

FANTASY EMPIRES

The title "FANTASY EMPIRES" is rendered in a large, bold, golden-yellow serif font. The letter 'V' in "EMPIRES" is replaced by a detailed sword pointing downwards. The background of the top half of the page is a vibrant, painterly illustration of a fantasy world. It features a vast landscape with rolling green hills, a winding river, and distant, misty mountains. On the right, a large, ornate castle with multiple towers and spires sits atop a hill. In the foreground, several key characters are depicted: on the left, a knight in full plate armor with a red cape; next to him, a king with a long white beard, a golden crown, and a brown robe, pointing his right hand towards the horizon; behind the king, a warrior in chainmail holding a red flag; and in the center, a woman with long red hair wearing a green dress and cape, holding a glowing scythe. Below her, a large group of soldiers in chainmail are visible. The sky is filled with soft, golden light, suggesting a sunrise or sunset.

PLAYER HANDBOOK

Explore. Conquer. Rule.

Implementation-verified edition

July 2026

Rules reconstructed from the current Fantasy Empires game



OPENING THE CAMPAIGN

Welcome, Sovereign

A two-minute orientation before the banners rise

Fantasy Empires is a turn-based strategy game for 2 to 6 rulers. Every campaign begins on a newly generated hex realm. Expand, capture settlements, keep your armies supplied, and outlast every rival.

You begin with

1 Capital
1 army of strength 5
10 gold
A small explored realm

Your purpose

Explore the map, secure income, extend supply, capture strongholds, and break rival empires.

Victory

A ruler falls only when they have no armies and own no Capital. The last active ruler wins.

Quick start

- Inspect. Drag the realm to pan; use the wheel or touch gesture to zoom.
- Move. Select an army shield, then an adjacent highlighted land hex.
- Spend. Recruit at home or reinforce an eligible stationed army.
- Review. Planned orders appear in the action pane and can be undone.
- End Turn. Orders lock while the game waits for every active ruler.
- Resolve. Movement, battles, supply, capture, income, and exploration update together.

Starting a campaign

1. Enter your name and choose 2 to 6 seats.
2. Create the game and share its five-character code.
3. The host may fill empty seats with AI rulers.
4. Once at least two rulers are present, the host starts the campaign.

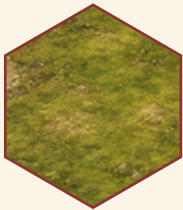
Every map is generated from a fresh seed, so coastlines, mountain barriers, settlements, and opening routes change from game to game.

A quiet turn is still a turn

You may End Turn without issuing an order. Sometimes waiting, collecting income, or forcing an opponent to move first is the wisest command.

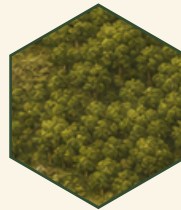
The Realm Beneath Your Banner

Terrain shapes movement, defence, and supply



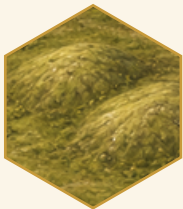
Plains

Passable
+0 defence
Open ground



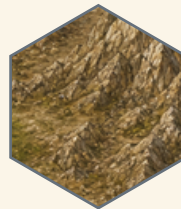
Forest

Passable
+1 defence
Protective cover



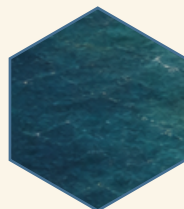
Hills

Passable
+2 defence
Best natural defence



Mountains

Impassable
No battle
Blocks movement and supply



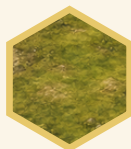
Water

Impassable
No battle
Blocks movement and supply

Reading the map markers



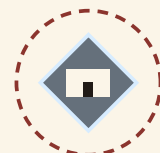
Shield number
Army strength



Gold edge
Supplied hex



Red dot
Out of supply



Dashed ring
Occupation

Fog and exploration

Dark hexes are unexplored. Armies reveal within range 2; owned Capitals within range 3; owned Villages and Forts within range 2. Explored land remains revealed. Coastlines are visual only.

