War! Age of Imperialism
Version 27

Game Components

The Game board

The map is divided into land areas, also called regions, and sea areas. Only named land areas are playable. All multi-island regions are treated as a single region for all purposes. All units except fleets may only move to and from land areas, fleets may only move between sea areas. Land movement is allowed between the Ottoman and Balkans regions. Sea movement between the Eastern Mediterranean and the Black Sea is allowed with the permission of the player controlling the Ottoman region. Land movement between Spain and Morocco is prohibited. Sea movement between the Eastern Mediterranean and the Red Sea is prohibited, unless the Suez Canal has been built. Each region is either player controlled, meaning that a player has at least one brigade in it, or is native controlled. The global zones are six collections of regions denoted by color, and consist of Europe, the Middle East, Sub-Saharan Africa, central Asia, eastern Asia, and Australia/south-east Asia.

The Pieces

The pieces are broken down into four categories: brigades (infantry, cavalry, artillery), parties (generals, explorers, engineers), fleets, and buildings (cities, ports, factories, railroads, forts, and schools). Brigades and parties are also known as units, they and fleets may move and perform various special tasks, such as establishing colonies for explorers and battle for brigades. Buildings do not move, but generate Production Points (PP) or grant other advantages. Each region may have at most one of any of the following types of buildings in it: city, factory, port, or railroad. Forts may be by themselves or in a region with another building. Schools must be built in the same region as a city.

The Markers

Native markers have a shield and crossed spears on their back, and on the front give the native strength, and possibly a "+" or "++", indicating additional capability (see **Land Combat Against Natives**). The marker is face-down (or not placed yet) for native controlled regions, and face-up (or removed) for player controlled regions. Once the native strength drops below four in a player controlled region, the native marker is removed from that region and that region is considered "westernized".

Resource chits have a crossed pickaxe and hammer on their back, and on the front either list a resource, with its value in production points, or a dot, indicating no significant resources for the region. Resources may be developed to add to player income.

The Dice

The game uses six-sided dice. Dice rolls are indicated as "Nd6", where N is the number of dice to roll and sum their results. If a 1d3 is indicated, roll 1d6 and divide by two, rounding up. Often rolls are modified by a "dice roll modifier", or DRM.

Required Additional Components

Several types of game markers are not included with the original game, and must be added.
Production Points (PP) – Acts as money: they are collected during the production phase, they may be given to other players, they may be saved, and they may be spent on various things. Game money of some sort is recommended.
Diplomacy Points (DP) – Used to influence natives and to declare war, they are also collected, saved, and spent. Poker chips are recommended to distinguish them from PP.
Spheres of Influence – Denotes influence with natives in a region. Markers in the player colors are recommended, with two sides, "support-revolt" and "suppress-revolt", used to indicate sides when natives in the region revolt.

Game Set Up

Players determine the setup order randomly by drawing fleets (one for each player) from a container. In order, players alternate selecting regions, marking them by placing one of their infantry brigades in the selected region. The number of regions per player and starting production points and diplomacy points are given in the Game Setup Table. Once the allotted number of regions has been selected, players receive the specified income, and may purchase their starting forces; the already placed infantry are free. The normal purchasing and placement limits are not in effect except for those pertaining to building construction (schools require a city and only one of a city, factory, port, or railroad may be in a region). Fleets must be placed in sea areas adjacent to controlled land regions. Once players have purchased their units, they alternate placing them in the same way as when choosing regions. Place the native markers and the resource chits into separate containers, to be drawn from when needed. The first time a player moves a unit into a native controlled region, draw and place a native marker (face-down) for that region. All initially player-controlled regions are assumed to have a zero-value ("dot") resource marker on them.

Turn Sequence

Each turn consists of a production phase followed by two movement phases. The setup phase counts as the initial production phase for the first turn; the same player order used for it is used for the movement phases of the first turn.

