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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



AGE OF CONAN

THE STRATEGY BOARD GAME

SETUP Each player chooses a **kingdom** and takes their **kingdom cards**, **bidding tokens**, **plastic figures**, and **3 gold** in gold tokens. Stygia and Hyperborea also take **2 sorcery** in sorcery tokens. Shuffle your kingdom deck and place it facedown in front of you.

Aquilonia and Turan is the recommended 2 player match-up; Aquilonia, Turan and Stygia for 3 players. The East is only in play if Turan is used; the south only if Stygia is being used; and the North only if Hyperborea is being used. Conan and emissaries may enter provinces not in play, but not armies, and no contests may take place in them.

Place your **starting army units** on the board in your **kingdom** (starting province): Aquilonia (red) and Turan (yellow) start with 5 army units and 4 emissaries; Stygia (green) and Hyperborea (purple) start with 4 army units and 4 emissaries.

Shuffle the **objective cards** and place cards equal to the number of players faceup on the board as the **current objectives**.

Shuffle the **strategy cards**. Each player draws 2 cards from their kingdom deck and 2 cards from the common strategy deck to form their hand of cards (kept secret from other players). Shuffle the **3 artifact cards** (plus, in a 4 player game only, the **Conan bonus card**); each player randomly draws a card.

Place **Conan** in the province of **Chimmerica**. Shuffle the **adventure cards** and place 4 cards facedown on the board as the **adventure deck** for the current age. Reveal the top card and place it on the **current adventure space**. Place the **Conan destination marker** in the province indicated by the card.

Place the **adventure tokens** in a cup, draw a number equal to the number on the current adventure card, and place them faceup in a row, left to right, to form the **adventure track**.

BID TO DETERMINE THE CONAN PLAYER Each player draws 1 card from the strategy deck, adds it to their hand, then places 1 strategy card from their hand facedown before themselves with one of their bidding tokens facedown on top of it. Reveal all cards and tokens. Each player adds the number on their bidding token to the adventure rating on their strategy card.

The player with the highest result is the **Conan player** and receives the **Conan player card**. On a tie, the player with the lowest number of adventure tokens wins; on a further tie, the player whose home province is closest to Conan's current location wins (resolve further ties randomly). Discard all strategy cards faceup, and set aside all bidding tokens that were used faceup.

GAME TURN

The game is played over **3 ages**, each of which consists of 4 of Conan's **adventures** followed by an **Age Change phase**.

The **Conan player rolls all 7 fate dice** and places them in the **fate dice pool** on the board. Starting with the Conan player and proceeding clockwise, the players take their turns.

If play is interrupted due to the ending of an adventure or an Age Change phase, leave any unused dice in the pool; these are used when play resumes. The player who would have had the next turn takes the **first player token** as a reminder that they will take the first turn when the phase is completed.

Conan player turn

If the **current player** is the **Conan player**, they may move Conan to any **adjacent province**. If the move decreases the distance between Conan and the **destination marker** (or if it is already there and doesn't move), the player takes the leftmost adventure token off the adventure track, keeping it facedown.

If the move does *not* shorten the distance, or they choose not to move Conan, the first adventure token is discarded.

1. Play and refresh play-on-the-table cards

The current player may play and *refresh* as many **play-on-the-table kingdom cards** as they are able.

2. Use a fate die

The current player must **choose 1 fate die** from the fate dice pool and perform its action. Then remove the die from the pool.

When the pool is empty, the player whose turn it is rerolls all 7 fate dice and places them in the pool before choosing one.

FATE DICE ACTIONS



COURT + CONAN

You must perform the Conan action first, then select and perform a Court action option.



CONAN

Conan player: You may move Conan to an adjacent province, and (before or after the move) you may also place a **raider token** in the province Conan occupies, or in an adjacent province. Do not take an adventure token.

Non-Conan player: Take the leftmost adventure token from the adventure track and place it facedown before you.



COURT

Perform 1 option:

- Draw 1 card from your kingdom deck and 1 card from the strategy deck.
- Draw 2 cards from the strategy deck.
- Play 1 kingdom **event card** that has a *Court* icon.



MILITARY

Perform 1 option:

- Redeploy 2 times to adjacent, friendly provinces.
- Redeploy once and then attack.
- Place an army unit in up to 2 separate friendly provinces from your reserves, *if you have less than 18 units in play*.



INTRIGUE

Perform 1 option:

- Move up to 2 of your emissaries.
- Move 1 of your emissaries, then you may start 1 **intrigue contest** in a neutral or enemy province with 1 of your emissaries.
- Move 1 of your emissaries, then collect gold in an enemy province containing 1 of your emissaries by removing the emissary from the board and taking gold from the communal gold pool equal to the rating of the province it occupied.
- Build an emissary from your pile on any friendly province on the board, *if you have less than 6 emissaries in play*.



MILITARY / INTRIGUE

Choose to perform a Military or Intrigue action.

You may never use a military/intrigue die to perform a *Military* action if a military die is available in the fate dice pool; or to perform an *Intrigue* action if an intrigue die is available.



WILD

Perform either a Military, Intrigue or Court action.

For the *Court* action, choose only one of the options.

You may never choose an action that would have been available had you selected a different available fate die.

KINGDOM CARDS

Play-on-the-table cards may only be played at the beginning of a player's turn and their cost in gold must be paid. Once played, turn the card facedown; it cannot be used again unless its cost is paid again in a future turn and it is *refreshed*.

All play-on-the-table cards are automatically refreshed during the Age Change phase without any cost in gold.

Event cards can be played with the *Court* action from a fate die. **Instant cards** may be played without gold or a *Court* die. Event and instant cards are placed in your discard pile after use. Reshuffle and reuse the discards if necessary.

MOVEMENT

Armies

When you redeploy an army, you may move a group of 1 or more army units in the *same province* to an adjacent friendly province. You may redeploy the same army units if you redeploy twice.

The **stacking limit** is **5 units** in a province (immediately remove extras if this limit is exceeded). A player may have more than 5 army units in their home province. **Army units may never enter or attack another player's home province.**

When you attack with an army, you may move 1 or more of your army units from a province to an adjacent neutral or enemy province to start or continue a military contest; or start a military contest with an army already engaged in a neutral province.

Emissaries

An **emissary** may move to an adjacent province. If that province is friendly, or contains another of their emissaries, the emissary may move again into *another* adjacent province. Otherwise, the emissary stops moving.

Emissaries are moved one at a time, so you can create a 'bridge' of them. Any number may occupy a province. An emissary may enter another player's home province, but may never start an intrigue contest or collect gold there.

CONAN'S ADVENTURES

Adventure tokens are either **monsters**, **treasures** or **women** tokens. Players receive them from the **adventure track** in these ways:

- The Conan player takes 1 token when they move Conan closer to the destination on the adventure card.
- Non-Conan players take 1 token each time they use a *Court+Conan* fate die.

Players keep their tokens facedown and usually do not reveal them, but may look at their own any time. When received, and *at no other time*, a **token may be immediately traded for gold or sorcery** equal to the type and number of icons on the token. Discard the traded token (it is only returned to the token pool if the pool is emptied).

When any player takes or discards the last token on the adventure track, that adventure ends. The current player finishes their turn, and then the adventure is resolved.

If **Conan is in the destination province**, the adventure is successfully completed. The **Conan player draws 1 adventure token** from the adventure token cup as a reward. They may keep the token or trade it for gold or sorcery.

