IMPERATOR: OPERATIONAL WARFARE RULES December 2003

johnkelly@gbis.com   Web Page: http://www.greatbasin.net/~johnkelly/

These rules make the operational aspects of both land & naval warfare more detailed. They are also intended to aid solitaire play.

SIEGES
Cavalry & elephants will not take part in siege assaults as either an attacker or defender. Defending cavalry & elephants will be captured if all of their accompanying infantry are destroyed. All Archers & Mixed Missile troops will double their combat value in a siege assault.

LAND MOVEMENT
Land units may only initiate battles & move to a new province if they are with an army control marker or a leader. It costs no movement points to move about the province that they start in. A stack of units will either be in a city or in the province countryside. It cost 1 movement point to move to a new province. All activities that are performed in a province cost no movement points.
A player may freely move stacks about a province if it does not contain any enemy stacks in the province countryside. If there are enemy stacks in the province countryside then all movement around the province will be subject to interception.

INTERCEPTION: LAND
These modifications only apply to combat units. Interception die rolls are always voluntary.
Moving stacks of land units may be intercepted by non-moving enemy units whenever they:
> enter a new province
> enter or exit a city
> embark or disembark from a fleet onto a coastline

Units that disembark into or embark out of a port city may not be intercepted. In all cases the interception will occur in the province, not in a city.
Interception will be automatic for a combat unit that:
> enters or exits a besieged city
> embarks or disembarks from a fleet onto a coastline
> or if both sides desire an interception

If a stack wishes to enter a city that is besieged by an enemy then they will automatically be intercepted by the besieging force. One other enemy stack in the province may attempt to intercept the moving force. If successful then the intercepting stack will fight in the battle alongside the besieging force. The besieged force inside of the city may also come out & join the battle.
In other cases an Interception Test will be performed. To perform a test one should roll 1D6. On a modified die roll of 4 or greater then the interception is successful & a battle immediately occurs. On any other result the attempt is unsuccessful. The die roll will be modified by the difference between the intercepting stack's & the moving stack's Command Bonus.

A non-moving stack may attempt more than one interception each turn, whether or not its prior attempts have been successful. It may even attempt to intercept the same enemy stack more than once. For example, it could attempt to intercept an enemy stack when it enters the province & then when it moves into a city in the province. For each interception attempt after the first, then an intercepting stack receives an additional −1 die roll modifier to its Interception Test die roll.

Only one interception may be attempted of each movement performed by the moving unit. For example, one attempt may be made when a stack enters an enemy province. If it fails then another attempt may not be made unless the moving stack enters a city or embarks onto a fleet.

If the interception attempt fails then the moving unit may stop, continue moving, or attempt to bring an enemy unit to battle.

INITIATING LAND BATTLES

A land battle will occur if a moving unit has been intercepted.

A land battle will also occur if a phasing army successfully initiates a battle. The phasing army may designate one enemy stack that is in the same province that it is in that it wishes to attack. If the enemy stack is in a city then there is automatically a battle. If the defender stays inside the city then a siege is conducted. If the defender comes out of the city then a normal land battle is conducted.

If the stack is not in a city then a battle will automatically occur if the defender accepts a battle. If the defender wishes to avoid a battle then a Withdrawal Test must be performed. The defender should roll 1D6. On a result of 3 or less then a battle will occur. On a result of 4 or greater then the defender must either exit the province or withdraw into a friendly city in the province. The defender may be moved into any adjacent province. The withdrawing defender will automatically suffer attrition if he must cross a mountain range or desert. If the defender withdraws into a province that contains an enemy force (that is not in a city) then the enemy force may immediately attempt to intercept it. The Withdrawal Test die roll will be modified by a −1 if the attacking force has more cavalry than the defender. The die roll will also be modified by the difference between the defender's & the attacker's command ratings.

If a battle is fought & the attacker wins then he may continue moving. It may also attempt to initiate another battle. If the attacker loses then his movement comes to an end.

If the defender successfully withdraws then the attacker may continue moving & attempting to initiate battles. The attacker may even pursue the stack that withdrew & attempt to initiate a battle with it in either the new province that it withdrew into or in the city that it withdrew into.

ATTRITION

At the end of player's turn he must check for attrition in any land unit stacks that contain 10 or more units & that are not located in a city. To do so, roll 1D6. Divide the result by 3 if the stack is in a friendly undisputed province & by 2 if it is not, rounding all fractions up. The result is the number of units lost. Elephants & cavalry must be lost before any infantry is lost.

