



IMPERIAL WARS



PLAYER'S
GUIDE



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IMPERIAL WARS
Player Manual

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INTRODUCTION

QUICK OVERVIEW

Welcome to IMPERIAL WARS. You have one of the most fascinating and compelling experiences in games or science fiction ahead of you.

As one of the Star Lords of the new Second Empire and an owner of a World, you have found 5 interstellar Engines that have the capability of launching ships into interstellar space. These Engines by themselves are useless but your Homeworlds have the Factories, Raw Materials, and Population to produce Imperial Credits. You can use these Imperial Credits to Build Ships that create Fleets around these Interstellar Engines and begin exploring the nearby Worlds connected by the Stargate to your Homeworld.

You may feel insecure; unsure of how things work in this new Universe you are entering. That is natural. Much of Imperial Wars is based on exploration and discovery, not only of the Worlds and adventures but just how things work in this new environment. So, don't worry, just take your fate into your hands, see [READ ME FIRST](#), the [First Move Instructions](#) and [Go For It](#).

You can browse through the following [Player's Guide](#), [More About Imperial Wars](#), and the online help for more information. Don't expect to know everything before you begin, that wouldn't be very realistic when you've just begun exploring. Even if you memorize every word in this document (yuck!) you still won't know everything there is to know about the game. Let yourself *experience* Imperial Wars as well as play it.

Here are some quick definitions you should know:



A Move – Combined Commands made by each Player at each owned World for that World or each owned Fleet. Moves are usually made by dragging, dropping, or clicking on an object in the appropriate spot to begin the command process. Diplomatic and global moves are made in the War Room. When all of the commands for a move have been given, an End Turn command is given from the War Room.



A Turn - the completion of a cycle where Intelligent Life's server reconciles all of the Players' *Moves* in a particular Imperial Wars Universe and displays the result of the *Move* graphically for each player of on a World by World basis.

Points

- These are earned in different ways for different character types and used to:

- Define the different Character Types in the game,
- Track the progress of the Players in the game
- Define the end of the game.

Points are *not* the same as Imperial Credits. Imperial Credits are the *currency* in the Imperial Wars Universe. They are used to enhance each Player's ability to get points. See *Imperial Credits* in the Reference Guide for more information.

Character Types

- Unlike most games where each Player has the same objective, Players in Imperial Wars have a choice of 7 different Player types, all with different objectives, different attributes and different dynamics. The only thing these Character Types share is the desire to eventually reach the point total that will win the game. These are the seven Character Types:

The BARON
The HOURI
The RAIDER
The PHILOSOPHER
The TERMINATOR
The TRADER
The WARLORD

IMPERIAL WARS is more like an interactive science fiction experience than simply a game. Experiencing the game is as important as playing it. Intelligent Life's servers maintain the Imperial Wars Universe, updating a backdrop of 352 unique Worlds that you and your fifteen, randomly chosen fellow travelers will explore and experience. Depending upon the game cycle

time you chose to begin the game, 24 hours to 1 week, (or sooner if all of the Moves are in) you will receive an update to your Imperial Wars client reporting on all the Worlds you can see in your part of the Universe. You can be alerted by a number of different choices. You will receive an email when the turn is complete? But would you also like an alert on your Instant Messenger? A phone call? To your cell phone? A fax?

Learning the Rules

The hardest part of any game is the learning curve. We will attempt to simplify the process of learning to play IMPERIAL WARS in several ways:

First, we have tried to keep the rules of the game logical and consistent. Within the limits a computerized Universe sets, we have tried to make it possible for you to do all the things that seem logical to do with Fleets of spaceships and Worlds in interstellar space. Also, the basic rules necessary to operate within the Universe such as Buying ships with IMPERIAL CREDITS and Flying your Fleets are explained in the Quick Start, Moves 1 & 2 section. When you've completed these 2 Moves you've really begun your adventure.

We have done our best and will continue to improve the intuitive graphical screens that lead you to the actions of the game. Clicking on Fleets opens them up. Clicking on World symbols opens up the Planet screen. The Starmap and the War Room are available on a shortcut, right click menu and double-clicking on a world in the Starmap takes you directly to that world.

Next, the online help section, which is much of this Reference Guide available electronically, will help you along the way. Pressing F1 or accessing Help buttons will usually bring you Help about what you are trying to do. This is a work-in-progress so expect the possibility of other results.

We have created this Players Manual. Most of the Players Manual is the Reference Guide. Here you will find the detail for playing IMPERIAL WARS listed in the Table of Contents and indexed by subject, alphabetically. Hints and background are provided, where appropriate, for the action described. The Reference Guide is designed for you to look up specific items as they arise in the game itself so as to provide a gradient for learning. We do recommend, however, a brief glance through the pages of the Reference Guide.

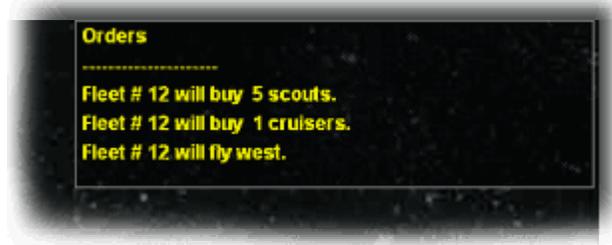
You will find there are situations in the game that are not covered directly in the Players Manual. Games such as IMPERIAL WARS are to some degree simulations of life, in this case life in an interstellar empire. Many of life's lessons are learned while living. To some extent, this is true by design in IMPERIAL WARS. However, the ingenuity of intelligent beings let loose in a Universe, no matter who makes the rules, implies that no guide can completely cover all of the aspects of play. We are certain that things will take place, totally within the rules and the spirit of the game, never contemplated by the design or the developers of IMPERIAL WARS. And that, of course, is half the fun for all of us!

PLAYING IMPERIAL WARS

Commands

Playing IMPERIAL WARS is relatively simple. Your stellar empire's Worlds, Fleets, and Diplomatic relations are governed through your Move. A Move, consists of fleet, world and diplomatic actions taken at each of the worlds you can see, in response to a Turn. Orders

are shown in a text box in the upper right corner of your monitor as they are made at each world or for global commands, in the War Room. Orders may be toggled on and off with the right-click short cut menu from most screens.



Commands in IMPERIAL WARS fall into three categories.

- **Fleet Commands** - Most of the Commands in Imperial Wars are made by a Starlord's Fleets. They Buy and Sell Ships and Transfer and Pick Up game's artifacts and attack as they fly through the known universe. The Fleet screen is the primary control for Fleet moves.
- **World Commands** - Worlds have Commands to Attack, Defend and Buy defenses, and build Factories and Production. The Planet screen is the control for World commands.
- **Global or Player Commands** - These Commands are not dependent upon the location of a World or a Fleet and usually affect the Starlord's entire Empire. While several of these commands can be made from various places in the game, most are made from the War Room screen and are reported there.

For a Summary of commands and how to make them, see the Command Summary near the end of this guide.

MORE ABOUT IMPERIAL WARS

Imperial Wars is made up of four major elements:

- **Worlds**
- **Fleets**
- **Artifacts (Gems, Relics and Jewels)**
- **Character Types**



Worlds

The 352 Worlds of Imperial Wars make up the Universe in which you are now playing. They have certain economic and strategic characteristics that are more fully discussed in the Worlds section of the Reference Guide. The ILG Servers and the Galactic Effectuators will maintain these Worlds and make sure that each planet grows in a natural fashion. Worlds have various, adjustable values and capabilities for different Character Types. Your Starmap, accessible in the right-click shortcut menu, will show you all the worlds that you have ever seen or been given a view of. Grayed out world icons show the worlds you no longer have a presence at, and therefore no current view. The World screen, where you enter the game is where you will view each world that you can see close up.

Fleets

(Fleet Engines) can be moved between the Worlds. There are 300 of these pieces in the game and besides mobility they have two primary attributes.

1 OWNERSHIP

You can own as many of these pieces as you can find or take away from another Player. Not only can you capture them and trade for them, you can continue to use them until you lose or give them away. Fleet Engines are indestructible and, though their ships may be, they are never destroyed.

2 STRENGTH

The Imperial Wars Fleet does not have a predetermined value until you add ships. Its owner can uniquely configure each Fleet with certain types of Ships to enhance its capability. Fleets with Scouts can go farther each Turn but give up Cargo carrying ability and Firepower. BattleStars make a Fleet ponderous and eminently dangerous but cannot move as far as a more agile Fleet. And, the Star Trader's Freighters can carry twice as much as Cargo as any other type ship but are more vulnerable to Attack.

The four characteristics of a Fleet are:

- **Fleet Strength (FS)** - This number represents *all* of a Fleet's ships combined Firepower, its offensive striking strength.
- **Shield Strength (SS)** - This is the combined Defensive Strength of the Ships on a Fleet and the number of hits which must be made on a Fleet to totally destroy all the ships and force it to become Unowned.

- **Cargo Capacity** - This is the number of Raw Materials that a Fleet can carry. A good supply of raw materials is necessary to keep your empire at full production.
- **Distance** - How many worlds a Fleet can move through on each turn is determined by its Ship configuration.

Balancing these four characteristics when Buying Ships lets you to form fleets with specific strengths.

Gems, Jewels, and Relics

The Gems, Jewels, and Relics in the game are game artifacts. They have various point values during the game depending on which Character Types own them and, in some cases, increased value as sets at the end of the game. The Jewels of Power have potent powers to affect the game in a more active way.

Characters

The Characters are at the heart of Imperial Wars. The personas developed around the seven Character Types create totally unique situations and a special atmosphere in which each game is played. Each of the Imperial Wars Characters has a different way of scoring points. This dynamic causes Players to have varied motives and interests, sometimes paralleling those of other Character Types and sometimes in direct conflict with them. Much of each Player's long-term strategy is based on creatively determining where these differing interests coincide and where they conflict.

The interaction of these character archetypes creates motives similar to characters in some of the best science fiction ever written. The more interesting and involved the Players are the better the story that the characters will create. Our commitment at Intelligent Life is to continue to develop the game process so that it enhances Player and game interaction.

Making Your Move

There is another section of this document online called, [Quick Start 2, Moves 1 and 2](#). Refer to this document for how to quickly get your first fleets out and exploring. The paragraphs below describe a method or organization to how you may want to approach making game moves once you have become familiar with the basic game mechanics. Once you have gotten familiar with the regular game mechanics, buying and selling ships in the Fleet screen, Flying your fleets through the Stargate, the basic transaction screens in the Planet screen and you understand the view in the Starmap, you will be able to think of your empire and universe in a broader sense. While you will probably develop your own style for making Moves as you gain experience in the Imperial Wars Universe, here are some suggestions to help you make your Moves.

In the later turns of the game, you may want to start in the War Room, checking the State of the Empire report for the current condition of your empire and the Player List to see if you have met new players or if the diplomatic relationships with any of them have changed.

Imperial Wars opens each time to your Homeworld. Check for changes on your Homeworld. Have population, factories, fortresses or any other World attributes changed? Do you have Imperial Credits to use? What Fleets are in Orbit? Anyone you don't recognize?

Either by using the Starmap or the cardinal points on the Stargate look through your worlds, seeing where your Fleets have arrived and what new fleets or worlds can now be seen. You can follow Player movements by turning on the Turn Summaries in the Shortcut menu (right click anywhere on screen to access). Generally absorb the story being told in the new Turn. View the Starmap's filter commands to get an overview of your position in the Universe. This will help you get a broad idea of what you would like to do to affect the story with your Move. Next, follow the steps below:

Starting at your Homeworld, look for any actions you think this World should take. (Some players like to start with their perimeter worlds, as this is where the most recent action is likely to be. Others like to go directly to their "hot" spots first and take action there before going elsewhere.)

To take economic and World actions such as: Building Factories or Mines, Transferring Raw Materials, Relics, Gems, and/or Jewels to a specific Fleet in Orbit, open the Planet screen by right clicking on the World name. Balloon help will describe the actions available from the buttons and icons as the mouse cursor is moved over them.

Consider Fleet movements for any Fleets at this World. Clicking on a Fleet symbol will bring up that Fleet's Detail screen. Clicking on a Fleet you do not own will show you the Fleet Detail Screen but only those things that you are allowed to see, depending upon your relationship with the Fleet's owner.

Fleet Actions are available by clicking on icons or buttons from the Fleet Screen. Mainly, you will want to decide if there are things you want your Fleet to do at this World, such as Attack, Buy, Transfer, Pick up or so on or whether you want to move this Fleet to another World. Most actions are initiated by clicking a button or icon to reach a transaction screen or by dragging an icon to another. Moving your cursor over any of the icons on a fleet will popup a window describing its meaning. Click and drag a Fleet symbol to the world's Stargate and a window will display where your fleets are able to move.

Move to the next World and repeat the process. You may find that while you are at this World you will want to communicate with Players You Have Met. Right-clicking on the World owner name in the World symbol will allow you to access that player's screen, and from there go to the Player List. From there you make Gifts of Worlds or Fleets and then return to this World, access the Starmap or return to your Homeworld. You can also Declare a Diplomatic status with any of these players while you are in this part of the game. To share map information with another player, access the Shortcut men.

After moving through all the Worlds and taking World actions or Fleet actions and making any Diplomatic contacts or Declarations, browse through the Shortcut menu's World and Fleet reports just to be certain you have done everything that you had intended to. The columns in these reports can be double-clicked to sort them by any of their attributes.

As the game progresses, you will probably want to make your move over several sessions as you wait for other players to contact you or as you assimilate the current turn. Use the Save Move button in the War Room to save your commands each time you make them. You always have the option to change your move after a save. Once you are certain that you have taken all the actions you wish, pressing the Submit Move button on the War Room screen will alert the server that your move is complete and that you are ready for the turn to roll. In either case you should see a dialog box telling you that your Move was successfully Saved or Submitted.

Contacting Other Players

As you meet other Players in the game you will probably want to contact them. To get in contact, go to the War Room and find the Contact Other Players button.

You can access your email in 4 different ways:

1. From the World screen, click on the World Owner text box; click on Send Message or the Player List button and then Check Mail.
2. From the War Room screen control console, click on the Check Mail button.
3. From the War Room screen, click on the Player List and then the Check Mail button or from any individual Player screen choose Send Message.
4. From a web browser, you can access your email directly without going into the game. The url is <http://iwars.org/sqmail> and your user name will be u## Player Name@iwars.org, where U## means Universe number you are playing and Player Name, means your name in that universe with underscores where spaces in your name might be. Note that case does count here so capitalize properly. Your password will be your Account password that you used when registering into Imperial Wars.

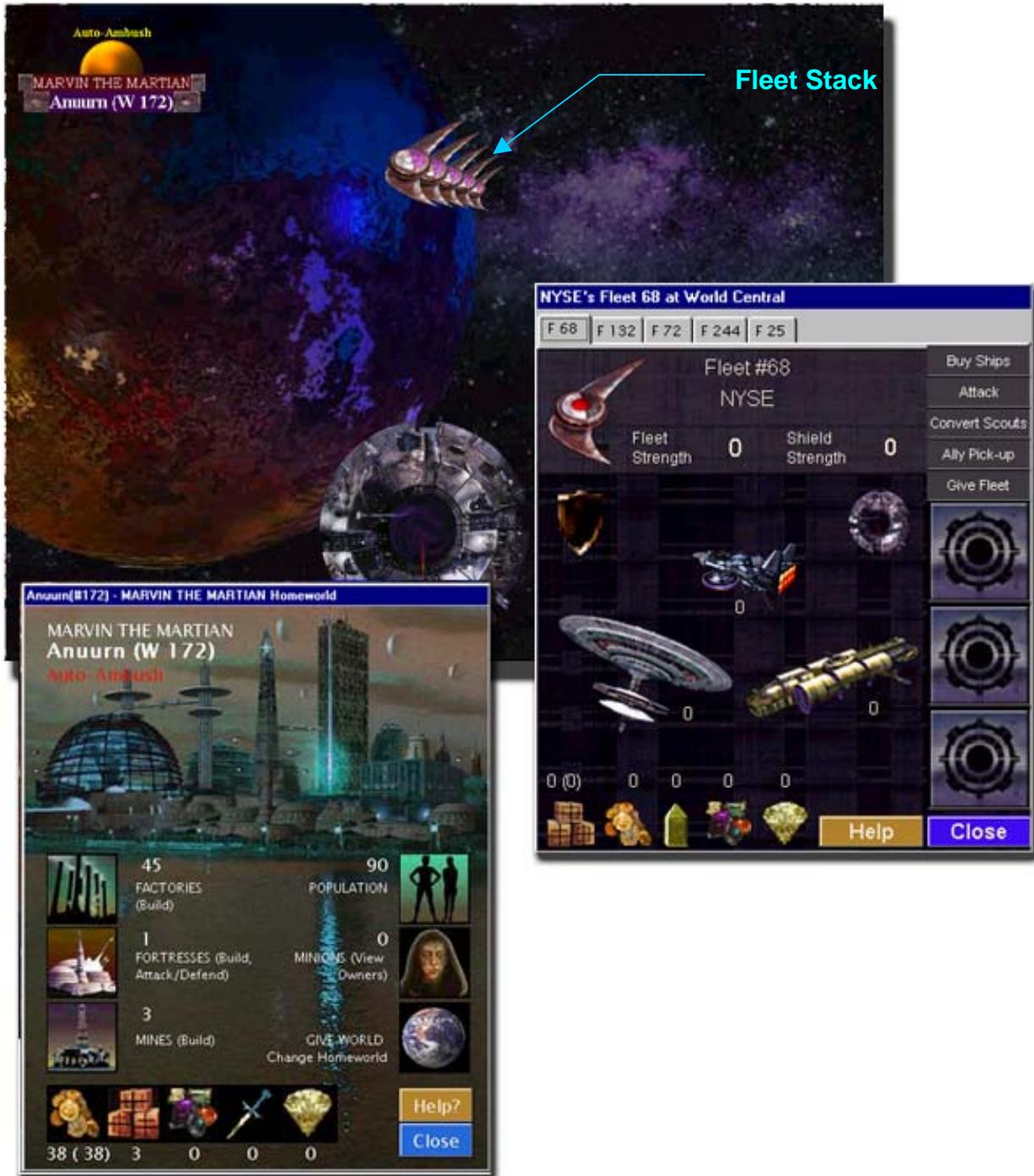
Number 4 above is likely to change. If it does you will be notified by the The Galactic Effectuator with the new method necessary to access your in-game email account remotely.

Players may contact each other through Instant Messenger accounts, chat rooms or any other method that both players agree on. We expect to have an embedded Instant Messenger soon, and we do maintain an IRC channel for chatting, available from the main web site. Please take into consideration that when you are in an IRC channel, your ip address, the Internet address of the computer you attach to the IRC from, may be available for others to see.

NOTE: While on the IWars site and in the Imperial Wars universes, we do everything we can to maintain your anonymity. We recommend that you consider carefully before sharing your real name, address or phone number or other personal information with other players or members on the website. Any decision to do so rest directly with each player and ILG can accept no liability for consequences relating to breaking your Screen Name and Player Name anonymity.

