

Empires

The D6 Edition

**TASTER
ONLY**

From

War of Life Gaming



Why play Empires?

***Empires* is a tabletop war-game that focuses on the eras before the World Wars; including:**

- Napoleonic's
- Romans
- Greeks
- Egyptians
- Medieval era's and more

Any scale of units can be used. The rules were tested using 28mm and 1:72 scale models, but smaller or larger scales will not impact on the game as long as all players use the same scale models.

Empires is suitable for all war-gamers, beginner or veteran; as the rules can be basic or advanced depending on how many upgrades are taken for each unit.

Empires uses blocks of infantry or cavalry instead of loose formation models, i.e. units move as one, base touching base on movement trays. Movement trays can be bought from any good hobby store, or can be made using premeasured balsa wood. A movement tray should be able to allow a set number of troops to fit onto it without any soldiers falling off the base. A movement tray will allow ease of movement around a gaming table, and will save time when moving a large number of models.

This game uses D6 dice (a dice with six sides) to determine outcomes. In the unit profiles and unique rules, there will be modifiers which affect a dice result e.g. Light Armour, which increases the difficulty for archers when shooting at a unit wearing Light Armour by increasing the roll required to kill from 5+ to 6+ on the D6; this is shown as +1 shooting skill. Whereas, if the unit of archers were crossbowman instead, the crossbow negates armour modifiers by -1, therefore a unit with Light Armour would not gain the benefit from that armour, so the D6 result would remain as 5+. Please note, regardless of modifiers, no D6 result can be reduced further than 2+ as a result of '1' is always a fail, however, a D6 requirement of over a 6+, will always 'hit' on a '6' regardless.

Equipment required

What do I need to play?

- Table/floor, preferably 6x4ft
- Tape measure: *Empires* is played in inches (“)
- Same scale models as opponent
- Rule book, *Empires* hopes that all arguments can be settled without the rule book, but sometimes the rule book may be needed for clarification.
- A coin or the ability to play Rock/Paper/Scissors
- Appropriate amount of scenery
- An army list created by each player
- A sufficient number of D6; around 20.

Setting up

To set up the table, place scenery such as trees, rocks, hills, rivers or bridges, over the board, there should be an equal supply of scenery on each half of the gaming table.

Then players decide who will deploy first, this can be decided by a coin, dice throw, or playing the Rock/Paper/Scissors game.

The player who wins, can choose to deploy first, decides what side of the table to deploy on, and begins the turn first.

Army list

An army list is an inventory of units that are going to be used in your game with the chosen upgrades and equipment. An army list is also an aid to the player to check any upgrades taken that they may have forgotten to pay for!

An army list should have these items labelled:

- The units,
- Any non-standard upgrades taken on each unit,
- Where and when units will be arriving on the board for road maps etc,
- Total point cost for the army

An army list should be written before the game has started, and should match the allocated points allowed for the game.

The number of points to be played should be decided between the players, the typical game is between 2000 to 4000 points per army.

Here is a simple example of an army list:

<u>Unit:</u>	<u>Upgrades:</u>	<u>Total Cost:</u>
20 Trained Heavy Troops	Blind Fury Castle Forged Steel	430
10 Elite Standard Troops	None	140

Winning conditions

The aim of *Empires* is to destroy the enemy completely, or cause the most damage to the enemy either quantified by the number of units left on the board, or the likelihood of winning if the game was played for any more turns.

Each unit's destruction grants one victory point. Any unit which holds a standard bearer will give two victory points in total, and a unit destroyed with the company banner will grant three victory points in total to the opponent.

A unit routing at the end of the game also grants one additional victory point. i.e. A routing unit will donate one victory point to the opponent even though they have not been destroyed in battle.

Any banner the routing unit holds also counts towards the total victory point's e.g. a routing unit is holding a company banner, therefore the unit donates one point for routing at the end of the game and a further two for the company banner being lost bringing the total to three victory points, same as if the unit was destroyed.

Game Sequence

The game is controlled by turns, this is the process where a player finishes a sequence of steps; once the last of the steps has finished, a turn has finished. Once both/all players have finished their sequence of steps, a whole turn has finished.

The number of turns to be played should be decided before play, but a minimum of six turns is recommended.

The game sequence which decides a turn for *Empires*, has three main steps:

1. Manoeuvring Step

Units move or pivot ready to charge an enemy, align themselves to receive an impending charge, or get into range to loosen arrows!

2. Shooting Step

Units able to shoot, can shoot their arrows, to knock down enemy units, or pick off units to force them to flee.

3. Melee Step

Units can now charge into the enemy, will it be a diversion or the main attack.

