

About the Character Types



Why Characters are so important in Imperial Wars

Imperial Wars is played on several levels. At its simplest, it is a game of moving fleets to worlds to explore and to acquire more fleets and to capture more worlds, to find more ancient artifacts from the old Empire, and to maximize production of Imperial Credits. Do not be deceived! The true measure of how you will do in the game is measured in points and while your worlds and fleets and artifacts are valuable, it's their use as tools and potential for creating points that is important.

How these points are earned differs from character to character and creates an entirely different and complex level of play. Understanding the character types is the key to unlocking how to maximize your points. Character types acquire points in certain specific ways that define the general motivation of each character. Played on the simple level described in the paragraph above, it would seem that all characters play basically the same game, using the game elements as described. And in a sense that is true until players begin to meet one another and the ability to magnify their point production within their own and other empires is realized. The Quick Start Two – Moves 1 & 2, seems to imply a simple mechanical nature of Imperial Wars. But the key to maximizing points is in working with other characters, so the game really begins when the Starlords begin to meet.

Your first task is to really understand exactly how your character makes points using the game elements of world, fleet, and artifact. This is not be as obvious as it may seem at first. Do you need worlds or fleets more? What combination of ships makes sense on your fleets? What do you have to offer other characters? What do they have that you want? As you meet them, you will want to know the interlocking relationships that can be derived from your relationship with each Starlord.

Of course this means you will need to really understand the character types that you will meet in the game as well as your own. If you can unlock the potential in these

relationships, you will find how your character can make more points by rethinking the value of your game elements in how they relate to other players. You will have to think how the other player's character can benefit in a way that will benefit you as well. Sometimes conflict will arise between players and battles are necessary. But often, even usually, there are less expensive ways to gain what you need. It is usually to your advantage to have other types of characters, sometimes even the same type, who can help your cause. The decision of whether to fight or not is simple in a sense. Will conflict gain you more in points and resources than you may lose in resources and potential gain? There is one almost sure way to bring on conflict. Weak players who cannot help another player and have not developed their potential empires are ripe for picking. Usually, you cannot afford to have a weak ally or neighbor, unless they are useful as a "buffer" state, they're worlds and fleets are much better off in your well-developed empire.

Beyond the character's motivation, which is established by point generation, is the player's motivation. To each character, the human being behind the character brings his own unique personality and motivations. This ability to work with another player may be considered scheming and manipulative, or it actually may be philanthropic and benevolent. RPG game designer Ken Ralston categorizes players into the following four types:

- Barbarians – solving game problems with brute force, they are simple homicidal power gamers
- Agents – they are patient, conflict avoiding, observer-sneaker-snipers
- Mages – the more complex, intellectually agile power gamer-Barbarians
- Pilgrims – explorers, tourists, role-players, storytellers, fascinated by the politics, history, and journals of the game, savoring equally the experience of either failure or defeat.

This is as good a definition as any I've heard and it is likely that you and your fellow starlords will fall into one or more of these categories and that will affect your and their approach to play.

Coupled with basic game instincts like these are more dynamic, positional motivators based on each of the 16 player's personal feelings of strength, weakness, insecurity or confidence, which may change often during the course of the game. If you can creatively help solve another player's problems, creatively describe ways that your character can improve their point potential, than you have leverage to improve your own point production. Or intimidate, of course, another useful diplomatic tool, sometimes known as "brinkmanship". It requires imagination to see these forces at work and they are a part of the human condition rather than an intrinsic part of the game. They are each player's creation of their own game solution.

Less philosophically, realize that at one world per turn, you are not going to cover the universe very rapidly with your fleets. Use your gifts wisely to trade and to get other player Fleets into your empire and yours into theirs. For instance, Traders have such an advantage in moving Raw Materials from planet to planet that it usually makes sense to give Traders fleets to Fly among your worlds. On the other hand, the Trader needs to

have trade routes to make points so what will the Trader give for your business? The most obvious is to trade fleets with one another in your particular empires.

Consider that if all of the worlds and fleets were divided evenly:

- Each player would have 22 worlds.
- Each player would have 18 or 19 fleet engines.

Realize that you have much to trade with one another. Not only the elements of the game but also:

- General information,
- Mapping information for a world or worlds
- Introductions of one player to another who has not yet been met in the game,
- Actions
- Attitudes, such as intimidation or conciliation.

And more, as you will see. You can review Character attributes in the game by accessing the Player List, Player screen and from right clicking on any World owner name on the world screen.

