

CONQUEROR

EMPIRE RISES

DUELS



RULES

2 PLAYER EDITION

CONQUEROR: DUELS SCENARIOS



In the edition of Conqueror Empire Rises: Duels, there are 5 scenarios players you can play from. 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 any other Empire Rises game with minor modifications specified in these chapters. The scenarios also have different game setups.

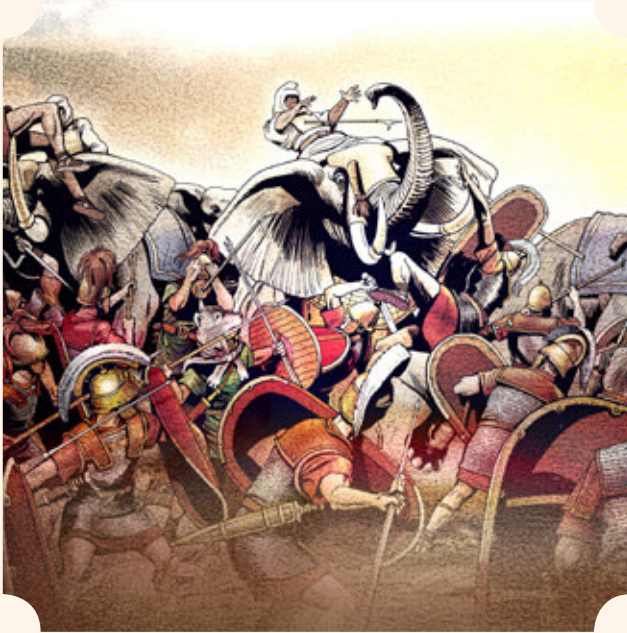
Scenarios 1,2,3 and 5 are grounded in real history while the 4th reimagines the world if Alexander the Great was assassinated before he set out to conquer Persia.

Across all scenarios, please note that both players may trade with Independent armies in the same round (the slot is not limited to one army).

SCENARIO 1: SECOND PUNIC WAR

Estimated time: 60 - 90 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 relive 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



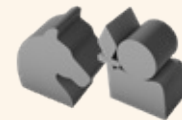
Carthage
(in Purple)

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 Sicilia
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
- Follow other setup rules as you would in Empire Building mode

RULES



Standard 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.
3. Players are not allowed to conquer any territories east of Libya or Macedonia (i.e. players cannot conquer Asia Minor, Alexandria, etc)

Note: Carthage starts the round first



SCENARIO 2: GALLIC WARS

Estimated time: Under 60 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



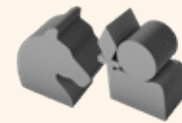
Gaul
(in Green)

1. 1 Cavalry and 1 Infantry in Gaul
2. 2 Infantry in Germania
3. 1 Cavalry in Celtica
4. 2 Cavalry in Aveni



Rome
(in Red)

5. 2 Cavalry and 1 Infantry in the Alps
6. 1 Infantry in Rome
7. 1 Infantry in Espanga
8. 1 Cavalry in Macedonia
9. 1 Cavalry in Carthage
10. 1 Infantry in Sicily
11. 1 Cavalry in Brundisium
12. 1 Cavalry in Sardinia



Independent Armies
(in Grey)

13. 2 Cavalry in Alexandria
14. 2 Cavalry in Asia Minor

- Place the 5-6 player campaign map face up
- Place Roman, Gallic, and Independent army units as per the illustration and table above
- Gaul Starts with 6 Currency and a Fort Upgrade in Aveni.
- Rome starts with a Discipline Unit Upgrade for their Infantry.
- Setup the rest of the game as you would for Conquest Mode.

RULES

Standard rules apply to this scenario with the following changes:

1. Rome starts the game.
2. 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.
3. 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. You can use 2 of the banked food tokens provided in the game to indicate this. The Gaul player can gain them or discard this based on of their control of Celtica and Germania.

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: 60 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



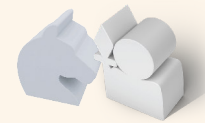
Greece
(in Grey)

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



Persia
(in Black)

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



Independent Armies
(in White)

14. 2 Cavalry in Libya
15. 2 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.
- Greece starts with Elite Armor Upgrade for their Infantry and the Alexander the Great Hero Card in Hand.
- Complete the rest of setup as you would for an Empire Building Mode game.
- Greece starts with 3 gold coins in its possession

RULES



Standard rules apply to this scenario with the following changes:

1. Greece starts the game first.
2. Players may not move west of Libya or Raetia



SCENARIO 4: ROME VS PERSIA

Estimated time: 90 - 120 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 borders 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**.

