- a) Their units may freely enter the Neutral's territory.
- b) They may attack units of players at war with the Neutral within the Neutral's borders, regardless of what state of war otherwise exists between them and the players at war with the Neutral.
- c) They may not attack the units of other intervening players within the Neutral's borders, regardless of what state of war otherwise exists between them and the other intervening players.
- d) They may not attack the Neutral's units.
- e) The Neutral's units, and those of other intervening players, are considered friendly for Area determination.
- f) Intervening units may move through hexes containing Neutral units, but may not end their move stacked with Neutral units. They may, however, suffer damage to their units as reinforcements when adjacent Neutral units are attacked (see 14.7.5). In addition, if all Neutral units in a combat hex are eliminated, eligible intervening units may reinforce the combat hex and continue the battle (the battle will then count as a victory/defeat for the intervening player).
- g) They may build and move extra Neutral units during any subsequent Build phase (i.e., the Neutral must remain unconquered for at least one season before this is possible). The intervening player pays the build cost of the unit, and must supply the unit if possible (otherwise it can forage at no Influence penalty). "Extra" Neutral units are built after any units needed for city defense are built (see 11.2), and the "extra" Neutral units may never move outside their home province. If the province is taken over by Military Control, any remaining "extra" units are returned to the Force Pool.

10.4.3 Other players at war with the Neutral may freely attack each other and intervening players within the Neutral's borders.

10.4.4 In order to continue to intervene, an intervening player must have at least one military unit within the Neutral's borders at the start of every Seasonal Turn following his initial declaration of intervention. If an intervening player has no military units within a Neutral's borders at the start of a Seasonal Turn, he can no longer intervene. If this occurs on the Seasonal Turn immediately following his declared intervention, he must make an Influence Check for "Failure to Intervene."

10.4.5 If a Neutral is taken over by Military Control, players may continue to intervene as long as they meet 10.4.4. If a Neutral is taken over politically or makes peace with all players, intervening units must vacate the province within one season as outlined in 10.6, or they must be eliminated.

10.4.6 An intervening player may not declare war on the Neutral until his forces have vacated the province, and all players who were at war with the Neutral at the time of intervention make peace with the Neutral.

10.5 Alliance with a Neutral



10.5.1 Alliance is a more active form of intervention. It can be declared in the same situations as intervention (10.4.1), with the restriction that a Neutral can be allied with only one player at a time. Thus, once a Neutral has an ally, no other player may ally with it until the alliance is terminated.

10.5.2 Place an Ally marker in the province. Alliance follows the rules and restrictions for intervention given above, with the following changes for an allied player:

- a) You can choose the units that the Neutral builds whenever this is necessary. (Note that you may also build "extra" Neutral units as outlined in 10.4.2 g.)
- b) You can freely move all Neutral units. Neutral units may move within the Neutral's borders, and they may also enter any provinces at war with the Neutral.
- c) Your units may stack with Neutral units, and in general interact with them as if they were normal friendly units.
- d) You are not subject to the "Failure to Intervene" Influence Check.
- e) The Neutral will supply for free the "best" of its units equal in number to the total number of Neutral cities (large cities count for 2). The "best" units are determined according to the following priority:
 - 1) Veteran units
 - 2) The strongest units
 - 3) The fastest units

The allied player otherwise acts in all ways as an intervening power.

10.5.3 The alliance continues until the Neutral makes peace with all players, is taken over militarily, or ceases to be Neutral due to a Control change at the Annual Interphase. If the Neutral is taken over militarily, the Allying player may become an Intervening player and continue to intervene as described in 10.4.5.

10.5.4 Influence Checks for Allied Player

While allied with a Neutral:

- a) Influence Checks for battles are applied as if the Neutral units were your own.
- b) You must make an Influence Check in the allied province when an attacking player makes peace with your Ally ("Ally wins").
- c) You must make an Influence Check in all provinces when an attacking player takes Military Control of your Ally ("Ally defeated").

10.6 Making Peace

10.6.1 The player who originally declared war (i.e. whose War marker is on the board) may declare peace during any part of a Seasonal Turn prior to the Declaration of War phase. Peace is thus not established by agreement, but may be declared unilaterally by the player that started the war. (*Exception:* Neutrals may declare peace unilaterally -- see 11.3.1.) The other player is free to declare war in the upcoming Declaration of War phase, but this will require an Influence Check as usual (see 10.2.4, 10.2.5).

10.6.2 When you end a General War, you must remove all your War markers in the enemy's provinces, including those that were placed prior to your declaration of General War. However, enemy War markers in your provinces are unaffected.

10.6.3 Restrictions of peace come into effect immediately after peace is established, subject to the following provisions:

a) All units of both players must vacate provinces controlled by the other player by the beginning of the next Seasonal Turn or they are eliminated. Players are free to grant other players' units permission to enter a province (i.e., remain in the province after peace) to prevent them from being eliminated as a result of peace.

b) Players may make any conditions or requirements, but the only provision of peace enforced by rules is that players at peace must vacate each other's territory. Any other agreements rest on good faith alone.

10.6.4 Players are free to declare war on each other in any Declaration of War phase after peace is declared, including the Season in which peace is established.

10.6.5 Peace is automatically declared whenever an attacking player has no units within a Neutral's borders during a Seasonal Turn (see 11.3). Again, if the attacking player wishes to continue the war, she must redeclare war on the Neutral.

11.0 NEUTRAL OPERATIONS



11.1 All provinces with Neutral Influence Markers in the Annual Interphase are Neutral. Remove any player Control Marker to indicate this. Provinces may also become Neutral during the Tribute phase when a player attempts to collect Additional Tribute (see 5.3).

11.2 War with a Neutral

11.2.1 The player declaring war on a Neutral must make an Influence Check in the Neutral province as listed in the Influence Events Table.

11.2.2 The Neutral immediately builds 1 unit in every small city, 2 in every large city (land units if possible). Cities with disbanded Mercenaries (see 9.4.5) build additional units as necessary to meet this requirement. An Allied player may choose which units to build; otherwise, distribute the units evenly, starting with the strongest (if uneven, give the largest cities the stronger units). Mercenaries are returned if the Neutral does not have enough units to fill up its cities, starting with Veteran units (see 9.4.8).

11.2.3 These units never need to be supplied. If there is no Allied player, they never move from the cities. If attacked, they always defend with 2 units when possible, using the most favorable terrain multiplier (e.g., a unit in a small city in a woods hex would defend using the x2 woods multiplier).

11.2.4 During subsequent Build phases, an unallied Neutral will build new units as described in 11.2.2 in any cities which have fewer units than required. An Allied Neutral will build new units

if its total number of units is less than the total it "wants" according to 11.2.2.

11.2.5 An Allied Neutral is considered defeated for Influence Check purposes when the province is taken over by Military Control. However, players (including the Neutral's former Ally) may continue to intervene (see 10.4.5).

11.3 Peace with a Neutral

11.3.1 Peace is declared by a Neutral any time the warring player has no units within the Neutral's borders during any phase of a Seasonal Turn. When all players are at peace with the Neutral, all the Neutral's Green units are returned to the Force Pool. Veteran units remain on the board, in its largest cities.

11.3.2 When a Neutral which has units on the board switches to political player control during an Annual Interphase, the units are immediately returned to the Force Pool. Any player at war with the former Neutral must either immediately vacate that province (by the beginning of Summer) or declare war on the controlling player (or the offending units are eliminated).

12.0 CAMPAIGN TURNS

12.1 Each Seasonal Turn is followed by three Campaign Turns, in which players move units and fight battles.

12.2 Each Campaign Turn has three phases: Cavalry Move Option, Movement, and Combat. Each phase is conducted in strict initiative order (see 3.3).

12.3 After the completion of Combat in the third Campaign Turn of Winter, a new year is begun with step one of the Annual Interphase (see 3.4).

13.0 MOVEMENT

13.1 Overview

13.1.1 During the Movement phase, players move their units. Land units (infantry, cavalry, and siege) may combine *Area movement* and *tactical movement* in the same move. *Area movement* refers to a unit spending one (1) movement point (m.p.) to move through a friendly or neutral Area. *Tactical movement* refers to moving from hex to hex, paying the m.p. cost listed on the Terrain Effects Chart for each hex entered (and for crossing certain hexsides). Land units may not enter mountain or sea hexes, and may only cross a river at a bridge (streams are passable, rivers are not).

13.1.2 Warships move through *sea Areas*, which refers to any Area containing sea or river hexes. They may land in coastal or river hexes, but cannot move directly from one land hex to another. Warships use Area movement exclusively.

13.1.3 Land units initiate combat by moving into an enemy hex. When two units attack together, both must move into the enemy hex at the same time from the same hex. If two units do not begin movement stacked, one unit must "pick up" the other during its move in order for them to attack together.



13.1.4 Similarly, warships initiate a sea battle by moving into a sea Area containing enemy warships, and must enter together in order to attack together.