Production Phase

At the start of each production phase, randomly determine the movement order for the turn by drawing fleets (one for each player) from a container. Conduct each of the following sub-phases in order, within each sub-phase players act in movement order.

Collect PP and DP Income

Production Points (PP)
Collect income as specified in the *Building and Region Characteristics Chart*.

Diplomacy Points (DP)
Each player gains DP equal to the number of his controlled cities plus one. Players may buy additional ones at a cost of 10PP/DP, but they may buy at most one per controlled city. For example, if a player controls two cities, he gains three DP and has the option to buy one or two more, at a cost of 10 PP or 20 PP respectively. Players also collect a DP when they gain control of a region via conquest.

Blockade and Port Access
A player may blockade another player's ports if at war with them. When adding production points, each port only collects income if they can trace a sea path to another friendly or neutral port. A sea path is a line of sea areas that are either free of enemy fleets or where friendly fleets outnumber the enemy fleets. Enemy ports are never counted in the income.

Maintain Units

Before any other spending, each player must maintain their existing forces on the board. Each party, brigade or fleet costs one PP to maintain. If a player cannot pay to maintain all of his units, he must pay for what he can and then remove the rest of his units.

Native Diplomacy

During this phase a player interacts with the non-westernized natives in his own and other players' regions.

Remove Spheres of Influence
The owner of a region may pay one DP to remove another player's sphere of influence from that region; at most one per region may be removed in this way during each production phase. A player may remove any or all spheres of influence in his regions owned by players with whom he is at war, at no cost in DP. Players may always, at any time, remove their own spheres of influence. All spheres of influence are removed from a westernized region.

Westernize Natives
Players may spend one DP per region to remove three native strength points, retaining the "+" or "++" designation. In addition, each city, factory, railroad, port, school or explorer in the region automatically reduces the native strength by one at this time. Removal of a friendly sphere of influence reduces the native level by one. Once the native strength drops below four, remove the native marker and all spheres of influence, this region is said to be completely westernized, thus making it immune to native revolts and increasing its income.

Incite Native Revolt
While the native marker remains in a region, the natives may be incited to revolt against the colonial power. Each such region may suffer at most one attempt to incite a native revolt per production phase. A player either pays a DP or removes one of his spheres of influence from the region then makes the revolt roll. If the 2D6 roll is ≤ the native strength, he has incited a revolt. A bribe may be used to better the odds. If the revolt is being incited by paying a DP or using a bribe, the player must control an adjacent region that is not itself in revolt or have a fleet in an adjacent sea area. The bribe costs one DP and gives a -3 DRM on the incite revolt roll. Also, each sphere of influence in the region contributes a +1 (suppress) or -1 (support) DRM, determined by the owner of the sphere of influence. If the revolt occurs, place the native army specified by the native strength in the region and mark each sphere of influence as to whether it supported the revolt or attempted to suppress it. During the controlling player's next movement phase, he may only move brigades out of the region in excess of matching the number of native brigades, and during his next combat phase, he will have to fight a battle against this native army. Other players at war with the player subject to the revolt may not enter the revolting region until the revolt has been resolved.

Construct Units and Buildings

See the *Building and Region Characteristics Chart* and the *Unit Characteristics Chart* for the costs for the various types of units. Certain types of units may only be built in regions containing a building of the correct type, and some types have limits on how many may be built per production phase. Each building or resource development may have one engineer working on it, which reduces the cost by one-third; each engineer only works on one project per turn. Multiple build actions within a single region (construct building or develop resource) may only be performed if an engineer is present. A developed resource is flipped over for all players to see. Only resources with a non-zero value may be developed. Ports may only be built in coastal regions (ones that are adjacent to a sea area). A school may only be built in a region that already contains a city (not built this turn), each city may have at most one school. No buildings may be built nor resources developed in a region undergoing a native revolt. Fleets are placed in a sea area adjacent to the port at which they are built.

Movement Phase

During the movement phases, each player in turn moves his units then conducts any resultant battles or other actions. All movement by a player must be completed before resolving his battles or other actions; the moving player determines the resolution order.

