

The following rules are designed to quickly and easily get you started on a game of

Conquest: The Last Argument of Kings.

What you will find in this quick rules set:

- ➡ A guide to setting up your Armies in the battlefield to play a simple battle Scenario and objectives to determine the victor.
- ➡ Explanations of basic Regiment Actions to engage in battle.
- ➡ Demonstration on how to enhance and scale up for your next games.

The aim of Conquest is for two players to direct their Armies in battle within a defined Scenario and clear objectives for victory. The battle is fought in a series of Turns, during which each player takes Actions with their Army's different Regiments (troops), moving them on the field and engaging with the enemy's.

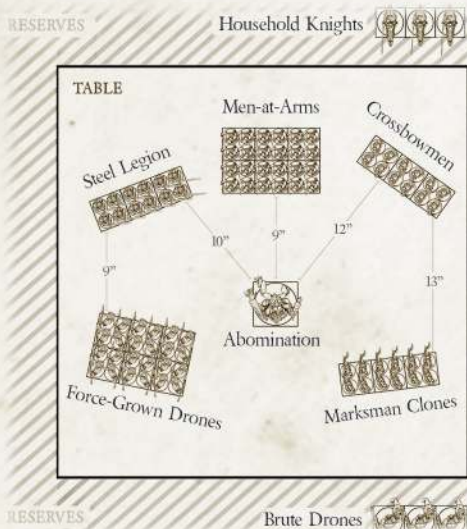
The Scenario for this quick start game is designed for the two opposing armies included in the Core Box (The Hundred Kingdoms versus The Spires) and their expansions (the Steel Legion and the Marksman Clones respectively).

In this Scenario the battle objectives are preset:

- ➡ The Hundred Kingdoms player wins by killing the Abomination within three (3) turns.
- ➡ The Spire player wins by keeping the Abomination alive during the three (3) turns.

Section 1: Setting the Scene for Battle

For this Quick Start guide, we have pre-assigned which Regiments are already deployed on the battlefield and which are to be left aside as Reinforcements.



Each player selects one Army.

The Hundred Kingdoms Army:

24 Men-at-Arms, 12 Mercenary Crossbows, 12 Steel Legion and 3 Household Knights.

The Spires Army:

24 Force-Grown Drones, 12 Marksman Clones, 3 Brute Drones and the Abomination.

Each player then places their Army's Regiments on a 4x4 feet battlefield according to the diagram on the left following the assigned distances. Once the setup is complete we are ready for Battle!

Section 2: Fighting the Battle

Conquest battles are split into a number of Turns (this specific Scenario runs for three Turns total), and each Turn is broken down into Phases as following:

- ➡ **Phase 1 Reinforcement:** Players roll a dice each to see if their reinforcement Regiments will be joining the battlefield during this Turn.
- ➡ **Phase 2 Command:** Players assign order of Regiment activation using the Command Cards.
- ➡ **Phase 3 Action:** Players move their Regiments and/or engage the enemy on the battlefield.
- ➡ **Phase 4 Outcome:** Players assess whether an Army can declare victory or require the Players to start a new Turn.

Phase 1: Reinforcement

Different Regiment types arrive progressively onto the Conquest battlefield as Reinforcements during predefined Turns. Figure A demonstrates which Regiments may be activated in different Turns.

REINFORCEMENT TABLE

Turn	Required Roll
Turn One	Light Regiments arrive on a 3+.
Turn Two	Light Regiments arrive on a 3+. Medium Regiments arrive on a 5+.
Turn Three	Light Regiments arrive automatically. Medium Regiments arrive on a 3+. Heavy Regiments arrive on a 5+.
Turn Four	Medium Regiments arrive automatically. Heavy Regiments arrive on a 3+.
Turn Five	Heavy Regiments arrive automatically.