The Game Screens

THE WORLD SCREEN, PLANET SCREEN, AND FLEET SCREEN



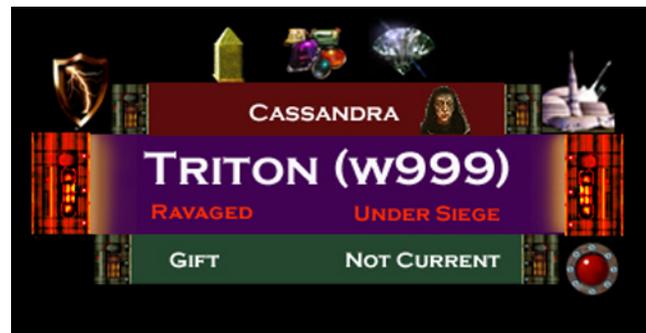
The Homeworld Screen

After you have entered the game, Imperial Wars will always open at your Homeworld. While there are 350 worlds in IWars, you can only see them as you explore them or as map coordinates are sent from another players. So on the first turn the only world screen you can see is your Homeworld. As you explore worlds you can access more world screens by either clicking on one direction or another on the Stargate in the center of the screen, or by selecting worlds that you can see on the Starmap. The Planet screen (right clicking on the World Name text box) and the Fleet screen (right clicking on a fleet symbol) will let you give commands to either your world or fleets.

Most objects on the screen reveal their purpose by mousing over them. On the World Symbol in the upper left of the screen, you can see most of the world's details. Mousing over the fleet will give you details about the fleet. Right clicking anywhere in space brings up the shortcut menu to jump between the major game screens and perform other helpful actions.

THE WORLD SYMBOL

Surrounding the world symbol are icons representing various game objects. On the far left is the Ambush/At Peace toggle and above the world symbol are icons showing artifacts if they are present at this world. Clicking on them will show an artifact screen. To the right, a fortress icon will show if a Fortress has been built on this world's surface. To the lower left is an animated icon indicating that this world has been probed. There are three layers to the World Symbol, the World Owner, World Name and Conditions text boxes. If there are Philosopher minions on this world you will see them here and can identify owners of minions by mousing over the minion icon. Mousing over the World Name box will pop up quick information about this world. Right clicking on the World Name box will display the Planet screen. The Conditions box displays the last ownership change and shows whether this is a current view of the world or one from previous turns.



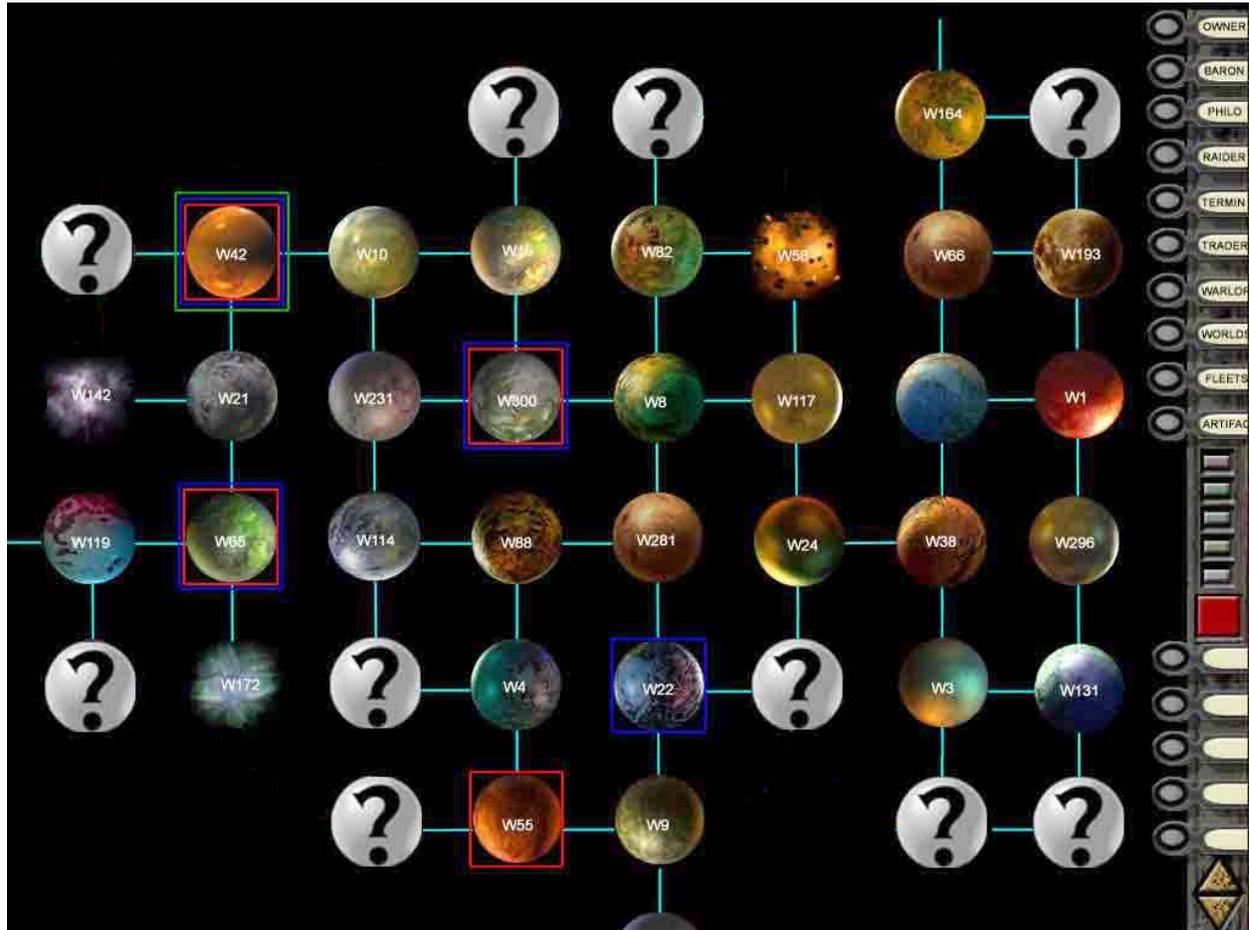
THE PLANET SCREEN

Right clicking on the **World Name box**, will open the Planet screen. Here the commands for your worlds are given. You can Build or buy here, attack fleets here and even give this world to another Starlord from this screen.

THE FLEET SCREEN

Right clicking on a Fleet symbol will open the Fleet screen. This is the control panel for your fleet where you can buy, sell and transfer ships form fleet to fleet. Here you can transfer artifacts between your fleets and world. Also you can convert your scouts, your most flexible ships, into many useful things like "scout-capturing" unowned fleet engines, or converting them to Fortresses at worlds, or Probes to view a neighboring world. Here in the fleet screen you can control powerful attachments found only at the mysterious old Imperial Worlds. And here you can give your fleet to another Starlord.

THE STARMAP



There are several kinds of worlds in Imperial Wars and the Starmap shows the icons for these worlds. Worlds with question marks are unexplored worlds and grayed out worlds are worlds you have send in the past but you do not have a current view of at the moment.

Filter Bar

On the right is the filter bar. The top ten controls are pre-set combinations of five filters. Six of them are set for the information that are common to the various character types. The other four filters in this group are general information filters, such as fleets. Mousing over the **Legend Lights**, the five colored "lights" below these ten filters shows you what the colored rectangles that the filters produce represent. Below the Legend are five user-defined filters. Clicking on these accesses a panel that will let you define the information that you'd like each filter to display.

THE WAR ROOM



The War Room represents the top level of the game and many of the Metagame functions can be controlled from the Controller Console here. Diplomatic relationships, reports on how your empire is doing and the Save/Submit functions are accessed from the controller below.

The War Room Controller Console



THE EMPIRE REPORT

The State of the Empire report is shown in three panels, Scoring, Worlds and Fleets.

Score Panel

This panel contains your score and how it was accumulated. It also reports the random scores of the all the players you have met. Finding out the scores of all the Starlords you have met may take communication and negotiation.

Worlds Panel

The Worlds panel summarizes the number and productivity of the worlds in your empire.

Fleets Panel

The Fleets panel summarizes the number and statistics of your fleets.

PLAYER LIST

The Player List contains individual icons of the players that you meet during the game. In the Player List you can choose to change your diplomatic relationship with a player, contact them by email or instant messenger and find more information that the Starlord is willing to share with you in the game.

The Player List can be reached from the World screen by right clicking on the World Owner box and choosing Player List from the navigation bar.

Player screen

Clicking on the icons in the Player List can access each Player's individual Player screen. They can also be reached by right clicking on a specific Starlord's name in the World symbol on the World screen.

GIFTS

While gift commands are most often given at the Fleet or Planet screen, this screen shows the gifts you have given in the current turn. You can delete, change and edit your gift choices here.

SUMMARY

The summary of your previous turn is recorded here in text. You may wish to research some specific action and how the server processed it.

RESIGN GAME

If you decide that you cannot continue in this game, you can Resign your game, essentially abandon your Empire, leaving it available for some other player to pick up and play it. Clicking on this button will take you to a web page where you can complete this action. You can also reach this page from your login Welcome page.

CHECK IMPERIAL MAIL

All Starlords have an in-game email component. This email will automatically place each Starlord that you meet and their address into your mailbox. Even if you don't see the Starlord's worlds or fleets in your game map, you may have passed one another in a fleet move, or a Starlord with one of the Jewels of Power may have seen you without your seeing them. They will be listed in the Players List and shown in your email.

SAVE/SUBMIT/EXIT

The Save function lets you save to the server all of your current moves. These moves can be edited during the current session or when the game is retrieved prior to the turn deadline. Using the Save button always keeps your position safely on the server but tells the game server that you are not yet finished with your entire move. The Submit button notifies the server that this move is complete and ready for the turn but can still be edited right up until the last second before the server stops taking information to process the turn.

WINNING IMPERIAL WARS

We feel it would be inappropriate in a game with the magnitude of IMPERIAL WARS to consider the only Winner the Player with the highest score at the end of the game. Consider the following definition:

Victory Condition - A condition which, when met, satisfies Players in a competition, the Rules of the Competition, and the individual in a competition attaining it, that a game was won.

What this means to us at Intelligent Life, is that the victory in Imperial Wars is:

1. A final condition that the game designers and developers define through the rules.
2. A final condition that all the Players in IMPERIAL WARS define through their agreement to play.
3. A final condition that each individual defines for his own satisfaction.

IMPERIAL WARS is a finite game with definite rules and temporal boundaries. It starts and ends at a defined time or event, so someone will have the highest points scored and they will be rewarded for having played Imperial Wars most efficiently and nothing should be taken away from the effort that it takes to do that. But we feel there is more to it than that.

If Imperial Wars has provided an exciting adventure for its Starlords amidst an interstellar universe of Worlds we were born too early to experience in real life than we at Intelligent Life have met our victory condition.

It is also the hope of our victory definition as designers and developers:

- That each Starlord experienced an intellectual and personal philosophy stretching adventure,
- That each Starlord was enriched by the new and interesting people encountered,

- That each Starlord who met the challenge of the quest played their best to the capacity and capability of the chosen Character Type,

If so then our hopes have been realized. If you, as a player, have also chosen these as your victory conditions than you cannot lose.

We have done our best to create an environment that defines this experience as the real Victory Condition and we hope you agree. You, as Starlords in this game, enhance this environment and definition by your actions during the course of the game. Like most cliché's, it is true here that what you receive from Imperial Wars will be greatly magnified by what you put into it.

While having the highest score counts and will win cachet in the IWars community, the Starlords who finish the game will rate each other for player attributes such as RPG Voice, game Skill & understanding, Dependability, Communication, Willingness to mentor, and Sportsmanship. Starlords will be asked of each other, would you want to play with this player again? And we will keep track of the ratio of Started to Finished games. We are working on more concrete rewards to Starlords for doing well in these ratings and we'll keep you posted as our capabilities in this area expand.

REFERENCE GUIDE

CHARACTER TYPES

There are seven Character Types in Imperial Wars. Each Player chooses one of these personality types to base his strategy around. GE will balance the number of each Character Types in each game but there will always be a minimum of two of each type in every Imperial Wars universe.

THE BARON



In the early days of the Second Empire, aggressive World holders, known collectively as the Star Barons, expanded rapidly through the old Empire. Many races found it expedient to join a Baron's fiefdom, for protection for efficient management of planetary resources, and for the economic riches the rapacious Baron's promised. Despite some excesses by these power hungry Barons, these early days of expansion were mostly peaceful and served the common interests of all the races. As these baronies grew, however, the Star Barons began to discover one another, other races, other forces, and the universe that had seemed so vast began to feel small. Thus began what historians refer to as the Imperial Wars of the Second Empire.

- excerpt Encyclopaedia Galactica

SCORING:

- 4 points for each World owned.
- 1 point for each 10 population owned, rounded down
- 1 point for each 5 Mines owned, rounded down, up to total World Population.
- 1 point for each Factory owned *that processes* a Raw Material.
- 1 additional Imperial Credit earned at each fully producing world (factories =Credits produced) deposited at that factory world.

Gems: **Diamonds**

Relics: **The Jade Scepter** (Also Hourai)

The Iridium Palace (Also Warlord)

The Imperial Crown (Also Raider)

The Silicon Chip (Also Terminator)

Hints: The Baron is driven to expand constantly. He needs many high Population, high Raw Material Production, and Factory, Worlds. He must be willing to trade and be creative in orchestrating alliances and intrigues to get them. Open conquest will tend to drive dangerous allies together against his power. The Baron must meet and become friends with many Players and seek ways to help them in return for managing their empires. He is threatened most by other Players who need World ownership. But constructive agreements can be forged with

everyone in the game by carefully considering the Character Types of all the Players. He is very powerful and very, very rich but he is also very vulnerable. He is a natural ally of the Warlord and Trader and can work very well with Houris, Terminators, and Philosophers.

The HOURI



The matriarchies of the Houris (pronounced Ooh-ree) provide a curious contrast to the male-like dominance of the expanding races in the early days of the Second Empire. While most races involved in the expansion were swift and direct in their relationships, the chameleon-like Houris were subtle and indirect. Dealing with the Houris was like dealing with the shifting sand.

The Houris were probably the most powerful of the star-faring Star Lords but their power was that of the wind. Where the wind blew, strong men bent like grass. The nature of the Houris seemed alien and their whims to bestow favor, capricious and arbitrary. But it was a rare Star Lord of any persuasion that chose to be on the wrong side of one. The ethereal and exotic beauty of the Houris brought them admiring Minions from even those

who had reason to fear these alien but compelling beings...

- excerpt Encyclopaedia Galactica

SCORING:

- Houris can Declare any player they meet a Client and take on all of that player's character type attributes including scoring, except for gems and relics.
- Houris will appear to other players as the character type they have assumed. Houris without a Declared Client appear as a Baron to all other players except another Houris. Houris will recognize one another.
- The Houris may change Client on any given turn, points for Client Character Type assessed at the end of each turn.
- Only 1 Client per turn allowed.
- The Declared Client receives 25% of the number of points that the HOURI receives each turn (excluding Gems and Relic points).
- As a Philosopher, Houris can make and keep Minions. Minions will continue to pay tithes in Imperial Credits and remain HOURI Minions after the HOURI changes to another Client Character Type. But the Minions will not generate points for the HOURI when the Client is not a Philosopher.

Gems: **Emeralds** Relics: **The Golden Diadem** (Also Raider)
The Pearl Pendant (Also Trader)
The Silmarin (Also Trader)
The Jade Scepter (Also Baron)

Hints: The Houris may be the most fascinating Character Type but it is not recommended for inexperienced Players. Though it may be the most powerful Character Type, It is probably the most difficult to play since there is a need to understand the point of view of all the potential client attributes the Houris may assume. Any alliance suitable for the Houris's current Character Type is appropriate. A great deal of cleverness will be required by the Houris to create stable Alliances and to avoid a game "schizophrenia" as Character changes are made. The Houris cannot gain points until a Client can be declared so meeting another Player in the game has the highest priority early. The Houris must be careful in choosing Clients so that the points her Clients get do not make too many points for the wrong Player.

The Client declaration for the Houri occurs at the *end* of a Turn. The Houri will have the attributes and score in the current Turn of the Client declared on the last Turn. Starlords declared as Clients by the Houri become reciprocal Allies regardless of Client's declarations. See *Diplomatic Status* for more information on Houri Clients.

The Raider

Though they have now been lionized in the eyes of the masses, one of the most dangerous and powerful entities in the growing Second Empire were the piratical Raiders. Their taste for wanton destruction of life and ravaging defenseless Worlds left thousands homeless and stripped planets of their raw materials and Imperial currency. Many planets, denied an ability to grow while under the sway of a Star Raider, were unable to recover the positions of prominence they enjoyed before the Old Empire's fall. The holos have portrayed the Raider as dashing, black space-suited corsairs, delving impossible odds to confront the tyrants of corrupted Worlds. In truth, the Raider was more likely to lay in wait until the odds were in his favor. But even these robbers, in their raids and ravages helped carry the seed of the Empire's rebirth throughout the known Universe as their dark Ships carried hostages and slaves from World to World...



-excerpt Encyclopaedia Galactica

SCORING:

- 40 points for each of 3 turns of Recovery from a World Ravage, decreasing to 20 points per Recovery turn for the next Ravage (or Raid) of the same world to a final minimum of 10 points per Recovery turn for all subsequent Ravages. (Ownership change interrupts and ends a Ravage sequence)
- 100 points for Raiding another Player's World, decreasing by 25 points per Raid (or Ravage) of the same world to a final minimum of 25 points per Raid of the same world.
- Raider Capture – The Raider Captures all Fleets intact where his Fleet Strength outnumbers all present non-Allied Fleets' Fleet Strength of any other player's fleets by 3 to 1.

Gems: **Rubies**

Relics: **The Eye of the Tiger** (Also Trader)
The Imperial Crown (Also Baron)
The Golden Diadem (Also Houri)
The Runesword (Also Warlord)

Hints: The Raider may be the most independent of all the Character Types. However, there are a number of profitable trades that the Raider can make. The Raider is the great intimidator and a dangerous Enemy. He can offer protection to weaker Players in return for being allowed to Raid or Ravage their poorer Worlds, although the weaker Player must be careful to not end up in the Raider's stomach. The Philosopher can still proselytize plundered planets and the Trader is very useful to the Raider in carrying Raw Materials. Barons will want to own and manage the Factory Worlds that the Raider cannot Ravage, as he needs them to fill his Fleets with Ships. The Houri is probably the Raiders most natural Ally.

The PHILOSOPHER



The Philosopher claimed to trace their mystical beginnings to the legendary birth world of Humans, even though the Prophecy cults today claim converts from nearly every race in the known Galaxy. There are some negative, though carefully chosen comments, from beings that believe this spiky group of Martyrs is in some way related to the stiff-necked Humans. This unique Warrior/Priest/Philosopher cult stressed contentious independence in the early days of the second Empire, to a degree that threatened regional authoritarian governments everywhere.

The attraction to new proselytes seemed to be the individual power and personal strength tapped by the assiduous training, diets, and meditation required by this militant discipline. The followers of this secretive cabal humbly called themselves "Minions" and were untiring proselytizers, always ready and sometimes eager to die for their cause. They considered themselves the "chosen" of the All-knowing Presence and the quickest way to their most incredible heaven was expiring for their beliefs...

- EXCERPT ENCYCLOPAEDIA GALACTICA

SCORING:

- 1 point for each Philosopher Minion on non-Owned Worlds
- 2 points for each Minion Martyred (except those killed by the Philosopher himself or by a Holy War target player)
- 20 points for each World completely converted by Minions and owned by the Philosopher.
- Each Philosopher Fleet at a World will convert 1 Population, and each 10 of Fleet strength, rounded down, will convert 1 Population to a Minion per turn.
- 5 Philosopher Minions in a Population will proselytize and convert 1 Population to a Minion per turn, rounded down.
- In a declared Holy War, the Philosopher receives 2 points for each Holy War Target Player's Population killed. (Holy War Target Player becomes automatic declared Enemy. No martyr points from the Holy War target).
- 1 Credit for each 5 Minions at a World, rounded down, owned by another Player, is deposited at the Philosopher Homeworld (tithe).
- For each 5 Credits produced by Minions at a World, 1 Credit is produced for the World owner, rounded down (minion tax).