Land Movement

All units may move in whatever order the player desires. Land units pay one movement point to enter an adjacent region; this cost is zero if the region they are moving from contains a railroad. Units may enter regions controlled by other players only if at war with them. Brigades must stop

when they enter an enemy or native controlled region. Parties may only enter enemy or native controlled regions when accompanied by a brigade; explorers are the only exception, they may enter and move through native controlled regions by themselves.

Naval Movement

Fleets pay one movement point to enter an adjacent sea area or to disembark land units (see **Naval Movement by Land Units** below), and may seek to intercept (initiate a naval battle with) any enemy fleets in their current sea area. Each time a fleet is going to use a movement point, first the player announces what he is going to do, then any enemy fleets in that sea area have the option to intercept the moving fleets. If the enemy fleets do not intercept, the moving player's fleets conduct their action and continue with their next action, if any movement points remain. If an interception occurs, the moving fleets must stop and fight the naval battle and may only conduct their action (and continue movement) if they win the resultant naval battle. If there are multiple players' fleets present in the sea area who are at war with the moving player, randomly determine the order in which they declare their interception (or not) of the moving player's fleets; each interception is resolved as a separate naval battle.

Naval Movement by Land Units

Each fleet may carry up to eight portage points worth of land units, this limit must be met before each naval movement factor is spent, so that land units may be disembarked and embarked as a fleet moves but the total being carried at any given part of the turn may not exceed eight portage points. Each brigade is two portage points, each party one. The land units pay the movement cost (one movement point) to board the fleet (move from their land area to the fleet/sea-area), but the fleet pays the movement cost to disembark the land units (move from the fleet/sea-area to an adjacent land area, one per land area disembarked into). Once disembarked, land units may not move further during that movement phase. Land units may disembark directly into an enemy-controlled region, this is known as an amphibious invasion. Land units may also retreat from battle onto fleets in an adjacent sea area. This action allows any enemy fleets in that sea area to intercept them and fight a naval battle, which occurs after the land units are embarked on the fleets but is resolved before any further explorations or battles.

Ceding Regions

Players may cede control of regions to other players upon mutual consent. The player gaining control of the region moves a brigade in to establish control during his movement phase, at that point all of the units of the player previously controlling the region immediately retreat to an adjacent friendly region or onto an adjacent fleet. If they are unable to retreat, they may be eliminated. All buildings and resources that were there remain. Regions may not be ceded to the natives, but may revert to native control after a successful native revolt.

Reinforcement Move

After the moving player has completed all of his moves but before he resolves any combats or other actions, the other players may make reinforcement moves. Each non-moving-player general who is in a region not itself under attack has the option to move into an adjacent friendly region that is under attack. Each region may only be reinforced by a single general. The general may bring along a certain number of brigades from his originating region, determined by the number of reinforcment points (RP) available, which is equal to the number of schools that the player controls plus 1D6. Cavalry costs 1 RP, infantry 2 RP, and artillery 3 RP. Fewer RP worth of brigades may move with the general if desired, but once the reinforcement move is announced, the general at least must move into the region being reinforced. At least one brigade must be left in the originating region.

Combat Phase

Land Battle Against Natives

Resolve as a land battle. The natives receive infantry equal to their native strength. If their marker has a "+" or "++" on it, they replace a third (rounded down) of their infantry with cavalry. With a "++" on their marker, they replace one of their infantry brigades with an artillery brigade. Natives have no schools. Any other player may control the natives, with preference to those at war with the player. Natives never retreat. During a revolt, the player is defending, and therefore gains the benefits of any fort that is present. If the player defeats the natives, he gains control of the region, leaving the native marker face-up and removing 1d3 points from it. If it is a conquest, the points must be native strength, if a revolt, they may be either spheres of influence that supported the revolt, or native strength. In either case, native markers always retain their "+" or "++" designation when they decrease in strength. If the natives win a revolt, undevelop any developed resources, remove all buildings, remove all spheres of influence that attempted to suppress the revolt, and roll for further native revolts. Any regions containing face-up native markers adjacent to a region wherein the natives won their revolt must themselves roll for a native revolt; no diplomacy points are paid and no bribes may be used to modify these rolls, however, spheres of influence do modify the rolls in the same way as for the inciting roll.