RULES

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

Turn order

1. During the Campaign Phase, players take alternating turns.
2. On their turn, a player may move one unit or army, or choose to pass, then end their turn.
3. Their opponent then takes their turn, choosing to either move one unit or army or pass.
4. This sequence continues until each player has taken and/or passed a total of five turns.
5. At that point, the Campaign Phase ends.



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 rules pertaining to capitals apply only to Rome and Babylon.



Hero Cards

1. Rome is the hegemon of the west and relies on support from its territories and vassal 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 Carthaginian 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 New Year phase of the next round. An independent army infantry unit (In White or Grey Color) is placed in the vacated land territory to indicate 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 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 New Year 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.



RULES

In this scenario, players can initiate a Dynasty change starting in Round 2. The only difference in rules is that you earn 15 currency when triggering a Dynasty Change

A player can initiate a dynasty change if:

- Player controls 2 great forts or less AND has 14 units or less on the map
- 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



SCENARIO 5: THE FIRST SYRIAN WAR

Estimated time: 30 - 60 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



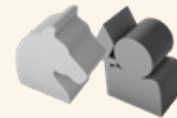
Egypt
(Yellow)

1. 1 Cavalry in Libya
2. 1 Infantry in Thebes
3. 1 Cavalry in Palestina
4. 1 Archer in Alexandria



Persia
(Black)

5. 1 Cavalry and 1 Infantry in Babylon
6. 1 Cavalry in Asia Minor
7. 1 Cavalry in Syria
8. 1 Infantry in Cappadocia



Independent Armies
(white and grey)

9. 2 Cavalry in Cyrene
10. 2 Cavalry in Thracia
11. 3 Cavalry in Macedonia
12. 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
- Setup the rest of the game as per Empire Building mode rules.
- Egypt starts the game with 3 currency and the Ramses III card in its possession

RULES

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

1. Egypt starts the game 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.



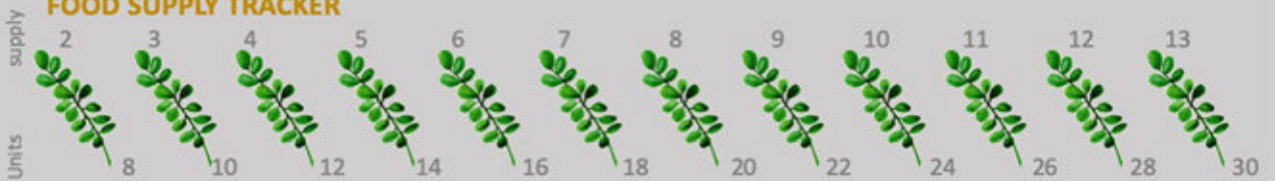
UNIT TRACKER



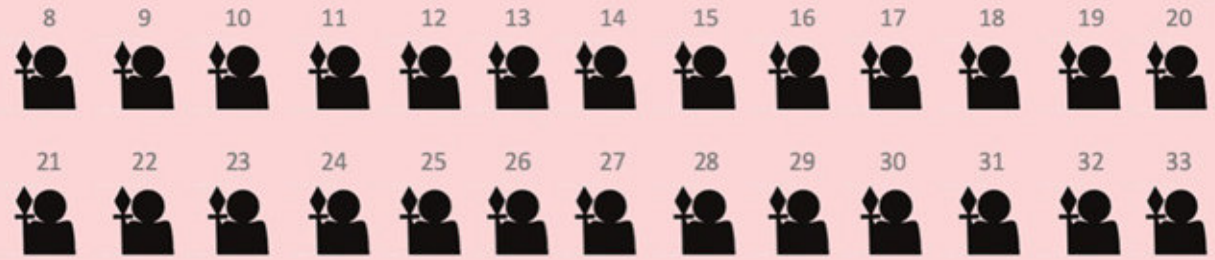
MONEY TRACKER



FOOD SUPPLY TRACKER



UNIT TRACKER



MONEY TRACKER



FOOD SUPPLY TRACKER



CONQUEROR

EMPIRE RISES

Conqueror Final Conquest: Empire Rises 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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