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SCENARIO & RULES

Australian Empires is set in a post-apocalyptic world. Resources are scarce and population is sparse, but an assortment of isolated groups are attempting to restore civilisation (or conquer the world, which may be the same thing). The map is Australia and New Zealand with the nearest parts of Indonesia and a few Pacific islands thrown in. Some areas are occupied by “tribal” people. These may be the descendants of native populations who remained in touch with their pre-modern cultures (and presumably were therefore better able to cope with the collapse of civilisation) or they may be groups of formerly “civilised” people who have adopted a tribal culture.

The usual rules for Empires apply, except as amended here (and subsequently in the messages section of the game report). Air forces ARE allowed in Australian Empires.

A.1 STARTUP POSITIONS

There are twelve players at the start. The starting positions are Melbourne, Sydney, Brisbane, Cairns, Adelaide, Darwin, Perth, Alice Springs, Hobart, Auckland, Christchurch and West Timor. Two additional areas will be allocated for each empire at the start (the same way as for Medieval Empires). Initial population levels are reduced from the standard rules.

A.2 RESOURCES

There are six resource types. These are Food, Fish, Fuel, Gold, Munitions and Water, abbreviated to FO, FI, FU, GO, MU and WA in orders and reports (that’s the first two letters in each case). For many important actions there is a cost in resources as well as the normal cost in BPs.

Each area on the map that contains population (or your road warrior - but not just a watcher) can produce resources according to the population level. Each area produces only one resource type at a time (see A.4). 1 Pop gets 1 Resource, 3 Pop gets 2 Resources, 6 Pop gets 3 Resources, 10 Pop gets 4 Resources and 15 Pop would get 5 Resources (and so on). Each turn one area picked at random produces one extra. In game reports the multiple production areas are shown as “x2” (etc) and the extra production area is shown as “+2” (etc).

Resources can be either on the map or in your stockpile. Each map area can hold up to fifteen of each resource, but there’s no limit in your stockpile, which is “off map”.

Excess production (ie. resources that are produced when the resource level is already reached a given limit) can be moved along trade routes (see A.14) or dumped in any adjacent land areas you own if there’s room, or added to your stockpile if there’s not (at a cost of 1 BP, shown in game reports as “production costs” and deducted from income along with maintenance costs).

The resource level that starts a trade route is THREE and the level that causes production to be dumped adjacent or sent to your stockpile is NINE.

Resources can be moved between adjacent areas overland, and between coastal areas and your stockpile (in either direction). They can also be captured (while on the map) or traded between players (trades go between stockpiles, and are ordered in a separate section of the turnsheet).

A.3 RESOURCE COSTS

For each army or air force level you build with ARMY or AIR actions you need one of each of the six resources. Armies produced by LEVY and MOBILISE actions don't need extra resources. For each army deployed in a RESERVE action you need one FUEL. For each ship built with NAVY or BUILD actions you need one of each of Fish, Food, Gold and Water. For each ship commissioned with a FLEET action you need one of each of Fish, Food, Munitions and Water. For all these actions the resources are taken from your stockpile.

For an ATTACK action you need Food, Fish, Fuel, Water and Munitions, and for a MOVE you need Food, Fish, Fuel and Water (taken from the area you're moving or attacking from). For these actions you need only one of each resource, not one per army. For a GROW action you need Food, Fish and Water (taken from the area in which you're growing). There's no resource cost for RECOVER, CONVOY or SEAMOVE actions.

BUILD TABLE

ACTION	FROM	FISH	FOOD	FUEL	GOLD	WATER	MUNITIONS
ARMY, AIR	stockpile		1 each				
ATTACK	map	1	1	1	-	1	1
BUILD	stockpile		1 each	1 each	-	1 each	1 each
NAVY	stockpile		1 each	1 each	-	1 each	-
FLEET	stockpile		1 each	1 each	-	-	1 each
GROW	map	1	1	-	-	1	-
MOVE	map	1	1	1	-	1	-
RESERVE	stockpile		-	-	1 each	-	-

A.4 SURVEY

The SURVEY action decides (or changes) the resource type for a given area. You can survey only areas you own, or the unowned area (not tribal areas) occupied by your road warrior. The resource type found is random but depends on the terrain. If you don't get what you want, try again. The cost is 2 BPs. A SURVEY action also produces one of that resource immediately (you can do it more than once per turn, and the production type can change each time).

Order Format is [SURVEY] [WHERE] [blank] [blank].

The following table shows which resources can be discovered in which type of terrain (the chance out of ten in each case). In coastal areas there's an equal chance of finding resources according to the area being coastal or according to the terrain type.

TERRAIN TABLE

TERRAIN	FISH	FOOD	FUEL	GOLD	WATER	MUNITIONS
Town/City	-	3	3	-	-	4
Coastal	6	2	-	-	2	-
Desert	-	2	2	2	2	2
Forest	-	4	2	-	4	-
Hills/Uplands	-	4	-	3	3	-
Island	3	2	1	1	2	1
Lowlands	-	5	-	-	5	-
Mountains	-	3	-	3	4	-
Wetlands 2	4	-	-	4	-	-

A.5 SEND ACTION

The SEND action is used to move resources between two adjacent land areas that you own, or from an “allowable area” to your stockpile, or from your stockpile to an “allowable area”.

