

CONQUEROR

DUELS



RULES

2 PLAYER EDITION

WHAT INSPIRED DUELS



Conqueror: Final Conquest was designed to be a group activity; a 3-6 player game that plays best with 6 players. We had originally planned to release “Duels”, a 2 player edition as an expansion on kick starter in 2021. However, as the coronavirus ravaged through the world, we decided to accelerate the development of duels and provide it for free to entertain people who are confined to their homes.

The expansion includes a standard 2 player version of the game. We have also created 5

2-player scenario modes that you can play, re-enacting some of the most legendary battles and campaigns of the ancient world. This includes the 2nd Punic War, Alexander’s conquest of Persia, and others.

Until the coronavirus is brought under control, we will continue providing more 2 player scenarios for free to all our faithful customers.

We hope you enjoy this version of the game. Stay safe and stay healthy.

STANDARD 2 PLAYER VERSION

Your World



Factions



Carthage



Rome

There are only 2 playable factions in a standard 2 player game; Rome and Carthage.

Over the next 20-40 minutes, you will be relieving the epic rivalry between these two great nations.

Will Rome prevail once more? Or will Carthage upset the odds?



MAP

To play Conqueror: Duels standard edition, use the campaign map (3-4 players).

GAME SET UP



1. Carthage: 1 Cavalry in Carthage
2. Carthage: 1 Infantry in Numidia
3. Rome: 1 Cavalry in Rome
4. Rome: 1 Infantry in Brundisium
5. Independent Army:
1 Cavalry and 1 Infantry in Gaul
6. Independent Army:
1 Cavalry and 1 Infantry in the Alps
7. Independent Army: 2 Cavalry in Macedonia
8. Independent Army:
1 Cavalry and 1 Infantry in Asia Minor
9. Independent Army: 2 Cavalry in Alexandria
10. Bank (Place Currency)
11. Chronicle Cards: Remove 4 Chronicle Cards. "Slave Revolt", "Germanic Tribes Attack", "The Huns Attack", and "Strong Winds" chronicle cards are removed from the game and returned to the box. If the game goes past round 7 and all the chronicle cards have been drawn, reshuffle the chronicle cards and draw from them again
12. Rome and Carthage hero cards provided to each player



In addition to the setup above, remove the following components from the game and return them to the box:

- Bonus Mission Cards: There are no bonus missions in Duels
- Hour Glass: The timer is removed from the game. Players cannot bribe their opponents in 2 player games

2 PLAYER RULES

Conqueror: Duels follows the same rules as of a standard 3-6 player game with the following modifications:



1. Rules surrounding “Rounds” and “Turns” are changed as per the below:
 - I. After drawing the chronicle card at the beginning of the round, both players enter the planning phase at the same time. That means that both players recruit their troops, earn their money and buy hero cards at the same time, before a player’s turn starts.
 - II. Once both players have completed their planning phase, the first player starts his/her turn. A player’s turns consist only of the action phase (i.e. moving units or attacking other units on the map)
 - III. Carthage always starts it’s turn first (before Rome).
 - IV. Once Carthage completes its turn, the player playing as Rome starts his/her turn.
 - V. The round ends once Rome’s turn is completed and a new round begins with the drawing of the chronicle card

Example: Round and Turn order



Round 2 starts with the random drawing of a chronicle card. “Gold Discovered” is drawn. This card gives players 3 extra gold coins this turn. Both players collect 3 coins. Next, players move into the planning phase. Both Rome and Carthage recruit cavalry and infantry units and place them on the map at the same time. They also both earn the currency they are owed. Neither player chooses to buy a hero card this round.

Once the planning phase is completed, player turns begin. Carthage starts its turn by moving 2 of its cavalry units into the sea (A). Additionally, it moves an infantry unit from Berber into Cyrene (B). Carthage has no more units to move and ends its turn. Next, Rome uses its army in Rome to attack the independent army in the Alps (C), and conquers it. Rome’s turn ends. The game now moves to round 3.

2 PLAYER RULES

2. Though bonus missions don't exist, players earn a prize of +6 currency for capturing the other player's capital. This prize can only be earned once during the game.
3. During battle, if a player rolls a "4" and is still defeated, the victorious army will lose one of his/her units of his/her choice. Thus, victorious armies can suffer casualties even if they win the battle provided the defeated army can roll a 4.

