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Game: **WARHAMMER 40,000: CONQUEST
THE CARD GAME**

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WARHAMMER 40,000 CONQUEST THE CARD GAME

SETUP

Each player selects a deck. When using the core set preconstructed starter decks, include all the cards from a given **faction**, and add 1 copy of each neutral card.

Place all the **token units**, **resource tokens**, and **damage tokens** in separate piles.

Place your **warlord** on the table in front of you, **hale** side up, in your **headquarters** (HQ) area. Then shuffle your deck and place next to your warlord. Each player takes a **command dial**.

Shuffle the 10 **planet cards** and deal 7 of them in a line, facedown, between the players. Remove the remaining planet cards from the game without looking at them.

Randomly determine which player takes the **initiative token** and starts the game. This player turns the first 5 planets **faceup**, starting with the planet furthest to his left, then places the **first planet token** on the planet furthest to his left.

Draw a number of cards from the top of your deck equal to your warlord's **starting hand size** (the left number at the bottom of your warlord card). You may take 1 *mulligan* if you do not like your starting hand.

Take **resources** from the token bank equal to your warlord's **starting resources** (the right number at the bottom of your warlord card) and place them in your **resource pool**.

If the text on a card directly contradicts the text of the rules, the text on the card takes precedence.

THE GAME ROUND

The game is played over a number of **rounds**, each of which consists of 4 **phases**:

1. DEPLOY

Starting with the player with initiative, players alternate taking deployment turns. On a deployment turn, do *one* of the following:

- **deploy** 1 card from your hand
- **use 1 'Action:' ability** on a card
- **pass**

You can take no more deployment turns this phase when you pass. Your opponent may continue to take deployment turns until he also passes. When both players have passed the deploy phase is complete.

When you **deploy** a card pay its **resource cost** (upper left corner) by moving **resource tokens** equal to the card's cost from your resource pool to the token bank.

Army unit cards must be deployed on your side of the table at one of the faceup planets.

Attachment cards must be attached to (under or adjoining) another card, element, or area, as specified by the attachment.

Support cards must be placed in your HQ area and remain there unless removed by an ability.

Event cards specify when they may be played. Pay their cost, resolve their ability, then place them in your discard pile.

Cards enter play in a **ready** position (upright). To make an attack, or to use certain card abilities, **exhaust** a card (rotate it 90°). This indicates that the card has been used; it may not exhaust again until it is **readied** by a game step or card ability.

2. COMMAND

Step 1: Commitment

Each player secretly selects a number on his **command dial**. The first planet corresponds to 1 on the dial; each subsequent planet corresponds to the next number.

Simultaneously reveal both dials. Each player simultaneously moves his **warlord** and **all units currently at his HQ** to the chosen planet.

Warlord units arrive in their current **state** (*ready* or *exhausted*). Other units committed with the warlord are exhausted when they arrive (already exhausted units also arrive exhausted).

Step 2: Command Struggles

Starting with the first planet and proceeding in order down the line of faceup planets, resolve each planet's **command struggle**.

If only one player has a ready warlord at a planet, that player automatically wins that planet's command struggle.



If each player or neither player has a ready warlord at a planet, the player with the most **command icons** on ready units at the planet wins that command struggle. On a tie, no one wins.

When you win a command struggle, you may take both, either, or none of that planet's **resource and card bonuses**. If no one wins, ignore these bonuses.

3. COMBAT

During the combat phase, **fight a battle at the first planet, then at each planet** (after the first planet) **at which at least 1 warlord is present**, proceeding in order down the line of faceup planets.

Fighting a Battle

During a battle, you have **initiative** if your warlord is present at the planet at the beginning of the battle (the initiative token does not change hands).

If both, or no, warlords are present at the beginning, the player with the initiative token has the initiative during that battle.

A battle is fought over a series of combat rounds. At the beginning of the *first* combat round (only), there is a **ranged skirmish**. Starting with the player with initiative and then alternating between the players, a player either **attacks** using a ready unit with the *Ranged* keyword, or **passes** if he cannot attack with a *Ranged* unit.

If a player has passed, his opponent continues to make ranged attacks until he must also pass. When both players have passed the ranged skirmish is complete.

For the remainder of this combat round and for all future combat rounds in this battle, starting with the player who has initiative and then alternating between players, a player **attacks** using a ready unit, or **passes** if he cannot attack.

