

The Basic, Partial, Incomplete, INACCURATE,
Rules to Empire

6/76
3rd Edition

I. Procedural Rules:

A. Head of the Empire Association:

The Head of the Empire Association is responsible for maintaining the rules, starting new games, and the storage of game equipment while the game is not in session. He validates rules change and clarifications petitions. He is responsible for the archives. He has the right to change the rules by fiat when the game is not in session, but must announce any new rules before the beginning of the next game. These rules may be rejected by a majority vote.

B. Starting the Game:

Each player draws one card from a normal deck of fifty-two cards. Cards are ordered normally--Ace high, suits ordered as in bridge (spades, hearts, diamonds, clubs)--; the player with the high card places his capital first, all other players following in order of their cards. No capital may be placed within 12 BTA of another capital. After all capitals are placed, all players again draw cards in the same manner to determine movement order. These actions constitute a zero turn.

Placed capitals contain the following starting resources: 10Bm, 10 Δ 5 St, 5 Fe, 5 C, 5 O, 5 X, 5 Cu, 5 Al, 5 Rr, 6 cmx, 4 hmx, 3 t&d, 10 food, 10 confidence, 4 colony pieces, 1 government coolie, 1 SAC, 30 coolies, & 1 cow or bull (to be determined by the roll of one die: 1,3,5 - bull; 2,4,6 - cow ...this roll being witnessed by at least one other player). Each player receives additionally any two of the following: 1 cargo ship, 1 cargo plane, 6 squares of road, 6 squares of railroad, 3 Oil Tankers, 6 squares of power line, 1 truck, 1 locomotive, 2 rolling stock, ~~1 bridge~~, 1 square canal (a player may choose his two things from the same category--e.g., 12 squares of road, or 2 cargo ships). The self-mobiled objects chosen must start from the capital, and appear there at the beginning of the player's Turn 2. Immobile objects chosen must follow path(s) taken by coolie(s) on Turn 1, and also appear at the beginning of the player's Turn 2. Items taken must be listed on Turn 2 Turn Sheet

D. The Twenty-Four Hour Rule

Each player is allowed a 24-hour period from the time the player before him rolls out, during which he must make his move. If a player has not rolled out by the end of his 24-hour period, confidence may be rolled for that player without any opportunity for that player and his countries to make any moves. Whenever a player rolls out or is rolled out in violation of the 24-hour rule, that player shall have Modified Confidence Rolls (MCR's) determined as follows: For each full 24-hour period between the beginning and the end of the player's turn, the roll of confidence shall be reduced by 1 to provide the MCR, provided that the MCR shall in no case be less than 2. When a player is affected by an MCR, all of his countries will be affected in like manner. When a player has an MCR, the change in confidence will be calculated using $R \neq MCR$, not $R = \text{die roll}$.

The confidence roll and MCR will both be entered under "roll" on the economic record, separated by an arrow (→). Thus, if a country has a roll of 7 and an MCR of 6, the entry shall be: "7→6". (If only one number is entered on the economic record under "roll", players may assume that number to be the actual roll and not the MCR. /If a player is rolled out, any moves already written down for that turn (as well as the implications of those moves) will stand, and no changes in these moves may be made. (Note: military attacks may not be implied save by the rolling of military attacks.)/

The roll of confidence (with 2 regular dice) ends a player's turn, and is termed 'rolling out'. Such rolls must be witnessed by at least one other player, and must be recorded on the Move Order Sheet as to the time and date. No person may legally move out of turn; ~~the only way to move simultaneously with another player is to transfer control of one's country to that player.~~

The 24-hour rule may be suspended for a specific time length by simple majority vote. *Such petitions may not be retroactive.*

E. Transfer of Control:

No conditions may be placed on a transfer of control. Control may be transferred from one player to another of any self-mobile piece. To transfer control, a player must make a written or a witnessed verbal statement surrendering control of the object; the player receiving the object must make a similar statement accepting control of the object.

1. Seizure of Control:

It is possible to seize control of any self-mobile object. Ships and barges may only be seized while beached (exception: see PIRATE SHIPS) or docked, airplanes only when not in the air.

Any coolie may seize control of any of the above in the same square as itself only if there are no hostile coolies or hostile military zones of control in that square. A land military unit may seize control of any of the above in the same square as itself only if no hostile military zones of control extend into that square.* It is not possible to seize objects in adjacent squares. A coolie in a cargo ship may seize control of the ship unless a hostile coolie or hostile military coolie is also aboard the ship. A military coolie in a cargo ship may seize control of the ship unless there is another hostile military coolie aboard the ship. Control of a barge, sailboat, rubber life raft, yacht, luxury liner may be seized by a cargo ship, if said units are unoccupied or not being towed (as in the case of barges).

When a player seizes control of any type of unit from another player, he must make a notation to that effect in the affected player's records on the trade sheet, listed as to time in turn order seized.

Non-self-mobile units which are mobile if carried may not be technically 'seized', however, an action to the effect of a seizure may be made under the restrictions above for self-mobile objects. These are merely involuntary 'trades', and are treated as such, although the player to which such an involuntary trade is made must list said trade in the player's records from whom the item(s) were 'traded.'

* If a SAC moves into the square where a Cargo Ship or Cargo Plane is being scratch built, the SAC may seize control of the CS or CP F.E. The Blitz Rule. when it is completed.

Two or more countries moving separately may not do anything that could not have been done if they had been moving as one country. No piece belonging to any country may move twice before before all other countries have had the chance to move once.

G. Balkanization

Any player may divide his country into any number of sub-countries by declaring that he has done so on the turn sheet of the original country on the turn in which it is done, creating the necessary government coolies and records for each country. One may obtain no real benefit from balkanization, or from possession of balkanized countries.

A Balkanized country is placed in the turn order immediately after the country from which it was Balkanized. A Balkanized country does not receive a separate 24-hour time slot unless it is run by a player who is not currently running any other country. A player must list all of his Balkanized countries plus his original and acquired countries, plus the order of their movement within his turn, on a separate sheet inside his records. Next to the country's name, the number of turns it must be held by the player of the country

H A. Petitions:

No petitions are effective retroactively. Rules Change Petitions are used to modify, change or create rules. While the game is in session, a Rules Change Petition requires an absolute majority vote. Rules Clarification Petitions are used to clarify ambiguities and implications of existing rules, and are passed by a simple majority vote.

In any case where the written rules (i.e., this document) and the unwritten rules (i.e., those that exist by tacit consensus among the players) stand in conflict, there exists an ambiguity which may be interpreted, and which must be clarified by a Rules Clarification Petition. Petitions must show the Time + Date Posted in the upper right hand corner. By Rolling out or Being Rolled Out, a player forfeits any ~~right to vote on a Petition posted prior to the Time + Date he has rolled out.~~ In such cases/the Player is assumed to have voted "A. Records: "Quorum" on the petition(s).

Empire is an open information game. A player must have records which show everything that player has produced, and everything under that player's control. Utilizing a player's records and the board, any other player must be capable of determining the positions of everything under the first player's control, as well as the production of said player's countries. ← I The writing of military locations in black on black lines of the map, or other confusing strategy, with reference in records only to marked map locations, constitutes deception and is a violation of open information. Any move incorporating such tactics is illegal.

Anything, the position of which is not listed in a player's records, may be assumed (a) not to exist, or (b) not to have moved from its previous or inferred position, at the option of the interpreting player. (Exception: a government coolie is assumed to exist unless it is explicitly stated to have killed itself, or has been killed by hostile military, or by some other method by which coolies may be killed by opponents--e.g., by being put out of supply, etc.)

One's opponents may assume that one's position is the one which is most favorable to themselves in cases where your records are ambiguous. By rolling out for a turn, a player forfeits any further right to question and interpret the moves of an opponent made before that player turn. Any questions, disputes or interpretations must have been posted or resolved prior to rolling confidence. Interpretations may only be made during the interpreting player's turn. The act of interpreting an ambiguity resolves that ambiguity, therefore, precluding future interpretations.

Each country's records must include:

a). Military Location Sheet: gives the location of all

military units under the country's control, including land forces, navy, and air force, also the location of all SAU's, HAU's, T&S's, Tanks, and similar items which may be used to arm military, bombs, torpedoes, uninstalled naval guns and ack-ack, and ~~large ships~~ ^{by SAU's} carrying any of said. *the above*

b). City Sheets: list all items in cities at the end of a turn, except those listed on military location sheets. *factories built in the city and in the square, and* (note: a ship in the city's square is not necessarily in the city; likewise for airplanes.)

c). Turn Sheets: must include the exact location of every food and resource square developed or abandoned during that turn, and must show the destruction of factories, airports, warehouses, docks, resources, movable and self-mobile items. Also must show all items built during that turn, all resources developed, and the total Cost, Investment and EDU for that turn. *factories built in the city and in the square, and* Balkanizations ^{may} also be shown here.

And if said resources were developed by 1/5/10T.

d). Economic/Military Record Sheet:

Investment: indicates cumulative total of resource Investment points as indicated in Economic Rules.

Expenditure: same as Cost, indicates total for any turn of Cost points, as explained on Economic Sheets and in Economic Rules.

Popular Fund: a cumulative total, calculated as (Previous Popular Fund) + (Current Turn's Cost) - (Tax).

Tax: $\frac{1}{4}$ of current Popular Fund.

Foreign Exchange: indicates any Foreign Aid being given or received.

Confidence: indicates level of Confidence, calculated as per instructions in Economic Rules.

Food Farm Squares: indicates number of ~~farm~~ ^{Food} squares producing at the beginning of a given turn.

Coolies: indicates the number of regular coolies under a country's control at the end of a given turn.

Population: indicates the total number of military, government and ambassador coolies under a country's control at the end of a given turn. *plus coolies built*

Military Units: refers variously to the number of land, naval and air units which are under a country's control at the end of a turn, after battles have been resolved.

Navy At Sea: refers variously to the number and type of military ships at sea at the end of a turn, after battles have been resolved.

Oil Due:

For flights, 0.02 oil per flight, a flight being the movement of military airplanes during a turn (in the air), thus allowing intermediate stops without paying additional oil. Calculated only for a given turn, not cumulatively.

For navy at sea, 0.10 oil per battleship or carrier per turn at sea, 0.05 per cruiser per turn.* Oil must be consumed for any military ship which is at sea at the end of the turn, or has been at sea any time during the turn. Also listed only as oil due in a given turn, not cumulatively.

For Transport and Supply BTA, 0.10 oil per BTA per Transport and Supply, applying only to BTA consumed in movement while armed, not in arming itself, nor in unarmed transport. *not while being carried.* Also listed only as oil due in a given turn.

Total Oil Due, reflects cumulative total of oil consumed during a given turn plus oil debts accumulated from the * ~~per~~ oil per destroyer ^{at sea}

.025

previous turn. Partial units of oil accumulated must exist at the time of their use--i.e., there must be a full unit of oil in a player's country to cover partial unit debts. As soon as a full unit of oil debt is accumulated, said unit of oil is consumed and deducted from that player's economic record.

Chemicals Due: listed cumulatively, reflects chemical debt accrued through military attacks, as indicated under Military Rules. Partial units of chemical are treated in a manner similar to treatment of partial units of oil, shown above.

Military Pay: listed as military pay for current turn plus accumulated debt from previous turn. All land military units must be paid 0.10 Cost per turn. Units destroyed during a turn must be paid. Units disarmed during a turn need not be paid, if they do not subsequently rearm during that turn (Note: applies only to units which disarm completely). Units acquired or lost by transfer of control during a turn must still be paid for that turn. Partial units of military pay are not calculated into the economic record for any purpose until they have accumulated a whole unit, at which time the paying player enters (one unit of Cost) plus (one unit of food *consumed*) into his current turn for each full unit of military pay.

e). **Trade Sheet:** Must include all direct and indirect transfers of control. Transfers of non-self mobile units must go on the trade sheet only when actually physical transfer of control occurs. Trade sheets must list any resources which are picked up, stolen, etc. In short, trade sheets must include all items (incl. Foreign Aid) acquired from other countries, and all items acquired or stolen by other players from you. Trades must be recorded as to time within turn at which said trade occurs *and the location at which such trade occurs*

1) HOP 2) B/P/P sheet 3) INLE sheet 4) PINLE sheet 5) B sheet

J. The Board:

The board is 42" by 72", ruled in squares which, by being half-displaced from column to column, are hexagonal in character. **Terrain features:** land and sea are divided by a black line, land being distinguished by its additional terrain features (although sea may contain oil squares, fish squares, and coral reefs). Mountains and coral reefs are black peaks grouped together, and cover only the area on which they are drawn, not extending into the rest of the square. Forests are green curls, and, like mountains, cover only the area on which they are drawn. Mountains and reefs drawn down the middle of a square effectively divide that square, blocking passage between sections. A coastal square is one containing both land and sea, lake or river.

