

WARHAMMER



HOBBY PRODUCTS



**Noble Mounted
Lancers (Empire)**



**Noble Longbow
Archers**



**Noble Light
Cavalry**



**Noble
Footsoldiers**



**Imperial
Berserkers**



**Imperial
Castle**



**Imperial Crossbow
Archers**



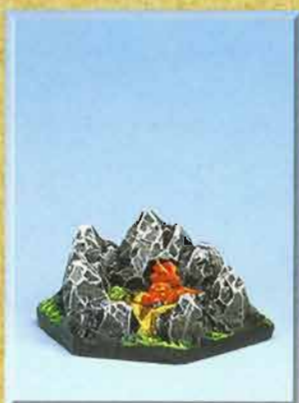
**Imperial Horse
Archers**



Dragon



**Khaibar
Bran Sheben**



Dragon Hoard



Gordan Orcslayer



**Imperial
Emperor's Guard**



**Masters
of the Order**



**Orc
Crossbow Archers**



**Orc
Bear Riders**

EMPIRES

RULES

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HOBBY PRODUCTS

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In the **EMPIRES** game, you assume the role of a mighty warlord in a fantastic medieval world, where wizards and heroes, nightmarish creatures and mighty engines of war are common sights. The players recruit units, commanders and spellcasters for their army, build villages, towns and fortifications, and try to defeat their opponent's troops and to conquer his territory in order to expand their own realm. The player who conquers his opponent's capital has won the game.

The material included enables you to build up smaller realms of Humans and Orcs. However, there are many more Fantasy races in the **EMPIRES** universe, and this allows games with three or more players in which the most diverse races meet and battle for victory.

We recommend first playing a few games with the material enclosed in order to become familiar with the rules and the special abilities of your troops. Afterwards you will no doubt wish to expand your forces with further units and heroes, new buildings and engines of war. For this, the **EMPIRES** Booster Packs are available. Each of these contains, sorted by realm, one or more heroes, units, engines of war, or buildings with which to expand your realm.

GAME MATERIAL

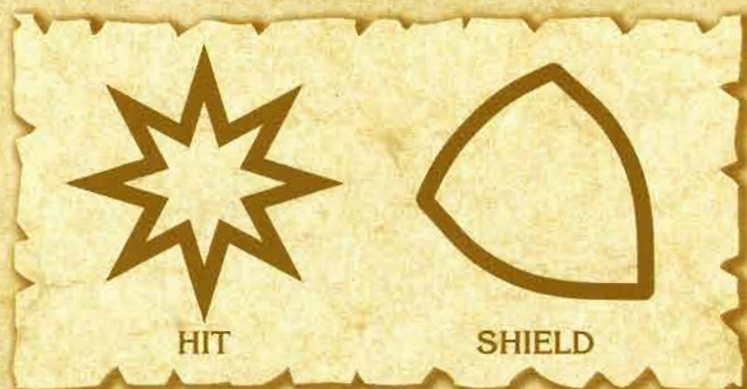
The following material is included. In case anything is missing or defective, please contact HOBBY PRODUCTS GmbH, P.O. Box 10 10 20, D-46010 Oberhausen, Germany (email: empires@hobbyproducts.com).

Rules

For a quick start, you should only read the rules up to and including the chapter 'Gameplay'. The chapters following that contain additions which are not important for the first game, and can be looked up later.

Dice

The game contains 10 dice, which show a 'Hit' on three sides, and a 'Shield' on the other three sides.



Treasury

Each player gets one of the cards labelled 'Treasury', and three coins (to be found on the counter sheets). These are put in the appropriate '10', '100' and '1,000' boxes and are used to keep track of how many gold pieces (GP) the player's treasury contains. You need gold pieces to enlist and maintain your troops, hire heroes and spellcasters, and build villages, towns and fortifications.

To get you off to a quick start, we have given the rules for two players first. The chapter 'Game Variants' contains information about games for three or more players, and introduces additional ways to win the game.

In addition to Humans and Orcs, Elves, Dwarves, Icelords of Isthak and Undead are currently known.

*The **EMPIRES** game system is continuously expanded with new troop types, mapboards and other accessories in order to constantly offer new challenges for players. Up-to-date news about **EMPIRES** armies and miniatures can be obtained from your dealer, or on the internet at www.demonworld-empires.com.*

Sometimes we refer to MODELS in these rules. This simply encompasses all things which are represented by miniatures on the mapboard, i.e. elements, ships, buildings, and sites. For reasons of clarity, each resource card (see the following section) specifies which category the model depicted on the card belongs to.

Orcish resource cards have a green title line, Imperial ones a red one, cards for the Icelords of Isthak a blue one, Elven cards have a blue-green heading, Dwarven cards a grey one, and cards for the Undead have a black one.

An exception to this are villages, towns, and other things which can be used by all races. These resource cards therefore have a headline with a light background.

Counters and Models

EMPIRES is a game for miniature models which represent your troops and engines of war in the game, and depict the buildings of your realm in an imposing (and if you want colourful) way on the mapboard. For a quick start, however, we have included counters which form your army until you upgrade to miniatures.

EMPIRES is a game with many different types of troops and buildings. We have therefore grouped all models (or counters) that exist in the game into categories in order to deal with the effects of spells, the assigning of artifacts, and many more things in an easy way.

Capitals, towns, villages and other structures are **BUILDINGS**. Special places on the mapboard are **SITES**.

Sites and buildings, and the 'building upgrades' related to these, are described in the next chapter.

War machines of any kind are **ENGINES OF WAR**. Heroes, commanders and spellcasters are **PERSONALITIES**. Especially large beings such as giants and dragons are **BEHEMOTHS**. All other troops are **UNITS**. Units, personalities, engines of war and behemoths are collectively referred to as **ELEMENTS**.

If we refer to an 'element' (or a 'target element' in the case of a spell), this may refer to a unit, a personality, a behemoth, or an engine of war. If this is meant in a more restricted way, we would refer to e.g. an 'element with the exception of engines of war' (this would then encompass units, behemoths, and personalities).

Every seaworthy vehicle is a **SHIP**. Special items are **ARTIFACTS**.

Rules for these are given in chapters 'Ships' and 'Artifacts' respectively. Ships can be 'upgraded' in a similar way to buildings. Such an upgrade, however, always forms part of the ship and is not mentioned separately in the following.

Resource Cards

Each model and artifact in the game has its own resource card, which lists the attributes and any special rules. Chapter 'Rules Overview' contains explanations of some of the rules given on the resource cards. This game contains the necessary resource cards for the counters enclosed; every **EMPIRES** Booster Pack also contains the resource card or cards pertaining to the model(s) enclosed.

Each realm in **EMPIRES** has its own resource cards to represent the special properties of the respective race, and to enable the players to use different strategies. The resource cards are colour-coded to make the affiliation clear.

The illustration on the next page shows an example of a resource card.

Unless a description otherwise states, each player may only use the resource cards of his chosen realm.

Hit Markers

The red plastic chips are used to keep track of lost hit points. When a model has lost one or more hit points, place the appropriate number of hit markers on its resource card. A model that has lost its last hit point is removed from the game.

RESOURCE CARDS

The missile attack strength shows how good the troops are when using bows, crossbows, and similar objects. Many models have the entry 'X -' and therefore can't shoot.

The missile armour value shows how well-armoured the model is against missile attacks.

The melee attack strength shows how effective the model is in melee. When a building has a melee attack strength greater than 0, this represents a special form of attack that a garrison within the building has (this garrison is not further represented in the game, however). Models with a 'X' value of 0 cannot conduct melee.

The melee armour value shows how effective the armour or defence against melee attacks is.

The initiative is a measure of the agility and speed of reaction that the element (or, for example, the garrison of a building, or the crew of a ship) has. In melee, all models strike in the sequence of their initiative.

The movement range shows how many hexes on the mapboard (see section 'The Mapboard') an element or ship may at most move in the movement phase of a turn. Buildings have a movement range of 0.

The hit points (represented by the number of '□') indicate how much damage a model can sustain until it is removed from the game.

This symbol is used to distinguish different versions of the resource cards, and has no importance in the game.



The recruitment cost states how many gold pieces a player has to pay out of his treasury to 'buy' the model or artifact and bring it into play.

Chapter 'Gameplay' explains how these attributes are handled. The higher these values are (with the exception of the recruitment cost), the better.

Capitals

The game includes two tin miniatures depicting capitals. These already form the basis of an **EMPIRES** miniatures collection for you, and a fellow player!

You can use the capitals in the game immediately, or assemble and paint them first. Chapter 'Painting' contains instructions for this.

The Mapboard

The mapboard included is superimposed with a hexagonal grid to regulate troop movements, and the effects of terrain.

Each hex can hold one model.

Hexes which contain a building or site can, in most cases, also hold an element. This is explained in chapter 'Buildings'.

Two neighbouring hexes, i.e. two hexes sharing a common hex side, are said to be 'adjacent'.

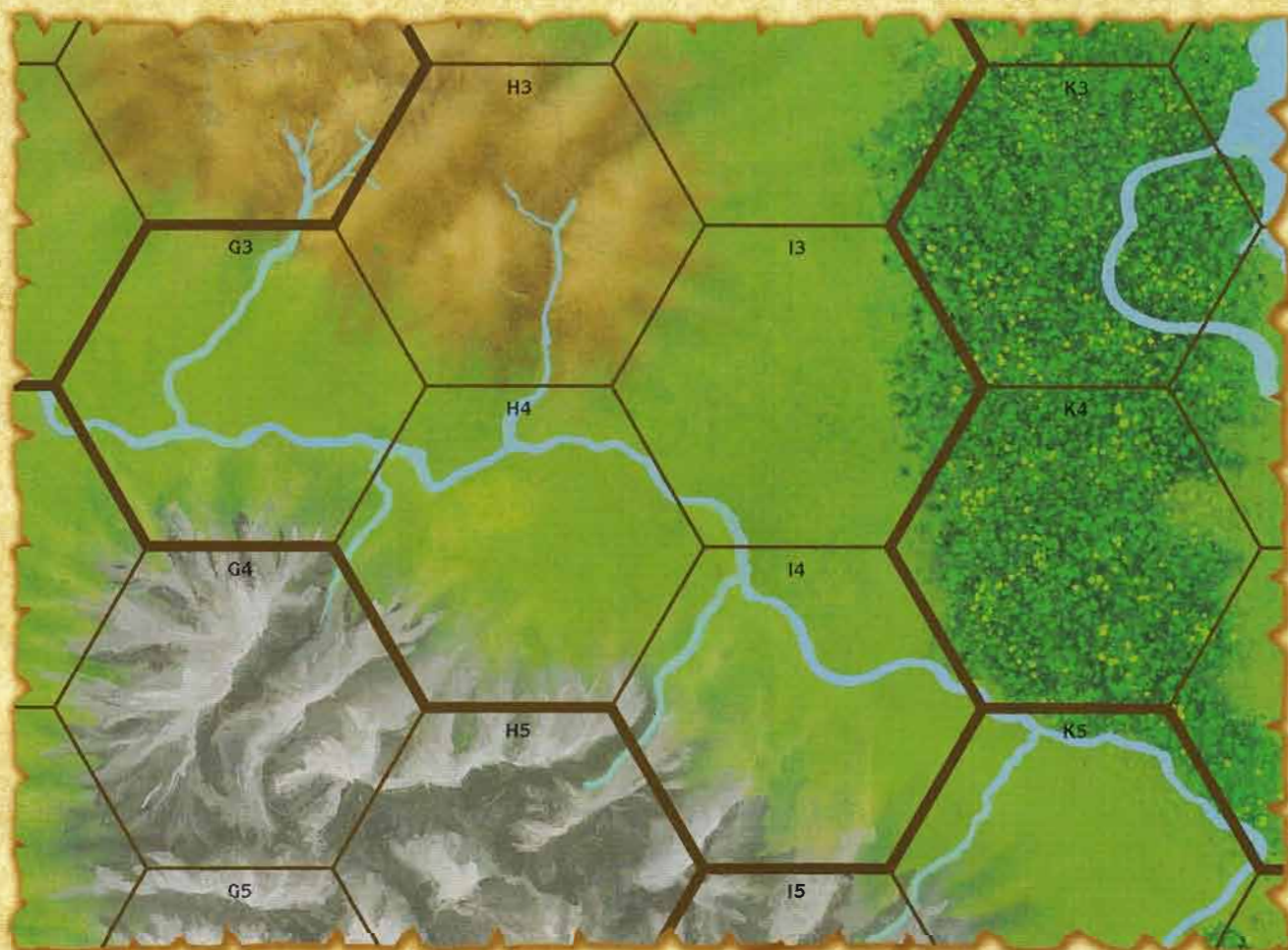
In the illustration on the next page, hex H4 is adjacent to hexes H3, I3, I4, H5, G4, and G3.