13.1.5 Movement is divided into two phases. During the first, the Cavalry Move Option phase, cavalry units may move if they choose. During the Movement phase, all other units (including cavalry units which have not yet moved) may move. Both phases are performed separately in initiative order.

13.2 Area Movement

13.2.1 When using Area movement, units move by Area, ignoring terrain features except impassable terrain that entirely blocks movement between two Areas (or sections of one Area).

13.2.2 Land units which use Area movement for their entire move may move an extra Area if they move along a road. "Along a road" means that the unit started in the road Area and followed the path of the road for its entire movement.

13.2.3 A unit which ends its move using Area movement is placed in a hex of its choice in the Area in which it ended its move. A unit may use Area movement to move within a friendly Area; the unit pays 1 m.p. and may move to any hex in the Area.

13.2.4 In order to shift from Area to tactical movement during the same move, place the unit in any hex in its Area. This costs nothing. The unit then begins moving tactically from that hex.

13.2.5 Restrictions on Area Movement

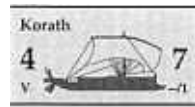
- a) Land units in a contested Area (see 6.2) may not use Area movement. They must first use tactical movement to enter a friendly Area, from which they can use Area movement to move to any adjacent friendly Area.
- b) Land units may not enter an enemy or contested Area (see 6.2) using Area movement.
- c) A land unit in either hex of a bridge may block an enemy warship from passing. The warship may land in either of the bridge hexes (possibly attacking the blocking units by amphibious assault), but may not pass the bridge unless the enemy units are removed or permission is given.

13.3 Tactical Movement

13.3.1 Land units use tactical movement to enter and move within enemy and contested Areas. Tactical movement may be freely combined with Area movement when possible (e.g., a unit may use tactical movement to move from a contested Area into a friendly Area, then move through several Areas, then use tactical movement again to enter an enemy Area).

13.3.2 When using tactical movement, units pay terrain costs as listed on the Terrain Effects Chart for each hex entered. Each hex a unit enters has a certain terrain cost which is the number of movement points the unit must expend to enter it. Certain hex-sides also add a cost when a unit crosses them during movement. If the total cost to enter a hex exceeds the unit's remaining m.p.s, it may not enter that hex. *Exception:* a unit may always move one hex as its entire move, regardless of the cost.

13.4 Moving Warships



13.4.1 Warships move through sea Areas in much the same way that land units move through hexes. Warships may not move through sea Areas containing enemy warships; they initiate naval combat by moving into an enemy sea Area and ending their movement.

13.4.2 Warships may move along rivers in the same manner, although this can become confusing when the river runs along Area boundaries. In this case, the warship may move through the Area of its choice, on either "side" of the river, as long as it follows the course of the river and moves between adjacent Areas. An enemy warship in a river Area blocks naval movement down that river; it cannot be bypassed by moving "around" it through an adjacent river Area.

13.4.3 Warships may land at ports for a cost of 1 m.p., or at non-port hexes for 2 m.p. Warships may move from land into an adjacent sea/river Area for a cost of 1 m.p. Warships may not move directly from one land hex to another; they must first put back to sea then land in the new hex.

13.4.4 Warships may initiate land combat by moving onto enemy units in a coastal/river hex adjacent to their sea Area. The defenders are entitled to the amphibious assault combat modifier.

13.4.5 Transporting Units by Sea

Warships in a land hex may load up or drop off land units for no additional cost. A warship can carry 2 infantry or 1 cavalry or 1 siege unit. Land units may not move after being transported by sea.

13.5 Zones of Control

13.5.1 Only cavalry units exert a zone of control. A zone of control is the six hexes surrounding a cavalry unit. A zone of control only extends into hexes that are passable to the unit from its present hex (e.g., a zone of control does not extend across a river to an adjacent land hex).

13.5.2 A zone of control affects tactical movement as follows. It costs nothing to enter or exit a zone of control hex, but it costs a unit's entire movement allowance to move between two zone of control hexes of the same unit. In other words, to move between two zone of control hexes, a unit must start in one hex and spend all its m.p.s to move to the adjacent hex.

13.5.3 Units in a combat hex (see 13.7.3) exert no zone of control.

13.6 Stacking

13.6.1 A maximum of two land units plus two warships are allowed in a land hex at the end of movement. *Exception:* three land units plus three warships may stack in large cities and Citadels.

13.6.2 Any number of warships are allowed in a sea Area.

13.6.3 Units from more than one player or Neutral may never stack together in the same hex at the end of a movement or combat phase, nor may one player's warships transport another player's land units. (*Exception:* a player's units may stack with

and transport Allied Neutral units — see 10.5.2). As outlined previously, one player's units may pass through a hex containing another's during movement, with permission, as long as they do not end their move stacked together.

13.7 Initiating Combat

13.7.1 Land combat is initiated using tactical movement to move units onto an enemy hex. A maximum of two attacking units may move into an enemy hex, and both must move on together from the same hex. Attacks at less than 1-4 odds are not allowed. Combat is resolved during the Combat phase after all players have finished movement.

13.7.2 Naval combat is initiated when warships move into an enemy sea Area (see 13.4.1).

13.7.3 A land hex or sea Area with both enemy and friendly units is called a *combat hex*. Cavalry units in a combat hex exert no zone of control. Once combat is initiated, no additional units may enter the combat hex. Defending units may not move.

13.7.4 During the Movement phase, the attacker may not add units to a combat hex initiated by cavalry units moved during the Cavalry Move Option phase.

Example: During Eagle's Cavalry Move Option, his cavalry initiates combat with one of Bull's infantry units. During the subsequent Movement phase, this infantry unit may not move, and neither Eagle nor may Bull add additional units to the combat hex.

14.0 COMBAT

14.1 The Combat phase comes after



14.2 Withdraw Before Combat

If the attackers are all infantry and the defenders are all cavalry, the defending units may *withdraw* (14.8) before combat begins. This is considered a victory for the attackers for Influence purposes, but neither attackers nor defenders are eligible to be upgraded (14.11). Note that none of the units that were in the combat hex may be used as reinforcements in battles later in the Combat phase.

14.3 Each battle is conducted in rounds. Each round follows this progression:

- 1) Calculate the combat odds, attacker : defender (14.5)
- 2) Attacker rolls 1 die, applies results to her units. Then the defender applies the results to her units (14.6).
- 3) Attacker commits *reinforcements* (14.7) or *withdraws* (14.8), then the defender commits reinforcements or withdraws. If only one player has units left in the combat hex at the end of a round, she wins a victory (see the Influence Events Table). Otherwise, the next round begins with step 1.

14.4 Stacking in Combat

14.4.1 Land Battles

No more than two units on each side may ever participate in a round of combat in a land battle. In cases where more than two units are in the combat hex (attacks on fortifications or battles in coastal hexes with landed warships), the owning player chooses the two *combat units*. The remaining units may be used as reinforcements.

14.4.2 Naval Battles

There is no restriction on the number of warships that can participate in a round of combat at sea. All warships in the defending and attacking stacks are considered *combat units*. Transported land units are never used as combat units in a naval battle, but may be used as reinforcements for absorbing combat damage (see 14.7). Prior to combat, transported land units must be assigned to specific warships; transported units are eliminated along with the warship carrying them.

14.5 Calculating Combat Odds

- 1) Total the strength of the attacking combat units, reducing where appropriate for "Wounded" units (see 14.6.7) and warships on land. Round any fractions up. This is the attacker's combat total.
- 2) Total defending combat strength, reducing where appropriate for "Wounded" units, warships on land, foraging, and building. Then multiply by the highest applicable defensive multiplier for terrain or fortifications (only one can be used). Round any fractions up. This is the defender's combat total. If more than two defending units are in the combat hex in a land battle (e.g., in a Citadel, or warships stacked with land units), the defender chooses one or two to participate in combat, with the remainder constituting reinforcements.
- 3) Calculate the ratio of the attacker's total to the defender's total, rounding in the defender's favor. **Attacks at less than 1-4 odds are not allowed.**

14.6 Combat Results

14.6.1 In each round of combat, each player rolls a number of dice equal to the "odds" at which she is fighting -- **up to a maximum of 4 dice** -- modifies the roll(s) as appropriate, then consults the table below. This gives the amount of damage in *steps* you inflict on the enemy units for each die roll.

<u>Die roll</u>	<u>Steps of damage</u>
1-2	0
3-4	1
5-6	2

Example: At 3-1 odds, the attacker rolls 3 dice, the defender rolls 1. At 5-1 odds, the attacker rolls 4 dice (the maximum allowed), the defender rolls 1. At 1-2 odds, the attacker rolls 1 die, the defender rolls 2.

14.6.2 Modifiers to Combat Die Rolls

Combat die rolls are modified as follows. These modifiers are cumulative.