For the purpose of determining sea movement, the sea stops at the outside edge of of the black line; the land starts at the inside edge. The line itself is effectively one-dimensional. However, this shall not be interpreted as to make it impossible to sail upon single-line rivers.

1. The Steve Smith Mountain-Doek Rule:

In any case where a player is in doubt as to a terrain feature, he must bring said feature to the attention of all players of the game, who will as a group determine the nature

of said feature. In all cases of map manipulations without such prior determination, the rules shall be held against the manipulating player.

Determination of disputed features is a Rules Clarification. It is the responsibility of a player to examine his own country and to bring all possible disputes to the attention of the other players as quickly as possible.

II. MOVEMENT AND SUPPLY RULES

All Empire objects are divided into three categories: Self-mobile, movable, and immobile. All self-mobile and movable objects have a Basic Turn Allowance (BTA) of 12 for movement. This allowance is consumed at variable rates depending on what is moving and over what medium it moves.

A. Self-Mobile Objects:

<u>Object</u>	<u>Capacity</u>	<u>BTA per border</u>	<u>Restrictions</u>	<u>Through</u>
Automobile, bicycle, or motorcycle.....	nothing.....	1-1/3..... 2-2/3..... 2/3.....		open land forest road or rail or desert
Coolie.....	2 objects..... <i>SAC</i> <i>1 object</i>	2..... 4..... 1..... 6.....		open land forest, desert road or rail <i>swamp</i>
Cows & bulls.....	nothing.....	3..... 6..... 1-1/2..... 1/2.....		open land forest, desert road or rail <i>swamp</i>
Light Transport.....	4 ambassador or govmt. coolies	1-1/3..... 2-2/3..... 2/3.....		open land forest road, rail, or desert
Locomotive.....	4 rolling stock.....	2/3.....		rail
Truck.....	5 objects.....	1-1/3..... 2-2/3..... 2/3.....	MAY NOT..... CARRY..... MILITARY.....	open land forest road, rail, or desert

Battleship.....	1 coolie, SAC, or inf. reg.	1.....		sea, D-River, lake, canal
Cargo Ship.....	5 objects (& may tow 4 barges)	1.....		sea, rivier, lake, canal
Carrier.....	up to 6 Air Units worth of fighters or TAC(loaded) & 4 light bombs	1.....		sea, D-River, lake, canal
Cruiser.....	nothing.....	4/5.....		} sea, river, lake, canal
Destroyer.....	nothing.....	2/3.....		
Fishing Ship.....	1 coolie & 5 food	1.....		sea, river, lake, canal
Oil Tanker.....	3 units oil.....	1.....		sea, river, lake, canal
Pirate Ship.....	5 objects.....	1.....		sea, river, lake, canal
Rubber Life Raft.....	2 coolies..... <i>SAC</i> <i>1 object</i>	4.....		sea, river, lake, canal <i>swamps</i>

Sailboat.....	1 coolie.....	1.....	with wind*.....	sea, river, lake, canal
		2.....	60° of wind	
		4.....	120° of wind	
		8.....	against wind	
Submarine.....	3 torpedoes.....	1.....		sea, river, lake, canal-- either surfac- ed or submerg- ed
Yacht or Luxury Liner.....	1 coolie.....	1.....		sea, river, lake, canal

Cargo Plane.....	1 object (& may tow 1 sailplane)	1/2.....		air
C-5A Galaxy.....	4 objects (& may tow 1 sailplane)	1/2.....	MAY NOT CARRY MILITARY EXCEPT AIRBORNE REG.	air
Fighter.....	nothing.....	1/2.....		air
Hot Air Balloon.....	nothing.....	1.....	with wind*	air
Passenger Liner.....	4 ambassador or govmt. coolies (& may tow one sailplane)	1/2.....	with wind* 1..... 60° of wind 2..... 120° of wind 4..... against wind	air
Sailplane.....	1 ambassador or govmt. coolie	1/2.....	with wind* 1..... 60° of wind 2..... 120° of wind 4..... against wind MUST BE TOWED INTO THE AIR	air
Spruce Goose.....	1 beer, & 1 govmt. or ambassador coolie (& may tow one sailplane)	1/2.....		air
Strategic Bomber.....	1 bomb or 1t bomb	1/2.....		air
Tactical Aircraft....	1 light bomb.....	1/2.....		air

When being carried, land military units are considered 1-2/3 units each and thus may not fit in cargo planes.

The Steve Smith—Andrew Nisbet Scholz Shouting Match Rule:
When being carried, self-mobile objects consume BTA at the same rate as the unit carrying them (i.e. a recon. unit being carried on a Cargo ship consumes 1 BTA/border).

Self-mobile consumer goods do not become self-mobile until their EDU has been consumed. Cargo planes, C-5A's, Hot air balloons, Passenger Liners, Spreece Geese, and planes on CAP (see Military Rules) are the only planes that may stay in the air over the end of a turn.

*Prior to moving sailboats & sailplanes, a player must roll to determine wind direction. This roll must be witnessed by at least one other player. A roll of 1 = N; 2 = E; 3 = Q; 4 = S; 5 = W; 6 = P. Thus on a roll of 1 a sailboat would take 1BTA/border to go N, 2BTA/bd. to go P or E, 4BTA/bd. to go W or Q, and 8BTA/bd. to go S.

B. Moveable Objects

All resources and all non-self-mobile things built in factories are movable. They are one object each for carrying purposes, and can carry nothing themselves, with these exceptions:

Rolling Stock: moved only by locomotives / may carry 4 other objects each.

Barges: moved only by cargo ships / may carry 4 other objects each.

Sailplanes: are considered movable while on the ground and must be towed into the air by a cargo plane, C-5A, passenger liner, or spruce goose and released in the same square as the airport from which they took off. Once released, it becomes a self-mobile object (see page 8). It may carry 1 ambassador coolie or government coolie while being towed and while flying.

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Coolies may not enter hostile zones of control

Food: is osmosed and is $1/5$ of an object when carried.

Bombs: are $1/4$ of an object each.

Light Bombs: are $1/6$ of an object each.

Torpedoes: are $1/4$ of an object each.

Barge: moved only by a cargo ship; carries 4 objects, may not carry military.

Oil: when moving through pipeline, consumes 1 BTA per border.

When being carried, movable objects consume BTA at the same rate as the carrying object.

C. Immobile Objects

Anything built by construction machines (with the exceptions of scratch building) is immobile. Naval Guns and Ack-Ack installed by a cmx may be de-installed by another cmx over the end of a turn.

D. Miscellaneous Movement and Supply Rules

Ships may not move on land; barges may not move on land.

A square may be divided by mountains, ocean, or double line rivers into several sub-squares. These sub-squares are treated as full squares for all purposes. The act of connecting sub-squares (with a mountain road, bridge, etc.) effectively integrates the sub-squares back into one larger square. (e.g., although one could have one city each in two sub-squares of a larger square, one could not make such construction if the sub-squares had been previously united by a road or bridge.) Movement between connected sub-squares costs 0 BTA.

No land units may move across mountains except on mountain roads.

Desert Rules: All mechanized and motorized units (trucks, Recon. Units, mechanized infantry, armored brigades) treat desert as road. All others consume BTA at twice the normal rate.

River Movement: Any land military unit standing on a single line river prevents passage of hostile cargo ships into that square; a coolie may not make such preventions. Cruiser's passage on a single line river may be stopped only by the presence of a land military unit containing $1/3$ or more units of heavy arms. In these cases, the passage is blocked only in the square containing the land unit, not in adjacent squares. No land military unit may prevent the passage of ships on a double-line river.

Ships may not sail through a canal if there is not a coolie friendly to the ships manning the canal. (A coolie manning a canal may not be doing other work over the end of a turn.) Canals may not be built through mountains. *only* *both sq* *canal must have coolie in*

A single line river, having been widened, has all the characteristics of a double line river, except that it does not divide a square into sub-squares, and units may cross it without using cargo ships. It is not possible to bypass a falls simply by widening it. *being blocked* *units (in a* *one of a* *single line* *river)*

ening the river. In a case where two or more distinct river segments occur in the same square, each must be widened separately. It is not possible to "narrow" a river which has been widened.

Oil may be osmosed for the consumption purposes of military movement. Coal and oil may not be osmosed for use in power stations.

A Hot Air Balloon may not cross mountains.

C-5 Galaxies and cargo planes may be landed, loaded and unloaded only in an airport.

Sail plane must be towed into the air by a CP CSA Pass Air or Spruce Goose + released in the same square as the airport from which they have left. They may not land in a city or Forest w/o an airport. They may not fly across mountains.

E. Loading Rules: All movable pieces except military are considered as 1 unit for loading purposes. For each ship in each turn: a). in a port--a full ship loaded and unloaded; b). on a non-port, land square--2 units loaded and unloaded; c). between ships at sea--any number.

Coolies and population are exempt from loading and unloading limits.

A yacht, sailboat or luxury liner may only load or unload in docks. The loading or unloading capacity of a dock is limited as follows: a maximum of 5 units loaded and 5 unloaded per available space in the dock (a dock has space for twelve sea units).

Cargo ships may not pick up anything from a square occupied by enemy land military, although it can unload land military in that square.

~~Barges may only be loaded and unloaded at a dock.~~

Rubber life rafts may only load + unload coolies at docks or to + from a CS.

F. Food Supply:

Each coolie must have one unit of food consumed for it every turn or it dies immediately. To be supplied with food, a coolie must be within 12 BTA of friendly food. Food must be consumed at the beginning of every turn. Coolies which are out of supply must have food consumed for them; they die if they are out of supply for two consecutive turns. If a body of water is used to establish a line of supply, a friendly cargo ship must be present on that same body of water. Note: hostile naval zones of control may divide a body of water into two or more separate bodies for supply purposes.

Food does not have to be carried to coolies in order to be consumed. Food may be transported by 'osmosis' from food squares to coolies with 12 BTA. Coolies must be fed on the turn on which they are created. (On turn 1, however, all coolies are considered fed.)

Hostile coolies in the same square do not interrupt each other's lines of supply; hostile military in the same square do not interrupt each other's lines of supply. Hostile military in the same square as a hostile coolie does interrupt the coolie's line of supply. Hostile military does the same for all hostile coolies in its zone of control. Regular coolies may block the tracing of a line of supply through a square they occupy--with the above delineated restraints. Government and ambassador coolies may not block lines of supply.

Military units which starve or die of thirst leave behind their weapons.

Desert Rules: Coolies and population in desert must receive water every two turns. A regular distillery provides a source of fresh water if placed on salt water--i.e., adjacent to an ocean. To do so, it must be run by a coolie and be given one unit of power per turn. Such distillery may not be converted to beer-type distilleries, or vice versa. An operating distillery will provide water for any and all friendly coolies within 4 squares. A lake or river will provide fresh water for any coolies or population within 4 squares.

Water, like food, cannot osmose through mountains, hostile zones of control, etc.

Swamp Rules: any item built in a swamp requires one extra D.

III. Cities:

A. City Rules:

A city is built on a land square or sub-square. A city is made up of nine minor squares. All factories take up one square, except for Naval Shipyards, which take up two. Factories do not take up space until they are completed. (Thus, it is possible to scrap a factory and build a new factory in that spot in the same turn.) It is not possible to build a Naval Shipyard such that only one square of it is in a city. Resource squares being developed on a city site take up one minor square; food squares (farm or fish) take up no space in cities, neither do oases.

Cities provide both road and rail bonuses for land units moving into them.

When a city is built, all minor squares may be filled with docks, airports, or warehouses. Docks and airports take up two squares; warehouses take up one.