If a player has passed, his opponent continues to make attacks until he must also pass. When both players have passed the combat round is complete.

At the end of a combat round (usually, when all units at the planet are exhausted), **each unit at that planet readies simultaneously**. Each player (starting with the player with initiative for the battle) has one opportunity to **retreat** any number of his units from the battle, moving them to his HQ area, exhausted. Then a new combat round begins.

Each opportunity to attack or pass during a battle is called a player's **combat turn**.

If it is your combat turn, and your opponent has no units at the planet hosting the current battle, the battle ends, and you have won the battle. If neither player has units remaining at that planet, the battle ends in a stalemate.

Making an Attack

- 1. Declare attacker.** The attacking player chooses 1 ready unit he controls at the planet, and exhausts it to attack. A unit with 0 ATK may still be declared as an attacker.
- 2. Declare defender.** The attacking player chooses an enemy unit at the planet, and declares this attack is against it.
- 3. Resolve attack.** Deal damage equal to the attacker's **attack value** (ATK) to the defender.

Dealing Damage

- 1. Assign damage.** Place **damage tokens** equal to the amount of damage dealt next to each unit being damaged.
- 2. Shields.** For each damaged unit, its controller may discard 1 **shield card** from his hand to prevent an amount of damage to that unit up to the number of **shield icons** on the card. Return prevented damage to the token bank.
- 3. Take damage.** Any assigned damage not prevented or reassigned is placed on each unit, up to the unit's remaining **hit points** (HPs). Excess damage is ignored.

Shields

Each time a unit is dealt damage, only 1 shield card can be used. If a shielding effect is canceled, the shield card is still used. Shield icons cannot be split amongst multiple units.

Damage to multiple units is assigned simultaneously. The player with the initiative has the first opportunity to use a shield, followed by alternating shield opportunities until both players pass. Then place all damage on the units simultaneously.

Indirect Damage

Total **indirect damage** dealt is divided and assigned among units you control however you choose. You cannot deal more damage to a unit than it has HPs remaining, and any indirect damage that cannot be dealt is ignored. Once assigned, indirect damage is treated as any other form of damage dealt.

Damaged Units

If an army unit has as much or more damage on it as it has HPs, it is destroyed and placed in its owner's discard pile. If a token unit has as much or more damage on it as it has HPs, it is destroyed and returned to the token bank.

If a **hale** warlord has as much or more damage on it as it has HPs, it is defeated. Place it in its owner's HQ area on its **bloodied** side, exhausted. When a warlord is bloodied, all damage tokens from the hale side are removed, but any attachments remain attached.

Winning a Battle

When you win a battle at a planet, you *may* choose to resolve that planet's **Battle** ability.

When you win a battle at the first planet, you also place that planet in your **victory display**. Place your surviving units at that planet in your HQ area, maintaining the ready or exhausted state they were in at the end of the battle. The first planet token is placed in the area just vacated by the planet (it does not yet move to the next planet).

If the battle at the first planet ends with neither player having a unit there, neither player wins the planet and it is removed from the game.

When you win a battle at any other planet, if your warlord was committed there it returns to your HQ area in its current ready or exhausted state. The planet remains in play, and other surviving units remain at that planet, also in their current state.

Warlord Retreat

A player's warlord may exhaust to **retreat** from a battle any time it would exhaust to attack. Place the exhausted warlord in your HQ. This ends your combat turn, and the other player takes the next combat turn. Only warlords may retreat in this manner.

4. HEADQUARTERS

- Place the first planet token on the leftmost faceup planet (from the perspective of the player who started the game with the initiative token). This is the new **first planet**.
- Reveal the leftmost facedown planet, if any remain.
- Each player **draws 2 cards**.
- Each player **takes 4 resources** from the token bank.
- Each player **readies all exhausted cards** he controls.
- Pass the initiative token** to the other player.

WINNING & LOSING

Each planet has 1, 2, or 3 type symbols in its upper left corner: **material** (red), **strongpoint** (green), and **tech** (blue). You immediately win the game if you have 3 planets in your victory display that share a common type.

If your **bloodied** warlord has as much or more damage on it as it has HPs, it is defeated and you immediately lose the game.

If you have no cards in your draw deck, you immediately lose the game.

