

# Conquests : Thy rules of engagement



## Components

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

## Set-up


1. Give each player: 4 knights (their host) + a general of one colour. 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.

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\* (above 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.

Each turn: 1. roll both die and resolve. 2. choose and take one action\*

\*Muster: add 1 knight from the supply to your host

\*Command: move 1 of your units 1 space

\*Rescue: choose a general. If you roll it's number or   take back a captured knight



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