

The Official Rules of Conquest

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1 General

A game of Conquest is called a war, and players of the game are called commanders. In a war, a physical card is called a resource, a hand of cards is an arsenal, and a deck of cards is a domain. When a commander draws a card from his or her deck, he or she is said to acquire a resource from his or her domain.

Wars take place according to a turn-based structure, where each turn is called a term. After a term finishes, the next commander clockwise begins the next term.

Two or more commanders may participate in a war at a time.

1.1 Domain Construction

Domains must include at least fifty resources. There is no limit to how many resources a domain can contain.

Domains can include an unlimited number of unaligned resources (city, village, mine, channel).

Domains can include no more than three copies of the same aligned resource.

A domain can include resources from one alignment in each of the following three groups:

1. Chaos, Order
2. Industrial, Natural
3. Air, Earth, Fire, Water

(ex. A commander could construct a domain containing chaos, industrial, and air.)

1.2 Encampment

A commander's encampment is represented by the top resource of his or her domain.

An encampment is a location that begins a war active, with the abilities 'income: 2g2m and acquire 2 resources' and 'units in this location get 0/+10'.

Encampments cannot be upgraded or ruined.

1.2.1 Health

Each encampment begins a war with 95 health.

Anytime an encampment is dealt damage, its health is decreased by that amount.

When an encampment's health is reduced below 0, its commander is forced into surrender.

1.3 Numbers

Legal values for health, strike, and armor are integer multiples of 5 ($-5n, \dots, -10, -5, 0, 5, 10, \dots, 5n$).

Legal values for damage are positive integer multiples of 5 (5,10,...,5n). Non-positive ($-n,\dots,-1,0$) values of damage are not considered damage.

All other values in Conquest are nonnegative integers (0,1,2,...,n).

1.4 Gold and Mana

Each commander has his or her own set of gold and mana.

Gold and mana are used to pay costs.

On a resource, an amount of gold is represented by Xg , and an amount of mana is represented by Xm , where X is a nonnegative integer. (*ex. The effect 'gain 5g' makes a commander gain 5 gold.*)









1.5 Resources




Resources consist of two scrolls in which all of a resource's qualities are defined.

The first line of text on the upper scroll denotes what action is performed with the resource, the cost required to perform the action, and the direction of the action's effects. The action performed with a resource may either be one of the standard actions, or the resource may provide its own action.

Subsequent lines of text on the upper scroll denote what abilities and actions the resource has, or what effects it creates. On units, the final line of text on the upper scroll denotes strike and armor, written as strike/armor.

The text on the lower scroll denotes a resource's types.

The letter on the bottom left of the lower scroll denotes a resource's alignment; unaligned resources do not have such a letter. The alignments are: Chaos () , Order () , Industrial () , Natural () , Air () , Earth () , Fire () , and Water () .

The expansion symbol in the bottom right corner of the lower scroll denotes which Conquest expansion the resource comes from, as well as its rarity. The expansion Ascension has the rarities of common () , uncommon () , and rare () .

1.5.1 Acquiring Resources

To acquire a resource is to add it to one's arsenal.

Unless otherwise specified, a commander acquires resources from his or her own domain.

When a commander 'acquires a resource,' he or she acquires the top resource of his or her domain.

When a commander acquires 'something,' he or she can search his or her domain for a resource containing the text 'something,' reveal it to all other commanders, and add it to his or her arsenal (see [section 1.5.2](#) (references) for details on how resources are specified). Afterwards, he or she shuffles his or her domain.

When a commander acquires 'any resource' he or she can search his or her domain for any resource and add it to his or her arsenal. He or she does not reveal the resource to other commanders, but does shuffle his or her domain.

1.5.2 References

When a resource refers to ‘this resource,’ where ‘resource’ is the resource’s type, it refers to itself. (*ex. When a unit refers to ‘this unit’ it is referring to itself.*)

When an item refers to ‘this unit,’ where ‘unit’ is the unit’s type, it refers to the unit equipped with it.

When an upgrade refers to ‘this location,’ it refers to the location upgraded by it.

When a resource refers to ‘something,’ it refers to any resource that contains all of the text ‘something.’ (*ex. “Acquire a defender” allows a commander to search his or her domain for a resource that contains the word ‘defender’ in either its upper or lower scroll. Thus, ‘defender’ could be part of an action’s effects, a resource’s name, a unit’s type, etc.*)

When a resource refers to ‘something with multiple words’ it refers to any resource that contains all of the given words, in any order or arrangement. (*ex. An effect reading “acquire a fireball blast” would allow a commander to search his or her domain for resources containing the phrases: ‘fireball blast,’ ‘blast fireball,’ ‘blast it with a fireball,’ ‘giant fireball blast,’ etc.*)

1.6 Starting a War

To begin a war, all commanders shuffle their domains and acquire seven resources to form their initial arsenals.

The winner of a mutually agreeable random method (coin flip, dice roll, etc.) chooses who takes the first term. If the same group of commanders is involved in multiple wars, any commander who won the previous war may not choose who takes the first term.

Once it is determined which commander will take the first term, all commanders have a chance to regroup. Once all commanders decide not to regroup anymore, the first commander’s first term begins. Once the first commander’s first term begins, commanders can no longer regroup.

The commander who takes the first term acquires no resources for income and skips his or her barter phase on the first term.

1.6.1 Regroup

To regroup, a commander shuffles his or her arsenal into his or her domain and acquires a new arsenal.

A commander acquires one less resource for each regroup after the first regroup.

A commander with one resource in his or her arsenal may not regroup.

1.7 Ending a War

A war ends either in the declaration of a winner or in a draw. If a war ends in a draw, there is no winner.

When a commander surrenders or is forced into surrender, he or she removes all ally resources from the war and leaves the war. The other commanders continue the war.

A commander wins a war when all other commanders have either surrendered or been forced into surrender.

1.7.1 Time Limit

The time limit in a war is forty-five minutes.

After the time limit is reached, commanders take five terms in addition to the current term.

At the end of the fifth additional term, the commander of the encampment with the most health wins the war. If multiple encampments have the same health, their commanders draw.

