




CONQUEST  
OF THE  
EMPIRE

CLASSIC

RULES OF PLAY





# CONQUEST OF THE EMPIRE

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## CONQUEST OF THE EMPIRE (CLASSIC)

### OBJECT OF THE GAME

The object of Conquest of the Empire is to become the new Emperor of Rome by eliminating all other contending Caesar's from the game!

### GAME PARTS

- 1 extra large gameboard
- 2 token sheets
- 2 instruction booklets (one for the Classic rules and one for the new Conquest of the Empire 2 rules)
- 1 deck of cards (used only in the CotE 2 rules)
- 8 dice
- 1 Caesar (in each color)
- 4 Generals (in each color)
- 20 Infantry (in each color)
- 20 Cavalry (in each color)
- 6 Catapults (in each color)
- 8 Galleys (in each color)
- 16 Cities (ivory)
- 16 Fortifications (ivory)
- 20 Roads (ivory)
- 25 Five-Talent coins (silver)
- 50 Ten-Talent coins (gold)



### THE GAMEBOARD

The gameboard shows the Roman Empire as it appeared in the 2nd Century A.D. There are two types of territories on the gameboard: land provinces (including some islands) and sea zones. Each land province has a gold or silver coin printed on it, indicating the amount of tribute (Talents) the province is worth to the player who controls it. There are seven Home Provinces indicated with an image of a Roman Legionary and are worth 10: Hispania, Italia, Macedonia, Galatia, Numidia, Mesopotamia, and Egyptus. Other land provinces have a value of either 5 or 10, and begin the game unoccupied and ready for conquest!

On the bottom of the gameboard is the Tribute Scale, which is used to keep track of the tribute (Talents) each player receives during his or her turn. The Tribute Scale is discussed in detail under "Control Markers".

### ADJACENT PROVINCES AND SEA ZONES

Provinces and Sea Zones on the gameboard are separated from each other by borders. A province or sea zone bordered by another province or sea zone is considered to be adjacent to it. Each province or sea zone constitutes one game space. During the game, your playing pieces move into these adjacent game spaces in an attempt to conquer them. Moving from one space to an adjacent space requires 1 movement point.

*Note: As denoted by the "crossing arrows", Thracia is adjacent to Asia; Sicilia is adjacent to Neapolis; Britannia is adjacent to Belgica; and Baetica is adjacent to Tingitana. The province of Egypt is not divided by the Nile River.*



## THE PLAYING PIECES

The playing pieces may be divided into six (6) separate categories: Money (Talents), Markers, Leaders, Cities, Roads, and Combat Units. The number of pieces (excepting money and control markers) is a limiting factor for players to purchase. They may only purchase as many pieces as they have in their color, or, in the case of cities and roads, as there are included in the game.



### MONEY (TALENTS)

An important part of your turn is collecting tribute – known as Roman Talents – equal to the value of all provinces and Cities you currently control. Each province is worth either 5 (silver coin) or 10 (gold coin). The amount of tribute collected is the total value of all of the provinces that you own plus an extra 5 for each city that you own. This directly affects your military strength, allowing you to buy more Cities, Fortifications, Combat Units, and so forth. You can also use your tribute for ransom payments if one or more of your Generals are captured.



### CONTROL MARKERS

The round cardboard control markers show a colored symbol (the same on each side). The color of the symbol represents the color used by that player (Caesar, General, and Galleys).

Control markers are placed to indicate that a province has been conquered by a player.

A control marker is also used on the Tribute Scale to indicate the amount of tribute (in total) obtained by each player. Control markers are moved forward – and backward – on the Tribute Scale throughout the game. Whenever a player conquers one or more provinces during a turn, the Control marker is moved forward on the Tribute Scale by the value of the province(s) gained.

Similarly, whenever a player constructs a City, the Control marker should be moved forward to indicate the additional tribute. Conversely, whenever a player loses a province or City, his or her Control marker should be moved backward to indicate the lost tribute.

### LEADERS

Caesars and Generals are considered Leaders. Leaders must accompany land Combat Units (Infantry, Cavalry, and Catapults) during their move. A Caesar or General must be present in order to move land Combat Units to an adjacent territory or to get into / out of Galleys.