Example: The Victor's Casualties



Carthage attacks the Alpes with 3 Cavalry units (a total strength of 6). Rome is defending with one cavalry unit and the great fort provides a defensive bonus of +2 (a total strength of 4). In battle, Carthage rolls a 3 while Rome rolls a 4. Given that Carthage's strength is now +9 and as such is higher than Rome's strength (+8), Carthage wins the battle and conquers the Alpes.

Additionally, Carthage gains +1 gold coin and is able to attack once more this round. Finally, Carthage eliminates the defending roman cavalry unit since Carthage won the battle by a margin of one (see conqueror: final conquest rule book covering casualties of war).

However, in Conqueror: Duels, Rome rolled a 4 and is thus able to eliminate an enemy unit, even though it was defeated in battle. Carthage must thus also remove a unit of its choice. It can only remove a cavalry unit in this case. Carthage's army is now down to 2 cavalry units.

CONQUEROR: DUELS SCENARIOS



In the first edition of Conqueror: Duels, there are 5 scenarios players you can play from (there will be more scenarios added in the future). These scenarios allow you to play as different factions and re-enact some of the great rivalries of the ancient era. Scenarios follow the same rules as 2 player games with minor modifications specified in these chapters. The scenarios also have different game setups.

Each scenario can be completed in 20-40 minutes depending on the scenario (some are longer than others). Scenarios 1,2,3 and 5 are grounded in

real history while the 4th reimagines the world if Alexander the Great was assassinated before he set out to conquer Persia.

Note: Since scenarios rely on counting the number of rounds, you may use the excess currency available to track the current round number. Place one coin for each round completed in the top right corner next to the game's legend. Be careful not to mix this with the player's currency or the money available in the bank! It is advisable to set the bank and player money on the other side of the table).

SCENARIO 1: SECOND PUNIC WAR

Estimated time: 30 Minutes

Max Number of Rounds: 9



Welcome to the Second Punic War. In this important historical period, Hannibal Barca of Carthage launched a direct attack on Italy by marching through the Alps and destroying a much larger Roman army at Cannae. Though successful, Hannibal failed to capture Rome.

Rome would eventually recover from its crushing defeat, using its vast resources to raise a new army to fend off Hannibal and invade North Africa. By doing so, Rome won the Second Punic War and ended any serious chance that Carthage had to challenge Roman supremacy.

Now, you have the chance to relieve one of the most famous campaigns of world history; can you replicate Rome's success? Or will you do what Hannibal was never able to do; defeat Rome and capture its capital?

Victory

Carthage will win if it conquers Rome at anytime before the end of the 9th Round. Thus, Carthage immediately wins the game (the game ends) if it conquers Rome at anytime during play.

Rome wins if it can conquer Carthage OR maintains control over Rome for 9 Rounds. Thus,

- Rome immediately wins the game (the game ends) if it conquers Carthage.
- If no capital has been conquered in the first 9 rounds, Rome automatically wins



GAME SET UP



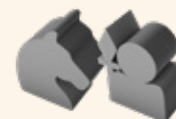
Carthage
(in Purple)

1. 2 Cavalry and 1 Infantry in Espanga
2. 1 Cavalry in Cyrene
3. 2 Cavalry in Carthage
4. 1 Infantry in Numidia
5. 1 Infantry in Berber



Rome
(in Red)

6. 2 Cavalry and 1 Infantry in Rome
7. 1 Cavalry in the Alpes
8. 1 Infantry in Sicily
9. 1 Infantry in Brundisium
10. 1 Infantry in Sardinia



Independent Armies
(in Grey)

11. 3 Cavalry in Germania
12. 2 Infantry in Gaul
13. 2 Cavalry in Celtica
14. 2 Infantry in Illyria
15. 2 Cavalry in Macedonia
16. 2 Cavalry in Libya

- Place the 3-4 player campaign map face up
- Place Roman, Carthagian, and Independent army units as per the illustration and table above
- Remove bonus and chronicle cards and return them to the deck

RULES



Standard 2 player rules apply to this scenario with the following changes:

