

CONQUEROR

FINAL CONQUEST



RULES





YOUR WORLD

Welcome to the age of conquerors. The year is 247 BC; a year of great turmoil and conflict. Six powerful nations compete to rule the ancient world.

At the center, the powerful Roman Republic has conquered Italy and is seeking to become the undisputed superpower of its age.

To its west, Gaul looks to unite its tribes to take on the Roman threat while Carthage is seeking trade and riches by dominating the Mediterranean and North Africa.

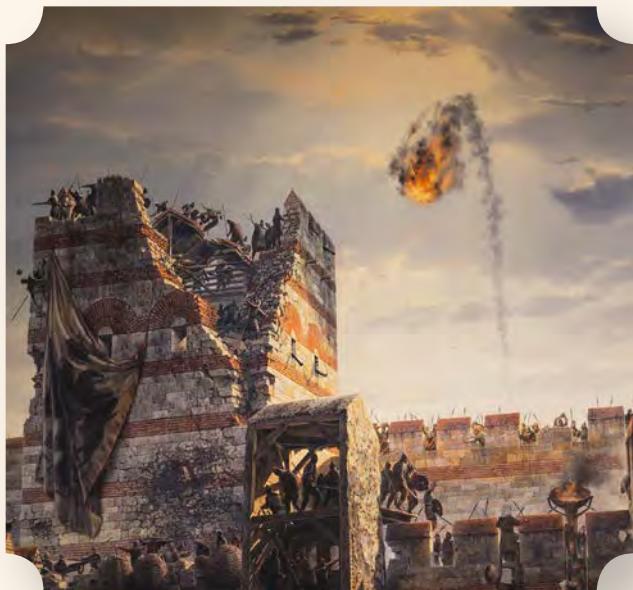
Finally, to the east, Greece, Persia and Egypt look to recover their former glory and rebuild their powerful empires once more.

Amid the chaos, only the ruthless will thrive and achieve glory... who of you kings will be crowned conqueror? Who is bound for glory?

Factions



VICTORY



To win the game, a player must **hold any 5 Forts** and **Maintain control** over them for **one round**.

To control any land or sea territory, a player must keep at least 1 unit in that territory. The only exception to this is a player's home territory which can be left vacant by the player and can only be lost if another player conquers it.





PLAYERS AND MAPS

Conqueror has two maps printed on each side of the board. The game can be played by a minimum of 3 players and up to 6 players. 3 and 4 player games should be played on the campaign map while 5 and 6 player games can be played on the grand campaign map.

Campaign Map & Grand Campaign Map



Campaign map



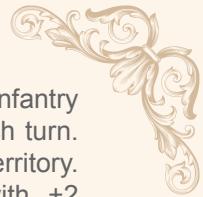
Grand Campaign map

RESOURCES

The game maps have a number of territories, any of which can be conquered by any player. Conquering and controlling territories is crucial to success. Territories provide players with unique resources that will help them recruit units, feed their armies, and earn money. The list of resources found in territories can be seen below:



Fort: A territory with a fort allows players to recruit 1 infantry unit at the beginning of each turn. This new infantry unit is placed in that territory.



Great Fort: Allows players to recruit 2 infantry or 1 cavalry unit at the beginning of each turn. The new unit/s is/are placed in that territory. Great forts also provide defenders with +2 strength defensive bonus when defending that territory.



Food Supply: Players must feed their armies. A player's total food supply determines the maximum # of units a player can have at any particular point in time (refer to the food supply matrix on the board to determine the maximum number of units allowed based on your total food supply resources. For example, controlling 1 food supply allows players to have a total of 6 units).

Players are **not allowed to recruit units that will cause them to exceed their food supply quota** unless they capture more food supply. If a player loses food supply during the game, they must immediately **eliminate any units that exceed their new food supply quota**. There are no exceptions to this rule.



