SIX EMPIRES™

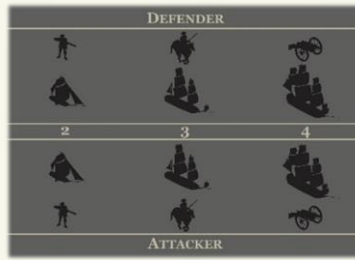# Game Manual

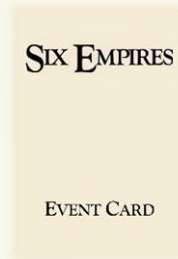# SIX EMPIRES INCLUDES

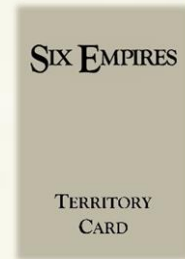1 Game Board

4 Battle Cards

6 Setup/Reference Cards

45 Morale Bonus Cards

45 Event Cards

38 Territory Cards

United Kingdom (Red)
21 Infantry Units
11 Cavalry Units
6 Artillery Units
6 Sloops
4 Frigates
4 Ships of the Line
2 Famous Generals
2 Famous Admirals

Spain (Yellow)
21 Infantry Units
11 Cavalry Units
6 Artillery Units
6 Sloops
4 Frigates
4 Ships of the Line
2 Famous Generals
2 Famous Admirals

Ottoman Empire (Orange)
21 Infantry Units
11 Cavalry Units
6 Artillery Units
6 Sloops
4 Frigates
4 Ships of the Line
2 Famous Generals
2 Famous Admirals

France (Blue)
21 Infantry Units
11 Cavalry Units
6 Artillery Units
6 Sloops
4 Frigates
4 Ships of the Line
2 Famous Generals
2 Famous Admirals

Austria (Green)
21 Infantry Units
11 Cavalry Units
6 Artillery Units
6 Sloops
4 Frigates
4 Ships of the Line
2 Famous Generals
2 Famous Admirals

Russia (Dark Purple)
21 Infantry Units
11 Cavalry Units
6 Artillery Units
6 Sloops
4 Frigates
4 Ships of the Line
2 Famous Generals
2 Famous Admirals

Independent Nations/Militia/Rebels
12 Infantry Units
10 Cavalry Units
6 Artillery Units

Pirates and Privateers
8 Sloops

12 Dice

Spare Tiles
1 Spare Tile of Each Type in Each Color
5 Blank Infantry Units
4 Blank Cavalry Units
3 Blank Artillery Units
2 Blank Sloop Units
2 Blank Frigate Units
2 Blank Ship of the Line Units
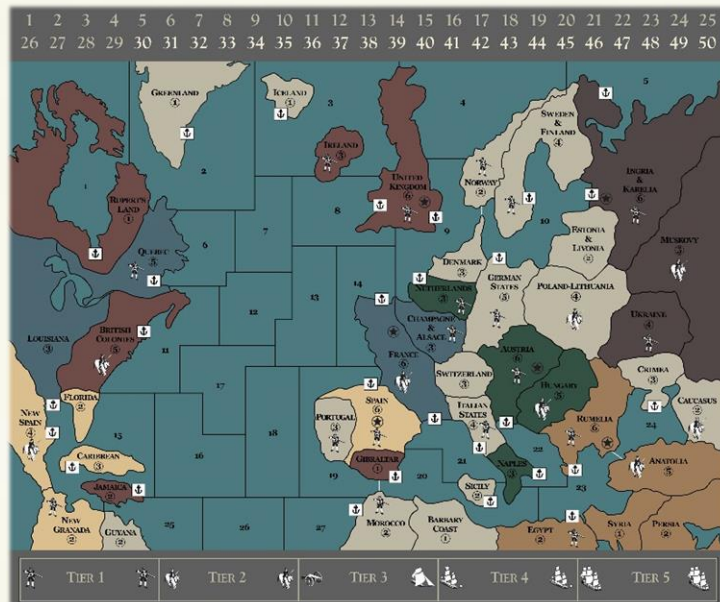1 Blank Admiral
1 Blank General

Note: This game is designed with specific limits of each unit type. The spare tiles listed are included as replacements for lost tiles, not as a means of exceeding these limits.

If more than one tile of a given type and color is lost, use the blank (white) tiles as additional replacements.

CONTENTS

PRESTIGE

The power of each player is measured in Prestige Points. You need a minimum of 30 points to declare victory, and you'll use the Prestige Tracking Board on the top of the gameboard to track scores.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50

THE GAME MAP

The Game Map is divided into 44 land territories and 27 ocean zones.

Territories

The circled number in each territory indicates its Prestige value. Your Prestige is equal to the total Prestige of all the territories you control at any point in the game.

Home Territories: The territories which make up your empire at the start of the game are your Home Territories. They are the same color as your empire's military units.

Independent Nations: Beige territories are Independent Nations which do not begin the game as part of any empire.

Your army may invade and conquer Independent Nations, but you won't know the size of their army until after you've attacked!

Non-Player Empires: Any of the playable empires not controlled by a player is a Non-Player Empire.

The territories of Non-Player Empires can be conquered using similar mechanics to Independent Nations, but with the resources of a powerful empire, Non-Player Empires will be able to call on much stronger armies for their defense!

Ocean Zones

Oceans and seas are divided into ocean zones. Oceans Zones do not contribute to your Prestige, but control of the seas can provide vital routes for moving your troops, as well as opportunities to block the movements of your rivals.

Friendly Ocean Zones: Ocean zones which contain your naval units are friendly ocean zones. You control them, and other players may not move through them without your consent.

Open Ocean Zones: Ocean zones that do not contain a player's naval units are open. All players are free to move through them.

