

Age of Industry

Game Resources:

1x Board
23x Red Army Pieces
23x Blue Army Pieces
23x Black Army Pieces
23x Yellow Army Pieces
23x Light Green Army Pieces
23x Purple Army Pieces
23x Dark Green Army Pieces
1x Timer (Use one online)

Setup:

Players select what country they want to play.

Red: United Kingdom of Great Britain and Ireland

Blue: French Third Republic

Black: German Empire

Yellow: Austrian Empire

Light Green: Kingdom of Italy

Purple: Ottoman Empire

Dark Green: Russian Empire

Then place four (five for Russia) army tokens onto the states with your respective colored dots.

Explanation of Mechanics:

The game is played in three phases. First is the diplomacy phase and next is the movement phase. During this era of history, diplomacy was tight and fast. At the start of the diplomacy phase, players choose between a 5 minute period or 10 minute period. In the event of a tie, the 5 minute period wins. Then, begin negotiations with other players.

Phase two is movement. After diplomacy time is up, players write down their movements on a piece of paper. When everyone is done, all movements are moved and then taken into account. Combat is then calculated through a dice roll.

Warfare works like this:

A unit will attack a province with another unit to start a battle. During the battle, you roll a D6 to determine the fight. If the defender's roll is equal to or greater than the

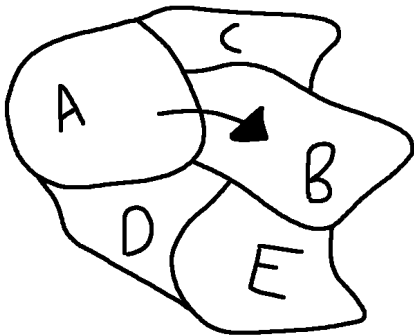
attacker's, the attack fails. If the attacker is higher, then you take the province and the defender retreats. You can order units to support others' to attack or hold. **This only works if the province supporting is adjacent to BOTH of the provinces doing the attack and defense.** During the battle, you roll a D6 for your main roll plus a D4 for every supporting unit and add the numbers all together for your total.

Examples:

Defender rolls a 4 on the D6 plus a 2 on the D4 for a support.

Attacker rolls a 6 on a D6 and has no support.

$4+2=6$ and thus the defender holds.



In this diagram, an army in Province A is attacking an army in Province B. The attack from A to B can be supported by armies in C and D because they're adjacent to both.

Types of movement:

Attack - Move an army from one state to another.

Embark - Move an army onto a sea tile.

Disembark - Move an army from a sea tile onto land.

Support - The unit stays still but helps another unit's attack.

Hold - The unit stays still.

Phase three is growth or decline. You can have up to as many army tokens as dots controlled on the map. If one of your army tokens is on top of a dot that isn't your color at the start of the phase, then it is added to your total. New armies can only be added on top of your home provinces which are the ones marked with your color.