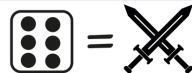


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Conquests : thy rules of engagement



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Components

9 knights + 1 general (per-player). 1 map, 2 die, 3 crowns.

Set-up

1. Give each player 4 knights + 1 general of one colour (their host). The rest are placed in a pile nearby (the supply).
2. Whoever last sharpened a blade goes first, then play continues clockwise.
3. Each player rolls both die until they get a number where no one else is present on the map & places a general there.

Gameplay

To win the game: be the first player to hold 5 realms, OR to capture 5 knights.

Each realm can only be held by unit(s) of one colour. 1 unit per realm, castles can have up-to 2.

Generals cannot be captured + immediately capture a knight when they move into its realm.

All Units may travel via sea; from one realm to another.

If you roll a realm with one of your units in, you may move it.

During your turn

1. Roll both die . You may claim that realm if it is empty. If not, you MAY place a knight there and start a battle for that realm (below).
2. Choose and take one of the 3 available actions (below the map).

Battles

1. The attacker rolls 1 die, and MAY re-roll, but must use that roll.
2. The defender rolls 1 die.
3. The highest number wins and captures the losers knight.

= 6 but a blocks this, causing a tie. All ties are re-rolled (once) until there is a winner.

During your turn : 1. Roll both die and resolve 2. Choose and take one action



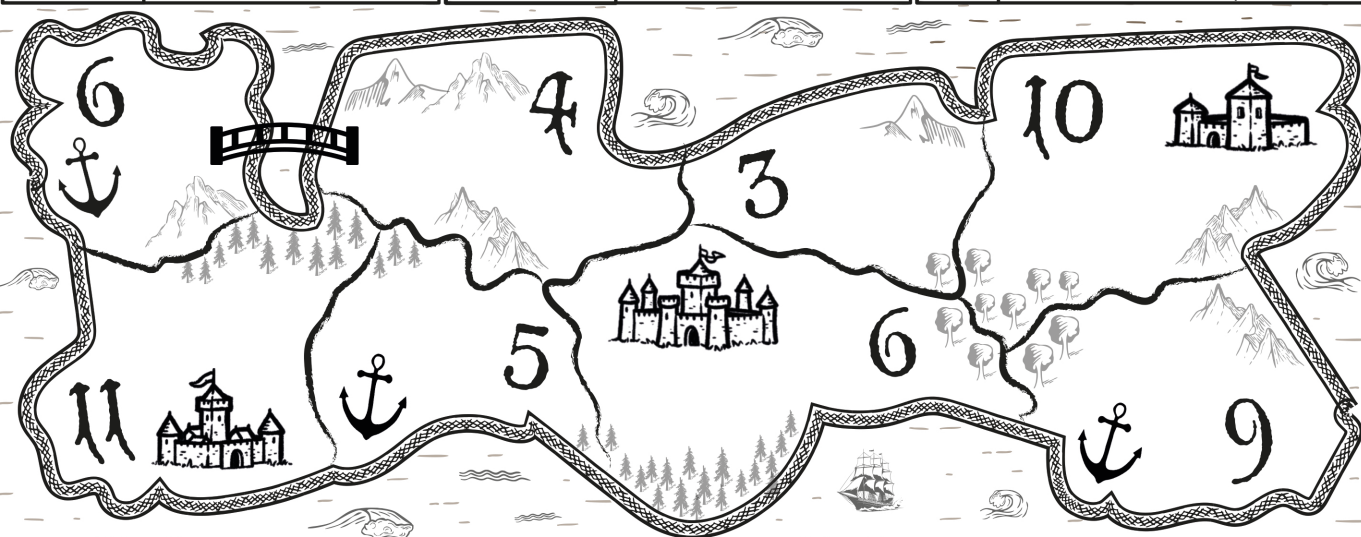
Protect one realm until your next turn



Capture or kill any 1 enemy knight

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Place 1 knight anywhere OR move 1 of your units



Muster: add 1 knight from the supply to your host

Command: move 1 of your units 1 space

Rescue: choose an enemy general. Roll it's number or to take back a captured knight