Occupied Ocean Zones: Ocean zones which contain another player's naval units are occupied ocean zones. You may not move through them without permission from the player which controls them, though you may enter to attack and take control of the ocean zone.
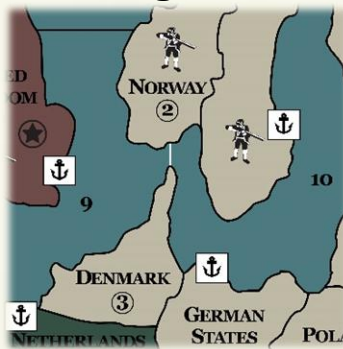
Straights

There are three narrow passages or "straights" indicated by white borders between two ocean zones. Each of these can facilitate the movement of armies and/or block the movement of navies.
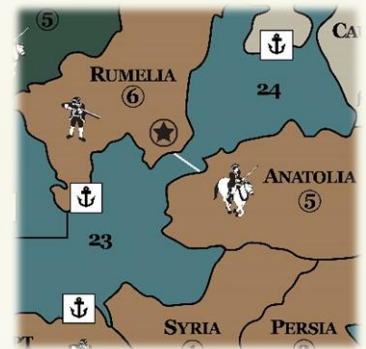
Strait of Gibraltar	Skagerrak	Dardanelles
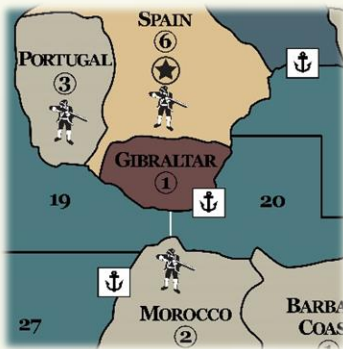
Between Ocean Zones 19 & 20
Controlled by Gibraltar & Morocco

Between Ocean Zones 9 & 10
Controlled by Norway & Denmark

Between Ocean Zones 23 & 24
Controlled by Rumelia & Anatolia

Naval units that wish to move through a straight (crossing the white line) need permission from the owner of at least one side of the straight.

Note: Independent Nations and Non-Player Empires automatically give permission for players to pass through straights.

If one player controls both territories on either side of a straight, they may treat them as if they were connected by land. Army units may march from a territory on one side of the straight to the territory on the other side.

EXAMPLE: Playing as the United Kingdom, you begin the game controlling Gibraltar, but not Morocco. Your armies are not yet able to march between Morocco and Gibraltar, and any player's navy can move between Ocean Zones 19 & 20 so long as Morocco remains independent.

 However, should you succeed in conquering Morocco without losing Gibraltar, you'll be able to march army units directly from one to the other and no navy will be able to move between Ocean Zones 19 & 20 without your permission.

Strategic Assets

The game map contains several important features in addition to territories and ocean zones.

Capital Cities: Circled star icons indicate the capital city of each empire. If your capital is conquered, you will not benefit from any cards which allow you to place free military units at your capital until you recapture it.

Port Cities: Indicated by anchor icons, port cities establish a vital link between a territory and an ocean zone. They are economic and military assets which facilitate trade and the construction of new naval units.

 They are also liabilities that must be protected, as they are vulnerable to privateers, pirates, and enemy fleets.

Unit Icons: Territories with an infantry or cavalry icon will generate one new unit of that type each turn for the player that controls the territory. These new units may be added to a territory you control, or placed in the Training & Construction Pool.

THE TRAINING & CONSTRUCTION POOL

Units which are placed in the Training & Construction Pool at the bottom of the game board will upgrade into more powerful units (one per turn) at the start of each round of play.
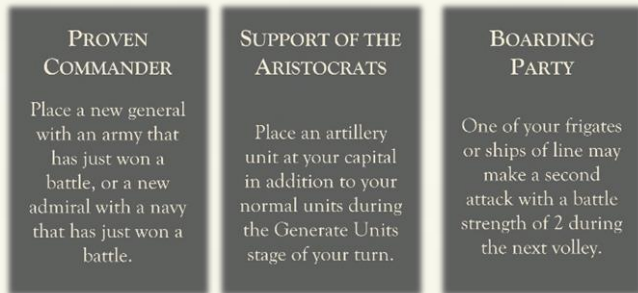
Morale Bonus Cards represent the confidence of your empire's soldiers, sailors and citizens; Event Cards model important circumstances with widespread effects, and Territory Cards are used to determine the location at which certain events occur.

Morale Bonus Cards

Used to represent your empire's morale, each of these cards grant you the following benefits:

- You may discard any Morale Bonus Cards to rally your routed units.
- Each Morale Bonus Card describes a special ability that you may activate by playing it.

PROVEN COMMANDER	SUPPORT OF THE ARISTOCRATS	BOARDING PARTY
Place a new general with an army that has just won a battle, or a new admiral with a navy that has just won a battle.	Place an artillery unit at your capital in addition to your normal units during the Generate Units stage of your turn.	One of your frigates or ships of line may make a second attack with a battle strength of 2 during the next volley.

You begin the game holding two Morale Bonus Cards, and you can earn more by winning battles and when your empire experiences certain positive events, but there are limits to your national morale:

- You may not play two Morale Bonus Cards with the same title in the same battle.
- You may not hold more than six Morale Bonus Cards at the end of your turn and must discard cards of your choice until you have no more than six.
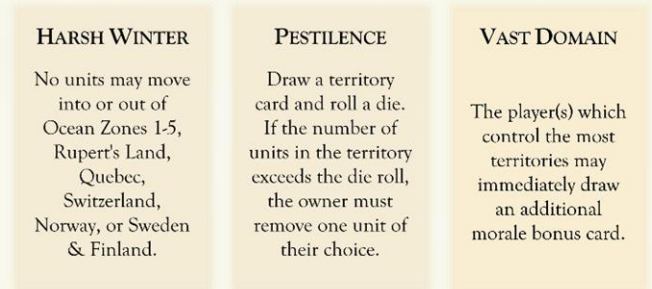
Furthermore, major defeats will reduce your morale:

- You must discard one Morale Bonus Card whenever you lose or relinquish control of any territory, unless you already have no Morale Bonus Cards.
- You can't collect new Morale Bonus Cards while another player controls one of your Home Territories. You may however continue to play cards that you have previously earned.

If the supply of Morale Bonus Cards has been exhausted, the played and discarded Morale Bonus Cards can be shuffled and re-used.

Event Cards

One Event Card is drawn at the start of each round new round, and it remains in effect until the start of the next round.

HARSH WINTER	PESTILENCE	VAST DOMAIN
No units may move into or out of Ocean Zones 1-5, Rupert's Land, Quebec, Switzerland, Norway, or Sweden & Finland.	Draw a territory card and roll a die. If the number of units in the territory exceeds the die roll, the owner must remove one unit of their choice.	The player(s) which control the most territories may immediately draw an additional morale bonus card.

These cards represent weather, disease, and changes in economic circumstances. Some events will affect all players equally, while others will benefit or harm a specific player.

Territory Cards

Certain Events will affect a single territory and they will direct you to draw a Territory Card to determine the location of the event. Each Territory Card contains the title for the affected territory and depicts its key features.

Place active Territory Cards with the active Event Card to remind players of the location.

Once an event ends, any active Territory Cards should be shuffled back into the deck of Territory Cards.

GAME SETUP

Follow these steps when setting up each new game of Six Empires:

1) Each player selects an empire to control. If multiple players wish to control the same empire, they each roll a die and the player with the lowest roll gets to control that empire. Players with higher rolls must select an empire which has not yet been claimed.

