

CONQUEROR

FINAL CONQUEST

2 PLAYER GAME

Conqueror Final Conquest was designed to be a 3-6 player game. However, as the coronavirus ravaged through the world forcing people to quarantine in their home, we decided to create a 2-player version of the game. Stay safe and stay healthy. We hope you enjoy this version

Game setup:

- There are only 2 playable factions in 2 player games; Rome and Carthage. The game is played on the 3-4 player map.
- Rome starts with 1 cavalry unit in Rome and 1 infantry unit in Brundisium. Carthage starts with 1 cavalry unit in Carthage and 1 infantry unit in Numidia.
- Independent armies are placed as follows:
- 2 cavalry units in **each** of the following territories: Alexandria, Macedonia, and Asia Minor
- 1 cavalry and 1 infantry unit placed in **each** of the following territories: Alpes, Gaul

Game rules:

Conqueror follows the same rules as a 3-4 player game with the following exceptions:

- 1. Remove 3 Chronicle Cards:** Slave revolt, Germanic tribe attack, the Huns attack chronicle cards are removed from the game
- 2. Win by holding 5 Forts or by eliminating your opponent:** In addition to holding 5 forts for one round, you can win the game by eliminating all opponent units and capturing their capital (winning conditions from 3-4 player games still applies)
- 3. Both players enter planning phase together before turns start:** When a round starts and a chronicle card is drawn, both players go into planning phase at the same time. That means that both players recruit their troops, earn their money and buy hero cards **at the same time**. Once both players have completed their planning phase, the first player's turn starts. Once the first player's turn starts, he can take any action as per the rules of the 3-4 player game.
- 4. The timer and bribing rules are applied in the action phase:** When a player's turn starts, they have exactly 1 minute to make the **first** move or end their turn. If the player fails to take any action before the time runs out, the other player can bribe the first player's units as per the bribing rules described in the 3-4 player rulebook. If the player has taken action, the timer stops and the player can continue playing at his/her own pace



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