Currency: Allows players to earn 1 currency for every currency icon they control. This must be collected at the beginning of each turn. Note: players can also earn currency by successfully attacking another player (earns +1 currency per victory) and by accomplishing a bonus mission



Home Territory: represents a faction's home. For example, Persia's home territory is Babylon.



When defending your home territory, a player receives a defensive bonus of +4. Additionally, players can maintain control over their home territory without maintaining a unit there.

Example: Loosing Food Supply

Player 1 (P1 in black) controls Gaul, Averni and Espanga which provide him with 2 food supply resources (one from Gaul and one from Averni). He currently has a total of 8 units in all three territories which is the maximum number of units he can have according to the food supply matrix

1. If Player 2 (P2 in Red) attacks Averni and conquers it, P1 will lose 1 food supply resource. He now has 1 food supply left from Gaul and thus his food supply quota will be reduced from 8 units to 6 units.

2. Accordingly, P1 must immediately eliminate any excess units. In this case, he has 7 units so he eliminates a unit in Espanga to comply with his new food supply quota.





UNITS

Players conquer and control territories through their units. There are two types of units that can be recruited



Infantry units have a strength of +1. Once recruited, Infantry units cannot be upgraded to cavalry units



Cavalry units have a strength of +2. Once recruited, cavalry units cannot be replaced by infantry units (ex: replacing 1 cavalry by 2 infantry units)



INDEPENDENT UNITS



Independent units (in White Color) are units that are not controlled by any player. These units are placed in designated territories at the start of the game (see getting started on p8) and serve as independent armies defending their own territories. In order to pass through or occupy their territories, players must defeat them using a superior force (i.e. the player's army must have a higher total strength than the independent army strength and any defensive bonus they hold). Once defeated, independent units are permanently eliminated from the game.

Example: Attacking Independent Units

The independent army in Asia Minor has 2 cavalry units (strength of +4) and since they are defending a large fort, the territory has a defensive bonus of +2. Thus, the independent army has a total strength of +6. Player 1 (in black) can only attack and defeat the independent army with a stronger army (+7 strength or more).





CURRENCY



There are three currency coins available: 1, 2, and 5. It is recommended that one player is selected to manage the bank, dispersing and claiming currency as per the rules of the game

HERO CARDS

Heroes are the most lethal weapon a player can deploy during battle. They can shift the tides of war, protect your retreating army, or eliminate a large number of enemy foes. Heroes can be recruited at the beginning of your turn using currency and can be deployed in any battle. Each faction has 4 Heroes they can recruit during the game, each with different abilities and traits. Once a Hero card is played, the card is burnt and can no longer be used or repurchased during the game.



Specifies which faction can recruit this Hero

Price: 10

Specifies the price of this card in currency



Specifies the battle strength of the Hero



Hero traits / benefits of using this card in addition to battle strength





MISSIONS & CHRONICLE CARDS



Bonus Missions

are non-mandatory missions specific to each faction. Players draw one bonus mission at the beginning of the game. They can only draw another mission if they successfully complete the first. If a player completes a bonus mission, he/she are rewarded with a currency prize specified in the card.

Chronicle cards

are events that affect the game. Chronicle cards are drawn at the beginning of each round starting in round 2. The card's implications will apply to all players during the round until a new round begins and a new chronicle card is drawn

GETTING STARTED

- Place the game board on a table. If you are 5-6 players, play the grand campaign map. If you are 3-4 players, use the normal campaign map.
- Place all independent units in their starting position as per the independent army table below. You will notice the placement of independent armies differs based on the number of players playing the game.
- Shuffle the chronicle cards and place them next to the board
- Place the currency notes, hero cards and bonus missions next to the board