FRANCE	
PRESTIGE: 17	
ARMY UNITS	
FRANCE	3 INFANTRY, 3 CAVALRY, 1 ARTILLERY
CHAMPAGNE & ALSACE	1 INFANTRY, 1 CAVALRY
QUEBEC	1 INFANTRY, 1 CAVALRY, 1 ARTILLERY
LOUISIANA	1 INFANTRY
NAVY UNITS	
OCEAN ZONE 6	1 SLOOP, 1 FRIGATE
OCEAN ZONE 14	1 FRIGATE, 1 SHIP OF THE LINE
OCEAN ZONE 21	1 SLOOP
PLACE 2 FAMOUS COMMANDERS IN YOUR HOME TERRITORIES OR OCEAN ZONES 6, 14, OR 21.	

2) Each player takes the Setup/Reference Card for their empire and places their starting units as described on the setup side of the card. Unplaced tiles make up each empire's reserve, which will be their source of future units.

3) Each player selects two Famous Commander tiles and places them in friendly ocean zones or on territories they control. You may place two generals, two admirals or one of each type.

4) Each player chooses a Famous Commander to place on the Prestige Tracking Board at the number equivalent to the Prestige Points listed on their card. The last remaining famous commander is added to each player's reserve.

Tip: For your first game of Six Empires, it is recommended that you place a general on

your capital, an admiral with your most powerful fleet, and your second admiral on the Prestige Tracking Board.

5) Place a beige infantry unit on the 1 space of the Prestige Tracking Board. This will be the Independent Nations Marker.

6) Flip each setup card to its reference side. No further information will be needed from the setup side of the card!

7) Each player draws two Morale Bonus Cards.

Tip: Keep your Morale Bonus Cards hidden from other players, or you'll sacrifice the element of surprise!

8) Each player rolls a die. The player with the lowest roll becomes the first player. The player on the first player's left is the second player, and play order rotates clockwise until it returns to the first player.

9) All players other than the first player receive a bonus unit to place on any territory they control. Players 2 and 3 receive one infantry unit. Players 4 and 5 receive one cavalry unit. Player 6 receives an artillery unit.

Tip: If this is your first game of Six Empires, it is recommended that you place your bonus unit at your capital.

10) Draw an Event Card. This event will remain in effect during each player's first turn.

OBJECTIVE

To win the game, you must begin your turn having satisfied all three of the following conditions:

- Your position on the Prestige Tracking Board is 30 points or higher.
- You control all of your empire's Home Territories.
- You control at least one Home Territory of another player's (Home Territories of Non-Player Empires do not count).

Note: To ensure victory, you must not only achieve all three conditions, but maintain them until the start of your next turn!

MILITARY UNITS

Your military forces are represented by unit tiles. Each tile has an icon indicating the type of unit it represents and a color to indicate the empire to which it belongs.

Military units have two key factors; their battle strength indicates how likely they are to score a hit against an enemy unit, and their tier level indicates how difficult they are to produce.

Army Units

Army units can move one space to any adjacent territory, or they may embark (load) onto a naval unit to be transported and disembarked overseas.

Infantry (Tier 1)

With a battle strength of 2, infantry are the most effective when massed in large groups.

Cavalry (Tier 2)

Cavalry have a battle strength of 3, and are more likely to inflict damage on your enemies than infantry units.

Artillery (Tier 3)

Artillery have a battle strength of 4 points, but they are the hardest army unit to produce.

New army units may be placed on any territory you control.

Naval Units

Naval units move up to 3 ocean zones per turn, though they need permission to pass through straights or occupied ocean zones. They may transport one army unit per mast, per ship.

Sloops (Tier 3)

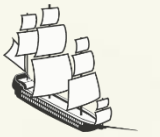Sloops have a battle strength of 2 points and can carry one army unit at a time.

Frigates (Tier 4)

Frigates have a battle strength of 3 points and can carry up to two army units at a time.

Ships of the Line (Tier 5)

Ships of the line have a battle strength of 4 points and can carry up to three army units at a time.

Naval units may be placed in open or friendly Ocean Zones linked to a port city you control.

Routed Units

There are two sides to each army and navy unit tile. The normal or "ready" side is the default side. The "routed" side depicts the unit's silhouette and indicates a unit that has lost confidence and is not fighting.

Units that are hit by enemy fire are flipped to their routed side. There will be opportunities to rally your routed units (restore them to the ready side) but they will not fire on the enemy until they are rallied, and any units which remain routed at the end of a battle are lost and returned to their owner's reserve.

FAMOUS COMMANDERS

Trusted and respected leaders, Famous Commanders do not fire on the enemy, but they can inspire and encourage routed units during a battle.

Generals:

Generals rally army units. They can march with their armies and they can be transported on ships, though they can't rally units when they are at sea.

Admirals:

Admirals rally navy units. They can sail with their fleets and they can march with armies, though they can't rally units when they are on land.

Famous Commanders can't be routed during a battle, but they can be lost. If the last army unit in a general's army, or the last navy unit in an admiral's fleet is routed, that Famous Commander will be lost as well.

A Famous Commander's ability to inspire requires more than simple training and must be drawn from a record of success. New commanders may only be created with the "Proven Commander" Morale Bonus Card.

Each player completes their turn in the following order:

Stage 1 – Mobilize Units

You may move any of your units from the Training & Construction Pool to the game map. Army units may be placed on any territory you control, and navy units can be placed in any friendly or open ocean zone linked by a port city to a territory you control.

Note: If you have a Ship of the Line in the Training & Construction Pool, it cannot be upgraded any further and you must place it this turn. If you lack access to an ocean zone in which it can be placed, it is lost and removed from the board.

Stage 2 – Generate Units

Collect one unused unit tile corresponding to each unit icon in each territory you control. Place them directly onto the game map or into the Training & Construction Pool.

Note: Your empire is limited in the number of each type of unit it can command and supply. If an unused tile for a given unit type is not available, you miss out on generating units of that type until a tile becomes available through casualties or upgrades.

Army units placed directly on the game board must be placed in a territory you control. You may place units in any combination of territories you please. If you generate three units, you may place them all in a single territory, divide them among three territories, or anything in between.

Put any units you place in the Training & Construction Pool on the tier corresponding to their unit type.

Stage 3 - Move Units

Move any of your unit tiles on the game map. You may move as many or as few of your units as you wish, though no unit may move more than its full movement range.