Each hex shows one of the following terrain features.

Plains. This is ordinary, flat terrain (e.g. hexes I3 and H4), and has no specific effects.

Woods. An element or building on a woods hex (e.g. hex K3) is better protected against shooting. This is explained in chapter 'Gameplay'.

Hill. An element or building on a hill hex (e.g. hex H3) is more difficult to attack, and is better at shooting because of its less-impeded lines of sight (see chapter 'Gameplay').



Mountains. An element or building on a mountain hex (e.g. hex G4) is more difficult to attack and shoot at (see chapter 'Gameplay'). An element moving onto a mountain hex has to end its movement there.

Swamp. An element moving onto a swamp hex has to end its movement there.

Waters. A water hex does not affect shooting or melee, but can only be entered by elements whose resource card explicitly permits them to do so. Ships can only enter water hexes.

Desert. Does not affect shooting or melee; staying in the desert, however, may be dangerous to elements because of the prevailing conditions there. Unless a description says otherwise, you have to roll two dice at the end of each turn for each element on a desert hex which does not contain a building or site; if you roll two hits, the element loses one hit point.

Some elements cannot enter certain types of terrain. Many buildings can only be erected in specific terrain. Exceptions of this kind are then listed on the resource card.

The designation printed in each hex, e.g. 'A3', and the mapboard number printed in hex O9, can be used to describe game set-ups and scenarios. These numbers have no importance in the game.

The terrain features on the mapboards follow the hexagonal grid, but do not always conform to this exactly along the hex sides. Many hexes therefore contain two or more different terrain features. This, however, has only been done for reasons of a more realistic display. Each hex as a whole is considered to contain the kind of terrain feature which covers its center.

Every mapboard contains several 'provinces', each consisting of several hexes grouped together. This is shown by the thick lines surrounding them. Provinces contribute to the income which you get from your realm. This is explained in chapter 'Gameplay'.

'Building' is the collective term for villages, towns, a player's capital, and any other structure.

Villages, towns, and capitals are economic centers which all races have, and which are therefore represented by models all having the same attributes. In addition to this, each of the races represented has its own unique buildings to represent its special properties and to allow the recruitment of special troop types. These may be town walls, castles, Dwarven mines, or a Monastery of the Order for the Empire.


In addition to buildings, there are 'sites'. These are places that stand out because of their special (magical or other) properties, such as e.g. a Wyvern Eyrie of the Orcs, or a Summoning Circle of the Icelords of Isthak. Sites are not buildings, but have many rules in common with them and are therefore also presented in this chapter.

BUILDINGS

Unless a description states otherwise, a building can hold one element. An element can enter a building, or a recruited element may be placed in a building in the recruitment phase of a turn if the building is unoccupied (see the following chapter 'Gameplay'). If a building can't hold an element, you can't enter it, or recruit an element there.

As long as you are using counters, place the counter representing the element on the counter representing the building to show that the element is within the building. If you play with miniatures, you should of course not pile your models on top of each other. In this case, place the element on the building's resource card near the mapboard to show that the element has entered the building. For game purposes, such an element is of course considered to be in the building, and can fight, cast spells, be shot at there, and so on.

A village yields its owner a revenue of 50 GP during the recruitment phase of a turn (see chapter 'Gameplay'), but has no other effects. To found a village, the player must pay 100 GP in the recruitment phase of a turn, and have an element on the hex.

A town yields its owner a revenue of 100 GP during the recruitment phase of a turn, and increases the -value of an element in the town by 1 (this is explained in chapter 'Gameplay'). To build a town you must have an element in a previously established village on the hex where the town is to be built. Upgrading the village to a town then costs 120 GP, which must be paid during the recruitment phase of the turn; the model (or counter) representing the village is exchanged for the model (or counter) representing the town.

The 'owner' of a village or town in a given recruitment phase is the player who has an element in the village or town in the current recruitment phase, OR (if the village or town is not occupied by an element) the player who last had an element there. An unoccupied settlement can be entered (and left again) unhindered during the movement phase of a turn (see chapter 'Gameplay'). The village or town thereby changes owners immediately, and yields the player whose element has entered the settlement a revenue in the future. This also holds true if the hex is left again later, and continues until the settlement changes owners again.

Villages and towns are economic centers. These buildings therefore have no hit points and cannot be attacked in the usual way. However, the player who occupies a settlement during the upkeep phase of a turn can destroy it by simply by announcing this (see chapter 'Gameplay').

This restriction serves to simplify gameplay, but is no contradiction even in the case of a single hero - we assume that this character has a retinue, and, because of his more luxurious lodging, needs more space than ordinary mortals.

When you occupy a village or town, you have to exchange the model for one of your own. To this end, all models representing villages or towns have a banner. This can be painted or decorated with your own heraldic design to show ownership.

Most elements are not suitably equipped to destroy fortifications, and therefore only have little effect when attacking a building like a castle, or a capital. Such fortifications are best attacked with siege equipment, or specialized troops such as miners, or blasters.

A **capital** yields a revenue of 100 GP during the recruitment phase of a turn, and increases the - and -values of an element in the capital by 2. Capitals and all other buildings with hit points (even when they are not occupied) cannot be entered by an enemy element, but can only be destroyed by shooting or in melee. The capital has values of 6, 6 and 6 hit points and is destroyed when all hit points have been lost. Each player gets a free capital at the beginning of a game. Further capitals cannot be built.

When a building with an element inside is attacked by shooting or in melee, or by a spell, the attacking player must announce before the attack whether he is attacking the building or the element inside. An attack against the building can only affect the building, and has no effect on an element inside. When attacking an element inside a building, you have to take into account the effect(s) that the building has on the element (in most cases, an increase of the - and/or -values); such an attack has no effect on the building itself.

Building Upgrades

Some buildings can be upgraded with additional fortifications or installations. Such an extension is called 'building upgrade' and has its own resource card. This explains which kind of building can be upgraded, and what effects the upgrade has.

A building upgrade is not a building of its own, but the extension of a building. This upgrade can take place in the same recruitment phase as the erection of the building (see chapter 'Gameplay'), or in a later recruitment phase. Some upgrades (such as a town wall) are represented by models which are placed on the mapboard; others (such as special defensive installations for a fortification) are only represented by their resource card, which is put next to the resource card of the upgraded building. Following, you will find an Imperial town wall as an example.

Since the town itself already increases the -value of an element inside it by 1, an element in a town fortified by a town wall has its -value increased by 2, and its -value increased by 1.

A town wall increases the - and -values of an element in the town by 1. A fortified town (even when unoccupied) cannot be entered by an enemy element, but first has to be conquered. To conquer the town, you have to destroy the town wall. The town wall has values of 5, 5 and 4 hit points and is destroyed once all hit points are lost. A destroyed town wall has no further effects and is removed from the game; the town is then no longer fortified. Building a town wall costs 100 GP.

A building upgrade can only be attacked by spells, shooting, or in melee if it has hit points of its own.

This is explained in chapter 'Gameplay', and applies to the aforementioned town wall. A building upgrade that has no hit points cannot be attacked by spells, shooting, or in melee. Such an upgrade shares the fate of the upgraded building. If this is destroyed, this also applies to the upgrade.

Each building can only receive each kind of upgrade once.

Example: A town can only be upgraded with ONE town wall. Upgrading a castle with 'murder holes' (1st upgrade) and an 'escape tunnel' (2nd upgrade) is, however, allowed since these are two different upgrades.

SITES

A 'site' is not a building, but a place possessing special properties.

Unless a description states otherwise, a site can hold one element. An unoccupied site can be entered (and left again) unhindered by one's own or enemy elements during the movement phase of a turn.

A site which is entered by an enemy element is automatically destroyed.

In this case, the holy altar or shrine is desecrated, the nests of the wyvern eyrie are crushed underfoot, or something similar.

No building can be erected on a site.

However, a site occupied by a friendly element can be destroyed during the upkeep phase of a turn (see chapter 'Gameplay'). Once this has happened, it is permitted to erect a building on the hex where the site had previously been during the immediately following, or a later recruitment phase.

A site cannot exist within a building.

Most sites cannot be recruited in the customary manner, but can only be 'found' in certain regions; a search for a dragon hoard, for instance, can only take place on a mountain hex. Such a search cannot be conducted on hexes where a building exists.

This is explained in chapter 'Rules Overview', and is not important for the first games.

PREPARATIONS FOR PLAY

Before the start of a game, players have to agree on the size of their resource pool (in gold pieces).

The 'resource pool' is a measure for the size of the population and the amount of raw materials that the realms depicted can spend on the recruitment of new troops, and the construction of buildings. As described in the following, during the recruitment phase of each turn, players can recruit new elements, buildings, etc. with the gold pieces in their treasury, i.e. place them on the mapboard and thus bring them into play. For this, in theory you can 'buy' whichever models you want. A nearly inexhaustible supply of different models of course allows for the most flexible strategy, and the best reaction to special moves that the opponent might make. An unlimited resource pool therefore leads to the most interesting games!

On the other hand, the players meeting for a game of **EMPIRES** may have vastly differing miniatures collections, and a player with a larger collection when recruiting is generally at an advantage compared to a player with a smaller collection and much less freedom of choice.

To compensate for this, players must agree on the size of their resource pool before the start of a game. For 2-player games using the mapboard enclosed, we recommend an initial limit of 2,500 gold pieces. This is a rather low number and will often lead to players not being able to recruit further models despite a sufficiently large treasury, since the resource pool is exhausted. On the other hand, this number allows for games with only the counters enclosed here, and is therefore suitable for the first games. As soon as the players' miniatures collections grow, it is recommended increasing the size of the resource pool accordingly.

Each player then puts together, within the agreed limit, the models and artifacts he wishes to use during the game, and it is only from this resource pool that players can recruit. Models and artifacts which have been removed from the game are transferred back into the resource pool, and may be recruited again.

Villages and towns do not count towards this limit because they can be conquered and then have to be replaced by one's own models. Sites which have to be 'sought' against payment of gold pieces count with the number of gold pieces to be paid for the search. Models whose resource cards say 'Only 1x.' (see chapter 'Rules Overview') of course should only be contained in the resource pool once.

Please also bear in mind that some elements may only be recruited if certain conditions are met – e.g. Warriors of the Imperial Order of the Purifying Light can only be recruited in a Monastery of the Order. When adding Warriors of the Order to your resource pool, you therefore have to choose at least one Monastery of the Order as well.

If different mapboards are available, players of course have to agree on the mapboard(s) to be used before putting together their resource pool, since it does not make sense to choose ships and shipyards for a game on a map that does not contain water hexes.

