

Emperor Wars Multiplayer House Rules

by Luxor

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

1. If it is not forbidden, it is allowed provided that it is not a bug exploit
2. No attacks on the Imperial Eye and the Imperial Fleet when they are not assigned to a player. Attacks on the Imperial Guard are allowed only while a player is declaring Emperor
3. You may not reload the saved game file, and begin your turn again. Nor may you play a turn repeatedly in order 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
7. You may not ask for a peace treaty with any A.I.-controlled House
8. If you go at war with the League or the Church, you must wait 5 turns before asking for peace
9. After the Third Republic takes place, peace agreements with the League are forbidden
10. You may not start building a unit with the specific intention of cancelling the build
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. You can change sect only once and must apply new sect on all churches you control
15. You cannot promise the same Ministry to two or more Houses
16. Access to these worlds is allowed only if you possess corresponding Jump Key (found in ruins): Aspiration, Gizeh, Heaven's Ridge, Iver, Pandora, Sargasso, Rimpoche, Yathrib, Ustar
17. In a turn you are at war with the League, you cannot build League/Muster units. Any such unit already in production has to be canceled
18. You cannot attack League with any League/Muster unit
19. 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
20. If you go at war with the League, you must immediately disband all League/Muster unit (see Rule #19)

21. 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 has to be canceled

22. You cannot attack the Church with any Brother Battle/Scions of Zhal unit

23. If you go at war with the Church, you must immediately disband all Brother Battle/Scions of Zhal unit immediately at the start of your turn before moving any of them