2 Regions

2.1 Changing Regions

Anytime a resource is ruined, banished, put in an arsenal, put in a domain, or set aside, it changes regions. A resource is only considered to have changed regions if it successfully enters the new region. (*ex. If an effect replaces the ruination of a resource, the resource does not change regions to the ruins.*) (See [section 6.4](#) (cost) for how changing regions affects costs.)

If a resource changes from an inactive to active region, it becomes active.

If a resource changes from an active to inactive region, it becomes inactive.

When a resource is set aside it exists outside the war, in no region. When a resource returns to the war, it returns in the region it left from. If a unit would return to a location that no longer exists, it is returned to the battlefield instead. Units return to the war with base health, and in the same state (see [section 3.2.2](#) (state)) they left in.

2.2 Active Regions

After being annexed, a location creates its own active region.

Resources in a location or in the battlefield are active.

Each location is adjacent to the battlefield; locations are not adjacent to each other. (See [section 5.6](#) (range) and [section B.7](#) (move) for the importance of adjacent regions.)

2.3 Inactive Regions

Each commander has his or her own set of inactive regions: arsenal, domain, ruins, and void.

Resources in an inactive region are called inactive.

If an effect requires a commander to reveal resources from arsenal or domain, he or she must reveal them to the commanders described on the effect.

If a commander uses an effect to look at or choose a resource from another commander's arsenal or domain, only he or she may look at that commander's arsenal or domain.

2.3.1 Arsenal

A commander's arsenal contains his or her resources, represented by physical cards in his or her hand.

Anytime a commander acquires a resource, it goes into his or her arsenal.

Arsenals have a capacity of 10 resources. (See [section 4.7](#) (end of term phase)).

Commanders can count the number of resources in an arsenal at any time.

2.3.2 Domain

A domain is a single, face-down pile of resources.

Commanders cannot acquire resources from domains other than their own.

The last resource in a domain cannot be acquired or banished.

Commanders cannot reorder a domain unless an effect requires a commander to do so.

Anytime a domain is shuffled, a non-ally commander may shuffle or cut the domain afterwards.

2.3.3 Ruins

A commander's ruins are a single, face-up pile next to his or her domain.

Anytime a resource is ruined, it goes to its commander's ruins.

Commanders can view or count the resources in a ruins at any time.

A commander can reorder his or her ruins at any time.

2.3.4 Void

A commander's void is a single, face-up pile next to his or her ruins.

Anytime a resource is banished, it goes to its commander's void.

Commanders can view or count the resources in a void at any time.

A commander can reorder his or her void at any time.

3 Active Resources

3.1 Placement and Positioning

Resources must be kept such that all attributes by virtue of their positioning are obvious.

A commander's domain/encampment should be aligned horizontally, wider than tall, and placed behind other resources.

A commander's ruins should be placed to the side of his or her domain. A commander's void should be placed to the side of his or her ruins.

A commander's active locations should be aligned horizontally, in a horizontal line with his or her domain, extending on the opposite side of his or her ruins and void.

The standard alignment of units, upgrades, items, and conditions is vertical, so that such resources are taller than wide.

Units in a location should be just in front of a location. They may expand left and right as long as it is still clear what location they are in.

The battlefield is the area in front of units in locations.

Conditions should be placed to either side of the battlefield.

Able units should be aligned vertically, unable units should be turned 45 to 60 degrees to the right, and units on guard should be turned 90 degrees to the left.

Mounted units should be stacked above their mounts.

Upgrades should be stacked above or under the location they upgrade, but in such a way that all of the resources are visible.

Items should be stacked above or under the unit equipped with them, but in such a way that all of the resources are visible.

3.2 Units

A resource with type 'mercenary' or 'creature' is a unit.

Anytime a unit becomes active, its health becomes its base health, and it is unable.

Only active units have health and a state.

Units cannot be in non-ally locations.

A unit's base strike and armor are equal to the strike and armor values written on that unit.

A unit's strike and armor are its base strike and armor plus all modifications to them from effects.

3.2.1 Health

A unit's base health is equal to its armor. If a unit's armor is negative, its base health is 0.

A unit's health is equal to its base health minus all damage dealt to it, plus all health gained by it.

If a unit would gain health that would cause its health to exceed its base health, it gains health so that its health is equal to its base health instead.

Anytime a unit's health is reduced below 0, it is ruined.

3.2.2 State

At all times, a unit is either able or unable.

A unit may be unable multiple times. Counters or dice should be used to indicate the number of times.

When a unit is enabled, the number of times it is unable is decreased by one, unless a number of times is stated. A unit that is unable zero times is able. Enabling an able unit does nothing.

When a unit is disabled, the number of times it is unable is increased by one, unless a number of times is

stated.

While on guard, units gain armor equal to their base armor and cannot counterattack. A unit on guard is unable.

Anytime a unit on guard is enabled, it is no longer on guard. It either becomes able or remains unable, depending on the number of times it was unable.

Anytime a unit on guard is disabled, it remains on guard, but the number of times it is unable is increased by one.

3.2.3 Equipment

A mercenary can simultaneously be equipped with up to one weapon, shield, armor, and helmet, as well as any number of accessories. Anytime a mercenary would be equipped with an item so that it has a collection of items that do not conform to this standard, instead banish the item that would equip it.

Items may have restrictions on which types of units can be equipped with them. This restriction is stated in the direction of an item, but also denotes whether or not a unit can be equipped with an item at all. Anytime a unit would be equipped with an item it cannot be equipped with, banish the item instead. (*ex. An item reads: 'Pay 2g to equip a warrior with a sword.' When a commander performs the action equip, he or she can only equip a warrior in an ally location with this item. Afterwards, a unit can only transfer the item to another warrior. If some effect would cause a non-warrior mercenary to be equipped with the item, it is banished instead.*)

Warriors can be equipped with an additional weapon instead of a shield; ie. a warrior can be equipped with either two weapons or a weapon and a shield.

Two-handed weapons are equipped as both a weapon and a shield.