Land Battle Resolution

During each round of combat, a player rolls 1d6 for each brigade that he has in the battle. A single hit is scored on a modified roll of 6-9, two hits are scored on a roll of 10+. After each round, each player removes his losses. If both still have brigades remaining, first the attacker and then the defender have the option to retreat; a force with only parties remaining must retreat. The DRMs are given in the Land Battle Chart, recalculate them at the start of each round.

Adjusting DRMs

If one side has a general and the other does not, then the side with a general may transfer the opposite of some or all of its DRMs to the opposing side (a +1 for the general's side

becomes a -1 for the opponent's side), but may not reduce either side's DRM below zero. If one side's DRM is < 0, then change it to 0 and adjust the other side's DRM in the same way. For instance, if a force is attacking a fort and has no offsetting positive DRMs, that force's DRM is adjusted from -2 to 0 and his opponent receives an additional +2 DRM.

Removing Losses After Each Round

Each player chooses the units to lose for his side, brigades must be removed before parties. However, a player may elect to combine three of the hits he scored on his opponent's forces into one hit, which then allows him to choose the target of the hit, but he still must choose brigades before parties.

Amphibious Invasion

Any units in an amphibious invasion force battle with a -2 DRM during the first round, and a -1 DRM during the second round. In the case of a portion of the attacking force coming from fleets, they receive the DRM, although other units in the force that entered the battle by land do not receive it.

Retreat

If the attacker retreats, he must retreat to one of the regions or fleets from which he entered the battle. If the defender has to retreat, it must be into a friendly controlled region, if there is no such region then they are eliminated. The entire force must retreat to a single region or to a fleet (or fleets) in a single sea area, including any accompanying parties. Units that retreat to fleets suffer an additional attack round by their opponent, as well as allowing enemy fleets to intercept and fight a naval battle. Units may retreat into a friendly region that is itself under attack (battle not resolved yet), however they may not participate in the first round of that battle, but may be taken as losses.

Battle Results

If the attacker wins, then he captures the region, including all buildings and resources within it, and if it was a conquest (i.e. not a revolt), he gains a diplomacy point. If both sides are reduced to only parties (or nothing) at the end of a round of battle, and one of the two sides are the natives, then they win the battle. If both sides are players' forces, then the attacker must retreat, and the defender must either 1) retreat his surviving parties or 2) convert one of his surviving parties to an infantry brigade. If at the end of battle there are no player brigades in a formerly player controlled region, it reverts to native control: flip over the native marker, if there is not one there, draw one at random and place it face-down; remove all buildings and undevelop any resources, but leave spheres of influence.

Naval Battle Resolution

Naval combat is conducted in rounds. In each round, every fleet rolls 1d6, 5+ scores a hit, DRMs are given in the Naval Battle Chart. Each hit sinks an opposing fleet, including any land units it was carrying. The fleet's owner decides which of his fleets take hits, and thus may protect those carrying land units. After each round, if both players still have surviving fleets, they have the option of continuing the battle or breaking it off, with the moving player announcing first. If the battle is broken off, all of the fleets remain in the sea area. The moving player may only complete his move if he was not the one to break off the battle.

Other Combat Phase Actions

Native Diplomacy (Explorer)

Explorers who end their movement in a native controlled region may make a diplomacy roll. The DRMs and results are given in the Native Diplomacy Chart. Before checking the native level (NL), he may pay a DP, which gives him an additional D6 in the roll (so it is 3D6 rather than 2D6). Note that each region may have at most a number of spheres of influence equal to its native level; this could force a player to choose to remove another player's sphere of influence rather than placing one of his own, if that result is rolled. In a player controlled region, if the number of spheres of influence ever exceed the native strength, the owner selects which spheres of influence are removed to restore the balance.