Manoeuvring Step

In this step, units are able to move for strategic advantage, or to bring them into range of the enemy.

To move, use the measuring tape measure from the front of the unit's base, and place the unit at the appropriate move distance, this can be seen in the unit's characteristic line (found later in the rules).

Basic movement:

- Troop 6"
- Light Cavalry 12".
- Warmachine 0"
- War Elephants 6"

A unit can 'pivot' on the spot up to 90°, without a movement penalty. A unit can pivot 45°, move and then pivot another 45° for example.

A unit which cannot shoot, or does not wish to shoot, may *march*; this allows a unit to move double its normal movement speed. A unit that *marches* cannot pivot or charge in the same turn.

A warmachine is unable to move and shoot, but can pivot any direction in the Manoeuvring Step.

Shooting

A unit can shoot if the unit did not *march*, is in range of an enemy unit, and can see the enemy unit.

Being able to see the enemy unit is done by line of sight. To determine line of sight, look behind the unit shooting, if the majority of the unit can see the enemy unit, then the enemy is in line of sight.

To shoot/fire with a unit, check the distance between the unit and the enemy unit, taking into account how many archers/musketeers are in range and whether it is in line of sight. Example, Twelve archers are in range of a unit of Troops, therefore twelve archers can shoot.

Shooting can be premeasured at any time, meaning that a player can check to see if their chosen unit is in range before firing.

Once unit numbers that can shoot has been established, take the unit's Shooting skill, subtract any modifiers, and roll the score needed to hit on the D6, either the same or above the required result will remove an enemy model.

Example: Twelve archers are in range, and have a 6+ shooting skill, with no modifiers; so twelve D6 are thrown; six archers successfully wound the enemy models, therefore six enemy models are removed.

Modifiers will affect the unit's accuracy; this can be due to dense terrain such as forest, or other large models interfering with line of sight.

Terrain modifies accuracy by increasing 1 to the unit's shooting skill i.e. from 5+ to 6+, thus making it harder to hit the chosen enemy unit.

Shooting into Melee

Units can shoot into a melee if they choose to; however, casualties on your own side will also occur. Shooting into melee grants no modifiers against models, friend or foe.

First roll the appropriate amount of dice for the number of troops able to shoot, then all successful hits are collected and rolled again; any result from 4-6 hits the enemy troops, any result from 1-3 hit your own troops.

Removing Casualties and Bravery

To remove casualties, take away all models from the rear rank/s first, then remove models from the front rank, centre last. Battle Signal/Musician, Standard Bearer/Company Bearer and Leader are removed last from the 'normal' troops.

If an enemy unit is reduced to 25% of its original unit size, i.e. Twenty Troops down to five troops, that unit automatically pivots away from the shooter, and *marches*. The unit can only regroup in its next turn.

Regrouping, will allow the player to pivot the now 'Brave' unit facing any direction; but that unit is unable to perform any other action that turn.

Any unit which *marches* off the board is no longer able to regroup onto the board, and is unable to be used for the rest of the game.

Once a unit has regrouped it can never be made to take a Bravery test again as it is assumed that they no longer worry about their own safety just that they win the battle.

Melee Step

A unit that has not fired, *marched*, or is not already in melee, may charge into an enemy unit.

To charge, the unit must be facing the targeted unit; this should have been completed in the Manoeuvring Step. The unit must also be in charging distance, measured from the unit's centre, front rank, to any side on the enemy unit.

To decide whether a unit is in charging distance is measured by half of the unit's movement distance (rounded up). i.e. A Heavy Troop choice has movement of 5", therefore it can charge 3" (2.5" rounded up). Upgrades such as 'Good Shoes' will alter the charging distance.

If the unit meets all these criteria, the unit is moved into position. Depending on where the centre of your unit is, and where the enemy unit is will depend on the type of charge bonus that is received.

Beginning the Melee Step

Once all units have charged, the Melee Step begins.

First complete all existing melee attacks. Any allied or enemy units that would have run away must do so now before any new charges can be placed upon them. i.e. A unit of cavalry charge enemy infantry, who are currently in combat with allied infantry. The enemy infantry loses the fight against the allied infantry and run away. The cavalry may then reposition without having to strike any blows with the enemy as well as the allied infantry. If the allied infantry had run away instead of the enemy infantry, the cavalry would still get all their charge bonuses, as the enemy infantry would not have had time to reposition their soldiers fast enough to deal with the new opponents.