Fig. A

This quick start Scenario has one Medium Class Regiment in Reserve per army: the Household Knights for the Hundred Kingdom Army and Brute Drones for the Spires. To simplify the quick start rules this Scenario begins in Turn Four where both Regiments arrive automatically (see Fig. A) on the battlefield. However, these enter the battlefield once their Command Cards are drawn in each Player's Action Phase.

Phase 2: Command Phase

This is the strategic planning stage of the game at which each player attempts to anticipate their opponent's moves to the best of their abilities and should therefore be kept secret.

Every single Regiment in Conquest arrives with its respective card, known as the Command Card that looks like Fig.B if the Regiment came with the Core Box or like Fig.C if it belongs to an expansion set. Both Players gather their respective army's Command Cards (including the Reinforcement Regiment's Command Cards from Phase 1) and strategically stack them in the order they wish to activate their Regiments during combat.



Fig. B Core Box cards include Regiment statistics for quick reference.



Fig. C The QR code ensures that the card's entries remain updated all the time, as these are synced with the Army Builder App.

The cards are stacked in order and placed face-down on the table, with the Command Card for the Regiment to be moved first on the top and the one to be activated last at the bottom. This is the Command Stack and it represents each Army's tactical plan for each turn. Once both players are happy with their Command Card Stacks the Activation Phase Begins. Take your time, these decisions are the key to winning this game!

Phase 3: Activation - Moving and clashing armies on the battlefield!

Each player rolls a dice to determine the order of play for the remainder of the game. Let the action begin!

The player with the highest roll gets to be First Player.

Sequence for First Player:

- 1. DRAW COMMAND CARD** – Draw the top card of your Command Stack and reveal the Command Card to your opponent to Activate the Regiment corresponding to the card. (If the Command Card represents a destroyed Regiment then, discard it and draw the next one). With the drawn Command Card you may perform TWO (2) Actions. The same action cannot be performed twice within a given Turn, except for the March Action.
- 2. TAKE FIRST ACTION** of the activated Regiment. You can see your available options in the next pages.
- 3. TAKE SECOND ACTION** of the activated Regiment. You can see your available options in the next pages.
- 4. PASS PLAY TO PLAYER 2.** Once both actions are taken with the Activated Regiment, PLAYER 2 repeats the above (Draw Card - 1st Action - 2nd Action). This is repeated until both players draw all the cards from their Command Cards, at which point Phase 4 begins.

Phase 4: VICTORY is determined

After all Command Cards have been drawn from the Command Stack of both players and all Regiments have been activated, assess if the objectives of this Scenario have been completed.

- ❖ If neither player has achieved their objective, a new Turn begins, repeating all Phases. As there are no further Reinforcements available in this scenario, you may start from Phase 2, by making your Command Stack for this Turn.
- ❖ If the Abomination died at any point, the Hundred Kingdom Army is the victor.
- ❖ If at the end of Turn 3 the Abomination is still alive, the Spire player wins.

March (M)

The March Characteristic determines how far a Stand can move.

Volley (V)

Volley serves as a measure of the Stand's ability with missile weapons, from throwing axes to shooting longbows, and even using mighty war machines.

Clash (C)

The Clash Characteristic describes how effective a Stand is in the press of melee, governing its likelihood to Strike a decisive blow against an enemy.

Attacks (A)

Attacks tells us how many dice each Model on the Stand contributes when attacking the enemy.

Wounds (W)

Wounds indicates how many damaging blows a Stand can take before a Model has to be removed.

Resolve (R)

The Resolve Characteristic gives us a measure of the Stand's courage, and the willingness of individual troops to hold fast when the battle turns against them.

Defence (D)

Defence serves as a measure of physical resilience, combining the protection from any armour with the Stand's innate toughness.

Evasion (E)

Evasion is another Defence Characteristic, but one that takes into account a Stand's ability to ignore harm through agility, resilience or magical protection, rather than endure through sheer hardiness.