Veteran unit	+1 to one die per unit
Defending in land battle	+1 to all dice
Attacking a fortification	-1 to all dice

a) Veteran units: apply this modifier to one of your dice per Veteran unit. This applies to both attacking and defending units. Use the multicolored dice provided to differentiate between "Veteran dice" and "Green dice."

Example: You are attacking at 2-1 with one Veteran and one Green unit. You will roll 2 dice, and add 1 to one of your die rolls. If you had two Veterans, both of your dice would have a +1; but if you were attacking at 1-1 with two Veterans, you would still only get +1 to your one die.

b) Defending in a land battle: the defender adds 1 to all his dice.

c) Attacking a fortification: the attacker subtracts 1 from all his dice. This modifier can be eliminated by siege units in the attacker's reinforcements (see 14.9).

Example: You are being attacked at 3-1 in a fortification. The attacker has one Veteran, so she will roll two "Green dice" at -1, and one "Veteran die" unmodified. You have one Veteran, so you will roll one die at +2.

14.6.3 The total from all die rolls represents the number of steps each side loses: a Veteran unit loses one step to become a Green, a Green is "wounded" with one step loss (place a "wounded" chit on it), and a "wounded" Green unit is eliminated with one step loss. Another way of looking at this is the total number of steps each type of unit possesses:

Veteran	3 steps
Green	2 steps
"Wounded" Green	1 step

14.6.4 Steps may be taken either from the units in the combat hex or from eligible reinforcements. At least 1/2 of all steps must be taken from units in the combat hex, however (see 14.7).

14.6.5 In a naval battle, at least 1/2 of all steps must be taken from Veteran warships (if any) in the combat hex.

Example: Four warships, 2 Veteran and 2 Green, are attacked and take 5 steps of damage. 3 steps must come out of the Veteran ships, in any combination. Here the choices are: eliminate one Veteran; or leave one Green and one wounded Green. The other 2 steps can come from the Veterans, from the two Green warships, or from reinforcements.

14.6.6 If the results call for a player to remove more steps than he has in the combat hex, he may eliminate all the units in the combat hex and ignore the excess. If any steps are taken from reinforcements, however, all the damage must be taken, from both reinforcements and units in the combat hex.

Example: Two Veteran units attack two Green units at 2-1 odds. Defender will roll one die at +1 (defender bonus). Attacker will roll two dice, +1 to each die (veteran bonus).

The defender rolls:

$4 + 1 = 5$: 2 steps damage against attacker

The attacker rolls:

$5 + 1 = 6$: 2 steps damage against defender

$2 + 1 = 3$: 1 step damage against defender

The attacker must remove 2 steps. He could either take both from one unit, leaving him with a Veteran and a "wounded" Green; or he could take 1 step from each unit, leaving him with two Green units. The defender must eliminate one unit and "wound" the other to take his 3 steps.

Example: A Veteran and a Green unit attack two Green units at 3-1 odds.

Defender will roll one die at +1 (defender bonus).

Attacker will roll 3 dice: one at +1 (veteran bonus), two at normal.

The defender rolls:

$6 + 1 = 7$: 3 steps damage against attacker

The attacker rolls:

$3 + 1 = 4$: 1 step damage against defender

2 : 0 steps damage against defender

3 : 1 step damage against defender

The attacker must remove 3 steps. She chooses to eliminate the Green unit and reduce the Veteran to Green. The defender must remove 2 steps. She chooses to "wound" both of her units.



14.6.7 "Wounded" Green units fight at 1/2 strength. "Wounded" chits are removed when the Combat phase is over.

14.7 Reinforcements

14.7.1 In general, any friendly units adjacent to the combat hex are eligible to be used as reinforcements. Reinforcements serve two functions:

a) Combat damage may be taken partially from reinforcements. **At least 1/2 of the steps must be taken from the units in the combat hex, however.**

b) At the beginning of the second and subsequent rounds, both players may commit reinforcements of their choice. Simply move the selected units into the combat hex, the attacker moving his reinforcements first.

14.7.2 The limitation of two combat units for land battles still applies for both attacker and defender; neither player may have more than two units in the combat hex (with the exceptions listed in 14.4.1).

14.7.3 Reinforcements may be moved into the combat hex during the second and subsequent rounds even if all units in the combat hex were eliminated in the previous round.

14.7.4 Restrictions on Reinforcements

a) In general, any unit in an adjacent hex or sea Area which can move directly into the combat hex is an eligible reinforcement. Therefore, units separated from the combat hex by impassable terrain cannot be used as reinforcements. However, warships in adjacent sea Areas or coastal hexes are eligible reinforcements.

b) Units that are foraging or building cannot be used as reinforcements.

c) Units that are engaged in battle, or which participated in an earlier battle during the same Combat phase are not eligible to be used as reinforcements. This restriction applies only to units that were actually in a combat hex (including units which moved on as reinforcements at the end of the final round of a battle). Units that were used solely to take damage from an earlier battle are eligible to be used as reinforcements in subsequent battles.

d) In a land battle, landed warships can be used to take damage as reinforcements, but cannot be moved into the combat hex. In a naval battle, land units being transported by warships in the battle may be used to take damage, but cannot be used as combat units.

14.7.5 Units belonging to another player may voluntarily act as reinforcements for purposes of taking damage, if eligible as given above. They may not move onto the combat hex as reinforcements, however, even if none of the original player's units remain. (*Exception:* Intervening units -- see **10.4.2f**.)

14.8 Withdrawal

14.8.1 The attacker or defender may withdraw his units at the end of each round of combat, with the attacker deciding first.

14.8.2 A player may not withdraw only some of his units from the battle. Withdrawal involves all units of one side and ends the battle with a victory for the enemy.

14.8.3 Withdrawal from a land battle is accomplished by moving all friendly units from the combat hex to any adjacent, passable, non-enemy hex. Warships may withdraw into an adjacent, non-enemy sea Area; they may also withdraw from a sea battle into an adjacent, non-enemy coastal hex.

14.8.4 Restrictions on Withdrawal

- Stacking rules must be met (see **13.6**).
- Units cannot withdraw into an enemy zone of control, unless a friendly unit is already in that hex. The zone of control of enemy units in the combat hex is ignored.
- Units may not withdraw into a city or fortification that was not friendly at the start of the battle.
- Bridges and tunnels are special cases. Units may only withdraw to the same side of the bridge or tunnel from which they started the battle.
- Defending units may not withdraw into a hex just vacated by a reinforcing attacker.
- If no adjacent retreat hex is available due to terrain, stacking, and/or enemy zones of control, units may retreat through a hex or hexes containing friendly units to an open retreat hex. Retreating units must withdraw to the first available hex; they may not move through friendly units if they are adjacent to an open retreat hex.
- Units that cannot withdraw are eliminated.



14.9 Siege Units

Siege units are special units designed for attacking fortifications. When the attacker has siege units in his reinforcements, reduce the defender's fortification multiplier (if the defender is using a fortification).

- Each siege unit reduces the multiplier by one.
- The multiplier cannot be reduced lower than x1.
- Once siege units have reduced the fortification multiplier to x1, an additional siege unit will remove the -1 modifier to the attacker's combat die rolls (see **14.6.2c**). Thus a single siege unit will remove the modifier when attacking a small city.
- Siege units have no effect on any terrain except fortifications.
- Recheck each combat round: the multiplier goes back up if siege units are eliminated or placed in the combat hex.

Example: A Citadel normally provides a x3 defensive multiplier. If the attacker had 1 siege unit in her reinforcements, this would be reduced to x2. If the attacker had 2 siege units in her reinforcements, the defenders would be at x1. A third siege unit would remove the -1 die roll modifier. Additional siege units would have no further effect.

14.10 Warships on Land

Warships fight on land at 1/2 strength. When warships are attacked in port by enemy warships it is considered a land battle (amphibious assault).

14.11 Upgrading Units



Following every battle, surviving units on both sides may be eligible to be upgraded, that is, flipped from their Green to their Veteran sides. (*Exception:* Siege units cannot be upgraded.

- Surviving units that directly participated in the battle (i.e., were in the combat hex when a round of combat was rolled) are eligible to be upgraded. This does not include reinforcements added to the combat hex at the end of the last round of a battle. Units that withdraw are eligible to be upgraded.
- "Wounded" units are never upgraded, although all "wounded" chits are removed after the Combat phase is complete.

14.12 Victory and Defeat

The player who occupies the combat hex at the end of the battle is considered the victor, and makes the appropriate Influence Check in the province where the battle took place. (*Exception:* the defender always wins if the attacker withdraws—even if no defending units are left in the combat hex.



III. OPTIONAL RULES

Optional rules should be used only if all players agree to them at the start of the game.

A. At Start Fortifications

During the first Build phase of a game, players may build and immediately place Forts and Citadels anywhere in a friendly province. Forts cost the standard amount; Citadels can be built for the cost of a Fort plus the cost of a Citadel. New units (this Season only) may be placed in these fortifications, as long as the province's build limit is not exceeded.