1. Rome has a capital defensive bonus of +6 (not +4)
2. Carthage's large forts receives a defensive bonus of +1 only (instead of the usual +2) while its capital "Carthage" receives a defensive bonus of +4. Other Carthagian land territories don't receive any defensive bonuses (instead of the usual +1). Carthage still receives a defensive bonus of +1 when defending a sea territory
3. Players are not allowed to conquer any territories east of Libya or Macedonia (i.e. players cannot conquer Asia Minor, Alexandria, etc)

Note: As in 2 standard 2 player games, Carthage starts the round first



SCENARIO 2: GALLIC WARS

Estimated time: 15-20 Minutes

Max Number of Rounds: 5



In 58BC, almost 350 years after Senones (A Gallic tribe) invaded and sacked Rome, Julius Caesar prepped his army for revenge. He sought to conquer and subjugate all of Gaul to Rome's hegemony. Caesar would prey on the divided Gallic tribes and rely on his military genius to conquer Gaul in one of the fiercest and most well documented campaigns of the ancient world. This conquest would help elevate Caesar to a de-facto Emperor and would turn the Roman Republic into an Empire.

In this campaign, will Rome conquer Gaul once more? Or will Gaul help fend off the invaders and change world history forever?



◆ Victory ◆

Rome will win if it conquers and controls Gaul, Germania and Celtica at the same time, anytime before the end of the 5th Round. The game immediately ends if Rome is in possession of all three territories listed above

Gaul wins if it conquers Rome OR prevents Rome from controlling all 3 territories simultaneously (the territories are Gaul, Germania, and Celtica). Thus,

- Gaul immediately wins the game (the game ends) if they conquer Rome.
- If the three territories are not simultaneously under Roman control at anytime in the first 5 rounds, Gaul wins

GAME SET UP



Gaul
(in Green)

1. 2 Cavalry and 1 Infantry in Gaul
2. 2 Cavalry and 1 Infantry in Germania
3. 2 Cavalry and 2 Infantry in Celtica



Rome
(in Red)

4. 2 Cavalry and 1 Infantry in the Alpes
5. 1 Cavalry in Rome
6. 1 Cavalry and 1 Infantry in Espanga
7. 1 Cavalry in Macedonia
8. 1 infantry in Carthage
9. 1 Infantry in Sicily
10. 1 Infantry in Brundisium
11. 1 Infantry in Sardinia



Independent Armies
(in Grey)

12. 2 Cavalry in Alexandria
13. 2 Cavalry in Asia Minor

- Place the 3-4 player campaign map face up
- Place Roman, Gallic, and Independent army units as per the illustration and table above
- Remove bonus and chronicle cards and return them to the deck

RULES

Standard 2 player rules apply to this scenario with the following changes:

1. Rome plays first.
2. Gaul starts with 5 gold coins and the Ambiorix hero card in its possession.
3. Gaul's capital on a 3-4 player map is Gaul.
4. Both the capitals of Rome and Gaul receive a defensive bonus of +5 (instead of +4). Given their fierce resistance to invaders, Gaul gets a total defensive bonus of +2 for defending any land territory that is not its capital.
5. Gaul receives 1 food supply each from Germania and Celtica if they are under Gaul's control. Please note that Rome doesn't receive food supplies from Celtica or Germania if Rome was to capture either of these territories.

Example: Gaul Faction Food Supply



At the start of the game, Gaul controls Gaul, Germania and Celtica and as such, has a total of 3 food supply (1 from each territory they control). Consequently, they can field an army of up to 10 units. If Gaul lost Germania to a roman attack, Gaul would have 2 food supply remaining only (Gaul and Celtica) and thus can field 8 units only. Any excess units would be eliminated.

Please note that Rome's food supply would not increase after capturing Germania as Germania and Celtica only provide extra food supply to Gaul.



SCENARIO 3: ALEXANDER'S CONQUEST

Estimated time: 30 Minutes

Max Number of Rounds: 7



For hundreds of years, the small and divided Greek states would bravely unite to fend off attacks from the great Persian Empire, and in doing so, preserved western civilization forever.

Now, more than a century after the battles of Marathon and Salamis, Macedonia, the unlikely champion of the Greek nation, has united many of the Greek states under its control.

