

EXPANSION



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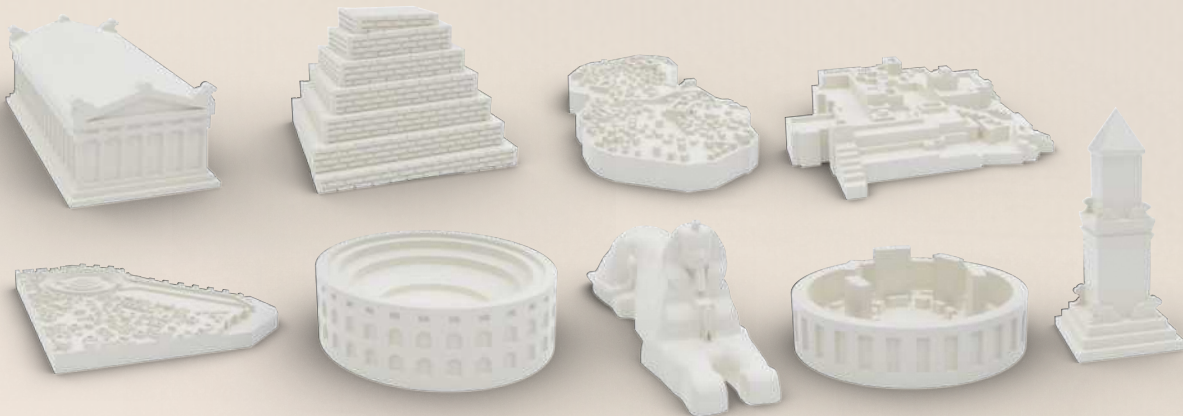
# WESTERN EMPIRES

THE SPECIAL  
BUILDINGS

RULES

# THE SPECIAL BUILDINGS

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9 miniatures  
1 rulesheet

## OVERVIEW

The Special Buildings Expansion is an expansion to Western Empires. During the game players may choose to construct a special building which grants various benefits. Constructing the right building at the right time will provide additional victory points.

Both the Special Buildings Expansion for Western and Eastern Empires can be combined with Mega Empires. It is recommended to use this expansion only once you are familiar with the basic game.

## SETUP

During setup, select only the buildings associated with the civilizations used in the game and put the rest of the miniatures back in the box. The buildings used are in the general supply and placed aside, optionally by using the top view grid in this rulesheet as a market.

*When playing with 12 or more players, split the buildings per block and place the buildings on either side of the board.*

## RULES

### Constructing a Special Building

During the Civilization Advances acquisition phase, in the same transaction as acquiring Civilization Advances (by paying trade cards and/or treasury), a player may choose and construct one special building in a similar way as acquiring Civilization Advances, provided that he does not already have a special building **within his own region**.

The cost of a special building depends on the epoch in which the A.S.T.-succession marker of the constructing player is currently situated:

|                                 |                        |
|---------------------------------|------------------------|
| <b>Early/Middle Bronze Age:</b> | <b>30</b> trade points |
| <b>Late Bronze Age:</b>         | <b>40</b> trade points |
| <b>Early/Late Iron Age:</b>     | <b>50</b> trade points |

The miniature is placed in the constructing player's starting location, provided that this area contains one of his cities. If this area does not contain a city from that player, he must choose an area within his own region that contains one of his cities as the location for the special building. Players who do not have any city on the board within their own region cannot build a special building. A player does not necessarily have to choose the building historically associated with his civilization; he may choose any building available in the supply.

*When playing with 12 or more players, a player can only choose from the buildings that belong to their own block.*

A player can **own** at most one building (within his own region), but may control one or more areas on the board that contain special buildings originally built by other players.

**Tip:** You can use a spare A.S.T.-marker on the top view grid on this rulesheet to indicate what player has built which building, using the colored side of the marker when the building is the one associated with that player's civilization.

## DEFINITIONS

### REGION

The regions are shown in the region division image in the rulebook for Western Empires (Chapter 5). It does not mean the total of areas *currently* occupied by the player.

### TO OWN A SPECIAL BUILDING

A player may only construct a special building within his own **region**. A player is considered to **own** the building that has been built within his region, even if he does not have any units or token majority in that area or if any other player has units in that area. During the game a player may also **control** one or more buildings originally built by other players.