Fig. D

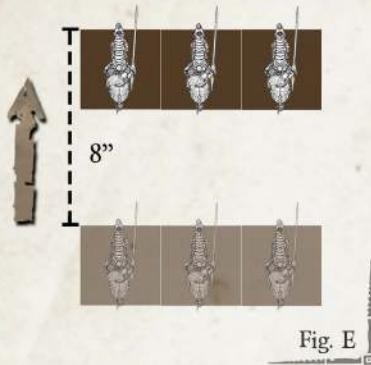
Regiment Characteristics

Each Regiment is comprised of Stands and Models. Stands are the square plastic bases, which contain typically four models in infantry regiments, such as the Men-at-Arms or the Marksman Clones, and one in Cavalry, Brute and Monster Regiments, like the Knights, Brutes and Abomination.

Figure D shows a list of Characteristics, each one representing the Regiment's comparative strength in the battlefield. All eight can be easily accessed using the Regiment Command Cards as shown in Figures B and C.

MARCH

This is the "movement" Action that allows Regiments to move around the battlefield and better position themselves for action.



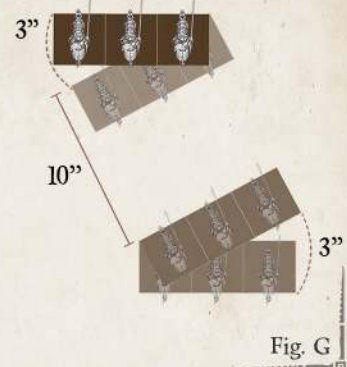
A Regiment can move in a straight line forward to a distance, in inches, equal to or less than the March statistic indicated on the Regiment's Command Card as shown in Figure E.

All distance ranges must be measured from the moving Regiment's Stands front end corner as shown in Figure E.



Marching Regiments are also permitted to:

- 1) Move sideways and backwards. Note: these movements cut the Regiment's (M) statistic to half its value (round up if necessary). For example, the Household Knight's maximum movement range becomes 4".
- 2) Perform a Wheel. This term refers to their ability to turn as they pivot on the front edge of their Stand. The distance of their movement range while performing this action is measured as shown in Figure G.

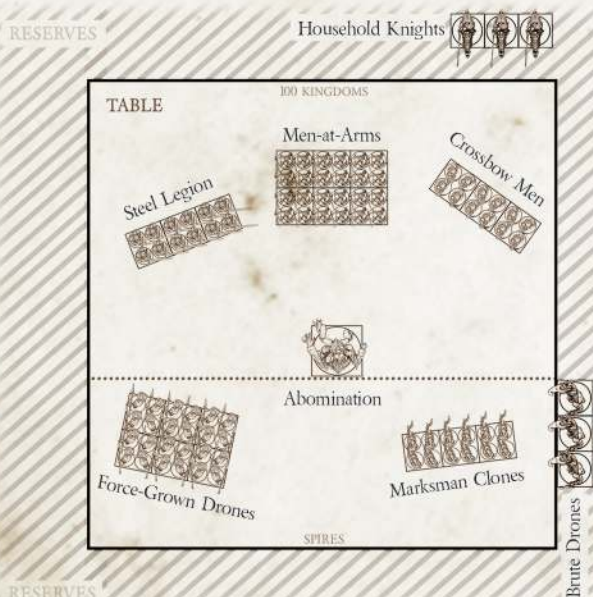


Can the above movements be performed with a single March Action?

Yes, as long as they respect the Regiment's maximum distance range. For example, in Figure G the Knight's movement comprises two March Actions where both wheels and forward March equal the maximum range of 16" (8"+8").

Please note that a Regiment may only March through friendly troops.

How do Reinforcement Regiments March onto the Battlefield?



During the Reinforcement Phase of this Turn, both the Household Knights and the Brute Drones passed their Reinforcement rolls automatically, allowing both Players to add their respective Regiment card to their Command Stack. Should one of the two Regiments activate, their first Action must be a March Action, bringing them into the battlefield.