Prospect for Resource (Engineer)

An engineer may prospect in his current region to replace its undeveloped resource chit (RC) during this phase. To prospect, the player pays 5 PP, removes the existing RC, randomly draws one RC for every two schools that he controls (round down, minimum of one RC drawn), and selects one of them, placing it face down in the engineer's region. Each region may have at most one RC, whether developed or not.

Declaring War and Peace

Players may not attack each other without having declared war. Attacking includes all fleet battles and land battles initiated by invading another player's region; it does not include inciting a native revolt. War may be declared at any point during a player's movement phase by paying one diplomacy point and announcing it, but he may not attack the other player's units until his next movement phase. However, the player having war declared upon him may attack during his next movement phase, he does not have to wait a movement phase. Wars are ended by a peace treaty, which must be declared publicly by the two players involved in it, during the movement phase of either one of them or during the production phase. The only way that two players may be at war is if one of them has made a declaration of war on the other. Being at war also allows removal of enemy spheres of influence from controlled regions during the production phase.

Victory Conditions

Play continues until the end of the movement phase wherein the first player has been eliminated, i.e. no remaining controlled regions, or there remain no more native controlled regions. Add up each player's victory points, the winner is the player with the most victory points.

Optional Rules

All of the standard rules are in effect unless explicitly overridden by the optional rules in play. Players select which, if any, of the optional rules are to be in play.

Setup

Random Region Selection

Rather than the players selecting their regions, allocate the regions randomly via cards with the region names on them. Players may exchange regions among themselves in whatever way they see fit, but only the regions that have been allocated are valid starting regions for players. Each region receives a free infantry unit as usual.

Allow Multiple Buildings Per Region

Players may build more than one kind of building in a given region, either a set number (two, three, or all four), or one of each type. Multiple buildings of the same type are not allowed within a region. An alternative is to allow this capability in only one region per player, chosen at the beginning of the game, representing their "home country" or "capital".

Additional Hidden Victory Conditions

At the start of the game, each player draws a special victory conditions card. This card will describe something that the player must achieve or state he must be in at the end of the game, at which point he will gain the specified number of additional victory points. Do not score victory points for global zones when using this rule.

VP	Conditions
50	Control Egypt and the Suez Canal has been built (completed). Requires Suez Canal optional rule to be in force.
60	Have at least twice as many fleets as the player with the second most number of fleets.
90	Be at peace with all other (surviving) players.
80	Game ends by you conquering another player's empire.
100	All controlled regions have been westernized.
120	Control at least one region from each global zone.
70	Control Europe global zone.
70	Control the Middle East global zone.
70	Control Africa global zone.
70	Control Central Asia global zone.
70	Control East Asia global zone.
70	Control Australasia global zone.

Simultaneous Unit Purchase and Placement

For both the initial setup production and subsequent production phases, players record what they purchase and where it is to be placed, and reveal them simultaneously. Illegal purchases or placements may be corrected if all players agree, otherwise the units purchased are returned to their force pool and the PP's paid for them are refunded to the player. If a player pays to westernize a region or has units or buildings there which do so automatically, while another player incites a revolt there, the revolt is resolved with the original native strength. If the revolt is suppressed, the westernization takes effect, either reducing or removing the native marker.

Pseudo-Historical

European Regions

European regions are defined as all of those in the Europe global zone, except Balkans and Caucasus. They may have one of each type of building constructed in them. Engineers operate normally in them.