If an item has multiple subtypes, it is equipped as an item of all of those subtypes. (*ex. If an item has type 'Item - Armor Helmet Shield,' a unit equipped with it cannot equip another armor, helmet, or shield.*)

3.2.4 Mounted Units

After a unit mounts, it becomes mounted, and the unit it is mounted on is called its mount. The mounted unit and its mount form a single unit.

The strike and armor of the mounted unit is increased by the strike and armor of its mount.

The mounted unit gains all abilities and actions of its mount. All references to 'this unit' on the mount refer to the mounted unit.

While a unit is a mount, it is not a unit, has no state, and loses all abilities and actions. Only the mounted unit acts, has health, and can have effects directed at it.

When a mounted unit changes regions, its mount changes to the same region.

When a mount is dismounted, it has its base health, and it retains the state and region of the unit that was mounted on it. The unit that was mounted on it has its base health minus all damage that was dealt to the mounted unit.

If a mounted unit is dismounted during an engagement, both units remain in the engagement, and are both considered to be engaging all units the mounted unit was engaging. This creates an engagement involving more than two units. (See [section 8.1.1](#) (nonstandard engagements)).

3.3 Items

An item can only equip a single unit at a time.

Items exist in the same region as the unit they equip.

Actions on an item can only be performed by the unit equipped with it, if such a unit exists.

3.4 Locations

Locations exist in the regions they create. (See [section 2.2](#) (active regions).)

A commander may have up to four active locations at a time. If a commander has four active locations, and another location would be annexed for that commander, banish it instead.

Anytime a location is dealt damage, the commander of the source of that damage ruins an upgrade upgrading that location. If there are no upgrades upgrading the location, the location is ruined.

If a location becomes inactive, all units that were in that location are moved to the battlefield, and any of these units that were able are disabled.

A location's level is the number of upgrades upgrading it.

Any ability on a location that contains 'on level X' is ignored unless the location is level X or higher.

Locations can be upgraded to a maximum of level 3. Anytime a location is upgraded to a level beyond its maximum level, its commander ruins upgrades upgrading it, until it is at its maximum level.

3.5 Upgrades

Upgrades upgrade locations and exist in the region of the location they upgrade.

An upgrade may only upgrade a single location at a time.

Any ability on an upgrade that contains 'on level X' is ignored unless the upgrade is upgrading a location that is level X or higher.

3.6 Conditions

After evoked, conditions exist in the battlefield.

3.7 Counters

Counters can only exist on active resources. If a resource becomes inactive, remove all counters from it.

Duration counters can only exist on conditions. (See [section 4.4](#) (condition phase).)

4 Term Structure

The commander whose term it is is called the campaigning commander.

Each term is structured by phases; all phases occur in the order listed in the following sections.

Once the campaigning commander has followed all actions necessary in a phase, that phase ends and the next phase begins.

During the barter and battlefield phases, the campaigning commander maintains priority after acting. (See [section 6.3](#) (priority).)

The barter and battlefield phases end when the campaigning commander waits. (See [section A.9](#) (wait).)

The campaign phase ends when all commanders wait consecutively during non-combat.

4.1 Enable Phase

The campaigning commander enables all of his or her unable units.

4.2 Investment Phase

The campaigning commander's mana is reduced to zero.

The campaigning commander gains income from ally resources. He or she gains all gold and mana, and acquires resources, as stated up to the highest level of the location. (*ex. A location with two upgrades upgrading it reads: 'Income: 2g; 1m on level 2; 1m on level 3.' For income its commander gains 2g1m.*)

The campaigning commander chooses whether or not to sustain ally units; all ally units he or she does not sustain are ruined.

4.3 Barter Phase

The campaigning commander gains priority, and chooses whether or not to barter any resources (see [section A.2](#) (barter)).

4.4 Condition Phase

The campaigning commander removes a duration counter from all ally conditions. Any ally condition from which a duration counter is not removed is ruined.

After removing duration counters the campaigning commander gains priority, and chooses whether or not to evoke any conditions.

4.5 Campaign Phase

Abilities that trigger at the beginning of the campaign phase trigger.

The campaigning commander gains priority, and takes the first action during the campaign phase.

4.6 Recovery Phase

Reduce damage dealt to and health gained by units this turn to zero. This does not constitute gaining or losing health.

4.7 Resolution Phase

All timed effects that apply for the duration of ‘this term’ end.

Abilities that were created this term end.

The campaigning commander banishes resources from his or her arsenal until it contains no more resources than its capacity.

After this phase ends, the term of the next commander clockwise begins.

5 Effects

5.1 Creation of Effects

Actions and abilities create effects.

When an effect is created, commanders make all decisions with regard to the effect. After all decisions are made, the effect resolves.

5.1.1 Simultaneous Effects

If effects would be created simultaneously, they are created in the order of their commanders, going clockwise, beginning with the campaigning commander, with all ally effects created simultaneously. (*ex. Unit A has the ability “anytime this unit would ruin a unit, banish that unit instead” and Unit B is equipped with an item that has the ability “anytime this unit would be ruined, ruin this item instead. If you do, this unit’s health is 0.” Assume that Unit A can deal enough combat damage to reduce Unit B’s health below zero. Normally, if these two units entered an engagement, Unit B would be ruined. However, the abilities on both Unit A and Unit B trigger when Unit B’s health would be reduced below zero. If Unit A attacked Unit B, meaning Unit A’s commander is the campaigning commander, then the effect of Unit A’s ability would be created first, and replace the ruination of Unit B with banishment. Afterwards, the effect of unit B’s ability would be created but would not resolve, because there is no effect for it to modify. On the other hand, if Unit B attacked Unit A, meaning Unit B’s commander is the campaigning commander, then the effect of Unit B’s ability would be created first, and replace the ruination of Unit B with the reduction of its health to 0. Next, the effect of Unit A’s ability would be created but not resolve, because there would be no effect for it to modify).*

If ally effects would be created simultaneously, their commander chooses the order they are created in.

Once the order that simultaneous effects will be created in is determined, the effects are created one at a time. After the resolution of an effect, the next effect is created.

5.2 Decisions

When an effect is created, its commander must pay all costs and choose all directions simultaneously.