◆ Placement of Independent Armies (Note: Independent army units are colored in white)



| TERRITORY | 6 PLAYER GAME | 5 PLAYER GAME | 4 PLAYER GAME | 3 PLAYER GAME |
|-------------------|-------------------------------|-------------------------------|-------------------------------|---|
| Asia Minor | 2 Cavalry Units | 2 Cavalry Units | 2 Cavalry Units | 2 Cavalry Units |
| Alpes | 1 Cavalry and 1 Infantry Unit |
| Iberia | 1 Cavalry and 1 Infantry Unit | 1 Cavalry and 1 Infantry Unit | - | - |
| Palestina | 1 Cavalry and 1 Infantry Unit | 1 Cavalry and 1 Infantry Unit | - | - |
| Gaul | - | 1 Cavalry and 1 Infantry Unit | 1 Cavalry and 1 Infantry Unit | 1 Cavalry and 1 Infantry Unit |
| Carthage | - | - | - | 1 Cavalry and 1 Infantry Unit if no one plays as Carthage |
| Macedonia | - | - | - | 1 Cavalry and 1 Infantry Unit if no one plays as Greece |
| Alexandria | - | - | - | 1 Cavalry and 1 Infantry Unit if no one plays as Egypt |
| Rome | - | - | - | 1 Cavalry and 1 Infantry Unit if no one plays as Rome |

- Before starting, players must choose which factions they will play as. Please note that Gaul can only be played in 6 player games while Persia can be played in 5-6 player games. The order of selecting factions and the order of turns for the game (who starts first in a round) can be determined by rolling the dice where the highest scorer chooses first and the lowest scores chooses last.
- Once factions have been selected, each player randomly draws one of the three bonus missions specific to his faction. Players can also view the available hero cards specific to their faction at anytime in the game.
- Finally, players place their starting units on the board (as per the Player Army Table on p10) and start the game. Units are only placed if a faction is being played by a player. For example, no units are placed in Gaul or Britannia in 3-5 player games since Gaul can only be played in 6 player games. Instead, independent armies are placed in Gaul as specified in the independent army table.





Player Army Table



| FACTION | STARTING UNITS |
|----------|---|
| Rome | 1 Cavalry in Rome and 1 infantry in Brundium |
| Carthage | 1 Cavalry in Carthage and 1 infantry in Numidia |
| Persia | 1 Cavalry in Babylon and 1 infantry in Cappadocia |
| Greece | 1 Cavalry in Macedonia and 1 infantry in Rhodes |
| Egypt | 1 Cavalry in Alexandria and 1 infantry in Thebes |
| Gaul | 1 Cavalry in Gaul and 1 infantry in Britannia |

HOW TO PLAY

Conqueror is a turn-based game where each player completes his turn before the next player starts his. A player's turn is divided into 2 phases;

1. Planning Phase
2. Action Phase



PLANNING PHASE

At the start of his/her turn, a player enters the planning phase where he/she can:

- I. Recruit units from his/her fort provided the new units don't exceed the player's food supply quota
- II. Obtain currency from territories the player controls (1 currency for each currency resource they control)
- III. Purchase Hero cards
- IV. Think of their strategy



Players have **1 minute**, measured by a timer, **to finish this planning phase by initiating an action** (moving any of his/her unit). Once an action is taken and the planning phase ends, the player can no longer recruit units, obtain currency or purchase a hero card even if they forgot to do so in the planning phase





Bribery



If a player exceeds his/her time limit during the planning phase and fails to take an action by moving a unit or attacking during the allotted minute, other players can bribe one of the late player's armies. If the bribe is successful, that army and the territory the army is in will be transferred to the bribing player.

The bribe is successful if the briber declares which army he's bribing and hands over the right amount of money to the bank before the late player gets the chance to take an action OR before another player is successful in placing any bribe. The late player can lose a maximum of 1 of his/her territories to a bribe during the planning phase. In case of more than one bribing player and disagreement on which player successfully bribed an army first, a roll of the dice would settle the argument.

The correct bribe amount is the sum of the strength of all units in the targeted territory. All armies can be bribed except for armies located in a player's home territory.

Armies can also be bribed in the action phase. See page 13 for details.

Note: We recommend designating a player to be responsible for the timer.