Note: There is a short on-line web page about **Contention** at <http://iwars.org/playtester>. It is the formula and philosophy behind how things are owned in Imperial Wars. It has special significance to the Warlord. You don't really have to know about this stuff to play Imperial Wars, but a good understanding of this concept will go along way in planning how to conquer and protect your worlds and fleets. Ownership will go on whether you know why or not..

Character Scoring

What follows is a short analysis of your Character Type and how you might approach the game from this point of view. It also includes a section at the end of each character description and strategy on how the Character Type scores. It just scratches the surface...

For all Character Types:

Gems:

Gems in a particular Players Character Type category are worth 30 points per Turn to that Player, except for the Cursed Gem. If the Cursed Gem is in a Player's category, it is valueless to him. Cursed Gems in *another Character Type's category*, however, have a negative value of -10 points first turn owned, -20 points second turn owned, -30 points thereafter for each turn it is owned. Gems cannot force a player's score to go negative so owning a cursed gem has no significance for a player whose score is 0.

Ownership of 6 of the 7 Gems in a Player's own Character Type category is worth 500 points at the end of the game. Ownership of 7 out of 7 is worth 750 points at end of game.

Relics:

Certain Relics from the old Empire have retained an important value in the legends and minds of the peoples of the old Empire's Worlds. These antique mementos have a political value worth 50 points per Turn for the Character Types who collect them in their specific category. They have no value to a Player if they are not in a Player's Character Type category.

THE BARON



You are the Baron. There are either one or two other Barons in the game. Barons, at first glance are easy to understand. They are acquisitive. You get points for Worlds, Population, Raw Material Production, and working Factories. So your goal is easy, own a lot of worlds, particularly high population ones, and with factories, and with mines. And you will want to get those factories on them up to full production and build mines. Since each empire divides out to roughly 22 worlds per player you will need to have a lot more than that by the end of the game.

In terms of relationships, you can make solid relationships with any other character easily, if you think in terms of what they need but your two most obvious matches are the Trader and the Warlord.

Trader - You will notice immediately that many of your factory worlds cannot produce because they don't have enough Raw Materials stockpiled. That's usually because the world just doesn't have enough mines to produce Raw Materials. A Trader can most efficiently move Raw Materials from nearby worlds around for you. Your large empire is a nice safe place for that character to do these tasks. You should consider trading fleets or even giving fleets to a Trader to make this happen. Owning some of his worlds will make him more trading points.

Warlord - The Warlord needs to conquer worlds all the time, every turn but he doesn't get points for actually owning them once they are taken. As his the recipient of his Tribute List, every world that he conquers could belong to you. How can you get him to make you his favorite Tribute target? Perhaps he needs fleets and ships on them? Perhaps he would rather concentrate on his battle plans rather than managing his worlds? Perhaps you could point out some targets...

Philosopher - Does it concern you whether your population is made up of followers of some obscure cult? Probably not, unless they try to take over your worlds. Find a creative way to let Philosopher fleets fly through your worlds converting population and see if you could maybe own some of his. If he really trusts you, maybe even his homeworld!

Terminator - Well you are going to own a lot of worlds that don't have much population and some that don't have any. It might even be to your advantage to have fully robotized population near your borders. Enemy fleets flying over their worlds do not intimidate robots. Also, that Terminator might just be the guy to call if those Philosopher minions start to get out of hand. Your Philosopher friend won't mind; do you know why?

You could manage his worlds for him a lot better than he could... He needs resources badly.

Raider – These can be really uncomfortable neighbors unless you can make some accommodation with them. If they just have to Raid your worlds, show them targets that don't have factories on them or Mines that you use and it won't hurt your points. Maybe you can trade him some low value worlds to you for Ravaging for some high value worlds from him that you can manage for him. He always needs fleets...

Houri – Just depends upon which character the chameleon Houri is playing this turn. A really good Houri ally can be whatever you need whenever you both need it. This can always be a good combination.

As a Baron, you will see a lot of worlds and have a lot of things to keep track of. You will take the immediate lead in the game and the challenge will be to grow fast enough to continue to hold your lead. A low ending score favors the Baron. You will need to be political and to create webs of alliances to hold off enemies and to keep any one player from taking bites out of your vast reach of worlds. There will probably be a lot of traffic in your empire so find a safe place to store your artifacts in the game. Try to get as many point getting artifacts as early as you can. You will need lots of resources for trading so expand and explore as rapidly as possible to find every possible fleet and world that isn't nailed down.