B. Barbarian Mercenaries

Place the Barbarian units in their Force Pool. These units can be used normally as Mercenaries, with the following extra rules:

- Their supply cost is as listed on the counters, not 1 extra as with other Mercenaries.
- For each Barbarian mercenary hired, you must make an Influence Check in the hiring province as follows:

	Type	Roll Modifier	Trend Adj.
Hire Barbarian	Detrimental		

C. New Declaration of War Phase

Move the Declaration of War phase from the end of the Seasonal turn to the start of each Campaign Turn. This rule can make a large difference in strategy, since peace is no longer assured for a whole season's campaigning.

IV. EXAMPLE OF PLAY

Eagle controls Equilla and Sulan.

Bull controls Ilanoer and Damodar.

Thessella is Neutral, with a -1 chit on Eagle from his declaration of war.

Both players have Mercenaries from Khazon (which can be distinguished by their facing in the diagrams).

Eagle has declared war on Thessella, and Bull has Allied with Thessella. Since the two players are at peace, their units may only fight each other within Thessella. Eagle's units may not enter Ilanoer or Damodar, and Bull's units cannot enter Equilla or Sulan. Thessella is at war with Eagle, however, so Thessellian units may invade Eagle's provinces.

It is Summer. Bull has initiative, and will move first.

Key to Diagrams

Light-colored arrows show Bull's moves; dark-colored arrows show Eagle's moves. Dotted lines show cavalry moving during the Cavalry Move Option phase; solid lines show units moving during the Movement phase. Numbered circles indicate movement points expended.

Starting Positions

Eagle:

Q20

Rathgar

Kasharctan

Amu Darya (not shown)

Bull:

Rousellon

Durres

Seiven

Roscheim (not shown)

Stormont

Estoril

Equilla 5-4 Cav (V)
Equilla 6-2 Inf (V)

Equilla 3-2 Inf (G)
Equilla 3-4 Cav (G)

Sulan 2-6 Cav (G)
Khazon 3-2 Inf (G)
(mercenary)

Sulan 2-6 Cav (G)

Thessella 1-6 Cav (G)
(ally)

Thessella 1-6 Cav (G)
(ally)

Damodar 3-3 Inf (G)
Khazon 3-2 Inf (G)
(mercenary)

Damodar 3-3 Inf (G)

Ilanoer 3-7 Wshp (G)
Ilanoer 3-2 Inf (G)
Ilanoer 2-3 Inf (G)

Ilanoer 1-6 Cav (G)

As Thessella's Ally, Bull was able to choose which two units Thessella built when Eagle declared war. She decided to build two cavalry to make up for her deficit in that arm.

Campaign Turn 1: Cavalry Move Option

Bull takes advantage of her initiative to block the advance of Eagle's main force at Q20 while keeping her cavalry out of reach of Eagle's. L25 prevents the Equillian heavy cavalry from moving down the road into the city, and R26 prevents the cavalry from swinging through that Area and outflanking L25. I26 is one of the few hexes in that Area that is out of reach of the deadly Sulan light cavalry. While it does not prevent Eagle from taking Durres immediately, Bull figures that the infantry at Seiven might deter Eagle's cavalry from moving up alone, and the cavalry at I26 still prevents Eagle from using Area movement there.

Eagle notices that despite Bull's precautionary move, one of his Sulan cavalry can still reach R26, and he decides to risk the 2-1 attack before Bull can reinforce with her infantry. He holds back his Veteran cavalry to move with his infantry in the upcoming Movement phase.

Campaign Turn 1: Movement Phase

Bull moves her warship with the Ilanoeri 3-2 infantry up to Chesale to give her the extra flexibility of sea transport. Although Bull's units cannot enter Eagle's territory, this move offers the possibility of landing on the Thessella side of the river. She takes advantage of the fact that Eagle can't enter her territory by posting an infantry in R27, ready to reinforce the battle at R26, but



Neither side is eligible for any upgrade since both combat units were wounded. Eagle does get a victory in Thessella, however, and makes an Influence Roll with a total of +1 (+2 for the victory plus his -1 chit that was already on the marker). He rolls an $11 + 1 = 12$, which changes the Influence Marker to Eagle Weak. This is a fortunate turn of events for Eagle, although the significance is not immediately dire for Bull; control of the province will not change until the start of the next year, so Bull will have the chance to try to turn it back to Neutral. Eagle might even consider pulling back his troops and waiting for the end of the year at this point (making sure to leave some forces within Thessella to prevent it from declaring Peace and handing Bull a -2 Influence Roll). However, Eagle decides that his position is strong, and he wants the tribute that will come if he takes Military Control this Season.

Campaign Turn 2: Cavalry Move Option

Bull's two cavalry moves are a preparation to shift her effort to Durres by blocking Eagle from moving additional units into the city. (Note that without the cavalry moving into its Area, the Khazon mercenary could have reached Durres, by using Area movement to move to H21, then tactical movement into the city.)

Eagle decides to crush the impetuous Thessellian at K21. Notice that he cannot attack with both Sulan cavalry units together,

although both can reach K21 from the same hex, since he cannot "pick up" the other unit during one unit's move. He is able to join up his two Equillan cavalry, however, and takes advantage of the enemy cavalry's exit from L25 to strike immediately at Rousellon. His cavalry at G23 decides to hold its strong position in the woods.

Campaign Turn 2: Movement Phase

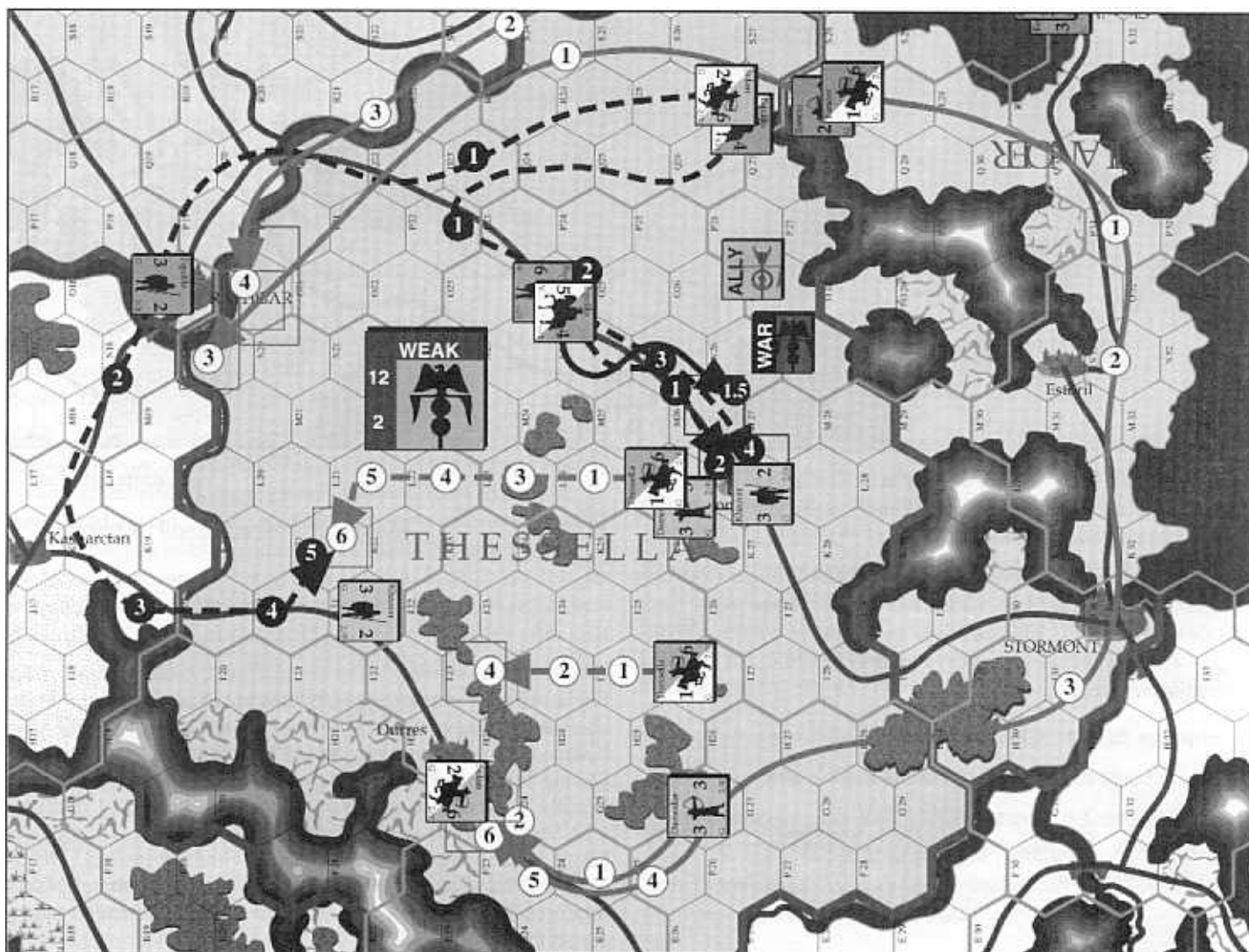
Eagle's unexpected attack on Rousellon induces Bull to make a risky, unsupported 1-1 attack on the Sulan cavalry at G23. Her warship joins up with a second infantry to cover the two border Areas. The Damodar infantry at L25 holds its position, ready to reinforce Rousellon if the battle looks favorable, and to prevent the Veteran Equillan infantry from moving freely.