Reinforcement Regiments can only enter the battlefield within a designated area called the Reinforcement Zone. The diagram on the left delimits the Reinforcement Zone for the Brute Drones. This is the rear edge or either side of the battlefield behind the furthestmost friendly Regiment not in contact with an enemy Regiment – in this case, the Abomination.

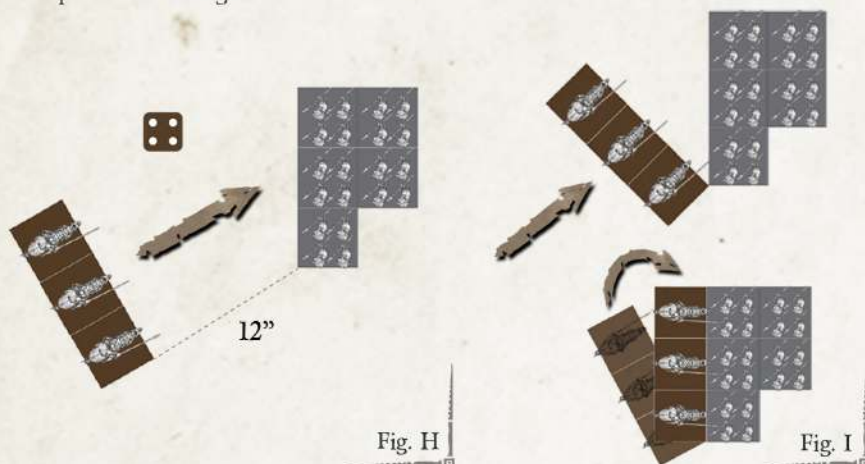
Once their point of entry is decided upon, the Reinforcement Regiment is placed at the very edge of the battlefield as shown in the diagram, followed by the March Action.

CHARGE

A move Action that allows a Regiment to come into direct contact with an enemy Regiment for melee combat!

If a Player decides to proceed with the Charge Action, the following condition must be met: *there must be a clear Line of Sight between the two Regiments*. This means that an uninterrupted straight line can be drawn from the center of ANY ONE of the Charging Regiment's front Stands to the center of ANY ONE of the targeted Regiment.

Once Line of Sight is declared clear, the Charge Action is calculated as follows: the distance between the attacking Regiment and the enemy Regiment needs to be measured. Then, the Player rolls a dice and adds the result to the Charging Regiment's March (M) Characteristic. If the sum is equal or greater to the distance between the two Regiments it is a successful Charge! See the example below in Figure H.



The distance between the two Regiments is 12" and the Household Knight's March characteristic is 8". A Charge Roll 4 gives a total Charge distance of $(4+8=)12$. Just enough to make the Charge a success.

Please note that during the Charge move, the Charging Regiment is allowed to only move directly forward. However, to ensure maximum contact with enemy Stands, the attacking Regiment can perform one 'free' Wheel of up to 90° during this Action. Please see Figure I.

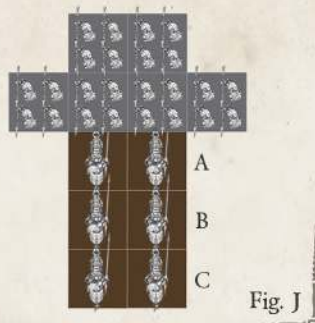
Charging means BONUS!

Declaring a Charge Action as a first Action in the Turn usually means the Player intends to Clash as a second Action. A successful first Charge action (coming into contact with enemy troop) provides an Inspiration bonus of +1 to the Charging Regiment's Clash (C) Characteristic.

Inflicting damage by simply Charging!

Some troops in Conquest, such as Knights, Brutes and the Abomination in this Scenario, inflict damage simply by the weight and momentum of their Charge. The potential for damage from such a mighty Charge is known as Impact Attacks.

Figure J below shows a successful Charge by the Household Knights against the Force-Grown Drones. Before proceeding onto his second Action which would be Clash, the Hundred Kingdoms Player must calculate Impact Hits based on the Charge Action.



