

# version<sup>2</sup>

dedicated to our girlfriends -  
who sometimes are really interested in what we are doing.

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# I General considerations about the game

## 1.1 *The Game Board*

The game board consists of hex-fields. The distance to a hex-field's neighbours is for all neighbours exactly the same.

There are land hex-fields and water hex-fields.

### Land hex-fields

Land hex-fields have a production index (the production index is a measure for the productivity of the hex-field) between 1 & 3. There are 3 different types of hex-fields: woodland, meadows and mountains. If a capitol is placed on a hex-field (which is the case on the starting field of a player), the production index is increased by 3. A warehouse additionally increases the production index by 1. These land hex-fields are passable by all units and can be conquered by every player.

### Water hex-fields

- ⊕ Sea hex-fields – these hex-fields aren't accessible by any unit and cannot be conquered. They are just used as barriers or boundaries.
- ⊕ Fords – these hex-fields are a mix of water and land hex-fields: they are passable and conquerable, but neither they produce anything, nor can be something build or recruited on them.

It doesn't necessarily exist a huge, coherent land-mass, but the several 'continents' are all connected with at least some fords, so every hex-field will be reachable.

## 1.2 *Sharing the hex-fields among the players*

There are three different game types: Capitol, Resistance and Abundance.

### Capitol

In this game type, every player will get a randomly chosen land hex-field. In this hex-field a capitol and a warehouse is constructed, which means a bonus of 4 for the production index; additionally to the hex-field's natural production index. Afterwards, as many infantries (the default unit, → *The Infantry*) as the production index of the hex-field is, are placed there.

All other hex-fields are considered 'neutral', that means they are owned by no player. These hex-fields can be conquered without any resistance.

### Resistance

This game type is a little different from the Capitol-type. The capitols, the infantries, the neutral fields – everything's the same except that the neutral hex-fields are filled with infantries, according to their production index. To conquer these hex-fields, it is necessary to destroy the 'neutral' army. It is clear that this type takes much more time.

## Abundance

When playing this game type, all 'neutral' hex-fields are shared completely among all players and are filled with infantries according to their production index.

In this case it is possible that some players have a quite large total production index, while others may only have a little one.

### 1.3 *The Units*

Basically, there are 3 different units in version **2**.

These units all have different attributes:

The attack- respectively defend-value is a measure for the power of unit in battle - the higher, the better.

The move-points indicate how many hex-fields a unit can move through in one turn.

The production costs finally indicate how many resources are needed to recruit the unit.

#### 1.3.1 **The Infantry**

⊕ Attack-value:	1
⊕ Defend-value:	1
⊕ Move-points:	1
⊕ Production costs:	1

The Infantry is the default unit in version **2**. It has no special features, but in exchange, it is cheap to produce.

#### 1.3.2 **The Cavalry**

⊕ Attack-value:	1
⊕ Defend-value:	1
⊕ Move-points:	2
⊕ Production costs:	2

The Cavalry of version **2** has a little advantage in contrast to the Infantry: It can move through two hex-fields in one turn. However, because of this advantage the production costs are higher: two points are removed from the production account, when a cavalry gets recruited.

#### 1.3.3 **The Artillery**

⊕ Attack-value:	2
⊕ Defend-value:	1
⊕ Move-points:	1
⊕ Production costs:	4

The Artillery is the most expensive unit in version **2**. However, it is the most powerful attack-unit: It has an attack-value of 2. But that's not all about it: As the artillery attacks from behind the lines, the enemy can only destroy it, when he owns artillery as well.

→ [Attack](#)

## 2 The Game

Here follows the course of the game.

First of all, a mission will be assigned to every player, which will be the objective of the player.

After that, depending on the chosen game type, the hex-fields are distributed. If this is done, the first game turn begins; and it is played as long as one player has fulfilled his mission.

### 2.1 *Objective of the game*

The game's objective for every single player is to fulfil his mission. Every player knows his mission from the beginning and with this; he is able to vary its play and tactics accordingly.

### 2.2 *Distribution of the hex-fields*

Depending on the chosen game type, the hex-fields are distributed. In every game type, a hex-field is assigned to every player. On this hex-field, a capitol and a warehouse are constructed, what increases the production index by 4.

The Abundance-type makes things a little different: After the capitols have been assigned, all 'neutral' hex-fields are assigned to one player in turn, until no more hex-fields are remaining (Sea hex-fields and Fords remain untouched).

The players now get mixed up and a random player starts the game.

### 2.3 *The sequence of a game-turn*

A game-turn always starts with the same player and ends with the turn of the player preceding this player.

At the beginning of every player's turn, he gains one single time resources; after that, he can carry out the following actions:

- ⊕ Recruitment of units,
- ⊕ Troop movements,
- ⊕ Attack a hostile hex-field,
- ⊕ Construct a warehouse.