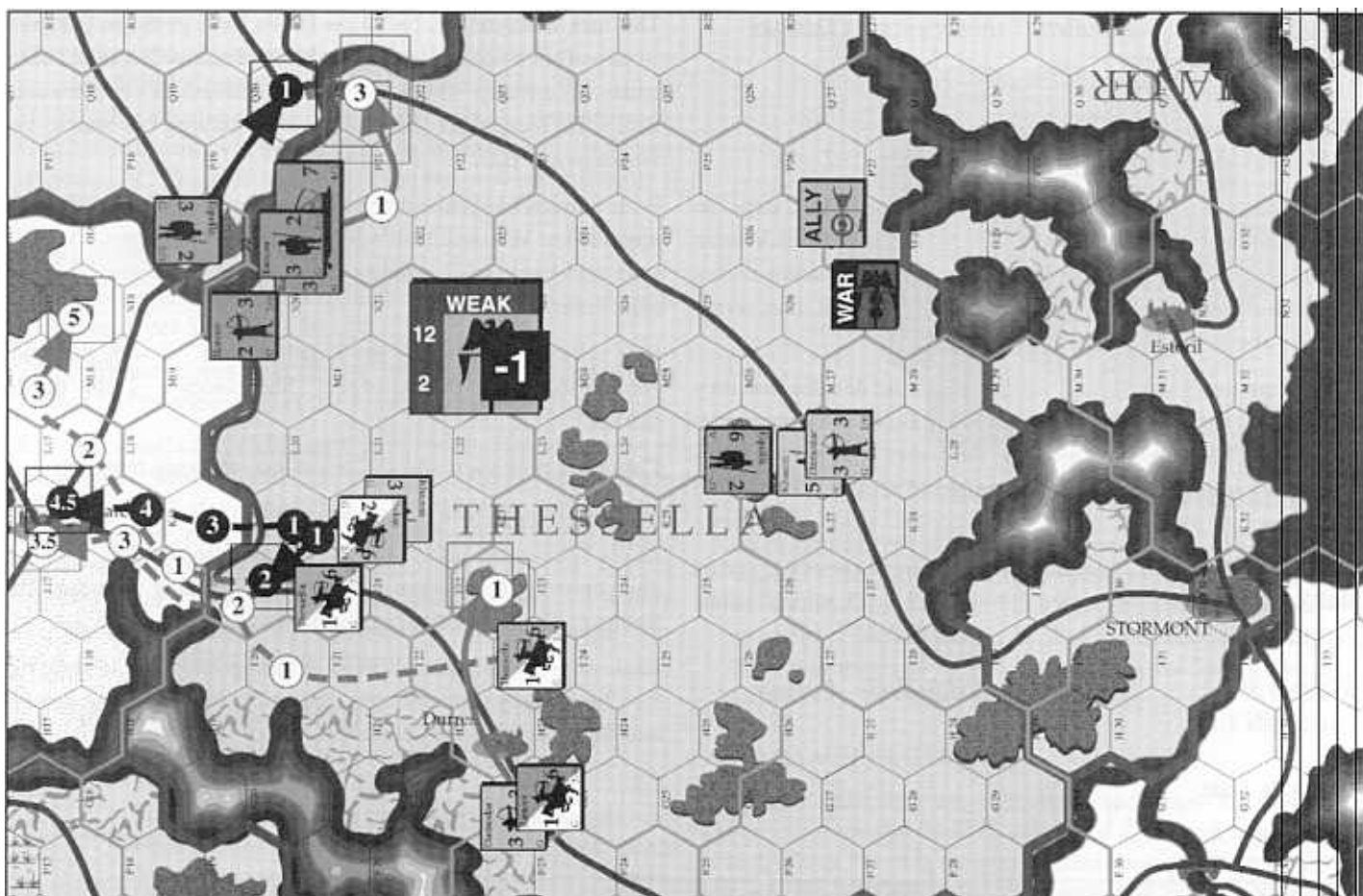
Eagle decides to make sure of his attack on Rousellon by moving up a reinforcement. His 2 other units that have not yet moved stay put.

Campaign Turn 2: Combat Phase

Bull's only attack is at G23. Bull has a Green 3-3 infantry and a Green 1-6 cavalry, versus Eagle's Green 2-6 cavalry, doubled in the woods. The odds are thus 1-1.

Campaign Turn 2





ROUND 1

	Modifiers	Modified roll	Damage
Bull rolls 1 die:			
6	+0	= 6	2
Eagle rolls 1 die:			
4	+1	= 5	2

Both players must remove 2 steps. Eagle's unit is eliminated. Bull can either wound both units, or eliminate one of them (allowing the other to upgrade to Veteran). She decides to wound both, thus costing her nothing but preventing them from upgrading to Veteran.

Bull gets a victory in Thessella, and rolls a $6 - 2 = 4$ -- not low enough to change the Influence. She places a -1 chit on the marker.

Eagle takes the battle at K21 first. He attacked with a Green 2-6 cavalry, versus a Green 1-6 cavalry: 2-1 odds.

ROUND 1

	Modifiers	Modified roll	Damage
Eagle rolls 2 dice:			
4	+0	= 4	1
1	+0	= 1	0
Bull rolls 1 die:			
5	+1	= 6	2

Eagle must remove 2 steps, so he wounds the attacking unit and the Khazon mercenary reinforcement. Bull must remove 1 step, which wounds her cavalry. Eagle reinforces K21 with the Khazon infantry, making the odds now 3-1 (both attacking units are

Campaign Turn 3

wounded). Bull decides that continuing the battle would be suicidal, so she withdraws to J20 (the only hex she could not retreat to was J21, the hex where the Khazon unit had been). All of the units that were in the battle are wounded, so none are upgraded. Eagle rolls for a victory in Thessella at $+2 - 1 \text{ chit} = +1$. He gets a $6 + 1 = 7$ -- the Influence doesn't change, so he removes the -1 chit.

Eagle's second attack is at Rousellon. He has a 5-4 Veteran cavalry and a 3-4 Green cavalry, versus a 3-2 Green infantry. The odds are $8-3 = 2-1$:

ROUND 1

	Modifiers	Modified roll	Damage
Eagle rolls 2 dice:			
2 (Veteran)	+1 - 1	= 2	0
2	- 1	= 1	0
Bull rolls 1 die:			
3	+1	= 4	1

Eagle rolls disastrously, and does no damage to Bull. He takes 1 step, which he satisfies by wounding his Green cavalry.

Eagle decides to continue his attack. Bull reinforces Rousellon with her Green Damodar infantry.

Eagle now has $5 + 1.5 = 6.5 = 7$, versus Bull's 6, so the odds are 1-1 for round 2:

ROUND 2

	Modifiers	Modified roll	Damage
Eagle rolls 1 die:			
3	+ 1 - 1	= 3	
Bull rolls 1 die:			
5	+	= 6	2

Eagle's assault is again repulsed. Eagle must remove 2 steps: he decides to eliminate the wounded cavalry and reduce his Veteran to Green. He could have taken 1 step from his reinforcement, but that would have cost him his strongest Veteran. Bull must take 1 step, so she wounds the Damodar infantry.

Things are not looking good for Eagle, but he decides that they will not get any better if he retreats, since Bull's Khazon mercenary would become Veteran. So he reinforces with his 6-2 Equillan heavy infantry. Bull has no thought of retreat, so the battle continues into round 3.

Eagle now has a 6-2 Veteran and a 3-4 Green (9 total), versus Bull's 3-2 Green and wounded 3-3 (3 + 1.5 = 4.5, which rounds to 5 total): the odds are 1-1.

ROUND 3

	Modifiers	Modified roll	Damage
Eagle rolls 1 die:			
3	+ 1 - 1	= 1	0
Bull rolls 1 die:			
6	+ 1	= 7	3

The luck continues to be all on Bull's side, as Eagle suffers 3 steps to Bull's none. He reduces his Veteran to Green and eliminates his cavalry. Since his combat strength is now less than Bull's, he recognizes the futility of continuing his attack, and withdraws to L25.