Be sure to complete all of your moves before you resolve any battles. You will not be allowed to make any moves once you begin resolving battles!
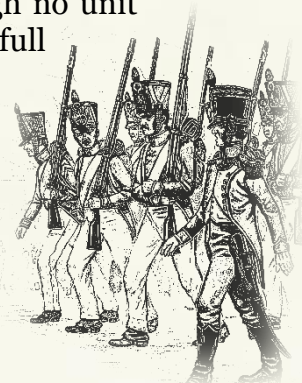
Stage 4 - Resolve Battles

A battle must be fought in each territory your army units have invaded, and in each ocean zone your navy units share with other player's navies. You may select any of the battles to be resolved first. Once its outcome has been determined, you continue to select and resolve battles one at a time until there are no remaining battles to resolve.

Be sure to collect one Morale Bonus Card for each battle you win. Keep in mind that your fellow players will collect a Morale Bonus Card for each failed attack you make against them.

Tip: The order in which you resolve battles can be an important decision. It is generally wise to resolve the battles you have the best chance of winning first. This will enable you to collect Morale Bonus Cards that may help you in the more difficult battles.

End of the Round

Once each player has completed their turn, the following steps must be taken before beginning the next round:

1) Move the Independent Nations Marker up one point on the Prestige Tracking Board.
2) Replace each unit in the Training & Construction Pool with a unit tile from the next highest tier. If a unit tile of the next highest tier is not available, the upgrade is stalled, and the unit remains as it is for one turn. When your unit is moving from tier 2 to tier 3, you must choose to upgrade it to a sloop or an artillery.
3) Remove the existing Event Card from play and place it in the event discard pile.
4) Return any Territory Cards that have been drawn to the Territory Card deck and reshuffle it.
5) Draw a new Event Card, which takes effect immediately, and remains in effect until a new one is drawn at the end of the next round.

TRANSPORTING ARMY UNITS THROUGH OCEAN ZONES

Your navy can transport your army through ocean zones. Army units can embark (load) onto naval units in any ocean zone adjacent to their territory. Place army unit tiles on top of a navy unit to indicate that it is on board that ship. Embarked units can be transported as far as the naval unit that carries them is able to move. They can be disembarked (unloaded) onto any territory adjacent to the ship's ocean zone.

EXAMPLE 1: *Playing as the Ottoman Empire, you have a sloop in Ocean Zone 23, with an infantry unit in Rumelia and a cavalry unit in Anatolia. Sloops can only carry one of these units at a time, but both territories border Ocean Zone 23 so you could choose to load either of them onto the sloop.*
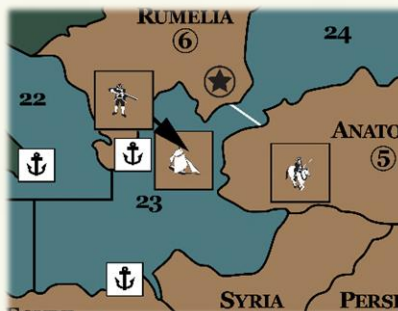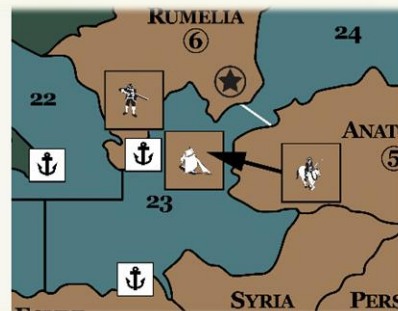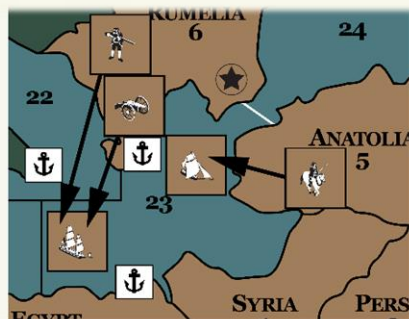
EXAMPLE 2: *You have a sloop and a frigate in Ocean Zone 23, with an infantry and artillery in Rumelia and a cavalry in Anatolia.*
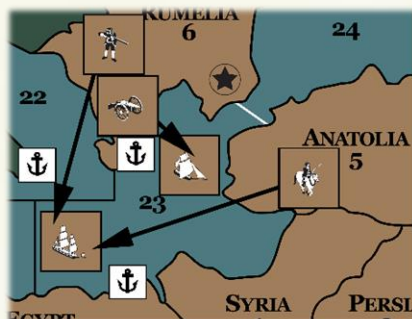
You can embark any combination of up to three units from Rumelia and/or Anatolia.

The frigate can carry two land units and the sloop will carry the third unit.

Army units on ships move at the ships speed (three ocean zones per turn) rather than their normal marching speed. Therefore, an army with a strong navy ready to support it will be able to move faster, circumvent enemy strong points, and reach territories they otherwise could not.

Rules for Transporting Armies on the Seas

- Each naval unit may carry one army unit per mast per turn. Single-masted sloops carry one unit per turn; double-masted frigates carry no more than two, and triple-masted ships of the line may not carry more than three units per turn.
- Famous Commanders can be transported in addition to the total number of army units a ship can carry. They represent a single man rather than an entire unit.
- Embarking and disembarking does not affect a naval unit's movement. Naval units may make any number of moves before or after embarking or disembarking units, so long as they do not move more than three total spaces in one turn.
- If a naval unit is lost in battle while transporting land units, all units on board are lost with it.
- Army units may not be transferred from one naval unit to another while at sea.
- Embarking and disembarking each requires half of an army unit's move. Army units can't march from one territory to another on the same turn that they embark and/or disembark from a ship, however, they may both embark and disembark in the same turn.
- Army units may not disembark in an ocean zone occupied by another player's fleet and resolving a naval battle ends the Move Units stage of your turn. You must defeat the enemy fleet on one turn and disembark on the next if you wish to unload from that ocean zone.
- Naval units that have disembarked units may not embark new units until the following turn.
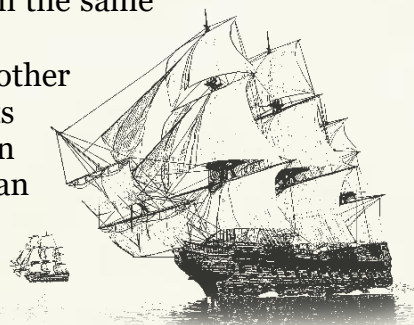
You may invade new territories to expand your empire and attack rival navies to gain control of ocean zones and eliminate the threat of enemy naval units.

Conquering New Territories

To attack a territory, you must move at least one of your army units into it.

