

Europe 2028 (15 April 2019)

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Introduction

In 2022 the Euro collapses triggering the economic implosion of several European countries, and a worldwide recession that is particularly punishing to Europeans.

During Ramadan of 2028, with an economic crisis dragging on, and with increasing unanswered acts of terrorism by various Islamic groups, the governments of Germany and France collapse. It began as a bloodless coup with the forces of the Pan-European Caliphate taking over control of both countries and uniting them under one Islamic government.

During the Ramadan celebrations the leaders of Germany and France convert to Islam en masse and declare their allegiance to the Pan-European Caliphate. Millions of everyday citizens also convert to Islam lured by promises of zero taxes, shorter work weeks, and better medical and dental care. The hopeless and dispirited people of France and Germany submit.

Within weeks the few remaining Jews of France and Germany are rounded up and murdered along with Christian clergy and those “conservative” political leaders who refuse to convert to Islam. After a month the bloody orgy of killing ends and most of the major urban areas of France and Germany have been pacified. Sharia is imposed upon the population. There are pockets of resistance and the major institutions of the two now united countries are in turmoil, but France and Germany have ended. The Pan-European Caliphate has begun.

It is 2028 and Europe is ablaze. As the Pan-European Caliphate tries to consolidate its power and expand throughout Europe the rest of Europe struggles to survive while at the same time attempting to restore the glories of long lost Empires.

This game is inspired by *Tiny Epic Galaxies*®.

Goals

Each Empire will represent one of a competing group of Empires rising from the ashes of a collapsed Europe. Each Empire will begin with 1 or 2 Region Cards and 1 Open Objective printed on the Empire Player Card:

1. **The Pan-European Caliphate** begins with the Greater Paris Region and the Greater Berlin Region which are DAMAGED from conflict. Its Open Objective is to conquer all the former regions of Germany and France.
2. **The New Ottoman Sultanate** begins with the Greater Istanbul Region. Its Open Objective is to conquer all the regions that were part of the former Ottoman Empire.
3. **Russia** begins with the Greater Moscow Region and the Greater Siberia Region. Its Open Objective is to conquer all the regions of the former Russian Empire.
4. **The Eastern Alliance** begins with Poland Region and Austria-Hungary Region. Its Open Objective is to conquer all the regions of the former Austro-Hungarian Empire.
5. **The Northern Front** begins with the Greater London Region and the Greater and Denmark Region. Its Open Objective is to conquer all the regions of Scandinavia, and The British Isles.
6. **The Mediterranean Confederation** begins with the Greater Rome Region and the Greater Catalonia Region. Its Open Objective is to Conquer Portugal & Spain, Italy, and North Africa.

Each Empire is struggling to stay alive and must expand – if only to consolidate power. This results in conflicts with other Empires. At the end of the game the Empire with the most Victory Points wins.

Components

1. 6 Empire Game Mats
2. 35 Region Cards
3. 12 Secret Objective Cards
4. 1 normal deck of cards with 52 playing cards and 2 Jokers (Jokers optional)
5. Attack Tokens: 2 Military Attack Tokens, 1 Economic Attack Token, 1 Cultural Attack Tokens, and 1 Political Attack Token for each Empire
6. 50 to 100 Generic Tokens of some kind for counting (beans?)
7. 10 or more Damage Tokens
8. 6 six-sided dice

Setup

1. Each Empire gets one Empire Player Card. The Pan-European Caliphate SHOULD be one of the Empires in play.
2. Each Empire begins with 5 Attack Tokens; 2 Military Attack Tokens, and 1 Attack Token for Economic, Cultural, and Political. Place all 5 in the Warehouse.
3. There will be enough Generic Tokens to keep track of Coins, and the conquests during the game.
4. Take any 2 of the 5 Attack Tokens in the Warehouse and place them on the 'Empire Level 0' section of the Empire Player Card.
5. Two Generic Tokens will be placed in the Coins Area. This will represent the funds your Empire has available.
6. Give each Empire the Region Cards that each begins with. The Pan-European Caliphate's initial 2 Region Cards will have the Damage Token placed on top of them to indicate that each Region's production factors have been cut in half due to the recent conflict.
7. Shuffle the remaining Region Cards and draw 4, and place them face up on the center of the table so that each card is easily visible to everyone.
8. Shuffle the standard deck of cards with 52 playing cards and the 2 optional Jokers and give each Empire 2 cards placed face down in front of each Empire Player Card, then place the remaining cards face down in the center of the table.
9. Shuffle and deal 2 Secret Objective Cards to each Empire. Each Empire will select one which is placed underneath the Empire Player Card, and the other is discarded back to the Secret Objective Card pile.