Both players have unwounded Green combat units, so they are upgraded to Veterans: Bull's 3-2 Khazon unit becomes a 5-2 Veteran, and Eagle's 3-2 infantry is restored to its original 6-2 Veteran status.

Bull rolls for her victory at -2, getting a 5 - 2 = 3, not quite enough to change the Influence. She places a -1 chit on the marker.

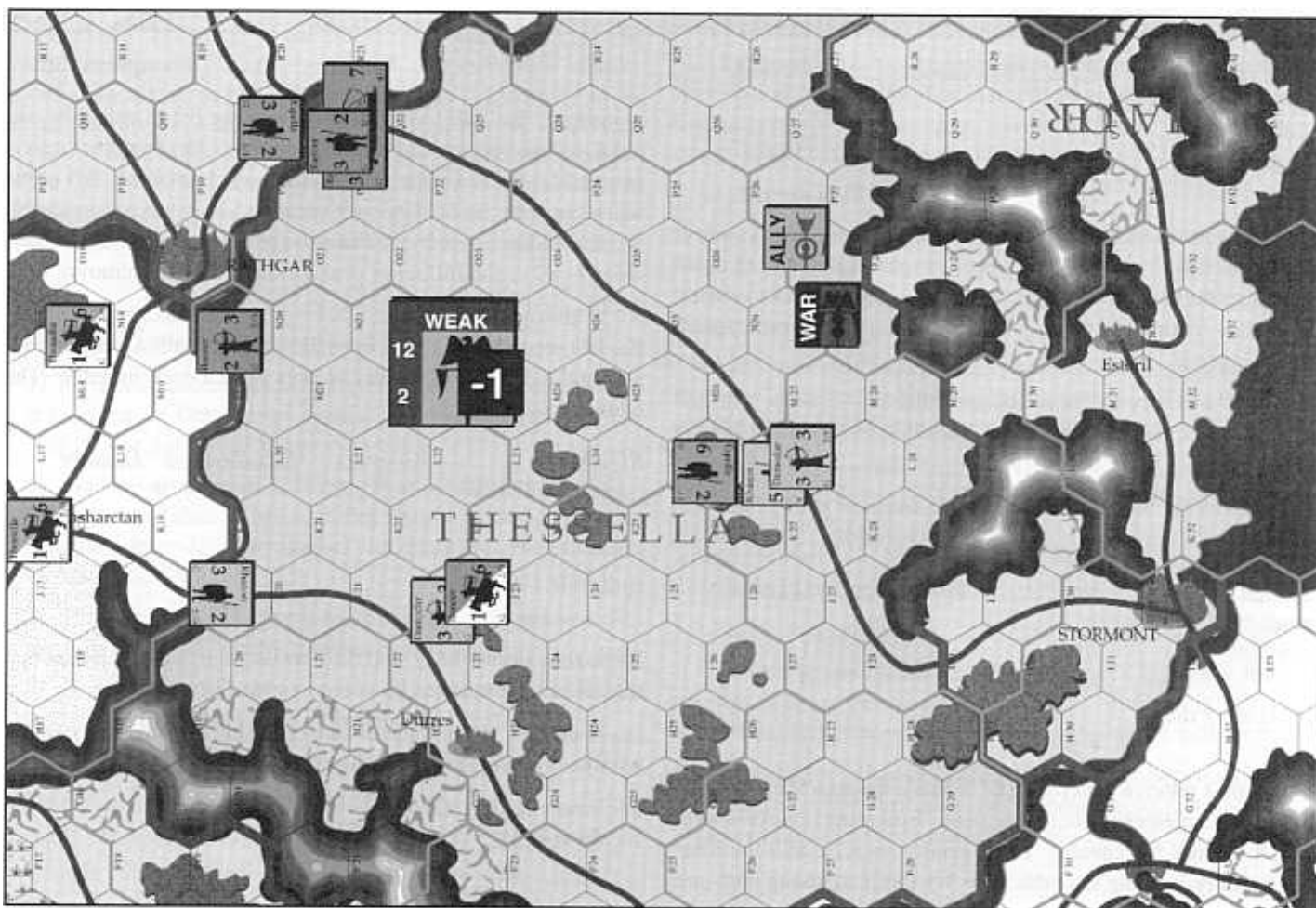
Combat is now over, and all "wounded" chits are removed.

Campaign Turn 3: Cavalry Move Option

Bull's Thessellian allies take the offensive into Sulan, with one unit capturing Ksharctan and the other blocking the road from Rathgar. The third cavalry does not move.

Eagle now realizes that all hope of taking Thessella is gone. In fact, he is badly outnumbered. He sends his remaining cavalry into Sulan to drive the Thessellian out of Ksharctan.

Final Positions



Campaign Turn 3: Movement

Bull can't reinforce the cavalry in Kasharctan since none of her remaining units can enter Sulan. She decides instead to put her forces in position to go to war against Sulan and Equilla next Season. She moves the warship over to block the bridge at Q21, sending one Ilanoeri infantry to join with it. The two units next to Durres move up to J22, the cavalry's zone of control effectively preventing Eagle from moving into the city.

Eagle is in a bad position. His Equillan Veteran is isolated deep in enemy territory, so he decides to leave it where it is at least threatening Rousellon. The infantry in Rathgar moves to hold Q20 in anticipation of wider war next Season. The Khazon mercenary cannot get far enough to help in the battle for Kasharctan, so it moves to block the road into Sulan while still keeping the border Area contested.

Campaign Turn 3: Combat

The only battle is Eagle's attack on Kasharctan, a Green 2-6 cavalry versus a Green 1-6 cavalry: the odds are 2-1.

ROUND 1 Modifiers Modified roll Damage

Eagle rolls 2 dice:

5	= 4	
3	= 2	0

Bull rolls 1 die:

4	= 5	2
---	-----	---

Eagle's unit is eliminated, while Bull's is wounded, preventing it from upgrading to Veteran. Bull wins the battle, and rolls for her victory in Sulan: 6 - 2 (victory) = 4. Not quite low enough to reduce the Influence to Weak, so Bull places a -1 modifier chit on the marker.

Combat is over and all "wounded" chits are removed.

Aftermath

Eagle's invasion of Thessella has been crushed. He lost four units to Bull's none, his best unit is trapped in Thessella, and Kasharctan has been captured. Bull also gained one Veteran in the process. The one bright spot for Eagle is that his Influence in Thessella has improved, although precariously. Eagle's best tactic now would be to declare Peace with Thessella, which will allow him to withdraw his units without interference, force Thessella to evacuate Sulan, and require Bull's units to leave Thessella. The downside of peace is that Bull would then get to roll for "Ally wins victory" in Thessella, with a fair chance of changing the Influence back to Neutral. Of course, Bull could declare General War on Eagle, allowing Bull's units to leave Thessella by invading Equilla and Sulan, which is very likely what she will do.

V. SCENARIOS

A. BASIC SCENARIO

This scenario may be used as an introductory scenario for 2 players. Instead of placing Control Levels, starting Influence Levels are preset. Remaining provinces are Neutral.



Starting Influence Levels

Player 1

Relhyrn	Strong
Harlook	Strong
Khazon	Favorable
Semeth	Favorable
Barlos	Weak

Player 2

Equilla	Strong
Isle of Becca	Strong
Korath	Favorable
Sulan	Favorable
Delvanor	Weak

B. THE GENERALS REVOLT

When the long-awaited death of the old emperor finally arrives, several popular generals have positioned themselves to compete for the throne with the able but untested heir.

Set-Up Control Levels:

5 5 5 3 3

3 2 2 2 0

0 0 0 0 0

This scenario can vary widely depending on how the initial control values are placed. For this reason, it is better as a multi-player game, allowing the weaker players to join forces if one player begins the game in a dominant position.

C. DEATH OF ALEXANDER

When the far-conquering emperor dies, his empire disintegrates. Several leaders emerge, but they lack widespread support throughout the empire. Many provinces seek to avoid the inevitable struggle for the throne and remain on the sidelines, waiting to see how the situation will develop before committing themselves.

Set-Up Control Levels:

5 4 3 2 1

All the rest are 0.

This scenario begins with the players in a relatively weak position, controlling only a few provinces. Several provinces will be Neutral, often including some of the most powerful. This makes a good 2-player game.

D. EMPEROR DIES IN BATTLE

News of the emperor's death fighting the barbarians on the northern frontier sends the empire into chaos. With no designated heir to the throne, various political factions quickly put forward candidates and begin gathering their forces to struggle for mastery of the empire.

Each player has 20 points to secretly distribute among the provinces. No more than 5 can be placed in any one province. Players do not choose home provinces in this scenario. Any players who start with no provinces may choose one Neutral province to change to their Weak Influence.

E. OVERTHROW THE EMPEROR!

Rebels arise when the emperor attempts to impose an unpopular tax on the nobility. The aging emperor attempts to hold the line against the usurpers.