More importantly, it built a formidable military machine of unstoppable phalanx units and companion cavalry with the sole aim of conquering their eternal enemy. Led by one of the greatest military generals of all time, Alexander the Great, Greece would vanquish the Persia empire and build their own empire than stretched from Greece and Egypt all the way to India.



In this campaign, you can step into the shoes of Alexander the Great and attempt to replicate his legendary conquest. Alternatively, you can play as the Persian Empire and fend off the Greek attacks, and in doing so, preserve the legacy of one of the most ancient and prestigious monarchies the world has ever seen.

Victory

Greece will win if it conquers and controls Asia Minor, Alexandria and Babylon at the same time, anytime before the end of the 7th Round. The game immediately ends if Greece is in possession of all three territories listed above

Persia wins if it can conquer Macedonia OR maintains control over any of the three territories by the end of the 7th round. Thus,

- Persia immediately wins the game (the game ends) if it conquers Macedonia.
- If the three territories are not simultaneously under Greece's control at anytime in the first 7 rounds, Persia wins

GAME SET UP



Greece
(in Gold)

1. 1 Cavalry and 1 Infantry in Macedonia
2. 1 Cavalry and 2 Infantry in Thracia
3. 1 Infantry in Rhodes
4. 1 Infantry in Crete



Persia
(in Black)

5. 2 Cavalry and 1 Infantry in Asia Minor
6. 1 Cavalry and 2 Infantry in Syria
7. 1 Cavalry in Alexandria
8. 1 Cavalry in Thebes
9. 2 Cavalry in Babylon
10. 1 Cavalry in Palestina
11. 1 Infantry in Cappadocia
12. 1 Infantry in Cyprus
13. 1 Infantry in Caucuses



Independent Armies
(in Grey)

14. 3 Cavalry in Libya
15. 3 Cavalry in Raetia

- Place the 5-6 player campaign map face up
- Place Greek, Persian, and Independent army units as per the illustration and table above
- Remove bonus and chronicle cards and return them to the deck

RULES



Standard 2 player rules apply to this scenario with the following changes:

1. Greece starts first
2. Greece starts with 5 gold coins in its possession
3. Given the effectiveness of the Macedonian Phalanx, all Greek infantry units in this scenario have a strength of +2 (not +1). Greek territories with great forts can still recruit up to 2 infantry units at the beginning of each round, provided there is sufficient food supply.
4. Players may not move west of Libya or Raetia



SCENARIO 4: ROME VS PERSIA

Estimated time: 60-90 Minutes

Max Number of Rounds: 10



Alexander of Macedonia is barely mentioned in the history books. After all, he was just another King who failed to live up to his expectations. After ascending to the throne in 336BC, the new King of Macedonia was assassinated by Persian spies 14 days into his rule. What transpired after is known to all; the civil war between Greek states culminated with a Persian intervention that finally saw Persia conquer the Hellenic world.

As Rome rose in the west, conquering Carthage and Gaul, Persia consolidated its control over the east with an empire that stretched over Greece, Egypt and the Middle East heartland. Now, both these

empires look across their border with ambition and suspicion. They both know their destinies of ruling the world cannot be accomplished before humbling one another. There can only be one superpower in the ancient world, and both Rome and Persia were ready to go to war to find out who will conquer all.

This of course is a fictional story; Alexander was never assassinated and the Persian Empire never recovered its Achaemenid glory. But this scenario challenges reality and poses the question; what if Alexander never conquered Persia? What if Persia rose to become a superpower once more, equal in strength to the Romans? You are about to find out..



Victory

Victory can be achieved in one of three ways,

1. Rome wins if Rome captures Babylon and maintains control over it for 2 rounds without losing control of Rome. The game ends after the 2 rounds have passed if Persia fails to recapture Babylon or conquer Rome.
2. Persia wins if Persia captures Rome and maintains control over it for 2 rounds without losing control of Babylon. The game ends after the 2 rounds have passed if Rome fails to recapture Rome or conquer Babylon.
3. If none of the conditions above are satisfied, the empire that scores the highest number of points at the end of the 10th round wins the game. Players points are determined by the territories they control at the end of the 10th round. Details on scoring can be found below



Scoring

+4



Capitals demarked by faction logos provide players with **4 points each**. These are: Rome, Babylon, Macedonia, Carthage, Alexandria, and Gaul.