Gems: **Sapphires** Relics: **The Philosopher's Stone** (Also Terminator)
The Glass Bead (Also Trader)
The Prime Radiant (Also Warlord)
The Book of the Dead Gods (Also Terminator)

Hints: The Philosopher Player needs to send Fleets all through the known Universe. Eventually, large Minion minorities will take over any World that they infect unless they are turned into

Martyrs. Worlds totally converted by Minions *return* themselves to the Philosopher as its World owner. Converted Worlds may be Captured, Ravaged, Raided, or Looted. However, once the conquering fleet has left, the converted world will return to the ownership of the Philosopher. (The exception to this rule occurs when the world's population is less than 5.) The Philosopher may find converted Worlds costing him points as high Population Worlds suddenly decrease in value to 20 points. The Philosopher may find it advantageous to *lose* ownership of a converted World, so that the Imperial Credits donated by the World's Minions are once again paid to the Philosopher's Homeworld and the points for Minions resumes. Small minion populations can co-exist with minions of other sects, but when one side succeeds in converting the entire world, they convert the other sect as well.

Alliances that include a Terminator who kills Minions will work well for everyone. For example, a World with a very large number of Minions, destroyed by a Terminator's Gravitronic Disrupter brings many points for both Players. The Philosopher gets the Martyr points and the Terminator the Population terminated points as well as points for destroying a World. The Philosopher makes good alliances with the Houri, the Terminator, the Trader, The Baron and, if an alliance includes a Terminator, the Raider and the Warlord.

The TERMINATOR



As expansion of the Second Empire replaced the dark night of the Interregnum a mystery unfolded. What happened to the race or races of the Old Empire? To this day, no one can be exactly certain how such a powerful interstellar culture could have been so completely stamped out. But when the first explorers stumbled across a World of killer robots a clue to this enigma may have been uncovered. The Terminator Robots, as they have become commonly known, may be even older than the fallen Empire, their terrible conception lost in the impenetrable mists of time. Are they a left-over, malevolent intelligence dedicated to the destruction of life, an ultimate weapon, built in desperation by some beings losing a war? Or, are they just: a machine intelligence that somehow made a wrong computation? Slipped a cog? Dropped a byte? No one knows and no one may ever know, but the Terminator's Prime Directive has been made abundantly clear - Destroy Intelligent Life. As long as the ultimate outcome of negotiating with living

beings is eventual death Terminators can be bargained with. But eventually the Prime Directive must be followed...

-excerpt Encyclopaedia Galactica

SCORING:

- 1 point for each Robot, built and functioning per turn.
- 2 points for each normal Population unit killed.
- 35 points for each World Robotized
- Each Robot world creates 2 extra Imperial Credits, deposited at Robot world.
- 350 points plus Population killed points for each World destroyed by Gravitronic Disruptor
- 1 Terminator Robot on a World with Population immediately kills 5 Population (rounded down)
- 1 Terminator Robot equals 5 Population in converting Raw Materials to Imperial Credits
- Robot Worlds do not Rebel and are not affected by Siege.

Gems: **Crystals**

Relics: **The Silicon Chip** (Also Baron)

The Tram-x-Krang (Also Warlord)

The Philosopher's Stone (Also Philosopher)

The Book of the Dead Gods (Also Philosopher)

Hints: The Terminator is one of the more interesting Character Types. He actually works well with all of the other Characters, especially the Philosopher, Warlord, and Trader. The Terminator is more interested in low or zero Population Worlds that can be easily robotized than highly Populated ones. Characters that do not need Population greatly can work well with the Terminator. He may prefer that a Raider Ravage or Raid Worlds which have high population until he has time to Build enough Robots to Attack the population. The Terminator should be happy to trade high production Worlds to a Baron in return for low population Worlds which he can Robot Attack, own, and later, Gravitronic Disrupter. The Terminator is always faced with the

tough choice of using the Imperial Credits *you can Buy with* for Ships or for Robots or Gravitronic Disrupter Charges. He always has enough Production and Credits, his Robots work hard, but spending his resources is also the only way he can make points. Useless wars are especially uncomfortable for they waste valuable resources getting no points.

The TRADER



The collapse of the Old Empire created huge paradoxical swings in sophistication in the many cultural remnants of the first Empire. Barbaric tribes lived in beautiful cities with breathtaking architecture, yet stilled by the trash of thousands of years of neglect, unaware and unable to use the technology surrounding them. After the thousands of years of the Interregnum, itinerant Star Traders began to be seen among the Imperial star lanes, trading commodities from one race to another. These technological vagabonds probably shared more in common with a space-bound 'linker or itinerant Gypsy of an era gone by than the landed gentry they attempted to portray.

The Trader's main two stocks in trade were their remembered knowledge of the Old Empire's technology, imperfect as it was, and the attributes of their BattleStars and Freighters. The Trader's ponderous BattleStars, turned to use as mobile Factories, brought good news to poorer planets as their untapped Raw Material wealth could now be processed into Imperial Credits. But all knew that for a better offer those BattleStars would be on their way to another World instantly. To carry more cargo, Trader's often loaded their Ships to the locks, tearing out all weapons and defenses. Many of their Freighters were moving death traps pushed to the edge of safety in the Trader's relentless pursuit of the maximum Credit. More often, however, the true worth of the Trader was the gossip he carried of wondrous places and races in the far reaches of the growing Second Empire...

- excerpt Encyclopaedia Galactica

SCORING:

- 7 points for each Raw Material delivered to a World not owned by the Trader, not to exceed Raw Materials stockpiled on world at time of delivery of twice the number of Factories on the World. World will accept any Raw Materials delivered but only give points for the amount up to twice the number of factories on the world.
- 1 Imperial Credit for each Raw Material point, deposited on the delivering Fleet.
- Trader's Freighters can carry twice as many Raw Materials as other Character Types' Cruisers but fully loaded Freighters are the most vulnerable ships to enemy fire.
- 7 points for each Mobile Factory (BattleStar not engaged in conflict at a non-enemy world) used by a World other than the Traders' as a factory. The Credit produced is deposited to the world's bank.
- 10 points for each Fleet owned
- Traders can Pickup (and deliver) from Neutral worlds when they can view the world's inventories.

Gems: **Zircons**

Relics: **The Glass Bead** (Also Philosopher)
The Silmarin (Also Hourii)
The Eye of the Tiger (Also Raider)
The Pearl Pendant (Also Hourii)

Hints: Traders work well with everybody since all Character Types need the added capacity of the Freighters and the mobile factories of the Trader BattleStar. They are generally peaceable fellows themselves, wanting Peace or War, depending on whether or not its good for business.

Because they work for so many Players, Traders generally have a better idea of the game Map than other Players and gather a hoard of information, an important commodity in the Trader's commerce.

The WARLORD



It is hard to determine, even from this later point in history whether the Stellar Warlords who came to play a major role in the early days of the Second Empire were villains or heroes. Often, it depended upon whom they worked for and who was victorious (meaning who wrote the history). However, the mercenary Warlord, though sometimes ruthless, was meticulous in his personal code of honor, no matter how strange it seemed to Client races. Warlord warriors were brave and fearless and well-trained. Only rare and isolated cases have been reported of civilian populations being harmed by occupying Warlord forces. Most Warlord populations turned to mercenary work for a chance to leave the poor economic circumstances of their systems and to see the Galaxy.

As the Star Barons expanded, the Warlords became the warriors of choice, the foot soldiers of the Imperial Wars. The occupation of these soldiers of fortune has given rise to rumors about their trustworthiness but usually from faithless Clients. The Warlords were quick to take offense and dangerous to double-cross. But their courage has never been questioned. At least, not by anyone who lived...

-excerpt Encyclopaedia Galactica

SCORING:

- 50 points for each World captured decreasing by 10 points each time the World is captured (by any Player) until it is worth a minimum of 10 points per capture.
- 1 point for each point of Fleet Strength
- 25 points for each Fleet captured
- 50 points for each world destroyed by Gravitronic Disruptor
- 2 Imperial Credits per world deposited at Homeworld for each world given in Tribute to another player.
- Warlord's BattleStars add 6 to Fleet Strength, 5 to Shield Strength and can move 3 worlds per turn.

Gems: **Firestones** Relics: **The Runesword** (Also Raider)
The Prime Radiant (Also Philosopher)
The Iridium Palace (Also Baron)
The Tram-X-Krang (Also Terminator)

Hints: The Warlord has access to a Tribute List in the War Room that displays all the worlds captured in the previous turn. The Tribute List allows the Warlord to check off which of these worlds will be Awarded for Tribute to any player s/he has met. The Warlord may treat the captured worlds in any normal way, including removing valuable artifacts or credits captured during conquest but only worlds immediately captured will available for tribute. Any actions that would lead to ownership change, however, will supercede that Tribute Award, i.e. capture by another player, a ravage causing the world to Rebel, etc. In the case of a superceding action the Warlord will receive no credits. A Warlord may not reconquer a world that was given in Tribute on the next turn. His fleet will simply not contend for the planet on the turn following a Tribute action.

The Warlord can work very well with any of the Characters who need Worlds such as the Baron and Raider but very satisfactory alliances can be arranged with the Philosopher, the Houri, the Terminator and the Trader.

FLEETS



The Fleets are the Game pieces of IMPERIAL WARS. Their configuration for strength, defense, distance of travel, or cargo capacity makes each Fleet unique and defines its power in the game. The Fleets carry out most Commands in the game. They are mobile and control the ebb and flow of the game. They are represented in the game by a “winged” icon called a Fleet Symbol.

Fleet Commands

ATTACK AND DEFEND

Fleets can Attack other Fleets and World Populations, Fortresses, Factories, Minions or Robots. The Defend Command is a conditional Attack Command ordering a Fleet to Attack only *if* attacked.

The Fleet Attack Menu is displayed by either dragging the Fleet Symbol icon to the object you want to Attack (another Fleet or the world where it is orbiting), or Right clicking on the large Fleet Symbol inside the Fleet screen and choosing Attack.



Fleets Against Fleets

Each Fleet Attack against another Fleet is computed as *Fleet Strength* against *Shield Strength*. *Fleet Strength* represents the combined Firepower of all the Ships on the Fleet. The *Shield Strength* represents the combined defensive value of each Ship on the Fleet (See Ship Characteristics).

Fleets that are hit, have their Ships destroyed in the order in which they are Vulnerable (See Fleets, Shield Strength). If Fleet Armor, bought from an Imperial World, has augmented the Shield Strength, the Fleet Armor will be destroyed before the Ships take hits on the Fleet. After attacks conclude, Contention rules decide who is the owner of the fleets involved in the conflict.

Attacking Fleets may choose two targets. The Primary Fleet Target Fleet will receive as many hits as the Attacking Fleet can deliver up to the Defending Fleet's *maximum Shield Strength*. Any of the Attacking Fleet's remaining *Fleet Strength* will be directed against the Secondary Fleet Target. Each Attacking Fleet will get all of the damage from hits possible against its target before taking hits itself.

Fleets faced with possible hostile action from another Fleet can Defend (Fire only if fired upon, see Defend, below), or they may Fly away from the encounter. If a Fleet leaves an encounter, the Attacking Fleet only gets *half* as many hits on the retreating Fleet.

Attacks by multiple fleets are cumulative on attacked fleets. This means that total hits are accounted against any fleet target from all fleets that aim at it.

A Defend Command prepares a Fleet to Fire against an Attack from any two specific sources, Fleets and/or a World. If a Defended Fleet is attacked, its Fleet Strength is matched against the Attacking Fleets Shield Strength for damage and Ships are hit in the same order as in an Attack Command. Fleets Defend against Attack in the order in which the Defend Command was given.

Fleets Against Worlds

Fleets can Attack Worlds. They can choose to Attack:

1. Fortresses



A Fleet Attacking only the World's Fortresses does not endanger Population (or Robots). Each fortress will absorb 2 FS of damage before being destroyed.

2. Population



Attacking Population (or Robots) requires that the Attacking Fleet eliminate the Fortresses first, with each additional point of Fleet Strength left, destroying one of the target world's Population (or Robots).

3. Factories



Attacking Factories requires that the Attacking Fleet eliminate the Fortresses first, with each additional point of Fleet Strength left, destroying one of the target world's Factories.

4. Minions



Attacking Minions (followers of a Philosopher) at a world evokes no retaliatory response from the world's fortresses. However, if the world owner is a Philosopher or Hourai that also owns the minions on the world and attacks them, it is treated as an attack on the general population. The world will rebel.

Note: A World owner whose Fleets Attack his own Population will force the World into rebellion unless the all of the Population is killed in the first Attack. If the World does Rebel, it will go unowned and Build a Fortress if there are not Fortresses already on the World.

Note: An Attack against World Population will kill both normal Population and Minions in the Population proportionally. A Fleet Attack on Minions *specifically* by either the World owner's Fleets or his Allies will destroy only the Minions and does not endanger other Population and

does not require destroying the World's Fortresses. If the Attack comes from a non-Ally to the World owner, World Fortresses must first be destroyed before the Minions are hit. Other Population is not affected.

Buy and Sell Ships (Fleets)

SHIP BUYING LIMITATION



Fleets are Interstellar Engines without the ability to take any action until they have Ships attached to them. Ships are attached to Fleets when Fleets buy them (using each Fleet's Fleet screen) with Imperial Credits at a World with Factories. The Factory World can allow a Fleet to Buy ships for fleets with Credits from the World Bank that does not exceed the number of Factories at that World. (See Worlds, Imperial Bank). This limit is displayed on the planet screen in parenthesis, behind the number of Credits in the World Bank.

NOTE: Fleets cannot buy with Imperial Credits on board (except at Imperial Worlds). The Credits must be on the world with the factories. Fleets can *only* transport Credits from World to World. They must transfer any Credits to be used down to a World for deposit into the World Bank account for a Fleet to use them.

Where a World that you *or an Ally* owns has factories you can Buy Ships if there is a number under the Imperial Credits icon. Note that the world owner's buy orders come first and then any remaining factories and Credits go to fill the Allies orders.

Ships can also be sold. As Fleets Sell Ships, the value of the Ship or Ships sold will show up in the World Bank of the current World.



Scout



Cruiser



Freighter



BattleStar

FLEETS at their owners or Allied *factory* Worlds can Buy:

- Scouts for 1 Imperial Credit each
- Cruisers or Freighters for 2 Imperial Credits each
- BattleStars for 4 Imperial Credits each

IMPERIAL WORLDS - BUYING

In travels around the Imperial Wars universe, you are likely to come upon one of the old automated supply Worlds of the Imperium. These Worlds have some advanced technology



products for sale that you may want to Buy, especially Terminators. If so, you *must* have the *Imperial Credits on board* the Fleet because Imperial Worlds *don't* take American Express or even Visa. This is the *only* instance where Fleets can buy from Imperial Credits carried on board.

At an Imperial World, you access the IMPERIAL WORLD BUY MENU the same way you would buy at any world. Open the Fleet's Fleet screen and left click anywhere on the large fleet icon to open the Buy screen. You should also be able to open the

Buy screen by clicking on the Imperial World's Name box.

Fleets at an Imperial World (See *Worlds, Imperial Worlds* for more information about them and about the things they Sell) can buy the following fleet attributes:

- Cloaking Devices
20 Imperial Credits each
- Gravitronic Disrupter
15 Imperial Credits each
- Missile Launchers
2 Imperial Credits each
- Fleet Armor
1 Imperial Credit per 2 units of Armor

NOTE: Players *cannot* sell or transfer items purchased at the Imperial Worlds. Once purchased, these items are permanent fleet attachments, installed by special techniques at the Imperial World to the Fleet engine. They become an integral part of that particular Interstellar Fleet Engine. Excepting Fleet Armor, which can be bought in multiples, only one of each of the items can be bought for each Fleet.

Dump

Since fully loaded Freighters on a Trader's Fleet are especially vulnerable, Traders, especially, may want to Dump the Fleet's Raw Material cargo overboard in a hostile situation. By dumping some of the Raw Materials, Ship Vulnerability for Freighters will improve proportionately. By dumping enough Cargo, some or all of the Freighters will regain their ability to fire, adding to the Fleet Strength in the encounter. Fleets can Dump and Attack (or Defend) on the same Turn. Raw Materials Dumped will be jettisoned from all the BattleStars on a Fleet before Freighters (or

Cruisers) begin Dumping. If a Character Type other than a Trader Dumps cargo from a Fleet, Raw Materials will be jettisoned from the BattleStars before the Cruisers. Relics, Gems, Jewels and Imperial Credits cannot be dumped and are not considered Cargo.

Fly - Fleet Movement



Fleets are moved through the Worlds of the Imperial Wars universe through the Stargates that connect them. Think of them as an antiquated star subway system. Not all of the connections at a world work, so there can be anywhere from 1 to 4 connections to another world. The Fleet's ability to travel World Connections is limited by the Ship types on the Fleet. Ships that can move (or travel) the lowest number of Connections set the limit for how many Connections the entire Fleet can travel. For example, a Fleet with 10 Scouts and a BattleStar would be limited two Connections of movement per Turn, the BattleStar limiting the entire Fleet to its allowed distance. See *Fleets*,

Ship Characteristics for further information on distance limitations.

There are two ways to begin the Fly command.

1. Drag the fleet symbol icon to the Stargate.
2. Click on the Stargate icon inside a Fleet screen

Both of these methods will open the Flight Plan window and allow you to move your fleet from the current world through world connections. Clicking on each world in a path from the current world "hops" your fleet from one world to the next. The window will only let you go the number of hops that are legal for your fleet. You can edit your fleet move by clicking on the "Cancel Last Flight Segment" button in the Flight Plan window.

Movement of Fleets comes at the *end of each Turn* in terms of Order of Execution of Commands, so in most cases you will make orders to your Fleets with the Fly Command being last. There are a number of Commands that are mutually exclusive to Flying. (See *Order of Command Execution* and *Mutually Exclusive Orders* for more information)

In the same move with a single Fleet you may not:

- Attack or Defend, and Fly
- Fly and expect that your fleet will Ambush another player's fleets

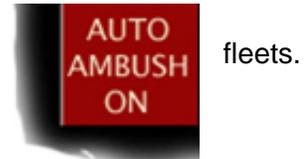
You can:

- Buy or Sell and Fly
- Fly and Give a Fleet
- Convert Scouts and Fly
- Dump Cargo and Fly
- Pick Up items and Fly

- Probe and Fly
- Transfer items and Fly
- Set Fleet at Peace and Fly
- Launch Missiles and Fly
- Destroy World and Fly
- Raid and Fly
- Attack and Raid

At Peace (opposite of Auto Ambush)

All Fleets and Worlds are initially set to Auto Ambush. In Auto-ambush, the fleet will contend for ownership and also ambush other fleets. However a fleet may be set At Peace. When a Fleet is set at Peace:



fleets.

- The Fleet will *not contend* or, in other words, attempt to obtain ownership of undefended or unowned Worlds or Fleets.
- The Fleet will not Ambush Enemy Fleets that pass through the World Connections where it is located.
- The Fleet's Fleet or Shield Strength will not be included in 3 to 1 Captures or other 3 to 1 computations.
- The Fleets will not attempt Thefts from other Fleets or Worlds.

Fleets flying At Peace can Attack and Defend and can do all the things that Fleets normally do. This simply identifies this fleet as Contending for ownership of other fleets and worlds and as set to Ambush non-Allied fleets that over fly them. Traders, for instance, often hoist the Peace flag when in another Player's territory so that there is no chance of accidentally capturing an undefended World or Fleet.

