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Game: **CONQUEST OF THE EMPIRE**

Pub: **Eagle Games (2005)**

Page 1: **Rules summary** front

Page 2: **Rules summary** back

Page 3: **Play reference**

v1.1

Dec 2008

For best results, print on card, laminate and trim to size.

Setup

Each player selects a colour and begins with:

- 1 Caesar
- 1 General
- 8 Infantry
- 2 Cavalry
- 1 Catapult
- 1 Galley
- 8 Gold coins
- 3 Senator cards (I, II and III value)
- 4 Influence Tokens of their colour

The 5 **Senate Vote** cards are placed face up next to the board. Shuffle the rest of the deck. Coins are placed in a **Bank** by the board.

Each player draws 4 **Province tokens** (*Italia* tokens are returned and re-drawn) and places an **Influence token** in each of those provinces. The used Province tokens are then removed from play.

Campaign Season Sequence

Each phase is played by all players, clockwise, starting with the *first player*.

1. Place Province tokens
2. Place available Conquest cards
3. Determine alliances and player order
4. Place starting units (1st season only)
5. Player actions (2 per player per round)
6. Taxes and upkeep
7. Victory Points and Chaos
8. End of season

1. Place Province tokens

Randomly draw **Province tokens** equal to twice the number of players and add them to the map.

2. Place available Conquest cards

Randomly draw **Conquest cards** equal to twice the number of players and place them face up next to the board.

3. Determine alliances and player order

Players divide into two **alliances** as determined by a series of **auctions**. Alliances also determine turn order.

Order of bidding: in the first season, bid clockwise from a randomly determined first player. In following Seasons, clockwise from the last Season's last player.

Players bid with **Talents** (coins).

The first player bids (may bid zero) and following players **raise** the bid or **pass**. The auction ends when all players have passed.

When making a bid, the player must show the alliance situation he is proposing by placing un-allied Influence tokens (including his own if desired) in **Proposal Boxes** A and B. A player raising the bid may rearrange or replace the tokens.

The auction winner pays the bid amount to the Bank and places the 2 Influence tokens into the **Alliance Boxes**.

4. Place starting units (1st season only)

After the first auction, players take turns, in the order determined by the auction, to place all of their starting units on the board.

Starting units can only be placed in provinces which contain that player's Influence token. Galleys are placed in an adjacent sea zone.

5. Player actions (2 per player per round)

Each Campaign Season lasts 4 rounds.

Order of play is determined by the tokens on the Alliance Display. Each player performs any **2 actions** or combinations of actions from the following list, then the round marker is advanced. After 4 rounds play progresses to the next Phase.

- Obtain a Conquest Card (only once per round)
- Recruit
- Buy Influence
- Special Tax
- Move Land Units
- Land Battle
- Naval Move/Naval Battle
- Pass

6. Taxes and upkeep

Each player receives **5 Talents per influence token** on the board, 10 Talents if they own a city in the province.

7. Victory Points and Chaos

Players receive **Victory Points**. The first number in the province is the VP given to the player with the most Influence tokens there, the second the VP given to the player with the second-most tokens (and the third most in *Italia*). Tied players both receive the VP.

Each city owned by a player reduces his **Chaos Points** by 3.

The player with the most **Chaos Points** loses 10 VP, and the player with the second-most loses 5 VP. Tied players both lose the VP.

8. End of season

Move the **Round** marker to the starting position and the **Campaign Season** marker ahead one.

Any **Multi-use** cards are turned face up for re-use.

Diplomacy cards are returned to the available card area face up. Clear the Alliance Display after noting the last player.

Player Actions

Obtain a Conquest Card (Once per round)

Player may select a **Conquest card** from those face up, paying the cost to the Bank.

Immediate Use

Card is used immediately and then removed from play.

Senator

Card is kept face down in front of the player and removed from play once used in a **Senate Vote**.

Diplomacy

Card is played face down in front of the player for the remainder of the Campaign Season, then returned face up to the group of available cards.

Multi-use

Card is played face up in front of the player for the remainder of the game, but can only be used once per Campaign Season. They may only be used during a player's turn but do not cost an action to use. When used, turn the card face down until the start of the new Campaign Season.

No Symbol

Once selected the effects last for the rest of the game.

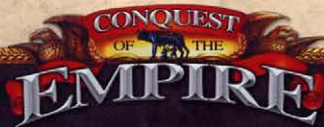
Recruit

Player may buy new military units (only limited by the number of units in his colour).

New units must be placed in a province/adjacent sea zone in which the player has at least one Influence token and either a General or Caesar.

Infantry	5	Galley	15
Cavalry	10	General	20
Catapult	15		

Each time this action is used receive 2 Chaos points.



Buy Influence

Player may buy an **Influence token** in any province where an Influence token is unprotected or a Province token is available, *if he has a General or Caesar in that province.*

- General in the province: may purchase 1 token.
- Caesar in the province: may purchase 2 tokens.

Each token costs 10 Talents. Tokens are replaced by the player's Influence token.

Province tokens are removed from the game; other player's Influence tokens are returned to the player.

An Influence token may not be purchased by another player if the owning player has at least one military land unit (Infantry, Cavalry or Catapult) in that province.

Special Tax

Player may raise **5 to 25 Talents** at a cost of 1 Chaos point for every 5 Talents taken.

Move Land Units

Player may move his **land units** from a single province with a General or Caesar in it.

- Units must may move any number of contiguous provinces, but must stop when entering a province occupied by a *non-Allied* military unit.
- Units may move between provinces connected by arrows as long as there are no non-Allied Galleys in the sea zone where the arrows are located.
- Units beginning in the same province may move to different destination provinces.