Effects may require commanders to make decisions in addition to paying costs and choosing directions. Commanders must make all decisions if possible—commanders may not choose not to decide. Further, any directions chosen by commanders must be legal.

Decisions are made beginning with the commander who has priority. After that commander makes all decisions, the next commander clockwise makes decisions, and so on.

5.2.1 Direction of Effects

An effect can consist of indirected effects, directed effects, or both.

An indirected effect affects all things that meet a certain condition. (*ex. The effect ‘all commanders acquire a resource’ is indirected; anything that meets the condition of being a commander acquires a resource.*)

A directed effect depends upon chosen resources and/or regions, called the directions of the effect. (*ex1. The effect ‘deal 30 damage to a unit’ is directed at the unit it deals damage to.*) (*ex2. The effect ‘deal 10 damage to all units in a location’ is directed at a location, dealing 10 damage to all units in it.*)

An effect may choose the same direction multiple times, unless stated otherwise. The direction is affected the number of times it is chosen. (*ex. The effect ‘deal 30 damage to two units’ consists of two directed effects. If the same direction is chosen for both of these effects, a single unit can be dealt 60 damage - it is dealt 30 damage twice. Thus, any ability that triggered upon damage being deal would trigger twice.*)

Effects can only choose or affect active resources, unless a specific region is stated. (*ex. An effect that states ‘ruins all units’ only ruins active units. It does not ruin units in a domain, arsenal, etc.*)

5.3 Modification of Effects

After all decisions are made for an effect, it can be modified by other effects. It is possible that a modifying effect may replace the original effect completely with a new effect.

If an effect is modified, the modified effect resolves whenever the original effect would have resolved.

If an effect is modified, subsequent effects which would modify that effect must modify the modified effect. If it is impossible to modify the modified effect, the subsequent modifying effect does nothing. (See [section 5.1.1](#) (simultaneous effects).) (*ex. An effect ‘deal 10 damage to a unit’ triggers two abilities, creating the modifying effects ‘anytime this unit would be dealt damage, reduce it to 0 instead’, and ‘anytime a unit would be dealt damage, ruin it instead’. According to the rules of simultaneous effects, the effect reducing the damage to zero is created first. After this effect resolves, the unit is no longer being dealt damage. The second effect is created, but does not resolve because it must modify the modified effect of the unit being dealt 0 damage, to which it does nothing. Thus, the unit is not ruined.*)

5.4 Resolution of Effects

Effects resolve in reverse order of creation—the most recently created effect resolve first. (*ex. Suppose a unit with the ability “anytime this unit would be ruined, its health is 0 instead” is the direction of the effect “ruin a unit”. When the effect is created, it triggers the unit’s ability, which creates a modifying effect “the next time this unit would be ruined, its health is 0 instead.” The modifying effect resolves first, modifying the other effect to “a unit’s health is 0.” This effect resolves and the unit’s health becomes 0.*)

When an effect resolves, its indirect effects happen, as well as any directed effects with legal directions. Directed effects with illegal directions do nothing. (*ex1. The effect ‘deal 10 damage to all units in a location’ does nothing if the location it is directed at is ruined before the effect resolves.*) (*ex2. The effect ‘deal 10 damage to all units in the battlefield’ is indirected, as it does not depend on any chosen resource or region, so even if there are no units in the battlefield, the effect resolves. It deals 10 damage to all units in the battlefield, and since there are no units in the battlefield, it deals no damage.*)

Effects that depend on properties of their source use the properties of their source when the effect was created. Possible properties include region, range, health, etc. (*ex. A unit in the battlefield uses the action ‘ruin this unit: deal 10 damage to all local units.’ The effect of the action is created, and the unit is ruined in the decision to pay the cost of the action. Thus, upon resolution of the effect, the unit is no longer*

active, so not only is it no longer in the battlefield, but units are no longer considered local to it. Nevertheless, the effect deals 10 damage to all units in the battlefield, because they are local to where the unit was when the effect was created.)

Effects that depend on properties of anything other than their source use the properties with respect to when the effect resolves. (*ex1. A commander equilibrates. After creating its effects, equilibrate is ruined. When the effect resolves, the commander has one less resource in his or her arsenal than when the effect was created. This arsenal size is used by equilibrate.*) (*ex2. The effect 'deal 10 damage to all units in the battlefield' is created. Before it resolves, a unit is moved out of the battlefield into a location (by a triggered effect). Upon resolution, the effect deals 10 damage to all units that are currently in the battlefield, so it does not deal 10 damage to the unit that was moved.*)

If an effect requires excess of what is possible, only what is possible occurs. (*ex. All commanders lose 5g. If a commander only has 3g, that commander loses 3g only, as losing 5g is impossible.*)

5.5 Source

The source of an effect is the resource from which it originates.

The source of an effect created by an ability or action is the resource from which the ability or action originated.

When a unit deals combat damage (see [section 8.1](#) (engagements)), it is the source of that damage.

When a unit's health is reduced below zero, it is ruined by the source of the damage that reduced its health below zero.

5.6 Range

Range is the distance between a resource and the source of an effect.

Range is only applicable for active regions.

A resource is local if it is in the same region as the source.

A resource is distant if it is in the same region as the source, or in a region adjacent to it.

5.7 Types of Effects

5.7.1 Singular Effects

A singular effect does something once and has no duration. (*ex. Dealing damage, moving units, and acquiring resources*)

5.7.2 Timed Effects

A timed effect modifies the characteristics of resources or the rules of the war for a period of time.

All timed effects have a stated duration for the effect.

The resources affected by a timed effect do not change after the effect resolves. (*ex. The effect "all units in the battlefield get 0/+10 this term" continues to affect units that were in the battlefield when the effect*

resolved, even if the units leave the battlefield afterwards. Units that enter the battlefield after the effect resolved will not be affected).

5.7.3 Continuous Effects

Effects created by continuous abilities are continuous effects.

Continuous effects have no stated duration and end only when the source of the effect becomes inactive.

Continuous abilities create effects constantly, so the units affected by them are changed constantly. (*ex. A condition creates the effect “all units lose mount.” If a unit with mount is deployed after the effect was first created, it still loses mount.*)

5.8 Preference of Effects

If multiple effects conflict, the effect with greatest preference is followed.