How to calculate a Regiment's Impact Attacks

In Row A there are two engaged Household Knight Stands with an Attack (A) Characteristic value of 4 for each model. In order to calculate Impact Attacks, the Attack (A) value is halved (2) for each Knight (x2), for a total of 4. The unengaged Knights (rows B and C) only support with 1 Attack each (x4 Knights) for a total of 8 Impact Attacks for the 6 Knights we see in Fig J. These Attacks are then resolved as if it were part of a Clash Action (please refer to Steps 2 though 5 in the Clash Action section).

FAILING A CHARGE - If the Charging Regiment cannot complete its Charge against the target Regiment, the Charge Action automatically fails. Should a Charge fail, simply march as far as your die roll directly towards the target Regiment.

CLASH

Close combat fighting begins!

Please know during this Action both Players will be required to roll dice to resolve the Action.

Step 1 - Calculating total number of possible Strikes.

Player 1

The attacking Regiment must first know how many possible strikes ones' Regiment can inflict during the Clash. This is calculated as follows: *Number of Engaged Stands x the Stand's Attacks Characteristic (A) x number of Models in the Stand.*



Fig. K

Using the illustration on the left, Figure K, (Force-Grown Drones are on the attack) the total number of possible Strikes against the Men-at-Arms is 12.

When already in contact with an enemy Regiment and planning Clash as your second Action, you can add strength to your Regiment by Inspiring as your first Action.



Fig. L

Step 2 - How many Strikes are successful?

Player 1

The Player now rolls the same number of dice to total number of possible strikes as calculated in Step 1, i.e 12. Any dice that rolls less than or equal to the Force-Grown Clones Clash characteristic is a Hit (success!). Any dice that rolls greater than your Regiment's Clash characteristic is a Miss.

Step 3 - Surviving a Hit

Player 2

Now, it is the defending Regiment's turn to roll the dice - the number of dice that need to be rolled equals the number of successful Hits by the attacking Regiment. Any roll that is less than or equal to the defending Regiment's Defence Characteristic (D) or Evasion Characteristic (E) is a successful Injury (Defense) Roll - found on the Regiment's characteristic tables as shown in Figure M, means the Regiment's armor or reflexes have saved them on this occasion! Any roll that is greater than both their Regiment's Defence Characteristic (D) and its Evasion Characteristic (E) is a failed Injury (Defense) Roll and causes a Wound.

Please Note that your Injury Roll accounts for both the Defence Characteristic and Evasion Characteristic. A successful roll for either one means avoiding getting hurt from the Attack.



Fig. M

Step 4 - Removing Casualties

Player 2

A Stand has as many Wounds (W) Characteristics as the number of models on it. For example, a Stand of 4 Men-at-Arms have 1 Wound each, see Figure K, which means they have 4 Wounds in total. Every time a Stand gets hurt from a successful Hit remove a Wound from the Stand. Below, Figure N shows the following case:

6 Stands of Men-at-Arms take three Wounds. These three Wounds need to be allocated to a single Stand. Each Men-at-Arms has 1 Wound that means a Stand loses 3 Men-at-Arms (Column A). Casualties must be removed from an incomplete Stand where present and when needed, these spillover to the next (Column B). Once a Stand is empty, it is removed altogether (Column C).

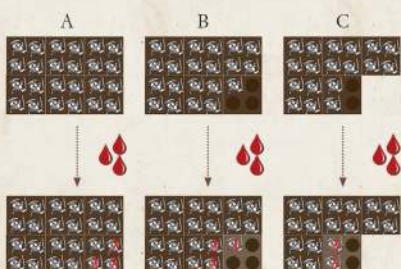


Fig. N

Please note, if there are no incomplete Stands, casualties are removed from a Stand at the opposite end of the rear rank. Stands are removed from alternating ends of the rear rank, so that Stands in the middle are the last ones remaining.

