

EUROPEAN CONQUEST: BATTLE OF LIÉGE

Introduction:

The year is 1914, and Europe is locked in an epic struggle. Germany and its allies have declared war on most of Europe and it is raging throughout the continent. Different strategies must be used to change the tide of war. Will your efforts be enough to overcome the enemy?

As a general you must use your wits and strategy to survive in battle, fight battles and defeat the enemies. You have willing soldiers ready to fight until their last breath, but now you have to buy the resources that will give you the upper hand in the battlefield. This will not be easy, for your enemies are just as eager to see your demise.

Content:

2.1: Resources: Throughout the game you can use resources to help you win. Here is a description of each resource, for more information consult the "War Stats Table".



2.1.1: Rifles: These are very basic soldiers that can move (see 3.1.2). They can also throw Grenades.



2.1.2: Mortar: With mortars you can fire Missiles and Mustard Gas. They can move and also turn 90° with the Move Resources (3.1.2) option. When it loses a fight, instead of being destroyed, the price of Mustard Gas and Missiles increases by 20 credits



2.1.3: Mustard Gas: This resource can also only be fired from a mortar. You have to put a damage token onto all resources in range. This does not affect Generals. Each player can only use this resource twice.



2.1.4: Grenade: The only way to use this resource is for a Rifle to throw it. It is placed at most two spaces away from the Rifle. For each resource in its range the owner must throw a die, if he rolls five or six the resource is preserved, except Trenches. Each player can only use this resource three times.



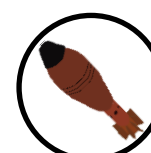
2.1.5: Machine Gun: When machine guns lose a fight they are damaged, so a "damage" token is placed on it, if it loses again, or is hit by mustard gas, it is destroyed.



2.1.6: Armored Vehicle: The General (see 2.2) can get into the Armored Vehicle and move up to two spots per turn, it also gives the General one extra defense. If the General fights and loses, while in the Armored Vehicle, it is removed. They can not move through resources.



2.1.7: Trenches: Once they are placed only Missiles can destroy them. The General is the only one who can get into a Trench. When a General is inside he can not be attacked. All players can use any trenches on the field. Each player can place at most three trenches.



2.1.8: Missile: The Missile can only be fired from a mortar. It will destroy everything in its range, including trenches. Each player can only use this resource twice.

Content Continued:

2.2: General: The General is the main character, each player must try their best to protect their General. During a fight he has the same strength as a Rifle and also moves the same way. If he loses a fight a life of the General is turned over or he can automatically move one space back, except if he is in an Armored Vehicle, then the Armored Vehicle is removed and no Life is turned over. At the beginning of the Game each General has three lives. He is placed on one of the two highlighted spots matching his color. To win the game the General must advance to the opposite end of the field and survive one round (see 4.2).

2.3: Lives: From the beginning of the game all three lives are placed in front of the player, if the General loses a battle one life is turned over, when all are face down that player loses (see 4.1).

2.4: Money: At the beginning of the game each player gets 400 credits, he can then use that money to buy resources (see 3.1.1). Also each turn the General moves closer to the opposite side, that player is awarded 40 credits at the end of his turn (see 3.3). Players cannot give money to other players.

2.4: Damage tokens: There are five damage tokens in the game. When an object is damaged you place a token on it. Also when damaged resources fight, two is subtracted from the number you roll. If you fight with an injured and a not injured resource, subtract two from the highest number rolled. The tokens stay on forever.

Game Play:

Every time it is your turn you complete these three phases, in order. You are allowed to skip any phases you want, but once you began one phase you can't go back a phase.

3.1: Deployment:

In the first phase you can move the General one spot in any direction. Afterward you can choose one of the options below (3.1.1 or 3.1.2) as well.

3.1.1: Deploy a Resource: If you choose this option you can buy a resource and then place it either one row in front the General or anywhere behind that row, except for Trenches, Grenades, Mustard Gas or Missiles, they can be placed anywhere also nothing can be placed directly next to an opponent's piece.

3.1.2: Move Resources: With this option you are permitted to move all of your unlimited resources that are on the field by one spot in any direction, however you can only move the "Armored Vehicles" one spot, if the General is not inside. In addition you can turn all your Machine Guns and/or Mortars 90°, which turns the range.

3.2: Fighting:

Unless you deployed a Grenade, Missile or Mustard Gas this turn you can choose to attack an opponent resource (target) if it is in range of one of your resources (attacker). When you initiate an attack both players form their set of involved resources, starting with your attacker and the target. The players will successively add pieces that are in range of the opponent's set. Then check the "War Stats Table" and calculate the total "Offense" strength of all your involved resources; your opponent does the same using the "Defense" points. Finally both players roll a die as many times as their respective strengths, whoever rolls the highest number wins, if you tie repeat the process. The loser must choose one of his involved pieces and destroy it – if their General was involved they can opt for giving up one of his lives and moving him back one space instead. Except if the attacker was not in range of the defender then, if the attacker lost, the a damage token is placed on the defender instead of destroying it (for the Machine Gun you do nothing in this case), and if the defender lost, he is destroyed. Each of your resource can participate in one fight per turn, resources that were built in this turn cannot fight this turn.

3.3: Ending Your Turn:

When you are done fighting or chose not to fight, your turn ends. However if you moved your General forward this turn you may take 30 credits, but only at the end of your turn.

Game End:

4.1: When a Player Dies:

If a General loses all his lives then that player lost the game. All items on the battlefield in that player's color are removed except Trenches. The player's remaining money is returned to the bank.

4.2: Winning the Game:

There are two ways to win the game. Either your General is the last one surviving or you get your General to the opposite side of the field. When your General gets to the last row he must survive for one more round, which means once with your General in the last row, you win.

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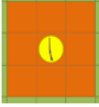




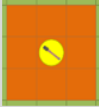
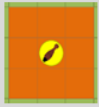

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War Stats Table

Name	Picture	Cost	Range	Strength	Description
Unlimited Resources	Rifle	50	 Fighting	Offense: 1 Defense: 1	Can move 1 in any direction (see 3.1.2). The General has the same strength.
	Machine Gun	130	 Fighting	Offense: 2 Defense: 2	When defeated in a fight it is only damaged, as though it were hit by Mustard Gas.
	Mortar	160	 Fighting	Offense: 0 Defense: 1	Used to fire Missiles and Mustard Gas.
	Armored Vehicle	210	 Movement	Offense: 0 Defense: 2	If the General is inside he can move within the vehicle's movement range and he has 2 DEF.
	Trenches	40	 Movement	Doesn't fight	While inside a General can attack but cannot be attacked. Only a General can be inside.
Limited Resources	Grenade	80	 Destructive	Doesn't fight	Can only be thrown by a soldier. All pieces in range must roll, if they roll 5 or 6 they survive.
	Missile	30	 Destructive	Doesn't fight	Destroys everything in range.
	Mustard Gas	40	 Destructive	Doesn't fight	A damage token is placed on all resources in range. Generals are not affected.