Baron Scoring per turn:

- 4 points for each World owned.
- 1 point for each 10 population owned, rounded down
- 1 point for each Mines owned, up to total world population
- 1 points for each Factory owned *that processes* a Raw Material
- 1 additional Imperial Credit earned for each fully producing world (factories = Credits produced) – deposited at that factory world.

The Baron craves:

Gems: All Diamonds

30 points per turn for each (0 for cursed)

500 point bonus for owning set of 6 at end of game

750 point bonus for owning set of all 7 at end of game

Relics: The Jade Scepter (Also Houri)

The Iridium Palace (Also Warlord)

The Imperial Crown (Also Raider)

The Silicon Chip (Also Terminator)

50 points per turn for each

THE HOURI



You are an Houri. Despite the Terminator, you are the most feared and the most alien of the characters in Imperial Wars. You have awesome powers and those create the disadvantage as well as the advantage. As a Houri, you are weak and have little opportunity to make points. However, you can become any other character in the game. Do you think that might be intimidating to the other players?

You can't change into another character type until you meet that type, though. So if you want to be a Baron you have to meet, or be introduced to one. Hi there! Baron Harkonnen! Good to be you! Also, your character change happens at the end of a move so you won't get the effects of your change until the next turn. That requires superior planning to make it work. This character presents the greatest challenge to play in Imperial Wars. As noted everywhere in the game documentation, players need to maximize their potential by working with other players. The Houris

so incestuous it is tempting to play independently. To play certain parts of the game as one type of character and set yourself up as one of the later chargers in the game. Me, I'm still convinced you need to be especially charismatic and involve some other allies to most fully realize the character. Only time will tell. Oh, and when you declare a client, that client gets points equal to 25% of what you get – be careful who you help!

All in all, my own approach to the Houris is that you need a generalized plan with lots of flexibility. You will be making tactical decisions all through the game based on this special ability. There will be times when it is frustrating because the timing will be just a little off. You should not change characters too often, partly because it will ruin the disguise if that is part of your plan, and partly because you need to set yourself up for the change by putting your resources in the right place. It will get increasingly difficult to change for political reasons. A Baron who suddenly finds that a peaceful Philosopher has become a rapacious Raider in his empire maybe motivated to smack you. That also may be an advantage but you do not want to turn everyone in the game into an enemy. That is very dangerous. No one can stand before an alliance of several characters determined to eradicate you.

For all of the other characters, I supplied an individual table of ways they could interact with other characters. Doesn't make much sense to do that here. The interactions will depend greatly upon the situation. You cannot be someone else until you meet them so that will dictate much of your strategy in first few turns. But I think you will need to settle into some role to play the middle game and try to stay with it for the whole game or to set yourself up for a final switch entering the endgame. My theory is that you could play as a Raider or a Baron and then switch to a Terminator. Still just a theory though.

The hardest part about getting ready to play the Houri successfully is studying the other characters. Their attributes will be how you will decide what to be and by who you meet, and these same attributes will be how you work out how to interact with them. It would probably be best to look at all of the other character notes for hints on how to play them.

Houri Scoring per turn:

- Houris can Declare any player they meet a Client and take on all of that player's character type attributes including scoring, except for gems and relics (they have their own).
- Houris will appear to other players as the character type they have assumed. Houris without a Declared Client appear as a Baron to all other players except another Houri. Houris will recognize one another.
- The HOURI may change Client on any given turn, points for Client Character Type assessed at the end of each turn.
- Only 1 Client per turn allowed.
- The Declared Client receives 25% of the number of points that the HOURI receives each turn (excluding Gems and Relic points).
- As a Philosopher, Houris can make and keep Minions. Minions will continue to pay tribute in Imperial Credits and remain HOURI Minions after the HOURI changes to another Client Character Type. But the Minions will not generate points for the HOURI when the Client is not a Philosopher.

The Houri lusts for:

Gems: All Emeralds

30 points per turn for each (0 for cursed)

500 point bonus for owning set of 6 at end of game

750 point bonus for owning set of all 7 at end of game

Relics: The Golden Diadem (Also Raider)

The Pearl Pendant (Also Trader)

The Silmarin (Also Trader)

The Jade Scepter (Also Baron)

50 points per turn for each

THE PHILOSOPHER



You are a Philosopher. A peaceful travelling caravan of fleets moving quietly through the universe, how could you be dangerous? Was Karl Marx dangerous? Was Obi Wan Kanobi dangerous? Through all of history the most dangerous of people have been the philosophers, their ideas and fanatic minions create the wars. No different in this universe, your fleets by their just being at a world create minions, and they create points and Imperial Credits. Even by dying, minions have value as martyrs. Your minions often mistakenly overthrow a world's ownership to offer it to you, when in fact that is an embarrassment of riches both politically and in point value. You must often take steps....