Though you can attack a territory with a single unit, it will be unlikely to succeed, as it will have to defeat any units which are already in the territory, plus any forces which are mustered.

You may invade a territory with as many units as you can move into it during the Move Units stage of your turn. All your units will form one invasion force and fight together against the defenders, even if units originate from multiple territories!
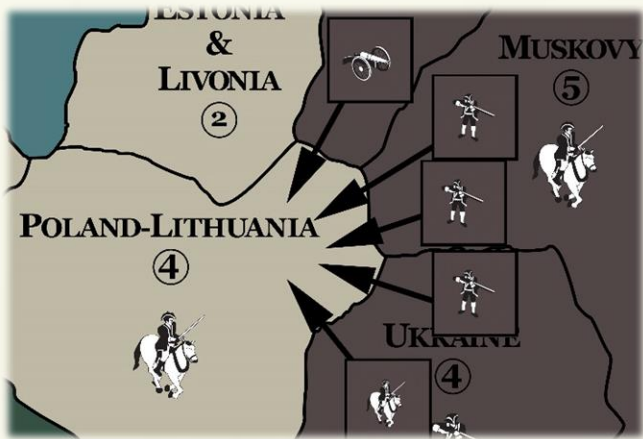
EXAMPLE: *Playing as Russia, you invade Poland-Lithuania from three different territories during the Move Units stage of your turn. All five of your units will make a single attack against the Polish army during the Resolve Battles phase of your turn.*

If your invasion succeeds, the territory is absorbed into your empire and its Prestige Value is added to your score. Its port cities now benefit your economy and any units it generates will benefit your military.

If you retreat from a battle, (see page 10) all of your remaining units must retreat to one adjacent territory or friendly ocean zone, even if your invasion originated from multiple points.

If you lack a safe route of retreat, all of your retreating units are lost and are returned to your reserve!

Maintaining Control

A minimum of one army unit is required to control any territory other than your Home Territories. If you complete the Move Units stage of your turn with no units in a territory you have conquered, it will revert to its original owner's control! You'll lose Prestige and you'll have to discard a Morale Bonus Card for losing a territory!

Tip: *You may move every unit out of a conquered territory and still maintain control by moving in a unit from a neighboring territory before completing the Move Units Stage of your turn.*

Attacking Enemy Fleets

You may attack enemy navies by moving into their ocean zone. You may move naval units from multiple ocean zones into a single ocean zone to make an attack as one fleet, but if you retreat, all units must retreat to a single friendly or open ocean zone.
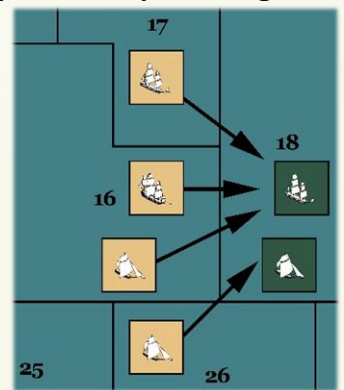
Naval Attacks on Port Cities

When your army invades a territory with a port city, any naval units which are in the ocean zone connected to the port city may join in the battle.

You may add as many or as few naval units as you wish to the battle. They will increase your firepower, but you'll risk losing them!

When invading territories with multiple port cities, you may only support the battle with naval units from one ocean zone (attacker's choice) and naval units can't be used to support an invasion on the same turn that they've attacked an enemy fleet.

If your last army unit in a battle is routed, any remaining naval units must retreat immediately after the defender's volley.

Note: *Naval units can only support an army when attacking.*

RESOLVING BATTLES

Move all units involved in the battle from the game board to one of the four battle cards. These cards are divided into three vertical columns corresponding to the battle strengths of army and navy units. Each unit must be placed on the column corresponding to its battle strength. Infantry and/or sloops on the 2 column, cavalry and/or frigates on the 3 column, artillery and/or ships of the line on the 4 column.

The defender's units are placed on the top half of the battle card and the attacker's units are placed on the bottom.

Note: *In a naval battle, army units which are being transported by ships do not participate in the battle, and therefore are not placed in columns corresponding to their strengths. Instead, keep their tiles on top of the ship that is transporting them. If a ship is lost, any units it is transporting are lost with it.*

Battle Overview

Battles proceed in a series of volleys, during which each ready unit on one side fires. The defender fires the first volley. Any of the attacker's units that are hit during this volley become routed, and they will not participate in the battle until they are rallied.

Following the defender's volley, the attacker may fire their own volley or choose to retreat. The battle continues with each side firing alternating volleys until either the attacker retreats or one side is eliminated.

In-Column vs Cross-Column Hits

Units involved in a battle fire at opposing units in their own column, referred to as "In-column" hits. When your units receive in-column hits, you choose which units are routed first.

EXAMPLE: *The enemy's infantry has scored three hits against your attacking force which consists of two infantry units supported by two sloops. You must route a total of three units, but you may choose any combination of three units from your infantry and sloops which will be routed.*
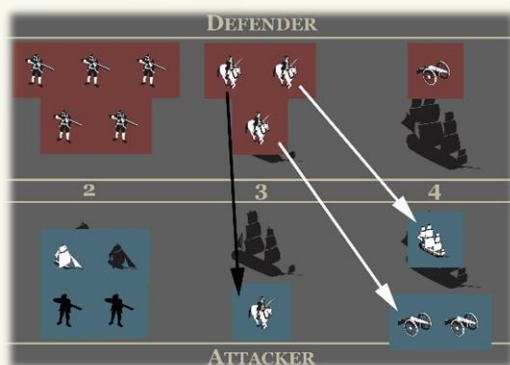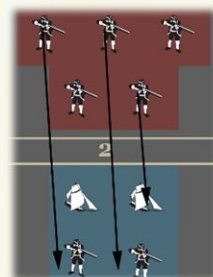
If all opposing units in a column have been routed, the remaining units in that column inflict "cross-column" hits. When your units receive cross-column hits, your enemy chooses which of your units they wish to route.

EXAMPLE: *You have only one unit in the 3 column, but your opponent's cavalry score 3 hits against you. The first of these hits is assigned to your unit in the 3 column, (black arrow) but your enemy may choose to assign the remaining hits to any army or navy units in the battle (white arrows).*

Battles Step by Step

Take the following steps to determine the outcome of each battle:

Step 1 - Battle Set Up: Place all units on their proper location on the battle card. You may place any of your Famous Commanders involved in the battle in any column you choose. If you have more than one commander of the same type in a battle, you must place each one in a separate column.

If both players have commanders in the same battle, the defender must place their commander(s) before the attacker.