Each player starts the game with his capital and a treasury of 500 GP.

For a 2-player game using the mapboard enclosed, the capitals are either placed on hexes C2 and N8, or on hexes C8 and N2.

The game is then played in turns, as described in the following sections.

*This is the standard set-up for the map enclosed. Chapter 'Game Variants' contains remarks about starting positions for games with more than two players. Future **EMPIRES** supplements will contain additional maps, and scenarios with other starting positions.*

THE TURN SEQUENCE

Each turn consists of five phases played sequentially in which all players participate.

Upkeep Phase

AT THE BEGINNING of the upkeep phase each player may announce the destruction of buildings or sites which are occupied by one of his own elements.

Depending on what the destroyed building or site is, the facilities present are simply destroyed, or the population of a settlement is forcefully dispersed. This destruction takes place automatically upon being announced; remove the destroyed model from the game. Since in this case the gold pieces originally paid for the building or site are simply lost, this destruction only makes sense if you don't want to abandon your settlements to the enemy when withdrawing from a province, or when you have to make room for a new building. When a building is destroyed, its upgrades (including those with hit points) are destroyed as well.

AFTER THIS each player has to pay 10 GP from his treasury for each of his elements and ships. If a player can't or does not want to pay this upkeep for one or several of his elements and/or ships, these are removed from the game.

This upkeep is used to pay your troops, maintain your ships, and so on. This money must be in your treasury from the previous turn; it is therefore not recommended to completely use up your treasury!

You may refuse (even with a sufficiently large treasury) to pay this upkeep for some elements or ships and thus remove them from the game. This, however, only makes sense in special situations.

Upkeep for some elements or ships may be different or even zero; this is then stated on their resource card.

Please bear in mind – only elements and ships have to be paid for; buildings, sites and artifacts do not need upkeep!

Recruitment Phase

AT THE BEGINNING of the recruitment phase each player receives 50 GP for each of his villages, 100 GP for each of his towns including the capital, and 30 GP for each of his provinces, and credits these towards his treasury.

A village or town belongs to the player whose element currently occupies the settlement, or (if the settlement is unoccupied) to the player whose element last entered it.

A province belongs to a player if he has at least one element or building in the province, AND if there is NO enemy element or building there. Provinces containing elements and/or buildings of both players are disputed and do not yield a revenue to either of the players. A village or town in a disputed province yields its owner a revenue. A province that was formerly occupied, thus belonging to a player's realm, and which is now unoccupied does not yield a revenue.

When determining the owner of a province, sites and ships (or elements on ships) do not count. For example, a province which only contains a site or a ship is not owned by the player to whom the site or ship belongs. In a similar way, a province which is occupied by one element of player A, and one ship of player B, is not disputed, but belongs to player A.

For the standard set-up, in the recruitment phase of the first turn each player consequently receives 100 GP for his capital and 30 GP for his home province, and adds these to the 500 GP already present in his treasury. To keep track of this the coins on the treasury card are put in the boxes labelled '600' and '30'.

This also means that provinces which exclusively consist of water hexes cannot yield a revenue.

You are, however, allowed to erect buildings, search for sites, and cast spells in these areas.

Sites may be searched for/established adjacent to other sites or buildings.

It is not permitted to recruit troops as well as erect or expand buildings on the same hex in one turn.

In the first turn of a game, you can only recruit an element in your capital, and because of the turn sequence described, this element can do nothing but move to a free hex in order to erect a building there in a following turn, and so on. Because of this, the first turns of a game are rather uneventful. For players who want to speed this process up, we recommend allowing the recruitment of up to six additional elements on hexes that are adjacent to the capital in the first turn (only).

The dice which are rolled for the model which is shooting or attacking in melee are also called 'attack dice', and the dice which are rolled for the model which is shot at or attacked in melee are also called 'defence dice'.

When laying several mapboards next to each other, the half hexes along the joint edges form 'provinces' consisting of one hex. This, however, is only because of the geometry of the mapboard; these regions are too small to yield a revenue, and thus do not contribute to your income.

AFTER THIS, all players can buy (search for) elements, buildings, building upgrades, ships, ship upgrades, sites and artifacts with the gold pieces in their treasury. In the first turn, roll dice to determine which player has to carry out his recruitment first. For following turns, players alternate the order of recruitment every turn.

The player carrying out his recruitment first can buy models and artifacts from his resource pool for any money in his treasury and place these on the mapboard as described in the following.

Buildings, building upgrades and sites can only be placed (searched for) on hexes which are NOT adjacent to enemy elements, AND which are occupied by a friendly element from the previous turn. A building cannot be erected adjacent to another building.

Elements can only be recruited in/at one's own buildings or sites.

You are allowed to recruit (place) an element in a building or site which is adjacent to enemy elements (provided the building or site can hold an element). Some buildings and most sites only allow the recruitment of specific troop types.

Once the player going first has finished his recruitment, the second player carries out his, possibly followed by the third player (in multi-player games), and so on.

Shooting Phase

AT THE BEGINNING of the shooting phase, all players announce which of their models capable of shooting are to shoot at which enemy models. Every model with a \bowtie -value larger than zero may shoot at ONE enemy model on an adjacent hex.

Despite the fact that shooting attacks are announced and resolved in sequence, all shooting is considered simultaneous. Therefore, the order in which these attacks are announced is of no relevance in most cases. If you encounter a situation where the order of announcements is important, roll dice to determine who goes first.

AFTER THIS, shooting attacks are resolved. For each shooting attack, roll as many dice as the attacker's \bowtie -value indicates. The player owning the target model rolls as many dice as the target's \boxtimes -value indicates. The target loses one hit point for each hit that the attacker rolled which was NOT blocked by a shield that the defender rolled. A model having lost its last hit point is removed from the game. If a model sustains more hits than it has hit points, the surplus hits have no effect.

A model on a woods or mountain hex defends with one die more than its \boxtimes -value indicates. A model on a hill hex attacks with one die more than its \bowtie -value indicates.

The latter only applies, however, if the model is capable of shooting at all (i.e. has a \bowtie -value of 1 or more). Models with ' \bowtie -' have no ranged weapons, and therefore cannot take advantage of a hill.

Example: A unit of Light Orc Archers with \bowtie 4 shoots at a unit of Imperial Berserkers (\boxtimes 1) which are on a plains hex. The attacker rolls four dice and gets two hits; the defender rolls one die and gets

a shield. One of the two hits has been blocked; therefore the Berserkers lose one hit point. Keep track of this by laying out a hit marker, or remove the Berserkers from the game if the hit point lost was their last one. If the Berserkers had been on a woods hex (which gives a shot-at element one additional defence die), they would have defended by rolling two dice.

To keep control, we recommend resolving shooting attacks player-wise from one side of the mapboard to the other. However, since all shooting is simultaneous, a model capable of shooting which was shot at and has to be removed as a casualty, can shoot itself before it is removed from the game.

Melee Phase

In melee, the participants attack in the sequence of their initiative.

AT FIRST, all melee attacks of the models with the highest initiative are announced, and these attacks are resolved. Every model with a \times -value larger than zero may attack ONE enemy model on an adjacent hex. For each melee attack, roll as many dice as the attacker's \times -value indicates. The player owning the attacked model rolls as many dice as the target's \heartsuit -value indicates. The target loses one hit point for each hit that the attacker rolled which was NOT blocked by a shield that the defender rolled. A model having lost its last hit point is removed from the game. If a model sustains more hits than it has hit points, the surplus hits have no effect.

A model on a hill hex defends with one die more than its \heartsuit -value indicates. A model on a mountain hex defends with two dice more than its \heartsuit -value indicates.

AFTER THIS, all models having the second highest initiative follow, and so on. If two models have the same initiative, their attacks are considered simultaneous.

Since melee attacks are resolved in the sequence of the initiative, it may occur that a model loses its last hit point because of the attack of a 'quicker' enemy, and therefore has to be removed from the game before it has a chance to attack in return.

Example: A unit of Orc Spearbearers (\times 5 and initiative 3) attacks a unit of Noble Crossbowmen (\heartsuit 3 and initiative 2) which are occupying a hill. Because of their higher initiative, the Orcs attack first. The Noble Crossbowmen defend with four dice, since the hill gives the defender an additional die in melee. If the Orcs roll four hits, and the Imperial troops 3 shields, the latter lose one hit point. If the Noble Crossbowmen survive this, they can now fight (for example) against the Orcs; if they don't survive this, they are removed from the game without executing an attack of their own.

If you have a melee which has to be resolved in several 'steps' because of differing initiative values, a model that has to be removed from the game is only considered to be 'in' the game until the end of the 'step' in which the removal has to occur.

Example: A castle loses its last hit point because of the attack of an element with initiative 3, and is therefore removed at the end of this 'step' of the melee phase. Let's assume that the castle held an element which was not affected by this attack, and is therefore still in play. The increase of the \heartsuit - and \spadesuit -values which the castle conferred on the element ceases at the very moment the castle is destroyed. If then an element with initiative 2 attacks the element 'in' the castle, the castle no longer offers protection.

Every model capable of shooting has only one shooting attack per shooting phase, but can defend (by using its defence dice) against any number of shooting attacks, and of course can still shoot at another model than the attacking one. This rule also applies accordingly to melee, which is described in the next section.

Movement Phase

The player having the **LEAST** total number of elements and ships decides who is to move first. In case of a tie, roll the dice. The player moving first executes **ALL** movements of all of his models which are to move and are allowed to do so according to the following rules. Then, the second player does so.

Example: Mike has 13 elements and 4 ships on the mapboard, Jennifer has 14 elements and 2 ships. Jennifer, having a total of 16 elements/ships, is allowed to decide whether she executes all her movements first, or whether Mike, having 17 elements/ships, has to go first. If Jennifer had one more element or ship, they would have to roll the dice for the sequence of movement. For this, the number of buildings, sites and artifacts is not taken into account.

All models are moved singly and one after the other and may move at most as many hexes as their movement range indicates. For this, you are allowed to move 'over' (your own or enemy) sites, your own elements and your own buildings, as long as the moving model finishes its movement on an empty hex, or an unoccupied building or unoccupied site.

A move ends when

1. the model has exhausted its movement range, or
2. the player decides that he does not want to move the model any further, or
3. when the model moves onto a swamp or mountain hex, or onto a hex which is adjacent to an enemy element or building, with the exception of unoccupied villages or towns.

Please observe that you may move freely past, through or into unoccupied enemy villages, towns or sites. Other unoccupied enemy buildings only end a move when you move adjacent to them; in following turns, you may move freely out of this contact.

Elements which are adjacent to enemy elements (also those occupying buildings) at the **BEGINNING** of their move may only move one hex.

The player moving first can therefore restrain an enemy element's move by moving one of his own elements onto a hex which is adjacent to the enemy.

Two elements or two ships belonging to the same player which occupy adjacent hexes at the **BEGINNING** of their move may exchange their position. This ends the movement of both elements (ships).

This exchange is also allowed if one or both elements occupy a building or site, or are on a ship.

The half hexes at the edge of the mapboard cannot be entered, or passed through.

Of course, this only applies if the playing area actually ends there. When several maps are joined, the half hexes at the joint edges form whole (passable) hexes again.

At the end of the movement phase, check whether one of the players has won the game, i.e. conquered the enemy's capital in the basic set-up, or fulfilled the victory conditions put forth in a scenario. If this is the case, the game ends with a glorious victory for that player. If it is not, another turn starts.

Elements which are 'Flyers' or 'Skirmishers' can move more freely; this is explained in chapter 'Rules Overview'. Special rules also apply to ships; these are described in chapter 'Ships'.



An Example of Play

The illustration above explains some of the **EMPIRES** rules.

