

# Emperor Wars Multiplayer House Rules

by Luxor

These rules are meant not to take advantage of game bugs/exploits and to give a lore-rich gaming experience.

1. If it is not forbidden, it is allowed if it is not a bug exploit
2. No attacks on the Imperial Eye, the Imperial Fleet, and the Imperial Guard when they are not assigned to a player.
3. You may not reload the saved game file and begin your turn again. Nor may you play a turn repeatedly to explore more territory
4. You must leave an open route to each of your labs. Surrounding a lab with cities or units, or putting it on a single-hex island is forbidden
5. You may not deliberately leave your ministry cities, resources, or units undefended and open to capture by an ally or by your own forces
6. You may not land any units on Leagueheim or Holy Terra until the turn after you go to war with the League or the Church. Al Malik cannot build forces in their cities already on Leagueheim.
7. You may not ask for a peace treaty with any A.I.-controlled House
8. If war breaks out with the Church, you must wait 5 turns before asking for peace, and you must immediately disband all Brother Battle/Scions of Zhal units. In a turn you are at war with the Church, you cannot build Brother Battle/Scions of Zhal units. Any such unit already in production must be canceled
9. You cannot attack League with any League/Muster unit. If war breaks out with the League, you must wait 5 turns before asking for peace, and you must immediately disband all League/Muster units. If the League declares the Third Republic, all League/Muster units you own must be disbanded immediately at the start of your turn before moving any of them. Unloading before disbanding is permitted only if the cargo unit is on ground. After the Third Republic takes place, peace agreements with the League are forbidden. In a turn you are at war with the League, you cannot build League/Muster units. Any such unit already in production must be canceled. When Third Republic is declared, al-Malik player can make peace with the League under these conditions: he cannot vote anymore (abstain), he won't be assigned any Ministry position by other players, he must declare war to all other Houses, he can only win by eliminating all other players from the game.
10. You may not start building a unit with the specific intention of cancelling the building
11. You may not attack the Vau
12. You may not sell maps to the Vau
13. You may not build labs on Holy Terra
14. Assign the sect you will play at the start of the game and you must apply this sect on all churches you control. Another player can convert you to their sect as part of a deal. You cannot change sect otherwise.
15. You cannot promise the same Ministry to two or more Houses

16. Access to worlds with an \* on their name is allowed only if you possess corresponding Jump Key (found in ruins)