If **Conan is not in the destination province**, immediately move him there. The Conan player does not get an adventure token.

In both cases, the current adventure card is removed from the game. Draw a new card, and draw and place on the adventure track a number of adventure tokens equal to the adventure length.

Then bid for the role of Conan player during the next adventure.

When the last of the 4 adventure cards in the adventure deck have been resolved, the **Age Change phase** occurs after the current player completes their turn.

BIDDING Used bidding tokens are set aside faceup. Your used bid tokens cannot be used again until you use your **0 token** in a bid. After the bid, any player who used their 0 token retrieves all of their used bid tokens (*except* the 0 token, which is removed from the game). If you use your **3 token** to bid, do not discard it after the bid phase is over. You are always able to bid your 3 token.

THE AGE CHANGE PHASE

All players complete each of the following steps before moving on to the next, starting with the player with the first player token and moving clockwise.

1. Resolve raids

Each player *may* remove one of their army units in any number of friendly provinces to discard all **raider tokens** in that province.

Each player then counts how many raider tokens are still present in their friendly provinces and *loses* an equal number of **empire points** (if they have none, they lose nothing). Then remove all raider tokens from the board.

2. Receive gold and objective prizes

Each player receives **5 gold**, plus **2 gold** for each of their **tower** or **city control markers** on the board.

Check the objective cards in play. If a **player has completed an objective**, they **receive the empire points reward** on the card. If multiple players complete an objective, all receive the reward.

If no player completes an objective, it remains in play during the next age; otherwise, it is discarded and a new objective drawn.

3. Build cities and raise troops

A player may place 1 army unit from their reserve in each friendly province containing a **fort** or **city**, and in their home province.

Instead of placing an army unit in a friendly province with a fort, a player may choose to **upgrade the fort to a city** by placing a tower control marker on top of the fort control marker to form a **city control marker**.

4. Spend gold

1 emissary	2 gold
1 army unit	2 gold
1 kingdom card and 1 strategy card	2 gold
1 strategy card	1 gold

Units are placed in any friendly province(s). Players may purchase multiple figures and cards, and gold can be saved for later use.

5. Assign artifacts and Conan bonus card

Players who previously controlled the **3 artifacts** give them up, and all players then compete to control them.

Each player secretly selects any quantity of their adventure tokens in one category, thus determining the artifact they are competing for. The chosen tokens are then simultaneously revealed and values tallied (only revealed tokens count).

The *Sword of Atlantis* goes to the player with the highest value in **monsters**. The *Cobra Crown* to the player with the highest value in **treasures**. The *Heart of Tammuz* to the player with the highest value in **women**. On ties, the artifact is not given to any player.

Return the revealed adventure tokens facedown to their owners' adventure token pools. Unassigned artifacts are set aside until the next Age Change phase.

During the Age Change phases between the first and second ages and the second and third ages, after artifacts are assigned, the player with the *lowest score in empire points* receives the **Conan bonus card**. On a tie, it goes to the tied player with the lower number of adventure tokens. On a further tie, the card is not assigned.

6. Create the adventure deck

Draw 4 adventure cards from those set aside at the beginning of the game and shuffle them into a new adventure deck. Reveal the top card and place it on the **current adventure space**.

Players then bid for role of Conan player as normal.

7. Refresh play-on-the-table cards

All play-on-the-table cards in play are automatically *refreshed* (turned faceup) without spending gold, and can now be used again.

CONTESTS

All contests have an **attacker** (the player starting the contest), and a **defender** (another player or a neutral province).

If the defender is a neutral, uncontrolled province, decisions and dice rolling are handled by the player to the attacker's left.

Army units, emissaries, or control markers removed in a contest are taken from the board and returned to your reserve pile.

THE CONTEST ROLL

Attacker rolls first, then the defender.

The maximum number of dice you may roll during a contest is 6 (5 + an extra die for Conan).

The player with the most number of successes wins the contest. On a tie, the defender wins.



Hit: Always counts as a success.



Hit+Conan: Counts as 1 success for a non-Conan player, or 2 successes for the Conan player, if Conan is present where the contest is taking place.



Hit (Attacker): Counts as a success only if the player rolling the dice is the attacker.



Shield: Counts as a failure, though certain cards or rules may modify it into a success.



Axe: Counts as a failure, though certain cards or rules may modify it into a success.



Miss (Blank): Always counts as a failure.



RAIDERS If a neutral contested province contains **raider tokens**, the defender counts **Axe results** in a **military or intrigue contest roll as successes**. Discard 1 token after each roll.



SORCERY You may use a 1 sorcery token per roll to **reroll all your results** (before your opponent rolls). All modifiers still apply. A defending neutral province may *not* use a sorcery token.

STRATEGY CARDS

A player in a contest involving their army units, emissaries, or a province they control may **play 1 strategy card** from their hand *before* any dice are rolled.

Discard the card after it is played. You may *not* use a card to modify the roll of a defending neutral province.

Military contest: If a terrain icon on the card is greyed out, you may not play the card to affect the contest on that terrain type.

Intrigue contest: In a 4 player game, you may use the card to affect the contest in the map area labeled 2-4. In a 2 or 3 player game, you may use the card to affect the contest in the map areas labeled 2-4 or 2-3.

CONAN IN CONTESTS

If the Conan player is in a contest in a province with Conan present, they may **add an additional die** to the number of contest dice they roll (up to the usual 6 maximum) and any **Hit+Conan** results count as 2 successes.

If a non-Conan player is attacking a neutral province with Conan present, the defender adds an additional die to the number of contest dice they roll (up to the usual 6 maximum) and any **Hit+Conan** results count as 2 successes.

If 2 non-Conan players in an opposed contest roll are in a neutral province with Conan present, Conan does not affect any rolls.

THE MILITARY CONTESTS

CAMPAIGNS

A campaign is fought when a player uses an army to subjugate a neutral province.

A province's **campaign track** icons represent terrain types (plains, woods, hills, and urban). The number of icons is the number of battles in the campaign.

When your army starts a campaign, place one of its units on the leftmost icon, then resolve a military contest.

#Dice rolled by attacker: number of units in the attacking army.

#Dice rolled by defender: neutral province's rating.

If you play a strategy card, one of the terrain icons on the card must match the *current* terrain icon.

Attacker wins: Move your army unit on the campaign track one icon to the right and your turn ends.

Attacker loses: You must remove 1 unit from the army, the army unit *does not* move on the track, and your turn ends.

You may use a military action in a subsequent turn to continue your campaign.

If one of your units occupies the rightmost icon and you win the contest, the province has been subjugated. **Remove 1 unit from your army to place 1 fort there and receive empire points equal to the province's rating.** The province is now *friendly* towards you.

Forced march

Instead of ending your turn, and whether you won or not, you may immediately continue your campaign by performing a **forced march**.

Remove 1 unit and then immediately fight another military contest as if you had taken another military action. A forced march may be performed more than once in the same turn, but may *not* be performed if there is only 1 army unit.

SIEGES

A siege is fought when a player uses an army to attack a province controlled by another player.

A home province, or a friendly province containing one of your own tower control markers, may never be attacked. A player may never move through another player's province without attacking.

#Dice rolled by attacker: number of units in the attacking army.

#Dice rolled by defender: the number of defender's units in the province, or the province's rating, whichever is higher.

Both players may use strategy cards, kingdom cards, and sorcery. To play a strategy card, one of the terrain icons on the card must match the *first* terrain icon on the province's track.