If both players fulfill a winning condition simultaneously, the game ends in a tie. If the battle for the last planet ends with neither player winning the game, the player who most recently added a planet to his victory display wins. If neither player has done so during the entire game, the game ends in a tie.

OTHER RULES

Attachment Cards Any number of **attachments** may be attached to a game element. If a card with an attachment leaves play, discard the attachment. If an attachment becomes not legally attached, discard it. An attachment a player controls remains under his control even if the element it is attached to is under his opponent's control.

Blank If a card's text box is **blanked** by an effect, that text box is treated as if it did not have any of its printed text. Text gained from another source is not blanked.

Cannot Be Damaged Such a card cannot have damage assigned, dealt, reassigned, or moved to it, and it cannot be chosen to take damage or as the target of an effect that would damage it.

Any pre-existing damage on a unit that *gains cannot be damaged* remains on the unit. The card can still be driven from play by non-damaging effects such as sacrifice, destroy, and discard.

Card Effects A **card effect** is any effect that arises from the resolution of ability text printed on or gained by a card. A card ability can only be initiated if its effect has some potential to change the game state, and its cost (after modifiers) has the potential to be paid in full.

A card ability may be initiated if all or part of its effect is able to resolve. Once initiated, players must resolve as much of an effect as they are able, unless the effect uses the word *'may'*.

Costs: Paying The **resource cost** is the value that must be paid to deploy or play a card. Some abilities have a cost described in the ability text that must be paid in order to use the ability. An opponent's game elements may not be used to pay a cost.

If a cost requires a game element (and doesn't specify that the element be from an out of play area), the player paying the cost may only use game elements he controls to pay it.

If a cost requires a game element that is not in play, the player paying the cost may only use game elements he possesses in his out of play areas and/or his resource pool to pay the cost.

An ability's cost cannot be paid if the resolution of its effect will not change the game state.

Discard Pile and Victory Display Each player's discard pile and victory display is open information and may be looked at by any player at any time. The order of the cards may not be altered unless a player is instructed to do so by a card effect. If multiple cards are discarded simultaneously, the owner of the cards may place the cards into his discard pile one at a time in the order of his choosing.

Doubling and Halving Modifiers Resolve all additive and/or subtractive modifiers before applying any doubling and/or halving modifiers. Unless otherwise specified, fractional values are always **rounded up** after all modifiers have been applied.

Event Cards When you play an event card, pay its cost, resolve its ability, then place the card in your discard pile.

If an event card creates a lasting effect on the game, only cards in play at the time the event card is played may be affected.

If the effects of an event card are canceled, the card is still considered to have been played: its cost remains paid and only the effects have been canceled.

In Play and Out of Play The unit, support, and attachment cards that a player controls in the play area (at planets or at his HQ) are *in play*. Faceup planet cards are in play but are not under the control of either player.

The cards in a player's hand, his deck, his discard pile, facedown planets, and those in a victory display are *out of play*.

Card abilities only interact with and target cards in play, unless the text specifically refers to an out of play area. Card abilities can only be initiated or affect the game from an in play area unless they specifically refer to being used from an out of play area, or require that the card be out of play for the ability to resolve. Play restrictions and permissions are an exception that may affect how a card may or may not be deployed or used.

A card enters play when it moves from an out of play origin to a play area. A card leaves play when it moves from a play area to an out of play destination.

Limit 1 Relic per Player Each player cannot control more than 1 card with the **Relic** trait at any time. If you control a Relic, you cannot attempt to deploy or put another Relic into play, and if you ever have more than 1 card with the **Relic** trait in play under your control, you must choose and discard cards with the Relic trait your control until only 1 remains.

This is not a deckbuilding restriction: you may have multiple cards with the Relic trait in your deck.

Limits and Maximums Limit once per X appears on cards that remain in play through the resolution of their effect. Each copy of an ability with such a limit may be used once per each period of X.

Max 1 per X appears on cards that do not enter or remain in play through the resolution of their effect. The maximum refers to all copies of that card, by title. Initiating an ability on such a card counts towards the maximum on all copies of that card.

All limits and maximums are player specific; if one player meets a limit or maximum, his opponent is still eligible to meet the same limit or maximum if he is able to do so.

If an effect with a limit or maximum is canceled, the card is still considered to have been played or the ability initiated, and it counts towards the limit or maximum.

Moving Damage Moved damage bypasses all damage prevention and reassign opportunities, and is placed directly upon the card to which it has been moved.