The universe can live without the Philosopher so it is a wise Philosopher

who steps cautiously. On the other hand, every Throne needs a state religion to keep the masses happy, maybe even a competitive way of thinking to divert attention from other issues. Characters in Imperial Wars, once they understand that the Philosopher needn't represent any sort of threat to them, that in fact the fellow might offer worlds and other resources to them, might just like the idea of the peaceful Philosopher gliding through their empire.

Baron – If you border a Baron, you could represent a very peaceful source of expansion and the Baron's empire represents for you a broad field for infestation. You could put together a nice program, over time, where said Baron takes over your worlds one by one, even your homeworld, to manage them more efficiently while you move through the high population worlds that he points out for you. The trick in this is not to come so far within the Baron's grasp that he doesn't need you anymore so you must be deeply enough invested in the Baron's empire to pose a dangerous risk that the Baron should not needlessly take.

Terminator – Philosopher to Terminator relationships are legend. Philosophers can become embarrassingly successful at seeding some worlds. This works both to the detriment of the world owner, usually not the Philosopher and the Philosopher his or her self. Terminators can knock off minions who have gotten too rowdy. Be certain to explore this relationship with your local Terminator.

Trader – Like all characters, you can always use a Trader. You need big fleets both to protect yourself and to do that thing you do. Traders working in your home territory can

create big fleets. If you do become closely involved with another character type, your Trader can also be a little insurance. They would hate for you to lose control of your universe and to lose a client. Just make sure there are no side deals between your Trader and your patron Baron, if you catch the drift.

Raider – Philosophers can co-exist with Raiders just fine, particularly on high population, low industry type worlds. Raiders can Raid and Ravage with impunity for the Philosopher. This makes the Philosopher an easy ally for the Raider who doesn't have so many of those as other characters. Explore the possibility of trading worlds and fleets, should work out great for both sides.

Warlord – The main thing is not to get in the way of a Warlord who is conquering. You mess up his conquering binge by being at the wrong place at the wrong time and you may be his next conquest. On the other hand, being just behind him, converting those worlds is not a bad place to be. Set your fleets At Peace. Perhaps you have some worlds you might let him conquer so that you can covert minions there...

Houri – Treat the Houri like whomever the Houri is emulating at the moment. You will have to be creative but if the Houri has a plan for how the game is going, you should be willing to listen to how you can work together using the Houri's special adaptation. It could be very interesting and you need to be creative and aggressive to win.

The Philosopher is not a high scorer at the beginning but is a very likely character to go into the lead during the mid-game since this character should be making points incrementally. Unlike the Terminator who makes big points at the end, or the Warlord and Raider who have to make their points almost every turn, the Philosopher's points add up over time. This incremental type of scoring is similar to the Baron's except it is harder for the Baron to continue to grow since there is a finite number of worlds. There is a much larger capacity in the game for minions. Still, there is a challenge in making deals to get your fleets out into other empires and to continuing to grow against the late point getters in the game.

As all players must, grow and expand as early as possible. You need fleets and you need worlds to trade away, carefully, but you need to give them away. Try to find a balance of ownership or some other way to balance the inherent danger in this. You need many fleets and powerful ones, this may incentivize players to be satisfied just to "own" your worlds. Be charismatic and make a lot of friends. Often your relationships are built on trust so look to that trust and decide how you want to spend it.

Philosopher Scoring per turn:

- 1 point for each Philosopher Minion on non-Owned Worlds
- 2 points for each Minion Martyred (except those killed by the Philosopher himself or by a Holy War target player)
- 20 points for each World completely converted by Minions and owned by the Philosopher.

- Each Philosopher Fleet at a World will convert 1 Population, and each 10 of Fleet strength, rounded down, will convert 1 Population to a Minion per turn.
- 5 Philosopher Minions in a Population will proselytize and convert 1 Population to a Minion per turn, rounded down.
- In a declared Holy War, the Philosopher receives 2 points for each Holy War Target Player's Population killed. (Holy War Target Player becomes automatic declared Enemy. No martyr points from the Holy War target).
- 1 Credit for each 5 Minions at a World, rounded down, owned by another Player, is deposited at the Philosopher Homeworld (tithe).
- For each 5 Credits produced by Minions at a World, 1 Credit is produced for the World owner, rounded down (minion tax).