+3



Territories with great forts that are not faction capitals provide players with **3 points each**. These are: Alpes, Iberia, and Asia Minor

+2



Territories with small forts provide players with **2 points each**. These are: Cyrene, Sparta, Palma, Celtica, Syria, Sicily, Palestina, Cyprus, Thebes

+1

All other territories provide **1 point each**.

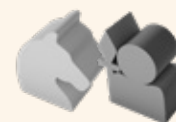
GAME SET UP



Rome
(Red & Purple)



Persia
(Black and Yellow)



Independent Armies
(white and grey)

1. 1 Cavalry in each of the following: Iberia, Cyrene, Illyria, Celtica, Avern, and Raetia
2. 2 Cavalry in each of the following: Carthage, Alpes, Rome, Gaul
3. 1 Infantry in each of the following: Numidia, Berber, Sicily, Sardinia, Brundisium, Germania, Espanga and Palma
4. 2 Cavalry in each of the following: Macedonia, Alexandria, Asia Minor, and Babylon
5. 1 Cavalry in each of the following: Cappadocia, Libya, and Thracia
6. 1 Infantry in each of the following: Sparta, Crete, Rhodes, Thebes, Palestina, Syria, Caucasus and Cyprus
7. 2 cavalry in Britannia

- Place the 5-6 player campaign map face up
- Place Roman, Carthagian, and Independent army units as per the illustration and table above
- Remove bonus and return them to the deck
- Remove "Slave Revolt" from the chronicle cards deck, shuffle the remaining cards, and place them next to the board. There are now 9 cards left in the deck that you will draw at the beginning of the round starting in round 2. The last chronicle card drawn will signify the last round of play

RULES

Standard 2 player rules apply to this scenario with the following changes:

Turn order

After a chronicle card is drawn at the beginning of a round and the planning phase is concluded, Rome starts its action phase first before Persia. The round ends when player 2 (Persia) finishes his/her action phase.



Capital

For the purpose of this game, Rome has only one official capital (Rome) and Persia has one official capital (Babylon). Other faction capitals are not considered as capitals. Thus, all faction pertaining to capitals including defensive bonuses (+4 defensive bonus for the capital) and the ability to leave your capital without units and maintaining control over it apply only to Rome and Babylon.

In this scenario, players don't receive a bonus for conquering the opponent's capital.



Hero Cards

1. Rome is the hegemon of the west and relies on support from its territories and vasa states in Gaul and Carthage. As such, Rome can purchase and use any hero card available for Rome, Carthage and Gaul.
2. Faction specific effects mentioned on the hero card (example, all Carthagian cavalry gain +1 strength or one of Gaul's infantry gains +2 strength) apply to all roman units engaged in battle as these factions are now under Roman control.
3. Similarly, Persia is the hegemon of the east and incorporates the Greek and Egyptian Factions under its control. It can thus purchase and use its hero cards and can apply faction specific effects to its own units.

Example: Faction Specific Effects



Rome can purchase Barca Hannibal's hero card given that Rome is the hegemon of Carthage. When this card is used in battle, its effects are applied to roman units. Thus, all roman cavalry gain +1 strength in this battle.

RULES

Independent Armies

With the exception of your capital, if all your units are moved out of any land territory (i.e. a player abandons a territory), that territory will no longer be under your control. Assuming no player recaptures that land territory during that round, local forces will seize control of it and declare their own state during the planning phase of the next round. An independent army infantry unit (In White or Grey Color) is placed in the vacated land territory to signify this.

If the vacated territory has a Great Fort within it, an independent army cavalry unit is placed there instead. To recapture a territory from an independent army, you must attack that territory with a superior force as per the standard rules pertaining to independent armies.

Example: Independent Armies



Rome decides to move all its units out of Cyrene and into Carthage and ends its turn. Persia doesn't move any of its forces into Cyrene during its turn and the territory remains abandoned. During the planning phase of the next round, an independent army infantry unit is added to the board to occupy the abandoned territory.