Ally Pick Up

Fleets use the Pick Up Command from a fleet's Fleet screen to pick up Raw Materials or Imperial Credits from Worlds whose owner has declared them an Ally: This command will work for Traders at Allied worlds as well, since they are allowed to pickup and deliver Raw Materials with this command at Neutral worlds.

Do not confuse the Transfer command with the Pick Up command. The transfer Command is used to move Relics, Gems, Jewels, Credits, and Raw Materials between *owned* Fleets and Worlds only. See Worlds, Transfer.

Converting Scouts

Scouts are the most versatile of all ships and can perform a number of very important functions for a fleet. Right clicking on the Scout icon in the Fleet screen accesses Scout Conversion screen and access to the functions below.



PROBE

 A Fleet can Probe a World Connection by disengaging one Scout and sending it to one of the Worlds adjacent to the World where it is in orbit. In this way a Player can explore a World where he has not sent a Fleet. The Scout has only enough fuel to get to the World at the end of the Connection and return. The Scout will be lost if the Probing Fleet owner does not have a Fleet at the World where the Probe Command originated so that the Probing Scout can rejoin it on the following turn. It does *not* have to be the *same* Fleet that initiated the Probe Command but there must be a Fleet present and *owned* by the original owner of the Probing Fleet at the end of the Turn for the Scout to find it.

The World where a Probe was sent will show the probing player a current view of the probed world on the next Turn. At the probed world no information regarding who made the Probe or where the Probe came from will be shown but all players who have a current view of the probed world will see the Probed icon indicating that the world was probed. Probes cannot be ambushed and will not be hit in Attacks either at the World they are Probing or Attacks on the Probing Fleet. Since only a Fleet or World can *contend* for Ownership, a Probe cannot capture a World. See *World, Ownership* for more information.

SCOUTS TO ROBOTS



Only Terminator Fleets over a World may use the Convert Command to Convert Scout Ships to Robots. These Converted Scouts will be landed on the World, become Robots and immediately terminate 5 Population. If the World's Fortresses Attack the Terminator Fleet making the Robot Attack, the Scouts being Converted will be hit and destroyed before any other ships. World Attacks on a fleet attempting a Robot Attack are the only way in which Robot Attacks can be combated. The World Defend Command will not protect against a Robot Attack.

If there is no Population or all the Population has been destroyed, each Robot will take up residence, working as 5 Population. For further information on Robots, refer to

Worlds, Population, Robots and Robot, Robot Attack for more information about Robot Attacks.

SCOUTS TO FORTRESSES



Any Player may Convert a Scout to a Fortress. The Scout will become a Fortress on the World where the Fleet is in orbit and it will be operational on the same Turn on which it is Converted. If the World is either Defended or Owned, the Fortress will add to the World's Defenses. Beware, if an unowned world is contended between several starlords (or a starlord and a rebel fleet), then a scout sent to fortify the planet will allow the inhabitants to become a sovereign Rebel planet.

SCOUTS TO GRAVITRONIC DISRUPTER CHARGES



To use the powerful Gravitronic Disrupter, which can only be purchased from an Imperial World, the Interstellar Engine of the Fleet must be Charged. A Fleet must Convert 25 Scouts for each Charge it intends to use in Destroying a Planet. The Charge will be ready to use on the same Turn the Scouts are Converted, or any subsequent Turn. When the Destroy World Command is given the Engine will automatically tap and regulate the mammoth flow of energy from the Charge into the Gravitronic Disrupter.

SCOUTS TO MISSILES



Fleets who have Bought Missile Launchers from an Imperial World can Attack Enemy Fleets at Worlds adjacent to the World that they are currently orbiting. Selecting scouts in the Convert Scouts screen will display the Launch Missiles screen so that a world can be targeted. See Launch below, for information on firing Missiles.

NOTE: Scouts in the process of Converting into Robots, Missiles, or Charges are the most Vulnerable ships on a Fleet and will be hit first, even before fully loaded Freighters.

NOTE: See Scout Capture for more information on capturing unowned fleets using the Scout Conversion transaction screen.

Launch

Any Player can adapt his Fleet for Launching Missiles by Buying a Missile Launcher at an Imperial World for 2 Imperial Credits. The Imperial Engine's ability to regulate power is used by the Missile Launcher to Convert Scouts, as it is fired, into Missiles. A Fleet can launch as many Missiles as it has Scouts on the Fleet, upon execution of the Launch Command, at the orbit of a neighboring World. The Launched Missiles will hit any declared Enemy Fleets randomly doing 2 points of damage to their Shield Strength and destroying their Armor or Ships, in order of Vulnerability. A report of the launching will go to the owner of the Launching Fleet and all Players at the World will see that Missiles were Launched at the World's orbit, regardless of

whether there is a hit or not. You can buy only 1 Launcher per Fleet. Missiles are counted as separate attacks and hence cannot destroy Battlestars.

Raid (Raider only)

Only Raiders can use the Raid Command and it is a Fleet command that can only be made at *another* Player's World. The Raider must have a combined 3 to 1 advantage over the *combined*:

- World owner's Fortresses
- World owner's Fleet Shield Strength in orbit
- Any other competing Raider Fleets' Shield Strength in orbit.

The Fleet making the Raid will receive the Imperial Credits from the Raid. There must be at least 1 Recovery Turn between Raids. Consecutive Raids are *not* allowed although the Raider can Raid and Fly. The following events will take place at the Raided World:

- World Population ceases to grow for 1 Turn (recovery).
- All Raw Materials in Storage are destroyed.
- All Raw Material Production ceases for 1 Turn (recovery).
- All Imperial Credits in the World Bank are transferred to the Raider's Fleet that issued the Raid Command.
- The Raid generates *100 points* for the Raider decreasing by 25 points for each time the World has been Raided (or Ravaged) until a minimum of *25 points per Raid* is reached.

NOTE: RAID and RAVAGE both move the Counter that controls the number of points a Raider receives for either of these actions. For instance, two Raids and three Ravages at the same World would drop the point value for either of these actions at the World to their minimum values. See, Raider for raid and ravage scoring.

Transfer

FLEET TO FLEET

Fleets owned by a Starlord can Transfer Items (Imperial Credits and Raw Materials) or Artifacts (Gems, Jewels, Relics) to another Fleet or World owned by the same Starlord.

To move items (raw materials and Imperial Credits) between worlds and fleets owned by Allied Starlords, the Pick Up command is used. Items, and all Artifacts can only be given to a non-Ally or Enemy Starlord by placing them on a world or fleet and then giving that world or fleet to the target player.

NOTE: Items bought at an Imperial World, however, *cannot* be transferred to another Fleet. They are permanently installed using the old Imperium technology at an Imperial World, directly onto the Player's Fleet when these attributes are purchased.

The Transfer Command is accessed by Left clicking on an Item (Credits or Raw Materials) icon or Right clicking on an Artifact (Gems, Jewels, Relics) icon in a Fleet screen.

The Pickup Command is accessed by Right clicking on and Item (Credits or Raw Materials) icon in a Fleet screen.

Destroying a World (The Gravitronic Disruptor – Imperial World)

The Gravitronic Disruptor disrupts the quantum fabric of the universe; suspending gravity with such force that the World's sun will go Nova on the turn after the GD is fired. All Raw Materials and Imperial Credits on the World will be incinerated in the blast but Relics, Gems, and Jewels and the Fleet engine itself will be randomly blown to the adjacent World Connections. See *Worlds, Planetary Condition, Destroy World* for further explanation and see *Worlds, Nova*, for more information regarding Fleets at a Nova.



Gravitronic Disruptors can only be obtained by Fleet purchase at an Imperial World. While any fleet can purchase this device option, it cannot be setup until you have purchased a BattleStar for this fleet. It cannot be activated until it is charged by converting 25 Scout ships. At that point, it can be released on a world to destroy it. The commands to operate the Gravitronic Disruptor are located in the special panel of the right side of the Fleet screen, reserved for Imperial Wars attachments.

Fleet Strength

A Fleet's *Fleet Strength* is the combined offensive firepower of each Ship attached to a Fleet. The Imperial Wars engine resolves many issues that involve fleets by often referencing to this value.

Fleet Strength is used in computations such as:

- How many hits are inflicted upon an Attacked Fleet.
- How many hits are inflicted upon an Attacked World.
- How many hits are inflicted upon an Ambushed Enemy Fleet.
- How much Population will hide during a Siege.
- How strong a Raider Fleet is in comparison to another Fleet's *Fleet Strength* for a 3 to 1 Capture. *

* In the Raider 3 to 1 Capture scenario, if the combined *Fleet Strength* of a Player's Fleets (and any Player's Fleets who have declared him an Ally), at any World, is outnumbered 3 to 1 by a Raider's combined *Fleet Strength* and the Player is *not* an Ally of the Raider, the entire Fleet or squadron of Fleets is captured, intact, by the Raider.

Each Ship attached to a Fleet contributes the following individual firepower to *Fleet Strength*:

- Scout 0

- Fully loaded Freighter 0
- Partially loaded Freighter 0
- Unloaded Freighter 1
- Cruiser 1
- BattleStar 5
- Warlord BattleStar 6

Shield Strength

Shield Strength indicates the *defensive* strength of a Fleet, or its “hit” points. All of the hits required to destroy each Ship on the Fleet are added together to find this number. *Shield Strength* is how many hits the Fleet can take before all of the Ships on the Fleet are destroyed and the Fleet is driven undefended.

Each Ship attached to a Fleet adds the following individual defensive capability to the Fleet's *Shield Strength*:

- Fully loaded Freighter 1
- Scout 1
- Partially loaded or Unloaded Freighter 2
- Cruiser 2
- BattleStar 5
- Warlord BattleStar 6

Shield Strength is used in several Imperial Wars game computations.

Vulnerability

During conflict, certain types of Ships on a Fleet will be destroyed before others. The list below shows Ships in order of their vulnerability.

1. Scouts being Converted
2. Fully loaded Freighters
3. Scouts
4. Partially loaded Freighters
5. BattleStars
6. Cruisers/Unloaded Freighters

Fleet Armor (Imperial World)



Fleets can augment the natural *Shield Strength* of the ships on the fleet by buying Fleet Armor at an Imperial World (See *Worlds, Imperial Worlds*). This Fleet Armor, in the event of hostile fire, takes hits before the Ships on the Fleet are hit and destroyed. It also adds to a Fleet's *Shield Strength* when a Theft or a Raider 3 to 1 Capture is computed. This additional defensive strength is expendable; it is used up by hostile fire.

Fleet owners will see their *Shield Strength* displayed on the right side of the Fleet screen, reserved for Imperial World attachments with a number displaying the additional Fleet Armor. All other Players will see only the Fleet Armor icon indicating that the Fleet has Fleet Armor but not how much.

Theft

Theft from *Fleet to Fleet* (See *Worlds, Theft*, for more information regarding Theft) is not a command action; it is a condition that happens automatically. It may even be an embarrassment when a Theft occurs that wasn't intended.

If a Player's Fleets at a World have a combined *Fleet Strength* advantage of 3 to 1 over any non-Ally's combined Fleets' *Shield Strength*, that Player's largest Fleet may *automatically* steal any Relics, Gems, Jewels, and *Imperial Credits* on the non-Ally's Fleets. The amount stolen is variable. Allies are not counted. If either participant's Allies' Fleets are present, they will not count in Defending against the Theft. The defensive strength and/or ownership of the World below has no influence on the Theft.

NOTE: A Fleet at Peace will not steal from another Fleet.

In the event of *contending* Fleets, the stolen artifacts go to the largest Fleet: if *contending* Fleets are equal in size, no artifacts or Credits are stolen as the multiple thieves foil each others plans.

Cargo Space Available



One of the prime necessities of Imperial Wars after the first rush of exploration is to keep the Factories at high technology Worlds at the highest production possible and that usually means transporting Raw Materials from high producing Worlds to Factory Worlds. Cargo Space is the room that a Starlord's Fleet has available to fill up with Raw Materials. Each Raw Material takes up one Cargo space. The artifacts, Gems, Relics, Jewels, and Imperial Credits, are not considered Cargo and do not take up any cargo space.

Each Fleet's ability to carry Raw Materials is based on the individual capability of the Ships that make up the Fleet. This is how Ships add to a Fleet's Cargo Space Available:

Ship Type	Cargo space
Scouts	0
Cruisers	1
Freighters	1 or 2
BattleStar	1

Traders are especially involved in this process. Freighters, which can only be owned by Traders, have different capabilities and characteristics when fully loaded, partially loaded, or unloaded. See *Ships, Freighters* or *Character Type, Traders* for more information.

Ship Characteristics

A Fleet without Ships cannot Fly anywhere or do anything. It is the basic Imperial Wars Interstellar Engine and it is powered to activate the ancient world Stargates when ships are attached to it. Powerful as it is, it is helpless until ships are attached to it. A Fleet's capabilities are judged by four characteristics:

- Fleet Strength
- Shield Strength
- Cargo Space Available
- Speed (Number of World Connections it can Fly)

A Fleet is limited in the number of World Connections it may travel to the *lowest* limit of its component Ships. A Fleet with a BattleStar cannot go more than the 2 World Connections per turn allowed to it. Exception: Warlord BattleStars go 3 world connections.

These characteristics are determined by the kinds of Ships that make up the Fleet. Choosing Ships to configure Fleets for each Starlord's needs is an important tactic in playing Imperial Wars well.



Cruisers are usually the most important Ship for all character Fleets except the Trader (Freighters replace Cruisers for them). These Ships are the best compromise between Cargohauling capacity, defensive strength, offensive firepower and distance it can travel.

Cruisers:

- Add 1 shot to Fleet Strength.
- Add 2 to Fleet Shield Strength
- Carry 1 Raw Material.
- Fly 3 World Connections without stopping.
- Are last hit in hostile action,
- Cost 2 Imperial Credits.

BATTLESTARS

BattleStars are the behemoths, the



battlewagons of the Fleets, slow but powerful and with certain special attributes. They provide the most *bang* for the *buck* offensively.

BattleStars:

- Add 5 to Fleet Strength (can fire 5 shots, 6 for a Warlord.)
- Add 5 to Shield Strength (takes 5 shots to destroy, 6 for a Warlord)
- Carry 1 Raw Material.
- Fly 2 World Connections *only*, without stopping (3 for a Warlord).
- Next to last type Ship hit in hostile action.
- Cost 4 Imperial Credits.

Also BattleStars can:

- Operate as a Mobile Factory for a Trader.
- Become a platform for a Gravitronic Disrupter.

Mobile Factory

A Trader's BattleStar in orbit around any World whose owner is not the Trader's Enemy (a Neutral or an Ally), or in orbit around the Trader's World, will automatically add to the World's Factories. processing Raw Materials. A World will be able to add the number of BattleStars belonging to a Neutral or Allied Trader to any Factories it might have and produce an extra Imperial Credit if there are sufficient Raw Material and Population For more information see, Characters, Trader.

Gravitronic Disrupter

Only the BattleStar is large enough to hold a Gravitronic Disrupter steady when its awesome power is unleashed upon a World. Gravitronic Disruptors are bought at an Imperial World. To use the Gravitronic Disrupter, a Fleet also must have a BattleStar on it to execute the Destroy World command. For more information see *Worlds, Imperial Worlds* and *Fleets, Destroy World Command*.

FREIGHTERS

If the Cruiser is the mainstay of a non-Trader Fleet, the Freighter is the backbone of the Trader's Fleet. However, the Trader is faced with a number of choices due to the nature of the Freighter.

The Freighter:

- Adds 1 to Fleet Strength when Unloaded, 0 when partially or fully loaded.
- Adds 2 to Shield Strength when Unloaded or partially loaded and 1 to Shield Strength when fully loaded.
- Flies 3 World Connections without stopping.



- Can carry up to 2 Raw Materials.
- Is first Ship type hit in hostile action when fully loaded, when unloaded or partially loaded, second most vulnerable Ship.
- Costs 2 Imperial Credits.

Fully loaded Freighters have a great advantage in Cargo carrying capability but give up most of their defensive and all of their offensive strength to do so. See *Fleets, Fleet Strength* and *Shield Strength* for more information.

SCOUTS

The Scout is a basic Fleet component for any Imperial Wars Character Type. It has limitations:



The Scout:

- Cannot shoot so adds 0 to Fleet Strength.
- Adds only 1 to Shield Strength as 1 shot in hostile action or Ambush will destroy it.
- Cannot carry any Raw Materials.
- Is very vulnerable - with the exception of fully loaded Freighters, it is the first Ship destroyed in hostile action.

But it can also do all of the following:

- Fly through 4 World Connections without stopping.
- Be Converted into:
 - Probe, to explore a neighboring world
 - Robots in a Terminator's Robot Attack against a World's Population.
 - Fortresses at a World for defense
 - Scout Capture to capture Unowned fleets
 - Gravitronic Disrupter Charges for a Gravitronic Disrupter
 - Missiles by a Missile Launcher
- Cost only 1 Imperial Credit.

Scouts are valuable on a fleet by themselves for their ability to fly through 4 world connections. They are great for exploring because of the distance they travel and because they can be converted to world fortresses to defend captured worlds. Also, they can Capture Unowned Worlds or Fleets even though they have no offensive strengths using Scout Capture. They can be the eyes of an advancing armada. They can also be the quickest way to transport Imperial Credits. They have a number of other conversion properties as well. See *Scout Capture, Probe, Convert, Gravitronic Disrupter, Launch, and Missiles* for more information about Scouts.

Ownership, Capture, and Contention (Fleets)

Ownership of Fleets can get pretty technical in a Universe maintained by a computer. It won't be very important to the casual reader until there is some specific situation that needs clarification. The principles of ownership are generally the same for all things in the Imperial Wars Universe, but Fleets particularly demonstrate the intricacies of Ownership.



Usually Fleet ownership is established automatically. When a Player's Fleet shows up in orbit with an Unowned and/or Undefended Fleet, it Captures the Unowned, Undefended Fleet. If there is *Contention* by a Fleet or a World, the Fleet stays Unowned until clear ownership is established. *Owned* but Undefended Fleets will also become Unowned if there is more than one *contending* Fleet present.

Contention means that there is more than one Player, just by the presence of an owned Fleet or World, in a position to automatically capture a Fleet or World. *Contention* has nothing to do with diplomatic status, all Fleets and Worlds will *contend* for ownership unless either or both is flying *At Peace*.

NOTE: A Rebel Fleet will also act as a *contending* Fleet. (See Rebel Fleets and Worlds)

Contention can be resolved in a number of ways:

All but one of the *contending Forces* may leave, in which case Ownership of the Unowned Fleet will automatically go the remaining, *contending* owner of the World or Fleet. The World cannot *leave*, of course, but all the Fleets could.)

All but one of the *contending Forces* may be set *At Peace*, in which case these Fleets or the World are considered *not contending* and Ownership of the Unowned Fleet will go to the Fleet or World owner which is not *At Peace*.

Contending Fleets may attempt to Scout *Capture* an Unowned Fleet by Converting Scouts from their Fleets and sending them to the Unowned Fleet. If, however, equal numbers of Scouts arrive from the *contending* Fleets, the Unowned Fleet will become a Rebel Fleet keeping all of the ships sent to it. An Attack of this fleet will be necessary to destroy the Ships and establish a player owner.

Neutral or Enemy Fleets will capture undefended Fleets, regardless of Owner, in the same World orbit with them if there is no other *contending* Fleet or World. Your Fleets or World will not capture undefended Fleets owned by your Allies.

Fleets with all of their Ships destroyed through a Fleet or World Attack will become Unowned. If there is no other *contending* Fleets or World present, the ownership of the Unowned Fleet will go intact, to the Attacker with all Cargo, Relics, Gems, Jewels, and Imperial Credits on board.