Let's assume that the **Imperial player** (with the Noble Crossbow Archers on hex I7, and the Mounted Lancers on hex K8) **moves first** in this movement phase.

Since they are adjacent to each other at the beginning of their move, these two elements could exchange positions. This, however, would end both units' movement, and in this case (with the town on hex K6 being nearby) wouldn't be a good move.

Therefore, let's assume that the Imperial player decides to move his Noble Crossbow Archers into the town in order to conquer it, or in order to defend it against the Ogres on hex L5 (depending on who currently owns the town). The Noble Crossbow Archers have a movement range of two hexes and therefore can reach the town without problems by traversing hex K7. The distance to the town remains the same when moving over hex I6, but since an element entering a mountain hex has to stop there, the player is not going to chose this route.

The Crossbow Archers could, for instance, also move over hex K8 (occupied by the Mounted Lancers) onto hex L8. This would also apply if there were a building or a site on hex K8.

Instead of occupying the town with the Crossbow Archers, the Imperial player could of course occupy it with the Mounted Lancers. Or, he could move these onto hex M7, thereby occupying the province that this hex belongs to (if there are no enemy elements there), or (if there are enemy elements there) at least

deny his opponent this province's revenue in the next recruitment phase.

The Mounted Lancers, however, are 'Skirmishers' and therefore do not have to stop when moving adjacent to an enemy (this is explained in chapter 'Rules Overview'). Due to this, the Lancers, having a movement range of 5 hexes, could also move onto hex M6 (adjacent to the Ogres), and would still have 2 hexes of movement left.

If the Orc player moves first, he could move his Ogres into the town on hex K6. This would not only secure him this town's revenue in the next recruitment phase, but also give the Ogres an additional defence die when being shot at in the shooting phase of the next turn (perhaps by the Crossbow Archers having moved closer), since the town increases an element's D -value by 1.

If the Orc player moved the Ogres onto hex K7 instead, he would reduce the (later moving) Crossbow Archers' movement range to 1 hex, since these would then begin their movement adjacent to an enemy. The Mounted Lancers, however, being Skirmishers, could still move out of this contact unhindered, and for instance occupy the town. In this case, the Imperial player could leave both of his units in the positions depicted, and then let the Crossbow Archers shoot at the Ogres in the shooting phase of the next turn, and attack them first with the Mounted Lancers (since they have the higher initiative), and then with the Crossbow Archers in the melee phase of the next turn.

As long as your resource pool does not contain spellcasters, ships, or artifacts, you do not have to read on, but can start playing instead. The entries on the resource cards are explained in chapter 'Rules Overview', and can be looked up there during play.

Each of the realms in **EMPIRES** has its own spellcasters, even though the magic worked by them may be very different from one another. Depending on the realm he belongs to, a 'spellcaster' may therefore be called a shaman, a magician, a necromancer, or something else. All these models, however, are subject to the rules presented in this chapter.

SPELLCASTERS & SPELL CARDS

Every spellcaster has a 'level' indicating how well (or not so well) he can work magic. A spellcaster's level is the number following the symbol '/*' on the front of the resource card. The meaning of this is further explained below.

Every spellcaster can, at most, know as many spells as his level indicates.

Each spell is described by a spell card (which looks similar to a resource card). This card indicates, by its headline colour, which race presented in **EMPIRES** knows that particular spell, describes the spell's effect, and states in which phase or phases of a turn the spell may be cast.

When you use spellcasters in a game, you have to assign each spellcaster the spells that he knows when he is brought into play (put the appropriate spell cards next to the spellcaster's resource card). Please keep in mind that every spellcaster can only know the spells of 'his' realm, and that no spellcaster can know more spells than his level indicates; e.g. a spellcaster of level 3 can know at most three different spells.

Every spellcaster may cast **ONE** of the spells he knows in each of the five phases of a turn.

Most spells can be cast in only one phase – a spell which, for instance, increases the target's **X**-value can obviously work in the melee phase only. A few spells have the entry 'Only 1x per turn.' and therefore can be worked in any phase of a turn as long as the spellcaster is not casting another spell in that phase.

Orcs have access to only one kind of magic, and because of this every Orc shaman may 'know' every Orc spell (within the limits set forth above), i.e. receive the appropriate spell card. Other peoples have different 'schools' of magic, and in these cases a spellcaster may only 'know' (cast) the spells of the school that he belongs to. Imperial spell cards, for instance, are divided into the categories of magicians, priests, and the Order of the Purifying Light, and every Imperial spellcaster is designated as either 'Magician', 'Priest' or 'Battle Mage' on his resource card. An Imperial priest can only work the spells available to priests, and so on. For other realms, this is handled in a similar way.

When assigning a spellcaster his spell cards, you should avoid unnecessary overlaps. A spellcaster of the third level for instance can receive three spell cards. If this spellcaster knows three spells, all of which can only be cast in the shooting phase, he can freely choose which of these to cast, but in the end can only work one spell in the shooting phase of each turn despite of his level. If this spellcaster knew three spells which could be cast in different phases of a turn, he could work three spells in each turn!

CASTING SPELLS

AT THE BEGINNING of each phase all spellcasters have to announce which spells they wish to cast in the current phase, and what the target of each spell is.

Spell cards do not cost gold pieces and may therefore be included in your resource pool in unlimited numbers.

In case you have fewer spell cards than the spellcaster's level, you may use the spellcaster with fewer cards than he is entitled to. This, however, is not recommended.

A spell which was not cast successfully has no effect whatsoever – the spellcaster fumbled, or has exhausted himself, and cannot cast any other spell in this phase.

*Provided several spellcasters are in range, it is permitted to **announce** a model as the target of such a spell more than once in one phase. This may make sense if the spellcasters present only have a low level, and the player wants to make sure that the spell comes about. However, if in this case the first spell comes about, the second one fizzles without effect.*

The target of a spell is given in the spell's description and is in most cases an element or building.

Spellcasters who announce their spells after other spellcasters have done so are often at an advantage because they can react to the spells already announced. If this is important in a specific situation, roll the dice to determine who announces his spells first.

AFTER ALL spells of a phase have been announced, you have to determine for each of them whether it has been cast successfully. Roll as many dice for each spellcaster as his level indicates. The spell has been cast successfully if you roll **AT LEAST ONE** hit.

Example: For a first level spellcaster, you roll one die – the chance of the spell coming about therefore is a meagre 50%. A second level spellcaster is allowed to use two dice and will therefore more often cast spells successfully.

Unless a description states otherwise, all spells successfully cast in one phase take effect at the same time (when the spells come about), and remain in effect until the end of the phase.

For instance, a spell which increases a target's missile armour value only works in the shooting phase in which it was cast, but neither in a later phase, nor in the shooting phase of the next turn.

There are some spells which do not last the entire phase in which they have come about, but only have a short-term effect. For instance, a fireball which is cast at an adjacent element is cast **AT THE MOMENT** the spell comes about. These spells as well are considered simultaneous to all other spells of the same phase, but take effect **BEFORE** other actions during this phase happen. Therefore, a spellcaster who destroys an adjacent unit of archers with a fireball in the shooting phase can no longer be shot at by this unit, since the unit is removed from the game when the spell comes about.

Many spell cards contain the entry 'Works only 1x at the same time.' This means that (even if several spellcasters are present) a target can only be under the effect of this spell once in a phase.

Example: The spell 'Invigoration' increases an element's movement range by one hex. An element cannot be under the effect of this spell twice in one phase in order to gain a movement range increased by two hexes.

Spells that do not have this entry on their cards can be targeted at an element more than once in a single phase (provided a sufficient number of spellcasters are present), or can obviously only work once at the same time due to their nature.

Example: An element can be targeted with two 'Fire Strikes' in one phase by two spellcasters, but cannot be under the effect of a spell granting it the ability to fly twice at the same time.

It will quite frequently happen that a target is under the influence of several spells in one phase. In this case, the effects of these are combined as far as possible.

Example 1: Two spells, one of which causing the target to lose one hit point, and the other one healing one hit point lost, nullify each other; the same holds true for two spells with the effects $\times +1$ and $\times -1$. A target which is under the effect of two spells with $\text{D} +1$ and $\text{D} -2$ has, in total, one defence die less when being shot at.

Example 2: In the melee phase, a target is under the effect of a spell increasing its initiative by 1, and another spell granting it $\times +1$. The

target then strikes with increased initiative, and one additional attack dice.

Example 3: A target is under the influence of the spells 'Confusion' (and therefore cannot attack in a melee phase) and 'Strength' (which gives $\times +1$). Here the effects are combined as well – the target has an additional attack die, but cannot profit from this, since it is not allowed to attack.

If the effects of two spells working at the same time cannot be combined in a clear-cut manner, roll the dice to see which spell prevails; the other spell has no effect.

Future **EMPIRES** expansions will contain ships and mapboards depicting waters. The necessary rules to make your troops seaworthy and conquer an opponent's capital beyond the sea are contained in this chapter.

SHIPS & SHIPYARDS

All of the realms presented in **EMPIRES** are acquainted with seafaring, though the ships used may have very different attributes and design principles. There are ships which are only capable of fighting, others of only transport, still others may serve both functions. A ship's resource card contains the necessary attributes and, in the case of a ship with a transport capacity, the entry 'Can hold one element', or something similar.

To build a ship, in most cases you need a shipyard; this can be found on the ship's resource card. A shipyard is a building, but only allows shipbuilding, and no recruitment of other models.

A shipyard may only be built on a plains hex which is adjacent to at least one water hex. The ships built in the shipyard are placed on one of the adjacent water hexes in the recruitment phase.

For other buildings, the elements recruited are placed in the building. This is handled differently here.

Movement

A ship can only enter water hexes. Unless a description states otherwise, ships do not hinder the movement of adjacent ships or elements, and vice versa.

A ship which is adjacent to an enemy element and/or ship at the beginning of, or during its move, can nevertheless use its full movement allowance; the same holds true for an element which is adjacent to a ship (or to a ship with an element in it).

An element can board a friendly ship (provided the ship can hold the element) if it is on an adjacent ship, or plains, woods, desert, hill, or swamp hex adjacent to the ship. An element can disembark from a ship if it can move from the ship onto such an empty hex, or onto another adjacent friendly ship. Boarding enemy ships is not allowed.

The presence of a building or site on the hex moved from (onto) does not hinder this movement.

Boarding or disembarking from a ship ends the ship's movement. The element can execute its own movement before boarding, or after disembarking from the ship.

An element beginning a movement phase on a ship can first move with the ship, and then disembark from the ship and execute its own full movement. The ship can, in the same movement phase, be boarded by another element, but is not allowed to move any further. This rule also allows elements to board and disembark from several ships in one movement phase.

Mountain hexes bordering a water hex represent a steep coast. Moving from a water hex onto a mountain hex, or vice versa, is thus only allowed for elements capable of flight.

Shooting

Ships and elements on ships can shoot, and be shot at, in the usual manner.

If a ship holding an element is attacked by shooting or spells, the player has to announce whether the attack is directed at the element, or at the ship, in the same way as for buildings. If the element is attacked, you have to take into account any increase in the element's

☒ -value which the ship might bestow on the element. An attack on the ship has no effect on the element on it, and vice versa. An element on a destroyed (sunken) ship, however, suffers the same fate as the ship. This also applies to flyers.

Melee

Ships can only attack adjacent ships in melee.

Depending on the type of ship such a 'melee' can represent a ram attack, or an artillery piece that only effects targets at extremely short ranges. Such an attack cannot be directed against models on land hexes.

Elements on ships cannot fight in melee.

If you wish to establish a 'bridgehead' on a land hex which is occupied by the enemy, you must first clear this hex of the enemy with elements or ships capable of shooting. The descriptions of some ships or ship upgrades (see the following section) may make exceptions to this.