NAVAL MOVEMENT

A fleet may move anywhere in its current naval zone or into an adjacent naval zone. When each fleet completes its movement then it should be placed adjacent to a coast in the zone that it is in. When a fleet is moved it should attempt to "hug the coast." That is as a fleet moves from one naval zone to the next then it will generally move from a coastline to an adjacent coastline. By definition, a single coastline does not cross over into another naval zone or to another province. Whenever a fleet enters a new naval zone then it will always be moving to a new coastline. A fleet will move about its current naval zone by moving from adjacent coastline to adjacent coastline.

Sometimes a fleet must or wishes to "jump" across open water as it moves. That is the fleet will make a move that requires it to leave a coastline & to move across open water to reach another coastline which is not adjacent to the one that it left. A fleet might make such a maneuver when moving from one naval zone to another or simply to reposition itself within the naval zone that it is already in. Whenever a fleet performs such a maneuver then roll 1D6. On a result of 1 to 4 then the move is made without difficulty. On a result of 5 or 6 then the fleet may not make the "jump" & must end its move. On a result of 6 then the fleet will also suffer attrition. To determine attrition losses roll 1D6. The fleet will lose a number of combat factors equal to the die roll result.

PORTS

Cities may be associated with a coastline. If they are, then the city is a port. Each coastline may only have 1 port. Fleets may be placed in ports. A fleet that is a port may not be attacked by other fleets. A fleet that is in a port may attempt to intercept any enemy fleet that moves to the coastline associated with its port. If the port is captured by an enemy then the fleet must immediately be moved out of it & placed on the adjacent coastline.

NAVAL TRANSPORT

A fleet may transport 3 land units & any number of leaders for each counter that it contains. An army will spend no movement points to load onto a fleet that is in a port & 1 movement point to load onto a fleet that is on the coastline of the province that the army is in. The fleet may then move in the normal fashion. The army may unload into a friendly port at a cost of no movement points or onto a coastline at a cost of 1 movement point. Note that an army that embarks or disembarks from a fleet onto a coastline may be automatically intercepted. An army that embarks or disembarks through a friendly port may not be intercepted.

NAVAL BLOCKADE

A fleet performs a blockade by coast. A fleet will be blockading all of the ports associated with the coastline that it is on. A blockade will affect sieges of ports & will affect the embarking & disembarking of enemy troops. A player besieging a port city may add +1 to his siege table die roll if he has a fleet blockading it. If he is besieging a port city that he is not blockading then he must subtract 1 from his siege table die roll. Any fleets that attempt to either exit or enter a blockaded port may be automatically intercepted. Any fleet that attempts to embark or to disembark troops on a blockaded coastline may be automatically intercepted.

INTERCEPTION: NAVAL

Interception die rolls are always voluntary. Whenever a fleet moves to a new coastline then it may be intercepted. If there is a non-moving enemy fleet that is stopped on the coastline then an interception might occur. Roll 1D6. On any result other than a 5 or 6 an interception occurs. If there is an enemy fleet in the same naval zone, but on a different coastline then roll 1D6. An interception will occur if a 1 is rolled. The intercepting enemy fleet will be moved & positioned onto the coastline occupied by the moving fleet.
If a fleet moves to a new coastline to either embark or to disembark land units then interception will be automatic. (See Naval Blockade.)

INITIATING NAVAL BATTLES

A naval battle will be initiated whenever a moving fleet is intercepted. A naval battle will also occur if the moving fleet successfully initiates a battle. To initiate a battle then the moving fleet must move to a coastline that contains an enemy fleet. A battle will occur unless the enemy fleet successfully withdraws. If it wishes to withdraw then roll 1D6. On a result of 5 or 6 then it will successfully withdraw. It must then either move to another adjacent coastline, jump across open water to another coastline, or withdraw into a friendly port on the coastline that it is on. If it jumps across open water then the jump is automatically successful, but attrition will be suffered if a 6 is rolled on 1D6.

TAXES

Taxes are collected each spring. The value of a city is increased by 50% if it is a port. For example, a 10 point city will be worth 15 points if it is a port. If a port or province is blockaded then it income value will be reduced by 50%, rounding any fractions down. For example, if a 15 point port city is blockaded then it will be worth 7 points. A blockade does not effect the income level of a disputed province.

LAND COMBAT

Whenever a non-player force is involved in a battle, or when playing solitaire, then first calculate up the strength points of both sides & determine the ratio. The non-player side (or both sides if playing solitaire) will roll 1D6 on the following table to determine their land combat tactics.

RATIO	Charge	Refuse Flank	Envelop	Stand	Withdraw
<1:1.5	---	1	---	2-3	4-6
1:1.5	---	1-2	---	3-4	5-6
1:1	1-2	3	4	5-6	---
1.5:1	1-2	3-4	5-6	---	---
2:1	1-3	4	5-6	---	---
3:1	1-3	---	4-6	---	---

Change the "G" result to "Withdrawing side worth ½"
If the losing side chooses to withdraw then all pursuing forces are multiplied by 1 instead of 3.