Fleets can also be given to other Players with a Give Command. Ownership is transferred complete with all Ships, Gems, Relics, Jewels, Raw Materials, and Imperial Credits and any other game artifacts including items Bought for a Fleet at an Imperial World. (See Global and Player Game Information, Gifts)

The process of Attacking a Fleet drives it Un-owned, so that it can be captured by a contending force.

Raider (3 to 1) Capture

A Raider's Fleets in orbit at a World will automatically capture *non-Allied Fleets intact*, where their combined FS outnumbers by 3 to 1 ...

a) ... the *combined Fleet Strength* of Players' Fleets who are Neutral toward, or who have declared the Raider an Enemy,

- and-

b) ... the World's Fortresses, if the World is owned by a Player who is a non-Ally of the Raider, or who has declared the Raider an Enemy.

All the Ships, Raw Materials, Imperial Credits, Gems, Relics, Jewels, and attributes Bought for the Fleet at an Imperial World, on the Fleet at the time of the Raider Capture, will stay on the Fleet and belong to the Raider.

Scout Capture

Scout Ships can be Converted from a Fleet and used to Capture either an Unowned Fleet.

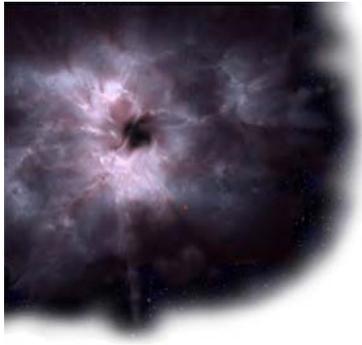
As explained in Fleet Ownership any adjacent Fleet with Shield Strength wins Un-Defended and Un-owned Fleets automatically if there are no other contending Fleets or Worlds present. When there is Contention by one or more Fleet or World owners, a Fleet may use it's Scout Conversion command to convert any number of its Scouts to capture an Unowned Fleet in an attempt at Ownership (*Scout Capture*).

The Fleet that sends the most Scouts will capture the Fleet, along with any Scouts Transferred from other *contending* Fleets. If equal numbers of Scouts are transferred, the Fleet will become a Rebel Fleet and *Defended* by all the transferred Scouts. Sending more Scouts to an Unowned but *Defended* Fleet will just add more Scouts to the Fleet's *Shield Strength*, making it harder to capture - not usually a good idea but a possible way to transfer scouts to a fleet under certain conditions.

NOTE: *Defended*, Unowned Fleets or Worlds *will contend* for Ownership of a Fleet or World.

WORLDS

Black Holes and Novas



Time, over the course of thousands of years, has caused dramatic changes in some of the Suns of the Worlds along the Old Empire's star highway. Some of them have gone Nova and are now Black Holes. During the course of the game, other Suns, such as the Suns of Worlds destroyed by a Gravitronic Disrupter, may go Nova and eventually become Black Holes. Novas and Black Holes have different characteristics and it is impossible to tell exactly what will happen to a Fleet who Flies into one of these stellar phenomena. We can tell you that a Fleet *stopping* at a Nova World will be lost and it, and all of its cargo will be destroyed and any artifacts that it was carrying will be scattered

among the World Connections of the Nova. However, it is possible but unlikely that a Fleet Flying *through* the Nova will reach its destination. Flying through Black Holes and Wormholes should be exhilarating and may well be rewarding for the daring Player. Only experimentation will tell.

Attack and Defend

WORLDS AGAINST FLEETS

Worlds Attack Fleets in orbit by firing simultaneously from all of the Fortresses on the World at each Fleet targeted by the Attack Command (up to 2 Fleets). Each Fortress fires one shot and does one hit of damage to each targeted Fleet's Shield Strength, destroying ships in order of Vulnerability.

For figuring 3 to 1 advantages and other calculations, the World's total Firepower equals the number of Fortresses the World has on its surface.

WORLDS AGAINST POPULATIONS

World owners *can* Turn their Fortresses against their own Populations and Attack them, each shot from a Fortress killing 1 Population. However, unless every Population is killed, the World will rebel and take over the Fortresses on the World. Robots Bought from Factories on worlds owned by a Terminator will kill Population, but Terminator Fortresses are no exception and *cannot* Attack normal Population *directly* without causing a rebellion.

World owners' Fortresses and Fleets can Attack Minions only in their populations without causing a rebellion. Also, World owners Allies' Fleets can Attack Minions without destroying the World's Fortresses. EXCEPTION: Philosophers who Attack their own minions, will be treated as though they had attacked their general population.

DEFEND

The Defend Command allows a World to ready its armaments in case it is attacked by up to 2 of the Fleets in its orbit. If the hostile Fleets that have been targeted by the Defend Command do Attack than the World will Attack those Fleets which fired on it as though it were an Attack Command. This is a conditional Attack Command. The Fleets targeted by this Command *must*

Attack for the World to retaliate. This Command will not cause a World to Attack Fleets arriving, The World will fire only on Fleets already in orbit and only if they Attack the World.

Note: All Worlds will auto-defend themselves in case of attack, firing at one or two of the attacking fleets. However, the Defend command allows the object owner to decide which targets it will respond to in case of attacks from multiple objects.

BUILD

FACTORIES



Worlds can BUILD Factories to improve the World's ability to create Imperial Credits and to improve purchasing power. Factories cost 5 Imperial Credits and require 10 *Unemployed* and *Available* Population be present on the World for each Factory Built. The Build Transaction screen is accessed from the Planet screen by Left clicking on the Factory icon.

Unemployed and Available Population: Population that is used by working in a Factory processing Raw Materials into Imperial Credits or in Hiding because of a Siege.

Credits for Building Factories come directly from the World Bank and are not limited by the number of Factories already on the world. Factories cannot be resold to the World Bank and can only be destroyed by attacks from the world fortresses or from fleets in orbit. See *Worlds*, *Factories* and *Buy and Sell* for more information.

MINES (RAW MATERIAL PRODUCTION)



Worlds can also improve the Production of Raw Material at a World by Building Mines. Each new mine costs 10 Imperial Credits and there must be 5 Population *Unemployed* and *Available* on the World. (See *Worlds*, *Factories*) If the Mine is being Built on a World where there is currently an order to Build Factories, Factory BUILD orders will use the *Unemployed* and *Available* Population before Building Mines. Credits for Building Production come from the World Bank and are not limited by the number of Factories on the world.

Mines *cannot* be resold to the World Bank.

Buy and Sell

WORLDS can Buy:

- Fortresses 1 Imperial Credit each
- Robots (if a Terminator) 1 Imperial Credit each



Access this World Buy/Sell Transaction screen by opening a Planet screen on a factory world and left clicking on the Fortress icon.

Only Worlds with Imperial Credits in their world bank can Buy Fortresses or Robots (Terminators only). The World's Buy orders are filled before any orbiting fleet commands. Any available Imperial Credits left over will fill the Home Fleet's Buy orders, followed by Allied Fleets in orbit Buy Commands.

Fortresses Bought by the Factory World will be operative on the same Turn they are

bought and will be counted in any World Attack, Defend, or 3 to 1 Computation. See *Worlds, Fortresses* for more information.

Robots Bought by a Terminator Factory World will immediately Attack World Population, killing 5 Population before being destroyed, or if there is no population, they will take up residence working as 5 normal Population on the World the next Turn after they are Bought. See *Worlds, Population, Robots* for more information.

The World Buy/Sell Fortresses and Robots Transaction screen is accessed for the Planet screen by Left clicking on the Fortress icon.

Terminator-owned Worlds can Sell Robots (but not Fortresses) for one Imperial Credits apiece.

NOTE: Worlds cannot Buy Ships for Fleets in orbit. Fleets must place the Buy order using the World's World Bank account.

Transfer

The World Transfer Command lets a world send Items (Credits and Raw Materials stockpiled) and Artifacts (Gems, Jewels, Relics) to owned Fleets. Any of the following can be transferred by any World to fleets owned by the World owner.

- ITEMS (Raw Materials and Imperial Credits)
- ARTIFACTS (Gems, Relics, and Jewels of Power)

To reach the Transfer screen, left click on items or artifacts icons on the Planet Screen.

NOTE: See the Pick up or Ally Exchange for syntax on how to move Items to and from an Allied World or Fleet.

NOTE: Fortresses and Factories cannot be transferred to Fleets.

At Peace – Auto Ambush

Worlds can be toggled between Auto Ambush, the default, and At Peace.

Worlds At Peace will not *contend* for ownership of Fleets in orbit around them. Un-Defended, Un-owned Fleets in orbit will stay Unowned, as far as a World At Peace is concerned. A World At Peace will not have its Fortresses computed in any Raider 3 to 1 Captures in its orbit.

Worlds with Auto Ambush set will do two things:

1. They will contend for ownership of any fleet in their orbit.
2. They will also Ambush any non-allied fleets that pass through the world without stopping, automatically. Fleets that stop at the world will not be harmed.



Toggle the World from Auto Ambush to At Peace by clicking on the Shield icon at the top left of the World symbol. To toggle back, click on the olive branch icon in the same place.

World Connections – The Stargate

Each World is connected to between 1 and 4 other Worlds. These Connections form a network of 350 Worlds, through which Fleet Engines, populated with ships purchased or transferred to them, can activate. Because of the distances between stars, the only way to get from one World to another is through the old Empire's World Connections. To Fly from World to World through the World Connections, a World's location must be known to the Fleet and registered on the Starmap. This is accomplished by exploring worlds or by receiving map coordinates sent from another Starlord. Fleets are limited in the number of World Connections through which they may fly by the kinds of ships that make up their complement (see Fleets, Ship characteristics, for more information).



Passing through a World Connection entitles the Fleet owner to a current view of the World at that Connection *whether the Fleet stops there or not*. A Fleet passing *through* a World

Connection does *not contend* for Ownership at the World it passes. It is vulnerable to Ambush by Fleets and Worlds that are non-allied and set at Auto Ambush at these worlds.

For more information on worlds and connection see Starmap.

Population



Most of the Worlds in the Imperial Wars Universe have Population. Populations in Imperial Wars have a good work ethic and at Factory Worlds they will automatically go to work every Turn and process Raw Materials into Imperial Credits at the factories, the accepted currency of the Universe. Population produces these Credits from Raw Materials in proportion to the availability on their World of Raw Materials in Storage and Factories, by the following formula.

1 Population uses 1 Factory to process 1 Raw Material into 1 Imperial Credit each turn

An Imperial Credit is actually a *processed* Raw Material. The lowest number of any of these factors, Population, Raw Materials in Storage, and Factories, is the *largest* number of Imperial Credits that a World can produce.

Population makes points for (See the corresponding Character Types for more information):

- The Baron by being owned.
- The Terminator by being targets for his Robots. And Robot Populations that continue to make points for the Terminator.
- The Philosopher (and sometimes the Houri) by being influenced (Minions).
- The Philosopher by getting killed as martyrs (except in a Holy War).
- The Raider by being looted during Raids and Ravages
- The Warlord by paying Tribute and changing alliance to the new conqueror.

MINIONS



Minions are created by Philosopher Players (or Houri Players when they *mimic* the Philosopher) at Worlds where they have a Fleet *presence*. Philosopher Fleets convert some or all of the normal Population into followers by the size of the Fleets at another Starlord's world on each turn of presence there.

Once there are a certain number of Minions on a world they will begin to convert population to minions. If they live on a World owned by a Player other than the Philosopher who has minionized them, they will send donations of Imperial Credits to their Philosopher or Houri Homeworlds. The World owner, if different than the Philosopher or Houri, collects a tax on these donations, if the tax comes to more than 1 Credit. See Character Types, Philosopher or more information on how Philosophers minionize Populations.

Minions are good world citizens and operate like normal Population in most ways, in fact better since they will pay a special tax to the world owner and they work in the Factories to process Raw Materials into Imperial Credits just like everyone else. However, sometimes they are unwanted or feared by the World owner or other Players who has Fleets in orbit above the World they inhabit, and they may become targets.

Minions as Fleet targets:

Normally to fire at Population, Fleets must first hit and destroy the Fortresses at the World, even at an Ally's World. But the World owner's Fleets or other starlord's can Attack the Minions on the World below without first destroying the Fortresses. For each minion killed the Philosopher will get 2 points for each Minion killed as martyrs to his cause. The Hourai will lose the income and doesn't receive any points however, unless currently a Philosopher. See Holy War for the exception to the Martyr points.

Minions as World targets:

World owners can fire at Minions on their own Worlds as exclusive targets without the World going into rebellion. The Martyr points go to the Philosopher to whom the Minions belong if they are killed.

POPULATION UNEMPLOYED

Population unused in the *Population + Factory + Raw Material* formula for producing Imperial Credits above is considered *unemployed* and *Available*. They may be used in the BUILD Command to develop more Factories or Raw Material Production at a World. (See Worlds, BUILD)

POPULATION HIDING

If a Fleet (or Fleets) of a Player who has declared another Player an Enemy appears in orbit around one of his Enemy's Factory Worlds, the World is considered under "Siege". Depending on the strengths of the combatants at this World, the Population may Hide. if the combined *Fleet Strength* of the Enemy's Fleets is greater than the combined:

- Number of Fortresses on the World, and
- The *Shield Strength* of the World owner's Fleets in orbit, and
- Fleets in orbit owned by Players who have declared the World owner an Ally,

... then by the number it is greater, the World owner's Population will not go to work: they'll be Hiding. The World is said to be under "Siege".

If some Population is hiding the Population figure for that World will show the number of those brave souls who do go to work. *Available Work Force*, with the total Population figures in parenthesis behind the Available number. If the *Available Work Force* drops below the number of Factories and Raw Materials available, the production of Imperial Credits will decrease proportionately. If the *Fleet Strength* of the hostile forces is equal to or greater than that of all the World owner's Forces listed above, and Population combined, the *Available Work Force* will be zero and no one will be working. No Imperial Credits will be produced.

NOTE: The Jewel of Fear, by its presence alone, on a Fleet above a World or on a World, *no matter who owns the Fleet, World, or Jewel*, will put a World under Siege. The World's entire Population will immediately go into hiding (except Robots, see Robots, below).

POPULATION KILLED

Being Population on most Worlds in Imperial Wars is generally a quiet kind of pastoral existence. However, Population on some Worlds can become targets and killed in a number of ways and for a number of reasons. Population can be Attacked by Fleets in orbit, Population can be killed by Terminator Scouts which become Converted into Robots, and Population can fall under the influence of a Philosopher or Houri and end up a Martyr. Or, Population could be totally incinerated by a Gravitronic Disruptor; a weapon so powerful that the sun of the World it is fired at eventually goes Nova.

Players may have reason to destroy Population in Attacks against Worlds to disrupt production of Imperial Credits, but only certain Players actually get points for killing Population. The Terminator receives 2 points for each normal or Minionized Population killed and the Philosopher receives 2 points for each of his Minions that is martyred (except in a Holy War). In a Holy War, the Philosopher loses the martyr points if his Holy War target kills his Minions but he gets 2 points for each Starlord Target's Population killed.

GROWTH

Population will grow at 10% per Turn on Worlds with normal Population throughout the game but only to a certain pre-determined limit. This population growth is limited to roughly 200% of its starting population (every world belongs to a population class, and the actual limit is 200% of the average of the population class).

Growth begins when a World is discovered. A World is discovered the first time a Player visits a World and its name is known. A World with a Population under 10 will grow at 1 new Population per Turn until there are 20, then it will grow at 10%. There are some cases where growth is retarded.

1. RAVAGE - When a World is Ravaged the Population does not grow for 3 turns while the World recovers.
2. RAID - When Raider Raids a World, the Population does not grow for 1 Turn, while recovering.
3. Population under SIEGE - The Population that goes into Hiding does not grow. We at ILG don't understand this. We can only assume that the Populations are hiding in sexually segregated fall-out shelters.

When Robots or Enemy Attack kills Population, growth will continue after the Attack. Planets that had reached full growth will begin growing again if some Population is killed, until the World's Population growth limit is reached again.

Growth beyond the set Population limit is possible. Population growth is stimulated by technology, i.e. Factories. Any World, once it has reached its Population limit, which over-Builds Factories beyond the capacity of the Population to work in them will cause the World's Population to continue to grow in an attempt to keep up with the technology. World population will grow to meet the Factory's labor demand (See Worlds, Factories) or 10% of the current Population - whichever is least.

Robots



Terminator Homeworlds start off Populated by 18 Terminator Robots instead of the other Character Types' normal 90 Population. This is because each Robot unit produces 5 times as much as each normal Population unit. The formula for processing Raw Materials into Credits on a Robotized World becomes:

1 Robot using (up to 5) Factories processing (up to) 5 Raw Materials stockpiled produces (up to) 5 Imperial Credits.

Since Robot Populations cannot be frightened, they will not go into hiding when the World they inhabit is placed under "Siege". Each Robot World will create 1 Imperial Credit per turn on that World.

Also, Robots are not concerned with Raid or Ravage actions and do not rebel when the world is Ravaged by their Owner.

ROBOT ATTACKS

Robots and normal Population cannot coexist on a World together. Terminator Robots, *Converted from Scouts* or *Bought from Factories* on a World which normal Population inhabit, follow the Prime Directive of the Terminator and immediately attempt to destroy as many Population, including Minions, as they can. Each Robot will kill 5 Population before it is destroyed or until all the Population is destroyed. There are no partial or *wounded* Robots, 6 Population for instance, would take 2 Robots to kill and become a *zero* Population World.

A World's only defense against a Terminator's Robot Attack against their Population is to attack the Terminator Fleet that is Converting Scouts to Robots with its World Fortresses. The Terminator Fleet's Scouts that are being converted to Robots will be hit *before* any other ships on the Fleet are hit. The Defend Command will *not* defend against a Robot Attack.

Robotized Worlds

Once a Terminator has destroyed all normal Population, the World has been Robotized. If it didn't belong to the Terminator before the Attack on the Population it does upon the destruction of the last Population (including zero population worlds). Each surviving and successive Robot will take up residence and equal 5 Population in processing Raw Materials into Imperial Credits.

Robot Attacks by more than one Terminator that lead to robotizing the world, will give the World and any surviving Robots to the Terminator with the most Robots in the Attack. If the Robots in the Attack are equal, then by random chance, the World will be given to one of the Terminators. More than one Terminator's Robots can not live on a world, all ownership of Robots and points for them will go to the Terminator who originally put the Robots there.

Once a World has become completely robotized, the owning Terminator may give it away. The Robots on the World will contentedly work in the Factories for the new World owner, but will not produce an extra Credit for human or houri owners. Robots are not intimidated by Siege, Ravage, or Raid actions and will continue to carry on Mining and Production, creating Imperial Credits with whatever Raw Materials are available. Another Terminator cannot Robot Attack an already Robotized World, any Robots Converted from Scouts will join the Robots below, work

for the World owner and make points for the original Robot owner. The Attacking Terminator must Attack and destroy all the Robots owned by the original Terminator before attempting to put his own Robots on the World.

Raw Materials

The economy of the Universe depends upon the basic raw materials required to produce Imperial Credits. One of the dynamics of Imperial Wars requires that most Character Types spend considerable effort supplying Raw Materials for Factory Worlds to process them into negotiable Imperial Credits. Mines on Factory Worlds usually don't produce enough Raw Materials to keep their Factories working at full production. Often the solution is to find nearby worlds that produce Raw Materials and to import them to the Factory Worlds. Sometimes it is more efficient to Build Factories at high producing Raw Material Production Worlds or to Build Mines at or near Factory Worlds.

Raw Materials make points for some of the Character Types. The Trader makes 7 points for each Raw Material delivered to a World he *doesn't* own (up to twice the number of factories there) and the Baron makes 1 point for each Mine owned on his worlds per turn (limited to the total population of each Mine world).