When two cities are built on separate sub-squares in a single square, and these sub-squares are subsequently connected, the two cities continue to exist separately. No power lines are needed to move power from one city to the other, nor is BTA expended moving from one to the other. A single coolie in either city occupies both for purposes of reproduction and control of airports and docks.

A city may not be destroyed until all factories, docks, airports, warehouses and installations have been scrapped or destroyed.

Colonies and the capital: Colonies and the capital become cities the instant they are placed, and all benefits accruing to cities may be used on the turn they are painted.

Cities and reproduction: All cities, colonies, and the capital are reproductive sites. In a reproductive site, in the presence of a coolie or government or ambassador coolie, at the beginning of a turn, another coolie is created--max. of one new coolie per site per turn. The new coolie must be fed immediately, or he dies. The process of reproduction is voluntary and occurs unless specifically ordered suppressed.

If two hostile coolies occupy the same reproductive site, then either owning player may reproduce coolies within the limits of the Blitz Rule. This shall apply even if one of the two coolies is a government or ambassador coolie.

Even if a city is destroyed, the square or sub-square remains a reproductive site.

B. Airports, Docks, Warehouses:

An airport may contain up to 12 air units. A fighter or cargo plane is 1 unit. A Tac. is $1\frac{1}{2}$ units. A Strategic Bomber or C-5 Galaxy is 2 units. Self-mobile, air, consumer goods are 1 unit each. No more than 12 air units may take off from or land in a given airport in a given turn. (Scrambling is excepted from this limitation.)

Dock capacity is 12 sea units. Cargo ships, cruisers, barges, oil tankers and self-mobile sea consumer goods are 1 unit each. Fishing ships are $\frac{1}{2}$ unit. Battleships and carriers are 2 units each.

No more than 12 sea units may use a dock to load and unload in the same turn.

A warehouse holds infinite items. Over-stacked military units, airplanes that will not fit in airports, etc. may be stored therein. Military so stored must still be paid, however they have no zones of control, 0 defense factor, are bombed as contents of a warehouse, and are captured by any player seizing control of the warehouse.

*1200 of others
from the square of this rule*

C. Space Limitations:

In the absence of a city, only one factory may be built on a land square or sub-square. In the absence of a warehouse, only 5 units may be left on land squares or subsquares. Not counted against the 5 units are any self-mobile objects in the square, objects being carried by said, and materials and cmx's being used to build things in the square. (Note: coolies operating cmx cannot carry anything over the end of a turn.)

IV. Economic Rules:

A. Investment and Development EDU:

Type of square:	Investment:	EDU:
Fish	1	3
Farm(costs 1 food for seed)	1	3
Single Resource	2	6
Double Resource	3	9
Triple Resource	4	12

Investment must be maintained every turn to produce anything. EDU for development is accrued only by the first country investing on a square, and only on the first turn the square is invested.

A square is a single, double, or triple resource square if it produces 1, 2, or 3 resources per turn respectively. For the purposes of investment and resource production, a triple resource square may be treated as if it were single or double, and a double square as if it were a single. One farm or fish produces 5 food per turn when investment is maintained. Food is not a resource unit for purposes of the above definition. Food and resource square are run over the end of a turn. When two or more resources are produced in the same square, these resources may be developed by a single coolie. Investment and EDU are taken as if they were in separate squares. *offshore res may be developed by a coolie as a CS.*

An oil tanker may develop an offshore oil square without a coolie. A fishing ship may develop a fish square without a coolie.

When any factory except a distillery is operated in the same square as a food square, the food square becomes polluted, and ceases to produce as of the following turn.

B. Construction:

All items must be constructed by either construction machines or factories.

Those things which are built by construction machines are considered to be built over the end of the turn. The construction machine, a coolie to run it, and the necessary materials to build the item must be present on the square in which said item will be built, over the end of the turn on which construction takes place. Power lines, roads, canals, and tunneling, however, follow a special rule: the cmx, the coolie, and the material must pass over the square(s) in which the item is being built.

At the end of the building player's turn, before rolling out, the materials used to build the item are removed--i.e., no longer listed on Had-Used-Produced Sheet--, and is replaced by the item itself. *removed* The construction machine is not consumed, all other machinery is incorporated into the item.

All items take 1 cmx for 1 turn to build except:

Factories:

- Naval Shipyard, 1 cmx for 3 turns
- Small Arms Works, 1 cmx for 2 turns
- Heavy Arms Works, 1 cmx for 3 turns

Transport:

- Power Line, 1 cmx/6 borders, 1 turn on plain terrain, or existing road
- Power Line 1 cmx/3 borders, 1 turn through forest or desert
- Pipeline, 1 cmx/6 borders, 1 turn, on plain terrain, or existing road
- Pipeline, 1 cmx/3 borders, 1 turn, through forest, or desert
- Road, 1 cmx/6 borders, 1 turn, on plain terrain, or existing road
- Road, 1 cmx/3 borders, 1 turn through forest or desert
- Canal, 1 cmx/1 border, 1 turn, on land (boundary crossed must border at least 1 square containing natural body of water--to which canal connects)
- Bridge, 1 cmx on ship, 1 turn, crossing 1 body of water inside one square
- Underwater Power- or Pipeline, 1 cmx on ship/6 borders, 1 turn, in river, sea, canal, etc.

In any case where an object may be produced by one construction machine and one coolie working for two turns, that object may instead be produced by two coolies and two construction machines working for one turn. Similarly, an object needing 3 turns of coolie/cmx work may be built by 3 coolies and 3 construction machines working for one turn (or for 2 coolies and 2 cmx working for one turn, plus 1 coolie and 1 cmx working an additional turn).

A cmx doing multiple turn work is not available for other work, and must be manned by a coolie during all turns of construction.

C. Destruction:

A coolie in a turn may destroy 1 factory, dock, airport, warehouse, installation, or city. During a player's turn, movable objects may be destroyed as follows:

- Chemicals, oil, bombs, torpedoes may be burned
- Consumer goods may be consumed

Any other movable objects may be thrown into an ocean, lake or river.

Small Arm Coolies may destroy movable units as stated above, but may not destroy immobile items. Regular military may do none of the above.

Coolies and population die on command, at any time (command being issued by the controlling player). Land military units doing so leave behind their weapons, unless they disarm and destroy the weapons as regular coolies. Aircraft may crash at any time on command of the owning player. Any ship at sea may scuttle on command of the owning player. Aircraft in airports, and ships in dock may not destroy themselves; however, beached ships may scuttle. Aircraft may be carried by coolies and destroyed in rivers, lakes, or sea.

Scrapping a factory is done over the end of a turn by a coolie and a cmx, for 1 Cost, 1 EDU. At the beginning of the next turn, $\frac{1}{2}$ (or less, rounding down) of the number of resources which went into the factory reappear on the site--the factory

ceases to exist. Building materials or construction materials may not be recovered by scrapping, but may count as part or all of the $\frac{1}{2}$ which is not recovered.

D. Economic Record Sheet:

The investment on a turn is that of all resource squares belonging to a player which will produce at the beginning of the turn.

Expenditure for a turn is the same as the total cost for the turn.

Popular Fund equals (previous Popular Fund) + (Expenditures) - (Tax).

Tax equals $\frac{1}{4}$ current Popular Fund, rounding down.

EDU represents the total EDU of all goods produced or consumed on that turn.

Confidence is produced as follows:

$$\text{Change in Confidence} = \left\lfloor \frac{\Delta}{2} \right\rfloor + \left[(R-7) \left(\frac{1}{20} + 1 \right) \right]$$

Δ = change in EDU from previous turn

R = die roll (using 2 dice)

Confidence may not be traded.

Foreign exchange represents a commitment by one nation to support the economy of another country. It may be given at any time, but may only be revoked during the loaning player's turn, unless it is required to prevent the loaning player from going into inflation, in which case, it is revoked immediately upon need.

A country is in inflation if two times it's confidence is not equal to or greater than it's popular fund plus it's investment. Confidence is determined by confidence +/- Foreign Exchange.

When a country is in inflation, only $\frac{1}{2}$ of the active sites within the country may be operated. An active site is defined as a factory or one production of resources (e.g., a triple resource square equals 3 active sites). The capture rules go into effect. A player in inflation may make no military moves, nor may he arm any units.

The capture rules state that, while in effect, any piece belonging to the affected player transfers control to any player presenting said piece with superior military force.

Superior military force is determined as follows. The military force of a land military unit is equal to its combat factor. (Attack factor applies to capturing unit, defense factor to unit being captured.) Military force of a naval unit is equal to its naval battle factor. Except as noted below, units may only capture units in their zone of control.

Navy not at sea, air force not in the air, land military in warehouses or cargo ships or C-5 Galaxies have 0 military force. Navy which is capable of bombarding land, or land military which is capable of bombarding navy may exert the force of one or more bombs, as per military rules, for capturing purposes. Submerged submarines cannot be captured except by units which could attack ~~them~~ them.

Loaded bombers and TAC have military force equal to their bombing strength in support of land or navy attacks. I.e., bombers

have military force of 1; TAC, of $\frac{1}{2}$, unless used in conjunction with land military, where it has a military force of 1.

~~Military force is rounded as bombing strength would be--~~, thus, ~~3 TAC unsupported by land military would have a military force of $\frac{3}{2}$, which rounds to 1.~~ Bombers and TAC attempting to capture units may not concentrate more than 3 military force in a square.

Land units defending against capture by land units, or land units supported by navy and/or air receive the benefit of any applicable river, landing or mountain defense bonuses. Land units defending against capture by solely air and/or navy receive a doubling of their defense factor (ergo, a doubling of military force) from mountains or forest (not cumulative), but receive no river or landing bonus.

No chemicals, bombs, or torpedoes need be consumed to capture units.

Since ships fight in squares, navy must be in the same square as a ship to capture it.

A self-mobile piece in the same square as a military unit (both belonging to a country against which the capture rules have been invoked) does not transfer control to a player confronting that square with military force insufficient to capture both.

E. Miscellaneous Economic Rules

A coolie may operate one factory during its turn, consuming zero BTA. A factory cannot operate without a coolie. In general, a factory turns out one product per turn, with exceptions as noted on the economic production sheets. Steel Mills and Aluminum Refineries, ~~which~~ turn out up to 5 units of steel or aluminum per turn respectively.

A power station uses either 1 C, 1 O, or the output of one power square to produce 5 units of power per turn. In general, factories use 1 unit of power to operate for one turn. Beer distilleries and steel mills use no power to operate; aluminum refineries use 1 unit of power per unit of aluminum refined.

Construction machines, heavy machines, and tool & dies may be reconverted to steel by processing through a steel mill in conjunction with either 1 Fe and 1 C, or just 1 C. The first process yields 2 steel (one for the cmx, hmx, or td, one for the Fe and C); the second the process yields 1 steel (the extra C is lost).

The cost or EDU of anything produced over more than one turn may be taken on any turn where production takes place, or may be divided among the turns.

Power stations are factories *but consume no power.*

The EDU for consumer goods is not taken when they are produced, but when they are consumed, being, in effect, storable EDU. Consumed consumer goods may or may not exist at the owning player's option, but consumed consumer goods must be listed as such in the owning country's records. *only unconsumed goods may be used in factories, which must do so.*

Underwater power- and pipelines may neither be destroyed, nor scrapped.

Coolies can only do one thing (i.e., construction, destruction, etc.) during a turn, and one thing over the end of a turn (resource development, cmx construction, etc.).

In any case where a mountain road had been partially built and abandoned, the open information rule implies that a mountain road started from the opposite end of the mountain chain may intersect the first road at its deepest point of penetration. E.g., if construction of a mountain road is ceased half-way through a game turn (through death of the coolie, etc.), the mountain road is $\frac{1}{2}$ completed. Any road started from the other side will, therefore, take only $\frac{1}{2}$ a game turn to complete, and will, then, be completed and ready for use half a game turn after the construction on the second road was begun.

V. Government Coolies:

The government coolie of a country represents the government of that country. ~~It~~ may do no work, besides reproduction. (Government coolies reproduce regular coolies, not more government coolies.) A country will continue to operate as long as the government coolie exists; if a government coolie is killed, the capture rules go into effect, and will remain in effect for one turn, after which, a new government coolie is selected by the country's owner. No transfers of control, save those made under the capture rule, can take place while a country is without a government coolie. No country may have more than one government coolie at any given time.