Example: Bribe



Player 1 (P1 in red) spends a minute planning his move without taking any action. Player 2 recognizes that the time limit has expired and proceeds to bribe P1's army located in Cyrene. To do so, he hands over 3 currency (since the army in Cyrene has a strength of 3) and declares his bribe before P1 takes any action. As a result, Cyrene and its army are automatically transferred to player 2.





ACTION PHASE

The action phase starts when a player takes an action. **Each unit is eligible to take one action per turn.** Units can either (1) **move** or (2) **attack**.

I. Move: Move a unit into an adjacent territory (territories that share a border or sea line with your unit). To move into an adjacent territory, the territory must

- I. Be yours or
- II. Not occupied by another player or independent army

Moving a unit into an unoccupied territory will make that territory yours. **Once a unit moves, it can no longer move this turn.** Turn over the unit sideways to indicate that it has exhausted its moves for this turn. You can stand it back up once your turn is finished.

II. Attack: Players can attack:

- I. Adjacent territories held by an independent army. The units can no longer move this round and are turned over.
- II. Adjacent land or sea territories controlled by other players. You can choose any number of available units to attack together provided they attack from the same territory.

If victorious, attacking players **must move all their attacking units into the new territory but may leave 1 victorious unit behind** if they choose to do so. Once a player moves a unit or declares an attack, the player cannot change his/her mind. **All moves and attack declarations made are final.**

Example: Moving and Attacking



Player 1 (in Black) can choose to move to Sardinia and occupy it (as it is unoccupied) OR to attempt to conquer Brundium by attacking Player 2 (In Red) OR to attack the independent units in the Alpes. If P1 attacks Brundium and is victorious, his units can attack again (for example, they can attack the Alpes)





BATTLE OUTCOMES

I. If you attack another player and win, victory will result in:

- I. Victorious player **earns (+1) currency**
- II. Victorious units get an extra move; the option to attack any adjacent territory from the newly conquered territory. If they choose to attack again, the units turn will end regardless of the outcome of the second battle and are turned over to indicate they have exhausted their actions (see Move section).
- III. If the **defender** is defeated in battle, the defender will **lose his/her territory**. Defending **units that are not killed in battle can retreat** to adjacent territories that are empty or controlled by the player. Units cannot retreat into the sea from land. If retreat is not possible, all defending units are eliminated from the board.

II. A draw will result in

- I. No casualties on either side and no changes in territory ownership
- II. Attacking units can no longer move this turn and are turned over (see move p12)

III. If the attacker is defeated:

- I. No change in territories but the attacker suffers casualties dictated by the battle.
- II. Attacking units can no longer move this turn and are turned over (see move p12)

Players can choose to end their turn at anytime or when all their units have acted.

Bribing During Action Phase



If a player is in the action phase (i.e. has already moved a unit or attacked this turn) but has stopped taking further action (for example, is thinking for too long before the next action), other players can issue a warning and start the 1 minute timer. Like the bribery mechanism in the planning phase, if the player fails to take any further action or end his turn before the time expires, any other player can proceed to bribe one of the player's territories (see bribery section on p9 for details on bribing).





BATTLES

When a player chooses to attack another player, a battle ensues. The **outcome of the battle depends on the final strength of both armies. The army with the higher cumulative strength** at the end of the battle wins. Final battle strength is determined by 4 factors:

- I. **Preliminary strength** of the attacking units and the strength of the defending units
 - II. **Defensive Bonus:** All defenders gain +1 strength as a defensive bonus. When defending a great fort, defenders gain +2 strength. When defending their home territory, defenders gain +4 strength.
 - III. **Hero cards** played during battle which provide additional strength. This is applicable only when Hero cards are played. See Hero cards section for more information. Attackers must disclose whether they want to use a Hero card before defenders do, though neither player needs to disclose what card they are using until they roll the dice.
 - IV. **Roll of the dice.** This board game's dice has two 1s, one 2, one 3, and two 4s. The result of your roll is added to your army strength to determine your final battle strength.
- The defeated army loses units proportional to the size of the loss** which is the difference in final strength at the end of the battle. **The victorious player does not lose any units.** If the defender loses, **any surviving units not killed must retreat** (see battle outcomes, victory conditions on page 13).