**CAESAR:** Your Caesar is your most important piece! Each player begins the game with one Caesar, and owns only this one Caesar throughout the game. Caesars have 2 movement points per turn. A Caesar can move by itself or be used to move Combat Units, but a Caesar requires land Combat Units to conquer a territory, whether that territory is occupied or not. You can use your Caesar to lead land Combat Units into an adjacent territory, but you cannot use it alone to attack or defend in battle. Wherever your Caesar is, it can be lost in battle if all of your Combat Units in that space are eliminated, so you should try to avoid involving your Caesar in combat situations.



**GENERAL:** Your Generals work in all ways like your Caesar: they have 2 movement points, can be used to move Combat Units, and so forth. Unlike Caesars, losing one or more Generals does not result in immediately losing the game. Generals defeated in battle (all Combat Units in their space having been eliminated) can be either eliminated from the game or held for ransom, at the discretion of the victorious player. (See Winning a Battle for additional details.)

## CITIES



**CITY:** A City cannot be moved from one province to another. Cities have a Basic cost of 30 Talents, which increases with Inflation. A City can be placed in any land or island province that you control, but only one City may exist in any space.

A City has two advantages. First, ownership of the City provides an additional 5 Talents of tribute to the player's total tribute as indicated on the Tribute Scale. Second, Roads may be constructed to connect Cities in adjacent provinces belonging to a single player. Conquering a province in which a City has been constructed allows the new conqueror to obtain the 5 Talents in tribute, in addition to the value of the province itself.



**FORTIFIED CITY:** When you buy a City or at a later time, you may fortify it by buying Fortification and placing the appropriate piece under the City. Fortification (when added to a City) has a Basic cost of 20 Talents, which increases with Inflation. A Fortified City has a Basic cost of 50 Talents, which increases with Inflation. Like an unfortified City, all the rules and advantages of a City apply to a Fortified City. In addition, a Fortified City gives the player a benefit in certain combat situations. (See Combat.)

## ROADS

Roads serve as connectors between Cities (fortified or not) in adjacent provinces owned by the same player. Roads have a Basic cost of 10 Talents, which increases with Inflation. Roads cannot connect Cities separated by sea zones or straights (e.g. Sicilia and Neapolis). The advantage of using Roads is that it allows the player who built them to travel – using only 1 movement point – from one City to any other City connected via that Road. A player may move units any distance along a Road, stopping wherever desired. A player may also combine on- and off-Road movement for those units having sufficient movement points. For example, a Cavalry unit could move 1 space to get to a Road and then move any distance along that Road for the second movement point, or vice versa.

Once roads are built, they are never removed from the board as long as they connect two cities.

## COMBAT UNITS

Combat Units (Infantry, Cavalry, Catapults, and Galleys) form the basis of your military forces. Galleys are somewhat different from the other Combat Units in the following ways:

- Galleys can act as their own Leader, allowing a Galley to move when empty without a General or Caesar being present. However, land Combat Units still require a General or Caesar to be transported.
- The primary purpose of Galleys is to transport land Combat Units.



**INFANTRY:** The infantry units are the foot soldiers. They have a Basic cost of 10 Talents each, and have 1 movement point per turn. Infantry units must be accompanied by at least one Leader in order to move.



**CAVALRY:** The cavalry units are the horse soldiers. They have a Basic cost of 20 Talents each, and have 2 movement points per turn. Like Infantry, Cavalry must be accompanied by at least one Leader in order to move.



**CATAPULTS:** The catapult units are the figures that look like small machines designed to throw stones. They have a Basic cost of 30 Talents each, and have 1 movement point per turn like Infantry. Catapult units must be accompanied by at least one Leader in order to move.



**GALLEYS:** Galleys are used to carry land Combat Units across sea zones. Galleys have a Basic cost of 20 Talents and have 2 movement points per turn. A Galley can move by itself (without a Leader). Each Galley can hold up to 7 land combat units, plus any number of Generals and Caesars.

## SET UP

1. Place the gameboard on a large, flat surface within easy reach of all players.
2. Each player selects a Home Province. (Use any manner agreeable to all players: randomly, by choice, or some other method.)