Roll any dice which are required to determine the composition of any militias, independent armies, or Non-Player Empire armies (more details on pages 10 & 11) and place those units in their appropriate columns.

Step 2 - Defender's Volley: The defender begins their volley by rolling one die for each of their ready units in the 2 column. For example, if the defender has three infantry units, they roll three dice, if they have four infantry, they roll four dice. For any roll that is equal to or lower than the column number (2), the defender has scored a hit, which causes one enemy unit to route.

The defender next rolls one die for each of their un-routed units in the 3 column, scoring a hit for each roll of 3 or less, and finally rolls one die for each of their un-routed units in the 4 column, scoring a hit for any roll of 4 or less.

Keep in mind that for all hits, the attacker chooses which units are routed for in-column hits, and the defender chooses which units are routed in the case of cross-column hits.

Note: Famous Generals and army units being transported on ships do not participate in a naval battle and cannott be routed during the battle, even by a cross column hit.

Step 3 - Attacker's Choice: Following the defender's volley, the attacker may retreat (3a) or remain in the battle (3b).

3a) Attacker Retreats: If the attacker retreats, all routed units are removed from play and returned to their owner's reserve.

The defender's remaining units are restored to the territory or ocean zone in which the battle occurred.

Attacking navies may retreat to an adjacent ocean zone which is either open or friendly.

Attacking armies may retreat to an adjacent territory which is already under the attacker's control. Army units may also retreat to naval units in an adjacent friendly ocean zone, but only if there are enough ships to carry all of the remaining units at once.

Units that lack a safe path for retreat are returned to their owner's reserve.

3b) Attacker Rallies: The attacker may now rally (restore) routed units. One routed unit of any type may be restored for each Morale Bonus Card the attacker discards.

Each of the attacker's Famous Commanders may rally one unit with which they share a column. However, generals cannot rally navy units, and admirals cannot rally army units, even if they share a column.

Furthermore, Famous Commanders must have at least one ready unit in their column to be effective. If the last army unit in a general's column, or the last navy unit in an admiral's column is routed, that commander is no longer able to restore units.

Tip: If all units in your Famous Commander's column have been routed, you may discard a Morale Bonus Card to restore a unit in that column. This reactivates the commander's ability to rally troops, enabling him to restore a second unit!

Step 4 – Attacker's Volley: The attacker fires a volley following the same steps as the defender's volley, except that the attacker fires and the defender's units receive the hits.

Step 5 – Defender Rallies: The defender may discard Morale Bonus Cards and use their Famous Commanders to rally their units using the same rules as the attacker.

Note: Defending armies may only retreat by using the Fighting Withdrawal Morale Bonus Cards. Defending navies may not retreat.

Step 6 - The Battle Rages: Repeat steps 2 through 5 until a player retreats or only one player has ready units remaining.

If your opponent has no ready units remaining you've won the battle! Return all of your remaining ready units to the territory or ocean zone in which the battle occurred. (All routed units are returned to their owner's reserve.)

The Aftermath

The player which has won the battle collects one Morale Bonus Card if they control all of their Home Territories.

If a territory has been conquered, increase the attacker's score on the Prestige Tracking Chart by the value of the territory. If a territory has been taken from another player, that player must discard one Morale Bonus Card (if they are holding any) and reduce their Prestige by the value of the territory.

MILITIAS AND REBELLIONS

Your loyal citizens can fight side by side with your army to help defend your Home Territories, but citizens that view you as an oppressor may take up arms against your empire.

Militia

You can count on a militia of loyal citizens to help defend your Home Territories from an attack.

Roll a die to call militia. The number you roll is added to the Prestige of the territory your are defending. The combined value of the die roll and prestige is you "Muster Score."

You'll receive militia units according to your score on the Muster Chart located on your Reference Card:

MUSTER CHART	
2	1 INFANTRY
3	2 INFANTRY
4	1 INFANTRY, 1 CAVALRY
5	3 INFANTRY
6	2 INFANTRY, 1 CAVALRY
7	2 INFANTRY, 1 ARTILLERY
8	1 INFANTRY, 1 CAVALRY, 1 ARTILLERY
9	4 INFANTRY
10	3 INFANTRY, 1 CAVALRY
11	3 INFANTRY, 1 ARTILLERY
12	2 INFANTRY, 1 CAVALRY, 1 ARTILLERY
13	3 INFANTRY, 1 CAVALRY, 1 ARTILLERY
14	3 INFANTRY, 2 CAVALRY, 1 ARTILLERY

EXAMPLE: You have called for militia in Quebec (Prestige value of 5). You roll a 3, resulting in a muster score of 8 (5 points for the Prestige value of Quebec plus 3 points for your die roll). Your militia will consist of one infantry unit, 1 cavalry unit, and 1 artillery unit.

Use beige unit tiles to represent militia units. They will behave exactly as army units of the same type during a battle, but any militia which remain when the battle ends will return to their homes and are removed from play.

There is no limit to the number of times you can call for militia in any territory, but you must make a new call with a new die roll each time the territory is invaded. Receiving a strong militia once is no guarantee you'll have one the next time!

Rebellions

Rebellions can be triggered by Event Cards or by enemy spies working to undermine you.

REBELLION!

Draw territory cards until you've drawn a territory owned by a player. This territory has rebelled. (See page 11 of the game manual.)

SPIES FOMENT DISCONTENT

Initiate a rebellion in any territory controlled by another player. (See page 11 of the game manual.)

The same muster chart that is used for militia is used to determine the size of a rebellion, and the rebel units are once again represented by beige unit tiles.

EXAMPLE: Netherlands (Prestige 3) rebels. The owner of Netherlands rolls a 4, resulting in a score of 7 (3 for the Prestige value plus 4 for the die roll). The rebellion will consist of two infantry units and one artillery unit.

Rebels immediately attack any units in their territory. If you experience a rebellion, move your units in the territory and the rebel units to a battle card to resolve the battle, even if it is not currently your turn. Rebels are treated as the attacker in the battle, and the player to your right will roll the die/dice on their behalf.

You may not call for militia to help defend a territory against a rebel army. If a rebellion occurs in a territory with no units to defend it, the rebels automatically succeed in conquering the territory.

If the rebels win the battle you lose control of the territory and must discard one Morale Bonus Card and reduce your score on the Prestige Tracking Board.

A rebellion that succeeds in a territory you have conquered has driven you from their lands, and the territory returns to its state at the start of the game.

A rebellion that succeeds in one of your Home Territories has founded a new nation. The rebel army remains in the territory, and any units generated by the territory are added to the rebel nation's forces each time you generate units.