Mulligan Draw After you draw your starting hand during setup, you have the option to declare a **mulligan** draw. Reshuffle your starting hand into your deck and draw a new starting hand. You must keep your second hand.

Ownership and Control A card's **owner** is the player whose deck held the card at the start of the game. A card's **controller** is the player who currently controls the card. If a card that has changed control leaves play, place it in its owner's equivalent out of play area.

Priority of Simultaneous Resolution If a single effect affects both players simultaneously, but the players must individually make choices to resolve the effect, the player who initiated the effect chooses first. If 2 or more effects resolve simultaneously, the player with the initiative determines the order of resolution.

Put into Play Some card effects may cause a card to be *'put into play'*. This moves the card directly into play from an out of play state. Its deployment cost is not paid. Unless otherwise instructed by the effect, cards that enter play in this manner must satisfy the rules of deploying the card.

Reassign When damage is **reassigned** by an effect, it is dealt to a new recipient instead of to the original recipient(s). Damage reassigned once may not be reassigned a second time before the damage is taken. Only damage that is being assigned may be reassigned; damage already on a unit cannot be affected.

Replacement Effects A **replacement effect** replaces the handling of one resolution with a different means of handling that resolution. After all interrupts to the original triggering condition have resolved and it is time to resolve the triggering condition itself, the replacement effect resolves instead.

If multiple replacement effects are initiated against the same triggering condition, use most recent replacement effect.

Rout A **routed** unit is returned to its controller's HQ area in an exhausted state.

Sacrifice When you must **sacrifice** a card, choose and discard a card in play that you control and that matches the requirements of the sacrifice. A warlord cannot be sacrificed.

If the chosen card does not leave play, the sacrifice is not considered made. Sacrificing a card does not destroy the card, and destroying a card does not sacrifice it.

Search When you must **search** for a card, you may look at each of the cards in the searched area without revealing them to your opponent. If you find one that meets the eligibility requirements, you *may* add it to the game area indicated by the search instructions. If a search effect adds a card with specified characteristics to a hidden game area, you must reveal the card to your opponent to verify that the card is eligible.

Set When a value is **set** to a specific number, the set modifier overrides all non-set modifiers. If multiple set modifiers are in conflict, use the most recently resolved set modifier.

Switch To resolve the **switch** effect, switched items must exist on each side of the switch. A value of 0 may be switched, but a null entry for the pertinent value field cannot be switched.

Target A game element must be chosen as the subject or recipient of an effect. The controller of a targeting effect chooses all of its targets unless otherwise specified. If there is no valid target for a targeting effect, the ability cannot be initiated.

Token Units These miniature cards are not a part of your deck and are used only as indicated by other abilities. You cannot have more than 10 token units of each given type (by title) in play at any given time. If there are not enough of a type in the token bank, use a facedown token unit of another type as a proxy. Token units that leave play are returned to the token bank.

Unique You cannot play, put into play, or take control of a **unique** card if you already control or own an in-play copy of that card.

The letter "X" Unless specified by a card ability or granted player choice, the letter X is always equal to 0.

WARHAMMER 40,000 CONQUEST THE CARD GAME

1. DEPLOY PHASE

Starting with the player with **initiative**, each player deploys a card, initiates an action, or passes. When both players have passed the step is complete.

2. COMMAND PHASE

Each player secretly selects a number on his **command dial** and dials are simultaneously revealed.

Simultaneously reveal both dials. Each player simultaneously moves his **warlord and all units currently at his HQ** to the chosen planet.

Resolve command struggles, starting with the first planet and continuing in line order until a command struggle has been resolved at each faceup planet where a warlord is present.

ACTION WINDOW

3. COMBAT PHASE

ACTION WINDOW

Resolve battle at first planet (*see Battle Resolution*).

ACTION WINDOW

Check for additional battle at next planet. Resolve battle if required. Repeat loop until each planet is checked.

ACTION WINDOW

4. HEADQUARTERS PHASE

ACTION WINDOW

Place the **first planet token** on the next planet in line. The next facedown planet is revealed, if applicable.

Each player **draws 2 cards**.

Each player **gains 4 resources**.

Each player **readies** all cards he controls.

Pass the initiative token to the other player.

BATTLE RESOLUTION

Determine **initiative**.

Ranged skirmish begins.