The above mentioned one turn during which capture rules are in effect after the death of a government coolie shall be computed from the player turn on which the government coolie was killed.

A city occupied by a government coolie alone is an open city, as government coolies may not control airports, docks, etc.

A player may declare any of his coolies a government coolie, and form a new government under him (not applicable if government coolie of proposed new government coolie is dead). Said new government coolie shall control whatever the owning player chooses to transfer to him--within the limits of the rules. This new government coolie in effect constitutes a new country--see BALKANIZATIONS.

A player may declare any of his coolies to be an ambassador coolie in a manner similar to the naming of a new government coolie. An ambassador coolie has the same characteristics as a government coolie, except that no units may be placed under its control and the capture rule does not go into effect upon its death.

Government or ambassador coolie in the same square as a hostile coolie do not interfere with the coolie's ability to work; neither do they prevent hostile coolies from walking into the square they occupy.

Government and ambassador coolies are appointed for life, and may not be demoted to regular coolies, except in death where all coolies are equal in the eyes of the Great Ju-Ju.

VI. Military Rules:

A. Army Unit Types:

1 Small Arm Coolie = 1 coolie + 1 SAU ^{EACH COOLIE}
 Battle factor = 1. Not regular army. ^{Consumes 12 BTA to arm}
 on the turn it arms, plus 1 Cost.

3 Infantry Regiments = 3 SAC + 1 Transport and Supply
 Battle factor = 1 per regiment. Regular army. Each SAC consumes
 6 BTA to arm during a turn.

1 Infantry Division = 3 Infantry Brigades = 3 Infantry Regiments +
 1 Heavy Arms Unit
 Battle factor = 2 per brigade. Regular army. 6 BTA to arm per
 regiment, during a turn.

1 Armored Division = 3 Armored Brigades = 3 Infantry Brigades +
 1 Tank
 Battle factor = 3 per brigade. Regular army. 6 BTA per brigade
 during a turn to arm.

1 Recon. Unit = 1 Infantry Regiment + 1 Tracked Transport
 Battle factor = 1. Regular army. 6 BTA to arm during a turn.
~~Consumes 2/3 BTA/bdr. moving in an fashion.~~ ^{Consumes 2/3 BTA as does a truck}
^{EACH INF. REG. CONSUMES (see pg. 7)}

1 Artillery Brigade = 1 Infantry Regiment + 1 Heavy Arms Unit
 Attack factor = 4; defense factor = 1. ^{EACH INF. REG. CONSUMES} 6 BTA to arm during a
 turn. Regular army. ^{transport AF=4. DF=1}

1 Mechanized Infantry Brigade = 1 Infantry Brigade + 1 Tracked
 Transport
 Same as Infantry Brigade, except that for movement it behaves
 as an Armored Brigade.

1 Airborne Regiment = 1 Infantry Regiment + 1 Air Transport Unit
 Battle factor = 1. Regular army. ^{EACH INF. REG. CONSUMES} 6 BTA to arm during a turn.
 May travel in C-5 Galaxy.

1 Construction Brigade = 1 Infantry Brigade + 1 Construction
 Machine
^{EACH INF. BRGD. CONSUMES}
 Battle factor = 2. Regular army. ^{EACH INF. BRGD. CONSUMES} 12 BTA to arm during a turn;
 12 BTA to disarm during a turn. May engage in construction in
 hostile zones of control, using the cmx incorporated into it.
 May also destroy things as a regular coolie would. If in hostile
 zone of control, must participate in attacks upon hostile units.

Small Arm Coolies, Infantry Regiments, Infantry Brigades,
 Airborne Regiments, and Construction Brigades move on land
 as regular coolies do. Recon. Units move on land as listed
 above. Armored and Mechanized Brigades move on clear terrain
 and road as regular coolies do, but may not move into forests
 except on a road, and treat desert as road. Artillery Brigades
 consumes 3 BTA/bdr. in clear terrain, 6 BTA/bdr. in forest and
 desert, and 1 1/2 BTA/bdr. on road.

Armor and Mechanized Infantry zones of control do not
 extend through forest borders, but do extend into partial
 forest squares. Partial forest squares do not prohibit
 Armor units with a truck turn and Art. may not move in changes

armored or mechanized movement. Although armored and mechanized brigades may move into full forest squares via roads, when said roads are bombed successfully, or otherwise destroyed, said brigades must disarm their tank or tracked transport (respectively) to move out of the square, or to attack out of the square. Once armor or mech. infantry has disarmed in a full forest, non-road square, they may not re-arm their tank, or tracked transport until they have moved out of all full forest squares.

Airborne Regiments are the only land military units which may travel in C-5 Galaxies. While in C-5 Galaxies, they have zero battle factor, do not consume oil movement, and are $1 \frac{2}{3}$ things for carrying purposes.

Only regular army may kill coolies on contact with the army unit's zone of control. Small Arm Coolies may only kill coolies which don't or can't retreat during said regular coolie's movement phase. *The Palace General Rule: Zones of control do not affect regular coolies if military is present in their square*

Regular army can have food support from any friendly and/or neutral route. SAC's trace food supply like regular coolies. Other than the limitations mentioned above, SAC's are military for all purposes: they may not travel in trucks, or C-5 Galaxies, they consume chemicals for attacks on hostile military. (They do not, however, consume oil for movement.) *Military is present in their square*

Regular military consumes 0.10 oil per BTA per transport and supply. This applies to BTA consumed in movement only, not in arming, nor to BTA consumed while being carried in cargo ships, *or trains* (or C-5 Galaxies, for Airborne).

SAC's and regular military may arm in cargo ships, but otherwise may not use arming BTA for any purpose other than arming. Arming BTA may overlap with other armings during a turn, the total BTA consumed being the BTA of the greatest single arming. (i.e., 3 SAC arming with a transp. and suppl. and HAU into an Infantry Division, consume a total of 6 BTA each.) *Units may not disarm in a hostile zone of control*

Unless otherwise stated, disarming takes zero BTA, zero cost, and yields zero EDU.

Fractional units of military equipment may be created only by disarming individual units. Military equipment may not be divided into $\frac{1}{3}$ units prior to its first arming, *implying that* that the first armings of divisional size formations must take place in a single square. Fractional units, when created, may be used to arm units in the same proportions as whole units are used.

B. Land Combat:

A land military unit has a zone of control in the square it occupies and in the 6 squares adjacent to the square it occupies. Said zones of control do not extend into squares or sub-squares into which the land military unit could not move because of terrain prohibitions.

Once a land military unit enters a hostile zone of control, it must stop and engage in combat. The player whose turn it is is always considered the 'attacker' in such combat. An attacker must engage all hostile land military units who are in the zones of control of his land military units. All pieces in hostile zones of control must engage or be engaged in combat. The attacker splits up attacks as he wishes, including dividing

attacks against enemy stacks.

To determine attacks, the attacking player total the attack and defense strength of the respective units and reduces these to an odds ratio, always rounding fractional odds in favor of the defender. A player may make as many attacks as he wishes, with the prohibition that no unit may attack or be attacked twice in a given turn. The attacking player consults the Combat Results Table, and rolls a die to determine the outcome. Said die roll must be witnessed, and it is customary for the defender to be among the witnesses.

Retreats are determined by the retreated player. Retreat routes may not enter or pass through hostile zones of control. Units which cannot retreat their full distance due to zone of control or terrain limitations are eliminated from play instead.

Odds of worse than 1-6 may not be used in combat, and movement of military which would result in such attacks may not be made by the attacking player. Odds of greater than 6-1 are automatic elimination for the defending unit(s). Odds greater than 4-1 with no possible retreat routes for the defender are also automatic elimination. An automatic eliminated unit(s) may be bypassed and ignored by units not involved in said automatic elimination. ← 3

Stacking limitations: no more than 3 land military units may occupy the same square at the end of a movement phase. (Bombing may be used in battles on land--1 battle factor per bomb or light bomb dropped. No more than 3 battle factor may be added in a single square in this manner. Navy may add to land battles also, adding 1 battle factor per 3 naval factor of ships in the same square as the defending unit. No more than 3 battle factor may be added to a single battle in this manner.) * 1

Units whose retreat routes result in overstackings with friendly units may do so, but their defense strengths may not add to the defense strengths of units already in the square, and they suffer adverse combat results that affect the units already in the square. Units retreated into overstackings may not use the fact that they have already been attacked to prohibit attacks into that square--see Blitz Rule.

Units involved may at the attacker's option advance into the position occupied by a defeated defender if and only if the defender's position was doubled, and the attack cleared said position of all defenders. The decision to advance must be made immediately after the attack, and before the rolling of other attacks.

Ranged artillery in the attack: Artillery has a two square range, and therefore need not be adjacent to a unit to attack it. This two square range may only be used in support of another unit's attack, said unit being adjacent to the defending unit. When firing two squares against anything but other artillery, exchanges and attacker eliminations and retreats do not affect the ranged artillery.

Ranged artillery may not fire over mountains through which they could not move due to terrain restrictions.

It is not possible to move directly from one enemy controlled square to another.

Hostile coolies in the same square: In a case where two or more unfriendly coolies occupy the same square, neither * 2

coolie may militarily arm, and neither side controls any resources and factories, docks, etc. present in the square. However, if one side has a SAC in the same square hostile regular coolies, that side may arm, run factories, docks, etc.

Coolies in hostile SAC zones of control may produce resources and/or run factories. Coolies may reproduce in hostile SAC zones of control. Coolies may not enter hostile zones of control, and must leave them at the end of a movement phase. Coolies in hostile SAC zones of control may not destroy factories, docks, etc. A SAC may not escort coolies into square containing hostile coolies.

Coolies in hostile regular military zones of control die immediately unless the owner of said military declares himself to be friendly to said coolies. Such friendliness may be selective as to squares, but not as to units within squares. Friendliness to some of a country's possessions does not imply friendliness to all of said country's possessions.

It is possible for a player to be friendly to a country's units which are in turn hostile to him.

The act of making an attack on a country, or of killing another country's coolies implies general hostility to all possessions of that country.

Combat between different player's adjacent units must take place unless both player's declare themselves to be friendly to each other, and are assumed hostile unless otherwise noted.

Terrain effects on land combat:

Land military in a square containing mountains has its defense factor doubled.

If a land military unit is in any square and is being attacked by land military units, all of which are in single line river squares, that land military unit has its defense factor doubled. The same shall be true for units attacking from coast-line squares, or for any combination of units attacking from both river and coast-line squares, if and only if the coast-line units have disembarked into the coast square from a cargo ship, otherwise these coast-line units may serve for flanking purposes (unless, of course, the coast-line units also occupy a river square).

Flanking: If a piece is attacked from more than one square, and if against some of the attacking squares its defense factor is doubled, while against others the defense factor is not doubled, it is not doubled against any of the attacking pieces. This applies to rivers, landings, and pillboxes.

For purposes of land attacks, canals are treated as single line rivers.

For purposes of land attacks, a unit attacking across a body of water on a bridge is considered to be crossing a single line river.

/ In a case where an automatic bypass is obtained through the use of air support, and the odds are subsequently reduced to below those necessary for automatic elimination by successful action of scrambling fighters against the bombers or TAC, all units which have moved ignoring the existence of the automatically eliminated unit or of its zone of control are eliminated regardless of the outcome of the battle.

Opposed military in same square:
Airports, docks, warehouses are unusable.

Any player with land military in said square may destroy any oil, chemicals, or bombs in the square. Regular coolies, government and/or ambassador coolies may not be harmed without consent of the owners of all land military in the square. Regular coolies, etc. may undertake no action except the consumption of food without similar consent. Ships may scuttle; planes may crash if in the air, but no other action, besides above, is permitted without similar consent.

Landings:

If the landing square is unoccupied by hostile military, military may land. If the landing square is occupied by hostile military, landing units must clear the landing square of said hostile units through attacks. If this is done, the units may land; if hostile units remain in the landing square after the attack, landing units are eliminated.

Units being landed against in the above manner have their defense factor doubled, unless flanked by other attacking units.

Units may not land in hostile naval zones of control.

Supply lines need not be traced for oil burned for movement, or for chemicals consumed in combat, for land and naval forces.