### TO CONTROL A SPECIAL BUILDING

A player that has a city or token majority in any area on the map board containing a building is considered to **control** that building. If this is the building within his own region, he **owns and controls** it. If the building is located in another player's region, he only controls it and may use its benefits.

### CIVILIZATION ASSOCIATION

Each civilization has one unique building that is historically associated with it (see descriptions). Although players can construct any available building during the game, they get additional bonus points if they own the one building associated with their civilization during victory determination.

## ILLEGAL BUILDINGS

Players can only construct a special building within their own region. Whenever it is found that a player has (accidentally) constructed a special building outside his region, the building is immediately returned to stock. Any trade points spent on the building are lost. If removing the building results in surplus population the surplus must also be returned to stock.

## ORDER OF CHOOSING

In this expansion the order of acquiring Civilization Advances differs from the basic rules. Generally the same order is used, however, any player may take priority by claiming his right to make his **transaction** (first come, first serve). The combination of sacrificing a building, acquiring any combination of Civilization Advances, and constructing a special building are considered to be a single transaction. A player can make only one transaction per turn.

Whenever a player claims priority this way, he must have made up his mind on what exactly he intends to acquire, he must be able to comply for the cost, and he must have decided in which way to pay for it. The actual payment is done afterward. If that player fails in either way, his priority (but not his right to make a transaction) is lost and the regular order of acquisition continues. Any dispute between players in taking priority is resolved by their mutual A.S.T.-position, provided that either player meets the requirements above.

If it turns out that a player has overpaid for the actual costs, he cannot claim back any trade cards, although any treasury tokens paid in excess are returned to his treasury. Players cannot claim a building before their turn, however, they can claim priority as described above.



## SPECIAL BUILDINGS ON THE MAP BOARD

Since the buildings are placed within each civilization's own region, it can always be determined what building on the board is owned by which player. The special building cannot be attacked itself, although the city in which it is built can. A building provides no defense bonus and does not prevent any player or Barbarians from moving tokens into the area. If a tax revolt, a calamity, a city attack or the effect of a special ability of a Civilization Advance would annex, destroy or reduce the city in which the special building is located, the building remains in the area. It is still considered to be owned by the player who originally built it, even if the area would contain only enemy tokens, an enemy city, a pirate city, or no units at all.

If a player prematurely leaves the game, the special building owned by the leaving player is returned to the general supply and available for all players. This means that for the rest of the game there is one more building available than the number of players.

## BENEFITS OF THE SPECIAL BUILDINGS

### 1. POPULATION BONUS

Cities with a special building can support one additional token during checks for surplus population, following similar rules as 'Public Works'. Both effects are cumulative.

If the area contains no city and has a basic population limit of '1' or '2', the population limit is increased by one, following similar rules as 'Agriculture'. Both effects are cumulative.

The benefit of supporting an additional token, either in a city or for increasing the population limit, counts irrespective of ownership of the special building. Pirate cities and barbarian tokens do not benefit from special buildings.

### 2. TRADE POINTS BONUS

During the Civilization Advances acquisition phase a player may choose to sacrifice one (and no more than one) special building he **controls**, provided that he has a city or token majority in the area where the building is located. When sacrificing the building, he may for once increase the set value of one *incomplete* set of commodities by one card of that set. This may be applied in addition to the effect of 'Trade Empire'. A player cannot apply this effect to an already complete set of commodities.



4x Resin

=

112 Trade Points



4x Resin

+ Special Building

=

175 Trade Points



As soon as a player sacrifices a special building the benefit of supporting an additional token in the area is cancelled and an additional check for surplus population and city support must be made by that player.

Any sacrificed buildings are returned to the supply and are immediately available for all players. If a player chooses to sacrifice a special building he may choose to build a new special building in the same turn. This may be any building currently available, except for any building he has sacrificed this turn. If, at that point, no such building is available, he cannot place a building and the trade cards paid are lost. Any excess treasury tokens paid must be returned to treasury. In a later game turn he may choose that building again if it is available at that moment. Special buildings cannot be sacrificed in the turn they were built.

If two players simultaneously sacrifice a building and intend to rebuild each other's buildings afterward, any player with A.S.T.-position priority among these players may intervene.