Depending on the number of players, only certain Home Provinces are available for selection:

- 6 players: omit Mesopotamia
  - 5 players: omit Numidia and Galacia
  - 4 players: Hispania, Macedonia, Mesopotamia, Numidia
  - 3 players: Macedonia, Egyptus, and Hispania
  - 2 players: Hispania and Egyptus
3. Choose a color and take the pieces of that color.
  4. Place your Caesar and all 4 Generals in your Home Province. Also place 5 Infantry and a Fortified City there.
  5. Take one of your color control markers and place it on the Tribute Scale at "15".

## ORDER OF PLAY

Starting with Macedonia, play proceeds clockwise around the Mediterranean. Thus:

1. Macedonia
2. Galatia
3. Mesopotamia
4. Egyptus
5. Numidia
6. Hispania
7. Italia

## SEQUENCE OF PLAY

Each player's turn is divided into 6 separate actions or phases, which must occur in the following sequence:

1. Movement
2. Combat
3. Collect Tribute
4. Destroy Cities
5. Purchase New Pieces
6. Place New Pieces

### PHASE 1: MOVEMENT

Players may move their units on land and via sea spaces according to the following principles. All movement must be completed before combat occurs.

### LAND MOVEMENT

In order to understand movement, players must first understand the concept of a Legion. A Legion (for movement purposes) is comprised of at least one Leader (Caesar or General) and a group of up to 7 land Combat Units (Infantry, Cavalry, and Catapults).

A player must have a Leader accompany a Legion in order to move it. Combat units may be left in provinces without a leader, but may not move without one. When a Player moves a Legion from one space to an adjacent space this requires 1 movement point from each unit moved, including the Leader. (See Roads for their special movement capability.) No unit may exceed its own movement point allowance during any given turn.

Since Caesars and Generals have 2 movement points, a number of possibilities are available to a player. Players are free to re-organize or split their Legions at any time during the movement turn in order to create new Legions, again provided that each Legion always has a Leader at all times.

**Example 1:** A General begins his move with 6 Infantry units. He moves these units one space to an adjacent province that contains a City and 2 other Infantry. The General leaves the 6 Infantry and moves the two Infantry originating in the City space to an adjacent province. Note that the General moved 2 spaces (his movement limit for a turn), each Infantry only moved 1 space (their movement limit for a turn), and each Legion had a Leader at all times during their movement.

**Example 2:** A General begins his move with 4 Infantry in City A connected via Roads to City D three spaces distant. The General moves 4 Infantry to City B along the Road, dropping 2 Infantry there and continuing on to City D, where the General leaves the 2 remaining Infantry. This entire move has cost the General only 1 movement point because of the Roads. Then the General completes his move by moving one more space to an adjacent province not connected via the Road.

A Legion (including any accompanying Leaders) must stop its movement if it moves into a space occupied by enemy land Combat Units. A Legion cannot move following combat unless it is retreating. (See Combat.) As you move, if you leave a province that you control vacant, place one of your markers there for clarity of ownership.

### SEA (GALLEY) MOVEMENT

Galleys may move up to 2 spaces each turn and may occupy either a sea zone or a province with a coast (border along a sea zone). However, a Galley may not move directly from one provincial coast to another provincial coast even if adjacent. The Galley must first "go to sea" and may then return to a province (coast) space. A Galley may move by itself, provided that there are no land Combat Units aboard. A Galley may transport a Legion without additional movement cost.

For a Galley, moving from a sea zone to a province (coast) counts as 1 movement point, as does moving from a province back out to a sea zone adjacent to that same provincial coast.

To utilize Galleys for transport, a Legion (i.e. any of the units comprising the Legion) may not move on land during the turn it embarks (gets in the Galley) or disembarks (gets out of the Galley).

Galleys are not required for land Combat Units to move across the straights described at the beginning of these rules. (See Gameboard.)

### PHASE TWO: COMBAT

Once the movement portion of your turn is complete, you must then resolve any combat situations created. Combat is required whenever you move your Legion(s) into a land space occupied by combat units of another player (Land Battle). Multiple battles (in different land

spaces) are resolved in the order desired by the attacker. If you did not create any combat situations, continue to the next Phase.