MINES (RAW MATERIAL PRODUCTION)



The number of Mines is the number of Raw Materials that a World *will produce* each Turn at that world. These Raw Materials are stockpiled on the turn they are produced and can then be processed to create Imperial Credits on the following turn. *Raw Materials* from the stockpile can be transferred to a *owned* fleet or Picked Up by an Allied fleet for use at another world where there are factories. Raw Material cargo transferred from a fleet to a world is added to that World's Raw Material stockpile and automatically used on the next turn to create Imperial Credits.

A world's Raw Material production can be improved by using the Build Mines Command on the Planet screen to Build Mines. See *Worlds, BUILD, Mines* for more information.

RAW MATERIALS STOCKPILED



All Raw Materials consumed, Transferred, Picked Up by Allied fleets, destroyed in Raids, or World Ravages come out of the stockpiled Raw Materials *only*. The number of Mines represents the *potential* of a World to Produce Raw Materials and does not reflect the Raw Materials that are available to be used.

Factories

Factories are the tools required for a Population to process stockpiled Raw Materials into Imperial Credits.

One Factory + one population (or robots) + one stockpiled raw material =
one Imperial Credit produced at each world per turn.



However, they also define the level of the World's technology and therefore define the ability of a World to produce Star Ships from the ancient Imperial technology. This limit is expressed in the Ship spending limit of the World Bank. All The Imperial Credits that a World produces and all other Credits acquired by the World are kept in the World Bank. The limit on Credits that can be used by fleets to buy ships is limited to the number of Factories at a World.

Players can only use the number of Imperial Credits in the World Bank for shipbuilding that does not exceed the number of Factories at the World. This limit is represented on the Planet screen and in the Buy/Sell Ships transaction screen by the figure in parenthesis following the World Bank's Imperial Credits balance.

Factories at Baron's worlds that *actually produce an Imperial Credit* make the Baron 1 point each turn.

Factories also set the limit for how many points a Trader can collect for delivering Raw Materials to a World. The Trader receives 7 points for each Raw Material delivered to a non-owned factory world - if the total number of Raw Materials delivered does not exceed *double the number of Factories* at the World.

World owners can build Factories by using 10 Population and 5 Imperial Credits (See Worlds, BUILD). The Population required to build factories must be unemployed, meaning they are not already busy in a world factory creating Imperial Credits. So there must be at least 5 population above the number of factories at the world, or few enough raw materials stockpiled at the world to create at least 5 unemployed population.

Factories can become targets for hostile Fleets. A Fleet attacking a world's factories must first destroy all Fortresses before shots hit factories (See **Worlds, Fortresses**). Then, each additional shot from the attacking fleet will destroy one Factory.

AVAILABLE FACTORIES AND MOBILE FACTORIES

A BattleStar owned by a Trader will operate as a Factory at any World where there is sufficient Population and Raw Materials for them to process Imperial Credits. That means that there may be times at a World when there are more Factories available to produce than there are Factories on the planet's surface. When a BattleStar is operating as a Mobile Factory the Planet screen will display Available Factories as a number in parenthesis, just to the right of the number of Factories in the Planet screen or any Transaction screen where Factories are noted.

While the Mobile Factory BattleStar of the Trader will operate at any world, as described above, the Trader who owns it gains 10 points for each Turn a Raw Material is processed into an Imperial Credit *only* at a world *not owned* by the Trader.

Imperial Credits



The universal currency of the Universe is the Imperial Credit, often referred to as a Credit or IC. This unit of exchange has been accepted by all the Worlds since it is the medium of exchange at Imperial Worlds and in the ancient factories that are fitted out to produce fleets for the Imperial Fleet engines. Imperial Credits come into being by either by being produced (see below) or earned by various Character Types (see

below). Fleets can transport them from World to World but they can *only be used for purchasing* when on deposit at Factory world's World Bank (see World Bank, below). The exception to this rule is the imperial Worlds where Fleets must have the purchase price in Credits on board for items they wish to Buy. The agreed upon relative value for the Imperial Credit and the cost of items it can purchase are as follows:

- 1 Imperial Credit = 1 Scout = 1 Fortress = 1 Robot = 1/2 Cruiser/Freighter = 1/4 BattleStar = 1/5 Factory = 1/10 Mine
- At Imperial Worlds, 1 Imperial Credit = 2 units of Fleet Armor = 1/2 Missile Launcher = 1/15 Gravitronic Disrupter = 1/20 Cloaking Device

Imperial Credits Production

Imperial Credits are processed from Raw Materials at Factory Worlds in the following way:

1 Population (or 1/5 Robot) using 1 Factory to process 1 Raw Material Stockpiled produces 1 Imperial Credit

Imperial Credits created in this way are automatically deposited in the World Bank at each Factory World at the beginning of the following Turn.

IMPERIAL CREDITS EARNED

Some Character Types earn extra Imperial Credits during the course of the Game in the following ways.

- Baron - 1 additional Imperial Credit is earned at each fully producing world (factories = Credits produced), deposited at that factory world.
- Philosopher - 1 Credit for each 5 Minions at a World, rounded down, owned by another Player, deposited at the Philosopher Homeworld (tithe).
- Trader - 1 Imperial Credit for each Raw Material delivered to another Player's Factory World deposited on the delivering Fleet. (up to 200% of Factories).
- Terminator - Each Robot world creates 1 extra Imperial Credit, deposited at the Robot world.
- Warlord - 2 Imperial Credits per world deposited at the Warlord's Homeworld for each world given in Tribute to another player.
- Hour - (Equal to Character Type being emulated)

Raiders can earn extra Imperial Credits by capturing them on Fleets in 3 to 1 Capture.

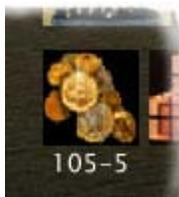
WORLD BANK

Each World Bank is capable of holding unlimited Imperial Credits, whether they have been produced there or transferred there by a Fleet. However only World Banks on Factory worlds can use their deposited Imperial Credits for purchases.

BUILDING: Credits for building Factories or Mines on any world are taken directly from the World Bank and are highest in spending priority. Worlds take 5 Imperial Credits from the World Bank to build each Factory and 10 Imperial Credits to build each Mine. On worlds where Factories exist, these purchases are paid for from the World Bank *first*, prior to any Fleet's Ship Buy orders. Ally fleet buy orders are filled last.

IMPERIAL CREDIT SPENDING LIMIT FOR FLEETS

World Banks on Factory Worlds allow certain of the Credits on deposit there to be spent by Fleets belonging to the World owner, and Players the World owner has declared as Allies, in that order. The limit on how many of the Credits can be used for Buying Ships is based on the number of Factories on the world.



Fleets can *only* buy with the number of Imperial Credits in the World Bank that *do not exceed* the number of Factories at the World. This limit is shown as a number in parenthesis behind the number of Imperial Credits, in the World Bank on the Planet screen and on the Transaction screens that note this limit.

World owners and their Allies only, will be able to see the total amount of Credits in the World Bank.

Homeworlds

Each Player begins the game with the same economic factors, One Homeworld and five interstellar engines each with three world connections. Each Homeworld is alike except the Terminators' Homeworlds, which have 18 Robots instead of 90 population; each robot equals 5 population in producing Imperial Credits. This World, with its massive Industrial strength, is the hub of each Player's Empire at the beginning of the game.

A Homeworld has special significance for all starlords. A Philosopher receives tithes at his or her Homeworld. A Warlord receives Tribute at his or her Homeworld. A Raider gathers Credits from Ravaged worlds at the Homeworld. Other starlords receive Credits from Ravaged uninhabited or Robotic worlds. Worlds in Rebellion do not send Credits back to their former owner.

Under certain circumstances it may become necessary or advantageous to change to another Homeworld. Clicking on the Change Homeworld icon on the Homeworld Planet Screen will let the Starlord move these special attributes to a different world. This Command is explained further under *Global Commands and Player Information, Homeworld Change*.

Imperial Worlds

Scattered among the Worlds of your Imperial Worlds Universe are a few of the old Imperial automated supply Worlds. These Worlds are entirely covered in metal and are unlike any of the other Worlds. Fleets here may carry on all normal transactions between Fleets while in orbit, except Raider 3 to 1 Captures will not take place here.

The items listed below can only be bought from one of these ancient automated worlds. This is the only time that Fleets can buy with Imperial Credits that are *carried on board* the Fleet. Items bought at an Imperial World cannot be sold and cannot be transferred to another Fleet. Fleets that buy these items are permanently altered for these capabilities (except Fleet Armor which can be destroyed by hostile Attacks).

CLOAKING DEVICE - 20 IMPERIAL CREDITS



This Cloak will hide a Fleet from view as it Flies through Worlds. Since it cannot be seen, it cannot be ambushed. Players at Worlds through which a *Cloaked* Fleet makes a Flythrough will only see that a *Cloaked* Fleet passed by. They cannot see where the *Cloaked* Fleet is going or where it came from or who owns it. Unlike the Jewel of Cloaking, which hides all Fleet information, Imperial Cloaking will hide all fleet information except the Fleet owner's name at the destination World screen.

GRAVITRONIC DISRUPTER PROTECTOR - 15 IMPERIAL CREDITS



This giant weapon is so large and so powerful that it can only be held steady by the stability of a BattleStar while Destroying a World. So, while any Fleet may buy one the Fleet will be unable to activate it until a BattleStar has been attached to the Fleet. *Gravitronic Disrupter Charges* are created by Converting 25 Scouts. When Projected at a World from orbit, a *Gravitronic Disrupter Charge* will blow up the World on the first turn after it is used so forcefully that the destroyed world's sun will Nova. On the following 2 turns most fleets attempting to fly through the Nova will be destroyed, their ships and indestructible items scattered to the nearest worlds.

MISSILE LAUNCHER - 2 IMPERIAL CREDITS EACH



A Fleet that has bought a Missile Launcher can convert as many Scouts as are attached to the Fleet into *Missiles* at Launch time to a World adjacent to the one where the fleet it is on is located. When launched from a Fleet, Missiles cause 2 hits of damage against a randomly selected Enemy Fleet at the adjacent World. (See, Launch, Convert, and Scout for more information)

FLEET ARMOR. 2 UNITS - 1 IMPERIAL CREDIT EACH



Imperial Fleet Armor will add to the Shield Strength of the purchasing Fleet. This *Armor* is destructible but it will protect the Fleet's Ships, absorbing hostile Fire until depleted. 1 hit of attacking fire will expend 1 unit of *Armor* until all the *Armor* is completely consumed before hits on the first vulnerable ship on the fleet. *Imperial Armor* will also count with Shield Strength as defense against 3 to 1 Captures. On the Fleet owners Fleet screen, an icon to the right in the section reserved for Imperial attachments displays Fleet Armor

Fortresses



World owners can acquire *surface defenses* for their Worlds called Fortresses, to defend Factories, Population, Raw Materials, and Imperial Credits and the casual fleet from a non-allied Starlord from capturing the world. The world owner can buy Fortresses from the World Bank for 1 Credit each if the World is a Factory World or a Fleet can Convert Scout Ships into Fortresses while in orbit around a World. Fortresses *cannot* be sold and Fortresses *cannot* be converted back to

Scouts.

Fortresses can take the offensive and Attack up to 2 Fleets in orbit around their World with the World Attack Command, or they can Defend, waiting for a hostile action from up to 2 targeted orbiting Fleets before firing. If a Fortress fires at more than one Fleet each targeted Fleet will receive 1 hit of damage from *each* Fortress on the World's surface. Each hit will destroy Fleet Armor first and then ships, in Order of Vulnerability. Each Fortress is destroyed by 2 hits from the attacking fleets' Fleet Strength. (See Command Summary, World Attack and Defend and see **World, Attack** for more information):

If Fortresses attack Terminator Fleets that are making a Robot Attack against Population at a World, the Robots being converted from Scouts will be destroyed first in order of ship vulnerability. A World Defend Command will not respond to a Robot Attack descending upon the World.

Fortresses negate each point of a hostile Fleet's Fleet Strength in a *Siege, Theft, or Raid* condition at a World.



Ownership, Capture, and Contention (Worlds)

Ownership of a World is indicated by a Starlord's Name on each World Symbol at a world. a small

icon will indicate what kind of character this Starlord is playing. If the world is unowned or is a specialty world that cannot be owned, then that will be shown in this box.

Capturing a world in many cases is *automatic*. When an Owned Fleet flies into orbit around an Unowned and/or Undefended World whose owner has not been declared an Ally by the Fleet owner, that Starlord immediately gains ownership by capture. If there are other *contending* Fleets in orbit at that World then no capture will take place until clear ownership can be resolved by the principles of Contention. Any Fleet owned by another Starlord except if owned by an Allied Starlord or if set At Peace, is considered contending.

A world that is shown as Unowned means that no Player has achieved undisputed claim to that World. An Undefended world, regardless of ownership has no Fortresses on its surface to defend it from being captured by another Starlord's fleet that is defended.

Contention is the principle that determines ownership when that there is more than one Player, just by the presence of an owned Fleet or World, is in a position to automatically capture a Fleet or World.

World owners have certain rights at a world.

- A Factory World owner (and his declared Allies) can Buy Ships for their Fleets from that World (except in the case of a Homeworld that has been given to another Starlord where the original owner can buy too).
- A Factory World owner can buy Fortresses or Robots for that World.
- A World owner can transfer Items and Artifacts to his own fleets and his declared Allies can Pick Up Raw Materials and Imperial Credits from that World.

Capture

If a World is captured (Ownership change by force of Contention), this Planetary Condition is noted on the Conditions box on the World symbol.

Un-owned or un-defended Worlds will *automatically* be captured by *non-allied* Fleets upon arrival at the World, as long there are no other *contending* Fleets present. For example, consider some of the following possible scenarios for an Un-defended World:

- If a Starlord's Fleet arrives *alone* at a World owned by another Player who is Neutral to him and the World has no Fortresses, the Ownership of the World will pass automatically to the arriving Starlord's Fleet owner.
- If an Allied Starlord owns the same World, the World will remain the Ally's World.
- If the World is Unowned, the World will be automatically captured by the arriving Starlord's Fleet.
- If another Starlord's Fleet arrives at this Unowned World at the same time the World will remain Unowned until clear title between the two contending Starlord Fleets is established.

- If this World is owned by a Starlord who is *not* allied with all of the arriving Fleet owners but there are no fortresses on this world, the World would go Unowned and remain that way until Captured by clear title is established.

Unowned Worlds are either driven Unowned in an attack by destroying all the Fortresses at a World or are discovered Unowned by a Starlord during exploration. An Un-defended World has no Fortresses in place on the surface of the world, regardless of owner. Rebel Worlds have fortresses will protect themselves as neutrals to all Starlords and are considered *in contention* for Ownership of Unowned Fleets in orbit around them. Capturing a Rebel World will require destroying the World's Defending Fortresses so that it will fall under the rules of contention. See *Fleets, Ownership* for further discussion of Ownership, Capture and Contention.

Fleets in *contention* for a World may solve the question of Ownership in either friendly or antagonistic ways. Here's two friendly ways:

RETREAT

If all but one contending Fleet owner departs an Un-Defended and Un-owned World in dispute, the remaining and contending Fleet Owner will establish Ownership and Capture the World.

AT PEACE

If all but one of the contending Starlords sets their fleets at Peace these fleets will no longer contend for ownership of the unowned, Un-defended World and the remaining contending Starlord's fleet will capture the World.

NOTE: A Rebel world will act as a *contending* Force.

Planetary Conditions

Various things can happen to a World during the course of Imperial Wars. Most of these Planetary Conditions are reported in the Conditions box of the World symbol. Some of these events are a *direct* result of Commands given to a Fleet and some may come as an *indirect* result of World Commands and some automatically, as a result of certain Characters' presence at a World.

DESTROYING WORLDS (GRAVITRONIC DISRUPTER)

The most powerful weapon in IMPERIAL WARS is the awesome Gravitronic Disrupter. A Fleet can only purchase a Gravitronic Disrupter at an Imperial World. Here, the old Empire's automated machines make an irreversible alteration in the Fleet's Interstellar Engine that allows the Engine to regulate and power the Gravitronic Disrupter. To steady the immense beam of power generated by the Gravitronic Disrupter at least one BattleStar must be present on the Fleet to use it. The power of the Gravitronic Disrupter must be *charged* by the Interstellar Engine at the heart of the Fleet by Converting 25 Scouts into a Gravitronic Disrupter Charge.

While any Starlord can buy a Gravitronic Disrupter for their Fleets only two Character Types who receive points for destroying a World. The Terminator receives 250 points and the Warlord, receives 50 points for every World destroyed. See those Character Types for more information.

The Destruction of a World with a Gravitronic Disrupter is so powerful that the World's sun will eventually go Nova and on the second turn following the Planet's destruction. The Nova will have all the characteristics of a Nova world. A World destroyed by a Gravitronic Disrupter is completely incinerated, including all Factories, Population, Raw Materials and Imperial Credits. Relics, Gems, and Jewels, being artifacts of the old Empire's technology, are indestructible. They will be blown randomly onto one of the Worlds connected to the new Nova. See *Fleets, Destroying a World*, for more information.

RAIDS AND RAVAGES

NOTE: A Ravage and a Raid are not the same -

A Ravage is *World Command* available only to the Starlord who *owns* the World.

A Raid is a *Raider only* Fleet Command that lasts 1 Recovery Turn, and requires that a different Starlord own the Raided World.

RAVAGE

You *must own* a World to RAVAGE it. The Ravage command is an important tool for Raiders, who get the majority of their points this way. On occasion though, other Players may find it useful to Ravage a World they own. The results between a Raider and non-Raider Ravage are somewhat different. When a Raider Starlord Ravages one of his Worlds, the following results:

- World Population ceases to grow while the world recovers (3 turns).
- All Raw Materials stockpiled are destroyed.
- Mine Production ceases while world recovers (3 turns).
- All Imperial Credits in the World Bank are transferred to the Raider's Homeworld, World Bank.
- The first Ravage of a world generates *50 points for each Turn of recovery* (3 turns) decreasing to 25 points for the second World Ravage (or Raided by any Raider Starlord) and decreasing to *10 points for each Turn of recovery* from that point forward.

If world ownership changes during the recovery turns then the Ravage is ended and the Raider responsible for the Ravaging will receive no more points. A Ravage ends when either 3 turns have passed or when another Raider Starlord loses possession of the World. Any new Ravage will cause any points earned to be at the next lowest point level.

A *non-Raider* Starlord who Ravages a World will find these differences in the result of a Ravage with a special case for Terminators. The following is the same as in a Raider Ravage:

- World Population ceases to grow while recovering (3 turns).
- All Raw Materials in Storage are destroyed.
- All Mine Production ceases while recovering, except Robot worlds (3 turns).
- All Imperial Credits in the World Bank are transferred to the Ravaging Starlord's Homeworld World Bank.
-

However, non-Raiders receive no points for the Ravage and:

- Human or Houri populated Worlds will go into Rebellion. (Robots do not Rebel.) If the World has no Fortresses, the World will automatically Build one, and the rebels will Defend themselves.
- All Imperial Credits in the World Bank of Worlds in Rebellion are lost.
- The World will still require 3 turns or an ownership change to recover from the Ravage.

NOTE: Terminator Worlds that are Ravaged by their owners do Not Rebel. Robots don't let fleshy things like Ravages bother them.. They just work when there's work.

The Raid or Ravage Counter at any world is moved only for the Raider who takes the action.

THEFT

Theft is an *automatic* condition at a World, it is not a Command, it happens. Any Starlord that has a Fleet or Fleets with a combined Fleet Strength advantage of 3 to 1 over any non-Ally's World's Fortresses, automatically attempts to *steal* all Gems, Relics, and Jewels on the non-Ally's World. The defensive strength and/or ownership of any Fleets in orbit, regardless of diplomatic status to either of the participants, except the participants themselves, have no influence on the Theft. Fleets At Peace, however, do *not* steal.