In *Empires* all attacks are made simultaneously, this means that no player's units hit before one another. Therefore, all attacks are made at the unit's full strength before blows were struck in the Melee Step. e.g. Ten Troops kill four enemy Troops out of ten; but the enemy also use ten Troops against their foe; as results are determined before blows are struck.

In *Empires*, when units are in melee, all soldiers in those units are in melee, not just the soldiers in the front rank.

If there are two enemy units in combat with the same unit, the controlling player can choose which of the enemy units to strike; attacks cannot be split between the two enemy units.

Calculating the Damage Caused

Similar to shooting, melee is completed using skill to determine outcomes, in this instance the melee skill of the unit.

To calculate the melee skill result required, first check your unit's melee skill found on the unit's profile, add or take away any modifiers applicable, roll the required number of D6's, and remove any models which are hit, remembering to remove models from the rear first as per the Shooting Step.

If a unit charged in that turn, a bonus, if applicable, is determined by where the charge was placed on the enemy unit:

Charge (front arc): -1 to melee skill

Flank Charge: -2 to melee skill

Rear Charge: -3 to melee skill.

To determine where the charge was placed to, if the front, centre model can be placed facing any side of the enemy unit (front, side or rear), then the unit charges and is then placed facing the enemy unit.

You may notice that many units have modifiers that can benefit them in melee, helping to reduce the enemy's skill, or increase your own. Such as: Spiked Shields, Claymore, Long Sword etc. All modifiers can be found on the Units Playable reference sheets.

Unit Types

***Empires* has three categories of unit types:**

- Infantry
- Cavalry

- War machines

Infantry will form the bulk of an army, being a low cost to field, and are more numerous than cavalry units.

Cavalry units have high mobility, and excellent charging capabilities, these are often used as shock troops to form a counter attack, or killing blow to an enemy's flank.

War machines have no mobility but are able to deliver constant damage against the enemy, effective at reducing enemy charge potential.

Experience and upgrades available

In *Empires*, every unit has three levels of war experience:

1. Trained, these units have been trained in fighting through drills or practice fights with their peers.
2. Veteran, these units have been trained, and had battle experience; learned new skills or qualities that make them stand out amongst the rest.
3. Elite, these units are the best the army has to offer, superior training and veterans of many battles.

units Playable

There are several types of units which can be used in *Empires*, over the following pages you will find details and special rules and upgrades available for each unit.

Unique Rules

These rules are available to several of the units as listed in their section

Throwing Spear

Used in the Shooting Step, 12" range, hits on 6+, regardless of modifiers, unit can charge after but must charge the same unit it ballasted

Never Fall Back

All units within 12" of the Leader and his bodyguard never run from the battlefield, this includes the leader's unit also.

Pick a Target

Once the accuracy is resolved, the player can choose what models are removed

Skirmish

Skirmish models cannot charge, enemy gain a -1 bonus to their melee skill for one turn. Skirmishers gain a -1 increase to their shooting skill. Every time the skirmishers shoot they can fall back 2" for free. A skirmish unit can only have a maximum of ten troops. Players should space their troops apart with five in the front row, and five in the second row.

Troops/Pikeman

Troops form a sturdy mainstay for an army, they are cheap to field and have good mobility.

Standard Troops (10+)	Cost each	Shooting skill	Melee skill	Movement	Special Rules
Trained	10	N/A	6+	6	Amalgamate
Veteran	12	N/A	6+	6	Amalgamate, Hidden Weapon

Elite	14	N/A	5+	6	Amalgamate, Hidden Weapon
-------	----	-----	----	---	---------------------------

Standard Troop upgrades			Modifier
1	Light Armour	+2pts per model	+1 to enemy shooting and melee skill
1	Heavy Armour (Pikeman only)	+4pts per model	+2 to enemy shooting and melee skill
2	Long Sword	+2pts per model	-1 to melee skill when flank charging
3	Slings (Trained Troops only)	Free	5+ shooting skill test to hit
4	Good Shoes	+1pt per model	+1" manoeuvring
4	Determination	+1pt per model	+1" charge
4	Spiked Shield	+3pts per model	Enemy must reroll all successful melee hits
4	Castle Forged Steel	+1pt per model	-1 to melee skill
4	Large Shield	+1pt per model	+1 to enemy shooting and melee skill
5	Battle Signals/Musician	+5pts	Can face any direction with no movement penalty
5	Standard Bearer	+30pts	Any failed melee hits may be rerolled
	Upgrade Troops to Pikeman	+2pts per model	Deny charge bonus from Cavalry Charge on front arc only

Pikemen cannot be given any other weapon upgrade shown here

Pikemen gain Pike special rule but will not be able to use the Large Shield/Spiked Shield upgrade regardless of 'Elite' stature