If a player doesn't want to take no action anymore, the turn of the next player begins.

#### 2.3.1 **Gain resources**

The resources a player owns are stored symbolically as a number, namely the production account (or treasure) of the player. The initial value of this account depends on the chosen game type. Der Anfangswert des Kontos richtet sich nach dem gewählten Start-Modus. If Capitol is chosen, its amount is 10, if Resistance is chosen, its amount is 15, and when playing Capitol its amount is 0.

Every time a player starts his turn, the production indices of all his hex-fields are added up. The sum then gets added up to his production account.

#### 2.3.2 **Recruitment of units**

The player can recruit units at any time he's in turn. For every recruited unit the production account is decreased by the production costs of the unit. The treasure mustn't

be 0 at the end of a turn – one can save up his units. However, the production account cannot be negative.

The units can only be recruited in own hex-fields.

The Infantry can be recruited in every land hex-field; the cavalries can only be recruited on meadows, the artilleries only in mountains. Every new recruited unit has 0 move-points. Until the beginning of the player's next turn, the units cannot be moved. At the beginning of the next turn, the unit's move-points are fully restored.

### 2.3.3 Troop movements

The player can move or attack with his units at will. Note that a unit can, for every move-point it has, either attack or move into an own, close hex-field.

That means that every unit except the Cavalry can move only one hex-field (in a turn). But that would mean the unit cannot attack any more. Of course, a Cavalry is not limited to move two hex-fields, but can also attack and move afterwards and the other way round – or even attack two times in a row.

*Hint:* Units are always able to attack – even if they've got no more move-points left.

### 2.3.4 Attack

Attacking and with that the battle have naturally a central meaning in this game, as it is very unlikely to win the game without fighting.

Hostile hex-fields can only be conquered by driving the enemy out of the hex-field.

#### 2.3.4.1 Non-violent Conquest

A non-violent conquest takes place whenever no units are stationed in a hostile hex-field. It's left to every player to leave a hex-field without any protection. This makes only sense, if one owns hex-fields 'behind the lines', which are protected by strong frontiers. Nevertheless it is possible to leave a hex-field without any protection.

Whatever the strategy of a player is, if a non-violent conquest occurs, the owner of the hex-field changes his name without any resistance.

The non-violent conquest will be rarely the case. It is much more probable that a hostile hex-field is occupied by an army, ready to defend the hex-field by all means.

#### 2.3.4.2 The sequence of a battle

- ⊕ The active player starts an attack by selecting the units with which to fight. A hex-field can be attacked by units of several adjacent hex-fields.
- ⊕ The enemy decides if he wants to face the battle, or if he retreats voluntarily to another hex-field he already owns. If he retreats now, all units will be safe. **ATTENTION!** If somebody retreats, the move-points of all retreating units are decreased by one. In case the units have no more move-points, their move-points get negative. The move-points will be afterwards, at the beginning of the new turn, increased by the amount of move-points according to its unit-type.

*Example:* An infantry that has been moved in its turn (i.e. the move-points are 0), retreats from an attack. So, the move-points are set to -1. At the beginning of the player's next turn, the infantry's move-points are increased by 1 – move-points are 0 now. Not before the next turn, the move-points are increased to 1, the player can move the unit again.

- ⊕ If necessary, the attacker and the defender give orders, which targets the artillery are to be attacked: the hostile artillery, hostile foot troops or randomly selected targets. . If an artillery attacks the hostile artillery, one artillery has to defend itself, and if it attacks the foot troops, three units have to defend themselves.
- ⊕ Every second turn in a battle starts with the artillery-fire – in the following turn they are recharged
- ⊕ After the (optional) artillery fire, the armies are divided into several ‚fighting-groups‘. In the ‚ideal case‘ the fighting-groups consist of one attacker and one defender – this means, the two armies have to be of the same size. If there are majorities, several units will attack one. In that way it is possible that it comes to a 3:1 – constellation. Excessive units form the reserve. The units from the reserve take the place of dying comrades.
- ⊕ Now, the battle of the foot troops starts. Every unit attacks **one time**. That means that the attackers as well as the defenders attack their opponents. Details of the sequence of an attack: → *A unit's attack*.
- ⊕ Every third fight-turn both sides have the opportunity to retreat and to change the orders of the artillery.
- ⊕ Every army has two possibilities to retreat: complete retreat and immediate retreat. If retreating completely, first the artillery retreats and after 3 more fight-turns, the foot troops follow. If the army retreats immediately, the foot troops flee at once and the artillery falls behind and gets destroyed. In both cases, the infantries are possibly reduced by one third of their size; the cavalry always flees unharmed.
- ⊕ If the defender retreats or gets completely destroyed, the attacker conquers the hex-field and all attacking units are stationed on that hex-field.
- ⊕ If the conquered hex-field contained the capitol of the enemy or a warehouse, a share of the enemy's resources will be transferred to the attacker's account. (→ *Construction of a warehouse*)