Stands with multiple Wounds Characteristic please see pp.55 in the Rulebook.

Step 5 – Testing Morale

After suffering casualties, some soldiers in the Wounded Regiment may attempt to run away. This may result in additional Wounds!

To test Morale, the Player with the Wounded Regiment rolls dice equal to the number of Wounds. Any roll that is equal to or less than the Regiment's Resolve (R) Characteristic (after any bonuses, including those given below) is a success, meaning that the Regiment does not take any additional Wounds. See Figure O.

Any result that is greater than the Regiment's Resolve Characteristic (after any bonuses, including those given below) is a failure.

Please add the following bonus to the Resolve characteristic should the Regiment be composed of more than 3 Stands. These bonuses are not cumulative. Please see below:

- +1** If the Regiment consists of 4–6 Stands.
- +2** If the Regiment consists of 7–9 Stands.
- +3** If the Regiment consists of 10+ Stands.

For example, a Regiment of Men-at-Arms has a Resolve (R) of 2. The Regiment being 5 Stand strong, that is between 4-6 Stands, receive a +1 bonus to a total Resolve of 3. This meaning that Morale tests are successful on rolls of 1, 2 and 3.

For each failed roll, that is in this example, a roll of 4, 5 and 6, the Regiment suffers an additional Wound – these Wounds do not trigger further Morale Tests. These Wounds are resolved as indicated in Step 4 – “Removing Casualties” section.



The following Actions are only applicable to Regiments with the Barrage special rule – for long ranged weapons such as the Mercenary Crossbowmen for The Hundred Kingdoms and the Marksman Clones for The Spires.

AIM

This action allows Regiments to line up their shots and maximize accuracy!

This Action is a call for more accuracy for long ranged weapons – an action that precedes VOLLEY as a second Action. When taking an Aim Action the attacking Regiment receives the Aim bonus. This means adding a +1 to your Volley (V) characteristic when calling Volley as a second Action.

VOLLEY

Long ranged weapon attack!

Step 1 - Choosing a Target and Line of Sight

Player 1

Before firing, the attacking Regiment must both see and reach the enemy Regiment! The following three criteria must be met:

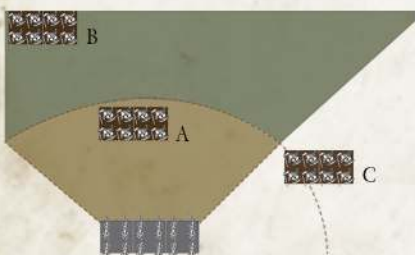


Fig. P

1. Ensuring the chosen enemy Regiment is within Range. To do so, check the Regiment's Barrage special rule and see whether it can reach its target. Range is important so keep on reading!
2. Ensure the target lies within the attacking Regiment's front arc. This can be measured by drawing a 45 degree line from the Regiment's front edges. For example, as shown in Figure P, only Regiments A and B fall within the Regiments' front arc range.
3. Ensure there is a clear Line of Sight between Regiments as described in the Charge section.

Step 2 - Shooting in range

Player 1

Once all of the above criteria have been met can Volley begin! *The number of shots is calculated per Stand.* For this reason, the following measure must be applied for each individual Stand in the Regiment. From the center front rank of the Stand draw an uninterrupted straight line to one of the opponent's Regiment Stands. If the line reaches the center of the chosen enemy Stand uninterrupted, then these are clear shots!

Calculating the number of Shots per Stand:

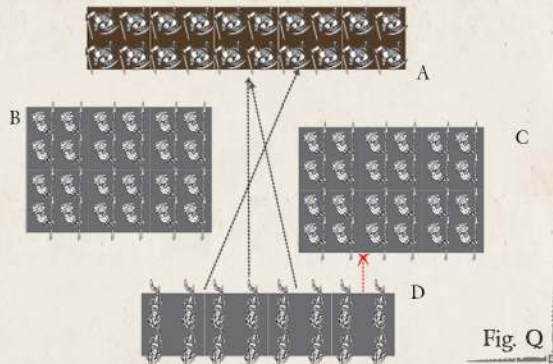
The number of models in the Stand x Barrage.