Fortresses and Fortified Lines:

Fortresses (forts, superforts) and fortified lines (pill-boxes) are built along the boundaries of squares. They defend against any attack moving across the boundary along which they are built. They must face in a specific direction--i.e., they do not defend against attack from both sides, but, rather only defend against the side in which they are stated to face (such statements must be made on the turn of construction.

Attacks are not affected if they move across the line in the direction that the line faces--i.e., 'behind' the line.

Fortified lines double defense of the units behind them, unless flanked. They triple the defense strength of units both behind them and on mountains, unless flanked.

Fortresses triple the defense of units behind them and have three battle factor of their own if manned by a coolie, four battle factor if on a mountain. Fortresses may also be flanked, and have no defense bonuses or inherent defense factor when flanked.

Zones of control do not extend through fortresses or fortified lines.

Fortresses and fortified lines may not be destroyed unless vacant/or manned by a friendly coolie.

Terrain defense bonuses are not cumulative, and with them alone no effect better than doubling of defense factor is possible. With fortresses and fortified lines, no effect better than tripling is possible.

C. Naval Rules:

Naval surface attack/defense:

Aircraft carrier, cruiser: 1

Battleship: 3

Naval Gun: 3 in adjacent square, 6 in same square

Cargo ships, barges, yachts, luxury liners, sailboats, rubber life rafts, or military ships with 0 battle factor due to damage: see special tables and rules.

Pirate ships: ~~1 attack, defend as cargo ship~~ $\frac{1}{2}$ naval battle factor

Submarine: 0 attack, 1 defense when submerged, defends as cargo ship when surfaced.

Oil tanker, fishing ship: sinks in hostile naval zones of control

Zones of Control:

All ships with naval battle factor have naval zones of control.

When a ship enters a hostile naval zone of control (i.e., adjacent or same square), it must either stop, or advance into the square containing the hostile ship(s) and attack. If said ship began its movement phase in the same square as a hostile ship, it must either stay and attack, or immediately leave.

A submarine does not have a naval zone of control, unless it is both surfaced and carrying torpedoes, in which case it has a zone of control in its own square only. Submerged submarines may ignore naval zones of control.

Naval zones of control do not extend into docks.

Naval Guns:

Naval guns may roll a separate attack on each hostile ship entering any adjacent square, attacking each ship as if it were the only ship in the square--i.e., three battleships sailing adjacent to a naval gun would each be attacked at odds of 1-1, not at 1-3. Ships surviving this combat may proceed into the next square, where they are again attacked by the naval gun with its 'same square' attack factor--i.e., 6--conducting attacks as before, attacking each ship individually. Surviving ships ~~may, must then attack the naval gun.~~ ~~Ships which wish to dis-engage from a naval gun must leave the way they came, they may not bypass a naval gun until it is destroyed, nor may they move from one naval gun controlled square to another unless it is to dis-engage as above, or to do combat with the naval gun.~~

When attacking, naval guns do not suffer adverse combat results.

Singapore Rule: Naval guns have zero defense factor against land.

A naval gun must be installed before it may operate-- see INSTALLATION on EDU sheets. Installation occurs over the end of a turn, and is done by a coolie with a cmx, using a building material. Naval guns may not operate until installation is complete, nor may they operate unless manned by a coolie, who may do nothing else over the end of the manning turns. Naval guns may be de-installed as if they were factories being scrapped.

* A Naval Gun may ~~shoot~~ ^{shoot across land borders to} attack ships ~~and~~ ^{entering} adj sq's. They may

Aircraft Carriers: NOT shoot across mountains.

Only fighters and tactical aircraft (TAC) may use carriers as airports. Carriers have a capacity for 6 air units. Fighters are 1 air unit each; TAC are $1\frac{1}{2}$. Additionally, carriers may store 4 light bombs in addition to the light bombs the TAC may be carrying.

+ ~~only fighters and tactical aircraft (TAC) may use carriers as airports.~~
+ The ~~only~~ ^{only} ~~air~~ ^{air} ~~units~~ ^{units} ~~that~~ ^{that} ~~may~~ ^{may} ~~use~~ ^{use} ~~carriers~~ ^{carriers} ~~as~~ ^{as} ~~airports.~~ ^{airports.}

PIRATE SHIP = 1 CARGO SHIP + 1 SAU - EACH CS. CONSUMES 6 BTA
 TO ARM ON THE TURN IT ARMS, plus 1 COST, 26

Pirate Ships:

At the end of its turn, a pirate ship may do one of the following:

- a). Raid a cargo ship. A raided cargo ship may, at the option of the owner, either scuttle or allow the pirate ship to steal its cargo. (Coolies may not be stolen, nor may they inhibit theft. Land military aboard the ship does, however, stop the pirate ship from raiding.
- b). Shoot at the cargo ship. A die is rolled by the pirate ship owner (witnessed). Roll of 1 or 2 and the cargo ship is sunk. Roll of a 3 and its cargo is destroyed. Roll of 4, 5 or 6 and there is no effect.

Submarines:

Submarines consume BTA as listed in "II. Movement and Supply, A. Self-mobile Objects", p. 8. They consume 0 BTA to submerge, 6 BTA to surface.

If a submarine submerges during a turn, it must surface during the following turn. A submarine may not dive in the same turn that it surfaces. A submarine may not fire torpedoes after surfacing in the turn in which it surfaces.

A submerged submarine may only be attacked by cruisers, and may not be bombed.

A submarine may not submerge, nor travel submerged in a single line river or canal.

When a submarine is attacked by navy, results adverse to the attackers are ignored.

The convoy rule affects submarines only to the extent that the convoying force is comprised of cruisers.

A submarine has no naval attack factor. It may carry 3 torpedoes, and may fire one during a turn, at the end of its movement phase. Torpedoes are fired against ships in the same square as the submarine. One torpedo has the effect of 1 naval battle factor. Submarines may fire torpedoes whether they are submerged or surfaced, ignoring combat results adverse to themselves. Multiple torpedo attacks unsupported by surface vessels are resolved separately.

Resolving combat:

Naval battles must be broken down such that in any discrete attack one ship attacks or is attacked by any combination of ships. All defenders must be engaged at least odds of 1-3. All ships in the same square as hostile navy must attack.

Results:

Roll:	1-3	1-2	1-1	2-1	3-1	4-1	5-1	
1	A s	A s	A s	A h	A h	A l	D h	key:
2	A s	A s	A h	A l	miss	D h	D h	A: attacker
3	A s	A h	miss	miss	D h	D h	D s	D: defender
4	A h	A h	miss	D h	D h	D s	D s	s: loses 3 steps
5	A h	miss	D h	D h	D s	D s	D s	h: loses 2 steps
6	D l	D h	D s	D s	D s	D s	D s	l: loses 1 step

odds are attacker-defender
 fractions rounded in favor of defender
 odds worse than 1-3 illegal
 odds of 6-1 or better are automatic elimination

Land attacking navy:

Each full unit of heavy arms (3 brigades' worth) acts as one bomb. Bombarding land units may not be engaged in land battles at the time. Bombarding and bombarded units must be in the same square. No more than 3 battle factor may be contributed in this way to naval battles in progress. Unsupported attacks are rolled on the bombing table; "*" means 1/3 heavy arms unit is destroyed.

E. Air Combat:**Results tables:****Bomber-fighter (defender-attacker)**

Roll	2-1	1-1	1-2
1	both B elim	B elim	B elim
2	1 B elim	B elim	B elim
3	Exch 1 for 1	B aborts	Exch 1 for 1
4	F aborts	B elim*	B elim
5	F elim	F aborts	B elim*
6	F elim	F elim	B elim

*bomber may drop bomb

Fighter-fighter (attacker-defender)

Roll	2-1	1-1	1-2
1	Exch 1 for 1	Exch	A elim
2	A elim	A elim	A elim
3	D elim	D elim	A elim
4	D elim	A elim	A elim
5	D elim	D elim	D elim
6	D elim	Exch	Exch 1 for 1

odds of 3-1 or greater are automatic elimination
odds of 1-3 or worse are not allowed

Air combat takes place within a square. All defending fighters must be engaged at 1-2 or better, in order to attack a cargo plane or bomber(s) defended by said fighters.

During a given turn, a player may fly a bomber(s) against a stated target, escorting said by a stated number of fighters (in order to anticipate and defend against scrambling aircraft), and may afterwards return surviving planes to friendly airports within the limits of BTA restrictions. A player may escort cargo planes in a like manner.

During any given turn, a player might also attack any cargo plane within reach which is in the air over the end of a turn.

Scrambling:

Any player may scramble against any military planes attacking his possessions without notice. All other cases need scramble notices. Scramble notices against planes attempting to land in cities must be specific as to the location of the city. Scramble notices against military aircraft must be specific as to unit defended, owner of unit, and duration of protection.

Scrambling aircraft fly one square less than the aircraft they are scrambling against. Scrambling consumes no oil. Scrambl-

ing aircraft need not have been inactive during the game turn in which they scramble, i.e., scrambling requires no BTA.

An aircraft carrier's planes may scramble to defend against attacks launched from other carriers in the same square.

The distance scrambling aircraft may fly is not affected by non-flight movement of the plane being scrambled against.

As a general rule, the distance flown by a player being scrambled against is determined by the entire length of flight in a given turn, regardless of intermediate stops. However, there is an exception to this rule: e.g., Player X flies from point A to point B, then back to point A. In this case, Player Y, who has a scramble notice up against point A, may only consider the BTA from B to A for scrambling purposes, and not the entire BTA from A to B to A.

One fighter may not scramble against more than one square at once.

If a cargo plane, C-5 Galaxy, hot air balloon, passenger liner or spruce goose is attacked (by planes which have penetrated its escort, if any), the results are as follows:

1 fighter vs. one non-combat air unit: roll 1, 2, 3, 4, 5-- non-combat air unit is destroyed; roll 6, no effect.

More than 1 fighter vs. 1 non-combat air unit: said unit destroyed.

A lesser number of fighters attacking a greater number of non-combat air units, without designating individual planes as targets: no effect.

A fighter may not engage in more than one battle during one player turn.

Combat Air Patrol (CAP):

Over the end of a turn, a player may assign fighters and/or TAC to CAP missions. CAP consists of flying fighters or TAC to a specific square and leaving them there (in the air) over the end of a turn. Planes flying CAP act as scrambling aircraft against any planes attempting to bomb units within that square or violate posted scramble notices for that square only. Plane flying CAP must be within 12 squares of a friendly air base. (Elimination of the friendly air base used for CAP, either through destruction or capture by hostile forces, does not negate the CAP mission for that turn.)

CAP planes, on the owning player's next turn, must return to an airbase before taking any other action. Airplanes on CAP may take no other action during the turn in which they are placed on CAP--they may not be used in scrambling against squares other than the one they are patrolling.

CAP may only take place over an object which is on the Bombing Tables. *some open terrain name*

TAC on CAP may not ~~be carrying~~ bombs. *on the turn they go on CAP*
Oil must be consumed for CAP aircraft on the both the turn in goes out on CAP, and on the turn it returns from it.

One may not scramble to defend aircraft on CAP.

Tactical Aircraft (TAC):

Tactical Aircraft may serve as either fighters or bombers. When serving as fighters, they carry no bombs and function as $\frac{1}{2}$ a fighter. When serving as a bomber, they carry only light bombs, which generally function as $\frac{1}{2}$ a regular bomb (exp.-- light bombs serve as one battle factor in support of land or

naval combat). When serving as a bomber, they defend as $\frac{1}{2}$ a bomber--i.e., one fighter may attack one TAC at 2-1.

A TAC may elect to jettison its bomb in mid mission and serve instead as a fighter.

In bombing ships, ~~supported by surface vessels~~, light bombs function as regular bombs.

Ack-Ack:

Ack-Ack fires once per eligible plane per eligible square. It attacks planes in adjacent squares only when said planes are making bombing runs in that square, and then attacks only at low intensity. Bombing planes in the same square are attacked at high intensity, while planes merely flying (escort or otherwise) in the same square are attacked at low intensity.

Results:

High Intensity	Low Intensity
1 no effect;	no effect
2 no effect	no effect
3 defender elim	no effect
4 defender elim	defender elim
5 defender elim	defender elim
6 defender aborts	defender aborts

Against Non-Combat Air Units (flying in same square, or landing in adjacent square):

1 elim
2 elim
3 elim
4 elim
5 elim
6 no effect

Ack-Ack must be installed to operate--see INSTALLATION on Econ. sheets. It must be manned by a coolie, who may do nothing else over the end of a turn. Ack-Ack may be de-installed as if it were a factory.