Attacker wins: Defender removes one of their army units from the province. If there are none, the **control marker** (fort, tower, or city) must be removed (a city is considered 1 marker, not 2).

Attacker loses: Attacker must remove 1 army unit from their army in the province.

The attacker then chooses whether they want to immediately **retreat** their army to the province it previously occupied. The defender can never retreat from a siege. If the attacker does not retreat, fight another siege contest.

Successive contests continue until the attacker decides to retreat, the attacking army is completely eliminated, or the defending army and control marker are eliminated.

The attacker's turn does not end until the siege is completed.

After the siege

If all units in the defending army are eliminated (or retreat) and the defending control piece is eliminated, the province reverts to **neutral** status. Place a unit from the attacking army on the leftmost icon of the province's campaign track.

In a later turn, the attacker can decide to start a campaign (or they may do so immediately by performing a **forced march**).

If all units in the attacking army retreat or are eliminated, the defender remains in control of the province.



An attacker who successfully completes a siege receives a **Crom, count the dead!** token.

If the attacking army is eliminated or retreats, the defender receives a **Crom, count the dead!** token.

BATTLES

Battles are mandatory when the armies of 2 players meet in a neutral province.

The player who moved their army is the attacker, and the player whose army was already there is the defender.

#Dice attacker rolls: number of units in the attacking army.

#Dice defender rolls: number of units in the defending army.

Both players may use strategy cards, kingdom cards, and sorcery. To play a strategy card, one of the terrain icons on the card must match the terrain icon on the province's track *the defending army currently occupies*.

Attacker wins: Defender removes 1 unit from their army.

Defender wins: Attacker removes 1 unit from their army.

After the roll, the attacker may choose to immediately **retreat** to the province they previously occupied, if it is *friendly* (otherwise they cannot retreat). A friendly province is a player's home province, or any neutral province they conquer or makes an alliance with.

If they do not retreat, the defender may **retreat** to any adjacent *friendly* province (if there are none, they may not retreat).

If neither side retreats, new battle contests are fought until a side decides to retreat, or an army is completely eliminated. The attacker's turn does not end until the battle is completed.

After the battle

If the attacker eliminates the entire defending army or forces it to retreat, they place a unit from their army on the leftmost icon of the province's campaign track.

In a later turn, the attacker can decide to start a campaign (or they may do so immediately with a **forced march**).

If the defender eliminates the entire attacking army or forces it to retreat, their army remains in its position on the campaign track. In a later turn, they may continue their campaign.



If either the attacker or defender successfully eliminates their opponent's army or forces it to retreat, they receive a **Crom, count the dead!** token.

THE INTRIGUE CONTEST

You must have an **emissary** in a province where you want to perform an **intrigue contest**, and you can never attempt one in a **savage** province (crossed bones icon), a home province, or a province that contains an enemy fort, city, or enemy army.

You can start the contest in a neutral province to convert it to a friendly province, or in an enemy province to return it to neutral. The player initiating the contest is the attacker, and the neutral province or the player controlling the province is the defender.

The contest is a **single contest dice roll**. To play a strategy card, the area on the card appropriate to the number of players must contain the contested province.

#Dice rolled by attacker: 1, plus the number of provinces adjacent that are either *friendly* or contain a friendly emissary.

#Dice rolled by defender: If the province is neutral, roll dice equal to the province rating. If the province is the attacker's enemy, roll dice equal to the province's rating +1.

Establishing alliance with a neutral province

Attacker wins: The province is now *friendly* to you; return the emissary to your reserve and place a **tower control marker** in the province. **Receive gold equal to the province's rating.**

Attacker loses: The emissary remains in the neutral province and nothing happens.

Canceling enemy alliance and reverting province to neutral

Attacker wins: The province is now *neutral*; defender removes their tower control marker, and the attacker's emissary remains.

Attacker loses: The emissary is removed from the board.

WINNING THE GAME

Players receive empire points during the game by **conquering** (or **re-conquering**) a province through a military contest and **completing objectives**. The game may end in 2 ways:

- When the fourth adventure of the third age is completed, the game ends when the current player completes their turn.
- At the end of any adventure of the third age (including the last), the game ends if a player makes an attempt (successful or not) to crown Conan.

Crowning Conan

If, at the end of a turn in which one of the adventures of the third age is concluded, Conan is in the home province of the Conan player, that player may **attempt to crown Conan king**.

The Conan player announces their attempt to crown Conan before the new adventure card is revealed (or before the end game scoring starts, if at the end of the fourth adventure). If they do not make the attempt, and the adventure deck is not empty, a new card is drawn and a new bid for Conan takes place normally.

To crown Conan, choose 1 category of adventure tokens. All players reveal all of their tokens in that category. **If the Conan player has the highest combined value, they successfully crown Conan. They are also the only player with the ability to receive empire points for having the most adventure tokens in each category** (if another player would have received one of the bonuses, nobody gets it).

If another player's total equals or exceeds the Conan player's value, the attempt fails and the Conan player is eliminated from the game. In either case, the game is over: calculate final scores.

Final scoring

Players first resolve the effects of any **raider tokens** as if they were participating in an Age Change phase. Then each player receives:

- Gold** equal to the combined ratings of all provinces where they have towers or cities;
- Empire points** equal to the total ratings of all provinces where they have forts or cities; and
- Empire points** for any objectives currently in play they have accomplished (as though it was an Age Change phase).

Finally, check for the following bonuses:

Circumstance	Highest	Tied	Highest
Most gold	+3		+1
Most Crom, count the dead! tokens	+3		+1
Crowning Conan	+3		-

The highest adventure tokens total value in the *monsters, treasures, and women* categories (count separately)*

+5 each +2 each

*If Conan was crowned, only the player who crowned him may earn these bonuses.

The winner is the kingdom with the most empire points.

On a tie, the winner is the player with the highest total value of adventure tokens. On a further tie, the game ends in a tie. Empire points may never fall below 0.

AGE OF CONAN

THE STRATEGY BOARD GAME

FATE DICE ACTIONS



COURT + CONAN

Perform the Conan action, then the Court action.



Conan

Conan Player: May move Conan to an adjacent province and (before or after the move) you may also place a **raider token** in the province Conan occupies, or in an adjacent province. Do not take an adventure token.

Non-Conan Player: Take the leftmost adventure token from the adventure track.



Court

Perform 1 option:

- Draw 1 card from your kingdom deck and 1 card from the strategy deck.
- Draw 2 cards from the strategy deck.
- Play 1 kingdom **event card** with a **Court icon**.



MILITARY

Perform 1 option:

- Redeploy 2 times to adjacent, friendly provinces.
- Redeploy once and then attack.
- Place an army unit in up to 2 separate friendly provinces from your reserves, *if you have less than 18 in play*.



INTRIGUE

Perform 1 option:

- Move up to 2 of your emissaries.
- Move 1 of your emissaries, then may start 1 **intrigue contest** in a neutral or enemy province with 1 of your emissaries.
- Move 1 of your emissaries, then collect gold in an enemy province containing 1 of your emissaries equal to the province rating. Remove the emissary.
- Build an emissary on any friendly province on the board, *if you have less than 6 in play*.



MILITARY / INTRIGUE

Choose to perform a **Military** or **Intrigue** action.

You may never choose an action that would have been available had you selected a different fate die showing a military or intrigue icon.



WILD

Perform either a **Military**, **Intrigue** or **Court** action.

For the **Court** action, choose *only one* of the options. You may never choose an action that would have been available had you selected a different fate die that is not another wild die.