If an effect forbids something, it takes preference over any effect that would allow that thing.

If effects grant or remove abilities or actions, continuous effects have the highest preference, in order of creation, beginning with the most recently created effect. Timed effects have the next greatest preference, in order of resolution, beginning with the effect that most recently resolved. (*ex. A commander evokes a condition with ‘all units lose mount.’ In the same term a commander casts a spell that creates the effect “a unit gains mount until end of term.” The condition creates a continuous effect, which has a higher preference than the timed effect created by the spell. Therefore, the unit does not have mount.*)

Effects that modify attributes do not conflict, they accumulate. (*ex. If a unit gets 0/−15, and then 0/+10, the second effect doesn’t replace the first effect, but is accumulated, giving the unit 0/−5 overall.*)

5.9 Actions and Effects

The majority of actions are named after the effects they create, such as evoke, deploy, move, etc.

Effects can also be defined in terms of actions. If an effect is defined in terms of an action, its effect is the same as the effect of the action. (*ex. A unit performs an action with the effect ‘snipe two local units.’ The effect of this action is the same as if the unit performed the action snipe to snipe both of the units. Thus, if the unit has snipe 40, both units chosen are dealt 40 damage. Furthermore, any effects that trigger when a unit is sniped trigger from both instances of damage being dealt, if two different units are sniped.*)

When an effect is defined in terms of an action, it does not necessarily have all the restrictions of the original action. (*ex. An effect ‘move a unit to its commander’s encampment’ can move a unit to the encampment, even if the encampment is not necessarily adjacent to the region that the unit is currently in.*)

6 Actions

Actions may not be performed unless all costs for the action can be paid, and legal directions for the action can be chosen. All costs and directions of an action are stated in the same line as the action’s name. (*ex. A resource reads ‘Pay 3m to hurl a fireball at a unit.’ The cost of the resource is ‘pay 3m,’ its name is ‘hurl a fireball,’ and it is directed at ‘a unit’.*)

Anytime an action is performed, it creates its effects.

6.1 Commander Actions

A commander can use any commander action or resource with type “action.” (See [Appendix A](#) (commander actions).)

A commander can only use a resource with type “action” during a campaign phase.

In order to use a resource with type “action,” a commander reveals it from his or her arsenal and makes all decisions for the action’s effects. After creating its effects, the action is ruined.

A resource with type “action” can consist of multiple modes, separated by an -or-. Before making any decisions for the effects of such an action, its commander must first choose a single mode – all others modes are ignored. (*ex. A resource reads: ‘Pay 3m to smash an item. Ruin it. -or- Pay 4m to smash a unit. Deal 25 damage to it.’ When a commander performs this action, he or she either pays 3m to ruin an item, or pays 4m to deal 25 damage to a unit, not both.*)

6.2 Resource Actions

A commander can command a unit to use any of the unit-defined actions, or a resource to use any explicitly-defined or keyword actions. (See [Appendix B](#) (unit actions) and [section C.2](#) (keyword actions).)

A commander can only command resources to act during a campaign phase. Specific actions may have additional restrictions on usage.

Commanders can only command ally resources.

A commander can only command active resources, unless the action specifies an inactive region. A region for an action may be defined in the cost or effect of that action. (*ex. A unit has the action “A: Banish this unit from your ruins to skewer a unit. Deal 10 damage to it.” Because this action states that the unit is banished from the ruins, the action can only be performed by the unit while it is in the ruins.*)

6.2.1 Explicitly-Defined Actions

Actions on resources are explicitly defined as “A: Cost, directions. Effect.” or “S: Cost, directions. Effect.” The latter is for actions which are also considered spells. (*ex. The action ‘S: Pay 3m to blast a unit. Deal 10 damage to it.’ is an explicitly-defined action with a cost of 3m, is directed at a unit, and has an effect of dealing 10 damage to that unit. Moreover, it is a spell.*)

When a cost uses the word ‘disable’ it refers to the unit performing the action, unless stated otherwise. (*ex. An action reads: ‘A: Disable to investigate.’ the unit performing the action is disabled as a cost to investigate.*)

6.3 Priority

Priority is permission to act. A commander with priority must act, or command an ally resource to act.

Only one commander can have priority at a time.

When a commander acts or commands an ally resource to act, the next commander clockwise gains priority after all effects resulting from the action have resolved. If the action results in an assault or engagement, the next commander clockwise gains priority once the assault or engagement begins. When the engagement or assault ends, the commander that gained priority when the engagement or assault began gains priority.

6.4 Cost

A cost is a payment required to create an effect.

Anytime a cost would be reduced below zero, it is zero instead.

Any cost that requires a unit to disable may only be paid when the unit is able.

Any cost that is paid by a resource changing regions is only paid when the resource successfully changes regions. (*ex. If an action has a cost of 'ruin this unit' and an effect replaces the ruination of the unit, the unit is not ruined, and therefore the cost has not been paid.*)

6.4.1 X Costs

Commanders must choose a nonnegative integer (0,1,2,...,n) for X when paying a cost with X in it. All instances of X on the resource or in the effect are set to the chosen X.

A resource or commander can only be chosen once for an X cost. (*ex. If a cost requires a commander to disable X ally units, he or she cannot disable the same unit multiple times.*)

7 Abilities

Abilities create effects.

Abilities may exist in the upper scroll of a resource, or may be created by an effect. (*ex1. The text 'this unit cannot block' denotes a continuous ability on a unit.*) (*ex2. If a spell has the effect 'anytime a unit would be dealt damage, reduce it by 10,' it creates a triggered ability that exists independently of the spell after the spell is ruined.*)

Some abilities may be defined as keywords. (See [section C.1](#) (keyword abilities).)

Abilities on resources are ignored if the resource is inactive, unless stated otherwise.

If an ability relies upon a condition, it only creates effects while that condition is true. (*ex. An ability that reads 'if there are fewer than three units in the battlefield, units cannot move from the battlefield' creates no effects if there are three or more units in the battlefield.*)

7.1 Triggered Abilities

Triggered abilities create effects when triggered. These effects then exist independent of the triggered ability.