For purposes of Ack-Ack fire, different sub-squares within a single square are considered to be the same square.

F. Bombing:

In general, a bomber may drop one bomb during its turn against any object on the bombing tables* (provided that the bombed player has not successfully scrambled against the bomber.) In most cases light bombs serve as $\frac{1}{2}$ a bomb--i.e., 2 are required for any effect (see TAC for exceptions).

If the bomber gets through the fighter cover, if any, the bomb is dropped, the bombing tables are consulted, a die is rolled, and then the bombing results table is consulted and its effects applied.

Multiple bombing attacks on a single unit are not cumulative. They are rolled separately and only the most severe result (with respect to the defender) is applied. However, the "*" effect on the results table may apply to more than one bomber.

A partially completed item (e.g., factory, etc.) may be bombed as if it were completed.

* In a square may be bombed by either side.

The cargo of self-mobile units may not be bombed separately from the self-mobile unit itself.

If a coolie in a square containing other coolies is successfully bombed, the other coolies may not take over the bombed coolie's task until the owning player's next turn.

When a unit is forced to retreat from bombing results, it must retreat two squares. If it cannot do so, due to hostile zones of control or terrain restrictions, it is eliminated instead.

Except for mountain roads, mountains and forests add 1 to an object's defense factor.

Pillboxes and forts are bombed separately from their garrisons, and add 1 or 2, respectively to the defense factor of the garrisons when the garrisons are bombed. Mountains and forests do not increase the bombing defense factor of the pillbox, fort, or garrison.

The convoy rule applies to air attack also. Each of the escorting naval ships must be bombed before the escorted ship may be bombed.

When bombing a square containing hostile military containing at least 2 units of heavy arms, each military unit must be bombed before anything else is bombed. This does not apply to military in a warehouse.

Subsquares connected by a bridge or mountain road are still considered subsquares for determining bombing defense factors.

Natural docks may not be bombed; ships in natural docks must be bombed individually. Ships in man-made docks may not be bombed; rather, the dock must be bombed.

Bombing Table:

<u>Item:</u>	<u>Defense Factor:</u>	<u>Severe Damage (S)</u>	<u>Light Damage (L)</u>
Ack-Ack	6	destroyed	damaged**
Airborne Regt.	5	retreat and destroy Air Trans. Unit	retreat
Airport	6	destroyed, $\frac{1}{2}$ of contents lost	$\frac{1}{3}$ of contents lost
Airworks	4	destroyed	damaged**
Aluminum Ref.	3	destroyed	destroyed
Armoured Brigade	7	retreat, dest. Tank	retreat
Artillery Brigade	7	retreat, dest. HAU	retreat
Battleship	6	3 steps damage	one step damage
Bridge	2	destroyed	destroyed
Building Materials Factory	3	destroyed	damaged**
Cargo Ship or Barge	3	sunk	lose cargo
Cargo Shipyard	4	destroyed	damaged**
Carrier	5	sunk	1 step damage
Construction Brigade	6	retreat, dest. HAU and cmx	retreat, dest. cmx
Construction Machine Fac.	3	destroyed	damaged**
Coolie SAFETY	3	retreat	retreat
Distillery	2	destroyed	damaged**

<u>Item:</u>	<u>Defense Factor:</u>	<u>Severe Damage (S):</u>	<u>Light Damage (L):</u>
Dock (Man-Made ONLY)	6	destroyed, 1/2 of contents lost	1/3 of contents lost
Electronics Factory	2	destroyed	damaged**
Fort	7	damaged**	damaged**
Heavy Arms Works	4	destroyed	damaged**
Heavy Machine Factory	3	destroyed	damaged**
Heavy Transport Works	4	destroyed	damaged**
Infantry Brigade	6	retreat, dest. HAU	retreat
Light Metal Works	2	destroyed	damaged**
Light Transport Works	4	destroyed	damaged**
Luxury, Amusement, or Consumer Goods Fac.	2	destroyed	damaged**
Luxury Liner	3	sunk	sunk
Mountain Road	3	destroyed	repair road portion
Naval Gun	6	3 steps damage	1 step damage
Naval Shipyard	4	destroyed	damaged**
Oil Tanker or fishing ship	1	sunk	sunk
Pillbox	6	destroyed	damaged**
Pipeline	2	destroyed	destroyed
Pirate ship	3	sunk	lose cargo
Plastics Factory	2	destroyed	damaged**
Power Line	2	destroyed	destroyed
Power Station	3	destroyed	destroyed
Recon. Unit	5	retreat, dest. Tracked Transp.	retreat
Regiment	5	retreat	retreat
Road or Railroad	2	destroyed	destroyed
Small Arm Coolie	4	retreat	retreat
Small Arms Works	4	destroyed	damaged**
Soap Factory	3	destroyed	destroyed
Steel Mill	3	destroyed	destroyed
Submarine (surfaced)	3	destroyed	no effect
Tool & Die Works	3	destroyed	damaged**
Warehouse	3	destroyed, 1/2 contents lost	1/3 contents lost
Yacht	1	sunk	sunk
Destroyer	3	sunk	sunk
Cruiser	4	sunk	1 step damage
		Destroyed	Destroyed

Bombing Results Table:

Roll:	Defense Factor:									
	1	2	3	4	5	6	7	8	9	
1	Ne	Ne	Ne	Ne*	Ne*	Ne*	Ne*	Ne*	Ne*	Ne*
2	S	S	Ne*	Ne	Ne	Ne*	Ne*	Ne*	Ne*	Ne*
3	S	S	S	S	Ne	Ne	Ne	Ne*	Ne*	
4	S	S	S	S	S	S	Ne	Ne	Ne	
5	S	S	S	L	L	L	S	L	Ne	
6	L	L	L	L	L*	L	L*	L	L*	

* bomber eliminated if attacking brigade, battleship, cruiser, carrier, or fort (does not apply to ship with no naval battle factor remaining due to damage).

****Damages to non-mobile land pieces: repair over the end of a turn with 1 BM, 1 coolie, 1 cmx, yielding \$1, 1 EDU.**

G. General Military Rule:

A battle consists of one offensive roll of the die in land or sea combat (including mixed battles), or the automatic elimination of a unit by land and/or naval forces.

In all cases of all types of combat, attacks and attacking and defending units involved in said attacks are specified before any attacks are resolved.

VII. THE PIRATE

The pirate has a super-cargo ship. The super-cargo ship consumes 3/4 BTA per water square and has infinite carrying capacity. The super-cargo ship and anything in it are invisible, with the exceptions noted below.

The super-cargo ship becomes visible when beached. Possessions of the pirate are visible when on land. Things bought by the pirate (e.g. airplanes, cargo ships) are not invisible except when stored in the super-cargo ship.

(1) The super-cargo ship becomes visible when it is on a coast or river square containing a coolie or any other self-mobile piece;

(2) It is seen by ships and airplanes in or over the same square; *

(3) The pirate must announce his ship's presence if it sails through a square containing plane(s) in the air or ship(s) at sea.

(Note: he must in this case also announce which square he sailed from and which square he sailed into.)

~~The super-cargo ship may not enter hostile naval zones of control. It is attacked as if it were a normal cargo ship.~~

The pirate starts at the end of turn 3. He has a super-cargo ship, a super-small armed coolie, 10 food, a government coolie, a regular coolie, and 10 confidence.

Position of the pirate is known by God.

When the pirate is sighted, his location is revealed only to the sighting player.

The pirate's super-small armed coolie: may carry two items and may remove items from a square that contains hostile coolies without waiting for the hostile coolies to die. In all other respects, the super-SAC is identical to a regular SAC.

~~The~~ In all respects other than those specifically enumerated, the Pirate's super-cargo ship is like a regular ^{Pirate} cargo ship.

It may be seen by a submerged submarine in the same square.

The ship has $\frac{1}{2}$ naval combat factor which it may use like a normal pirate ship (p. 26) to raid and/or sink cargo ships.

Sea serpent rules:

No more than three sea serpents are generated in any one ocean.

(However, they may move into other oceans.)

Sea serpents move at random. A die is rolled to determine direction of movement--same table as wind table for sailboats. Two dice are rolled to determine distance. If sea serpent's indicated movement is impossible because of blocking terrain, it moves as far as possible, and then a new direction is determined for remaining movement. Sea serpent movement occurs during orbital phaser turn. Note: sea serpents may not move up single line rivers or canals.

In the turn on which a sea serpent is generated, it is under water in the square in which it was generated. While underwater, sea serpents are attacked in accordance with the rules for attacking underwater submarines, with one exception: adverse rolls do affect the attacker.

On the next turn, the sea serpent moves underwater. It attacks any submerged submarines in its path, and at the end of its turn it surfaces. A surfaced sea serpent behaves as a cruiser for all military purposes.

In its next turn it moves on the surface, attacking all surfaced ships in its path, and at the end of the turn it submerges.

It then moves underwater for a turn, and then goes to sleep.

Note: sleeping sea serpents are too deep to be damaged by attacks. The consumption of chemicals for military purposes on the same square or sub-square as the sea serpent awakens the serpent, who will then repeat the above sequence.

Sea serpent rules, continued

Note: Gratuitous bombing of squares containing sea serpents may awaken Godzilla, who might mistake you for Tokyo.

Note: attack rolls for sea serpents do not stop their movement.

§-EDU PAGE NOTATIONS:

- * denotes a basic economic factory or product.
- ‡ denotes a military factory or product.
- † denotes a factory which produces consumer goods (whoopies).
- § denotes a consumer good (whoopie) with storable EDU.

ADDENDA:

§Rubber life raft §-1 EDU-6 Built in a CSY from 1 Rr.

OR NSY (Passed 3/79)

THINGS BUILT IN FACTORIES:

<u>Name</u>	<u>Resources</u>	<u>\$ - EDU</u>	<u>Factory</u>
2 AA Guns	St, X	1 - 7	HAW
Air Transport Unit	Rr, X	1 - 5	LTW
Aluminum	Bx	0 - 0	ARF
Barge	△, Fe	1 - 6	CSY or NSY
Battleship	St, O, X	3 - 13	NSY (3 turns)
Bomber	Al, Cu, Rr, O	1 - 8	AW
4 Bombs	X	1 - 4	SAW
2 BM	3△	1 - 8	BMF
Cargo plane	Al, Cu, Rr	1 - 8	AW
Cargo ship	Fe, C, X	1 - 8	CSY or NSY
Carrier	St, O, X	3 - 13	NSY (3 turns)
C-5 Galaxy	2 Al, 2 Cu, 2 Rr, 2 O	2 - 19	AW (2 turns)
Construction Machine	St	1 - 6	CMXF
2 Cruisers	St, O, X	2 - 11	NSY (2 turns)
3 Destroyers	St, O, X	2 - 11	NSY (2 turns)
4 Drop Tanks	Al, O	1 - 5	AW
2 Fighters	Al, Cu, Rr, O	1 - 8	AW
2 Fishing Ships	Fe, C, X	1 - 8	CSY or NSY
Fresh Water	salt water	1 - 1	Distillery
Heavy Arms Unit	St, X	1 - 7	HAW
Heavy Machine	St	1 - 6	HMXF
6 Light Bombs	X	1 - 4	SAW
Locomotive	St, X	1 - 8	HTW
Naval Gun	St, X	1 - 7	HAW
3 Oil Tankers	Fe, C, Cu, X	1 - 10	CSY or NSY
Pirate Ship	Fe, C, X, SAU	2 - 11	CSY or NSY
2 Rolling Stock	St or 2 Fe	1 - 6	HTW
Small Arms Unit	St, X	1 - 7	SAW
Steel	Fe, C (or cmx,hmx,t&d)	0 - 0	SM
2 Submarines	St, O, Cu	2 - 11	NSY (2 turns)
3 TAC	2 Al, 2 Cu, 2 Rr, 2 O	2 - 16	AW (2 turns)
Tank	2 St, O, X	1 - 11	HTW
Tool & Die	St	1 - 6	TDW
4 Torpedoes	X	1 - 4	SAW
Tracked Transport	Rr, X	1 - 5	LTW
Transport and Supply	2 O, Rr, food	1 - 7	LTW
Truck	St, Rr	1 - 8	LTW

Posted
Turn
3.12
9/28/55
10:30 PM

Rules Change Petition

Let there be: ZOIDS!