The Philosopher covets:

Gems: All Sapphires

30 points per turn for each (0 for cursed)

500 point bonus for owning set of 6 at end of game

750 point bonus for owning set of all 7 at end of game

Relics: The Philosopher's Stone (Also Terminator)

The Glass Bead (Also Warlord)

The Prime Radiant (Also Warlord)

The Book of the Dead Gods (Also Terminator)

50 points per turn for each

THE RAIDER



You are the Raider. Definitely the scourge of the Universe. The Raider may be the most independent of all the characters. You need to get points by Raiding and Ravaging your worlds and by taking advantage of your special abilities. Ravaging worlds gets you more points but you have to own a world to do that. Since that stops all the factories and pretty much wrecks that world's economy for 3 turns while you are making points, you only want to do this at world's that you don't need. Your Ravages make just as many points at low value worlds as high so just choose carefully. Raiding on the other hand is easy since you don't have to own the world. You can do this with the agreement of your neighbors and friends or as an aggressive incursion into another empire. Intimidation is a major part of your persona.

You have a special attribute that is particularly sneaky. In most cases to conquer fleets, you have to destroy every single ship on it and then build it up again. True for you, too, of course if you are in a fleet battle. However, a Raider capture works differently. If you show up at a world with more than a 3 to 1 advantage of all your fleets' total strength over combined enemy or neutral's fleets, you swallow all their fleets whole, intact, with ships. This advantage cannot be underestimated and has a lot to do with your power to intimidate. Big fleets wandering around can cause big problems. Just be careful whom you offend.

On the other hand, other players can slow you up enough to limit your points if you are just antagonistic. Use your strength to make deals. You are a great bodyguard. You still need big fleets and lots of 'em and your appetite for worlds to Raid and Ravage is insatiable.

Baron – Guess who usually has the most worlds? The intimidation factor is that the Baron doesn't want to lose any of them. On the other hand, Baron's are also usually rich in resources and if irritated enough, will sic one of their sycophants on to you. That could cost you resources and create an ugly scene. Maybe you want to deal for some low value worlds to Ravage and some target worlds to Raid. Be certain to point out that you will give those worlds back after the Ravage or trade them for higher value worlds of your own and that Raiding won't hurt the point value of worlds with no factories.

Trader – Everybody can use a Trader. Not only can they maximize the use of the ships you give them for carrying but they are usually full of information. They work for lots of people and right at the heart of their empires. They can easily give you low value worlds to Ravage if they want to. They're kind of arrogant, though....

Terminator – You can make a good partnership with a Terminator who needs some muscle help. Intimidating as a Terminator sounds, they need their resources more than any other player. Terminators don't get anything for owning worlds, so if you can convince them to give you unnecessary worlds that have already been robotized for Ravaging and low value worlds for Raiding, you can let them robotize your worlds. What do you care about what kind of populations build the ships for your fleets?

Philosopher – Another character that you can let convert your populations. Just keep an eye on them, if your worlds go over to the Philosopher, why you can always Ravage them and then take them back. Philosopher's should be ready to do even trades with you for worlds.

Warlord – These simple soldiers are your antithesis. However, maybe you could get one to make you a Tribute target. It would be hard to keep up with one of these conquering heroes long enough to Ravage every world that comes your way but if you have something valuable enough to this mercenary, maybe he'd see things your way.

Houri – The shape-changing Houri could be a dangerous enemy since the Houri can even be a Raider. However, if you are the Houri's client you also get 25% of the points the Houri makes. Once again, this is a character that you must work with creatively to find ways to meet each others needs.

The Raider's continuing Raids and Ravages lowers the point values for these actions as the game progresses. This character will have large scores early and into the mid-game but is challenged to find new worlds for fresh Ravages and Raids. The need is for more fleets and more ships for more chances of a Raider capture and a presence at more worlds for Raiding.

Raider Scoring per turn:

- 40 points for each of 3 turns of Recovery from a World Ravage, decreasing to 20 points per Recovery turn for the next Ravage (or Raid) of the same world to a final minimum of 10 points per Recovery turn for all subsequent Ravages. (Ownership change interrupts and ends a Ravage sequence)
- 100 points for Raiding another Player's World, decreasing by 25 points per Raid (or Ravage) of the same world to a final minimum of 25 points per Raid of the same world.
- Raider Captures all Fleets intact where his Fleet Strength outnumbers all present non-Allied Fleets' Fleet Strength of any other players fleets by 3 to 1.