Colonial Regions

All non-European regions are colonial regions. Colonial regions require an engineer present in order to construct a building or develop a resource, one engineer per action, these engineers do not provide their normal 1/3 cost reduction. The normal rules regarding the number of buildings in a region apply to colonial regions. Players may build at most two units in each colonial region during each production phase. This limit increases by two units per phase with a city, port, railroad, or factory present, taking effect on the turn after the building is built. The limit also increases by two units per phase when the region has been westernized (native marker removed). The normal construction limits for units based on the presence or absence of buildings still apply. A colonial region with a port may build one fleet per production phase, increasing to two per phase once the region has been westernized.

Setup Changes

In region selection during setup, players may either choose a European region, a region adjacent to one of their European regions, or randomly draw for a colony region that is not a local power; if the region has already been selected or is invalid, draw again. Each player must select at least one European region, representing their empire's home country. During setup, buildings may only be constructed in European regions. Each player receives a free building of their choice and an already-developed 10 value resource, both of which must be placed in European regions. Players may place at most five units in each of their colonial regions during initial setup.

Local Power Regions

All native controlled European regions and certain colonial regions (China, Japan, India, Egypt, and Ottoman) are local powers. Each of the local power colonial regions receives a city, each of the local power European regions receives a random building (city, factory, port – if allowed, or railroad). Draw their native markers from a pool of only the "++" markers that are value seven or higher (prior to distributing the native markers to the other native controlled spaces). These regions may not be rolled for via diplomacy, only conquered. Once conquered, local power colonial regions may have one additional building (either a port, factory, or railroad) built in them (they are already allowed a school and a fort). Players do not receive the +1 DRM for battle against natives with an explorer when fighting European local powers.

Production Phase

Auction-Based Player Turn Order

Rather than draw randomly, each player makes a secret bid in PP to determine his turn order; players reveal and pay for their bids simultaneously, immediately following the unit maintenance action of the production phase. Players with tied bids determine order between themselves randomly. In order by increasing bid, the players decide where in the current lineup they will move. For instance, the player with the second lowest bid gets to determine whether he moves before or after the player with the lowest bid, then the player with the third lowest bid decides whether he will move before both of the others, in the middle, or after both of them, and so on for the other higher bidders.

Constructing The Suez Canal

The player owning Egypt may elect to build the Suez Canal there, at a cost of 60 PP's total, in two 30 PP increments paid in separate production phases. After the first payment, place a marker in Egypt, this denotes that whomever controls Egypt may make the second payment and complete the canal. Engineers do reduce the cost of this by one third. The canal allows movement between the Eastern Mediterranean and the Red Sea in the same way that the Dardanelles allow movement between the Mediterranean and the Black Sea. In this case one may move fleets through the canal with the permission of the player owning Egypt.

Movement and Combat Phases

Scorched Earth Policy

Each brigade or engineer may destroy one building or undevelop the resource in their current space in lieu of moving and combat during their turn. The resource is flipped back over to denote its undeveloped status.

Naval Interception

Fleets no longer automatically intercept enemy fleets, whether moving or non-moving. In order to intercept, one must roll 2d6 ≤ the interception number. The interception number is the sum of all fleets on both sides plus the number of friendly regions and ports adjacent to the sea area where the interception is occurring, plus the number of schools a player has. For example, if side A has 3 fleets, 2 adjacent regions, one of which contains a port, and a school, and is trying to intercept side B's force of 4 fleets moving into its space, the interception number is 11 (3 fleets + 2 adjacent regions + 1 port + 1 school + 4 enemy fleets). Fleets that are embarking retreating units or conducting an amphibious invasion (disembarking brigades into an enemy region) are automatically intercepted by the fleets of the land battle opponent.