Sea combat (galleys v. galleys) may occur, at the option of the moving player. Galleys do not have to stop their movement when moving through a sea space occupied by enemy galleys. Galleys may have combat whether transporting a Legion or empty, ignoring the units being transported.

The combat system works as follows. Each player rolls the special Combat dice to inflict casualties on the opponent. Each Combat die has 2 sides showing an Infantry symbol, and 1 side each for Cavalry, Catapult, and Galley. One side of the Combat die is blank.

**Step 1 – Organize Your Combat Units:** Beginning with the defender, each player organizes their own troops into the “Battle Legion”: 1-5 Combat Units, plus one additional Combat Unit for each General or Caesar present in the battle. A Battle Legion must be as large as possible, given the Combat Units and Leaders available. Excess Combat Units not selected to be a part of the Battle Legion remain “in reserve” and may be committed to a future round of battle.

Galleys are never part of a Battle Legion, take no part in land battles, and do not add any Combat dice for either player (therefore galley faces on the combat dice are “misses” in land battles).

**Step 2 – Roll Combat Dice:** Each player rolls one Special Combat die for each combat unit in his Battle Legion. Hits are applied simultaneously, as follows:

After the attacking player rolls his Combat dice, he matches up the die faces with the units in his Battle Legion. Each matched die is a “hit”. Only one die may be matched with each attacking unit.

Catapult symbols may be counted as “hits” when matched with Catapult units in the Battle Legion or in the reserve.

Example: Jack, the attacker, has 1 General and a Battle Legion with 3 Infantry, 1 Cavalry, and 1 Catapult. Jack rolls five dice (1 for each combat unit). The Combat dice show: 1 Infantry, 2 Cavalry, 1 Catapult, and 1 Blank.

This results in three (3) hits. The die with an Infantry showing is matched up with one of the Infantry units, and one of the dice with a Cavalry showing is matched up with the only Cavalry unit in the Legion that is attacking. The second die showing a Cavalry is not counted as a hit because it does not have a Cavalry unit to match up with. The third hit is the Catapult symbol, which matches up with the attacking Catapult.

The defending player decides which of the units from his own Battle Legion are “hit” and knocks them down. The defending player then rolls the dice to inflict hits on the attacking player’s units in the same manner. The defending player adds two extra combat dice if he has a fortified city in the province where the battle is taking place. This is reduced to one extra die if the attacker has any catapult units remaining in the battle.

All units that are hit are then removed (i.e. returned to the supply available for purchase).

**Step 3 – Continue or Retreat?:** The players (defender first) now decide to continue the battle or retreat. If either player retreats, the battle is over. If all the Combat Units of either player (or both!) have been removed, the battle is also over.

If both players elect to continue the battle, return to Step 1, where both players again organize a Battle Legion from their remaining Combat Units.

Note that even if a Battle Legion was wiped out, if this player has other Combat Units available to form another Battle Legion, the battle may continue.

## NAVAL BATTLES

Naval battles are simpler affairs. Each Galley rolls two Combat dice. Only “Galley” images on the dice are “hits”. No Retreats are allowed, but the naval battle only lasts three rounds. The owning player selects which Galleys are sunk. Galleys transporting units lose these units as well when sunk.

## WINNING A BATTLE

After each combat has been fully resolved, there are only two outcomes possible: the attacker gains control over the province or sea zone, or the defender retains control. See Conquering a Province (below).

**PURSUIT:** If a player chooses to “retreat”, his retreating units must survive “Pursuit” before they escape. The player winning the battle now rolls one combat die per land Combat Unit in his entire remaining force. For each Cavalry symbol that the winning player can match to one of his own surviving Cavalry units, he scores a hit and selects one land Combat Unit to remove from among the enemy’s retreating land Combat Units.

If all enemy land Combat Units are destroyed prior to the Pursuit roll, all enemy Generals and Caesar unit in the battle space are captured. However, even if all enemy Combat Units are destroyed during the Pursuit, Generals and Caesar units escape and retreat successfully!

If your Caesar is captured, you are immediately eliminated from the game. The victor gains ownership of all of your money, pieces, markers, and units! Move the victor’s marker forward on the Tribute Scale to reflect the gain when you remove the loser’s marker from play.