The Raider demands:

Gems: All Rubies

30 points per turn for each (0 for cursed)

500 point bonus for owning set of 6 at end of game

750 point bonus for owning set of all 7 at end of game

Relics: The Eye of the Tiger (Also Trader)
 The Imperial Crown (Also Baron)
 The Golden Diadem (Also Houri)
 The Runesword (Also Warlord)

50 points per each per turn

THE TERMINATOR



You are a Terminator. You are easily the most misunderstood character in the game. Other players look at your character description and see only a mad robot. Nothing could be further from the truth. Yes, you need to kill populations, even minions to get points but that's not because you hate them. Robots can't hate. Yes, you want to blow up worlds but that's just the child in you and of course the big points.

Resources, resources, resources. You just can't get enough of 'em. You need lots of Imperial Credits to feed the need for ships, particularly scouts. You turn them into robots to attack worlds and into a charge for your Gravitronic Disruptor ray, for missiles... They are important so you don't want to waste them in battle if you can help it. This really makes you a pussycat, at least in the beginning of the game. Your robots are superior to human populations – they can't be intimidated, a wandering Philosopher won't convert them.

They are altogether efficient, 1 of them working as hard as 6 human population. And they are nice and shiny with a million-mile warranty.

You have one really major problem besides, of course, the fear you seem to strike in people despite these truths. You badly need an Imperial World. In fact, your very future in the game demands it. Only here can you acquire the deadliest weapon of the old empire, the Gravitronic Disruptor. Attached to your fleets it can turn even the ugliest, germ and fungus and human infested planet into a lovely galactic firework, and make the big points for you.

Baron – You must convince the Baron that you are harmless, and you really can be. He has so many resources and you need them. Killing minions for him is an easy task that you are especially well suited for. In fact, your robotic worlds will work for him just as well as for you when you give them to him. Should he just let you robotize them for him, he will have wonderfully productive worlds that do not require protection from a siege by an enemy fleet. And he's bound to have some crummy worlds that he can let you blow up. He sees a lot of worlds and may have an Imperial World in one of his neighborhoods.

Raider – You have in common that too many people consider you outcasts. However you can make a very profitable relationship with a Raider. But don't ever show weakness to a Raider. He has worlds that can be robotized while they are still being ravaged, won't hurt them a bit for either of you and they're not producing anything anyway. You have worlds without much value that you're going to just blow up later anyway. Sounds like a deal made in hell, don't it. Just imagine how other players would respond to a Raider-Terminator alliance at worlds where both your fleets show up...

Philosopher – Every Philosopher needs a Terminator to clean up after them. It's all well and good to go around converting populations to minions because they work hard and even can produce the odd extra Imperial Credit for the world owner, however, they can be annoying when they actually take over a world for their leader. You can attack minions, get martyr points for the Philosopher, make the world owner happy, and change how people feel about you by performing a useful function.

Trader – Traders are very open-minded and will work with anybody, even robots bent on destroying living creatures. You desperately need anything that will maximize your production as quickly as possible. Find a Trader and put him to work. It would be good if he would be willing to give you fleets, quid pro quo, so that you can do a bit of robotizing in his empire. Traders are very likely to know where an Imperial World is.

Warlord – This is your hardest challenge. Outside of some worlds that you could let this mercenary conquer you don't have much to offer. On the other hand, you offer very little danger to the Warlord, so maybe he'd rather work with you rather than any of the others because you have no motivation to cross him. That in itself can be enough to make neighbors more than just acquaintances. But don't show him weakness because he'll roll right through your empire like corn through a goose.

Houri – Treat the Houri like any of the other characters, depending upon which the Houri is emulating. Of course, that is assuming that you know. You are not natively enemy or ally to this character but it is always wise to err on the side of discretion.

The Terminator mustn't be discouraged by the early low point totals. The end of the game is where the Terminator shines. Expansion and efficient production are very important early goals. Try to avoid conflict, intimidate as much as you want but when it comes down to it, find someone else to fight your battles. Be strong as you can at the beginning and get stronger. Produce fleets and make those factories and robots work. Find that Imperial World and keep a few credits on all of your travelling fleets so you will be ready to buy your main instrument, the deadly Gravitronic Disruptor. Try to make friends with everybody, try to communicate with everybody so that you might hear a rumor of where one of those elusive worlds are. Deal for trash worlds near the end of the game. If you play it right, instead of being offended, many people will want to just come and watch you blow up a world for the event it represents. On the other hand, at the end of the game is where you also can get revenge if it is needed. Bide your time, mechanical mind....

Terminator Scoring per turn:

- 1 point for each Robot, built and functioning per turn.
- 2 points for each normal Population unit killed.
- 35 points for each World Robotized
- Each Robot world creates 2 extra Imperial Credit, deposited at Robot world.
- 350 points plus Population killed points for each World destroyed by Gravitronic Disruptor.