Archers/Crossbowman/Musketeers

What archers lack in defence and melee, they make up for in shooting and range, armed with bows, they can damage all types of units, picking off dwindling units, or routing units off the board

Archers (Min 10+)	Cost each	Shooting skill/ range	Melee skill	Movement	Special Rules
Trained	12	6+/20"	6+	6	Black Sky
Veteran	14	6+/20"	6+	6	Black Sky, Sure Shot
Elite	16	5+/20"	6+	6	Black Sky, Sure Shot, Pick a Target

Archer upgrades			Modifier
1	Light Armour	+2pts per model	+1 to enemy shooting and melee skill
3	Crossbow	+1pt per model	16" range, negates armour bonus by 1
3	Rifle (Skirmishers only)	1pt per model	14" range, negates armour bonus by 2
3	Long Bow	+2pts per model	+8" shooting distance
3	Holmgaard Bow	Free	14" range bow, shoots twice in one turn
3	Musket	+1pt per model	12" range, negates armour bonus by 2
4	Hidden Weapon	+2pts per model	Reroll up to five unsuccessful melee hits
4	Good Shoes	+1pt per model	+1" manoeuvring
5	Poisoned Arrows/Bolts	+1pt per model	Reroll up to 3 failed shooting hits per turn
5	Skirmishers	10pts	Grants Skirmish special rule
5	Musician	+5pts	Can face any direction with no movement penalty
5	Fire Arrows	5pts	Cavalry loses charge bonus

Archers can only take one type of weapon

Black Sky unique rule is lost when the unit takes a musket or rifle upgrade

Heavy Cavalry

Heavy cavalry are the elite troops, high defence and offensive accuracy and good mobility, but cost will limit the number of units players can field and again restricted movement in melee will

cause some defensive weakness. Heavy cavalry are able to carry one melee weapon and one ranged weapon, but are only able to use one per turn.

Heavy Cavalry (Min 5)	Cost each	Shooting skill	Melee skill	Movement	Special Rules
Trained	28	5+	4+	10	Heavy Armour, Long Sword
Veteran	32	5+	4+	10	Heavy Armour, Long Sword, Never Fall Back
Elite	36	4+	3+	10	Heavy Armour, Long Sword, Never Fall Back, Hidden Weapon

Heavy Cavalry upgrades			Modifier
1	Platemail Armour	+2pts per model	+3 to enemy shooting skill, +3 to enemy melee skill
2	Lance	Free	No enemy armour bonus
2	Morning Star	+1pt per model	-1 to melee skill
3	Bow	+1pt per model	20" shooting distance
4	New Shoes	+1pt per model	+1" manoeuvring
4	Determination	+1pt per model	+1" charge
4	Large Shield	+1pt per model	+1 to enemy shooting and melee skill
4	Spiked Shield	+3pts per model	Enemy must reroll all successful melee hits
4	Castle Forged Steel	+1pt per model	-1 to melee skill
4	Blind Fury	+50pts	For every successful hit, another dice can be rolled (with the same modifiers), this continues until no more successful rolls have been thrown. Standard bearers or other rerolls are not allowed when using Blind Fury
4	Brace for Impact	+2pts per model	Negate charge bonus by +1
5	Musician	+5pts	Can face any direction with no movement penalty
5	Thorough Bred Horse	+3pts per model	+2" manoeuvring and +2" charge range
5	Pilum	+2pts per model	See Unique Rules
5	Poisoned Weapon	+1pt per model	Reroll up to 3 failed melee hits per turn
5	Company Banner	+50pts	Any failed melee hits may be rerolled, as do other allied units within 12" from the banner
5	Standard Bearer	+30pts	Any failed melee hits may be rerolled

War Elephant

War Elephant	Cost each	Shooting skill	Elephant/Crew melee skill	Movement	Special Rules
War Elephant	200	4+	2+/5+	8	Follows War Elephant rules

War Elephant upgrades			Modifier
3	Holmgaard Bow	Free	14" range bow, shoots twice in one turn
3	Crossbow	+1pt per model	16" range, negates armour bonus by 1
4	Determination	+5pts	+1" charge
4	Brace for Impact	+10pts	Negate charge bonus by +1
4	New Shoes	+5pts	+1" manoeuvring
4	Blind Fury	+50pts	For every successful hit, another dice can be rolled (with the same modifiers), this continues until no more successful rolls have been thrown. Standard bearers or other rerolls are not allowed when using Blind Fury

War machine/Cannons etc

Ballista

Ballista Ammo	Shooting Skill	Range
Bolt	3+*	28

*If the shooting skill is passed, the 'bolt' then travels through to the next rank and hits on a 4+, this continues until the end of the ranks, or if the shooting skill fails.

