

CONQUEROR ERRATA & CLARIFICATIONS

RULEBOOK UPDATE V2

◆ What is the Second Edition and Why Are We Launching it? ◆

Welcome to the Conqueror Community! Conqueror's was launched in December 2019 and sold over 3,000 copies globally. In February 2022, based on our amazing community's feedback, we decided to make a few tweaks to the rules!

Note: we also noticed a few spelling / grammatical errors that we seek to resolve in future prints or expansions of the game

◆ SETUP ◆

Set up the game as usual with one change: the chronicle card labeled "The Huns Attack" is permanently removed from the game. You should have a total of 9 chronicle cards now.


Note: make sure you shuffle them well before the beginning of the game!

◆ Rules ◆

The second edition follows the same rules in the first edition rulebook with the following changes:

I. Victory Conditions

You still immediately win the game if you control 5 forts or more for one round (see page 3 in rulebook). However, **if no player is able to achieve this by the end of the 10th round, players move to scoring Victory Points to determine the winner.** The player with the most victory points wins the game.

Type of Fort Controlled	Victory Points
Capitals (your capital and any other player's capital you control. If the capital was controlled by an independent army at the beginning of the game, it only counts as a large fort). 	5VP for each Capital
Great Fort (excluding capitals) 	3VP for each large fort that is not a player's capital
Small Fort 	2VP for each small fort

Example: Player 1 is playing as Rome. At the end of the 10th round, he controls Rome, Gaul, Sicily and Carthage. Player 1 earns 10VP for Rome and Carthage (5VP for his capital and his opponent's capital that he is currently controlling), 3VP for Gaul given it has a large fort and is not a player capital (no player is p-laying as Gaul), and 2VP for controlling a small fort in Sicily.

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II. 10 Round Limit

If no player is able control 5 forts or more for one round, the game ends at the end of the 10th round. You can keep track of the number of rounds remaining through the chronicle cards available. If you draw the last chronicle card, this signals that this is the last round of the game.

III. Player Order:

Starting in round 2, at the beginning of each round and before drawing a chronicle card, pass the first player token clockwise. You may use the Timer as the first player token. This rule change means that the player order will change each round.

Example: Player 1 plays first in round 1, then player 2 plays first in round 2 and so on.

IV. Bribery:

The bribery rule on page 11 of the rulebook, will henceforth be considered an advanced, optional game rule. You and your friends may decide on whether to use the timer and bribery mechanism or not.

CLARIFICATIONS

Over the past 3 years, we have received various questions on the rules of the game. We have made these answers available in our FAQ section on our website. In this edition, we summarized the 3 topics we received the most questions on:

- I. Sea Territories: **Sea territories are treated in the same way as land territories and the same rules apply to them.** This means you may move your units into any adjacent sea territory, you can control a sea territory, you can battle an opponent in, from or to a sea territory, and you gain a defensive bonus of +1 when defending a sea territory. **Sea territories are very powerful as they allow you to move quickly across the map and strike opponents when they least expect it.**
- II. Independent Armies: There is **no dice rolling when attacking** an independent army. You **don't gain a currency** from defeating an independent army nor do you get an additional action for defeating them. The **only way to attack and defeat** an independent army is by **ensuring your army has a higher strength than theirs.** You can use hero cards if you please to ensure this.
Remember: independent armies benefit from defensive bonuses too.
- III. Capitals:
 - When defending your capital, you gain a total of +4 defensive bonus (not +7).
 - The **capital defensive bonus of +4 is only applicable to your capital.** Thus, if you control another player's capital, it is treated like any other territory. You only gain +2 defensive bonus when defending it from the large fort present. **You also will lose control of it if you have no units stationed there.** The only benefit you gain is the 5VP you would earn at the end of the game (if the game ends with a 10-round limit).
 - **If someone attacks your capital** and you have **no units occupying** it, a battle is initiated and **you still get a strength of 4** as a defensive bonus from your capital. You **may** also still **use a hero card** if you have one available. Finally, **you still roll a die in battle** and your roll will count towards your final battle strength.