Settlements

Income, defence, vision, supply, and the struggle for ownership



Capital

Home of a realm

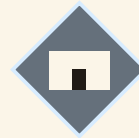
Income +3
Defence +3
Capture 2 turns
Supply 4
Vision 3



Village

Engine of wealth

Income +2
Defence +0
Capture 1 turn
No supply
Vision 2



Fort

Anchor of supply

Income +1
Defence +2
Capture 2 turns
Supply 3
Vision 2

What ownership means

- Owned settlements use the ruler's colour; neutral settlements are pale.
- A dashed ring marks hostile occupation before capture is complete.
- Owned Capitals and Forts project supply; Villages do not.
- Only your original home Capital recruits. Captured Capitals still provide income, defence, vision, and supply.
- Neutral Forts favour Hills, often creating valuable +4 defensive strongpoints.

Your home Capital

Your original Capital is the realm's only recruitment site. You may recruit there while you still own it and no enemy occupies it. It also provides the normal Capital income, defence, vision, and supply.

A captured Capital

A captured rival Capital becomes yours for income, defence, vision, supply, and survival. It does not become an extra recruitment site - recruitment always refers to your original home Capital.

Stacking bonuses

Natural and settlement defence add together. A Hills Fort grants +4. A Forest Capital grants +4. A Hills Capital grants the maximum +5.

The Rhythm of a Turn

Plan privately, commit together, resolve in a fixed order

Each ruler queues orders without seeing unsubmitted enemy plans. Pressing End Turn locks those orders. Resolution begins only after every active human and AI ruler is ready.

1

Movement

All valid one-hex moves are applied.

2

Combat

Contested hexes fight automatically.

3

Supply

Networks recalculate and attrition is applied.

4

Recruit

Home-Capital recruitment is processed.

5

Reinforce

Eligible stationed armies gain strength.

6

Capture

Occupation advances and ownership may change.

7

Income

Base and settlement gold is collected.

8

Explore

Revealed territory expands.

9

Advance

Turn number increases; readiness resets.

10

Victory

Elimination and the last surviving ruler are checked.

Why the order matters

An army can move beyond supply before attrition is checked; a reinforcement target can die before help arrives; and a settlement captured this turn contributes income immediately.

Issuing movement orders

- Select your army shield.
- Choose an adjacent passable hex.
- Each army moves at most once per turn.
- Water and Mountains cannot be entered.
- Undo queued orders before End Turn.
- Right-click to clear selection.
- Repeatedly click a friendly stack to cycle armies.
- Rivals meeting after movement fight.

Armies reveal range 2. Owned Capital vision is 3; Village and Fort vision is 2. Exploration is permanent, so every march enlarges your known realm.

WHEN BANNERS MEET

The Clash of Armies

Strength matters, position matters, and fortune still has a voice



Strongest faction: attacker

VS



Other hostile strength: defender

How a battle resolves

- All armies belonging to the same ruler on the hex combine for battle.
- The strongest faction is treated as attacker; all other hostile strength forms the defender.
- Terrain and settlement bonuses increase the defender's effective strength.
- Both sides deal variable damage simultaneously in repeated rounds.
- Survivors keep their remaining strength; a force reduced to 0 is destroyed.

Position	Terrain	Settlement	Total defender bonus
Open Village	Plains +0	Village +0	+0
Forest Village	Forest +1	Village +0	+1
Hills Fort	Hills +2	Fort +2	+4
Forest Capital	Forest +1	Capital +3	+4
Hills Capital	Hills +2	Capital +3	+5

The uncertain edge

Each combat round uses a random damage factor. Strength and defence heavily favour a side, but they never make a battle perfectly safe. An army out of supply for at least 3 turns also suffers -1 effective combat strength.

Supply and Attrition

A bold advance without a secure road can destroy itself



Projecting supply

- Capital: range 4 through passable land.
- Fort: range 3 through passable land.
- Village: no supply.
- Water and Mountains break routes.
- Enemy armies block their own hex.
- Enemy settlements block their hex.
- Hexes adjacent to enemy armies also block supply.
- Returning to supply resets the counter.

