



30+ min

Ages 14+

2+ Players

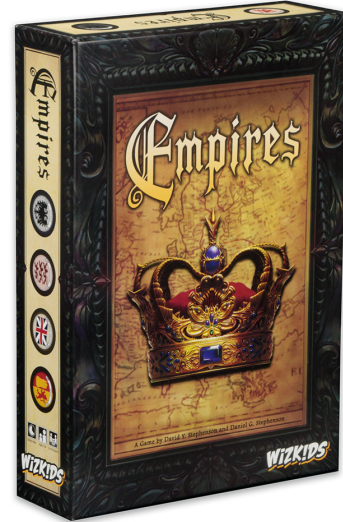
# Empires

Set in the 18th century, players are powerful nations like Russia, Great Britain, Spain, France, et al, competing to expand their empires by gaining the most support. Support is won by supplying your people with goods; goods are produced when your people work in your territories.

You can gain people, territories, goods and supporters by winning wars. To win wars, you must pay gold to raise armies. Gold can be earned by winning wars and by selling goods.

All turns are taken simultaneously, and there are no restrictions on trading. At any point in the game, you may trade anything: people, territories, goods, supporters, gold, player powers and more.

This is like Chinatown on more steroids than our Sidereal Confluence. However, it is played in a shorter time frame and allows the trading of VPs.



[Click here for more images](#)

### COMPONENTS:

- 275 Support Cards
- 100 Goods Tiles
- 150 Territories Tiles
- 50 Bonds Tiles
- 150 People Figures
- 150 Gold Coins
- 121 Selection Cards
- 11 Nation Cards
- 11 National Flags
- 14 War Tiles
- 1 Diplomacy Token
- 1 Market Board
- 1 Market Board Extension

For 2-10 players

For additional images visit: <https://wizkids.io/EmpiresGame>

<b>Sellable Unit</b>	Empires	<b>Item #</b>	72935
<b>UPC</b>	634482729359		
<b>Expected Release</b>	Nov 08, 2017	<b>Orders Due</b>	Jul 25, 2017
<b>Master Carton Pack</b>	6 units per master carton	<b>Inner Carton Pack</b>	0 units per inner carton
<b>Has Hang Tab?</b>	No	<b>Case Size (inches)</b>	18.5(L) x 13.5(W) x 10(H)
<b>Case Gross Wgt (lbs)</b>	26	<b>Country of origin</b>	China



6 34482 72935 9