Clash of Empires Rules

List of Components

- 100 cubes per player. These represent units for each player.
    - Player colors
        - Britain: Red
        - Russia: Yellow
        - France: Blue
        - Germany: Pink
- 100 green cubes to represent neutral troops.
- 1 die.
- Tokens to represent money.
- Chips to represent victory points(VP)

    - Red: 1VP

    - White: 2 VP

    - Blue: 5VP.

- 1 game board

Setting up the game.

1. Each player takes turns claiming a territory on the board until all territories are claimed
2. Each player gets 20 units that can be played anywhere on the board

Game Summary.

The game consists of 30 rounds. A round consists of the following phases.

- Roll phase
  - If a 6 is rolled, the following happens
    - Each player gains 1 point and $1 for each territory they control.
    - Randomly determine a player to become the starting player.
    - The round ends.
- Action phase
  - A player takes one of the following actions
    - Pass: Gain $1.
    - Recruit: Pick a territory you control. Place any number of troops there for $2.
    - Revolt: Pick an enemy troop on one of your core territories and remove it from the game.
    - Move:
      - You may move any number of troops from one territory to another adjacent territory.
      - Combat occurs if you move into a territory controlled by an opponent.

Combat Rules

  - Perform the following for each territory under attack.
    - The defender loses a number of troops equal to the total number of attacking units.
    - The attacker loses a number of troops equal to the defense strength of all the units in a region during the start of the battle.
    - If the defender has lost all their troops, the attacker moves any troops into the territory for the following effects
      - The attacker takes control of the territory.
      - The attacker gains 1 victory point.
    - Calculating defense strength
      - Each troop: +1 strength

Combat Example
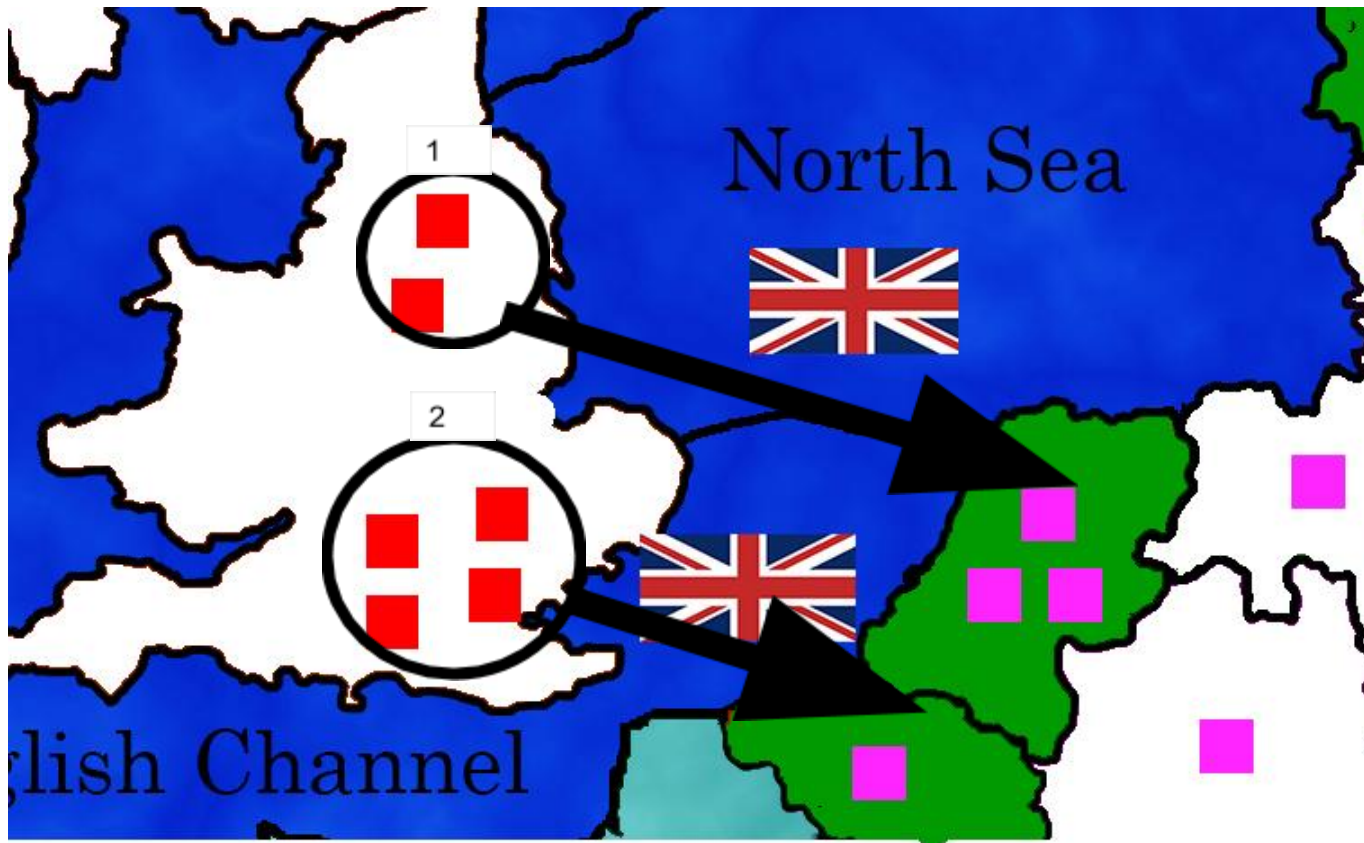
- **Combat example 1**: England attacks Holland with 2 armies. The attacker and defender both have a combat strength of 2, so the attacker and the defender lose 2 troops. The attacker will have 0 armies remaining and the defender will have 1 army remaining, so the defender will retain control of the territory.
- **Combat example 2**: England attacks Belgium with 4 armies. England has a combat strength of 4 and the defender has a combat strength of one. Britain will have (4-1=3) troops at the end of combat and the defender will have (1-1=0) troops at the end of combat, so they may move one or more of their remaining troops into Belgium to take control of the territory and gain 1 victory point.

End of the game.

When 30 rounds have passed, the game ends. The winner is the player with the most victory points.

FAQ

Q: When does a player have control of a region?

A: A player controls a territory if they are the only player that has an army there. If there are no units in a territory, nobody controls that territory.

Q: What happens if a player runs of out of unit cubes of a color to place?

A: The player may no longer place unit cubes until some unit cubes are removed from the board