

## Collision of Empires Rule Translation

Based on version 1.00E, dated 31/March/2009.

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### Special rules for Collision of Empires

#### 9.0(2)Source of Nationalities

Germany: Berlin

Austria: Vienna

UK: friendly controlled Port area

French: friendly controlled Port area

Selbia: Belgrade

Greece: Athens

Itary: ITARY

Romania: Bucharest

Turky: TURKY

Bulgaria: Sofia

13.0(3)If Berlin is controlled by the ENT player, immediately end the game with an ENT victory.

#### 14.1Turn 1 Special Rules for Eastern front

- 1) On Turn 1, the CP player has the initiative. The CP also gets the first Impulse.
- 2) On Turn 1, the 1st ENT Impulse is considered a "Pass."
- 3) Throughout Turn 1, the ENT player must use all cards in hand as Movement or Attack actions. He cannot use the printed card actions.

#### 14.3 Russian Army

(1)When ENT player is using combined card action, an group containing Russian unit may not perform an action.

(2) Spent Russian unit is flipped to fresh only by the using BR card. Any Russian unit is not flipped to fresh side at the procedure of end of turn.

(3)RUSSIAN HOME LAND area has 10VP.Only Russian unit may enter to RUSSIAN HOME LAND area.

#### 14.4 Neutral Nations

(1)ITARY and RUMANIA belong ENT camp, TURKY and BULGULIA belong CP camp but those Nations begin as the Nurtral status.

(2)Units of Neutral Nations begin the game as spent side.

(3) Units of Neutral Nation may not be flipped to fresh side when the Nation is Neutral.

(4) Neutral Nation enters the war immediately by playing Entry card of the Nation or invaded to the area of the Nation by enemy unit.

(5) Units of Neutral Nations still remain the spent status until procedure of turn end or used BR card.

(6)Units of friendly camp may enter the area of Neutral Nation of friendly camp freely.

(7) May not apply the effect of Poison Gus during the entry turn when you invade the area of Neutral Nation.

(8) VP of Neutral Nation of friendly camp is counted as OVP.

15.5Q. How work when combine LANDING OPERATION and ESPRIT DE CORPS?

A. May move to enemy occupied area adjacent Ionian sea or Aegean sea then attack the enemy unit.

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17.0 Special rules for jointed campaign playing

This game may be played as jointed campaign game. Joint east edge of Western map and west edge of Eastern Map adjusting along with the line of Rhine River.

(1) Both player may assign the size of his hand card between Western front and Eastern front freely within the total limit of following, but CP may not assign over 8 card or under 4 card, ENT may not assign over 8 card or under 3 card.

CP player

T1 (1914 Summer): 16

T2 (1914 Winter): 14

T3 (1915 Spring): 14

T4 (1915 Fall): 13

T5 (1916 Spring): 13

T6 (1916 Fall): 12

T7 (1917 Spring): 11

T8 (1917 Fall): 10

T9 (1918 Spring): 9

T10 (1918 Fall): 8

ENT player

T1 (1914 Summer): (6)

T2 (1914 Winter): 8

T3 (1915 Spring): 9

T4 (1915 Fall): 11

T5 (1916 Spring): 11

T6 (1916 Fall): 13

T7 (1917 Spring): 13

T8 (1917 Fall): 14

T9 (1918 Spring): 14

T10 (1918 Fall): 14

(3) At Turn1-Turn5, CP player declare assigning the size of his hand first, Turn6-Turn10, ENT player declare assigning the size of his hand first.

(4) CP player may transfer only german unit between Western front and Eastern front freely.

i Ignore the number of IN and OUT in the both turn truck in jointed campaign game.

ii Unit transferring between Western front and Eastern front is done by players option in jointed campaign game.

iii Units transferred from one front is placed to the IN box of another front. Procedures is applied as 11.0.

iv Placed unit in IN box may only be entered on the map by RR.(see 11.0(3))

v Unit may move to adjacent area of another map folloing to normal movement rule.

(5)All German units of white military type symbol in Eastern front(4-2x6,3-2x1,2-2x1) is removed from jointed campaign game.

(6)Tactical cards and Strategy cards may not transfer between both fronts.

(7)The effect of USA enters the War and Unlimited Submarine Warfare card is not applied to another front.

(8)Munich area is treated as one area between western map and eastern map in jointed campaign game.