Allowable areas for movements to and from your stockpile are any sea spaces or coastal areas that you own, or any area you own that’s occupied by your road warrior.

The cost is 1 BP. The “all” and “all but” formats can be used in the number column, and the number applies to each resource separately (so SEND 1 means send one of each, and SEND AB-1 means send everything apart from one of each).

Order formats are :-

To move between areas

[SEND] [WHERE FROM] [WHERE TO] [NUMBER]

To move resources from the map to your stockpile

[SEND] [WHERE FROM] [blank] [NUMBER]

To move resources from your stockpile to the map

[SEND] [blank] [WHERE TO] [NUMBER]

The SEND action usually moves all the different resources together. To move only a single resource type, use the FISH, FOOD, FUEL, GOLD, MUNITIONS or WATER actions (the format is otherwise the same, but applies only for the named resource).

The CONVOY action also moves any number of resources along with the armies and ships.

A.6 TRADING STOCKPILES

Resources can be traded direct between empires (to and from stockpiles), using the WANT and OFFER sections of the turnsheet. Both empires must specify the whole trade exactly the same (ie. who you’re trading with, how many and which resource you’re offering, and how many and which resource you want). Trades don’t have to be one-for-one. The maximum number tradable in an action is 99 (ie. this is the highest number you can put in the “how many” box).

A.7 TRIBAL AREAS

Many unowned area contain tribal populations at the start. Unowned areas can also be taken over by tribal population during the game (especially if they’re adjacent to existing tribal areas).

Tribal areas produce resources at random, ignoring the terrain type. There are equal chances of producing food, fish, water or something else, and the “something else” has equal chances of being fuel, gold or munitions. The production type in a tribal area doesn’t carry over from turn to turn.

When a tribal area collects a full set of six resources these are converted into an army (if there’s not a full set of six then a set of food, fish and water can be converted into a population).

A.8 TRADE ACTIONS

The TRADE action can be used to trade resources in a tribal area containing your road warrior. Tribal areas trade all spare resources in the area for all the resources needed to complete a full set (one each of all six different resources). “Spare” means all the resources not needed to complete the next set of six. If your stockpile doesn’t have the resources needed to complete a set then there’s no trade.

Order format is [TRADE] [WHERE] [blank] [blank].

A.9 SPIES & POACH ACTIONS

In AE spies are called Road Warriors (and watchers are called road watchers). Road watchers report the movement of road warriors into the areas they're watching as well as producing scouting reports (road warriors are more vulnerable to KILL actions, since this makes them more visible). The POACH action can be used to steal resources from the area occupied by your road warrior. Half the level of one resource (selected at random, rounding up) is added to your stockpile.

Order Format is [POACH] [blank] [blank] [blank]

A.10 SWAP ACTION

The SWAP action can be used to convert GOLD to any other resource at a rate of two for one (all in your stockpile only). Enter which resource you want in the second column and the number wanted in the fourth column (double this for the number of gold needed).

Order Format is [SWAP] [WHICH] [blank] [NUMBER]

A.11 MAKE ACTION

The MAKE action can be used to buy extra resources in your stockpile at a cost of 5 BPs each.

Order Format is [MAKE] [WHICH] [blank] [NUMBER]

A.12 CASH ACTION

The CASH action converts spare resources in your stockpile to BPs in your current balance.

Order Format is [CASH] [WHICH] [blank] [NUMBER]

A.14 TRADE ROUTES

For each land area you can use the ROUTE action to nominate an adjacent land area to which surplus production will be moved. A chain of such areas is a trade route. Any production where the resource level is THREE or more is moved along the route until it can be placed somewhere where the level is less than three. If the end of the route is a port (naval base) then the limit there is TEN (in a base which isn't at the end of the route then limit is still three). If there's no route set, or the route doesn't lead to anywhere with room, then production is still dispersed or dumped in your stockpile as normal (see A.2). You can use the action with "where to" blank to stop a trade route.

Order Format is [ROUTE] [WHERE] [WHERE TO] [not used]

NOTES

What's different in this game? Trading should be profitable, and that means talking to the other players. You're probably going to use lots of actions running around searching for the resources you want. Road warriors are likely to be much busier than spies in other version of Empires.

Wars will probably be more decisive, given that planning and logistics (getting the resources to where you want them) are going to be more important. Piracy is probably going to be a viable activity. There will be less "stuff" on the map, so whatever stuff you've got is going to be that much more important. BPs are still earned and required as normal, but probably won't be so important, since actions will usually be limited by the available resources instead.

The number of armies built with leftover BPs at the end of the turn will be restricted by resources, but even so it's likely you'll want to make sure you spend any leftover BPs in action sixteen (probably a "MAKE RES ALL" of whichever resource is hardest to get) since most of the time you probably won't really want the extra armies.