Play

The players will determine who goes first (by coin toss, die roll, wrestling match, or by whatever manner the players decide), and then play goes around the table clockwise. The game is played in rounds made of up of each Empire playing a turn in the following order.

1. Deal Cards and Attempt to Capture Region Cards

At the start of your turn draw the number of cards allowed for your Empire Level (you get 1 card at Level 0) from the standard playing card deck and then place them face down next to the other cards above your Empire Player Card.

HOW TO USE THE ATTACK TOKENS AND CARDS – The 4 suits in the standard deck will match the 4 different Attack Tokens used to attack and conquer Region Cards:

- Spades are Military,
- Diamonds are Economic,
- Hearts are Cultural, and
- Clubs are Political.

The cards sitting in front of you represent the actions you can take during your turn.

To conquer a Region Card you must first place an Attack Token on the Landing Zone of the Region Card at a cost of 2 Coins. Region Cards have different Influence Levels you must obtain in order to conquer them – the higher the number of Influence Levels the more difficult and valuable the Region Card. To advance from the Landing Zone to Influence Level 1 you must play 1 or more cards that match your Attack Token to support your attack.

Another Empire can counter your attack by playing their own matching cards against you. If another Empire plays cards equal to the total of your cards you are blocked; your Attack Token stays where it started at the beginning of the turn, or it stays in the Landing Zone if you attacked this turn. If that Empire can beat your card total you are defeated, and your Attack Token goes down 1 Influence Level, or is returned to your Empire Player Card if it was at the Landing Zone.

Only one Empire can challenge your Attack during a turn. If more than one Empire wishes to challenge you they must each roll a six sided die with the highest roll winning. You can add more cards to your attack if challenged, and the challenger can add more cards also. All cards used will then be disposed of regardless of the outcome, and placed face up in the disposal pile next to the deck.

You can only place one Attack Token per Region Card, but more than one Empire can attack the same Region Card. When a Region Card is conquered by an Empire, all Attack Tokens are returned to the Empire Player Card.

CARD POINTS: Number cards will simply use the number on the front to determine the points, Face cards will be worth 12 points, and an Ace will be worth 20 points. A Joker, if used, beats all other cards combined. In the event of ties Kings beat Queens and Queens beat Jacks.

Conquering a Region Card using a Military Attack Token results in DAMAGE to the card afterwards. A Damage Token is placed on the conquered card and that card contributes only half of its Victory Points and Coins Points until the Damage Token is removed.

When you conquer a Region Card place a Generic Token on the Empire Player Card conforming to Attack Token that was used to conquer it.

EXAMPLE ONE: You want to conquer a Region Card. You place your Military Attack Token on the Landing Zone for 2 Coins, and then use a 4 of Spades to attempt to advance to Influence Level 1. Another Empire challenges your Attack and plays a 5 of Spades. If you do not play another Spade you will fail in your attack, and your Military Attack Token will be returned to your Player Empire Card. If you play the 2 of Spades and the challenger does not respond you will win, and place your Military Attack Token on Influence Level 1. If Influence Level 1 is the highest Influence Level on the card you conquer that Region Card and place it next to your Empire Player Card with a Damage Token on top.

EXAMPLE TWO: During your last turn you successfully attacked a Region Card with an Economic Token and you are now at Influence Level 1. You continue the attack and play a 2 of Diamonds. If no one challenges you then you advance to Influence Level 2. If someone does challenge you then you proceed as described above. If you conquer the Region Card you take the card without placing a Damage Token on it since it was not conquered by a Military Attack Token.

You do not have to use all your cards during your turn. Cards that you do not use remain in your hand.

2. Attack Region Cards Conquered by Other Empires

For 5 Coins you can attempt to conquer a Region Card that has already been conquered by another Empire, but not the original Regions Cards of that Empire. Follow the same procedures described above.

3. Use Special Features on Region Cards You have conquered

Some Region Cards come with a Special Feature that can be used by the Empire that possesses it. Using a Special Feature costs as described on the Region Card.

4. Increase your Empire Level

As you conquer Region Cards you increase your Empire Level.