#### 2.3.4.3 *A unit's attack*

At the attack of a unit a D<sub>4</sub> (a 4 sided dice) is thrown. The result is multiplied with the unit's attack-value and other possible modifications. The defending unit throws a D<sub>4</sub>, too, and multiplies the result and other modifications with the defending unit's defend-value. If the total defend-value is equal or greater than the total attack-value, the attacked is ward off – if it is less, the unit is destroyed and taken out of the game – although this happens just after the unit itself has attacked. So it is possible that 2 units destroy each other and no unit survives.

#### Special case Artillery

The artillery attacks just the same as foot troops do, and they defend themselves against hostile artillery fire in that way, too.

If it gets attacked by foot troops though, what happens automatically if the enemy has a reserve because of a majority, then  $(\text{Number of units in reserve}/3)$  artilleries are destroyed in every fight-turn. If the foot troops of an enemy are destroyed completely, any artilleries are destroyed without any further fighting.

#### 2.3.4.4 *Modifications of the dice-rolls*

If an **army has a considerable majority**, modifications of the fight-values are necessary. It is obvious that the morale of a troop which outnumbers the enemy is considerably higher

as if it would be ,only' as large or even smaller as the hostile army– the other way round an **army that has a minority** easily loses courage.

Apropos morale: If an army has **lost** half of its **units**, courage gets lost, too. Here as well, starting at a specific amount, the values have to be modified.

A group of **superior units** is essentially more confident when fighting a group of inferior units, as being faced with comparable units. Besides, it is mathematically possible that an inferior unit hits a superior unit, but the probability is in reality less than any mathematical consideration.

Just as well it is a difference if a unit attacks the first time or if it's fighting the twentieth turn. It's clear that the **tiredness** of a unit has to be considered, too.

Further on, although this stands in contrast to some preceding modifications, **desperation can turn into courage**. Think of examples like David & Goliath or the brave battle of the Spartans against the Persians at the Pass of the Thermopyles. Of course one can make the careless feeling of superiority responsible for the modifications. That means that very weak opponents or opponents that are far outnumbered can get a bonus.

At last, the **terrains** are mentioned, which ease the defence or make it more difficult. A ford is much more difficult to protect than a mountain range.

Certainly units are additionally motivated if they have to defend a **building** or even their own **capitol**.

A little out of line is **experience**. As it isn't affected by the enemy, modifications due to experience are fixed to the units values. A unit learns with every battle it survives – most at the first battle, and less ever after. The experience of a unit increases after every single battle won – that means not after a non-violent conquest or a retreat before a battle took place.

### 2.3.5 Construction of a warehouse

Because all production resources are captured when a player loses his capitol, and one has to start with a production account of 0 again (and all resources that aren't used at the end of a turn get lost), one can construct additional warehouses, that is in general one in every hex-field – **but every warehouse costs 5 production points to construct**.

This may appear overpriced at first look, but as a warehouse increases the production index of a hex-field by 1, one gets a return on investment after a time.

In every warehouse is stored exactly the same share – a capitol counts as a warehouse, too. That means if a player owns a warehouse and loses his capitol, two thirds of his production resources fall into the hands of the enemy (because in the capitol field, a warehouse is constructed, too); if he owns 2 additional warehouses and the capitol gets lost, he loses half of his production resources and so on.

Of course one is more vulnerable with every additional warehouse, because one presents more valuable targets, which have to be protected.

The warehouses could be pulled down for free at every point of the player's turn – all but the one constructed in the capitol. This warehouse can only be pulled down after the capitol was destroyed.

## 2.4 End of the game

The game ends if a player has fulfilled his mission.

However, the missions can be fulfilled from the beginning of the fourth game turn – until then, the missions don't get checked.

Now it is possible that a player helps a person to fulfil his mission by his activities, even though that other player isn't in turn. If this takes place, the active player has the opportunity to fulfil his own mission in his turn. If he succeeds, he wins the game. If he fails the other player whose mission has been 'fulfilled', wins the game.

If there are several players, whose missions have been 'fulfilled' by the active player, the player that would be next in turn wins the game.

#### 2.4.1 The missions

There are different kinds of missions, which are adapted to the number of participating players.

- ⊕ Free the world from player xyz!
- ⊕ Conquer  $2/\text{Number of players}$  land hex-fields!
- ⊕ Conquer two capitols of your choice!
- ⊕ Construct a warehouse in every land hex-field of your share ( $1/\text{Number of players}$ )!
- ⊕ *Recruit as many units as the two players with the biggest armies!*
- ⊕ *Conquer as many hex-fields as the two players with the largest lands!*