A ship or an element on a ship cannot be attacked in melee from a land hex.

This only applies to the actual melee. Spellcasting by, or at, these elements is also allowed in the melee phase.

SHIP UPGRADES

Similar to buildings, some ships can be upgraded with additional installations, machinery, or equipment to improve their speed or fighting power. This is handled in a similar way to building upgrades; the applicable rules are summarized here.

A ship upgrade has its own resource card. This describes the upgrade's effect and states which kind of ship may receive the upgrade.

A ship upgrade must be bought together with the ship that is to receive it at the time the ship is bought.

Each ship can only receive each kind of upgrade once.

A ship upgrade can only be attacked by spells, shooting, or in melee if it has hit points of its own.

A ship upgrade always shares the fate of the upgraded ship; if this is destroyed, this also applies to the upgrade.

Please bear in mind: this only applies to ships; buildings may also be upgraded later!

An 'artifact' is a (mostly) magical item which is of special importance because of its properties, and is represented by its own resource card. Most artifacts give the element they are assigned to some benefits, e.g. an increase of its attributes. However, artifacts can have other effects, or in some cases be assigned to models other than elements – this can be found in the artifact's description.

Each realm in **EMPIRES** has its own artifacts, and each player can only use the artifacts of the people he has chosen. What is an Imperial Dragon supposed to do with a magic potion that only affects Orcs? The resource card of each artifact is therefore colour-coded corresponding to the realm to which it belongs. In addition, most artifacts are unique items and therefore have the entry 'Only 1x.'; this is handled as described in chapter 'Rules Overview'.

An artifact is bought in the recruitment phase like a model. Since an artifact cannot exist 'alone', however, it must always be assigned to its bearer (or, for example in special cases, a building). Not every model, however, can use every kind of artifact; a single hero does not necessarily profit from the effects of a magic standard intended for a unit. The resource card of an artifact therefore always states which category of model it can be assigned to, and this has to be considered when buying the artifact. Place the artifact's resource card next to the one of the model which has received it.

An artifact must be bought together with the model which is to receive it.

Elements which are recruited in a building or at a site which only allows the recruitment of special troop types can also receive artifacts. After all, an artifact is not an element, but just an 'accessory' belonging to its bearer. An artifact can neither be handed over to another model, nor be left on the mapboard, and always shares the fate of its bearer. If that model is removed from the game, this also applies to the artifact.

Artifacts do not count towards the 'space limitations' applying to sites, buildings, or ships – a model which can hold an element can also hold an element with an artifact. Unless a description states otherwise, an artifact cannot be shot at, or attacked in melee, or targeted by spells, and always has zero hit points.



Unless a description states otherwise, each model may only be assigned ONE artifact.

Magic items may interact with each other in unpleasant ways, and nobody is voluntarily going to risk being turned into a frog (or worse) by excessively collecting such things. This rule also applies to artifacts which are not unique.

Some artifacts are 'consumed' after one use, and the resource card is removed from the game. Such an artifact is then returned to the player's resource pool, and can be 'bought' again together with a newly recruited model in a future recruitment phase.

Using Artifacts

The effects of most artifacts are lasting and therefore 'always' apply.

Example: A hero with a magic shield which is described as 'The element with the shield has  +1 and  +1' automatically profits from the shield's properties in every shooting and melee phase without the player having to announce this.

Some artifacts, however, have only short-term effects, and their use has to be announced for the effects to apply.

Example: The description of the 'Potion of Strength' says 'The element with the potion has ~~X~~ +2 in a melee phase once during the game'.

The use of such artifacts has to be announced by the player immediately prior to using them. Unless the artifact's description or nature require differently, in case of doubt assume that this use takes place AFTER spellcasting, and PRIOR to any other actions of a phase.

You do not have to read through this chapter all at once. For the first games, it is sufficient to look up the explanations when needed.

For many models special rules apply, and sometimes these can be listed on the resource card only in abbreviated form due to space limitations. This chapter explains some of the rules and symbols on the resource cards.

☉. Is used as a symbol for dice. '2 ☉ at the beginning of the movement phase' means that the player has to roll two dice at the beginning of the movement phase.

✱. Symbol for hits. '2 ✱' means that the player has to roll two hits when rolling the dice. This entry can also be used together with the symbols '<' (less than), '≤' (equal or less than), '>' (more than) or '≥' (equal or more than); '≥ 1 ✱' thus means 'at least one hit'.

◡. Symbol for shield. The remarks in the preceding section apply accordingly.

★. This symbol is printed in the top left corner of a resource card, and is used to designate commanders. The effects of commanders are further described below.

⚡. This symbol, printed in the top right corner of the resource card, designates spellcasters (see chapter 'Spellcasters'). The number following the '⚡' gives the spellcaster's level.

50 GP + 1 ✱. This or a similar entry is most likely to be found on the resource cards for sites. These must be 'searched' for in the recruitment phase; the gold pieces to be paid are the costs of the search or expedition. The player must roll as many dice as the number preceding the '✱' indicates, and achieve a hit with all of them; thus, in the case of '2 ✱', two hits with two dice. If the player is successful, the searching element has found the site, and the site is placed on the hex where the element is located. If the search is unsuccessful, the gold pieces were spent in vain and are lost. Most sites can only be found in certain types of terrain; e.g. the search for a Dragon Hoard can only be successful on a mountain hex. Each element can only 'search' once per turn. It is possible to search a hex in vain, and still find the site during a later search – the first search was then not thorough enough.

Can hold one element. A building, site, or ship with this entry can hold one unit, personality, engine of war, or behemoth plus an artifact possibly carried; the model representing the element is put on the resource card of the model entered to show this. If this is more restricted for whatever reason, such an entry for instance has the wording 'Can hold one element with the exception of behemoths'.

Can only be recruited in/at ... An element marked in this way can only be recruited in a certain kind of building, or at a specific site. For instance, troops and battle mages of the Order of the Purifying Light may only be recruited in a Monastery of the Order, and the resource cards of the monastery, and the troops and mages of the Order are marked accordingly.

Since every building or site can hold at most one element, you may only recruit one of these elements per turn in (at) each of these buildings (sites). Unless a description states otherwise, however, you are allowed to erect (find) more than one of these special buildings (sites) in your territory, and this then allows for the recruitment of more than one of these special elements per turn. If the building or site is destroyed, the recruited elements remain in play.

Can only travel waters. This entry can be found on the resource cards for ships. The terrain depictions on the **EMPIRES** maps do not always follow the hexagonal grid exactly; a hex which contains a land depiction towards its edge nevertheless counts as a water hex if the hex center is covered with water.

Some **EMPIRES** maps depict rivers. A hex whose center is covered by a river counts as a water hex. In the case of a delta with rivers running parallel to each other in adjacent hexes, however, moving from one river hex onto an adjacent river hex is only allowed if a waterway exists between the two!

Demons. Demons are especially susceptible to certain spells. To clarify who is demonic, resource cards for demons are appropriately marked.

Flyer. An element capable of flight can move unhindered over hexes of any terrain type, no matter whether these are free, or occupied by one's own or enemy models, but has to end its move on an empty hex which is passable to the element, or on a friendly ship, a site, or an unoccupied friendly building, and land. If this is not possible, the move has to be ended before (or, if need be, cannot be executed at all). Elements capable of flight which are adjacent to enemy elements at the beginning of, or during, their move are not hindered in their movement. This also applies if the enemy elements are capable of flight themselves. A flyer cannot destroy a site which it moves over *during* movement. In order to do so, the model has to land on the hex, thus ending its move. The half hexes at the edges of the mapboard can also not be passed over by flyers.

No upkeep. This 'ability' is reserved for elements or ships which do not have to be 'fed' or maintained, or which have learned to live off the land. For a model with this ability you do not have to pay upkeep during the upkeep phase of a turn.

One own adjacent unit $\times +x$. This ability applies mostly to commanders; these can better employ their own units on the battlefield, and thus increase their fighting power. A unit which is 'affected' by this commander bonus has x attack dice more than usual in the melee phase of the respective turn, e.g. two more than usual for ' $\times +2$ '. This ability also applies to units having ' $\times 0$ '. The ability only works for a player's own units; enemy or allied units, personalities, engines of war, and behemoths (from one's own side as well) cannot benefit from it, unless a description states otherwise. The player has to announce at the beginning of the melee phase (before spells are cast) which unit is to benefit from this ability.

This ability can be used only once in every melee phase, but can be applied to different units in different melee phases. A commander using this ability is allowed to conduct melee himself in the same melee phase.

For some commanders, the effect of this ability may be restricted – for instance, a Beastmen commander from the ice wastes of Isthak can command units of Beastmen, but no Ice Witches, and therefore cannot give them additional attack dice. Such a commander's card then has the entry 'One own adjacent Beastmen unit $\times +x$ '; for other realms, this is handled in a similar way.

All own adjacent units $\times +x$. This ability as well mostly applies to commanders; the explanations in the previous entry apply accordingly.

Every unit can only be commanded by ONE commander at the same time. Even a unit which is adjacent to several commanders can only benefit from one commander bonus in any given phase; the bonuses of further commanders have to be employed elsewhere, or are forfeited.

A unit which is adjacent to one commander with the ability 'All own adjacent units $\times +1$ ', and another commander with the ability 'One own adjacent unit $\times +2$ ', however, may be excluded from the first commander's authority, and thus receive ' $\times +2$ '.

A hex such as for example G3 on the mapboard enclosed depicts a small river, but does not count as a water hex since the river does not cover the hex center. Such 'waters' are only included for a more attractive display.

The commander bonus only applies as long as the commander and the unit that is to benefit from it are in the game. If, for instance, in a melee between elements with different initiative values, the commander is slain before the unit commanded by him fights, the bonus no longer applies.

This also applies if the commander bonuses affect different attributes (see the following three entries).

Commanders are always marked with a '★'. There are elements which are no commanders, but have one of the two abilities described previously for other reasons. If this is the case, a unit may receive one or more additional attack dice due to such an element's special abilities, and one or more additional attack dice due to a commander also present. The same applies if a unit has additional attack dice because of the effects of a spell or artifact.

One own adjacent unit ☒ +x. This is handled in the same way as the 'One own adjacent unit ✕ +x' entry, but gives the affected unit x additional attack dice when shooting. A unit having '☒ -' cannot benefit from this ability.

One own adjacent unit ☐ +x. Some commanders are especially apt at protecting the units commanded by them against enemy missile fire. This is represented by increasing the missile armour value, and handled as described in the previous entries.

One own adjacent unit ☒ +x. Some commanders affect the defensive capabilities of the unit commanded by them in melee. This is represented by increasing the melee armour value, and handled as described in the previous entries.

Only 1x. A model or artifact marked in this way represents an important personality, a building which is difficult to erect, or a unique item, and may only be brought into the game once by each player irrespective of treasury or resource pool. If the model or artifact is removed from the game, it is returned to the resource pool and may be recruited again (exception: capitals).

Own element. This or a similar entry is mostly found with spells that have a 'positive' effect, since these affect only models belonging to the same realm as the spellcaster. Allies (in multi-player games, see chapter 'Game Variants') are not considered to be 'own' elements. For spells having a 'negative' effect, the restriction to own elements obviously does not apply.

Regenerate(s) 1 previously lost ☐ at the end of the melee phase, if still in play. This rule only applies if the model has fewer hit points than its original starting value. The ability only works at the end of the melee phase, and only works if the model, at this point in time, still has at least one hit point. A model that has lost its last hit point in the melee phase does not regenerate, but is removed from the game.