GAME TURN

CONAN PLAYER TURN At the beginning of their turn, the Conan player may move Conan 1 province closer to the destination marker and take the leftmost adventure token. Otherwise, discard the leftmost adventure token.

PLAY AND REFRESH PLAY-ON-THE-TABLE CARDS

USE A FATE DIE Choose 1 fate die and perform your action.

AT THE END OF A TURN, IF THE ADVENTURE TRACK IS EMPTY:

If Conan is in the destination province, the Conan player draws 1 adventure token.

If Conan is not in the destination province, move him there and do not draw an adventure token.

Draw a new adventure card and fill the adventure track.

Then bid for Conan. **If there are no more adventure cards**, the **age ends** and the **AGE CHANGE PHASE** begins.

CONTESTS



Hit: Always counts as a success.



Hit+Conan: Counts as 1 success for a non-Conan player, or 2 successes for the Conan player, if Conan is present where the contest is taking place.



Hit (Attacker): Counts as a success only if the player rolling the dice is the attacker.



Shield: Counts as a failure, though certain cards or rules may modify it into a success.



Axe: Counts as a failure, though certain cards or rules may modify it into a success.



Miss (Blank): Always counts as a failure.



RAIDERS If a neutral contested province contains **raider tokens**, the defender counts **Axe results in as successes**. Discard 1 token after each roll.



SORCERY You may use a 1 sorcery token per roll to **reroll all your results** (before your opponent rolls). All modifiers still apply. A defending neutral province may *not* use a sorcery token.

STRATEGY CARDS You may play 1 **strategy card** from your hand *before* dice are rolled if its restrictions are met. A defending neutral province may *not* use a card.

CONAN If the Conan player is in a contest in a province with Conan, **add an additional die** to their contest dice.

If a non-Conan player attacks a neutral province with Conan there, add an additional die to the defender's contest dice.

If 2 non-Conan players in an opposed contest roll are in a neutral province with Conan, Conan does not affect any rolls.

AGE OF CONAN

THE STRATEGY BOARD GAME

FATE DICE ACTIONS



COURT + CONAN

Perform the Conan action, then the Court action.



Conan

Conan Player: May move Conan to an adjacent province and (before or after the move) you may also place a **raider token** in the province Conan occupies, or in an adjacent province. Do not take an adventure token.

Non-Conan Player: Take the leftmost adventure token from the adventure track.



Court

Perform 1 option:

- Draw 1 card from your kingdom deck and 1 card from the strategy deck.
- Draw 2 cards from the strategy deck.
- Play 1 kingdom **event card** with a **Court icon**.



MILITARY

Perform 1 option:

- Redeploy 2 times to adjacent, friendly provinces.
- Redeploy once and then attack.
- Place an army unit in up to 2 separate friendly provinces from your reserves, *if you have less than 18 in play*.



INTRIGUE

Perform 1 option:

- Move up to 2 of your emissaries.
- Move 1 of your emissaries, then may start 1 **intrigue contest** in a neutral or enemy province with 1 of your emissaries.
- Move 1 of your emissaries, then collect gold in an enemy province containing 1 of your emissaries equal to the province rating. Remove the emissary.
- Build an emissary on any friendly province on the board, *if you have less than 6 in play*.



MILITARY / INTRIGUE

Choose to perform a **Military** or **Intrigue** action.

You may never choose an action that would have been available had you selected a different fate die showing a military or intrigue icon.



WILD

Perform either a **Military**, **Intrigue** or **Court** action.

For the **Court** action, choose *only one* of the options. You may never choose an action that would have been available had you selected a different fate die that is not another wild die.

GAME TURN

CONAN PLAYER TURN At the beginning of their turn, the Conan player may move Conan 1 province closer to the destination marker and take the leftmost adventure token. Otherwise, discard the leftmost adventure token.

PLAY AND REFRESH PLAY-ON-THE-TABLE CARDS

USE A FATE DIE Choose 1 fate die and perform your action.

AT THE END OF A TURN, IF THE ADVENTURE TRACK IS EMPTY:

If Conan is in the destination province, the Conan player draws 1 adventure token.

If Conan is not in the destination province, move him there and do not draw an adventure token.

Draw a new adventure card and fill the adventure track.

Then bid for Conan. **If there are no more adventure cards**, the **age ends** and the **AGE CHANGE PHASE** begins.

CONTESTS



Hit: Always counts as a success.



Hit+Conan: Counts as 1 success for a non-Conan player, or 2 successes for the Conan player, if Conan is present where the contest is taking place.



Hit (Attacker): Counts as a success only if the player rolling the dice is the attacker.



Shield: Counts as a failure, though certain cards or rules may modify it into a success.



Axe: Counts as a failure, though certain cards or rules may modify it into a success.



Miss (Blank): Always counts as a failure.



RAIDERS If a neutral contested province contains **raider tokens**, the defender counts **Axe results in as successes**. Discard 1 token after each roll.



SORCERY You may use a 1 sorcery token per roll to **reroll all your results** (before your opponent rolls). All modifiers still apply. A defending neutral province may *not* use a sorcery token.

STRATEGY CARDS You may play 1 **strategy card** from your hand *before* dice are rolled if its restrictions are met. A defending neutral province may *not* use a card.

CONAN If the Conan player is in a contest in a province with Conan, **add an additional die** to their contest dice.

If a non-Conan player attacks a neutral province with Conan there, add an additional die to the defender's contest dice.

If 2 non-Conan players in an opposed contest roll are in a neutral province with Conan, Conan does not affect any rolls.

THE AGE CHANGE PHASE

The player who would have had the next turn takes the **first player token**. Complete each step before the next, starting with the player with the FP token and going clockwise.

1. Resolve raids

If **raider tokens** are in a friendly province, players must remove 1 army unit there to remove them all, or lose 1 empire point for each token. Then remove all raider tokens from the board.

2. Receive gold and objective prizes

Players receive **5 gold, plus 2 gold for each tower or city control marker they have on the board**. Players receive empire points for any objective cards they have fulfilled.

3. Build cities and raise troops

A player with a fort or city in a province may **place 1 new army unit there, or choose to upgrade the fort to a city**. Each player also places 1 new army unit in their home province.

4. Spend gold

1 emissary	2 gold
1 army unit	2 gold
1 kingdom card and 1 strategy card	2 gold
1 strategy card	1 gold

Units are placed in any friendly province(s).

5. Assign artifacts and Conan bonus card

All **artifacts** are made available. Each player selects 1 of the 3 categories of **adventure tokens** and reveals some or all of their tokens in that category.

The player with the highest total in a category receives the **artifact** (monsters = *Sword of Atlantis*; treasures = *Cobra Crown*; women = *Heart of Tammuz*).

The player with the lowest score in empire points receives the **Conan bonus card**.

6. Create the adventure deck

Draw 4 unused adventure cards to form a new adventure deck, then draw the top card and place it into play. Players bid to become the new Conan player.

7. Refresh play-on-the-table cards

All play-on-the-table cards in play are *refreshed* without spending gold.

MILITARY CONTESTS

CAMPAIGNS

Campaigns subjugate a neutral province.

#Dice rolled by attacker: # units in the attacking army.

#Dice rolled by defender: neutral province's rating.

Strategy card use: *current* terrain icon.

Attacker wins: Attacker advances 1 icon to the right.

Attacker loses: Attacker removes 1 unit.

Attacker may decide to immediately continue their campaign with a **forced march**. Remove a unit and immediately fight another military contest.