- 1 Terminator Robot on a World with Population immediately kills 5 Population (rounded down)
- 1 Terminator Robot equals 5 Population in converting Raw Materials to Imperial Credits.
- Robot Worlds do not Rebel and are not affected by Siege.

The Terminator desires:

Gems: All Crystals

30 points per turn for each (0 for cursed)

500 point bonus for owning set of 6 at end of game

750 point bonus for owning set of all 7 at end of game

Relics: The Silicon Chip (Also Baron)

The Tram-X-Krang (Also Warlord)

The Philosopher's Stone (Also Philosopher)

The Book of the Dead Gods (Also Philosopher)

50 points per turn per each

THE TRADER



You are a Trader. How nice it is to be popular. Everybody needs one. Your special attribute lets you buy Freighters instead of Cruisers and they carry twice as many Raw Materials to those hungry factories that everybody has. And that creates Imperial Credits, that means ships and that is how the universe runs! You don't have to bend over backwards to anyone but on the other hand, you need trade routes. You only get points for doing your thing at OTHER PEOPLE'S WORLDS. So no matter how efficient your ability to carry these needed resources around, you have got to have somebody to carry them for.

So you'll have plenty of customers as soon as they hear about you. Get them to give you fleets near their high industry worlds, map information so you can move around, instruction for what they'd like moved and where. Trade fleets where it seems sound, give your worlds where it seems

safe so that you can carry RM's to your own worlds and build things up in your own empire and make points in your own space, too. Say, guess you'll see a lot of places, a lot of worlds. Probably fair to say that you'll be talking to a lot of people, meet a lot of starlords. In fact, I bet you end up being the source of a lot of information, wonder what that's worth...

Baron – This is a natural of course. Barons got the worlds and they need those factory worlds to produce not only Imperial Credits but also points! For half the number of ships, or possibly fleets, the Baron can get up to full production, and leave the details to you. This should be a no-brainer.

Warlord – Here's a guy who needs big fleets and you're just the one that can help create them. You need to convince him that you are an integral part of his campaign. You can easily move your fleets (safely at peace so they don't disrupt his conquests) right in the midst of all the conflict and drop RM's all over the place. You'll probably even run across opportunities to drop raw materials on worlds that are high factory that no one owns. That's okay, you'll get the points and no competitors will get anything!

Raider – Yeah, even the Raider can use a Trader. These can be pesky critters but persevere and you can work out a great deal if you are trustworthy. Raiders need those big fleets. Just make sure your alliance is in place so that he doesn't Raider-Capture your fleets whenever he decides your usefulness is over. He is a profitable customer but bears watching.

Terminator – Here's a cyborg creature that needs you more than any of the fleshy characters. He will be a good customer because he's not dangerous, not likely to turn on you, at least until late in the game but by then you can direct him to the right targets. He is not the best protection but if you have a strong Terminator, and that's partly up to you, no one will want to antagonize him.

Philosopher – Needs big fleets so an obvious customer. You may find this character to be your very best customer and his worlds may change ownership right in front of you. No problem to you as long as he doesn't lose control of his empire, maybe not even then. There is a lot of room for you to decide to be an honorable character or a real backstabber.

Houri – Everybody needs fleets and ships and no matter whom the Houri is today, producing factories is a part of it. If you are working inside a Houri empire, you are going to know a lot of secrets about what this Houri is doing. You better work to earn the trust of this character if you want to last long. On the other hand, you could get a very nice ride up the points ladder from this character. One of the more interesting combinations is when you are the Houri's client and the Houri Trader both carry stuff around at your own worlds to build things up really fast.

Be willing to set most of your fleets At Peace so they don't threaten your customers' worlds and fleets. That shows good breeding. The Trader is a character who's scores rise in the middle game. The challenge to the Trader is not only to make points but to continue to make them in big enough bunches when dependent upon working at other owner's worlds. The best way to combat that is to spread wide your customer list so that if any one turns on you, you can adjust your other contracts.

It is always going to be a temptation for you to backstab another character. You are needed and you are at the heart of your friends (also read competitors) empires. You will know more about everything going on in the game than anyone else. What you do with this information will test your abilities to define just what honor means.