Roll 2d. If you roll at least one hit, ... This or a similar entry can be found on the spell cards for spells which are especially difficult to work, or whose coming about depends on circumstances not depicted in the game. First, the successful casting of this spell is rolled for in the same way as for any other spell (see chapter 'Spellcasters'). Only if this has been successfully accomplished, you roll a second time immediately afterwards, using the number of dice given in the description, and the spell only comes about if the condition given (in most cases, achieving one or several hits) is met. Such a spell still comes about at the same time as all other spells of the phase.

Ship. A ship is subject to the rules given in chapter 'Ships'.

Skirmisher(s). A skirmishing model is either fast-moving and reacts very quickly, or has special abilities which give it a good camouflage. Skirmishers do not have to end their movement when moving adjacent to an enemy, and are not restricted in their movement when beginning their move adjacent to enemy elements. These elements may use their full movement range instead; this also applies if they are adjacent to enemy skirmishers. The ability is very similar to 'flying'; a skirmishing element, however, is not allowed to move over enemy elements, buildings, or ships during its move. A hex contain-

ing an unoccupied enemy settlement or site may be moved over; by doing so, the village or town changes owners, and any site is destroyed. Skirmishers moving onto a mountain or swamp hex have to end their move there.

Target ♠-x. Such an entry is found with elements which, to some extent, negate an enemy's armour, or the stability of a building for whatever reason. The ability reduces the number of defence dice that the opponent may use by x (thus, for '♠-2', by 2), and only works in the melee phase. The ability may affect different categories of models to a varying extent, or only some categories of models; this can then be found on the resource card. The ability only affects the model that is actually attacked, and no model can have a ♠-value of less than zero. If a model is attacked by more than one model, some of which have this ability and some don't, the reduction only applies to the attack of the models having this ability.

Example: An element with ♠5, which is attacked by one enemy with 'Target ♠-2', and another element without this ability, defends against the first attack with 3 dice, and against the second with 5.

Target ♠-x. This entry only applies to shooting; the explanations in the previous entry apply accordingly.

Target cannot use own defence dice. This entry can often be found on spell cards. The target of such a spell is attacked with the number of dice given in the description and cannot, as otherwise usual for shooting and melee, 'roll against' this with the number of dice corresponding to its own ♠- or ♠-value respectively. Increases to the target's ♠- or ♠-value because of an artifact, commander, or the terrain occupied are ignored as well. If the target is under the influence of a spell which increases its ♠- or ♠-value, or is in a building, at a site or on a ship which does so, the 'extra' defence dice are taken into account.

Example: An element with ♠2 and ♠4 is in a town (which increases the element's ♠-value by 1). If this element is attacked (with 2 dice) by a Fireball in the shooting phase, the element's own missile armour value is not taken into account, but the increase of this value because of the town is, and the player can 'defend' against the fireball with 1 die. If the same element were attacked by a Flamestrike in the melee phase, its own ♠-value would not be considered, and the town would not help either since it only increases the ♠-value.

Target ♠0. The target cannot use any defence dice whatsoever in melee.

Target ♠0. The target cannot use any defence dice whatsoever when being shot at.

Undead. Undead elements like Skeleton Warriors or Shadow Spirits are especially susceptible to certain spells. To clarify who is undead, resource cards for Undead are appropriately marked.

At the time this rulebook was printed, it could not yet be foreseen what kind of 'game culture' players would develop over the course of time with an increasing number of armies, models, and different mapboards. Therefore, we will introduce new scenarios and rules on the internet at www.demonworld-empires.com in future as a reaction to the ideas and proposals of the players. This material may also change or amend the following comments.

The material enclosed allows for 2-player games, and to keep things simple at the beginning, a game ends once an opponent's capital has been conquered. The **EMPIRES** game system, however, offers enough variety to enable you to play epic campaigns using several mapboards, multi-player games, or games with totally different definitions of victory than conquering the opponent's capital. On the other hand, games like this can lead to totally new strategic and diplomatic dimensions because of the larger territories, and the alliances (or treacheries) which come into play in multi-player games!

In this chapter, we have drawn together comments on different game variants. These proposals can be combined with each other more or less as you wish to create new scenarios and challenges. We cannot guarantee, however, that any combination of different victory conditions, mapboards, and special rules leads to balanced games; it may well happen that some rules or scenarios favour or handicap certain armies or troop types. Therefore, the following comments should be seen as a means of stimulating your own ideas and developments, and not as hard and fast rules.

PLAYING AREAS

The players' starting positions and the size of the playing area can be given in a scenario, or must be agreed upon before play.

For multi-player scenarios which you develop yourself we recommend a minimum size of the playing area of one mapboard per two players. Games taking place on more than one map should have playing areas like '1 map long – 2 maps wide, or '3 maps long – 2 maps wide'. Arrangements not forming a complete rectangle should be reserved for special scenarios.

The size of the playing area and the number of players also determine the time needed to finish a game: you should only try your hand at an epic multi-player campaign with six or more mapboards if all participants have a free weekend to spend on the game.

You also have to agree on the mapboards to be used. We recommend taking turns laying out the maps. If not all players have all the mapboards, or some mapboards do not fit each other, this procedure can handicap some players. Since it is not possible, however, to give rules for all kinds of arrangements of (even future) mapboards, we haven't even attempted to do so, but count on the players' willingness to cooperate. In the end, the geographical subtleties of the game world seldom decide wars, and the fun of playing shouldn't suffer from lengthy discussions when preparing the game.

The players' starting positions should be as far apart as possible towards the edges of the playing area to be able to develop the realms and exploit the area. Especially when using mapboards with lots of islands and waters, however, entirely different starting positions may lead to interesting strategic situations!

ARMY SIZES

Unless a scenario states otherwise, for multi-player games with players of about the same playing strength, each player's resource pool should be the same size. However, what constitutes a suitable size depends particularly on the size of the playing area (and, of course, the players' miniatures collections!), and thus cannot be defined by us. In general, the more, the merrier, since especially for longer-lasting games or campaigns this allows for the most flexible and interesting strategies!

Handicaps

To present strong players with a challenge and avoid frustration on the part of the weaker ones, the size of the resource pools can differ.

For games involving players of very different playing strength, the revenues that economic centers and provinces yield may be dimensioned differently; e.g. a strong player receiving only 20 GP from an own province, 30 GP from a village, and 80 GP from a town or capital.

ALLIES

An 'ally' is a player with whom you form an alliance lasting for a whole game. Such an alliance is formed before the start of the game, and CANNOT be broken during the game; therefore, in such a game, the alliance wins (even if one of its partners is eliminated), and not the single player. To create a balanced situation for all, each alliance should have the same number of partners, and there should be no 'non-allied' players.

If you pay attention to the 'historical' background of a Fantasy world, the 'good' realms of the humans, the Elves, and the Dwarves will seldom ally with one of the 'evil' realms of the Orcs, the Undead, or the Icelords of Isthak. However, while such a restriction would be in the 'mood' of the game, it would severely limit you when choosing your allies. Therefore, we have not put this forward as a rule.

In the **upkeep phase**, an alliance has no further effects. Of course, depending on your partner's financial situation (or his skills in negotiating), you might help him out with a loan (or charity) when maintaining his elements and ships.

In the **recruitment phase**, each player recruits his models and artifacts on his own, and players do so one after the other. For instance, in a game with 4 players forming 2 alliances, in the first turn the order of recruiting should be '1st player from alliance 1 – 1st player from alliance 2 – 2nd player from alliance 1 – 2nd player from alliance 2', with the order of alliances switching in each subsequent turn. Of course, it is up to the players to what extent they cooperate when recruiting, or help out their partner with a couple of gold pieces. Each player may only recruit the models and artifacts belonging to his own realm, and not those of his ally.

In the **shooting phase** and **melee phase**, an alliance has no effect on the game – apart from the fact that you don't usually shoot at your ally, or attack him in melee...

For a game with two alliances, in the **movement phase**, the alliance with the lowest total number of elements and ships decides in the usual manner who is to move first. The further procedure is as described in chapter 'Gameplay', section 'Movement Phase'. In this case, movement is accomplished 'alliance-wise'; i.e. all elements/ships of all players belonging to the alliance moving first carry out their movement, before the players belonging to the alliance moving second do so. When moving, allied models are considered 'own' models, thus do not impede movement and can exchange their position on the mapboard when adjacent to each other. A settlement entered by an allied element does not automatically change owners, and a site entered by an allied element is not automatically destroyed by this.

In a 2-player game, the **game** usually **ends** when one player's capital is conquered. In a game involving alliances, when one of the players is eliminated (i.e. his capital has been conquered), all his models with the exception of towns and villages are removed from the game at the end of the turn he is eliminated. These towns and villages

remain on the mapboard, but are not owned by any player, and do not yield a revenue. These 'independent' settlements can be entered by other players' elements and thus be turned into their towns and villages. When such a town has a town wall, the town cannot simply be entered, but the town wall has to be destroyed first.

When casting spells, your ally's models do not count as 'own' models (provided a spell makes such a distinction) – the magic worked by the different realms in **EMPIRES** is too different for a 'positive' spell to affect an element belonging to another race. In the rare case that two 'identical' realms are allied, we recommend keeping this restriction for reasons of game balance.

Commanders can only command their own units and use their special abilities with these, and not those of the ally.

MULTI-PLAYER GAMES

In a multi-player game, more than two players (or alliances) take part, and the explanations of the preceding sections apply accordingly.

For three or more players or alliances taking part in a game, determine the **order of movement** as follows: the movement phase then consists of as many 'sections' as there are players (alliances) in the game. The player (alliance) with the lowest total number of elements/ships decides in which of these sections their movement is to occur. Then, the player (alliance) with the next higher total of elements/ships decides in which of the *remaining* sections their movement is to occur, and so on.

There will be 'alliances' in a multi-player game as well, but since it's every player for himself, and only one can win, such arrangements will serve a specific purpose, be rather short-lived and necessarily be terminated or broken sooner or later. Ending such an arrangement, however, leads to the situation that elements which were 'allied' up to that point and therefore did not hinder movement, are now all of a sudden enemy elements and therefore do so. Such an action, if undertaken in the middle of a turn or even a phase, can lead to a number of rules problems which we cannot deal with because of the sheer number of possibilities which exist. We therefore **STRONGLY** recommend NOT terminating or breaking such an 'alliance' in the middle of a turn!

SCENARIOS AND ADDITIONS TO RULES

Provided all players agree, a game can be decided not by conquering the opponent's capital, but by fulfilling (or not fulfilling) the victory conditions set out in a scenario.

Following, you will find some proposals and additions to this end, which are intended as a means to stimulate for your own scenarios. It takes a great deal of effort to turn ideas like these into games with equal chances of winning for all players. Therefore, games like these will seldom be balanced, but here 'fun' is regarded as the decisive factor, and players can switch roles for the second game.

Killing the King

Future additions to **EMPIRES** will contain models and resource cards which are not 'only' unique characters, but the rulers of their realms, and thus extremely powerful personalities with outstanding attributes and abilities. These rulers have much better attributes and abilities than their cost might suggest, but

one disadvantage: when such an element is slain, the player has lost the game!

Capturing Slaves

When an enemy unit or personality which is not in a building is attacked in melee, the attacking player may announce, immediately prior to the execution of the melee attack, that he does not want to slay this model, but instead capture or 'enslave' it. The melee attack against this element is then executed with the attacker's \times -value reduced by 2. If the attack causes the attacked element to lose its last hit point, the element is removed from the game in the usual way for the time being. If, however, the attacking element is still in the game at the end of the melee phase, the attacked element is not slain, but the player who has enslaved (captured) it can sell it off into slavery for half of its original recruitment cost. The player can only sell the element, and not use it himself. The gold pieces are credited towards the seller's treasury. Of course, the player who has lost the element gets the model back, can return it to his resource pool, and recruit it again later.