Cannon

Cannon	Shooting Skill	Range
Grape Shot	2D6 4+*	8
Cannon Ball	3 x 4+*	32

*If the targeted enemy moved in the previous manoeuvring step, shooting skill required is 5+.

Warmachine Upgrades

Warmachine upgrades	Modifiers
Veteran Spotter (Ballista exempt)	+5pts
Artillery Officer	+10pts
	Moving units never gain the +1 modifier from warmachines
	Reroll all failed shooting rolls

Honour Cards

Honour Cards can be used to enhance your turn strength and weaken your opponent.

Honour Cards are bought and written in the army list for reference, and are shown to the opponent at the beginning of the movement phase when the controlling player wishes to use them.

Honour Cards	Cost
+2" to movement	10pts
+2" to charge distance	10pts
-3 to shooting skill	20pts
-3 to melee skill	20pts
Negate any armour bonus	10pts
+4" shooting distance	10pts
+4" to movement	20pts
+4" to charge distance	20pts
-2 to shooting skill	15pts
-2 to melee skill	15pts

Applies for one unit for one turn, once played, the card cannot be used again

Only two cards can be used per game

Road Maps

The table top sometimes does not always interpret the whole of the battle that could be raging on. Therefore *Empires* incorporates this by allowing units to arrive from the edge of the board once the game has begun.

Any units which arrive after the game has begun can arrive on Turn 2, and must arrive from the edge of the board, and cannot pivot on arrival only in the Manoeuvring Step.

Where the unit is placed on the board depends on what is spent on the army list. A unit that arrives on the flanks must pay an additional 25% of the total unit cost; arriving at the rear of the board will cost an additional 50% of the total unit cost. A unit that arrives on the controlling player's deployment zone may do so for free.

Where the unit arrives will be written in the player's army list, and must be deployed on the turn decided by the controlling player; even if doing so would not be a sound tactical plan i.e. Heavy Troops will arrive on the left flank on Turn 3; therefore, the Heavy Troops must deploy on the left flank on Turn 3.

A maximum of 50% of a player's total units can arrive from the edges of the board; all others must be deployed at the start of the game.

Once arriving units have been deployed, they may be used as normal, i.e. can still move, shoot, or charge into melee.

The Living Rulebook concept: How you can help

From all the team here at War of Life Gaming, we like to think that all our rulebooks answer all possibilities and any questions that could be asked. However, we know, even the best sometimes get this wrong, which is why we at War of Life, feel that this rulebook will be a living rulebook, meaning that any question, additions, problems, complaints; are solved and changed to the rulebook as soon as we can. No external errata's, or FAQs, all questions will be answered, and all changes will be added.

This rulebook hopes to create a style of play that has not yet been seen before in table-top wargaming; and we hope that wargamers will take these rules and play them at their local clubs and tournaments, adding new rules and specific army forces. If wargamers wish to share these additional rules to us, we can add them to the core rulebook and allow others to share in the fun!

To get in touch with the team, please email us on:

battlefortress@hotmail.co.uk

The War of Life Gaming Team

Dominic Basta
Co-creator of Empires

Wendy Woodhouse
Co-creator of Empires

Paul Woodhouse
Problem solver

Alexander Basta
Additional game tester

Thanks to Saveem for the use of the front image

The Empires' core rule set is registered copyright to Dominic Basta, who has given permission to the War of Life Gaming System Organisation to use the rule set.

Registered copyright given in the UK by the UK Copyright Service. Registered copyright is international. All Rights Reserved

Thank you for reading this taster of Empires.

This is merely a sample of what is in the Empires Rulebook; there are many unit types and rules that have been taken out.

For those who wish to join the Empires battle, there is a variety of rulebooks available: D6, D10, D20 and Diceless. All priced at \$0.99.

Since releasing this rulebook, there has been a Fantasy expansion and a Roman and Celt forces expansion. All available at \$0.50 each and in the four Dice/less formats.

For more information on our products and the expansion please follow these links:

<http://www.wargamevault.com/product/118037/Empires-D6-Edition>

<http://www.wargamevault.com/product/120809/Empires-Roman-Forces-D6-Edition>

<http://www.wargamevault.com/product/120946/Empires-Celtic-Forces-D6-Edition>

We have recently set up a facebook group page for people to discuss what they like about our products and what rules they want added or changed.

You can visit, join and comment via this link:

<https://www.facebook.com/groups/179378155583888/>