In the event of contending Fleets, stolen artifacts will go to largest Fleet: if contending Fleets are equal in size, the Theft is prevented and the World owner retains his artifacts.

SIEGE

When hostile Fleets are in orbit over a World, they frighten the Population with the threat of destruction and a state of Siege exists. If the *combined Fleet Strength* of a Player's Fleets in orbit around the World of a declared Enemy exceeds the combined:

- World's Fortresses
- *Shield Strength* of the World owner's Fleets in orbit
- *Shield Strength* of Fleets of Allied Starlords in orbit

... then, the number of Population on the World equal to the difference will Hide.

Population in Hiding will not work and if the number of Population Hiding reduces the Available Work Force below the number of Raw Materials and Factories available, Imperial Credit production will be affected. If the hostile Fleets have enough *Fleet Strength* to force all of the Population into Hiding, the World will not process any Raw Materials into Imperial Credits and the Siege is complete. See *Worlds, Population, Population Hiding* for more information.

NOTE: The Jewel of Fear on a World or on a Fleet in orbit around a World will immediately put all Population at that World into a complete state of Siege.

NOTE: Robot Worlds are unaffected by fear and therefore unaffected by hostile forces or the Jewel of Fear.

GEMS, RELICS, AND JEWELS OF POWER

The History of the Gems, Relics, and Jewels of Power

During the reign of the great Meringalian Dynasty, the final Dynastic Rulers of the First Imperium, the Terramonah Empire was divided into six political sectors, known simply enough as the SIX. Each of the SIX contended with one another and with the Mensa Theliot Priesthood in seeking Imperial favor. As more and more power swung to these political factions, it became increasingly apparent to Emperor Vasselius XXI (R'Ameeyn Meringeli) that to rule successfully required balancing one or another of the seven powerful forces against one another. If it had not yet dawned on the Viceroys of the SIX that a power shift had taken place, they at least had not yet taken advantage of it. Vasselius contrived to foment the natural antagonism that existed between the seven forces to prevent alliances that could destroy the dynasty. No longer did the long and implacable arm of the Emperor's Cyborg Legions reach to all corners of the Empire. Perhaps the Emperor could no longer rule without question but he could still rule by diversion and division.

Vasselius began his scheme by requesting that an Imperial Crown be designed. The Crown and the Emperor's Imperial Sash was to be set with seven sets of seven different kinds of Gems, each set of seven, a dazzling perfection of the rarest stones known in the galaxy. These Gems were to be a gift of homage and fealty from the SIX and the Mensa Theliot. The seven factions would each submit Gems of each of the seven kinds and they would be judged. The resulting fierce competition brought the Emperor a number of secret smiles and more time to consolidate his position. History does not record a clear winner but that was likely a part of Vasselius's policy.

Other gifts, what we refer to now as the Imperial relics, each one rivaling the next in expense, glamour, and power followed the Gemstones as the Imperially stimulated competition grew. Vasselius granted titles and Worlds and favor to keep the SIX, and particularly the Priesthood, from forming any lasting alliances between one another. Never, not even in the time of Vasselius's Grandfather had there been more intrigue in the Terramonah Empire, especially at the Imperial Throneworld of Humm.

The Emperor could not have foreseen that his machinations would make him midwife to the birth of the deadly beauty and force of the Jewels of Power, artifacts so compelling that their very existence changed the course of history of the entire known galaxy.

The Mensa Theliot Priests gave the first Jewel of Power to the Emperor. The Scientific Priesthood spent over 30 years in secret laboratories and radiant baths developing the solid state technique to set powers into synthetic Jewels. It was mounted in an amulet of Maussite, cunningly wrought by the miniature Jewelsmiths of Amphidor. Its beauty and perfection brought tears from the eyes of the ladies and open mouths to the men of the Imperial court. The First Mathmatist of the Mensa Theliot basked in the ardor and envy that the Jewel created.

The Jewel of Enchantment, as the first Jewel was known, was meant almost more as a slap in the face from the Priesthood to the Arcturians, the most independent of the SIX Terramonah domains, than as an Imperial gift. Recently, the Arcturian Viceroy had demanded that Arcturian tax collectors make the collection of taxes in their own sector. Vasselius knew, of course, that a huge percentage of funds would never find their way to the Imperial coffers if this was allowed. More importantly, the other members of the SIX would see any wavering on an issue this important as a sign of weakness. At the least, they would immediately move for the same rights

in their sectors. Vasselius responded with an arrogant disdain he was secretly not sure he could back up. One Imperial BattleStar with one Cyborg Legion, he decreed, would arrive in the Arcturian home system itself within the upcoming year. Ostensibly the huge interstellar battleship was there to oversee, but by implication to enforce, the Arcturian tax collection by Imperial collectors. The Emperor would count on the hundreds of years of Meringalian rule to overcome the insult to the Arcturians this slight show of force represented.

The gift of the Jewel of Enchantment from the Theliot arrived in time to assure the power of Vasselius's gesture, as the Theliot well knew. No one except Vasselius and the Mensa Theliot hierarchy knew what power the Jewel of Enchantment represented until the Arcturians attempted to storm the hated BattleStar. The vaunted Jewel, worn by the perspiring First Officer of the ship, froze all hostile fire against the giant ship. Disconcerted boarding crews found themselves unable to lock onto the impervious BattleStar. The Arcturian navy was forced to destroy the attempted boarding craft to provide an excuse for the Arcturian envoy who, positioned for just such an emergency, immediately begged for Imperial audience. He explained away the intended use of force against an armed ship of the Imperium as the work of insurgents. Vasselius, with an oily graciousness and in full view of the Imperial court, granted forgiveness, with hefty penalties, to the wayward sector. The Arcturians were forced to accede humbly. The loss of face, particularly for the proud Arcturians, was almost unbearable. The Arcturians knew who to blame - the detestable Mensa Theliot Priesthood.

A hand picked Arcturian TAC Force, sworn to suicide, and a renegade priest penetrated the deepest laboratories of the Mensa Theliot Temple on the sacred planet of Mitre. The ultimate theft of the mystical technology used to make the Jewels cost the lives the entire 150 Imperially conditioned Arcturian warriors and nearly a year of patient waiting while four separate copies of the secret technology moved through various Theliot channels. The superbly trained suicide squad had not actually stolen the secrets but placed the papers and machines in non-sensitive areas where the general movement of papers and equipment could eventually be stolen by standard Arcturian covert operations. The Mensa Theliot, thinking they had foiled the plot, had actually only uncovered its top layer and completed the theft for the Arcturians.

Within 10 years, using heretic Theliot priests, the Arcturians were able to duplicate the mystical science that had created the first Jewel of Power. Meanwhile, the Priesthood whose star had risen to such favor with the Emperor was fast fading. Vasselius wanted more Jewels. The Mensa Theliot were unwilling to provide them claiming an inability to create more. It was a satisfying coup for Rath Woer-Halin, the Arcturian Viceroy to present a Jewel even more powerful and breathtaking than the Jewel of Enchantment - the Jewel of Protection, to Emperor Vasselius XXI with his compliments. The Grand Council of Mathmatists of the Mensa Theliot Priesthood ground their teeth in frustration.

The official history of the old Imperium ends not long after this but we do know that others of the SIX besides the Arcturians acquired the knowledge stolen from the Mensa Theliot laboratories. Various bits of information hinted that the development of Jewels of Power continued. Vasselius in an abortive attempt to regain his great grandfather's iron grip over the Priesthood and the SIX interstellar domains precipitated the disintegration of the old Empire. It appears to us thousands of years later that the Emperor believed the Jewels of Power he possessed and the ancient force of the Cyborg Legions created a balance of power in his favor that could last long enough for him to regain Imperial domination for the Meringalian dynasty.

Legend has it, now that history can no longer be depended upon, that Vasselius instigated a revolt in Vega and began a campaign to crush the weakest of the Six. The assassination of Emperor Vasselius XXI by an exotic poison administered by a trusted courtesan, moved the

Imperial Crown somewhat shakily to the head of the Imperial Sisterson, the dynastic Beneficent X (R'Anselm Meringeli). Young R'Anselm was poor material to follow up the Imperial dreams of Vasselius. The incestuous dynastic bloodline (son of Vasselius's sister by his Grandfather) did nothing to inspire confidence in his mental stability. After causing the Gems of the Imperial Crown to be scattered through Humm's interstellar gates in a fit of pique and refusing to meet with any of the envoys from the Six or the Grand Mathmatists of the Theliots for over a year, the feuding Viceroy's banded together against the Imperium and the Theliots. The disintegration of the Empire was assured.

The Mensa Theliots cursed the Gems they had donated to the Empire's Crown Jewels in response to Beneficent's faux pas but later became the only Ally of the Empire. Most of the other relics of the ancient Imperium were scattered throughout the Empire as it disintegrated. Seven Jewels of Power have been rumored to have surfaced at one time or another since the breakup of the old Empire. The most powerful of these, and some say the most uncontrollable, is the legendary Jewel of Fate - the last Jewel ever made, designed by the devious priest-scientists of the Mensa Theliots.

In recent years, as interstellar travel has been revived, political power has fallen to the owners of the old Imperial Relics and Gems through the legends and mysteries they represent - and raw power to the owners of the legendary Jewels...

- excerpt from the Galactic Encyclopaedia

Gems

Scattered through the IMPERIAL WARS Universe are the 49 valuable Gems originally set in the Imperial Crown, each one a political token of power from the factions of the Old Empire. Each Character Type receives points for owning the Gems in his category as listed below:

- Firestones Warlord
- Rubies Raider
- Diamonds Baron
- Sapphires Philosopher
- Emeralds Hour
- Crystals Terminator
- Zircons Trader

These are the names of the 7 categories of Gems in each of the 7 categories above:

- Vegan
- Terran
- Aldeberan
- Centurian
- Andromedan
- Arcturian
- Cursed

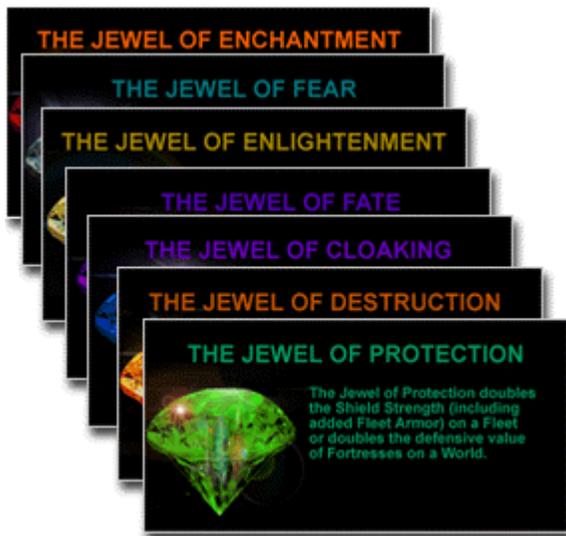


Gems in a particular Starlord's Character Type category are worth 30 points per Turn to that Player, except for the Cursed Gem. If the Cursed Gem is in a Player's category, it is valueless to him. However, Cursed Gems in *another Character Type's category*, have a negative value of -10 points first turn owned, -20 points second turn owned, -30 points thereafter for each turn it is owned. Gems, excepting the Cursed ones, *not* in a Starlord's Character Type category are worth 5 points per turn.

Ownership of 6 of the 7 Gems in a Player's own Character Type category is worth 500 points at the end of the game. Ownership of 7 out of 7 is worth 750 points at end of game.

To give Gems, like the other game artifacts, to another Starlord even if allied, they must be on a Fleet or World that is given to the target Starlord. They can only be transferred between the worlds and fleets of the Starlord that owns them.

Jewels of Power



It is said that technology, sufficiently advanced, appears as magic to the uninformed. The technology of the seven known Jewels of Power certainly seems magical. These indestructible artifacts of the old Empire are apt to turn up on any of the Worlds of the old Imperium

JEWEL OF CLOAKING

When on a Fleet, the Jewel hides all Fleet information except Fleet number and the Fleet cannot be ambushed. On a World, only allies can see the World popup information and no player

can open the planet screen except the World owner.

JEWEL OF DESTRUCTION

The micro-technology of the flame-colored, orange Jewel doubles the Fleet Strength of the Fleet that carries it. When on a World it doubles Fortress firepower.

JEWEL OF ENCHANTMENT

Said to be the first Jewel fabricated this deep red stone, built with ancient Theliot nano-technology, nullifies the most dangerous hostile command against the World or Fleet where it is kept.

JEWEL OF ENLIGHTENMENT

This Jewel secretly transmits information to its owner about all the Worlds that are connected to the World whether it is located, whether on the World or on a fleet orbiting the World.

JEWEL OF FATE

This most potent Jewel of all does various unknown positive and/or negative actions, depending upon where it is and who owns it. Its powers must be rediscovered in each universe and often have conflicting negative and positive values to its owner.

JEWEL OF FEAR

This dark Jewel forces any Population into hiding making them unavailable to Build or Work in the World's Factories whether it is located on the World or on a fleet orbiting the World. It cannot, of course, effect Robot populations.

JEWEL OF PROTECTION

The glittering green Jewel of Protection doubles the Shield Strength (including added Fleet Armor) on a Fleet or doubles the defensive value of Fortresses on a World.

Relics



Certain Relics from the old Empire have retained an important value in the legends and minds of the peoples of the old Empire's Worlds. These antique mementos have a political value worth 50 points per Turn for the Starlord who own them for their specific Character type. They have no value to a Player if they are not in a Player's Character Type category.

The following lists the fourteen Relics by each Starlord Character Type's categories.

Relic	Player Types	
The Golden Diadem	Houri	Raider
The Imperial Crown	Raider	Baron
The Philosopher's Stone	Philosopher	Terminator
The Silicon Chip	Terminator	Baron
The Silmarin	Trader	Houri
The Eye of the Tiger	Raider	Trader
The Pearl Pendant	Houri	Trader
The Jade Scepter	Baron	Houri
The Runesword	Warlord	Raider
The Iridium Palace	Baron	Warlord
The Prime Radiant	Warlord	Philosopher
The Book of the Dead Gods	Philosopher	Terminator
The Tram-X-Krang	Terminator	Warlord
The Glass Bead	Trader	Philosopher

EMPIRE INFORMATION AND COMMANDS

Ambush

FLEETS



Fleets set to Ambush will automatically fire on any non-Allied Fleet that flies through a Stargate without stopping at a World where they are in orbit. Fleets set to Ambush never automatically fire at any Fleets that stop at the same world where they are. Each Ambushing Fleet will Ambush Neutral Fleet with full Fleet Strength and *each* passing Enemy Fleet with double Fleet Strength.

Toggle Ambush and At Peace on and off from any fleet's Fleet screen.

WORLDS



Worlds not at Peace will Ambush any non-Allied Fleet Flying *through* its space. It will *not* fire at a standing Enemy Fleet, which means that it will not *automatically* shoot at an Enemy Fleet that arrives in its orbit. Only non-Allied Fleets that fly through the worlds Stargate without stopping are Ambushed. An Ambushing World will hit ambushed Neutral Fleets with full Fortress firepower and doubled Fortress firepower for Enemy Fleets that pass through.

The World Ambush and At Peace toggle is a Shield that becomes an Olive branch in the upper left corner of the World symbol in the World screen.

Give

Players can Give Worlds or Fleets to one another. Giving Fleets is done from the Fleet screen's Give Fleet icon. Giving World can be done from the Planet screen's Give World icon. There is also a global give dialog box accessible from the War Room. Only *three* Give orders can be made per Player per Turn so that a game imbalance cannot be artificially created.

NOTE: Gems, Jewels, Relics, Imperial Credits, Raw Materials and any other artifacts in the game cannot be given *alone* to another Starlord. They must be given as a part of a World or Fleet Gift.

Holy War

The Philosopher Character may declare a Holy War target at any time during the game. The Player who has been declared as the target will no longer give the Philosopher any martyr points when killing the Philosopher's Minions but the Philosopher will receive 2 points for each of his target's Population he kills. The Philosopher automatically declares the Holy War target Player an Enemy.

Homeworld Change

At the beginning of a game the first World assigned to each Player is his Homeworld. For various reasons, a Player may wish to change his Homeworld. Clicking on the Change Homeworld icon on the Homeworld's Planet Screen allows a Player to change this Homeworld attribute to another World under the following conditions:

- The player must *own* the new World he is declaring as his new Homeworld.
- The new Homeworld *cannot* be an Imperial World.

Order of Execution

Knowing the *Order of Execution of Commands* allows a Player to see which Commands will be executed before others and can have significant impact on how a Starlord plans a complex part of a move. The Galactic Empires computer will execute each Command at all the Worlds in the Imperial Wars Universe before going to the next one. Being familiar with this reference will help in planning multiple Move Commands at Worlds where specific timing is required.

As a general rule, you can remember that the Fly Command and Ownership Change are almost always the last Commands executed. So actions by a Fleet to Transfer or Buy or Sell will take place before the Fleet Fly commands. Commands are executed in the following order:

Order of Execution:

Diplomatic Relationship Changes
World Fortress And Robot Buy,
World Fortress And Robot Sell
Fleet Owners Buy, Then Sell Ships At Their Homeworlds
Fleet Owners Buy, Then Sell Ships At Their Own Worlds
Fleet Owners Buy, Then Sell Ships At Allied Worlds
World Transfers
Fleet Transfers
At Peace/Auto-Ambush Status Changes
Convert Scouts To Fortresses
Holy War Target Changes
Fleet Exchanges
Allocate Scouts To Probes
Dump Cargo
Convert Scouts To Disruptor Charges
Convert Scouts To Robots
Convert Scouts To Missiles
Convert Scouts To Fleet Capture (Scout Capture)
General Attack And Counter-Attacks
Missiles Attack
Robots Attack Population
Scouts Convert To Charges If Available
Build Mines And Factories
Raider Raid World

Gravitronic Disruptor Attacks
 Probes Return to Fleets
 Convert Scouts to Probes And Launch
 Fly Fleets
 Ambush (Worlds and Fleets)
 Ravage World
 Theft
 Gifts and Warlord Tribute Received
 Map Information Received
 Introductions Exchanged
 Convert Minions
 Fleet Capture
 Raiders 3-1 Capture (Piracy) Fleets
 Ownership Resolved (Contention)
 Homeworld Change
 World Siege
 Population Growth
 Minions Revenues Distributed
 Factories And Mobile Factories Generate Credits
 Mines Create Raw Materials
 Raid/Ravage Scored
 Jewel Of Fate Effects
 Determine Worlds Viewed
 General Turn Scoring
 Hour Client Change

Mutually Exclusive Orders

There are a few orders that cannot be executed at the same time. These are *Mutually Exclusive Commands*. For instance, a Player *cannot* Attack with a Fleet and then Fly that Fleet on the same Turn. The following is a list of some of the orders that *cannot* be simultaneously ordered by the same Fleet or at the same World.

Fly and...	...Attack
	...Defend
	...Ambush (Flying fleets do not ambush)
Attack (or Defend) and	...Ambush
	...Give

DIPLOMACY

Each IMPERIAL WARS Starlord begins the game with no idea who or where the other Players in the game are. During the course of the game, Player's will meet each other through common presence on Worlds and through introduction by other Starlords that they meet. The interaction of the Starlords and the differences between the Character Types in IMPERIAL WARS may be the single most important factor in the game.

You declare a diplomatic relationship in the individual Player screen. This screen is accessible from Player List, which can be found in the War Room or by right clicking an ownership box in a World symbol. Houri Starlords declare a Client relationship in the same way.