Built in an AMF from one unit of
Plastics, Cost 1, Edu 6.

For: The nice
people

Quorum: huh?

Kohay Chanur

KIDNEY BEAN

Goldtooth

DA BOSS

Cassius

PTA

Little Sister

Bob Ordond

PASS



Against: It's in bad taste to sign against
Whoopies!!!

Coal Man (who needs whoopies?)

Turn 4.6
4:29pm 2-24-80

Rules Change Petition

Whereas, Mr. Nisbet's Balkanization, while technically legal, is by his own admission, highly immoral, irregular, & objectionable (not to mention slimy & disgusting); and

Whereas, it would be desirable to prevent this phenomena in the future;

Be It Known That only Bona Fide Empire Players have the right to vote and a twenty-four hour time slot in the turn order. A Bona Fide Empire Player is either

- A) A player who owns a starting country, or
- B) A player who owns a country which he has owned for a full game turn.

For

Against

Quorum

Alexander Braithwaite Jones
Plenipotentiary of the
Interbeing League,
Planet Toka.
La Fayette
Grand Master of The
Sovereign Military Hospitalier
Order of St. John of
Jerusalem, of Rhodes, & of Malta

Ralph Blather
President, Entropy

J
Keeper of the FAITH

2A hr rule

The player rolling out another player, as well as the witness of such a roll, must leave a signed note on the rolled out country's turn sheet for the relevant turn. If the country being rolled out has not begun a turn sheet, the player rolling out the country (production of resources, consumption of fuel, reproduction of coolies, continuation/^{completion} of multi-timed work as well as the consumption of coal and/or EDU for the fuel turns of such work are all "implied")

p 3
bottom

How they do it

All interpretations must be written. An interpretation must be posted and must indicate the interpreting player, ~~the~~ the player being interpreted, the interpreting player's turn and turn slot, and must be signed by the interpreting player.

I

Rules Clarification B list

As the function of the records and the information role to maintain a record of the game which will allow all players to determine what has occurred, no player shall copy any portion of another player's records, from his files, or place it in his, or have it, unless the transfer is acknowledged by the original player.

If a player believes he has copied or that his player should obtain new city sheets.

For

Against

Comments

King Stephen
© Parker the Greatest
Royal Football
John Hellson
Soc. codes

The...
Commissioner

Turn 5.5
February 23, 1985

Rules Clarification Petition

Current game practice consists of listing, on the items not listed elsewhere sheet, oil tankers and fishing ships which are currently developing resource squares, even though the squares they develop are listed as such (being ~~to~~ developed by **OT** or **FS**) on the turn sheet. Not only is this a big pain in the butt for countries with large fishing / oil fleets (e.g. Caricia), but it is also redundant and only provides for yet another place to commit Errors.

Let it be resolved that the items not listed elsewhere sheet is the place for items truly not listed elsewhere. When a fish or offshore oil square is developed by a fishing ship or oil tanker, this fact must be noted on the turn sheet. Thereafter, the ships' locations, like the locations of twerps developing regular resource squares, are assumed to be the resource squares on which they are standing. Consequently the only oil tankers and fishing ships that need to be listed on the INLE sheet are those currently not developing resources.

For (Yes, I'm tired of listing those locations twice!) | Against (Time, Paper and Errors mean Nothing to Me!) | Dorf?

1. Melanie the Magician for Alan...
2. ~~The~~ **STAN D**
3. King Stephen
4. Steam Boat Dan
5. Vinwood Dorel
- 6.
- 7.

T. 7
3-15-75

Rules Clarification Petition:

The Basic, Partial, Incomplete Rules of Empire state that "a coolie manning a canal may not be doing other work over the end of a turn."

Canals will not function unless they have a permanent coolie present

Canals will function if a friendly coolie is present during the turn that the canals are used

Quorum

Caricia of Caricia

Leader ~~Alorion~~

Leader G.
of Carthasia

Davros

JEB

T. Hobbit

The PRIME MOVER

Present

Carthasia

Past

Rules Clarification:

Opposed

Abstention

Whereas: Rico Tudor has consistently made late moves in the past; and, whereas: said party has stated an intention to continue such activity; and, whereas: Rico Tudor has evinced an intention to leave the game: the undersigned hereby resolve to give the lands and holdings of Enore to Sud Litchfield, with full remane rights, from turn 1 through 3, within traditional limitations

For:

T
L
R

RPT

Old
Lord Protector

The BWM

King Jett
Samuel C. Justice
Rico Tudor

AS

6.5
3/9/81
11:45 am

Rules Change Petition

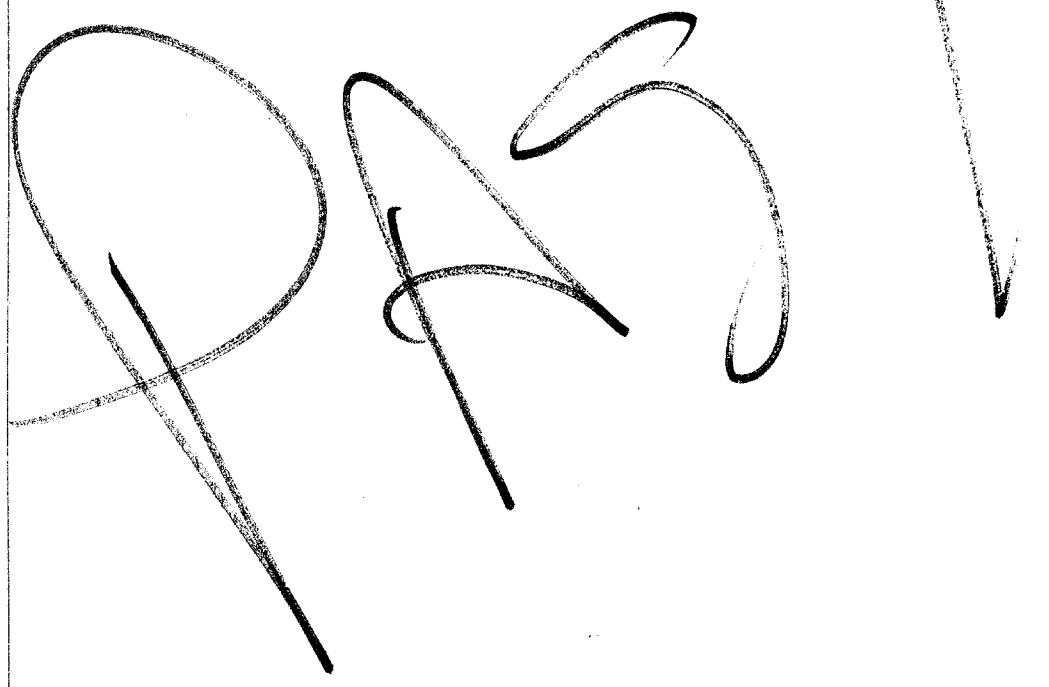
We the undersigned believe that small countries should be preserved because they bring excitement into the game.

Yes,
small & beautiful

Murchison G Cooke

No, were
imperialist think succeed
they aren't small enough

What?



Rules Clarification

Next to the Country
turn ^W order sheet must
(Country)

...and God said, "Let there be:

Sailplanes



Sailplanes are built in an Air Works from Wood Products & Light Metal Products, with 1 cost, 10 EDU. They are (of course) a consumer good.

To use the EDU, one must fly the sailplane.

Sailplanes may carry one ambassador coolie or one government coolie.

They may not take off on their own power, but must be towed into the air by a cargo plane, a C-5 Galaxy, a passenger airliner, or a Spruce Goose, and released in the same square as the airport from which they take off. They move the same way as Sailboats, but use 1/2 the BTA/border. They may land in any plain square or in an airport. They may NOT land in a city or forest square, without an airport. Also, they may NOT cross mountains.

...and God said, "Oh,^b it's in bad taste,^h to sing against^b whoopies^h..."

Also it is in bad taste to sign against whoopies.

WE LOVE IT

WE ARE INDECISIVE

- | | |
|-------------------------------------|----|
| 1. <i>John Wayne</i> | 1. |
| 2. <i>End affairs for Scotland</i> | |
| 3. <i>Ivanhoe</i> | 2. |
| 4. <i>P</i> | |
| 5. <i>Glass Island Merchants</i> | 3. |
| 6. <i>Favor PROTEGE OF ERU</i> | |
| 7. <i>Terry Roth</i> | 4. |
| 8. <i>Caroline/ Rules of Kahlid</i> | |
| 9. <i>SWEDS</i> | 5. |
| 10. <i>[Signature]</i> | |
| 11. <i>[Signature]</i> | |
| 12. <i>[Signature]</i> | |
| 13. <i>[Signature]</i> | |

Past

WE NEVER DID HAVE TASTE & ARE A GOOD CASE FOR RETROACTIVE BIRTH CONTROL

1. ~~G. I. ...~~

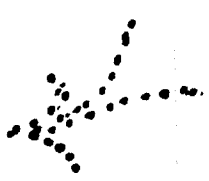
[Handwritten scribbles]

~~Does~~ Does Ch...

Does an

interpretation

3/10/1919



Yes

No

The Basic, Partial, Incomplete Rules to Empire, pg. 25
part VI, section C, paragraph 6 currently states:

Naval guns may roll a separate attack on each hostile ship entering
any adjacent square,...

This would mean our noble M. Terry Roddy would not get to shoot at
Nisbet's cruiser which is currently lurking in a square adjacent
to his Naval Gun installation, because M. Nisbet's cruiser would
never have to 'enter' the square. Because this would be perverse
and a great annoyance unto the sight of the Lord, be it resolved
that the above text be changed to read:

Naval guns may roll a separate attack on each hostile
ship entering any adjacent square and on any ship remaining
in its square or in an adjacent square at the end of their
movement phase,...

MAKES SENSE, DO IT

Quorum

I hate it.

~~GOD~~

OC Lord Protector

The Tsar

M. Dyffern

King Reddy

Samuel C. Justice

I
LPT
R

Harrell-Pal

Note: due to the wording of the naval rules, this seems to be implied

D
D
S
S
S
T

turn 4.4
2/18/80
time 9:32 pm

RULES CLARIFICATION PETITION

GENERAL CONVOY CLARIFICATION

EMPIRICAL MILITARY UNITS ENGAGED IN CONVOY DUTY*
CANNOT THEMSELVES BE CONVOYED.

YES

NO

QUORUM

the Mal Zodia

Y

Naturally - you're either "out yonder"
scouting for enemies, or you're
convening inside your screen!

SACRON

(Silly, silly...)



* CONVOY DUTY IS DEFINED AS : PROVIDING PROTECTIVE
MILITARY ESCORT, AS STATED IN THE (WRITTEN AND UNWRITTEN)
EMPIRE RULES.

1984 sept 16 4:23 PM
Rules Change Petition

PROPOSED: That the pirate be returned to its former & traditional role as a tiny but fierce Murphish being with a remote chance of a one-to-one into someone's starting SAC.

CHANGE: Pg. 31 TP 7 "The pirate starts at the end of turn 4." back to the original rule: "The pirate starts at the end of turn 3."

Passed at Table 10

Yes, I might be a pirate someday

DAVROS, Supreme ruler of the Daleks

✓ J3, HEAD OF RAILROAD COMMISSION OF WOOTPDIW TSO

Col SA- P. in I CBM, Officer of the Day

Carla of Georgia (Supreme Ruler) & Crazy Kosen (Guardian of the Red Pen)

1/27, G. of RT.

PRIME MOVE R₁

PE. Blackbeard Representative for the ^{Former} People's Republic

of Asbestos

J. Hoffbit

Tom the Butterball (Visiting from the Planet Thanksgiving Dinner)

Bain Waistband

Abstention - Huh?

Jervis Arsen, (Arvest III)

-Tah. P. (Viva Valicana)

No, I am a toad-eating sodomist.