- EMPIRE LEVEL 0 – You get 2 Attack Tokens of your choice. You can draw 1 card at the beginning of your turn.
- EMPIRE LEVEL 1 – You go from Level 0 to Level 1 after you successfully conquer your first Region Card. You can then choose 1 additional Attack Token from those available and you draw 2 cards at the beginning of your turn.
- EMPIRE LEVEL 2 – You go from Level 1 to Level 2 after you have a total of 5 Region Cards. You choose one more Attack Token, and you now draw 3 cards at the beginning of your turn.

5. Repair DAMAGE to Region Cards that were conquered by Military Attack Tokens

For 10 Coins you can repair a Region Card that is Damaged. Remove the Damage Token.

6. Collect Coins

Each Region Card has an amount of Coins printed on the upper right hand corner. Collect this amount from each Region Card You have conquered, unless there is a Damage Token and then only collect half. Add this to your Coins on your Empire Player Card using Generic Tokens.

7. Converting your playing cards to Coins

If you need more Coins you can convert your cards at a conversion rate of 10 card points to 1 Coins. A Face Card, an Ace, and a Joker are each worth 15 card points.

Ending the Game

The end of game process begins when one Empire reaches 25 Victory Points or more from conquered Region Cards. That Empire finishes the turn, and then the round continues until each Empire has finished its turn. Then the game play is finished.

Each Empire adds the Victory Points for all its Region Cards (half if Damaged). Each Empire will take out the Secret Objective Card and see if it achieved the stated requirements and if so add the Victory Points. Then each Empire adds 5 Victory Points if it achieved its Open Objective.

Add the Victory Points from the Region Cards, Secret Objective Cards, and the Open Objectives. The Empire with the most Victory Points wins.

Regions

Each Region Card will represent a part of Europe. Each Region Card will have a number indicating the Victory Points it is worth to the Empire who holds it, and the Coins it produces each turn for the Empire who holds it. These points are cut in half if the Region Card is DAMAGED by being conquered by a Military Attack Token.

REGION	AFFILIATION	CLASSIFICATIONS
Greater Paris	The Pan-European Caliphate Original Region	Victory Points: 10 Coins: 4 Special Feature: If UNDAMAGED Attack with Cultural Attack Token costs only 1 Coins.
Greater Berlin	The Pan-European Caliphate Original Region	Victory Points: 10 Coins: 4 Special Feature: If UNDAMAGED Attack with Political Attack Token costs only 5 points of Clubs.
Greater Istanbul Region	The New Ottoman Sultanate Original Region	Victory Points: 10 Coins: 4 Special Feature: Attack with Military Attack Token costs only 1 Coins.
Greater Moscow Region	Russia Original Region	Victory Points: 6 Coins: 2 Special Feature: For 5 Coins you can DAMAGE another Empire's Region Card.
Greater Siberia Region	Russia Original Region	Victory Points: 6 Coins: 2 Special Feature: NONE.
Poland Region	The Eastern Alliance Original Region	Victory Points: 6 Coins: 2 Special Feature: NONE

REGION	AFFILIATION	CLASSIFICATIONS
Austria-Hungary Region	The Eastern Alliance Original Region	Victory Points: 6 Coins: 2 Special Feature: Attacks with Economic or Political Attack Tokens cost only 1 Coins.
Greater London Region	The Northern Front Original Region	Victory Points: 6 Coins: 4 Special Feature: If UNDAMAGED Attack with Economic Attack Token is Free.
Greater and Denmark Region	The Northern Front Original Region	Victory Points: 4 Coins: 2 Special Feature: NONE
Greater Rome Region	The Mediterranean Confederation Original Region	Victory Points: 5 Coins: 2 Special Feature:
Greater Catalonia Region	The Mediterranean Confederation Original Region	Victory Points: 5 Coins: 2 Special Feature:
Germany	Germany	Victory Points: 4 Coins: 4 Special Feature:
Northern France	France	Victory Points: 4 Coins: 4 Special Feature:
Southern France	France	Victory Points: 2 Coins: 2 Special Feature:
Anatolia	Old Ottoman Empire	Victory Points: 6 Coins: 2 Special Feature: If DAMAGED Zero Coins, if conquered with Cultural or Political Attack Token Coins doubled.

