

Pax Victoria

Pax Victoria is a Grand Strategy game for 15-25 players and 5-7 game masters.

What is a Grand Strategy game?

A Grand Strategy game is to tabletop boardgames as LARPs are to tabletop roleplaying games. Players are members of teams, that must make strategic decisions about the game tokens that they control. These decisions are made in the Map Room, with tight time limits making every second of indecision costly. Out in the World room, the different teams engage in trade and diplomacy while waiting for their turn to command armies and conquer worlds in the Map Room.

What is Pax Victoria II all about?

The eccentric Empress Victoria has died, leaving her private planet without a successor government, and with a technology base just able to build railways, dreadnoughts and some primitive heavier than air flying machines. The player's actions will determine who rules the planet, which is "Earth-like" with one giant continent, and a number of Island chains in the oceans.

How does the Game work?

The game is played in turns. Each turn, every team gets one two minute turn at the map table in the Map Room, and one team gets a bonus two minute "Big Push" turn (for a total of four minutes in the Map Room that Game Turn). When you finish your turn, you get kicked out of the map room.

At the Map Table, each player grabs the attention of one of the Game Masters (GMs), and tells the GM what kind of action focus they will have for that Team Turn. Action focuses are chosen from the following list:

- Naval (fight for sea control, attack enemy convoys or launch amphibious invasions)
- Land (fight to take territory with armies)
- Air (fight for air superiority and bomb enemy cities)
- Economy (build stuff and research stuff)

For an Economy action, the player will decide how to allocate economic resources to build and enhance military units, and harvest trade cards. For Naval, Air, and Land actions, you choose the area of the map where you want to do operations, then allocate reinforcements, move units, and choose to make an attack or prepare a defence. Battles are resolved with dice.

How do we win?

Your team wins if it has the most Victory Points (VP) at the end of the game.

Do I have to wear costume?

No. Costume is optional, if you want to dress up anything neo-Victorian or formal will do nicely.

Do I need to bring anything for the game?

You may find a camera useful for taking photos of the game map, and a tablet device with a copy of the rules may also be helpful (or just an old-fashioned hard copy). Speaking of the rules, you will find copies of game information at <http://housewar.org/Pax-Victoria-II.php>. Email questions to Dillon at grand.vizier@gmail.com.