If the attacker won the battle, any on-shore enemy Galleys (enemy Galleys in the land province) must then be destroyed and removed from the board.

## RETREAT

Any surviving units must retreat to a single province that is adjacent to the province where the battle took place and contains no Combat Units belonging to another player. Units that cannot retreat are eliminated; and all retreating Generals and Caesar units are captured by the player who won the battle.

**Conquering a Province:** When an attack on land is successful, the attacker will conquer the province. Move the appropriate marker higher on the Tribute Scale and reduce the marker for the player defeated in battle. Only combat units (not a lone General or Caesar) may capture an enemy province, even if the territory is unoccupied. Note that an unoccupied province may be conquered without a battle simply by an enemy Legion

moving into and remaining in the province for that turn. Be sure to include the additional tribute benefit when moving the markers if there is a City in the conquered province!

## PHASE THREE: COLLECT TRIBUTE

During this phase, collect the number of Talents shown by your marker on the Tribute Scale. This number should agree with your current ownership of provinces and Cities on the board.

## PHASE FOUR: DESTROY CITIES

You may destroy one or more of your Cities if you feel that they are in jeopardy of being captured by an opponent. The whole City (including Fortification) must be removed from the board. A Fortification alone cannot be removed. Remove any roads that were connected to the destroyed city. Finally, reduce your marker on the Tribute Scale to reflect your destruction of Cities. Destroyed pieces are available for purchase.

## PHASE FIVE: PURCHASE NEW PIECES

During this portion of your turn, you use your Talents to purchase new pieces: Cities, Fortifications, land Combat Units, and Galleys. The Basic (pre-inflationary) cost of each piece is:

- Infantry: 10
- Cavalry: 20
- Galleys: 20
- Catapult: 30
- Fortified City: 50
- City: 30
- Fortification: 20
- Road: 10

The number of units included in the game (or in your color) is a limiting factor; there may be times when the unit(s) you wish to purchase are not available!

## INFLATION

The Roman Empire was plagued by inflation. To simulate this, as players progress to higher levels on the Tribute Scale, “inflation” will occur (twice)!

At some point in the game, a player will reach or exceed the 105-Talent mark. On the following round of the game and at the beginning of that player’s turn, ALL



prices will double! Note that all players have one final turn to purchase pieces at current prices, beginning with the player who triggers the “inflation”.

A second “inflation” will be triggered when a player reaches or exceeds the 205-Talent mark. Again, following the same procedure as the first inflation described above, ALL prices will now be triple the Basic prices used at the start of the game.

Finally, it does not matter if the player who triggers either inflation has his or her marker moved back below the trigger level; once inflation is triggered, there is no possibility of reversal. And each level of inflation may only be triggered once, regardless of players’ markers re-crossing the same level.

## PHASE SIX: PLACE NEW PIECES

Once you have purchased all of your new pieces for the turn, you may place them. New Combat Units must be placed in your original Home Province. (Galleys may be placed on any coast of that province. A player who has Mesopotamia as their Home Province may only build Galleys in Syria or Armenia and only if they own that province.) New Cities may be placed in any province you control, provided there is not already a City located there. Fortifications may only be placed with new or previously built Cities.

During this phase, the player may bargain for the return of any captured Generals. Payment may include Talents, the exchange of captured Generals held, or promised favors (nothing else). If accepted, Talents and Generals are exchanged now. A player getting a General back places this piece in his Home Province, which must be a legal placement. Future favors promised may – or may not – be fulfilled.

## PLAYER ALLIANCES

At any point in the game, you can propose an alliance with one or more of the other players. But remember, only one Caesar can win the game!

## HOW TO WIN THE GAME

A player wins Conquest of the Empire by being the only Caesar remaining on the board. Of course, if the other players all agree to make you Caesar before you completely crush them, who are we to complain?

## EXAMPLES OF PLAY

### EXAMPLE # 1 – COMBAT

Fred attacks Alice in an open province (no city). Fred has 2 Generals, 5 Infantry, 2 Cavalry, and 1 Catapult. Alice has 1 General, 4 Infantry and 2 Cavalry. Fred decides to create his Battle Legion, (which must be 7 Combat Units if possible) with 5 Infantry and 2 Cavalry. The remaining Catapult unit is in reserve. Alice’s Battle Legion requires all of her six available units.