If the unit is on the rightmost icon and you win, the province is **subjugated** and becomes *friendly*. Removes 1 unit from your army to place 1 **fort** there and receive **empire points** equal to the province's rating.

SIEGES

Sieges turn an enemy province into a neutral province.

#Dice rolled by attacker: # units in the attacking army.

#Dice rolled by defender: # units occupying the province, or the province's rating, whichever is higher.

Strategy card use: *first* terrain icon.

Attacker wins: Defender removes 1 army unit.

If there are none, remove the **control marker**. The province becomes *neutral*.

Attacker loses: Attacker removes 1 army unit.

Attacker may then **retreat** or fight a new contest (the defender may not retreat). The siege continues until the attacker retreats or is removed, or the defending army and control marker are removed. If the attacker wins, they may **force march**.

The winner takes a **Crom, count the dead!** token.

BATTLES

Battles are between 2 enemy armies in a neutral province.

#Dice rolled by attacker: # units in the attacking army.

#Dice rolled by defender: # units in the defending army.

Strategy card use: terrain icon defending army occupies.

Attacker wins: Defender removes 1 unit.

Defender wins: Attacker removes 1 unit.

Attacker may then **retreat** to a *friendly* province they previously occupied. The defender may then retreat. Fight new contests until either army retreats or is destroyed. If the attacker wins, they may **force march**.

The winner takes a **Crom, count the dead!** token.

INTRIGUE CONTEST

Ally with a neutral province (not *savage*) or break an alliance.

Strategy card use: area on the card appropriate to the number of players must contain the contested province.

#Dice rolled by attacker: 1, plus number of adjacent provinces either friendly or containing a friendly emissary.

#Dice rolled by defender: Province rating (+1 if province is an enemy).

Attacker wins: If the province is *neutral*, it is now *friendly*; replace the emissary with a **tower control marker** in the province and receive gold equal to the province's rating. If the province is an *enemy*, it is now *neutral*; remove the enemy **tower** and leave your emissary there.

Attacker loses: If the province is *neutral*, leave your emissary there. If the province is an *enemy*, remove your emissary.

THE AGE CHANGE PHASE

The player who would have had the next turn takes the **first player token**. Complete each step before the next, starting with the player with the FP token and going clockwise.

1. Resolve raids

If **raider tokens** are in a friendly province, players must remove 1 army unit there to remove them all, or lose 1 empire point for each token. Then remove all raider tokens from the board.

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Players receive **5 gold, plus 2 gold for each tower or city control marker they have on the board**. Players receive empire points for any objective cards they have fulfilled.

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Attacker wins: Defender removes 1 army unit.

If there are none, remove the **control marker**. The province becomes *neutral*.

Attacker loses: Attacker removes 1 army unit.

Attacker may then **retreat** or fight a new contest (the defender may not retreat). The siege continues until the attacker retreats or is removed, or the defending army and control marker are removed. If the attacker wins, they may **force march**.

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Attacker wins: If the province is *neutral*, it is now *friendly*; replace the emissary with a **tower control marker** in the province and receive gold equal to the province's rating. If the province is an *enemy*, it is now *neutral*; remove the enemy **tower** and leave your emissary there.

Attacker loses: If the province is *neutral*, leave your emissary there. If the province is an *enemy*, remove your emissary.

AGE OF CONAN THE STRATEGY BOARD GAME

ADVENTURES IN HYBORIA

SETUP

Place the **Conan reference board** beside the board.

Place the **mood wheel marker** on the *Conan the Warrior* mood wheel on the +1 space, and place the **experience marker** on the first space of the experience track. Place each of the 3 **Conan dice** (white, gray, and black) in the middle of the appropriate mood wheel.

Each player takes 3 **spy figures** in the color of their kingdom.

Replace the **adventure deck** from the core game with the expansion's adventure deck. Shuffle the **Story cards** and place the deck face-down near the board. **Each player draws 2 Story cards.**

Add the expansion's **kingdom cards** to the core game's kingdom cards of each nation in play, and shuffle them to form the kingdom decks.

Add the expansion's **objective cards** to the core game's objective cards, and shuffle them to form the objective decks. The *Forced Labor* card is only used in 3 or 4 player games.




Shuffle the **Companion cards** and the **Legendary Item cards** to form their respective decks.

Add the expansion's **adventure tokens** (including companions and legendary items) to the core game's adventure tokens, and place all of them in an opaque container.

Set aside the **Prisoner tokens** within reach of all players.

CONAN AND HIS ADVENTURES

Conan has 3 characteristics:

Strength  **Agility**  **Cunning** 



The mood wheel

The marker placed on the mood wheel indicates the current mood of Conan and the bonus used when he is attempting to complete a Story card.



Experience track

For each point of experience gained, advance the marker 1 space along the track at the bottom of the board, following the direction shown by the arrow.

When the experience marker is inside a section, Conan has all the features connected to that section (characteristics, mood wheel, die type) and he is represented by the appropriate Conan figure.

As soon as the marker advances to a new section, move the mood wheel marker to the 0 space of the new mood wheel; the new Conan die replace the current die; and the new Conan figure replaces the current figure.

End of the game

Conan can be crowned as king during the third age of the game only if the experience point marker has reached or surpassed the empire point icon in the middle of the experience track.

The prize gained for crowning Conan is the same, but the number of points scored through a majority of tokens of the same type is now shown on the experience track.

If the experience point marker has not reached the empire point icon in the middle of the experience track, Conan cannot be crowned by a player during the third age. The game continues until the fourth and last adventure card of the third age is completed.

If the game ends while the experience point marker is not on a numbered space, bonuses for adventure tokens are not awarded to players with majorities.

If the experience marker ever goes beyond the last space of the track, the game immediately ends. All rules for winning the game are the same as in a game where the last adventure card was completed. As Conan does not become king, all players get their bonuses for majorities in adventure tokens (+6/+3 in this case).

Conan dice

When Conan is involved in a contest where he would normally add 1 die, use the **Conan die** instead of one ordinary additional combat die. The die to use depends Conan's current experience: white (*Warrior*), gray (*Mercenary*), or black (*General*).



Axe/Shield: Normally counts as a failure. Considered a success if a strategy or kingdom card effect allows any of the 2 icons to be considered a hit. Counts as 2 successes if the card allows both icons to be considered hits.



Sorcery Banned: Normally counts as a failure, and prevents you from spending a sorcery point to gain any benefit for the length of the contest.



Gold: Counts as a success only if the rolling player immediately spends 1 gold.



Hit/Re-roll: Counts as a success. You may roll again any number of the normal combat dice you just rolled.



Hit: Counts as a success.



Hit+Conan: Counts as 2 successes.

STORY CARDS

A player may never have more than 2 Story cards in hand (3 in a 2 player game). **Add the following step to the start of each turn:**

CONAN STEP

Conan player: move Conan

If the acting player is the **Conan player**, they may move Conan. If they move him closer to the adventure's destination province, they take the leftmost token from the adventure track. If they do not move Conan closer, they must discard the leftmost token. When the move is completed (even if Conan remains in the same province), they may attempt to eliminate a spy in the province with Conan.

Non-Conan player: story action

If the acting player is a **non-Conan player**, they may play a Story card from their hand or they may draw a Story card. If they now have more than the maximum number of Story cards in their hand, they must choose and discard 1.