Trader Scoring per turn:

- 7 points for each Raw Material delivered to a World not owned by the Trader, not to exceed Raw Materials stockpiled on world at time of delivery of twice the number of Factories on the World. World will accept any Raw Materials delivered but only give points for the amount up to twice the number of factories on the world.
- 1 Imperial Credit for each Raw Material point, deposited on the delivering Fleet.
- Trader's Freighters can carry twice as many Raw Materials as other Character Types' Cruisers but fully loaded Freighters are the most vulnerable ships to enemy fire.
- 7 points for each Mobile Factory (BattleStar not engaged in conflict at a non-enemy world) used by a World other than the Traders' as a factory. The Credit produced is deposited to the world's bank. Mobile Factory counts with World factories in building ships.

- 10 points for each Fleet owned
- Traders can Pickup (and deliver) from Non-allied worlds

The Trader yearns for:

Gems: All Zircons

30 points per turn for each (0 for cursed)

500 point bonus for owning set of 6 at end of game

750 point bonus for owning set of all 7 at end of game

Relics: The Glass Bead (Also Hourai)

The Silmarin (Also Hourai)

The Eye of the Tiger (Also Raider)

The Pearl Pendant (Also Hourai)

50 points per turn per each

THE WARLORD



You are a Warlord. What a ferocious title! Your goal is almost the simplest of all of the characters, though the solution of how to succeed may not be. You want to be the biggest and baddest character in the game. Size does matter! Big fleets count. Also, you want to conquer anything and everything. That's where your points come from, conquering worlds and fleets. This is not a problem early in the game because every world you go to you automatically conquer. It is very important for you to understand the process of capture, which is based on a game principle called "contention". If you haven't read it yet, look at the Contention Note at <http://iwars.org/playtester>.

As mentioned earlier, you will probably not have too many problems conquering the 22 worlds that are intrinsically yours if you expand as far and as fast as you can. You will have no one to

argue with at these first worlds. But then things can get tough. People will probably not just agree that you can conquer your worlds even though you just do it for fun and don't mean anything personal by it. In fact you don't even mind giving them back so that you conquer them again. Still, people are likely to go postal on you, even if you are the Robin Hood of the universe. So, you will have to work out some deals. Some of these are naturals, others aren't.

Baron – This is the most natural. Barons love worlds, especially high population, high resource producing worlds. You can make one a client and they will help you find targets and they should be willing to build up your fleets, maybe even give you some.

Raider – This character may very well want you to do some conquering in his empire. If you are very, very nice to him, he will tell you where and when and then he can Raid those worlds after you conquer them. This would be especially good if he was already an ally of the Baron you want to work with. This is also a possible client, though not as honorable as the Baron relationship. Raiders are a lot less principled.

Philosopher – Philosopher's are uncomfortable with material things like worlds. They would like to shed them, if they are wise and you may have to explain that to them. They need to do deals with a lot of their worlds but having a Warlord conquer them might work to their advantage for awhile so that they can go back to minionizing. Another important task you can perform for a Philosopher is conquering worlds that have been taken over by minions.

Trader – The Warlord wants your business. Don't see why you can't arrange to conquer worlds in his empire in return. Especially if you are willing to not protect them so that he can easily get them back. Some of them he won't want back because he will want to drop raw materials on them for awhile. Lots of ways to work with a Trader if you are creative.

Terminator - You are not natural enemies, neither are you natural allies. However, there may be times when robotized worlds need conquering for one reason or another and you may need the services of a Terminator. If you wanted to find a sort of neutral character you could use as a client for awhile until you switch clients and re-conquer worlds, this is a great choice.

The Warlord will make early points with his captures. It is a real challenge to keep this Attila the Hun personage going, though. It takes political savvy and creativeness to find reasons why other characters should let you change the ownership of a world, even temporarily. However you are a terrific ally, if with a hair trigger.

Warlord Scoring per turn:

- 50 points for each World captured decreasing by 10 points each time the World is captured (by any Player) until it is worth a minimum of 10 points per capture.
- 1 point for each point of Fleet Strength
- 25 points for each Fleet captured
- 50 points for each world destroyed by Gravitronic Disruptor
- 2 Imperial Credits per world deposited at Homeworld for each world given in Tribute to another player.
- Warlord's BattleStars add 6 to Fleet Strength, 6 to Shield Strength and can move 3 worlds per turn.
- Special Alliance condition – Warlord will auto-capture un-protected worlds from Allies.

The Warlord requires:

Gems: All Firestones

30 points per turn for each (0 for cursed)

500 point bonus for owning set of 6 at end of game

750 point bonus for owning set of all 7 at end of game

Relics: The Runesword (Also Raider)

The Prime Radiant (Also Philosopher)

The Iridium Palace (Also Baron)

The Tram-X-Krang (Also Terminator)

50 points per turn per each