War-Time Alliances

When war is initially declared, other players may declare that they are allying with one or the other side in the war, thus putting them at war with all of the players on the other side. This alliance declaration action proceeds clockwise around the table from the player declaring war. Each player who wishes to join the alliance must be approved by a majority of the present members of the alliance. There may be multiple wars going on simultaneously. Players may not ally (even indirectly) with players with whom they are already at war. For instance, A is at war with B, and C declares war on D; A declares an alliance with C, B may not also ally with C because that would put him in alliance with A, with whom he is at war; also, just because A allies with C it does not make B and D automatically allied, although B may declare an alliance. An alliance only lasts as long as the war against a common enemy does, once a peace treaty has been agreed to, the alliance ends. Allies, with permission, may move through allied territory, including to retreat from battle. They may remain in allied territory, and allies may defend together (including battle against revolting natives), but may not attack together. Allies may also transport each others' land units on their fleets, but may not carry allied units to conduct an amphibious invasion. Allied fleets may intercept together, and if one ally is moving through a sea area containing allied and enemy fleets, if the enemy fleets intercept the moving player's fleets, the allied fleets may intercept in turn to join the battle. The turn structure remains as it is, so that the allies still have their distinct movement phases. When peace is declared, units being naval transported must be debarked in the nearest space of the units' owning player, and any units in formerly allied territory must be moved out or eliminated during the player's next movement phase.

Charts and Tables

Game Setup Table							
Number of Players	2	3	4	5	6	7	8
Starting Regions	10	8	6	5	4	3	3
Starting Production Points	400	300	250	220	200	200	180
Starting Diplomacy Points	3	2	2	2	1	1	1

Victory Point Table				
Description	*Multiplier*		*Description*	*Multiplier*
Number of controlled regions	10		Number of units (brigades, fleets, parties)	1
Number of completely controlled global zones	50		Number of spheres of influence	1
Number of buildings (all types)	5		Number of unused diplomacy points	1
Number of complete sets of production buildings (city, factory, port and railroad)	10		Number of unused production points (round down)	1/10 (0.1)
Value of controlled, developed resources	1			

Native Diplomacy Table (Explorer)			
2D6 Roll Result	**Effect** NL = native level		**Modifiers**
≥ NL	Player gains control of region: replace explorer with infantry brigade, place a resource chit, leave native marker face-up. Other players' explorers in the region must retreat to an adjacent friendly region or fleet.		+1D6 for a "gift" (bribe), by payment of a DP, prior to inspecting the native level. Player must control an adjacent region or have a fleet in an adjacent sea space in order to offer the "gift"; the adjacent region may not have been conquered, become controlled via diplomacy, or had a revolt suppressed earlier in the current movement/combat phase.
≥ NL- 3	Player places a friendly sphere of influence or removes another player's sphere of influence.		+1 for one or more adjacent fleets.
≥ NL- 6	Explorer must retreat to an adjacent friendly region or fleet.		+1/-1 per sphere of influence in this region (+/- determined by the owner(s) of the spheres of influence).
< NL - 6	Explorer eliminated.		-2/-4 natives are rated as "+"/"++".
Natural 2	Explorer eliminated. Natural 2 means that the unmodified 2D6 roll is a 2. If a third D6 is rolled (for a "gift"), then it also must be a one (the 3D6 must be a natural 3).		+1 per adjacent friendly region.

Land Battle Resolution Chart	
(+1)	Per additional brigade type (+1 two types, +2 three types)
(+1)	Friendly general present (max. one per battle)
(+2/+1)	Defending in fortress (with/without artillery)
(-2)	Attacking into fortress
(+1)	Attacking into fortress with artillery
(+1)	Attacking into fortress with engineer
(+1)	Battle against natives with explorer
(+1)	Technology level (more schools than opponent)
(-2/-1)	Performing amphibious invasion (first/second round only)
Roll 1d6 for each brigade: 6-9 is single hit, 10+ for two hits.	
Each hit destroys an enemy brigade, then party, owner's choice. Player may combine three hits into one to choose the opponent's hit unit.	

Naval Battle Resolution Chart	
(-1)	Fleet carrying 1-4 portage points
(-2)	Fleet carrying 5-8 portage points
(+1)	Technology level (more schools than opponent)
(+1)	Per friendly port adjacent to battle's sea area
Battle: Roll 1d6 for each fleet, 5+ is a hit.	
Each hit sinks an opposing fleet, owner's choice.	