Princess Cynthia

Handwritten notes:
The 9:00
with
John

2-11-79 11:00pm

RULES CLARIFICATION PETITIONS:

The Basic, Partial, Incomplete Rules to Empire, pg. 20 part VI, section A currently states:

1 Small Arm Coolie = 1 coolie + 1 SAU
Battle factor = 1. Not regular army. Consumes 12 BTA to arm on the turn it arms, plus 1 Cost.

...1 Recon. Unit = 1 Infantry Regiment + 1 Tracked Transport
Battle factor = 1. Regular army. 6 BTA to arm during a turn...

...1 Artillery Brigade = 1 Infantry Regiment + 1 Heavy Arms Unit
Attack factor = 4; defense factor = 1. 6 BTA to arm during a turn. Regular army.

...1 Airborne Regiment = 1 Infantry Regiment + 1 Air Transport Unit
Battle factor = 1. Regular army. 6 BTA to arm during a turn...

1 Construction Brigade = 1 Infantry Brigade + 1 Construction Machine
Battle factor = 2. Regular army. 12 BTA to arm during a turn; 12 BTA to disarm during a turn...

To conform to the unwritten rules now in use, be it resolved that the underlined sections of the above text shall respectively read as follows:

SAC) Each coolie consumes 12 BTA to arm

RECON. UNIT) Each Infantry Regiment consumes 6 BTA to arm

ARTY. BRGD.) Each Infantry Regiment consumes 6 BTA to arm

AIRBRN. REG.) Each Infantry Regiment consumes 6 BTA to arm

CNSTRCTN. BRGD.) Each Infantry Brigade consumes 12 BTA to arm...
Each Construction Brigade consumes 12 BTA to disarm

O GOD, YES LET'S PASS IT QUICK!

QUORUM.

nah

O.C. ...
THE TSAR (THE BLOWN)
God

M. ...
John ...

PASSED

M. ...
Saul ...

~~Interpretation of~~

Rules Clarification Petition

The Basic, incomplete (etc) Rule to Empire state that ~~that~~ objects on the bombing table may be bombed. The unwritten rules include something else -- empty squares. So: be it resolved that: ~~that~~

A
An empty square can be bombed, complying to all other bombing rules
~~Defence Factor~~
Defence Factor: 0 (Guaranteed Hit)

B
No, an empty square may not be bombed.

J Keeper of the FAITH

T
H
J
MF
Heinrich

~~RAZED~~

Quarum

The point of all this is that nothing can retreat into an empty square which is being bombed.

~~RAZED~~ 21
~~RAZED~~ 21
~~RAZED~~ 21

Rules Clarification Petition: The Pirate

Page 31 of the "Basic, Partial, Incomplete Rules to Empire" (1976, 3rd edition) specifies the features of THE Pirate Ship. Interestingly enough, the standard attribute of a (regular) pirate ship - viz, $\frac{1}{2}$ naval battle factor, for use in piracy - is not included.

Hence:

Be it resolved, that, the Pirate's Super Cargo Ship has $\frac{1}{2}$ naval battle factor, which it may use, after the fashion of ordinary Pirate Ships (Page 26, #1) to engage in raiding and/or sinking of cargo ships

YES (it is only reasonable) NO (I hate pirates) WHAT?

1 $\frac{1}{2}$ (Potential Pirate)

2

3 The Mad Zedler

4 SACKON

5

6

7

8

2-10-79

Rules Change Petition

Currently it takes 2 Fc to build 2 rolling stock
I would like to be able to use 1 St., and I won't
even ask for more EDU.

Samuel C. Justice

Yes

No

Quorum

GOD

OC the hard worker

M. D. Bos

The TAA

Mr. D. P. [unclear]
Samuel C. Justice

J
RPT
R

Handwritten signature

Large handwritten signature

RULES CHANGE PETITION

THE ALL NEW 1978 SACRED SEARS ROEBUCK WAR CATALOG RULE

Let the selection offered by god be expanded to include more goodies than ever before! At the beginning of a player's second turn, that player shall have the right to choose any two (2) of the following items from god's all new, 1978 Sacred Sears Roebuck War Catalog:

CATALOG NO.	ITEM
CSY131-8	Cargo Ship
AW231-8	Cargo Plane
CMX121-1-A	6 Squares Railroad
CMX121-1-B	6 Squares Road
CSY141-10	3 Oil Tankers
CMX111-1	6 Squares Power Line
LTW241-8	Truck
HTW231-7	Locomotive
HTW241-10	2 Rolling Stock
CMX121-3-A	Bridge <i>Harder-war-4-2</i>
CMX121-3-B	1 Square Canal
CMX221-1	1 Square Mountain Road

FOR

AGAINST

CHARTER

John Rivers
John Rivers
Mark Deffen

PASSED

RULES CLARIFICATION PETITION

CONVOY RULES

I. P.27 of THE BASIC, PARTIAL, INCOMPLETE, INACCURATE, RULES TO EMPIRE, SECTION C, NAVAL RULES: Misc, ¶ 3 STATES WHICH VESSELS MAY BE CONVOYED AS: CARGO SHIP, OIL TANKER, FISHING SHIP, etc, AND DAMAGED SHIPS.

CLARIFICATION #1: THE "ETC" REFERS ONLY TO NON-MILITARY SHIP.

Yes
The Mad Zodiac
MK
SHAMON
Keeper of the Faith

No

Quorum

Ref

CLARIFICATION #2 CONVOYED SHIPS MAY NOT ADD BATTLE FACTOR TO THE CONVOY TOTAL

Yes
The Mad Zodiac
MK

No

Quorum

SHAMON
(anyone with a gun would be shooting)

J
Keeper of the FAITH

Faded

3.
9/20/9

Rules Clarification Petition:

Canals are one of the following for purposes of drains blocked by military units:

a single line River

a double line River

Quorum

DAVROS

TEB

T. Hobbit

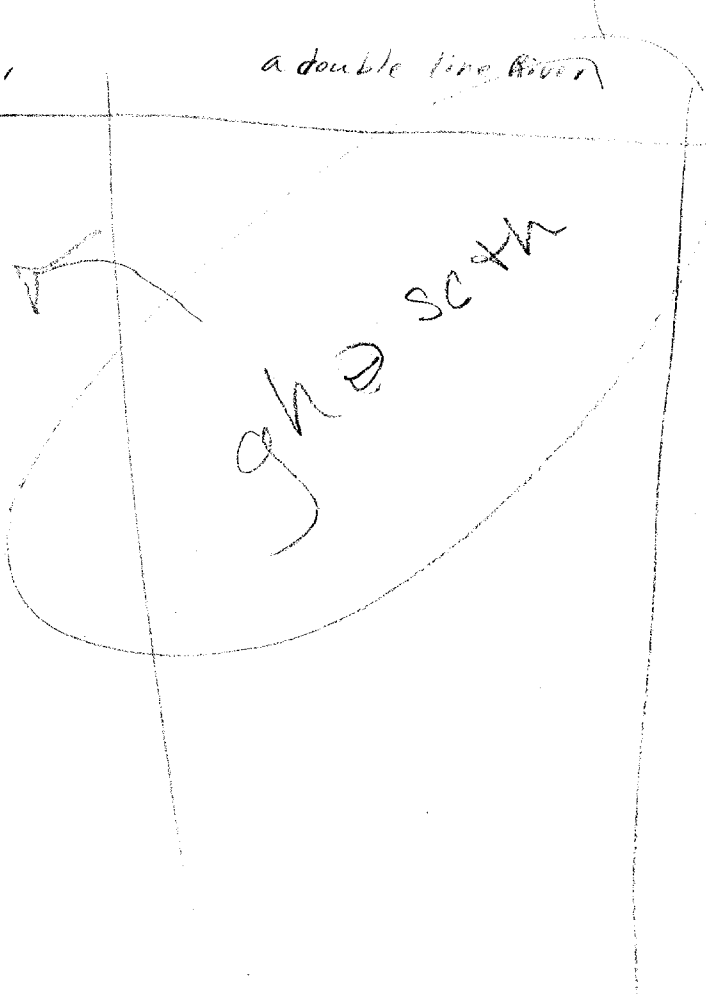
Caricia of Caricia

PRINCESS

Cyrtine

Baron
Waistland

ROST



gho
sc+h

RI
H
E
I

ghoti

February 1, 1979

A Ugly Rules Change Petition on Turn 2
of the Game of our Lord Cecilia.

As the rules presently state a cargo ship
takes a Fe, C, X and a pirate ship an additional
SAU. The rules change is as follows: A cargo ship
like a coolie may be armed and converted
to a pirate ship. A pirate ship may not disarm,

\$-1 EDU -1 ⁶ ~~2~~ BTA to arm.

Yea, we are sick and
tired of having no pirate ships:

No, we have our thumbs
up our butts and like it
that way:

Hazel-Rah - FAVORITE OF FEITH

J.P. (B.U.R.P.)
The Magester of Dieldon
I RPT
R The Bwanal
The TSAR

Mild Abstentions:

GOD ~~_____~~

CC The Lord Protector

Samuel C. Yester

Question: Can it arm on board a Cargo Ship?

Rules Change Petition

Title IV, section C, subsection 6, paragraph 7, sentence 6, of the Empire Rules reads as follows:
Multiple torpedo attacks unsupported by surface vessels are resolved separately.

Proposition 1.0:1 of 78/1 of Lears is that the battle factors generated by multiple torpedo attacks be summed to produce appropriate total battle factor, resolved in total, in a single naval attack, in the manner of surface vessels.

~~Yea, Aye,
 Wolf Packs
 should Be~~

Absent-Minded
 Abstension

Phugue Know!

1) ~~John~~
 THE TSAR

2) Fearor
 favorite of Emp

3) President of
 Lears

4) Edy Moravia

5) ~~Samuel~~ 11)

6) Mike 12)

7) Samuel Justice 13)

8) 14)

9) 15)

10) 16)

- 1) ~~John~~
- 2) M. Rayton
- 3)
- 4)
- 5)

Rico Tunder
 the by
 3
 Golde Mier

Rules Change Petitions

In order to insure the safety of Gov. Cookies, it was decided that zones of control did not affect regular cookies if friendly military was present in their square.

As this allows the offensive use of cookies and eliminates the need for construction Brigades, be it resolved that cookies may not enter hostile zones of control even if there are friendly military units present.

For (4)	Against (2)	Quorum (2)
DAVROS JEB Caricia of Caricia Leader Glorious THE PRIME MOVER T. Habbit VAT, QBT PRINCESS Gwyneth	 THOSE WHO ... 	Roy (400 Roy) THE EVER DECISIVE

Rules Clarification Petition

Whereas, in past games there has been no standardized notation system for locating roads, railroads, powerlines, & pipeline;

And Whereas, this has resulted in an inability for one player to understand another player's notation system;

And Whereas, Empire is an open information game requiring that any other player must be capable of determining the positions of everything under a player's control;

And Whereas, the various location systems confuse many players when they attempt to count the number of squares of road, railroad, powerline, or pipeline built;

BE IT RESOLVED THAT each country's records must include a "ROAD/RAILROAD/POWERLINE/PIPELINE LOCATION SHEET" for each type of the above which they build. (see attached sample)*

ABOUT TIME!

No, I like Confusion

What? Huh?

~~XLRIT~~ for Khazaad-Dûm

H/Srecht

Plato

M. Du Preez

The TSAR

Caesar

King Rhotger I
ZR

Passd

*Photocopy machine broken....samples available monday noon or so.

Mixed Battles

Air vs Land

Bombing may be used in battle on land
1 battle factor per bomb or light bomb dropper.
No more than 3 battle factors may be allocated per
battle each kills 1 bomber per Battle Factor.

Air vs Naval

Bombing may be used in battle at sea
1 battle factor per bomb or light bomb dropper.
No more than 3 battle factors may be allocated per
battle. 1 step loss kills 1 bomber.

Naval vs Land

3 naval battle factors may act as 1 bomb for land
combat and for use on the bombing table.

"X" means one step damage, each kills one step per BF

Bombardment ships must be in the same square
as the bombardment unit. Naval guns may shell
the adjacent square, using their adjacent square battle
factor. Full land, non-water squares may not be
bombarded by navy
land vs navy

1 HAU may act as 1 bomb for naval combat
for use on the bombing table. * means

1 Step damage is equivalent to the loss of $\frac{1}{3}$ HAU. The HAU
must be in the same square as the navy being attacked.