INVADING INDEPENDENT NATIONS AND NON-PLAYER EMPIRES

The armies of Independent Nations and Non-Player Empires are not permanently represented on the game map. Instead, the strength of their defense is determined when you commit to an attack against them.

Independent Nations

When you attack an Independent Nation, the size of their army is determined using the same muster chart as militia and rebellions, but Independent Nations receive two bonuses:

- The position of the Independent Nations Marker on the Prestige Tracking Board is added to their muster score.
- A territory with a cavalry or infantry icon receives an additional unit of that type.

EXAMPLE: *You attack German States (Prestige 5) and roll a 6. The Independent Nations marker on the Prestige Tracking Board is currently at 1, bringing the muster score to 12 (5+6+1). The army you face will consist of 2 infantry, 2 cavalry, 1 artillery (based on a score of 12) plus an additional infantry because German States has an infantry icon, for a total of 3 infantry, 2 cavalry, and 1 artillery.*

Non-Player Empires

Powerful Non-Player Empires have more resources than Independent Nations, and will have even stronger armies for their defense.

When you attack a Non-Player Empire, it generates armies as an Independent Nation would, but with an additional army unit of each type added to the total.

EXAMPLE: *You attack Hungary (Prestige value 5) and roll a 2. The Independent Nations Marker is at 3, bringing the total score to 10 (5+2+3). The army defending Hungary will consist of 3 infantry and 1 cavalry based on the muster score, plus one cavalry for the unit icon in Hungary, as well as an additional infantry, cavalry and artillery for a total of 4 infantry, 2 cavalry, and 1 artillery.*

If an attack on an Independent Nation or Non-Player Empire fails, their army is removed from the board and a fresh army is created the next time the territory is attacked.

Note: *14 is the maximum allowable muster score. If an Independent Nation or Non-Player Empire scores above 14, they will receive units as if they had scored a 14.*
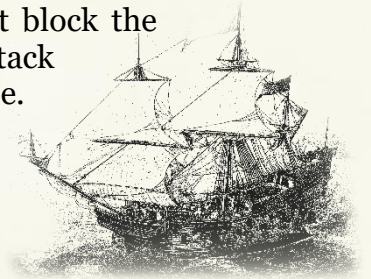
PRIVATEERS

You may place a beige independent sloop on top of any port city controlled by another player when you play the "Privateers" Morale Bonus Card. These are independent sailors which harass the commercial shipping of a rival. The Prestige of the player you attack with privateers is reduced by two points, and the affected port city can't be counted toward any Commercial Dominance event bonuses while the privateers are on the board.

Even though you hire privateers, they are independent sailors and not part of your fleet. Use the following rules to govern privateers on the board.

- A port city can't be harassed by more than one privateer sloop, but multiple privateers can exist in one ocean zone if they are placed on different port cities.

- Privateers will flee pirates. You may not place privateer sloops in any ocean zones containing pirates, and any privateers that are in an ocean zone when pirates appear must be removed from the board.

- If a port city changes owners, any privateers which are harassing it have completed their mission and are removed from the board.

- Privateers will not assist you in naval battles, though they can be attacked by any player.

- You can't move privateers to a new port city after you have placed them.

Privateers are located at a port city, not an ocean zone. They will not block the movements of any players naval units, and you are not required to attack them, even if your naval units end their movement in the same ocean zone.

However, you may choose to attack privateers sharing an ocean zone with your naval units during the Resolve Battles stage of your turn. Privateer ships are sloops which will fight with a battle strength of 2, and you can capture them with the "Captured Ship" Morale Bonus Card.
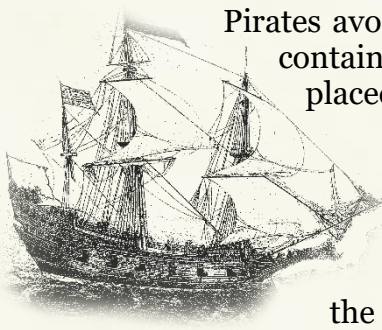
PIRATES

Pirates are triggered by Event Cards and are represented by the same beige independent sloop tiles that are used for privateers. There are two types of pirates, both of which harass players for one turn before going back into hiding and are removed from the board.

Barbary Pirates: These pirates threaten the vital trade routes of the Mediterranean Sea. If you control any of the port cities linked to Ocean Zones 20, 21, 22 or 23 while Barbary Pirates are on the board, you will generate one fewer unit of your choice during the Generate Units stage of your turn.

Caribbean Pirates: These pirates raid the port cities of the Caribbean Islands, Jamaica, and Louisiana. If you control any of these territories when Caribbean Pirates are on the board, you will generate one fewer unit of your choice during the Generate Units stage of your turn.

Pirates avoid well trained navies. If the ocean zone in which pirates are to appear contains any player's naval units when the Event Card is drawn, no pirates are placed on the board, and no player suffers a penalty.

Furthermore, pirates do not control ocean zones, and any player can ignore pirates for the purposes of movement. However, naval units that are in the same ocean zone as a pirate sloop at the end of the Move Units stage of your turn must attack the pirates.

Pirate sloops have a battle strength of 2 and can be captured with the "Captured Ship" Morale Bonus Card.

Note: The effects of a pirate sloop are eliminated if it is routed or captured by a player. If one of your fellow players eliminates a pirate sloop, you will suffer no penalty from pirates this round.

COMMAND AND CONTROL OF NON-PLAYER FORCES

The player to your right should roll the dice on behalf of any non-player military forces you engage in battle (Rebels, Independent Nations, Non-Player Empires, Privateers and Pirates). Non-player forces will use the following guidelines when inflicting cross-column hits:

On Land

Rebels, Independent Nations, and Non-Player Empires will choose to hit units with the highest battle strength first, and will also choose to the highest tiered unit within a battle column. Therefore, they inflict cross column hits in the following order:
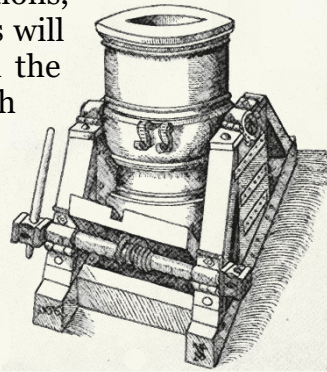
1) Ships of the Line
2) Artillery
3) Frigates
4) Cavalry
5) Sloops
6) Infantry

At Sea

Pirates and privateers will hit the ship with the highest battle strength first. When choosing between ships of equal strength, they will select the ship that is transporting the highest combined tier value of army units.