Triggered abilities are triggered by the creation and resolution of effects.

Abilities that trigger when something would occur trigger after an effect is created. (*ex. An ability reads 'the next time this unit would be dealt damage, reduce it by 10' triggers when an effect that would deal damage to the unit is created. The newly created effect modifies the original effect before it resolves.*) (See [section 5.3](#) (modification of effects) and [section 5.4](#) (resolution of effects).)

Abilities that trigger when something occurs trigger after an effect resolves. (*ex. An ability that reads 'anytime this unit is dealt damage, it gains 10 health' triggers after an effect that deals damage to the unit resolves. If the unit is ruined after the resolution of the damage, then this ability would not trigger.*)

Abilities triggered by actions are triggered by the effects of the action. (*ex. A unit snipes another unit that has the ability ‘anytime this unit would be dealt damage by snipe, reduce it by 10.’ After the effect of snipe is created, this ability triggers.*)

Any effect that requires a delayed trigger to be created creates an ability that triggers that effect. (*ex. A commander casts the spell “the next time damage would be dealt, reduce it by 10.” This effect creates a triggered ability that triggers the replacement effect the next time damage would be dealt.*)

Triggered abilities use words such as “anytime,” “the first time,” and “the next time.”

If an ability triggers “the next time” something occurs, it only triggers the next time after the ability was created. Subsequent “next times” do not trigger the ability.

If a triggered ability modifies an effect, it does not trigger from the modified effect. (*ex. If a unit has the ability “anytime this unit would deal damage, increase it by 10,” the damage is only increased by 10 once. The normal damage plus 10 is not a new instance of it dealing damage, but only a modification of the first instance, so the ability does not trigger again.*)

7.2 Continuous Abilities

Continuous abilities create continuous effects. (See [section 5.7.3](#) (continuous effects).)

8 Combat

8.1 Engagements

When units engage each other, they enter an engagement. (See [section 8.1.1](#) (nonstandard engagements) for engagements involving more than two units.)

Before units deal combat damage to each other, all commanders must wait consecutively.

If either unit changes regions before all commanders wait consecutively, the engagement ends. (*ex. If two units are engaging in the battlefield and one of them is moved to a location, it leaves the engagement, and the engagement ends before the units deal damage to each other.*)

Once all commanders wait consecutively, each unit deals damage equal to its strike to the other unit. Damage dealt in this way is called combat damage. After units deal combat damage, the engagement ends.

When a unit that is neither attacking nor assaulting deals combat damage, it is called a counterattack.

8.1.1 Nonstandard Engagements

In a nonstandard engagement, each unit deals combat damage to all units engaging it. Units deal damage to each other in pairs, with units in each pair dealing combat damage simultaneously. Only one pair of units deals damage at a time, with the campaigning commander choosing the order in which the pairs of units deal damage to each other.

Once all commanders wait consecutively, the first pair of units deal combat damage to each other. Next, the commander who gained priority at the beginning of the engagement gains priority. Once all commanders wait again consecutively, the next pair of units deal damage to each other. This process continues until all pairs of units have dealt damage to each other. Afterwards, the engagement ends. (*ex. The campaigning commander commands a unit with the ability ‘anytime this unit engages a mounted unit, dismount it’ to attack a mounted unit. Once the engagement begins, the unit is dismounted, so the*

engagement consists of three units. The campaigning commander chooses the order in which its attacking unit will deal damage to the units that were previously mounted and a mount. Suppose he or she chooses to deal damage first to the previously mounted unit and then the mount. Once all commanders wait consecutively, the attacking unit and previously mounted unit deal damage to each other. If the attacking unit is ruined, the engagement ends. If it is not ruined, once all commanders wait consecutively again the attacking unit and the mount unit deal damage to each other.)

If a unit changes regions before dealing combat damage as a member of any pair of units, that pair of units does not deal combat damage to each other.

8.2 Assault

Assaulting units are considered local to units in the location they are assaulting, in addition to units in the battlefield. Symmetrically, units in the location being assaulted are considered local to assaulting units.

If an assaulting unit leaves the battlefield, it is no longer part of the assault.

If a location under assault becomes inactive during the assault, the assault ends.

If all commanders wait consecutively before or after an engagement, all assaulting units which were not engaged deal damage equal to their strike to the assaulted location. Damage dealt in this way is called combat damage. Afterwards, the assault ends.

A location can only be assaulted once each term.

A Commander Actions

A.1 Annex

A commander can only annex during his or her non-combat campaign phase, once each term.

Anytime a commander annexes, he or she chooses a location in his or her arsenal, pays all costs for it, and it becomes active, creating its own region.

Commanders with four ally locations cannot annex.

A.2 Barter

A commander can only barter during his or her barter phase, once each term.

Anytime a commander barter, he or she banishes a resource in his or her arsenal and acquires a resource.

A.3 Deploy

A commander can only deploy during his or her non-combat campaign phase.

Anytime a commander deploys, he or she chooses a unit in his or her arsenal, pays all costs for it, and it becomes active, existing in the location chosen.

A.4 Draw

A commander can only offer a draw once each term.

If all commanders agree to the draw, the war ends with no winner declared.

A.5 Equip

A commander can only equip during his or her non-combat campaign phase.

Anytime a commander equips, he or she chooses an item in his or her arsenal, pays all costs for it, and equips a unit in an ally location with it.

A.6 Evoke

A commander can only evoke during his or her condition phase.

Anytime a commander evokes, he or she chooses a condition in his or her arsenal, pays all costs for it, and it becomes active, existing in the battlefield.

A.7 Surrender

Anytime a commander surrenders, he or she removes all ally resources from the war and leaves the war.

A.8 Upgrade

A commander can only upgrade during his or her non-combat campaign phase.

Anytime a commander upgrades, he or she chooses an upgrade in his or her arsenal, pays all costs for it, and upgrades an ally location with it.

A.9 Wait

Anytime a commander waits, he or she does nothing, passing priority to the next commander.

B Unit Actions

B.1 Assault

A unit can only assault during its commander's non-combat campaign phase.