Fred rolls 7 Combat dice, and gets the following: 3 Infantry, 1 Cavalry, 1 Catapult, 1 Galley, and 1 blank. He can match up all 3 Infantry (he has 5 in the battle), the 1 Cavalry symbol, and the 1 Catapult (even though it is in the reserve) for a total of 5 hits. Alice knocks over 3 Infantry and both of her Cavalry.

Alice defends, rolling 6 Combat dice. She gets 4 Infantry, 1 Cavalry, and 1 Galley. She can match up 4 of the Infantry and the Cavalry symbols, for a total of 5 hits! Fred removes 4 Infantry and a Cavalry.

Both players decide to continue combat! Fred’s Battle Legion now consists of 1 Infantry, 1 Cavalry and 1 Catapult, and faces Alice’s decimated Battle Legion of 1 Infantry.

Fred now rolls 3 Combat dice and gets 1 Infantry and 1 Catapult. Both are hits! Alice knocks down her remaining Infantry.

Alice rolls 1 Combat die and gets 1 Infantry. Fred decides to remove one Infantry, leaving him with 1 Cavalry and 1 Catapult. Alice’s General is captured, and there is no Pursuit or Retreat in this battle.

### EXAMPLE # 2 - A COMPLETE TURN

The Home Province of Italia is about to take its turn. Hispania (to the west) has moved a Legion – a General and 2 Infantry – into Narbonensis. Macedonia (to the east) has moved a Legion – a General, 1 Catapult, 2 Cavalry, and 4 Infantry – into Dalmatia. Both provinces are adjacent to Italia and are threatening it and its Caesar.

## MOVEMENT

Italia decides to attack both Narbonensis and Dalmatia – an aggressive move, but necessary to protect Italia.

Italia forms two Legions, then moves 1 Legion into Narbonensis (Figure 2), and 1 Legion into Dalmatia (Figure 4). The Legion moved into Narbonensis consists of 1 General, 1 Cavalry, and 2 Infantry. The Legion moved into Dalmatia consists of 1 General, 3 Infantry, 2 Cavalry, and 2 Catapults.

### COMBAT

As a result of these battles, Italia gains Narbonensis, but Macedonia retains control over Dalmatia. Move Italia's marker up on the Tribute Scale and Hispania's down to reflect the change in ownership of Narbonensis.

### COLLECT TRIBUTE

Italia now collects tribute for all provinces and Cities under its control. Italia's control marker is now at 40 after gaining Narbonensis, so 40 Talents are collected in tribute.

### DESTROY CITIES

Italia is worried that its province of Neapolis will be attacked by sea (an enemy Galley carrying a Legion is nearby). Because Italia does not want an enemy to gain the City there, Italia declares the City destroyed, removing both the City and the Road between Italia and Neapolis. Italia also moves its marker down 5 on the Tribute scale to reflect the loss of the City.

### PURCHASE NEW PIECES

Italia decides to purchase 4 new Infantry units with the 40 Talents obtained in Tribute. All 4 Infantry are placed in Italia (Home Province).

Italia's turn is now over.

### EXAMPLE #3 – A SEA BATTLE

An Egyptian Galley is attacked by a Galatian Galley in the Mare Alexandria. The Egyptian Galley contains a Legion (consisting of a General, 3 Infantry, and 1 Catapult), while the Galatian Galley is empty.

Both players will roll 2 Combat dice, since each has 1 Galley in the battle. The Egyptian player rolls, but gets no Galley symbols. The Galatian player rolls and gets a Galley symbol! The Egyptian Galley – and the Legion it is transporting – are sunk! The General is captured.

## CREDITS

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### **SEQUENCE OF PLAY**

Each player's turn is divided into 6 separate actions or phases, which must occur in the following sequence:

1. Movement
2. Combat
3. Collect Tribute
4. Destroy Cities
5. Purchase New Pieces
6. Place New Pieces

### **PURCHASE COSTS**

- Infantry: 10
- Cavalry: 20
- Galleys: 20
- Catapult: 30
- Fortified City: 50
- City: 30
- Fortification: 20
- Road: 10



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