For example a Regiment of 12 Crossbowmen has Barrage 1 (20", Armor Piercing 1). This means that the Crossbowmen fire 1 shot each, to a total of 12, up to 20" away!

What can obstruct your Shots?

1. Obscuration

If you cannot draw an uninterrupted line between your Stand and your enemy's (from center to center), you only fire *Barrage x half the number of models in your Stand* as the shot is considered obscured.



As shown in Figure Q, Regiment D targets Regiment A with its Volley. However due to Regiments' B and C presence, only two of the Stands have clear Shots. The Stand on the left is obscured only running clear from corner to center, therefore halves the number of Shots, whilst the Stand on the right cannot fire any Shots at all.

Fig. Q

2. Range

The further you are from your opponent, the harder it is to hit your target. Therefore, if the distance between your Stand and your enemy's Stand is greater than half your Barrage range, then it is considered obscured for the purposes of calculating Shots but not Line of Sight. Hence, you only fire half of your Shots rounded up.

Rolling to Hit

Not all Shots find their target. Using the example in Figure Q the Spires Player rolls the same number of dice to the number of Shots being fired. Any die that rolls less than or equal to the attacking Regiment's Volley (V) Characteristic is a Hit (success!). Any die that rolls greater than your Regiment's Volley characteristic is a Miss.

Step 3 - Player 2 - Surviving Hits

Now, it is the defending Regiment's turn to roll the dice - the number of dice that need to be rolled equals the number of successful Hits by the attacking Regiment. This step is completed following the instructions as indicated in Step 3 of the Clash Action segment.

Step 4 - Player 2 - Removing Casualties

Please refer to Step 4 in Clash Actions segment.

Note, Wounds from Ranged Attacks do not cause Morale Tests!

Phase 4: VICTORY is determined

After the three turns, both players check to see if they have accomplished the battle objectives of this Scenario:

- ➡ The Hundred Kingdoms player wins by killing the Abomination within three (3) turns.
- ➡ The Spire player wins by keeping the Abomination alive during the three (3) turns.

How to ENHANCE THE GAME

CHARACTERS:

The Core Box includes one Character per Army, The Mounted Noble Lord for the Hundred Kingdoms and the Pheromancer for the Spires. Other characters can be bought separately. These models grant their *Regiments powerful upgrades*. Each Character must join a Regiment before the game begins. The best way to do this is to set your entire Army out beside the Battlefield, with your Characters already in the Regiments that they'll be fighting from at the start of the battle. Once you and your opponent have done this, you can start the game.

TERRAIN:

The most important thing is that your Battlefield looks great! Scenarios invariably call upon players to agree on the amount of Terrain to be placed. However, as a guideline, we recommend that you normally place only a single piece of Garrison Terrain in each table quarter, and make sure that no piece of Garrison Terrain is within 6" of another or the Battlefield edge.

PLAYING A GAME FROM THE BEGINNING:

In a game of Conquest there is no deployment of your Army. Instead, all Regiments arrive in waves as the game progresses. After you have built your Army list give the game a try using one of the Rulebook's Scenarios. Make sure to use a good mix of Light, Medium and Heavy troops to ensure a steady flow of Reinforcements throughout the game.

MAKING A FULL ARMY:

The Demo Scenario is just a taste of the glorious battles to come! Now that you have started your army you can head to the Conquest Army Builder [here](#) and see everything your Army has to offer!

WYSIWYG (What You See Is What You Get):

There are tons of options to customize your force and enhance your Regiments. Command Upgrade Models provide powerful bonuses and enhance a Regiment's abilities. You can represent these great Sergeants and Lieutenants with their own unique miniatures.