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Unit Characteristics Table

Type	Cost	Move	Portage	Special
Infantry	10	1	2	Can be built in any controlled region. May battle. Two reinforcement points.
Cavalry	15	2	2	Must be built in a city, one per city per phase. May battle. One reinforcement point.
Artillery	20	1	2	Must be built in a factory, one per factory per phase. May battle. Three reinforcement points.
General	25	2	1	Must be built in a school, one per school per phase. Provides DRM and allows adjusting DRM in battles. May reinforce into a battle during opponent's turn.
Explorer	10	2	1	Must be built in a city. May perform native diplomacy rolls.
Engineer	20	2	1	Must be built in a school. Reduces cost for buildings and developing resource by 1/3. Allows multiple build actions in a single region during a production phase. May prospect to discover resources.
Fleet	25	4	[8]	Must be built in a port. May battle other fleets or transport land units (8 portage points worth).

Building and Region Characteristics Table

Type	Cost	Production	Special
City	30 PP	+5 PP, +1 DP	May produce cavalry and explorer. May spend 10 PP to gain one additional DP. May build one cavalry per production phase. Allows building of a school in same region.
Factory	30 PP	+10 PP, +2 PP/ADR, +1 PP/NDR	ADR=adjacent friendly developed resource, may be adjacent via RR (Factory adjacent to Railroad which is adjacent to resource). NDR=non-adjacent friendly developed resource. Maximum 20 PP/turn production. May build one artillery per phase. Any factories in excess of the number of cities in a player's empire do not produce any PP's, but may still build an artillery brigade. Each ADR or NDR only applies for a single factory.
Port	30 PP	+2/P, +2/F, +2/DV	Adds two PP for each port in the game, and two PP for each friendly factory or developed resource. May produce at most two fleets per production phase, which are placed in any adjacent sea area. Maximum of 15 PP/turn production. Each factory or developed resource only counts for a single port.
Railroad	30 PP	+3/B,DV	All land units spend zero movement points to exit RR region. RR production is 3 PP per adjacent city, factory, port, or developed resource; maximum of 15 PP/turn.
Fort	30 PP	0	Gives advantage to defender in battle in that region. May co-exist with other buildings in the region, but at most one fort per region.
School	30 PP	0	May only be built in the same region as a city, at most one school per city. May build generals and engineers. Gives advantages in battle and when prospecting.
Resource	x3V PP	Value	Each resource must be developed in order to produce its listed value each production phase. Each developed resource also grants production bonuses to factories, railroads, and ports.
Sphere of Influence	--	+1 PP in native-controlled region	Placed by explorer via roll. Provides +1/-1 DRM on native diplomacy rolls and on incite revolt rolls. Remove by paying DP, westernizing, when at war with owner or when on the wrong side of a revolt. Maximum number of spheres of influence in a region is equal to the native strength in that region.
Region	--	+5 PP	-2 PP if not westernized. +1 PP per region in fully controlled global zone.

Native Diplomacy Table (Production Phase)

Action	Cost	
Westernize Natives	1 DP	Prevent possible native revolt. Reduce native strength by three, at most one DP per region per production phase. Once the native marker goes below four, the region is westernized; remove the native marker.
Incite Revolt	1 DP	Incite native revolt in non-westernized region of another player. Must roll 2d6 ≤ native strength. May bribe the natives: one additional DP gives -3 DRM. Each sphere of influence provides either +1 or -1 DRM; mark accordingly.

Other Actions Table

Action	Cost	
Reinforcement Move	None	General moves with # schools + 1D6 RPs worth of units into adjacent space that is under attack. Cavalry = 1 RP, Infantry = 2 RP, Artillery = 3 RP. Follows opponent's movement phase, precedes his combat phase.
Prospecting	5 PP	Engineer randomly draws (# schools / 2) resource chits and chooses one to replace the current undeveloped resource in his current region. Performed during own combat phase.