EXAMPLE: *A frigate transporting an infantry (Tier 1) and an artillery (Tier 3) is carrying a combined value of 4 (1+3), a frigate carrying two infantry has a value of 2. (1+1)*

RULES FOR HEAD-TO-HEAD GAMES

In a two-player game, each player commands two empires! The first player selects an empire they wish to control, the second player will then select both of their empires, followed by the first player selecting their second empire.

Each player may choose the order in which they take turns for their empires during the first round, but once the order is set, it repeats until the end of the game.
    Each of the second player's empires receive a bonus infantry to place during set up. The first player's second empire (fourth empire in turn sequence) receives one bonus cavalry during set up.

To declare victory, one player must satisfy each of the following conditions and maintain them throughout both of their opponent's next turns.

- Both of their empires control all of their own Home Territories.
- At least one of their empires controls at least one of the other player's Home Territories.
- The Combined Prestige for both of their empires is 56 points or higher.

Both players may use each empire they control to coordinate and assist each other, but they may not place units of both empires together in a single territory or sea zone without resulting in a battle, and they must maintain separate hands of Morale Bonus Cards for each empire.

In this purely adversarial version of Six Empires, you assume full command of any non-player force which opposes your rival. You may select cross-column casualties on behalf of rebels, Independent Nations, Non-Player Empires, pirates, and privateers which are in a battle with your enemy.

ALTERNATE VICTORY CONDITIONS

Any combination of the following may be agreed to by all players as alternate game scenarios:

Round Limit: All players agree to a set number of rounds that will be played. The game ends when the Independent Nations marker moves past that number.

The player with the highest Prestige which still controls all of their own Home Territories wins the game. If no player controls all of their Home Territories, the player with the highest Prestige wins.

Fast Game: The position of the Independent Nations marker is subtracted from the victory points that are required to win (29 Prestige Points are required for victory during the first round, 28 during the second round, etc.).

Faster Game: If a player achieves all three victory conditions during their turn, each player (including the player that has achieved the victory conditions) gets one additional full turn, and the player with the highest Prestige which still controls all of their own Home Territories wins the game.

If no player controls all of their Home Territories, the player with the highest Prestige wins.

Fastest Game: The game ends when any player achieves all three victory conditions. No player is required to maintain them for an entire round.

ADVANCED RULES

Any of the following rules may be added to the game by agreement of all players before the start of the game. These rules are listed in the order in which the GameSmiths recommend adding them.

The Tides of Fate: Players roll a die to determine which empire they will play:

1 = United Kingdom   4 = Austria
2 = France   5 = Ottoman Empire
3 = Spain   6 = Russia

If a player rolls for an empire that is already taken, they roll again until they roll for an empire that has not yet been claimed.

En Masse Attacks: You may group units of the same type together to make a single powerful attack which is equal to the total battle strength of the entire group. (Two sloops grouped together roll one die for 4 or less instead of two die for 2 or less.)

A group that reaches or exceeds 6 points of battle strength, score one hit for each six points and roll a die for any remaining points. Five artillery have a combined battle strength of 20, giving three guaranteed hits, with an additional attack that scores a hit at 2 or less. (20/6 = 3 with a remainder of 2).

National Morale: Add one point to your militia muster score if you hold three or four Morale Bonus Cards. Add two points if you hold five or more.

Loyalists: You may reduce the muster score of a rebellion against you by one point if you hold three or four Morale Bonus Cards. If you hold five or more cards, you can reduce their score by two points.

You cannot reduce a rebellion's muster below the minimum score of 2.

A Broken Staff: Militia units are removed from a battle when hit and can't be rallied under any circumstances.

Centers of Control: If you do not control your Capital at the start of your turn, you must roll a die for each non-Home Territory you control. Any territory for which you roll a 6 will rebel against you.

Successful rebellions remain on the board until defeated, even if you regain control of your capital.

Scuttled Ships: During the Generate Units stage of your turn, you may use a port city you control to convert your naval units in the ocean zone to which the port city is linked into an army unit on the territory to which the port city is linked.

You receive one infantry unit for each sloop which is converted, one artillery for each frigate, and one infantry plus one artillery for each ship of the line.

Fealty to the Empire: When a rebellion occurs in your Home Territory that is controlled by another player, you may use your units to represent the rebels if you have enough units in your reserve. You will roll the dice for them as well as choose any cross-column casualties they inflict. If you win the battle, the rebels remain on the board as your units and you regain control of the territory.

Safe Harbors: Your naval vessels in ocean zones linked to a port city you control may withdraw into the port to avoid attack. Stack the unit tiles on the port city icon to indicate that the ships are in port.

Your vessels in port can't control ocean zones and can't return to sea until your next turn, and only if the ocean zone is open, friendly, or the player which controls it will allow you to pass through it.

If the territory containing the port city is captured, the ships in the port are lost.

Local Recruitment: Generated units that aren't placed in the Training & Construction Pool can only be placed on the territory that generated them.

Supply Limit: The maximum number of army units any territory can sustain is equal to double the territory's Prestige value. Players must begin their turn by moving one unit of their choice from each territory they control which exceeds this limit to their reserve.

Non-Player Morale: Any Independent Nation, Non-Player Empire, or rebel army that wins a battle gains an infantry unit for the next battle. Place the unit tile on the territory and add it to any army that is mustered during the next battle.

The Kingdom of Denmark-Norway: Add two points to the muster score of the Independent Nations of Denmark and Norway when both territories remain independent.

The Hand That Feeds: Any player which controls Barbary Coast during the Generate Units stage of their turn will not be affected by the Barbary Pirates event.

Blockades: You may blockade enemy port cities by placing your naval units over them. The Prestige of the port city's owner is reduced by two points per blockaded port city, and blockaded port cities don't count toward a Commercial Dominance event bonus.

Blockading naval units don't control ocean zones, but they can be attacked by other players or drawn into a battle in the ocean zone when other units of their navy are attacked.

New naval units placed in a blockaded port city may not move through the ocean zone until the blockading ship(s) are defeated.

All Hands: Ships carrying army units may reroll one die. Flip the topmost army unit over to its routed side to indicate that this ability has been used.

This ability may only be used once per ship per battle, regardless of the number of units it is transporting. If the ship survives the battle, restore the land unit to its normal side.

Inspiring Stands, Dispiriting Failures: You may rally one routed unit of your choice each time you roll a 1 during your volley. However, you must route one of your units each time you roll a 6.

When using this rule, Independent Nations and Non-Player Empires will restore their units in the same order they would choose to inflict cross-column hits and will route their own units in the reverse order.

Complete Conquest: Players that control every territory of any color may call for militia to defend those territories as if they were their own Home Territories.