### 3. EFFECT ON CALAMITIES

A victim of Regression may sacrifice the special building he **owns** to prevent his A.S.T.-succession marker from moving backward one step, provided that he has a city or token majority in the area where the building is located. This may be applied in addition to the effect of 'Enlightenment'. He cannot sacrifice a building he **controls** but does not **own** for this matter, however, he may sacrifice such a building for the trade points bonus in the same turn.

### 4. VICTORY POINTS

At the end of the game each player **owning** a special building is granted a bonus of 3 Victory Points. If the building is the one **associated** with the player's civilization *and* he has a city or the token majority in the area where the building is located, he is granted an additional bonus of 2 Victory Points.

If at the end of the game two or more players have the same number of Victory Points, the following tiebreakers take priority over any tiebreaker in the rulebook:

- I. The player owns the building associated with his civilization *and* he has a city or the token majority in the area where the building is located.
- II. The player owns a special building.



# MINIATURES - DESCRIPTION

Each miniature represents a special building historically associated with one civilization in the game.

## ASSYRIA

### The Ziggurat of Dur-Sharrukin



*Dur-Sharrukin was the Assyrian capital in the time of Sargon II of Assyria (722-705 BC). The city walls with 157 towers protected the city. The seven gates were guarded by giant lamassus, the human-headed winged bulls. One of the most notable buildings within the city was a giant Ziggurat.*

## CARTHAGE

### The Great Harbor



*The great harbor of Carthage, built around 800 BC is the most well-known example of the circular harbor, accommodating 220 vessels. The city had two of those harbors, one for merchant ships and one for warships.*

## IBERIA

### The Mausoleum of Pozo Moro



*Erected by an unknown Iberian king around 500 BC, the mausoleum is the oldest known Iberian grave monument. It was around 30 feet high, decorated with sculptures heavily influenced by Hittite and Syrian art.*

## HELLAS

### The Parthenon



*The temple Parthenon, dedicated to the goddess Athena, was constructed around 440 BC. The building represents the ancient Greek architectural supremacy and is regarded as one of the world's greatest cultural monuments.*

## ROME

### The Colosseum



*Completed in 80 AD in Rome, the Colosseum (or Amphitheatrum Flavium) was the largest amphitheatre ever built. It could contain nearly 80,000 people and was used for gladiatorial contests, battles, public shows and drama.*

## CELT

### Stonehenge



*The true origin of Stonehenge is uncertain, but most likely it predates the Celtic civilization. Nevertheless there is evidence it was used by the Celts. Historians agree the place served as a ritual monument and a calendar.*

## EGYPT

### The Great Sphinx of Giza



*The face of the Sphinx is generally believed to represent the Pharaoh Khafre (2558–2532 BC), although some believe it is even older. The body is mostly carved out of bedrock, which also served as a quarry for the nearby pyramids of Giza.*

## HATTI

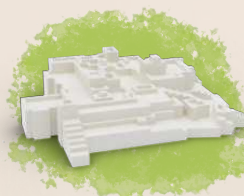
### The Hattusan City Walls



*The earliest traces of settlement on the site of Hattusa are from the sixth millennium BC. Originally called Hattush by the Hattian people, the city peaked to 50,000 inhabitants during the reign of their successors, the Hittite people, until its destruction around 1200 BC.*

## MINOA

### The Great Palace



*As the largest of Minoan palaces and Europe's oldest city, Knossos and its surroundings could accommodate around 100,000 people. The first evidence of Neolithic settlement goes back to around 7000 BC. The palace was eventually destroyed by the Greeks around 1730 BC.*

## THE SPECIAL BUILDINGS - MINIATURE OVERVIEW



### ASSYRIA

The Ziggurat of Dur-Sharrukin



### CELT

Stonehenge



### CARTHAGE

The Great Harbor



### EGYPT

The Great Sphinx of Giza



### IBERIA

The Mausoleum of Pozo Moro



### HATTI

The Hattusan City Walls



### HELLAS

The Parthenon



### MINOA

The Great Palace



### ROME

The Colosseum

*Note: At some points the game rules or components refer to 'he' or 'his'. These phrasings are used for readability purposes, but should be interpreted as 'he/she', 'his/her', 'they' or 'their'.*



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