A unit must be able and in the battlefield in order to assault.

A unit cannot assault if it has already performed either of the actions assault or move in the same term.

Anytime a unit assaults, its commander chooses a non-ally location, and can choose any number of additional units to assault. All additional units chosen must be able, ally, in the battlefield, and cannot have moved or assaulted already in the same term. All units chosen to assault are disabled and enter an assault.

B.2 Attack

A unit can only attack during its commander's non-combat campaign phase.

A unit must be able and in the battlefield in order to attack.

Anytime a unit attacks, its commander chooses a different unit in the battlefield. The attacking unit is disabled and enters an engagement with the chosen unit.

B.3 Block

A unit can only block while in a location under assault.

Anytime a unit blocks, its commander chooses an assaulting unit. The blocking unit enters an engagement with the chosen unit.

B.4 Discard

A unit can only discard during its commander's non-combat campaign phase.

A unit must be equipped with at least one item in order to discard.

Anytime a unit discards, it can ruin any number of items equipping it.

B.5 Guard

A unit can only guard during its commander's non-combat campaign phase.

A unit must be able in order to guard.

Anytime a unit guards, it is put on guard.

B.6 Transfer

A unit can only transfer during its commander's non-combat campaign phase.

A unit must be able and equipped with at least one item in order to transfer.

Anytime a unit transfers, it is disabled and can equip local ally units with any number of items equipping it.

A unit cannot transfer items to units that cannot equip them (see [section 3.2.3](#) (equipment)). (*ex. If only warriors can be equipped with an item, a warrior cannot transfer that item to a craftsman.*)

B.7 Move

A unit can only move during its commander's non-combat campaign phase.

A unit cannot move if it has already performed either of the actions assault or move in the same term.

A unit must be able in order to move.

Anytime a unit moves, its commander chooses an adjacent region and the unit is moved to it.

After moving, a unit remains able. As soon as its commander performs any action other than commanding the unit, if it is able, it is disabled. (*ex1. A unit moves to the battlefield. Once its commander regains priority the unit can attack, guard, etc. If it does, it is disabled as a part of the cost of one of those actions. If it does not, it is disabled anyway.*) (*ex2. After moving a unit performs an action that does not disable it. The next time its commander gains priority it can act again. If it does not, it is disabled. In this way a unit can perform any number of actions that do not disable it after moving, but as soon as it does not it is disabled.*)

C Keywords

Some abilities and actions exist as keywords.

In order for an effect to modify the value of a keyword, a resource must already have that keyword. (*ex. "A unit gets +20 snipe." If the unit does not have snipe it does not get snipe 20—nothing happens.*)

C.1 Keyword Abilities

C.1.1 Duration X

A condition with duration X has X duration counters when it becomes active.

C.1.2 Outpost

When a unit with outpost does not act after moving, if it is able, it remains able.

C.2 Keyword Actions

Units with keywords such as mount and snipe may perform the associated keyword actions.

C.2.1 Dismount

Any unit with the action mount can also dismount.

A unit can only dismount during its commander's non-combat campaign phase.

A unit can only dismount if it is able and mounted.

Anytime a unit dismounts, it becomes separate from the unit it was mounted on.

C.2.2 Mount

A unit can only mount during its commander's non-combat campaign phase.

If a unit has 'something' mount, it can mount units of type 'something' in addition to steeds. (*ex. A unit with beast mount can mount units with type beast.*)

A unit can only mount if it and the unit it is mounting are both able, and neither is a member of an existing mounted unit.

Anytime a unit mounts, its commander chooses a local ally steed. The two units become a single unit, with the mounting unit becoming mounted, and the steed becoming its mount.

C.2.3 Snipe

A unit can only snipe during a campaign phase.

A unit must be able in order to snipe.

Anytime a unit snipes, its commander chooses a local unit. The sniping unit is disabled, and the sniped unit is dealt X damage, where the sniping unit has ‘snipe X.’

D Variants

This official rule book describes the standard rules of Conquest. Nonstandard variants are discussed below.

D.1 Alternate Domain Construction

In any variant of Conquest, the rules for domain construction can be altered. For instance, commanders can be allowed to choose an additional element with which to construct their domains.

D.2 Team Conquest

In Team Conquest commanders play on teams. Commanders play as though they would individually. However, all active units on the same team are considered allies. Nevertheless, units cannot be in a team member’s location, be equipped by a team member’s items, be commanded by a team member, etc. Therefore, units belonging to two different commanders cannot assault at the same time.

D.3 Joint Conquest

Joint Conquest is a variant of Team Conquest, in which commanders on the same team play during a single term; all phases of a term occur simultaneously for commanders on the same team. If the number of times an action can be performed is limited, each commander can perform it that many times (ex. each commander on a team can annex once in a term). Commanders share income, but can only perform actions using resources from their own arsenals. A team acts once before priority is passed – the team must choose which commander will act. All members of a team command all resources on the team. Therefore, commanders can equip a team member’s units with items, units can exist in a team member’s location, etc. Furthermore, units from all commanders on a team can assault simultaneously.

D.4 Generals

Each commander must choose a single unit to act as his or her general, from one of the three alignments from which his or her domain is constructed. A commander cannot include any copies of his or her general within his or her domain. Each general begins the war in its commander’s encampment, unable, and is not enabled during its commander’s first term. Spells cannot be directed at generals, except a general can direct spells at itself. Generals do not need to be sustained, and any effect that would set aside a general is ignored. A commander is forced into surrender anytime either his or her general is ruined or banished, or if the health of his or her encampment is reduced below 0.