STORY CARDS

These requirements must be satisfied to play a Story card:

- If the name of a **province** is shown, the card can be played when Conan is in that province, or a province adjacent to it.
- If the name of an **area** (*Central Hyboria*, *The North*, *The South*, *The East*) is shown, the card can be played when Conan is in any province in that area.

Resolve these steps, in order, when you play a Story card:

1. **Advance the experience marker** on Conan's experience track a number of spaces equal to the card's experience value.
2. **You may spend 1 or more gold to advance the mood wheel marker** an equal number of spaces clockwise.
3. **Roll dice** equal to the current value of the characteristic specified on the card, plus a number of dice indicated by the current position on the mood wheel. One die is always the white, grey or black (depending on his experience) Conan die; the others are normal combat dice. Each scores 1 success on a result of **Hit** or **Hit (Attacker)**, and 2 successes on a **Hit+Conan**.
4. If you roll 3 or more successes the test is successful: draw 2 adventure tokens, look at them secretly, then you may keep 1 and trade the other immediately for gold or sorcery (based on the icons on the tokens).

If the test is not successful, you may flip one of your hidden adventure tokens (of the type indicated on the Story card) faceup to roll the dice again.

The revealed token remains faceup for the rest of the game and cannot be used again in this way, or counted when assigning artifacts during the Age Change phase. It is counted normally when determining majorities, or when crowning Conan.

5. **Advance the mood wheel marker 1 step clockwise for each success rolled.**

BIDDING FOR CONAN begins after the successful play of a Story card (not when Conan reaches the destination).

SPIES

Each player receives 1 additional spy at each Age Change phase (up to a maximum of 5 spies per player during the third age).

At the start of the game, immediately after the first bid for Conan, players place their 3 spies one at a time, in turn order starting with the Conan player.

At the end of the first and second Age Change phase, players pick up all their spies on the board, then place all their available spies, one at a time, in turn order starting with the first player.

Spies cannot be placed in friendly provinces or a province that already contains a spy (friendly or not); they can only be placed in neutral provinces or those controlled by another player.

If a contest starts in a province containing a spy, its controlling player may, before any dice are rolled, **remove the spy to roll an additional die**. You may remove a spy in a province where you start a contest and add 1 die to your roll, or you may remove a spy in a province where another player starts a contest and add 1 die to the roll of the attacker or the defender.

CONAN AND SPIES In the first step of the Conan player's turn, if Conan is in a province with a spy, the Conan player may attempt to eliminate the spy.

The Conan player may spend 1 or more gold to advance the mood wheel marker 1 step clockwise for each gold spent. They then roll combat dice equal the number indicated by the wheel.

If the result is at least 1 success (**Hit**, **Hit (Attacker)**, or **Hit+Conan**) the spy is eliminated and is permanently out of the game. **Advance the experience marker 1 space on the experience track.**

An eliminated spy does not come back during the next Age Change phase and only re-enters play due to some kingdom cards.

OPTIONS

PRISONERS (3 OR 4 PLAYER GAME ONLY)

Whenever you eliminate another player's control token, emissary or army unit, take 1 **prisoner token** of the appropriate kingdom. If no tokens are available you do not receive one.

You may reclaim prisoners during the first and second Age Change phase. In both cases the other player must accept the trade:

- You may reclaim one of your own prisoner tokens from another player, giving them 1 prisoner token of their kingdom.
- You may reclaim one of your own prisoner tokens from another player by giving them 1 gold for each prisoner token.

After prisoner tokens are reclaimed, players must discard any prisoner token of another kingdom not reclaimed by its owner. Then, they may discard prisoner tokens of their color they reclaimed during this Age Change phase, and put into play 1 new army unit or emissary, in their home province, for every discarded token.

At the end of the game, prisoner tokens cannot be exchanged or bought. The player with the most enemy prisoner tokens (those gained during the final age) gets an award of +3 experience points.

COMPANIONS AND LEGENDARY ITEMS

Companion tokens act like normal adventure tokens. However, whenever you take a companion token (by random draw or from

the adventure track), you can immediately trade it for 1 **gold** or 1 **sorcery** (your choice), or discard it to bring into play a **Companion card** (draw 1 card randomly from the Companion deck, then place it faceup with your play-on-the-table cards).

Each companion may be used once to trigger its special ability, then tilted on its side to show it cannot be used again. The adventure token value on the card may not be used during the game, but is considered for the purpose of crowning Conan, and to assess majorities at the end of the game.

Legendary items enter play and work in the same way as Companion cards. When you draw or take a legendary item token, you can trade it for gold or sorcery, or discard it to draw a card from the Legendary Item deck.

OTHER OPTIONS

Alternate artifact cards Whenever you receive an artifact, you may decide which version to use. You may use the artifact tokens to show who holds a specific artifact.

Conan's chronicle cards At the start of the game, place the *Conan the Barbarian* card in play next to the left side of the Conan reference board. Then draw 3 more Chronicle cards, and place them faceup next to the right side of the board.

When you complete a story, check to see if the **keyword** matches the title of one of the 3 visible chronicles. If it does, you can claim the rewards indicated on that card, either in addition to (*Additional*) or instead of (*Alternative*) the normal rewards. Now place that chronicle on the left side of the reference board, and shuffle the one previously in play into the Chronicle deck. The rules for the Conan player may now change as indicated.

Then draw a new Chronicle card to fill the just-vacated space on the right side of the reference board.

Conquest cards Replace the deck of objective cards with the deck of Conquest cards. Whenever you achieve an objective, the indicated bonus effect is immediately available to you. You may decide not to use the effect, or use it partially, if desired.

Hyborian god cards At the start of the game, each player takes a set of **Hyborian god tokens** in the color of their kingdom. Shuffle the 6 **Hyborian God cards** together.

After the bid for Conan at the start of the game, and at the end of the first and second Age Change phase, 3 Hyborian cards are randomly drawn and revealed. Each player secretly chooses one of their god tokens (matching 1 of the revealed gods). All players' tokens are shuffled together, and one is drawn at random.

Until the beginning of the next Age Change phase, the indicated effect of the chosen god applies (set aside the card for reference).

Take back undrawn god tokens. Shuffle the unchosen Hyborian God cards with the other god cards.

Sorcery cards At the start of the game, each player takes the **Sorcery Reference card** of their kingdom.

When you spend a sorcery token, place it on one of the boxes on your reference card and apply that spell effect. You may 'cast' each spell once, until all 3 boxes have been used. When all boxes have been used, discard all tokens; you are now free to cast all your spells again. You may spend multiple sorcery tokens to activate different spells at the same time.

REVISED RULES

Alternate Conan bonus card At the start of the game players choose which of the Conan bonus cards they want to use.

New Richest kingdom bonus All players add up the kingdom rating of the provinces containing friendly towers and cities. The player with the highest total gets the bonus. **Unspent gold tokens no longer count for the total.**

Sieges Defending armies may now retreat from a siege. The control marker is forfeited immediately and the attacker may immediately start a campaign to conquer the now-neutral province.

AGE OF CONAN THE STRATEGY BOARD GAME

FATE DICE ACTIONS



COURT + CONAN

Perform the Conan action, then the Court action.



Conan

Conan Player: May move Conan to an adjacent province and (before or after the move) you may also place a **raider token** in the province Conan occupies, or in an adjacent province. Do not take an adventure token.

Non-Conan Player: Take the leftmost adventure token from the adventure track.



Court

Perform 1 option:

- Draw 1 card from your kingdom deck and 1 card from the strategy deck.
- Draw 2 cards from the strategy deck.
- Play 1 kingdom **event card** with a **Court icon**.