Consecutive status	Effect
1st out-of-supply turn	Warning only - grace turn
2nd and later turns	Lose 1 strength each turn
3rd and later turns	Also -1 effective strength in combat
Back in supply	Counter resets to 0

Gold and Growth

A realm wins battles with armies, but it builds armies with income

Income each resolved turn

5 base gold + 3 for every owned Capital + 2 for every owned Village + 1 for every owned Fort. A settlement captured during resolution contributes immediately.

Recruitment

Cost: 10 gold per strength

Use Recruit to queue +1 at your original home Capital. Repeated presses increase the order while gold remains.

Requirements

- You still own the home Capital.
- It is not occupied by an enemy.
- Gold remains after other queued spending.

Recruits merge into an army already there, or create one if the hex is empty.

Reinforcement

Cost: 10 gold per strength

Select an eligible army on a friendly Fort or Capital and queue +1 strength.

The army must

- Be in supply.
- Have no enemy on its hex.
- Have no adjacent enemy.
- Have no movement order.

The target must survive and remain eligible when reinforcement is processed.

Spending sequence

Gold is reserved against all queued Recruit and Reinforce orders. During resolution, recruitment is processed first, then reinforcement, and only afterward is the turn's new income collected.

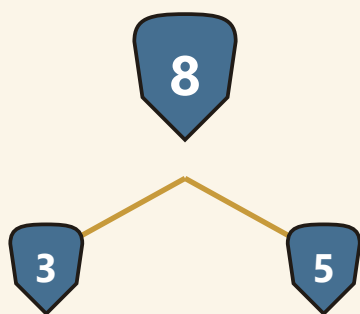
A useful choice

Villages offer the best income, while Forts offer the best strategic reach. An empire that takes only wealth may outrun its supply; an empire that takes only Forts may struggle to afford growth.

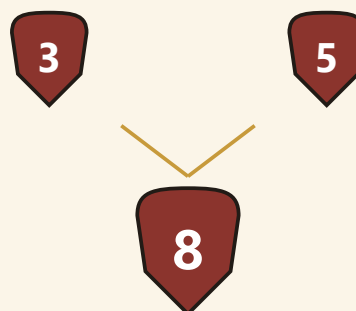
Organising Your Forces

Split for flexibility, combine for concentrated strength

SPLIT



COMBINE



Immediate actions

Army organisation happens immediately. It does not wait for turn resolution, consume movement, spend gold, or advance the turn.

To split

Select one army of strength 2 or more on an uncontested Fort or Capital. Set the slider so both armies have at least 1 strength, then confirm.

Both armies inherit the original supply condition.

To combine

Select any one of two or more friendly armies sharing an uncontested Fort or Capital. Combine merges every friendly army there into one total.

The result keeps the worst out-of-supply count.

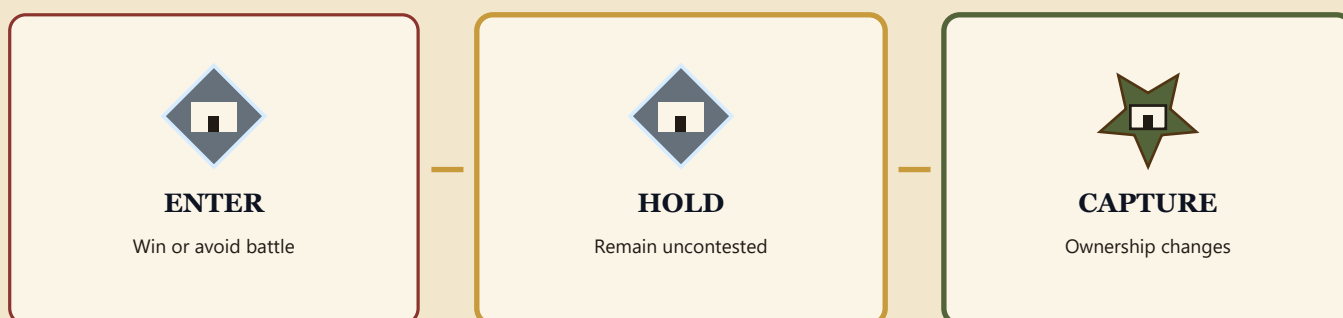
When the controls appear

Villages never allow organisation. Undo movement or reinforcement orders for the involved army first. The controls disappear after End Turn. Repeated clicks cycle separate armies in a stack.