- 1) The Emperor places 1 Favorable marker, plus 1 Weak marker for each Rebel player.
- 2) The Rebels now take turns, each placing 1 Strong marker in any of the remaining provinces. After all Rebels have placed their Strong markers, each in turn places 1 Favorable marker.
- 3) The Emperor now places a Weak marker with -2 modifier chit in all unclaimed provinces. The Rebels take turns making Influence Rolls in the Emperor's Weak provinces until each has been rolled for once. Instead of changing them to Neutral on a successful roll, the Rebel player places a Favorable marker.

All Rebels begin the game at war with the Emperor.

Victory conditions: The Emperor wins if he controls more provinces than all the Rebels combined at the end of three years (after completing the Annual Interphase of the fourth year). If the Emperor does not win, the Rebel player who controls the most provinces wins. If two or more Rebels control the same number of provinces, the Rebel who controls the most "city points" (small = 1, large = 2) wins.

F. ACROSS THE RUBICON

With an army of Veteran troops at his back, the empire's most successful general turns from fighting the northern barbarians to a quest for the imperial purple.

This scenario is for two players only. One player will be the Emperor, the other the General.

After choosing sides, the players take turns placing Influence Markers one at a time, starting with the Emperor. The game will start with no Neutral provinces.

Emperor: Strong x1, Favorable x1, Weak x7

General: Favorable x4, Weak x2

Special rules:

- a) The General must place his first marker in one of the four northern provinces (this is his "home province"). After all the provinces are divided up, he chooses four Veterans from any of his provinces and places them in his home province.
- b) The General always has initiative.
- c) The General starts the game at General War with the Emperor (do not make any Influence Checks for this).
- d) During any Declaration of War phase, the Emperor may announce Barbarian Intervention. He must immediately make

an Influence Check in all provinces as given below. He then chooses two of the Barbarians to turn to Veteran. In subsequent Build phases, he may build Barbarian units (without additional Influence Checks) in northern provinces as if they were Mercenaries, except that he pays no build cost for them. They must be supplied as usual, however. The General may never use Barbarians.

Barbarian Intervention: Check in all provinces. This is treated as a Detrimental Influence event for the Emperor in Friendly and Enemy provinces; as a Beneficial event for the General in all Neutral provinces.

	Type	Roll Modifier	Trend Adj.
Barbarian Intervention	Special (see above)	2	

G. CIVIL WAR

A climactic struggle erupts when the tyrannical Emperor is assassinated by his own bodyguards.

In this scenario, each player gets the following number of Influence Markers to place:

	Strong	Favorable	Weak
2 players	1	3	3
3 players	1	2	2
4 players	1	1	1

Note that in two-player games, one province will start out Neutral; in four-player games, three provinces will start out Neutral.

Influence Markers are placed as follows:

a) In a 2-player game:

- 1) Determine the order of placement randomly.
- 2) The first player places one marker, then the second player places two markers.
- 3) The players then alternate placing 1 marker at a time.

b) In three- and four-player games, determine the order of placement randomly, then reverse the order for each subsequent round. For example, in a three-player game, the three players each place one marker in randomly determined order. Then, the third player places a marker, then the second, then the first, then the first again, back to the second, and so on.

H. DESIGN YOUR OWN

Players should feel free to experiment with their own scenarios. Try starting with set Influence Levels, Forts and Citadels, Veteran units, and/or different arrangements of large cities (large city counters have been provided for this purpose). The preceding scenarios are only a sample of *Empire's* flexibility.

VI. CHARTS AND TABLES

COMBAT RESULTS (14.6.1)

In each round of combat, each player rolls a number of dice equal to the "odds" at which she is fighting, **up to a maximum of 4 dice**, modifies the roll(s) as appropriate, then consults the table below. This gives the amount of damage in steps you inflict on the enemy units for each die roll. 1/2 of the steps must be taken from units in the combat hex (14.7.1). Additionally, for naval combat, 1/2 of the steps must be taken from Veteran units in the combat hex (14.6.5).

Attacks at less than 1-4 odds are not allowed.

Die roll	Steps of damage
1-2	0
3-4	1
5-6	2
7+	3

Unit step values (14.6.3)

Veteran	3
Green	2
"Wounded" Green	1

Combat Dice Roll modifiers (14.6.2)

Defending units (land battle)	+1 on all dice
Veteran unit	+1 to one die (per veteran)
Attacking a fortification	-1 to all dice

Combat Strength modifiers (14.5)

Terrain	see Terrain Effects Chart
Warship on land	1/2 Strength
Wounded unit	1/2 Strength
Building/Foraging unit	1/2 Strength

TERRAIN EFFECTS CHART

Type	Defensive multiplier (14.5)	Tactical Movement Cost (13.3)
open	none	1
road	terrain of hex	1/2 (from connected road hex)
rough	x2	3
woods	x2	2
woods/rough	x3	4
bridge	x2	none
ford	none	none
city: small/large	none/x2	terrain of hex
tunnel	x3	none
marsh	none	3
desert	none	3
fort	x2	terrain of hex
citadel	x3	terrain of hex
stream	x2	+1
river	n/a	impassable
mountain	n/a	impassable
amphibious assault	x3	N/A
Warships (13.4)		Area Movement Cost
enter sea/river Area		1
land in non-port		2
land in port		1
put to sea		1

INFLUENCE EVENTS TABLE (7.0)

The table lists the actions or instances that require or allow Influence Checks. Some events require or allow an Influence Roll. If the roll "fails" (i.e. the Marker does not change), add the Trend Adjustment to the Influence Marker as listed in the right-hand column. Some events simply require a Trend Adjustment without any Influence Roll.

The acting player has the choice of whether or not to make an Influence Roll for Beneficial events; an Influence Roll is required (if any) for Detrimental events. If the player chooses not to roll, or there is no roll, simply make a Trend adjustment.

<i>Annual Interphase</i>	<i>Type</i>	<i>Influence Roll Mod.</i>	<i>Influence Trend Adj.</i>
Collect Additional Tribute			
small city	Detrimental	2	1
large city	Detrimental	3	1
<i>Seasonal Turn</i>			
Units Unopposed ¹	Beneficial	0	1
Apply Diplomatic Pressure ²	Beneficial	1	0
Forage (per Area)	Detrimental	no roll	1
Lose Military Control	Detrimental	2	1
Declare War ³	Detrimental	2	1
Fail to Intervene	Detrimental	1	1
Ally Defeated (roll in all provinces)	Detrimental	1	1
Ally Wins	Beneficial	2	1
<i>Campaign Turn</i>			
Win Battle	Beneficial	2	1
Capture Large City	Beneficial	0	1
Mercenary Eliminated ⁴	Detrimental	no roll	1

Notes:

- 1) This may be applied to any province in which only one player has units. This can never be used on a Strong Influence marker.
- 2) This action may only be taken during the Adjust Control Level phase of the Seasonal Turn. A player can never buy more than +/-2 per season per province. Each increment costs 1 gold for a friendly marker and 2 for a neutral or enemy marker.
- 3) Check only in provinces controlled Politically by the enemy player.
- 4) This Check is applied to the mercenary unit's home province.

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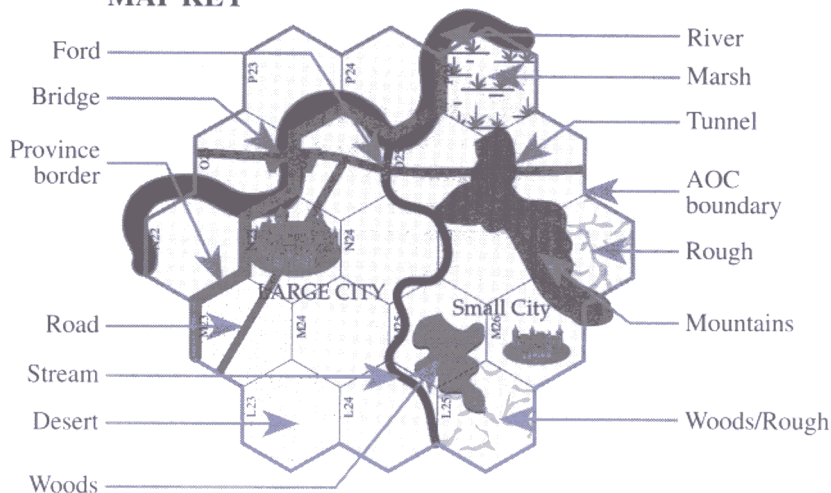
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MAP KEY