MILITARY

Perform 1 option:

- Redeploy 2 times to adjacent, friendly provinces.
- Redeploy once and then attack.
- Place an army unit in up to 2 separate friendly provinces from your reserves, *if you have less than 18 in play*.



INTRIGUE

Perform 1 option:

- Move up to 2 of your emissaries.
- Move 1 of your emissaries, then may start 1 **intrigue contest** in a neutral or enemy province with 1 of your emissaries.
- Move 1 of your emissaries, then collect gold in an enemy province containing 1 of your emissaries equal to the province rating. Remove the emissary.
- Build an emissary on any friendly province on the board, *if you have less than 6 in play*.



MILITARY / INTRIGUE

Choose to perform a **Military** or **Intrigue** action.

You may never choose an action that would have been available had you selected a different fate die showing a military or intrigue icon.



WILD

Perform either a **Military**, **Intrigue** or **Court** action.

For the **Court** action, choose *only one* of the options. You may never choose an action that would have been available had you selected a different fate die that is not another wild die.

GAMEPLAY

CONAN PLAYER TURN At the beginning of their turn, the Conan player may move Conan 1 province closer to the destination marker and take the leftmost adventure token. Otherwise, discard the leftmost adventure token. Then they may attempt to eliminate a **spy** in Conan's province.

NON-CONAN PLAYER TURN At the beginning of their turn, the non-Conan player may play or draw a Story card.

Bid for Conan after the successful play of a story card.

PLAY AND REFRESH PLAY-ON-THE-TABLE CARDS

USE A FATE DIE Choose 1 fate die and perform your action.

AT THE END OF A TURN, IF THE ADVENTURE TRACK IS EMPTY:

If Conan is in the destination province, the Conan player draws 1 adventure token.

If Conan is not in the destination province, move him there and do not draw an adventure token.

Draw a new adventure card and fill the adventure track.

If there are no more adventure cards, the age ends and the AGE CHANGE PHASE begins.

CONTESTS



Hit: Always counts as a success.



Hit+Conan: Counts as 1 success for a non-Conan player, or 2 successes for the Conan player, if Conan is present where the contest is taking place.



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Shield: Counts as a failure, though certain cards or rules may modify it into a success.



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Miss (Blank): Always counts as a failure.



RAIDERS If a neutral contested province contains **raider tokens**, the defender counts **Axe results** in as **successes**. Discard 1 token after each roll.



SORCERY You may use a 1 sorcery token per roll to **reroll all your results** (before your opponent rolls). All modifiers still apply. A defending neutral province may *not* use a sorcery token.

STRATEGY CARDS You may play 1 **strategy card** from your hand *before* dice are rolled if its restrictions are met. A defending neutral province may *not* use a card.

CONAN If the Conan player is in a contest in a province with Conan, **add the Conan die** to their contest dice.

If a non-Conan player attacks a neutral province with Conan there, add the Conan die to the defender's contest dice.

If 2 non-Conan players in an opposed contest roll are in a neutral province with Conan, Conan does not affect any rolls.

AGE OF CONAN THE STRATEGY BOARD GAME

FATE DICE ACTIONS



COURT + CONAN

Perform the Conan action, then the Court action.



Conan

Conan Player: May move Conan to an adjacent province and (before or after the move) you may also place a **raider token** in the province Conan occupies, or in an adjacent province. Do not take an adventure token.

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Perform 1 option:

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- Draw 2 cards from the strategy deck.
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GAMEPLAY

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Axe: Counts as a failure, though certain cards or rules may modify it into a success.



Miss (Blank): Always counts as a failure.



RAIDERS If a neutral contested province contains **raider tokens**, the defender counts **Axe results** in as **successes**. Discard 1 token after each roll.



SORCERY You may use a 1 sorcery token per roll to **reroll all your results** (before your opponent rolls). All modifiers still apply. A defending neutral province may *not* use a sorcery token.

STRATEGY CARDS You may play 1 **strategy card** from your hand *before* dice are rolled if its restrictions are met. A defending neutral province may *not* use a card.

CONAN If the Conan player is in a contest in a province with Conan, **add the Conan die** to their contest dice.

If a non-Conan player attacks a neutral province with Conan there, add the Conan die to the defender's contest dice.

If 2 non-Conan players in an opposed contest roll are in a neutral province with Conan, Conan does not affect any rolls.

THE AGE CHANGE PHASE

The player who would have had the next turn takes the **first player token**. Complete each step before the next, starting with the player with the FP token and going clockwise.

1. Resolve raids If raider tokens are in a friendly province, players must remove 1 army unit there to remove them all, or lose 1 empire point for each token. Then remove all raider tokens from the board.

2. Receive gold and objective prizes Players receive 5 gold, plus 2 gold for each tower or city control marker they have on the board. Players receive empire points for any objective cards they have fulfilled.

3. Build cities and raise troops A player with a fort or city in a province may place 1 new army unit there, or choose to upgrade the fort to a city. Each player also places 1 new army unit in their home province.

4. Spend gold

1 emissary	2 gold
1 army unit	2 gold
1 kingdom card and 1 strategy card	2 gold
1 strategy card	1 gold

Units are placed in any friendly province(s).

5. Assign artifacts and Conan bonus card All artifacts are made available. Each player selects 1 of the 3 categories of adventure tokens and reveals some or all of their tokens in that category.

The player with the highest total in a category receives the artifact (monsters = *Sword of Atlantis*; treasures = *Cobra Crown*; women = *Heart of Tammuz*).

The player with the lowest score in empire points receives the Conan bonus card.

6. Create the adventure deck Draw 4 unused adventure cards to form a new adventure deck, then draw the top card and place it into play.

Players bid to become the new Conan player.

7. Refresh play-on-the-table cards All play-on-the-table cards in play are *refreshed* without spending gold.

8. Receive and place spies Each player receives 1 spy, then redeploys all their spies on the board.

MILITARY CONTESTS

CAMPAIGNS

Campaigns subjugate a neutral province.

#Dice rolled by attacker: # units in the attacking army.

#Dice rolled by defender: neutral province's rating.

Strategy card use: *current* terrain icon.

Attacker wins: Attacker advances 1 icon to the right.

Attacker loses: Attacker removes 1 unit.

Attacker may decide to immediately continue their campaign with a **forced march**. Remove a unit and immediately fight another military contest.

If the unit is on the rightmost icon and you win, the province is **subjugated** and becomes *friendly*. Removes 1 unit from your army to place 1 fort there and receive **empire points** equal to the province's rating.

SIEGES

Sieges turn an enemy province into a neutral province.

#Dice rolled by attacker: # units in the attacking army.

#Dice rolled by defender: # units occupying the province, or the province's rating, whichever is higher.

Strategy card use: *first* terrain icon.

Attacker wins: Defender removes 1 army unit.

If there are none, remove the **control marker**. The province becomes *neutral*.

Attacker loses: Attacker removes 1 army unit.

Attacker may then **retreat** or fight a new contest (the defender may not retreat). The siege continues until the attacker retreats or is removed, or the defending army and control marker are removed. If the attacker wins, they may **force march**.

The winner takes a **Crom, count the dead!** token.

BATTLES

Battles are between 2 enemy armies in a neutral province.

#Dice rolled by attacker: # units in the attacking army.

#Dice rolled by defender: # units in the defending army.

Strategy card use: terrain icon defending army occupies.

Attacker wins: Defender removes 1 unit.

Defender wins: Attacker removes 1 unit.