Occupation and Capture

Entering a settlement starts the siege; remaining there completes it

After combat, a sole surviving ruler on a neutral or enemy settlement begins occupation. A dashed ring in the occupier's colour marks the siege until ownership changes.



Capture times

Settlement	Uncontested occupation required	Then provides
Village	1 full turn	Income +2, vision 2
Fort	2 full turns	Income +1, defence +2, supply 3, vision 2
Capital	2 full turns	Income +3, defence +3, supply 4, vision 3

Occupation resets when

- The occupier leaves before capture is complete.
- No army remains on the settlement.
- More than one ruler has surviving armies there.
- The owner's army returns and controls the hex.

Occupation is not ownership

Until capture completes, the old ruler still owns the settlement. Plan to hold the hex through the required resolutions, not merely to reach it.

Victory, Rivals, and Recovery

Losing an army is a setback; losing every army and every Capital ends a realm

Elimination

A ruler is eliminated only when they have no armies and own no Capital. The last non-eliminated ruler wins. If you still own a Capital, you remain in the game even with no army.

Multiplayer and AI rulers

- The host chooses 2 to 6 seats and shares a five-character game code.
- Empty seats receive a balanced, shuffled mix of Easy, Medium, and Hard AI rulers.
- AI skill and strategic personality remain hidden during the campaign.
- AI rulers obey the same movement, gold, combat, supply, and fog rules as humans.
- AI rulers plan and submit turns automatically.
- A ruler who has ended their turn shows as ready; resolution waits for all active rulers.
- A browser session can reconnect to an existing game using its saved game and player identity.

Commander's counsel

Grow with purpose

Villages fund armies; Forts carry supply. A healthy realm needs both.

Choose the ground

Hills, Forts, and Capitals can turn a narrow defence into a decisive victory.

Threaten the road

An enemy army blocks supply on its hex and every adjacent hex. Chokepoints matter.

Recovery is possible

If your home Capital is still yours and not occupied, recruitment can rebuild a destroyed field army. If another ruler has taken it, protecting any Capital you still own keeps you alive, but only the original home Capital can recruit.

Commander's Reference

The essential numbers on one page

Core rule	Value
Players	2 to 6
Starting army	Strength 5
Starting gold	10
Movement	1 adjacent passable hex per army per turn
Base income	5 gold per resolved turn
Recruit / Reinforce	10 gold per strength
Army vision	Range 2
Attrition grace	1 consecutive out-of-supply turn
Later attrition	-1 strength each turn; combat penalty from turn 3

Place	Income	Defence	Capture	Supply	Vision
Capital	+3	+3	2 turns	4	3
Village	+2	+0	1 turn	-	2
Fort	+1	+2	2 turns	3	2
Plains	-	+0	-	Passable	-
Forest	-	+1	-	Passable	-
Hills	-	+2	-	Passable	-
Mountains	-	-	-	Blocked	-
Water	-	-	-	Blocked	-

Before pressing End Turn

- Have you checked every army's legal move and supply route?
- Do your queued Recruit and Reinforce orders fit the available gold?
- Does an army need to split for coverage or combine for a battle?
- Can an enemy zone of control cut the route after movement?
- Are you occupying a settlement that must be held another turn?

The shortest rule

Take wealth, hold strong ground, protect the roads behind your armies, and never mistake occupation for ownership.



MAY YOUR BANNERS ENDURE

May your roads remain open,
and your realm outlast every rival.