By default every Starlord you meet in the game will have a Neutral relationship to you and you will have a Neutral relationship to them. You may find reason to declare a Starlord that you meet an ALLY or an ENEMY, or if you have changed the default, back to NEUTRAL at any move in the game. These diplomatic conditions are exclusive in that you may declare another Starlord only one of these conditions.

These declarations are not reciprocal! It is very important to realize that diplomatic status is a 2-way arrangement. Just because you have declared another Starlord an Ally does not mean that your new Ally has declared you an Ally automatically.

The Imperial Wars game engine looks at Player diplomatic status from two viewpoints:

1. What diplomatic status *You* have assigned to another Player, and
2. What diplomatic status another Starlord has assigned to *You*.

For instance, if you have assigned a Player Ally status, the game will treat that Player like an Ally in regard to your Fleets and Worlds. Your Ally will be able to buy ships for their fleets at your worlds and pick up raw materials and Imperial Credits. However, if that Player has not declared you an Ally, then you will not be able to do the same among that Starlord's worlds.

Enemy status has the highest priority. If you declare another Starlord an Enemy then that Starlord cannot maintain an Ally status toward you and is only able to declare you an Ally or Neutral. If another Starlord has declared you an Enemy and you try to declare him an Ally the other Player will be treated and displayed in your Player List as a Neutral. If you declare a Player an Enemy who has you on his Ally list, you will become Neutral to him automatically. All other combinations are allowed.

There is also the conditional diplomatic status of Client that the Houri can assign. The chosen Client does not have the option of accepting or acknowledging the Houri client relationship. The Houri Starlord that declared them a client also automatically declares them an Ally.

NOTE: When a Houri declares a Client, not only does this Starlord automatically declare that Starlord client an Ally but they automatically declare her an Ally as well. This is a part of the seductive powers of the Houri.

Players will generally declare Ally and conversely Enemy, Diplomatic relations between other Players on the basis of the following factors:

- Character Type - Certain Character Types work together hand in glove. All Character Types can find like goals, either game long or for a Turn or two, even matching Character Types.
- Location - Many Alliances will be based on the position the Starlords share with one another. Neighbors may be in an easier position to become Allies than Starlords far across the universe.
- Score - Starlords may tend to ally together against a scoring leader or a common threat.
- Personalities - Some Starlords will have a natural affinity for other player's personalities and will find themselves working well with them.
- Dependability - Starlords that have proven themselves dependable to other Starlords during the course of the game will usually find themselves in demand as a mutual ALLY.
- Strength - A relatively strong Starlord may attract Allies who feel they will be protected from an aggressive neighbor, or a group of weaker Players may band together into a mutual protection agreement. Or an alliance may band together to remove a weak neighbor and acquire their resources.

Players You Have Declared an Enemy:

1. Your worlds will Ambush all their Fleets that fly *through* your Worlds (that are not At Peace) with double damage (1 hit does 2 damage). (Twice the number of hits as Fortresses or Fleet Strength).
2. Your Fleets can put their Worlds Under Siege.
3. They cannot declare a status closer than NEUTRAL to you.
4. If you are a Raider, you can 3 to 1 Capture their Fleets intact.
5. They cannot see detailed information on the Planet screens at your Worlds
6. They cannot Pickup or Buy from your Worlds.
7. Missiles from your Fleets equipped with an Imperial Missile Launcher, can Attack their fleets from an adjacent World.
8. You will capture their Undefended Fleets or Worlds by your presence (contention).
9. If you own their Homeworld, they will not be able to give any commands at their Homeworld except Change Homeworld.
10. You can create Thefts at their Fleets and Worlds (if not At Peace)..

Players Who Have Declared You an Enemy:

Declaring another Starlord an Enemy is essentially a Declaration of War. A Starlord making an Enemy declaration enjoys certain advantages and privileges at his Enemy's expense:

1. Fleets and Worlds (that are not At Peace) will Ambush your Fleet Fly-throughs with double damage (1 hit does 2 damage).
2. Can place your Worlds Under Siege
3. *Keep you from* declaring a status closer than NEUTRAL to them.
4. If they are a Raider the, can 3 to 1 capture your Fleets intact.
5. Will not let you see detail at the Planet Screens at their Worlds
6. Will not allow you to give Pickup or Buy Commands at their Worlds.
7. Can attack one of your Fleets by Missiles from a Missile Launcher on one of their Fleets at an adjacent World.
8. Will capture your undefended Fleets or Worlds by their presence (contention).
9. If they own your Homeworld, you will not be able to give any commands at your Homeworld except Change Homeworld.
10. Can create Thefts from your Fleets and Worlds (if not At Peace).

Players Whom You Have Declared Neutral

Each Player begins the game Neutral to all the other Players. Neutral Players:

1. Can see the Planet Screens at Your Worlds
2. Cannot give Buy or Pickup commands at the Planet Screens (except for Traders)
3. Fleets' will be Ambushed by Fleets and Worlds (not At Peace) as they Fly-through your Worlds, 1 hit does 1 damage.
4. You will capture their undefended Fleets or Worlds by your presence (contention).
5. If you are a Raider, you can 3 to 1 capture their Fleets intact.
6. Can create Thefts from your Fleets and Worlds (if not At Peace).

Players Who Have Declared Themselves Neutral To You

1. Will allow you to view their Planet Screens at their Worlds
2. Will not allow you to Pickup or Buy at their Planet Screens
3. Fleets' and Worlds' (not At Peace) will Ambush your Fleets if you Fly-through their Worlds, 1 hit does 1 damage.
4. Will capture your undefended Fleets or Worlds by their presence (contention).
5. If they are a Raider, they can 3 to 1 Capture your Fleets intact.
6. Can create Thefts at your Fleets and Worlds (if their fleets are not At Peace).

Players You Have Declared an Ally, at Worlds you own:

1. At your Planet Screen can see, besides other detail:
 - How many Imperial Credits are in the World Bank
 - How many Raw Materials are stockpiled
2. How many and which Artifacts are at your worlds and on your fleets.
3. Can give Pick Up and Buy orders at your Worlds, without your confirmation. The Worlds, after fulfilling your Buy commands, will satisfy theirs.

4. Can fly freely through your Worlds without danger of Ambush.
5. Will not *automatically* take ownership away from your Un-Defended Fleets or Worlds by your arrival. (A Contention exception).
6. Will not put your Worlds under Siege.
7. Will not Steal (See Theft) from your Worlds or Fleets.
8. Will have your Worlds and/or Fleets counted where Allied Fleet Strength or Shield Strength is computed for defense against hostile 3 to 1 computations.

NOTE: these privileges are given to Players you have declared an ALLY *only* and you do not automatically receive these privileges in regard to their Worlds and Fleets until or unless they have declared you their Ally!

Players Who Have Declared You an Ally, at their worlds:

1. At their Planet Screen you can see
 - How many Imperial Credits are in the World Bank
 - How many Raw Materials are stockpiled
2. Will let you see how many and which Artifacts are at their worlds and on their fleets.
3. Will let you give Pick Up and Buy orders at their Worlds, without their confirmation. The Worlds, after fulfilling their Commands, will satisfy yours.
4. Will let you fly freely through their Worlds without danger of Ambush.
5. You will not *automatically* take ownership away from their Un-Defended Fleets or Worlds by your arrival. (A Contention exception).
6. Your presence will not put their Worlds under Siege.
7. Will not Steal (See Theft) from their Worlds or Fleets.
8. You will have your Worlds and/or Fleets counted where Allied Fleet Strength or Shield Strength is computed for hostile 3 to 1 computations against them.

NOTES:

1. These relationships do not keep either party from any friendly or hostile action not specifically denied in the rules above. Allies may attack one another, or Enemies exchange gifts no matter what diplomatic relationships may exist. There are no limitations except as noted here.
2. A Philosopher Holy War Target *automatically* becomes that Philosopher's declared Enemy until the Philosopher's Holy War is stopped.
3. An Houri's Client automatically becomes that Houri's Ally until the Houri changes Clients.
4. Fleets and Worlds At Peace, regardless of Diplomatic Relationships do not Ambush Fleets Flying-through their locations. They also do not do Thefts.

Clients

The Houri is the only Starlord Character type that can have a client and they can only have one CLIENT at a time. This is because of the nature of their character, which lets them take on the attributes of their declared Client. The assigned Client has no option to approve, disapprove, or

even acknowledge this status; it is the choice of the Houri *only*. Starlord Houris *automatically declare an Ally* relationship towards their Clients, in both directions. This automatic declaration means that Clients *cannot* declare any other relationship with the Starlord Houri who has declared them a Client (See Allies, above). When Client status is removed, the corresponding Ally status is *not* automatically removed and a new declaration must be made, if necessary.

Houri Starlords declare a Client relationship in the individual Player screen. This screen is accessible from Player List, which can be found in the War Room or by right clicking an ownership box in a World symbol. Click on the check mark for Client in the Starlord chosen as Clients, Player screen.

HOURI

The Houri takes on all the attributes of the declared Client, becoming in essence the same Character Type as the Client, for as long as the Client relationship is in effect. The Houri's Client receives, in addition to his own points, points equal to 25% the Houri's points for each Turn that Player remains the Houri's Client. The Client *automatically* declares the Houri as an Ally as the Houri automatically declares the Client an ally.

NOTE: A Philosopher Holy War Target *automatically* become that Philosopher's declared **Enemy**.

Contacting Starlords in your universe, entering the Metagame

First contact with other Starlord will come during the course of the game. You will arrive at a World and find that you are not alone. You may even cross paths at worlds and go on to worlds that each of you cannot see. Once this contact has been made, the email address for the Starlord you have met will be automatically created in your email. A Diplomatic Message can be sent to that Player through your Imperial Wars email account. The contact and communication with your fellow Starlords in this universe is persistent and available at all times through out the life of this universe. We call the interaction between the Starlords during the time of an Imperial Wars universe the Metagame.

You can reach your email in two ways. You can enter the War Room, go to the Player List and click on the Check Mail button on the bottom navigation bar. Or you can right click on a World owner box in a World screen and click on the Send Message button there. This will open your fully functional Internet mail account. While you can send mail out onto the Internet from this account, you cannot receive mail from the Internet into this account.

Your email account, along with all the other Imperial Wars communication systems is setup to insure your anonymity, however, it is your decision as to whether you want to retain that anonymity or not. There is no limit on player communication outside the game. You may use Instant Messengers, Web-phone, voice phone, chat rooms, even meet other players in person. Communication in the game is up to the players.

On the other hand, with this freedom comes responsibility. We expect all players to realize that this is a game environment and to always act responsibly and within the proper bounds of

respect for one another, whether using the game's communication utilities or whether acting outside the game's boundaries.

See *Diplomatic Messages* under *Making Your Move* in the first section of the Players Manual for more information on how to send Diplomatic Messages.

State of the Empire Report

This group of 3 reports can be accessed from the War Room screen. The first report is a summary of how you are scoring in your Empire and includes a list of random scores of every Starlord as you meet them. Figuring out which scores belong to which Starlords is a matter of negotiation and communication. There is a Worlds summary and A Fleets summary that displays the number and summarized conditions of these game objects. Totals of Imperial Credits, Population, Factories, Raw Material Production, Fleets, and Fleet Strength for your entire Empire are totaled here. These important statistics can give you the information necessary to get an overview of your progress in the universe.

Player screen

The diplomatic status between you and each of the Starlords you have contacted in the game so far is reported here. This screen is accessed through the Player List or by right clicking on a world owner box on a World symbol.

Player List

This is a screen with icons representing all of the Starlords that you have met in the game so far and a way to access email and other in-game communication systems in contacting them. This screen is accessed from the War Room.

COMMAND SUMMARY

WORLD SYMBOL commands

- Planet Screen** Right click on World Name box to display Planet screens.
- Player screen** Click on World Owner Name to go to Player screen and see Player's relationship to you.
- World Conditions** Click on World Condition box to go to Help, which will explain condition.
- Ambush On, At Peace** Click on Shield at the top left of the World symbol to toggle.

WORLD SCREEN Commands

- N, S, E & W** Click on lit quadrant of Stargate to change view to world in the indicated direction.
- Change Main Screens** Right click to Short cut menu.
- Set Orders On/Off** Right click to Short cut menu, toggle Orders On or Off.

STARMAP Commands

Filter Bar

- Pre-set filters** Click on any of the top 10 buttons on Filter Bar
- Legend Lights** To see what colored filter squares indicate, mouse over Legend Lights on Filter Bar.
- User Defined filter** Click on filter button to open user defined filters in bottom 5 buttons on Filter Bar. All five can be chosen simultaneously.
- Scroll Starmap** Drag mouse toward borders of screen.

FLEET Commands

- AMBUSH** Open fleet's Fleet screen, toggle Ambush On and At Peace button in upper left of screen.

ATTACK Fleet	Drag Fleet symbol to Fleet to be attacked, or right click on large fleet symbol icon in fleet screen to open Attack transaction screen. Choose 1 or 2 Target(s)
ATTACK World	Drag Fleet symbol to World Name on World symbol, or right click on large fleet symbol icon in fleet screen to open Attack transaction screen. Check off Attack details, Fortresses, Factories, Population, Minions
BUY SHIPS Scouts, Cruisers (Freighters), BattleStars	Open fleet's Fleet screen, left click on large fleet symbol icon to open. BUY or SELL Transaction screen. Click on arrows pointing away from Imperial Credits icon to Buy ships and arrows point to Imperial Credits icon to Sell ships.
(at Imperial Worlds)	Open fleet's Fleet screen, left click on large fleet symbol icon to open IMPERIAL WARS BUY MENU Transaction screen. Click on arrows pointing away from Imperial Credits icon to Buy Imperial items.
CONVERT SCOUTS	Open fleet's Fleet screen, right click on Scouts icon, and click on icon buttons for Forts and Robots, Probes, GD Charges, Missiles and Scout Capture of Fleets.
DEFEND	Same as attack. Drag fleet icon to Fleet World Symbol target.
DUMP	Open fleet's Fleet screen and right click on large fleet symbol icon. Choose Dump and then choose the amount of cargo to dump.
FLY	Drag Fleet icon to Stargate or right click on large fleet symbol icon in fleet's Fleet screen to open Flight Plan screen. Click on world icons to reach destination.
LAUNCH	(only visible if purchased from Imperial World). Open fleet's Fleet screen and click on visible Missile icon in section reserved for Imperial attachments. The Launch Missiles screen will display. Choose number of Scouts to convert to missiles, choose world target. Click OK.
PICK UP	If you are an Ally of the owner of the world where the fleet is orbit, open fleet's Fleet screen, right click on Cargo or Imperial Credits icon to the Pickup screen. Use arrow buttons to move items in either direction, from Fleet to world, or from World to fleet..
PROBE	Open fleet's Fleet screen, right click on Scouts icon, activate probe screen from Scout conversion screen. On Probe screen choose direction to probe.
RAID	Attack World by dragging icon to World Symbol or right click on large fleet symbol icon in Fleet screen. Raiders will have a 3 rd Attack command available. Check box next to Raid. Be certain that both Attack command list boxes show <NONE>. (RAIDER ONLY COMMAND)
SELL	See Buy ships above.

TRANSFER (Fleet) Ships, Arts, Items Open fleet's Fleet Screen, left click on items or artifacts to open Transfer screen. Choose Fleet or World to transfer to or from using the drop down list box. Choose arrows to move items in either direction. Highlight artifacts to move and use arrows to move in either direction.

DESTROY WORLD Gravitronic Disruptor Fleet must have Gravitronic Disruptor, purchased from Imperial World, BattleStar and 25 scouts on fleet. Open fleet's Fleet screen and click on visible Gravitronic Disruptor button. The Convert Scouts screen will open, Convert Scouts to Charge and click OK. GD may be discharged at any time now. To Activate GD, click on GD icon and confirm intention to Destroy World. Click Ok to destroy world.

WORLD Commands

AMBUSH Click on Shield/Olive branch icon at upper left of World symbol to toggle between Auto Ambush and at Peace.

ATTACK Fleets Drag world icon from World Name box to target fleet or open Planet Screen, right click on Fortresses. Use drop down list boxes to choose 1 or 2 targets fleets.

ATTACK World On Planet Screen, left click on Fortresses and choose World Targets of Fortresses, Population, or Factories.

BUILD Open Planet screen and left click on Mines or Factories to display the Build screen. Use enabled arrows pointing away from Imperial Credits icon to build.

BUY/SELL Fortresses or Robots Open Planet screen and left click on Fortresses to open Buy transaction screen. Buy Fortresses, or Terminators can buy or sell Robots at this screen.

DEFEND Open Attack screen as shown above in Attack Fleets and change option button to DEFEND. Choose 1 or 2 targets to Defend Against in the drop down list boxes.

HOMEWORLD CHANGE Open Planet screen at Homeworld, right click on Give world icon. Choose new Homeworld from drop down list of owned worlds.

RAVAGE Open Planet screen of world to ravage. Right click on Fortresses to access Attack screen and check box next to RAVAGE World.

SELL Terminator Robots Same as Buy/Sell above..

TRANSFER Open Planet Screen, left click on any or items artifact icon. Choose Fleet

**(World)
Arts, Items** to transfer items or artifacts to and use arrow keys to move items from either fleet to world or world to fleet. Highlight artifacts and use arrow keys to move them in either direction.

DIPLOMACY COMMANDS

**DECLARE ALLY,
ENEMY or
NEUTRAL** From War Room screen click on Player List and then on the Starlord's icon of the Starlord whose Relationship you wish to change, or from World Symbol right click on World Owner box where the Starlord whose relationship you wish to change is displayed. In Player screen change Player relationship and click OK.

CLIENT From War Room screen click on Player List and then on the Starlord's icon of the player who will become the Houri Client, or from World Symbol right click on World Owner box of the Starlord you wish to become the Houri Client. Check box next to Client in Player screen and click OK. (HOURI ONLY)

GIVE In War Room click on GIVE button, Choose owned World or Fleet from drop down list box (up to 3 combined), choose Player to give to and click OK.

TRIBUTE In War Room click on Tribute button (only visible to Warlord) and choose from displayed worlds captured this turn by checking box next to world name. Choose Starlord whom will receive these worlds.

HOLY WAR From War Room screen click on Player List and then on the Starlord who will become the Philosopher Holy War target, or from World Symbol right click on World Owner box where the Starlord you wish to become the Holy War target's name is displayed. Check box next to Holy War Target in Player screen and click OK. (TERMINATOR ONLY)

INTRODUCE From War Room screen click on Player List and then on the Starlord's icon whom you wish to introduce, or from World Symbol where the Starlord you wish to introduce is displayed. Click on the INTRODUCE button to display the Introduce screen. In the Introduce screen choose any number of Starlords to Introduce to this player and click OK.

CHECK EMAIL From War Room screen click on CHECK EMAIL button, or from World Symbol right click on World Owner box and left click on CHECK EMAIL. Email will open to your In box.

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Appendix 1

(Miscellaneous Notes and Temporary “Features”)

1. The Shield Strength of a Warlord’s BattleStar will be raised to 6 on the next server software upgrade.
2. Players currently receive updated views of worlds every time they receive a shared map from another player - even if that player has an outdated view. This feature is scheduled for elimination in the next upgrade.
3. Rebel fleets are immune to piracy.
4. If another Starlord’s fleet moves out of the worlds for which you have updated views, the fleet will *still be visible* on the starmap where you last saw it. You can tell if the fleet is really still there or gone by inspecting the TurnLastViewed column of your Fleet Report.
5. Some features of the Jewels of Enlightenment and Cloaking have not been implemented yet.
6. An Imperial cloak will allow you to avoid ambushes but the full “invisibility” functionality has not yet been implemented.

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