Attacker may then **retreat** to a *friendly* province they previously occupied. The defender may then retreat. Fight new contests until either army retreats or is destroyed. If the attacker wins, they may **force march**.

The winner takes a **Crom, count the dead!** token.

INTRIGUE CONTEST

Ally with a neutral province (not *savage*) or **break an alliance**.

Strategy card use: area on the card appropriate to the number of players must contain the contested province.

#Dice rolled by attacker: 1, plus number of adjacent provinces either friendly or containing a friendly emissary.

#Dice rolled by defender: Province rating (+1 if province is an enemy).

Attacker wins: If the province is *neutral*, it is now *friendly*; replace the emissary with a **tower control marker** in the province and receive gold equal to the province's rating. If the province is an *enemy*, it is now *neutral*; remove the enemy **tower** and leave your emissary there.

Attacker loses: If the province is *neutral*, leave your emissary there. If the province is an *enemy*, remove your emissary.

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Attacker loses: If the province is *neutral*, leave your emissary there. If the province is an *enemy*, remove your emissary.

CONAN'S ADVENTURES

PLAYING A STORY CARD

If the name of a **province** is shown, the card can be played when Conan is in or adjacent to that province.

If the name of an **area** (*Central Hyboria, The North, The South, The East*) is shown, the card can be played when Conan is in any province in that area.



Advance the experience marker on Conan's experience track spaces equal to the card's experience value.



You may spend 1 or more gold to advance the mood wheel marker an equal number of spaces clockwise.



Roll dice equal to the current value of the characteristic on the card, plus a number of dice shown on the mood wheel. **One die is always the white, grey or black** (depending on his experience) **Conan die**, and the rest are normal combat dice.



Each counts as 1 success.



Counts as 2 successes.

3 or more successes = test is successful:

You may flip one of your hidden adventure tokens (of the type on the Story card) faceup to roll the dice again. That token remains faceup for the rest of the game and cannot be used again in this way, or counted when assigning artifacts during the Age Change phase. It is counted normally when determining majorities, or when crowning Conan.



Less than 3 successes = test is failed:

You may flip one of your hidden adventure tokens (of the type on the Story card) faceup to roll the dice again. That token remains faceup for the rest of the game and cannot be used again in this way, or counted when assigning artifacts during the Age Change phase. It is counted normally when determining majorities, or when crowning Conan.



Advance the mood wheel marker 1 step clockwise for each success rolled.

Bid for Conan after the successful play of a Story card.

THE CONAN DIE

Use the die matching Conan's current experience: white (*Warrior*), gray (*Mercenary*), or black (*General*).



Axe/Shield: Failure. Considered a success if a strategy or kingdom card effect allows any of the 2 icons to be considered a hit. Counts as 2 successes if the card allows both icons to be hits.



Sorcery Banned: Failure, and prevents you from spending a sorcery point to gain any benefit for the length of the contest.



Gold: Success only if the rolling player immediately spends 1 gold.



Hit/Re-roll: Success. You may roll again any number of the normal combat dice you just rolled.



Hit: Success.



Hit+Conan: 2 successes.

SPIES

CONTESTS AND SPIES

If a contest starts in a province containing your spy, you may, before any dice are rolled, **remove your spy to roll an additional die**.

You may remove a spy in a province where you start a contest and add 1 die to your roll, or you may remove a spy in a province where another player starts a contest and add 1 die to the roll of the attacker or the defender.

CONAN AND SPIES

In the first step of the Conan player's turn, if Conan is in a province with a spy, the Conan player may attempt to eliminate the spy. **First spend 1 or more gold to advance the marker clockwise on the mood wheel.** Then roll combat dice equal the number indicated by the wheel.

If the result is at least 1 success (**Hit**, **Hit (Attacker)**, or **Hit+Conan**) the spy is permanently out of the game. **Advance the experience marker 1 space on the experience track.**

END OF THE GAME

Conan can be crowned as king during the third age of the game only if the experience point marker has reached or surpassed the empire point icon in the middle of the experience track.

The prize gained for crowning Conan is the same, but the number of points scored through a majority of tokens of the same type is now shown on the experience track.

If the experience marker ever goes beyond the last space of the track, the game immediately ends.

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Advance the experience marker on Conan's experience track spaces equal to the card's experience value.



You may spend 1 or more gold to advance the mood wheel marker an equal number of spaces clockwise.



Roll dice equal to the current value of the characteristic on the card, plus a number of dice shown on the mood wheel. **One die is always the white, grey or black** (depending on his experience) **Conan die**, and the rest are normal combat dice.



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AGE OF CONAN THE STRATEGY BOARD GAME



ADVENTURE CARDS

Dictate the length of the game, and show the destinations for Conan's adventures and the number of adventure tokens drawn for the adventure.



OBJECTIVE CARDS

Each has an objective and the empire points bonus for the player(s) who achieve it.



STRATEGY CARDS

Used to modify rolls in military and intrigue contests. The **adventure rating** (top right hand corner) is used when bidding for control of Conan.



KINGDOM CARDS

Play-on-the-table, event, and instant special cards specific to each player's kingdom.



ARTIFACT CARDS

Special abilities awarded to players who have the highest total values in the 3 types of adventure tokens.



CONAN PLAYER CARD

Given to the player who controls Conan.



STORY CARDS

Can be played when Conan is in a specific location to advance his experience.



CONAN'S CHRONICLE CARDS

Optional. Only one can be in play at a time. The rewards can be claimed by the player who completes the matching story.



HYBORIAN GODS CARDS

Optional. Determines the dominant deity for each age and its effect.



COMPANION CARDS

Optional. The optional companion tokens can be discarded to bring these one-use-only cards into play.



LEGENDARY CARDS

Optional. The optional companion tokens can be discarded to bring these one-use-only cards into play.

ADVENTURE TOKENS



Back



Women



Treasures



Monsters

CONAN PLAYER

YOU CONTROL CONAN

At the beginning of your turn, you may move Conan 1 province closer to the adventure destination marker and take the leftmost adventure token off the track. Otherwise, discard the token.

When you use a die result, you may move Conan to an adjacent province, and (before or after the move) you may place a **raider token in the province Conan occupies, or in an adjacent province. Do not take an adventure token.**

At the end of any adventure, if Conan is in the destination province, the adventure is successfully completed. You draw 1 adventure token from the adventure token cup as a reward. You may keep it or trade it for gold or sorcery.

At the end of any adventure of the third age, you may try to crown Conan if he is in your home province.

If you are in a contest in a province with Conan present, you may add an additional die to the number of contest dice you roll (6 total max) and results count as 2 successes.

Core game

CONAN PLAYER

YOU CONTROL CONAN

At the beginning of your turn, you may move Conan 1 province closer to the adventure destination marker and take the leftmost adventure token off the track. Otherwise, discard the token. Finally, you may attempt to eliminate a spy in the province with Conan.

When you use a die result, you may move Conan to an adjacent province, and (before or after the move) you may place a **raider token in the province Conan occupies, or in an adjacent province. Do not take an adventure token.**

At the end of any adventure, if Conan is in the destination province, the adventure is successfully completed. You draw 1 adventure token from the adventure token cup as a reward. You may keep it or trade it for gold or sorcery.

At the end of any adventure of the third age, you may try to crown Conan if he is in your home province.

If you are in a contest in a province with Conan present, you may add the Conan die to the number of contest dice you roll (6 total max) and results count as 2 successes.

Core game
+ expansion