Example: Battle Between 2 Players



I Player 1 (Green) has an army of 2 cavalry and 2 infantry units located in *Espagna* since you are using a 3-4 player map. Thus his army has a strength of +6 (each cavalry has +2 strength (4 total) plus 2 infantry with a strength of +1 each (2 total)). He chooses to attack *Berber*, a territory controlled by player 2 (Red). Player 2 has 1 cavalry and 1 infantry in that territory (total strength +3) and enjoys a defensive bonus of +1 when defending. Thus player 2 has a total strength of +4 in this battle.

Next, Player 1 states he does not want to use one of his Hero cards. Player 2 states that he does and plays a Hero card that gives his force an added +1 strength. Player 2's strength is now +5. Note: player 1 can no longer opt to use his Hero card. He must decide to play a card before the defender does.

Next, each player rolls one dice. Player 1 rolls a 4, as such his total strength is now +10 (+6 from his army + 4 from the dice). Player 2 rolls a 3 as such his strength is +8 (+5 from his army, defensive bonus and Hero card and + 3 from his dice). Player 1 outscored player 2 by 10 to 8 and is thus victorious.

II Player 2 lost the battle by a margin of 2. He must lose units with a total strength of 2. In this case, his cavalry is eliminated (strength 2). Additionally, because he lost the battle, the remaining infantry unit has to retreat to an adjacent territory that is empty or controlled by him (either to *Carthage* or *Numidia*). Player 2 chooses to retreat to *Carthage* where he has an army there.

III Finally, Player 1 gains 1 currency and can decide to leave one unit behind in *Espagna* if he pleases while moving the rest of his army to *Berber*. He can also attack *Carthage* this round, if he pleases, using his victorious army that is now in *Berber*.





OTHER NOTES



Danube River:

The river connects Celtica, Thracia and the Black Sea with one move. Thus, players can use the Danube river to move from one end of the map to the other; i.e. move from Celtica to attack Dacia or the Black Sea or vice versa. This is counted as one move.



Bridges:

Bridges connect two land territories separated by sea. Thus, a unit can use a bridge to move from one territory to another and is counted as one action for that unit.

EXTERNAL THREATS



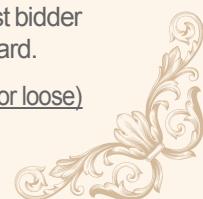
Most chronicle cards (see Page 8) are events that affect what players can do during that round. However, there are 3 chronicle cards that bring with them an attack from an internal or external force that threatens all players. These cards have a sword icon on the top right corner. The chronicle card on the left is an example of this where there is a slave revolt across the world.

These specific chronicle cards will highlight the amount of money needed to be raised to defeat this attack "The Minimum". In this example, the slaves would be defeated if players bid a total sum of 6 currency or more between them.

Bidding: Every player **secretly** bids some or none of their currency by placing **their bid in a closed fist**. Once everyone has done so, all players **simultaneously open** their fists and reveal their bid. Players are not allowed to reveal what they are bidding until the bidding process is done. In this example, if the sum of the bids is higher than 6 currency, the slaves are defeated. If it is lower than 6 currency, the slaves win.

The card will reveal the consequences of victory or defeat. If for example, the players pledged more than the minimum (6 currency), the slaves are defeated and the highest bidder receives the bonus specified in the card. If the pledged currency is lower than the minimum (for example, 5), all players will receive a penalty and the lowest bidder will receive a bigger penalty as highlighted in the chronicle card.

It is **important** to note **that any money bid** (whether you win or loose) **is returned to the bank**.





CONQUEROR

FINAL CONQUEST

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



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