If Rome had decided to move its units out of Carthage and it remained abandoned during the round, the independent army cavalry unit would be placed in the vacant territory as Carthage has a great fort.



Tracking Food Supply, Currency and Number of Units

Due to the sheer amount of units and territories under our control, it is important to track your food supply, income, and number of units. You will find attached a game tracker that you can print out that will help you do so. Simply use 3 units from your supply to act as a food tracker, an income tracker, and a unit tracker.

RULES

Rallying

In this scenario, empires can rally their populations to support their war efforts. This includes motivating the populace, conscripting soldiers, or seizing assets to support the war. Rallying can only be used once during the game during the planning phase of the round. Benefits and conditions of rallying can be found below.

Rallying: Benefits and Conditions

When an empire rallies its civilians and troops, it will:

- I. Gain an **additional** 15 Currency in income during this round
- II. Be able to **exceed its food supply quota** for this round only by a total of 2 units.
- III. If the player loses food supply during the round, they are **not obliged** to eliminate any excess units until the planning phase of the next round.
- IV. The player may choose to recruit 2 additional cavalry units in his home capital during this round provided the player conforms to the food supply conditions highlighted above

A player can only initiate a rally action once during the game. They can only initiate this during the planning phase of a round if either of the requirements below is met:

1. Player controls 2 great forts or less AND has 14 units or less on the map
2. Player's capital was conquered AND has 14 units or less on the map. In this scenario, the player can recruit the 2 additional cavalry units in any great fort they control

Example: Rallying and Food Supply



In round 5, Persia lost control of Macedonia and Asia Minor and is left with 14 units only and 5 food supply, preventing it from recruiting any more units. Persia is now on the brink of defeat and can choose to rally its Empire to mobilize against the enemy. It chooses to do so in the next round (round 6).

During the planning phase, Persia receives its income plus an additional 15 currencies. It is also able to recruit 2 additional units that exceed its current food supply. It chooses to recruit 2 cavalry units in its home capital. It now has 16 units, exceeding its food supply by a total of 2.

Rome starts its turn by conquering Libya from Persia, killing a Persian infantry unit in the process. The Persians now have only 3 food supply and a total of 15 units. Persia is not obliged to remove any units from the board this round even though it now exceeds its food supply by 5 units. The 5 units are only eliminated in the planning phase of next round (round 7) if Persia is unable to increase its food supply.

If Persia is able to reconquer Libya and recover Asia Minor, its food supply will increase to 8 which will allow it to maintain its current units in future rounds.

SCENARIO 5: THE FIRST SYRIAN WAR

Estimated time: 15-30 Minutes

Max Number of Rounds: 8

After Alexander's unexpected death in 323BC, the massive Macedonian Empire was left with no heir. Civil war would erupt between Macedonian generals as each attempted to capture the vacant throne. Eventually, a number of generals carved out their own kingdoms, the most prominent of these kingdoms would be the Seleucid Kingdom (the successor state of the Persian Empire) and the Ptolemaic Kingdom (the successor state of the Egyptian Kingdom).

Both these powerful kingdoms would wage war against one another for a century over the course of 5 wars called "the Syrian Wars". In this scenario, you will relive the first of these wars as both Kingdoms sought to control Syria and the Levant. Egypt would emerge victorious against Persia and conquer most of the Levant and parts of Asia Minor. Will history repeat itself? Or will there be a new victor in this campaign?



Victory

Egypt will win the game if:

- It conquers all Persian territories and eliminates all Persian units
- OR: It maintains control of both Babylon and Alexandria at the end of the 8th round
- OR: It maintains control over Alexandria, Thebes, Palestina and Syria at the end of the 8th round

Persia will win the game if:

- It conquers all Egyptian territories and eliminates all Egyptian units
- OR: It maintains control of both Babylon and Alexandria at the end of the 8th round
- OR: It maintains control over Babylon, Syria, Asia Minor and Palestina at the end of the 8th round

If none of the conditions above are met, the game ends in a draw.