Amphibious movement

Units may be moved from a province adjacent to a sea zone to any other province adjacent to a sea zone with his Galley(s) in it.

- No more than 4 military units (and any number of Generals/Caesar) per Galley adjacent to the destination province may be moved.
- Units may not be moved before embarking.

Land Battle

Declare

May only attack non-Allied units in the same province.

Commitment of galleys

Participants decide if they are committing any galleys in adjacent sea zones.

Allies commit troops

Allies of the participants may lend military units in the same province, or galleys in adjacent sea zones, to the battle. Allies cannot lend Conquest cards, units from a *Diplomacy* card, or cities/fortifications.

The battle

Form "battle armies" opposite each other. Battles are fought in rounds in which players roll dice and remove losses. At least one full round must be played before a player has an option to **retreat**.

Battle round

Each player rolls 3 dice.

- +1 die if General/Caesar from their Alliance in battle
- +1 if defender owns a city in the province
- + extra dice from *Army Training* cards

Each die that matches a unit type in the battle army results in one hit on the opponent's army.

Hits are limited by the number of units of that type in your army.

For each hit, the opponent removes one unit of his choice. Generals/Caesars cannot be eliminated.

Rolls and losses are considered simultaneous, unless the defender is defending a city, in which case he rolls first and the attacker's losses are determined before the attack.

Retreat

Following each round and beginning with the defender, players may retreat all of his units to a single adjacent province with no non-Allied military units (not counting Generals/Caesar) in it. If all military units are lost, Generals/Caesar must retreat, and may retreat to *any* adjacent province.

Chaos

The loser of the battle (not allies) gains 2 Chaos points.

Naval Move/Naval Battle

Player may move any **Galleys to a single destination sea zone.** This move cannot be blocked.

Player may also declare a naval battle as part of the same action, *after the move.*

One die is rolled for each Galley in the 'battle navy'.

- Land units may not participate
- Galleys do not retreat
- Battles last a maximum of 3 rounds
- + extra dice from *Naval Training* cards

Chaos

The loser of the battle (not allies) gains 2 Chaos points.

Pass

A player may choose to pass a round.

Senator Cards

Each player begins the game with **Senator** cards totalling 6 votes.

Additional Senator cards may be chosen when they become available (and kept for the remainder of the game) or taken from other players by the use of *Bribe Senator* cards.

The Senate vote

A player may use a Senate Vote card once each Campaign Season. This does not count as an action but must be done during the player's normal turn.

Multiple Senate votes from different cards may be called by a single player during his turn.

The player says "*I am calling a Senate Vote on ...*" whatever the card states. He then begins the vote by displaying one or more Senator cards (or he may *pass*).

Clockwise, following players **raise** the vote or **pass**. The vote ends when all players have passed.

The highest bid wins the vote, pays in Senator cards (cards must equal the bid—they are removed from play) and receives the benefit on the Senate card immediately.

Players who did not win reclaim their Senator cards.

The player with the most influence in Italia gains one random Senator card out of the cards paid by the winner.

Ending the Game

At the end of 4 Campaign Seasons the player with the most Victory Points wins.

In a tie, the tied player with the most Influence tokens wins.



Campaign Season Sequence

1. Place (2x #players) Province tokens
2. Make available (2x #players) Conquest cards
3. Determine alliances / player order
4. Place starting units (1st season only)
5. Player actions (2 per player per round)

After 4 rounds play goes to next Phase.
6. Taxes and upkeep

5 Talents per influence token on board.
10 Talents if they own a city in the province.

7. Victory Points and Chaos

First number: VP to player with most Influence tokens
Second: VP to player with second-most.

Each city owned by a player: -3 CP

Most CP: -10 VP

Second-most CP: -5 VP

8. End of season

Round marker to starting position.

Campaign Season marker ahead one.

Multi-use cards turned face up for re-use.

Diplomacy cards returned to available cards face up.

Player Actions

a. Buy a Conquest Card

Once per round



Immediate Use



Diplomacy



Senator



Multi-use

No Symbol: effects last rest of the game.

b. Recruit

2 CP

Place in province/adjacent sea zone with at least one Influence token and a General or Caesar.

Infantry	5	Galley	15	Catapult	15
Cavalry	10	General	20		

c. Buy Influence token

10 Talents

General present: 1 token. **Caesar present:** 2 tokens.

If an owning military land unit is present, buy prevented.

d. Special Tax (5-25 Talents) 1 CP per 5 Talents

e. Move Land Units

From a single province containing a General/Caesar any number of contiguous provinces. Must stop in province occupied by a non-Allied military unit.

- non-Allied Galleys in the sea zone stop 'arrow' move.

Sea move from a province adjacent to a sea zone to any other province adjacent to a sea zone with a Galley in it.

- max 4 units (+ any number of Generals/Caesar) per Galley adjacent to the destination province.
- No unit move before embarking.

f. Land Battle

- Commit galleys?
- Allies lend units?

One full round must be played before option to retreat.

Roll 3 dice each

- +1 die for General/Caesar from Alliance in battle
- +1 if defender owns a city in the province

Hit = each die matching a unit type in your battle army.

Attacks simultaneous unless defender is defending a city in which case he attacks first.

May retreat all units to Allied adjacent province. If all military units are lost, Generals/Caesar must retreat to any adjacent province.

g. Naval Move/Naval Battle

Move any Galleys to any single destination sea zone and may then declare a naval battle.

Roll 1 dice for each galley

- No retreat; battles last a maximum of 3 rounds

The loser of a land OR naval battle gains 2 CP.

h. Pass

Senate Vote

May use a Senate Vote card once per Campaign Season.