<p>Friendly / Neutral Influence Marker</p> <p>Collect Additional Tribute</p> <p><i>When:</i> Collect Tribute phase of the Annual Interphase</p> <p><i>Scope:</i> Single province. Check once for each city from which you collect additional tribute.</p> <p><i>Type:</i> Detrimental</p> <p><i>Modifier:</i> -2 (small city) -3 (large city)</p> <p><i>Trend:</i> -1 if roll fails or no roll</p> <p>Reference: 5.3</p>	<p>Friendly / Neutral Influence Marker</p> <p>Lose Military Control</p> <p><i>When:</i> Check Military Control phase of the Seasonal Turn</p> <p><i>Scope:</i> Single province</p> <p><i>Type:</i> Detrimental</p> <p><i>Modifier:</i> -2</p> <p><i>Trend:</i> -1 if roll fails or no roll</p> <p>Reference: 4.4.6</p>	<p>Friendly / Neutral Influence Marker</p> <p>Units Unopposed</p> <p><i>When:</i> Influence Provinces phase of the Seasonal Turn</p> <p><i>Scope:</i> Single province. Check once in each province where you are the only player with military units, and your Influence is not Strong.</p> <p><i>Type:</i> Beneficial</p> <p><i>Modifier:</i> +0</p> <p><i>Trend:</i> +1 if roll fails or no roll</p>
<p>Friendly / Neutral Influence Marker</p> <p>Forage</p> <p><i>When:</i> Supply phase of the Seasonal Turn</p> <p><i>Scope:</i> Single province. Check once for each Area in which your units forage.</p> <p><i>Type:</i> Detrimental</p> <p><i>Modifier:</i> No roll</p> <p>Add -1 Influence Trend chit.</p> <p>Reference: 8.3</p>	<p>Friendly / Neutral Influence Marker</p> <p>Diplomatic Pressure</p> <p><i>When:</i> Influence Provinces phase of the Seasonal Turn</p> <p><i>Scope:</i> Single province. No more than one check per province per Seasonal Turn.</p> <p><i>Type:</i> Beneficial</p> <p><i>Modifier:</i> +1 per gold spent (maximum of +2)</p> <p><i>Trend:</i> +0 if roll fails or no roll</p>	<p>Friendly / Neutral Influence Marker</p> <p>Declare War</p> <p><i>When:</i> Declare War phase of the Seasonal Turn</p> <p><i>Scope:</i> Variable. Check only in Politically Controlled provinces (see 10.2).</p> <p><i>Type:</i> Detrimental</p> <p><i>Modifier:</i> -2</p> <p><i>Trend:</i> -1 if roll fails or no roll</p> <p>Reference: 10.2</p>
<p>Friendly / Neutral Influence Marker</p> <p>Fail to Intervene</p> <p><i>When:</i> Initiative phase of the Seasonal Turn</p> <p><i>Scope:</i> Single province. Check once in each province where you fail to intervene (see 10.4.4).</p> <p><i>Type:</i> Detrimental</p> <p><i>Modifier:</i> -1</p> <p><i>Trend:</i> -1 if roll fails or no roll</p> <p>Reference: 10.4.4</p>	<p>Friendly / Neutral Influence Marker</p> <p>Ally Defeated</p> <p><i>When:</i> Check Military Control phase of the Seasonal Turn</p> <p><i>Scope:</i> All provinces! Check once in every province when an attacking player takes Military Control of your ally.</p> <p><i>Type:</i> Detrimental</p> <p><i>Modifier:</i> -1</p> <p><i>Trend:</i> -1 if roll fails or no roll</p> <p>Reference: 10.5.4</p>	<p>Friendly / Neutral Influence Marker</p> <p>Ally Wins</p> <p><i>When:</i> Any phase of the Seasonal Turn</p> <p><i>Scope:</i> Single province. Check once in each allied province that makes peace with an attacking player.</p> <p><i>Type:</i> Beneficial</p> <p><i>Modifier:</i> +2</p> <p><i>Trend:</i> +1 if roll fails or no roll</p> <p>Reference: 11.3.1</p>
<p>Friendly / Neutral Influence Marker</p> <p>Win Battle</p> <p><i>When:</i> Combat phase of a Campaign Turn</p> <p><i>Scope:</i> Single province. Check once for each battle you win in a province.</p> <p><i>Type:</i> Beneficial</p> <p><i>Modifier:</i> +2</p> <p><i>Trend:</i> +1 if roll fails or no roll</p> <p>Reference: 14.12</p>	<p>Friendly / Neutral Influence Marker</p> <p>Capture Large City</p> <p><i>When:</i> Any phase of a Campaign Turn</p> <p><i>Scope:</i> Single province. Check once for each large city you capture in a province. This may occur either during movement or after combat.</p> <p><i>Type:</i> Beneficial</p> <p><i>Modifier:</i> +0</p> <p><i>Trend:</i> +1 if roll fails or no roll</p>	<p>Friendly / Neutral Influence Marker</p> <p>Mercenary Eliminated</p> <p><i>When:</i> Combat phase of a Campaign Turn or Supply phase of a Seasonal Turn</p> <p><i>Scope:</i> Single province. Check once in mercenary's home province for each unit eliminated</p> <p><i>Type:</i> Detrimental</p> <p><i>Modifier:</i> No roll</p> <p><i>Trend:</i> -1 if roll fails or no roll</p> <p>Reference: 9.4.4, 8.1</p>

Enemy Influence Marker	Enemy Influence Marker	Enemy Influence Marker
Units Unopposed <i>When:</i> Influence Provinces phase of the Seasonal Turn <i>Scope:</i> Single province. Check once in each province where you are the only player with military units. <i>Type:</i> Beneficial <i>Modifier:</i> +0 <i>Trend:</i> -1 if roll fails or no roll Reference: 4.4.6	Lose Military Control <i>When:</i> Check Military Control phase of the Seasonal Turn <i>Scope:</i> Single province <i>Type:</i> Detrimental <i>Modifier:</i> +2 <i>Trend:</i> +1 if roll fails or no roll Reference: 4.4.6	Collect Additional Tribute <i>When:</i> Collect Tribute phase of the Annual Interphase <i>Scope:</i> N/A. Can only collect additional tribute from friendly provinces. Reference: 5.3
Enemy Influence Marker	Enemy Influence Marker	Enemy Influence Marker
Declare War <i>When:</i> Declare War phase of the Seasonal Turn <i>Scope:</i> Variable. Check only in Politically Controlled provinces (see 10.2). <i>Type:</i> Detrimental <i>Modifier:</i> +2 <i>Trend:</i> +1 if roll fails or no roll Reference: 10.2	Diplomatic Pressure <i>When:</i> Influence Provinces phase of the Seasonal Turn <i>Scope:</i> Single province. No more than one check per province per Seasonal Turn. <i>Type:</i> Beneficial <i>Modifier:</i> -1 per 2 gold spent (maximum of -2) <i>Trend:</i> +0 if roll fails Reference: 10.2	Forage <i>When:</i> Supply phase of the Seasonal Turn <i>Scope:</i> Single province. Check once for each Area in which your units forage. <i>Type:</i> Detrimental <i>Modifier:</i> No roll <i>Trend:</i> +1 Reference: 8.3
Enemy Influence Marker	Enemy Influence Marker	Enemy Influence Marker
Ally Wins <i>When:</i> Any phase of the Seasonal Turn <i>Scope:</i> Single province. Check once in each allied province that makes peace with an attacking player. <i>Type:</i> Beneficial <i>Modifier:</i> -2 <i>Trend:</i> -1 if roll fails or no roll Reference: 11.3.1	Ally Defeated <i>When:</i> Check Military Control phase of the Seasonal Turn <i>Scope:</i> All provinces! Check once in every province when an attacking player takes Military Control of your ally. <i>Type:</i> Detrimental <i>Modifier:</i> +1 <i>Trend:</i> +1 if roll fails or no roll Reference: 10.5.4	Fail to Intervene <i>When:</i> Initiative phase of the Seasonal Turn <i>Scope:</i> Single province. Check once in each province where you fail to intervene (see 10.4.4). <i>Type:</i> Detrimental <i>Modifier:</i> +1 <i>Trend:</i> +1 if roll fails or no roll Reference: 10.4.4
Enemy Influence Marker	Enemy Influence Marker	Enemy Influence Marker
Mercenary Eliminated <i>When:</i> Combat phase of a Campaign Turn or Supply phase of a Seasonal Turn <i>Scope:</i> Single province. Check once in mercenary's home province for each unit eliminated <i>Type:</i> Detrimental <i>Modifier:</i> No roll <i>Trend:</i> +1 Reference: 9.4.4, 8.1	Capture Large City <i>When:</i> Any phase of a Campaign Turn <i>Scope:</i> Single province. Check once for each large city you capture in a province. This may occur either during movement or after combat. <i>Type:</i> Beneficial <i>Modifier:</i> +0 <i>Trend:</i> +1 if roll fails or no roll Reference: 9.4.4, 8.1	Win Battle <i>When:</i> Combat phase of a Campaign Turn <i>Scope:</i> Single province. Check once for each battle you win in a province. <i>Type:</i> Beneficial <i>Modifier:</i> -2 <i>Trend:</i> -1 if roll fails or no roll Reference: 14.12