REGION	AFFILIATION	CLASSIFICATIONS
Greater Greece	Old Ottoman Empire	Victory Points: 4 Coins: 2 Special Feature: If DAMAGED Zero Coins, if conquered with Cultural or Political Attack Token Coins doubled.
Southern Balkans	Old Ottoman Empire	Victory Points: 4 Coins: 2 Special Feature: If DAMAGED Zero Coins, if conquered with Cultural or Political Attack Token Coins doubled.
Cyprus	Old Ottoman Empire	Victory Points: 2 Coins: 2 Special Feature: If DAMAGED Zero Coins, if conquered with Cultural or Political Attack Token Coins doubled.
Vladivostok & Pacific Coast	Russian Empire	Victory Points: 6 Coins: 4 Special Feature:
The Stans	Russian Empire	Victory Points: 6 Coins: 4 Special Feature:
Ukraine	Russian Empire	Victory Points: 6 Coins: 2 Special Feature:
Czechia-Slovakia	Austro-Hungarian Empire	Victory Points: 6 Coins: 4 Special Feature:
Romania	Austro-Hungarian Empire	Victory Points: 4 Coins: 2 Special Feature:

REGION	AFFILIATION	CLASSIFICATIONS
Northern Balkans	Austro-Hungarian Empire	Victory Points: 4 Coins: 2 Special Feature:
Finland & Baltic States	Scandinavia	Victory Points: 6 Coins: 2 Special Feature:
Sweden & Norway	Scandinavia	Victory Points: 6 Coins: 4 Special Feature:
England, Wales & Scotland	British Isles	Victory Points: 6 Coins: 4 Special Feature:
Portugal & Spain	The Mediterranean	Victory Points: 6 Coins: 4 Special Feature:
North Africa	The Mediterranean	Victory Points: 6 Coins: 4 Special Feature:
Italy	The Mediterranean	Victory Points: 4 Coins: 4 Special Feature:
Switzerland	Unaffiliated	Victory Points: 2 Coins: 4 Special Feature:
South Caucasus	Unaffiliated	Victory Points: 2 Coins: 2 Special Feature:
North Caucasus	Unaffiliated	Victory Points: 2 Coins: 2 Special Feature:
Iceland & Ireland	Unaffiliated	Victory Points: 2 Coins: 2 Special Feature:
Sicily, Sardinia, et al	Unaffiliated	Victory Points: 2 Coins: 2 Special Feature:

Objectives – Open and Secret

Each Empire has an Open Objective printed on its Empire Player Card. At the end of the game it will receive a Victory Point bonus of 5 points if it has succeeded in achieving its Open Objective:

1. **The Pan-European Caliphate:** Conquer all the former regions of Germany and France as listed on the Region Cards. There will be 3 Region Cards to conquer; Germany, Northern France, and Southern France.
2. **The New Ottoman Sultanate:** Conquer all the former regions that were part of the Ottoman Empire as listed on the Region Cards. There will be 4 Region Cards to conquer; Anatolia, Greater Greece, Southern Balkans, and Cypress.
3. **Russia:** Conquer all the former regions of the Russian Empire as listed on the Region Cards. There will be 3 Region Cards to conquer; Vladivostok & Pacific Coast, The Stans, and Ukraine.
4. **The Eastern Alliance:** Conquer all the former regions of the Austro-Hungarian Empire as listed on the Region Cards. There will be 3 Region Cards to conquer; Czechia- Slovakia, Romania, and Northern Balkans.
5. **The Northern Front:** Conquer all the former regions of Scandinavia, and The British Isles.
6. **The Mediterranean Confederation:** Conquer Portugal & Spain, Italy, and North Africa.

In addition to The Open Objectives for each Empire, there will be 12 Secret Objective Cards of which one will be given to each Empire at the beginning of the game:

- 2 Cards: You have conquered the most Region Cards with Military Attack Tokens and obtain 5 Victory Points
- 2 Cards: You have conquered the most Region Cards with a Political Attack Token and obtain 3 Victory Points
- 2 Cards: You have conquered the most Region Cards with a Cultural Attack Token and obtain 3 Victory Points
- 2 Cards: You have conquered the most Region Cards with an Economic Attack Token and obtain 3 Victory Points
- 2 Cards: Conquer the Most Region Cards and obtain 3 Victory Points
- 1 Card: You have achieved Empire Level 2 and obtain 3 Victory Points
- 1 Card: You have the fewest number of Region Cards and obtain 3 Victory Points