For personalities which can only be used once in a game, you might think of a variant to this. Such a captured personality may also be offered to the player who originally owned it; for this, the price can be freely negotiated between the players. If the player pays the required 'ransom', he gets the model back and can return it to his resource pool; if he does not pay the ransom, the personality is sold off into slavery as previously described, and cannot be recruited again during the course of this game. Of course, the player gets the model back after the game is finished.

Veterans

A unit which causes an enemy unit, personality or behemoth to lose its last hit point in melee (by shooting) receives 1 melee (missile) experience point. In exchange for 3 missile experience points, the player can increase that unit's \times -value by 1. In exchange for 3 melee experience points, the player can increase that unit's \times - OR \diamond -value by 1.

An increase of more than 1 should not be possible in order not to create near-invincible superheroes.

Bankers

At the beginning of the upkeep phase, a player may raise a loan from a banker (who is not further represented in the game) and credit this towards his treasury. However, the loan has to be repaid with an interest of 50% (!) at the end of the recruitment phase of the turn after the next.

If the player doesn't do this, his treasury is distrained, which usually leads to that player losing the game because he can no longer pay upkeep for his elements and ships any more. A player who is in debt does not receive further loans.

In order to prevent misuse, players can agree on a limit for such loans. For this, we recommend setting a player's 'credit line' at 40 GP for each of his villages, and 80 GP for each of his towns.

Scenarios

A scenario represents a special event, or a 'historical' situation. Most scenarios will therefore describe a predetermined setup, with players

already having developed realms and a certain treasury. Some general proposals follow.

A player is only eliminated if the last of his models is conquered or removed from the game.

A certain town or site (which might represent a sanctuary) has to be conquered, or the opponent must be driven out of a specific province. We have included a 'Scenario Objective' marker on counter sheet 1 to mark such a place during play.

The revenues yielded in the upkeep phase can be increased or decreased for some provinces or towns, such as a very important city.

A game lasts for a number of turns agreed upon beforehand (e.g. 20), and losing the capital does not end the game for a player. At the end of the last turn, the player who has the largest treasury is the winner. This variant does not work if the abovementioned bankers are used.

You can use your **EMPIRES** models unpainted in the game, if you wish, since they have enough detail to look appealing even in their 'bare' state (or when painted in only one colour). On the other hand, **EMPIRES** is a game for and with tin miniatures, and an assortment of blank tin models cannot be compared to an army of painted miniatures that is led into battle! Also, the towns and fortresses of your realm, if painted, not only look more realistic, but also fit the **EMPIRES** mapboards much better. In the following we have therefore collected some basic hints for painting your **EMPIRES** miniatures, and for decorating the element bases. Further suggestions on how to paint the models can be taken from the photos included here and on the resource cards.

REQUIRED MATERIALS

Besides a clean table and enough light for the job, you will need the following materials:

A sharp X-acto knife and two or three small files for removing the flashing that appears on some of the miniatures.

Either some metal epoxy or a good super glue which are used in the assembly of multi-part miniatures, for example riders, dragons or buildings.

A good metal primer or undercoating, either spray on or brush on, to provide a good surface for your paints to adhere to.

A good (pointed) set of brushes in sizes 0, 1 and 2, and two or three inexpensive or old brushes which are used for applying the undercoating, and for dry brushing. We recommend either a good sable brush or one made out of nylon (which is sometimes a little less expensive). Avoid very cheap brushes, which are useless for any detail and lose their hair after a short time.

A set of acrylic paints in black, white, red, yellow, blue, green, and brown. By mixing these basic colours, you can pretty well make up almost any colour shade. Depending on how much work you want to put into mixing paints, buying further colours may be recommended.

Metal type paints in (at least) silver and gunmetal. These are also available as acrylic paints; you might consider buying gold, bronze and copper as well.

A jar of water, and a palette for mixing colours.

A jar or spray can of dull or high gloss lacquer or some other type of finish. Dull lacquer generally looks better, however high gloss varnish or lacquer is much more durable.

PREPARATION OF THE MINIATURES

First, use a knife and files and remove any excess material or flashing from your miniature. Be very careful not to remove any detail from the miniature. Also, extreme care should be taken when using a knife. Always cut away from the body and keep your fingers away from cutting points.

Miniatures that are made up of more than one part should be trimmed properly before any adhesive is applied. Once you have applied your adhesive, check the label to determine the proper drying or setting time. Some adhesive could take several hours for proper hardening, and the miniatures should not be handled while the adhesive is hardening.

*The **EMPIRES** miniatures have been created to different scales, since representing, for example, a single hero and a whole town to the same scale is hardly possible – either the hero would no longer be recognizable, or the town wouldn't fit on the mapboard. For this reason, when designing the models, we gave priority to making them easily identifiable. A model shouldn't be regarded as a to-scale representation, but as a token for the object that dominates the hex.*

Most **EMPIRES** models can be glued together with super glue. Please check to ensure proper fitting before any adhesive is applied. If larger parts are glued together, for example a dragon body with wings, you should always use metal epoxy glue, which takes longer to harden, but results in a more durable bond. An even more durable solution is to take a fine drill and drill several small holes in the body and wings. Then glue and insert some strong gauge wire for additional support. Be sure that any holes you drill are properly aligned before applying any glue. For wire you might consider using piano wire, which is available in most hobby shops.

When applying an undercoat and painting, take care not to touch the miniature. Fasten your miniatures with small dabs of glue or Blu tack to small wooden blocks, tins, or cork which can be bought in DIY shops.

Painting several miniatures at once is recommended. For this, you can fasten them with double-sided tape to small strips of wood, and space them properly for painting. We do not recommend that you glue the miniatures to the plastic bases when painting as there is not enough space between them to paint them properly.

Since most paints will not adhere to the surface of bare metal, you must first apply an undercoat to your miniatures with a primer. You can use either spray or brush-on primer. When applying primer we recommend that you apply the primer in two or three very fine coats. This works better and does not obscure the detail as one heavy coat would. Be sure to allow enough time for drying between coats. When using any type of primer or paint, always make sure the room is properly ventilated. After priming your miniatures you should allow 12 to 24 hours drying time before applying any paint. It is also a good idea to always prime a couple of miniatures in one go to save time.

PAINTING

Irrespective of the colours chosen you should observe the following steps:

1. First, paint all surfaces in the corresponding shades. Again, several thin coats are preferable to one single thick coat.
2. Next, apply darker shades of colours to the recessed areas of the *miniature*.
3. After that, apply lighter shades of colour to the parts of the miniature that are to be highlighted.

This method of painting enhances the three-dimensional effect of the miniature. When mixing the darker and lighter shades of primary colours, do not use just black or white, but the corresponding darker and lighter colours. Green, for instance, should be lightened with a lighter shade of green, and/or yellow or white.

4. Once all the surfaces of your miniature are painted as described above, you are ready to further enhance it and add more detail. The **EMPIRES** resource cards show suggested colour schemes for specific miniatures.

In the following we give several examples of different painting techniques for figures and buildings – the corresponding illustrations are found on the two pages at the end of this book.

The **Orc standard bearer** in illustration 1 was painted in the four steps described above. The miniature was first given a gray undercoat (step 1). After drying properly the base colours were applied (step 2). In step 3, the darker shades of colour were applied to all the

shadowed areas of the miniature. In step 4, lighter shades were added to highlight and emphasize more detail of the miniature. As a finishing touch, a decal was applied to the standard.

The **Knight of the Order of the Purifying Light** in illustration 2 is a good example of the various effects of different colours used for undercoating. The miniature was first primed with a black primer (step 1). In step 2, we used the dry brush method of adding gunmetal to the miniature to make the metal parts more realistic. Dry brushing is best achieved with an older brush that has just been lightly dipped in paint. After dipping your brush in the paint, wipe the brush across a clean cloth or paper towel to further eliminate excess paint until the paint has almost a chalky consistency. Once you have the proper consistency, use quick light strokes across the raised details to paint the surfaces that you wish to cover. Repeat the procedure until you get a satisfying result. In step 3, the gunmetal is lightened with silver, and the boots, gloves and other details are completed.

The **leader of the Orc guard** (illustration 3) shows another technique that can be used to paint metal parts. First, paint the metal areas with silver, and then apply a dark brown or black wash. A wash is a very thin and watered down paint; because the paint is so liquid it will seep into the deeper groves of the miniature and dry.

When using washes you should be careful that not too much paint gets into the groves. Again, by applying two or three very light coats, you can achieve better results than with one thick heavy coat.

Especially suitable for this method (apart from watered down colours) are so-called 'inks', which are obtainable through your hobby store under several different brand names. These paints dry somewhat more slowly than acrylics, but are just as waterproof after drying and can be painted over.

In this way you can achieve a somewhat older, rusty metal look. The skin colour of the Orc, by the way, is medium green painted over with a dark green wash (mixed out of black, green, and a lot of water). The lights are then added in two steps: first with a light spring-green, and second with a mixture of spring-green and white to accentuate the most raised details like the nose, mouth, and knuckles.

The **beastman of the Icelords of Isthak** in illustration 4 is undercoated with white (step 1) and subsequently painted in the base colours (step 2). The fur and the other colour areas are then 'washed' or 'inked' with a darker version of the base colour, for example blue with a dark ultramarine blue (step 3). The texture of the fur is emphasized through the use of a dry brush using light blue and white (step 4). The hoofs are painted with a brown, and then an off-white. This colouring can also be used for horns and (with a small swab of yellow) teeth.

The **village** in illustration 5 was primed and painted with the base colours first. Then, a darker wash was applied to accentuate the shadows, and finally we painted in details like the light reflexes in the window panes, and added a decal to the banner.

In step 1, the **Imperial capital** in illustration 6 was primed and painted with the base colours. In step 2, we applied the shadows, and simply let a small drop of brown ink seep into the recesses depicting the windows. In step 3, we painted the highlights and 'dry-brushed' the model with the method described for the Knight of the Order above. In order to get a softer colour blend, the paint used for drybrushing was lightly thinned with water. Last, we painted in the details such as the cross-bars of the windows.

Villages and towns can be used by all players and are represented by the same kind of model for all of them; the models shown on the resource cards are therefore painted in a 'neutral' range of colours.

Nevertheless, by choosing the appropriate colouring, the paint job on these models can be adjusted to the realm they belong to, thereby giving them an individual look. As an example of this, illustration 7 shows the model of a town in an 'Imperial' colour scheme (red banner), an 'Orcish' range of colours (green banner), a 'Dwarven' version (light blue banner), and an 'Isthak' variant (lilac banner)

DECALS

Some of the flags and banners pictured here and on the resource cards were finished using decals. These are available in the **DEMONWORLD** range from HOBBY PRODUCTS for each of the realms represented in **EMPIRES**.

A sheet of decals contains a multitude of individual designs in different colours. For best results, darker coloured decals should be applied to lighter backgrounds, and vice versa. Always make sure that the paint onto which the decal is applied has dried completely.

When using decals, cut the design very carefully with either a sharp razor knife or small scissors. Before cutting, make sure that the decal will fit. Soak the decal in a small bowl of water for about 10 to 30 seconds, as the decal should only be movable on the sheet, but not detached from it. For best results, always moisten the surface that the decal will be applied to. Use a pair of tweezers to hold the decal next to its final position and then gently ease it into place with a brush. Do not lift the decal off the sheet entirely as it will only fold and become useless.

When the decal is in place, it can be lightly brushed with a damp brush to fix it more firmly into position. If it is not quite in the right place, moisten the area with more water, and by using firmer brush strokes, move it to the desired position. Once in place, do not handle the miniature until the decal is completely dry.

