

# IMPERIAL SETTLERS

## CAMPAIGN MODE

**AS YOU SPREAD YOUR INFLUENCE OVER THE LAND, YOUR EMPIRE GROWS. TAKING CONTROL OF NEARBY PROVINCES CAN BENEFIT YOU GREATLY, BUT IT IS ALSO COSTLY. KEEPING YOUR EMPIRE IN ORDER IS DIFFICULT AND REQUIRES CAREFUL PLANNING. HOW FAR CAN YOU EXPAND YOUR BORDERS WITHOUT DESTROYING YOUR EMPIRE?**

**Imperial Settlers: Campaign Mode** is a solo variant for Imperial Settlers. In this variant you will play multiple games in the campaign and Victory Points won in early games will unlock benefits for all subsequent games. Your empire gains a new Province every time you win a game. New provinces will benefit you, but will also cost you resources and VPs. The larger your Empire grows, the harder it will be to maintain.

You will need the base set of Imperial Settlers, a few d10s, one d20, and a pencil or pen.

### THE CAMPAIGN COMMUNITY

It is our hope at Portal Games that you, our players, will help us to make Campaign Mode bigger and better. This is only the beginning! We have designed a framework to build on and would love your input and design to help this grow. Anything is possible: more Provinces, new Events, new Achievements, added challenges or quests. You are in the driver's seat! We will update this document with new content for you to enjoy over time!

Send us your ideas for new Achievements, Events, and Provinces. With your help, the replayability of this game mode will be endless!

**EMAIL US: [portal@portalgames.pl](mailto:portal@portalgames.pl)**

### PLAYING THE CAMPAIGN MODE

Each Campaign game consists of 5 phases. At the end of each game, you will be able to spend your Victory Points on Achievements to help your Empire grow. There is no end goal to Campaign Mode. You may play as many games as you like. As long as you keep winning, your Empire will grow. However,

it is not easy to maintain a large Empire. You will need Achievements to help offset the cost of running such a large area. Eventually, your Empire will become too large to maintain. How long can you last?

- I. ROLL FOR EVENTS
- II. PLAY A SOLO GAME (4 ROUNDS)
- III. ROLL FOR NEW PROVINCE
- IV. PURCHASE ACHIEVEMENTS.
- V. UPDATE RECORDS

### EMPIRE SHEET:

You will need to print the Empire Sheet to keep track of your progress. Use the Empire Sheet to track your Provinces, Achievements, Events, Production, and Victory Points (VP). When instructed to pay your Empire, place the goods on your Empire Sheet in the space provided.

### BORDER FACTION:

At the start of the game, choose your faction as normal, then randomly choose another faction from those remaining to be your Border Faction. The chosen faction will remain your Border Faction throughout the campaign. Place the Faction Deck of your Border Faction next to your Empire Sheet. Return all un-used Faction Decks to the box.

Each round during Production phase, turn over the top card of your Border Faction's deck and place it, face up on the table beside the deck. During your Action phase, you can make a Deal with this card. If you choose not to make a Deal, discard this card during the Cleanup phase.

## 1. EVENTS

You have no Provinces at the beginning of the Campaign, so skip the Event step for your first game.

During your campaign, your Provinces will face many challenges. At the start of each game, roll 2d10 to determine what events have occurred in your Empire. Consult the Event tables from the table file to determine the outcome of your roll. Watch out as some of these events will have dramatic effects on your Empire!

The Event you encounter only affects the current game. Each game you will roll once on the Event charts to determine the Event for that game.

### CATEGORY

Roll 1d10 to determine the Category of the Event. Locate the corresponding Category Table.

### EVENT

Roll 1d10 on the Category Table to determine the Event that occurs this game.

Events may influence your Campaign in two ways:

**Rule:** Each Event effects your game differently. This Rule is in effect for the entire game.

**Quest:** Most Events have a Quest associated with them. Completing this Quest may give you a benefit or prevent you from suffering further. Some Quests, if not completed, carry over to the next game.

When instructed to pay your Empire, place the spent resources on the Empire Sheet in the space provided. You will clear the goods from your Empire sheet at the end of each game.

## 2. PLAY!

Play a solo game as detailed in the Imperial Settlers rulebook with the following modifications:

Each game of the campaign is only 4 rounds. At the end of the 4th round, count your VPs as normal. If you win, you may continue your campaign and play more games. If not, your Empire suffers losses. Lose one Achievement at random. If you have no achievements remaining, your Empire is in ruins and you have lost the campaign!

During the first game of the campaign, your production is equal to what is printed on your Faction's board. In subsequent games, you will earn production based on your Faction's board as well as those modifiers noted on your Empire Sheet.

During the Cleanup step of each round, you must pay the Upkeep Cost of all provinces in your Empire (See Province Trait below.) If you are unable to pay the upkeep for a Province, you lose that Province! Update your Empire sheet and be sure to remove whatever bonus that Province provided. Each time you lose a province, your Empire becomes harder to control. Add +2 Control Cost to all remaining Provinces in your Empire!

## 3. PROVINCE TRAIT

At the end of each game, if you win, you have conquered a new Province! Roll 1d20 to determine the Traits of your new territory. Check them in the **PROVINCE TABLE** and note them on your Empire sheet. You may only conquer each Province once. If you roll for the same Province again, reroll until you get a new Province.

Each Province consists of three values that affect future games.

**Trait:** This new rule is in effect for your next game. In some cases they are permanent.

**Control Cost:** You must pay this value in VP at the end of each game before buying Achievements.

**Upkeep Cost:** You must pay to keep your provinces in order. At the end of each round, you must pay the Upkeep Cost of all provinces in your Empire.

## 4. ACHIEVEMENTS

At the end of each game, you will be able to purchase Achievements with the VPs you have earned. These achievements will help you maintain your Empire by providing benefits to help offset the costs of your provinces.

You'll find the list of available Achievements in the **ACHIEVEMENTS TABLE**.

To calculate your Victory Points each game:

1. Record the total VPs earned as normal.
2. Record total the Control Costs of all your Provinces.
3. Deduct the total Control Cost from the VP total.
4. Add this final total to any VPs remaining from previous games.

You may now spend your VPs to get Achievements for your Empire! You may only purchase each Achievement once (unless noted otherwise in the text). Any unspent VP are kept for the next round.

**NOTE:** Unless otherwise noted, Achievement bonuses are permanent and apply for each new game.

## 5. UPDATE RECORDS

It is now time to record changes and get ready for the next game!

- Remove all goods, resources, and cards from the Empire sheet.
- Update your production track to remove any temporary bonuses.
- Remove all cards and deals from your Empire.

You are ready to begin the next game of your campaign!

## PRODUCTION TRACK

## PROVINCES

**SETTLEMENTS**



**WOOD RESERVES**



**STONE RESERVES**



**FOOD RESERVES**



**TREASURY**



**ARMY**



**CARDS**



Name	Trait	Control Cost	Unkeep Cost

## EVENTS

## ACHIEVEMENTS

Name	Skill	Name	Skill

## EMPIRE PAYMENTS

## VICTORY POINTS