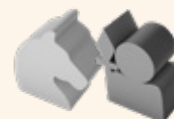
GAME SET UP



Egypt
(Yellow)



Persia
(Black)



Independent Armies
(white and grey)

- | | | |
|---------------------------|-----------------------------|----------------------------|
| 1. 1 Cavalry in Libya | 4. 1 Cavalry in Babylon | 8. 2 Cavalry in Cyrene |
| 2. 1 Infantry in Thebes | 5. 1 Cavalry in Asia Minor | 9. 2 Cavalry in Thracia |
| 3. 1 Cavalry in Palestina | 6. 1 Cavalry in Syria | 10. 3 Cavalry in Macedonia |
| | 7. 1 Infantry in Cappadocia | 11. 3 Cavalry in Carthage |

- Place the 5-6 player campaign map face up
- Place Egyptian, Persian, and Independent army units as per the illustration and table above
- Remove bonus and chronicle cards and return them to the deck
- Egypt starts the game with 3 currency and the Cleopatra Hero card in its possession

RULES

Standard 2 player rules apply to this scenario with the following changes:

1. Egypt starts its turn first
2. Players can attack an enemy territory from 2 adjacent territories at the same time. If the attack is successful, armies from both territories must move into the new territory. As per Conqueror's rules, the player has the option of leaving one unit behind from each army before moving into the newly conquered territory.
3. Players are not allowed to conquer any territories east of Macedonia or Cyrene

Example: Attacking with 2 armies



During Egypt's turn, It decides to attack Babylon using its forces in Palestina and Syria. The total size of both armies is 2 cavalry in Palestina (strength +4) and 2 infantry in Syria (strength +2). This gives Egypt a total strength of +6. Persia has a total strength of +5 (+4 from its Capital Babylon and +1 from the infantry unit currently there).

If both players rolled a 3, Egypt would win the battle (+9 vs +8). The Persian infantry unit would be eliminated from the board and Egypt must now move its armies from both Syria and Palestina to Babylon. It choses to leave on unit behind in Palestina and one unit behind in Syria, and moves the rest of its armies into Babylon.

UNIT TRACKER



8 9 10 11 12 13 14 15 16 17 18 19 20



21 22 23 24 25 26 27 28 29 30 31 32 33

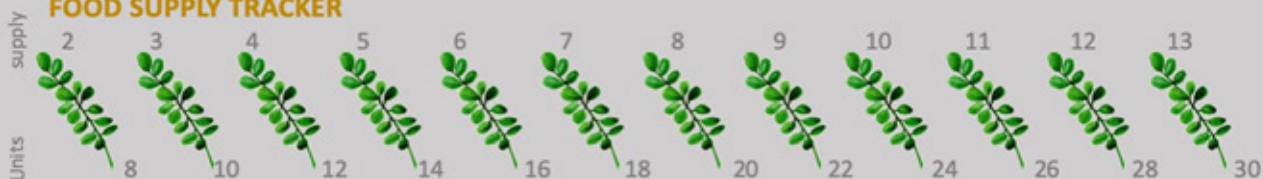


MONEY TRACKER

1 2 3 4 5 6 7 8 9 10 11 12 13



FOOD SUPPLY TRACKER



UNIT TRACKER



8 9 10 11 12 13 14 15 16 17 18 19 20



21 22 23 24 25 26 27 28 29 30 31 32 33

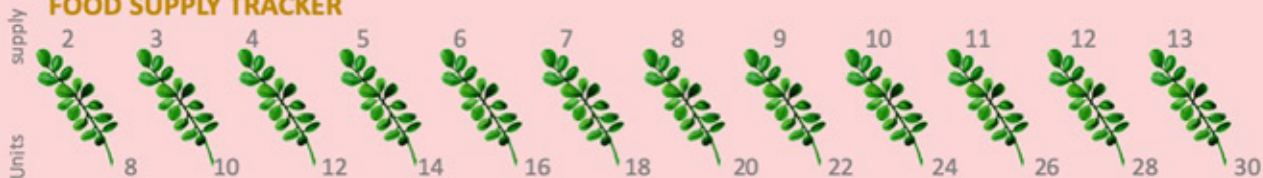


MONEY TRACKER

1 2 3 4 5 6 7 8 9 10 11 12 13



FOOD SUPPLY TRACKER



CONQUEROR

DUELS

Conqueror Final Conquest is based on historic events
in the 3th century BC. Learn more about what really
happened and the Heroes of this era by visiting
www.conquerorfc.com



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