FINISH

Once you have finished painting your miniatures and your decals have been applied, you will want to add a finish to your work to keep paint from peeling off and ruining hours of work.

While some people prefer a dull coat because it looks a little more realistic, it generally does not provide the protection of a good hard lacquer or polyurethane.

We recommend combining both methods. First apply a hard (glossy) finish to your miniature, either with a brush or spray. After letting it dry for about 24 hours, apply a matte or dull coat finish. Again let it dry thoroughly before handling the miniature.

BASES

Every **EMPIRES** Booster Pack contains the required number of hexagonal bases for the model or models included; the photo on the resource card shows how the models are to be arranged when being glued to the base.

Normal size foot figures and riders are placed in the corresponding grooves of the base and glued there. For **EMPIRES**, the direction the miniatures face is of no relevance. If you wish to use your **EMPIRES** models for **DEMONWORLD** as well, however, you must ensure that all foot figures move or face in the same direction and that this is always towards one edge of the plastic base. This not only looks better, but also ensures that a later 'upgrade' to **DEMONWORLD**,

Decals work best when applied to a smooth flat surface. Although we do not recommend it, decals can be placed on concave surfaces or for that matter can be shaped. This procedure usually entails cutting the decal where the folds would appear, or firmly flattening some of the folds. Or, after the decal is dry, you could cut the folds and then re-moisten the decal and smooth it out with a wet brush. Again, this is not recommended as more often than not decals are ruined when attempting such procedures.

where the alignment of an element is important in the game, is possible. All the units and personalities pictured on the **EMPIRES** resource cards are aligned in this way.

Once you have placed your miniatures on the bases, you can play with them as they are, but then the black plastic will spoil the appeal of the painted miniatures. Therefore, we recommend putting in a little extra effort on the bases – this does not take long, and increases the attractiveness of a painted army considerably.

To do this, paint the base uniformly with a dark green (we prefer chrome green), if necessary after first applying an undercoat. Once this has dried, the base is flocked with fake grass which is available in every model railroad store. Fake grass is available in many different colours, and with a little experimenting you can even match your bases to the predominant green shade of the **EMPIRES** mapboards. Cover the base with a thick coat of PVA glue which is first thinned with some water. Then apply the fake grass to the base; use some pressure at the edges to increase adhesion.

We have also flocked the base edges of the models pictured on the **EMPIRES** resource cards, since in our opinion this looks better, and because it fits better with a **DEMONWORLD** army (for which we use our models as well). This, however, is not a requirement, and if you prefer a smooth base edge, you can leave this in black, or any other colour of your choice.

Base edges which are not flocked can also show additional information to speed up gameplay. For instance, you can show a model's hit points by strokes, and its initiative value by dots, on the base edge.

Finally, letters or numbers can be painted on the base edge to show which model belongs to which resource card when several identical models are in play, and thus facilitate keeping track of hit points (if the hit markers are put on the resource cards). Of course, the resource cards then have to be marked accordingly. If you don't want to disfigure your cards with such marks, we recommend card protectors, or removable stickers available in office supplies stores.

EMPIRES is a game that emphasizes the development of the different realms, the erection of buildings and the recruitment of troops, and the 'diplomatic aspects' of being a ruler. The limitation to only a few attributes makes it possible to represent things as different as magic items, fortresses or ships within one game system, and allows playing through campaigns that decide the fate of whole peoples within one weekend.

EMPIRES, however, is also rooted in the **DEMONWORLD** universe. This is a fictitious world which we have developed, refined, and continually expanded over the course of the years, and which forms the background of our tabletop game of the same name. Since nearly all units, personalities, and magic items from the **DEMONWORLD** rules also appear in **EMPIRES**, a lot of elements on the **EMPIRES** resource cards will be familiar to **DEMONWORLD** veterans, and **EMPIRES** players having a look at **DEMONWORLD** will again find a lot of well-known aspects. Following, you will find some brief comments about the **DEMONWORLD** rules, and the differences between them and **EMPIRES**.

In a tabletop game like **DEMONWORLD**, all troops, engines of war, or monsters depicted in the game are represented by models of the same scale. Therefore, things like fortresses or ships do not usually appear in such a game because these could not be brought to the same scale as the figures without increasing the dimensions of the playing area (and the cost of the models!) ad infinitum. On the other hand, **DEMONWORLD** models of engines of war, dragons or giants are larger than their counterparts in **EMPIRES** and thus really impressive!

In **DEMONWORLD**, the player does not represent the ruler of his people or realm, but a general commanding an army. The player therefore does not have to bother about levying new troops, the realm's revenues, or the erection of buildings. Instead, the rules depict the participating units, personalities and engines of war in much more detail than in the **EMPIRES** game system. A unit, for instance, mostly consists of ten elements, has a leader, standard bearer and musician, all of them with special properties, and can (sometimes) form special formations like a square, a wedge or a skirmish formation, all with specific advantages and disadvantages – all of these are things we have dispensed with in **EMPIRES** because of the game's different focus, and to speed up gameplay.

The **DEMONWORLD** rules naturally deal with shooting and melee, movement, magic, or the effects of terrain. All of these rules, however, are much more detailed than in **EMPIRES** – and with **DEMONWORLD**, you can also employ chariots or artillery pieces in battle, or let your troops use flaming arrows. In addition, with **DEMONWORLD**, the player has to deal with issuing orders and his troops' morale as well – just as befits a general.

Therefore, **DEMONWORLD** and **EMPIRES** deal with different aspects of the very same thing.

This is no news to **DEMONWORLD** players reading this. To the **EMPIRES** players, however, we recommend having a look at the 'big brother' **DEMONWORLD**. After all, since all **EMPIRES** elements representing foot figures or cavalry can be used for **DEMONWORLD** without any changes, you already own a very solid basis of a **DEMONWORLD** army!



Orc Sage



Goblin Spider Riders



Kanngrott Skullcrusher



Orc Guard



Myrlak Cloudcook



Savage Orcs



Wyvern Eyrie



Orc Wolf Archers



Minotaurs



Wyrmsk with the Dragonstaff



Orc Skirmishers



Elven Capital



Pegasus Eyrie



Athulain Gilfar



'Caianir' Swordsmen



Elven Dragon's Den

①



②



③



④



⑤



⑥



⑦





**'Lorea Dragon'
(Elves)**



Pegasus Riders



**Capital of the
Icelords of Isthak**



**Knights of the Order
(Isthak)**



Polar Bear Riders



**Castle of the Icelords
of Isthak**



**Dai Re'Coon
Demon**



Dwarven Capital



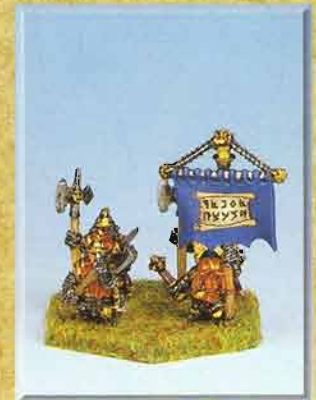
Dwarven Mine



**Dwarven
Clan Warriors**



Quorn the Brazen



**Dwarven
Gate Wardens**



**Skeleton Warriors
with Spears**



**Capital of the
Undead**



Skeleton Riders



**Skalidor
the Horrible**

UPKEEP PHASE

- spellcasting: announce all spells that are to be cast in this phase, determine whether each of them has been cast successfully, and apply results of successful spells (19)
- announce use of artifacts, if necessary (23, 24)
- all players announce whether they destroy occupied buildings or sites (12)
- all players must pay 10 GP for each of their elements and ships. Models which are not paid for are removed. (12)

RECRUITMENT PHASE

- spellcasting (see upkeep phase) (19)
- announce use of artifacts, if necessary (23, 24)
- each player receives 50 GP/village, 100 GP/town and capital, and 30 GP/own province (12)
- roll dice in 1st turn to determine which player has to carry out his recruitment first. For following turns, alternate order of recruitment. (13)
- 1st player buys models from his recruitment pool (searches for sites (25)) and places these on the mapboard. Buildings, building upgrades and sites only on hexes which are not adjacent to enemy elements and which are occupied by a friendly element. Buildings not adjacent to other buildings, elements only in own buildings or sites (13). Artifacts together with the element that is to receive them. Ships and ship upgrades on water hexes adjacent to shipyard (21).
- 2nd player buys models from his recruitment pool and places these as described above (13); followed by any further players (30)

SHOOTING PHASE

- announce use of commander bonuses for ☒ and ☑ (26, 27)
- spellcasting (see upkeep phase) (19)
- announce use of artifacts, if necessary (23, 24)
- all players announce which of their models capable of shooting are to shoot at which enemy models (14)
- all shooting attacks are resolved (14, 15)
- destroyed models are removed (15)

MELEE PHASE

- announce use of commander bonuses for ☒ and ☑ (26, 27)
- spellcasting (see upkeep phase) (19)
- announce use of artifacts, if necessary (23, 24)
- all melee attacks of the models with the highest initiative are announced & resolved; destroyed models are removed (14). Ships can only attack adjacent ships; elements on ships cannot attack (22). A ship or an element on a ship cannot be attacked in melee from a land hex (22).
- all models with the second highest initiative conduct melee as above, followed by those with the third highest initiative, and so on (14).

MOVEMENT PHASE

- spellcasting (see upkeep phase) (19)
- announce use of artifacts, if necessary (23, 24)
- the player having the least total number of elements and ships decides who is to move first (15)
- the player moving first executes all movements. Models may move over own models (flyers over all models (26)) and own or enemy sites (15). Move ends on swamp or mountain hex (exception: flyers), when movement range is exhausted, player does not want to move the model any further, or when moving adjacent to enemy element or building except unoccupied villages or towns (15) (exception: skirmishers (27), flyers, ships). Movement range 1 hex if movement starts adjacent to enemy element (15) (exception: skirmishers (27), flyers, ships). Two adjacent elements or ships may exchange their position (15). Boarding or disembarking from a ship ends the ship's movement (21).
- the player moving second executes all movements (15), followed by any further players (30)
- test for all elements on desert hexes (unless in building or at site) whether they lose one hit point (7)
- check fulfillment of victory conditions (15)

(numbers in red are page numbers)

TERRAIN

PLAINS: no effect

WOODS: ☒ +1

HILL: ☒ +1 (not for '☒-') and ☑ +1

MOUNTAINS: ☒ +1 and ☑ +2, ends movement except for flyers

SWAMP: ends movement except for flyers

WATERS: can only be travelled by ships, flown over by flyers, and entered by models with special rule permitting them to do so

DESERT: 2 ☒ at the end of the movement phase for each element not in a building or at a site: if you roll 2 hits, the element loses 1 hit point

MODELS

BUILDINGS: capitals, towns, villages and other structures

SITES: special places on the mapboard

ENGINES OF WAR: war machines of any kind

PERSONALITIES: heroes, commanders, and spellcasters

BEHEMOTHS: especially large beings such as giants or dragons

UNITS: all other troops

ELEMENTS: units, personalities, engines of war, and behemoths

SHIPS: all seaworthy vehicles

ARTIFACTS: special items

MODELS: elements, ships, buildings, and sites

SPELLCASTERS

Can receive at most as many spell cards as their level (✓) indicates. When casting a spell, roll as many dice as the spellcaster's level indicates. The spell has been cast successfully if at least one hit is rolled.

BUILDINGS & SHIPS

When a building or ship with an element inside is attacked by shooting or in melee, or by a spell, the attacker must announce whether he attacks the building (ship) or the element inside. An attack against the building (ship) has no effect on the element (elements on sunken ships, however, are destroyed). When attacking the element, take into account eventual increases to its ☒- and/or ☑-values that the building (ship) may give.

Building upgrades and ship upgrades can only be attacked if they have hit points of their own.