ACTION WINDOW

Player with initiative takes a **ranged combat turn**.

ACTION WINDOW

Other player takes a **ranged combat turn**.

ACTION WINDOW

Repeat loop if any ready *Ranged* units remain. Otherwise, ranged skirmish ends.

ACTION WINDOW

Player with initiative takes a **combat turn**.

ACTION WINDOW

Other player takes a **combat turn**.

ACTION WINDOW

Repeat loop if any ready units remain.

End combat round. Ready all units in the battle. Players may retreat units. Repeat loop.

ENDING THE BATTLE

If, at any time, a unit would attack but there are no enemy units in the battle, the battle ends with the player who controls the would-be attacking unit winning the battle.

Battle ends in a **stalemate** if either:

- it is a player's combat turn but neither player has units remaining in the battle.
- a player calls for a stalemate check at the beginning of a combat round, and 3 combat rounds then end with identical game states.

CARDS

ABILITIES

All card abilities fall into one of the following types: **actions**, **battle abilities**, **constant effects**, **interrupts**, **keywords**, and **reactions**. Some reactions and interrupts may also be **forced**.

Actions

'**Action**' abilities can only be initiated by a player during an action window. You may initiate an action ability from:

- A unit, support, or attachment card that is in play and under your control.
- An event card in your hand.
- An out of play card you own with an ability that specifies it triggers from an out of play state, or requires the card to be out of play to resolve.

Action effects with a phase name can only be initiated during an action window in that phase.

An action must be resolved completely before the next action can be initiated.

Battle Abilities

A player who wins a battle at a planet has the option of triggering that planet's **Battle** ability.

Constant Effects

Cards that announce an effect with no bold trigger are **constant effects**, and become active as soon as the card enters play, remaining active as long as it is in play.

Interrupts

'**Interrupts**' may be executed when the specified triggering condition occurs. They resolve just *before* their triggering condition occurs, sometimes canceling or changing that condition's resolution.

Multiple interrupts may be executed from the same triggering condition. The player with the initiative has the option to use an ability that interrupts a given trigger, then interrupt opportunities for that trigger alternate back and forth between players until both have passed.

Once the opportunity to interrupt has been passed by both players, that trigger condition resolves (if its effects have not been canceled), and further interrupts to that specific condition cannot be used.

Forced

Some interrupt and reaction effects are **forced** and must be resolved immediately whenever their specified trigger occurs.

Forced interrupts take priority and resolve before nonforced interrupts, and forced reactions take priority and resolve before non-forced reactions.

Reactions

'**Reactions**' may be resolved after the specified triggering condition occurs.

Multiple reactions may be executed from the same triggering condition. The player with the initiative always has the first opportunity to use an ability in reaction to a given trigger, then reaction opportunities for that trigger alternate back and forth between players until both have passed.

Once the opportunity to react has been passed by both players, further reactions to that specific trigger condition cannot be used.

KEYWORDS

Ambush You may, as an action during the combat phase, deploy this card from your hand, paying its cost and following standard deployment rules.

Area Effect When this unit declares its attack against a defender, it may deal damage equal to its AE value to each enemy unit at that planet *instead* of declaring the attack against a single enemy unit.

This damage is dealt by a card effect (not by the attacker's attack) *while* the unit with AE is attacking. After the AE ability has resolved, the attack is over.

Armorbane While this unit is attacking, the opposing player cannot use shields to prevent damage.

Bloodied This keyword cannot be removed from a card's text by a blanking effect, its effects cannot be canceled, and it cannot be gained by another ability.

Brutal The unit increases its ATK value by 1 for each damage on it.

Flying When this unit is attacked by a unit that does not have this keyword, halve the damage (round up) that is dealt before it is assigned.

Limited No more than 1 card with this keyword can be deployed/played by each player each round. Limited cards put into play via card effects bypass and are ignored by this restriction.

Mobile After the combat phase begins, before any reactions to the beginning of the phase, each unit with this keyword may move to an adjacent faceup planet. If there are multiple *Mobile* units in play, the player with the initiative resolves each of his *Mobile* units first.

No Attachments The card cannot have attachment cards attached. If a trait is specified, the card cannot have attachments of the specified trait, but it can have attachments that do not possess that trait.

Ranged This card may attack during the ranged skirmish in the first combat round of a battle in which it is participating.