E Glossary

ability: Abilities create effects. Abilities either trigger from the creation or resolution of effects, or create continuous effects, incumbent on some condition.

able: A unit that is aligned vertically. Most actions can only be performed by able units.

act: (1) To perform a commander action, or to command an ally resource to perform a resource action. (2) A resource that provides an action for a commander to perform.

action: An effect and cost to create the effect that a commander with priority can perform.

active: Any resource in an active region (a location or the battlefield).

acquire: To bring a resource into an arsenal. (Unless otherwise specified resources are acquired from their commander's domain.)

acquire a resource: To bring the top resource from a domain into its commander's arsenal.

adjacent: All locations are considered adjacent to the battlefield, but not each other.

ally: A commander, all resources with the same commander, and all effects originating from resources with the same commander are allies. Only ally resources can be commanded to perform actions.

annex: To make a location active.

armor: A unit's armor determines its base health, which is how much damage the unit can endure before it is ruined.

arsenal: A commander's hand of cards.

assault: (1) Combat on a location. (2) An action to enter combat against a location.

assaulting: Units in an assault commanded by the campaigning commander are considered assaulting.

attack: An action that allows an able unit in the battlefield to disable to engage another unit in the battlefield.

attacking: A unit in an engagement, that performed the action attack in order to enter the engagement.

banish: To put a resource in its commander's void.

barter: An action that allows a commander to banish one resource from his or her arsenal to acquire a resource. A commander can barter once during his or her barter phase.

base: The value that appears on a resource, without external modifications.

block: An action that allows a unit in a location under assault to engage an assaulting unit.

campaigning commander: The commander whose term it is.

capacity: The maximum number of resources an arsenal can contain. If an arsenal has more resources than its capacity, during its commander's resolution phase, excess resources must be banished.

combat: Any time during an assault or engagement.

combat damage: Damage that is dealt by a unit as the last step of an engagement, or by an unengaged unit in an assault. Units deal combat damage equal to their strike.

commander: A player in the game of Conquest. The commander of a resource is the person who brought

the resource into his or her domain.

condition: A resource that generally creates continuous effects while in the battlefield. A commander can evoke conditions to the battlefield during his or her condition phase.

cost: Something that is paid in order to perform an action or create an effect.

counter: A marker put on a resource to track certain values.

counterattack: Combat damage dealt by a unit that is neither attacking nor assaulting.

creature: A unit that generally costs mana and cannot be equipped with items.

damage: Anytime a unit or encampment is dealt damage, its health is reduced by that amount. Anytime a location is dealt damage, the commander of the source of that damage ruins an upgrade upgrading that location. If there are no upgrades upgrading the location, the location is ruined.

deploy: (1) To make a unit active. (2) An action that allows a commander to make a unit active.

disable: To make a unit unable. If a unit is disabled multiple times, it becomes able after being enabled that many times.

discard: An action that allows a unit to ruin items it is equipped with.

dismount: (1) To separate a mounted unit and its mount into two individual units. (2) An action that allows a mounted unit to separate from its mount.

distant: A resource in a zone adjacent to the source of an effect.

domain: A commander's deck of cards, where he or she acquires resources from.

draw: (1) A game with no winner. (2) An action that allows a commander to offer to end the game in a draw.

duration: A condition with duration X becomes active with X duration counters.

duration counter: During a commander's condition phase, he or she removes a duration counter from all ally conditions. Any condition from which a counter is not removed is ruined.

effect: Effects are created by abilities and actions. Effects do things such as deal damage, disable units, etc.

enable: To make able.

encampment: The location represented by a commander's deck of cards. It begins the game active, with 95 health. When its health is reduced below zero, its commander leaves the game.

engage: To enter an engagement.

engagement: A form of combat between two units.

equip: To make a unit become equipped with an item.

equipped: Any unit with items equipping it.

evoke: (1) To make a condition active. (2) An action that allows a commander to make conditions active.

gold: Gold is used to pay costs.

guard: (1) To be put on guard. (2) An action that allows a unit to become on guard.

health: (1) A unit's health is equal to its base health minus all damage dealt to it, plus all health gained by

it. (2) The amount of damage a unit or encampment can endure before it is ruined.

in: A resource is said to be in a location or the battlefield if it is in the region of that location or battlefield.

income: Commanders gain income during their investment phases.

item: A resource that can equip a unit.

level: The number of upgrades upgrading a location.

local: A resource in the same region as the source of an effect.

location: A resource that creates its own active region.

mana: Mana is used to pay costs.

mercenary: A unit that generally costs gold and can be equipped with items. Mercenaries include warriors, wizards, archers, and craftsmen.

mount: (1) To form a mounted unit with a steed. (2) An action that allows a unit to form a mounted unit with a steed. (3) Any unit that is mounted.

mounted unit: A mounted unit forms a single unit with its mount.

move: To move between two active regions.

next commander: The commander after the commander with priority going clockwise.

non-combat: Any time not during an assault or engagement.

on guard: A unit on guard is turned 90 degrees to the left and considered unable. It gains armor equal to its base armor and cannot counterattack.

outpost: When a unit with outpost does not act after moving, if it is able, it remains able.

perform: To use an action.

priority: Permission to act. Anytime a commander acts or commands an ally resource to act, priority is passed to the next commander.

range: The distance between a resource and the source of an effect.

region: An area in which resources can exist.

resource: Any card in the game of Conquest.

ruin: To put a resource in its commander's ruins.

ruins: A face up pile that contains ruined resources.

snipe: An action that allows an able unit to disable to deal X damage to a local unit, where the sniping unit has 'snipe X.' source: The commander or resource from which an effect originates.

spell: (1) A resource that provides an action for a commander to perform, which generally costs mana. (2) An explicitly-defined unit action denoted by an S.

strike: The amount of combat damage an engaged unit deals in an engagement, or an unengaged unit deals in an assault.

surrender: (1) An action that allows a commander to forfeit the game. (2) When an encampment's health is reduced below 0, its commander is said to be forced into surrender.

sustain: To pay a fixed cost for a unit during the investment phase, in order to keep the unit active. Units that are not sustained are ruined.

transfer: An action that allows a unit to equip local ally units with items it is equipped with.

unable: A unit turned 45-60 degrees to the right, which cannot perform most actions.

unit: A resource with type creature or mercenary

upgrade: (1) To put an upgrade on a location. (2) An action that allows a commander to put an upgrade on a location. (3) A type of resource used to increase the level of a location.

void: A face up pile that contains banished resources.

wait: An action that allows a commander to do nothing, passing priority to the next commander.

war: A game of Conquest.

you: Also your. The commander of a resource.