

FAQ: Conquest of the Empire II

This FAQ relates to Conquest of the Empire, © 2005, by Eagle Games.
Classic rules for this game have their own FAQ.

GAME RULES

Q1. What happens if, at the end of battle, only Leaders survive for both sides?

A: No one retreats and no one receives chaos points.

Q2. Can you explain how the “arrows” work regarding straight-crossings?

A: Land units may cross these arrows as if crossing into a normal land-adjacent province, without penalty, provided that the sea space in which the arrows are located is either unoccupied or occupied only by friendly (allied) Galleys. If the sea space contains 1 or more enemy (non-allied) Galleys, land units may not cross using normal land movement.

Q3. What is the relationship between moving Galleys and moving amphibiously?

A: There is no direct relationship. A player wishing to move his/her Galleys will select the action Naval Move/Naval Battle, while a player wishing to move land units amphibiously will select the action Move Land Units. Galleys need to be “pre-positioned” off the coast where future amphibious movement is desired.

Q4. When a player selects Recruit as an action, may he/she raise troops in more than one province for that one Action?

A: Yes, provided that all the other restrictions noted (p. 10) are obeyed.

Q5. Suppose the Red player attacks the Green player’s units a province occupied by both Green and Blue units, which are allied. Blue decides to provide some units to Green. What happens when Green decides – or is forced – to retreat?

A: Green’s surviving units and Leaders, if any, must retreat. Blue’s surviving units, including any Leaders, remain in the province.

CARD RELATED

Q6. Can you explain how the *Barbarians at the Gate* cards work?

A: The player selects this card as an action. The card is then played immediately as part of that same action. The player must MOVE, using the normal land movement rules, at least 4 military units to the indicated space. The player may move more units and/or Leaders to the indicated space, provided that the normal movement rules are followed. This implies that all units moved in this action must originate in a single space, must be able to reach the destination space using normal movement restrictions, etc. Following the movement of pieces, the player places additional units in the space as indicated on the card.

Q7. What if the player already has 1 (or more) military units in the indicated space when he/she obtains the card?

A: The player must still be able to move at least 4 additional military units to the indicated space.

Q8. Can you explain how the *Slave Revolt* card works?

A: The player selects this card as an action. The card is then played immediately as part of that same action. The player places the units described on the card in a selected province. Then, that player selects any color (player) who has military units in that province and conducts one or more rounds of combat until either the slave-army is eliminated, or that player's units are eliminated or retreat. If the slave army is victorious, that player selects another color (player) having a military presence in that province and the process is repeated. This continues until either the slave army is eliminated or all player colors have been defeated in the province. Players may *not* seek help from an alliance partner in these combats. If any slaves remain in the province after all other military units have been eliminated or retreated, they are removed.

Q9. When is the "player with the most influence in Italia" determined?

A: Following the resolution of the Senate Vote.

Q10. Can you explain how the Diplomacy cards work?

A: Basically, having a Diplomacy card grants that player – and only that player – the ability to gain additional troops in any battle in that province, provided that the card owner is either directly attacked or is himself attacking. The troops granted by the card appear only during the battle; any that survive are immediately removed. All the troops (regardless of losses) re-appear for the next battle.

Note that the player who has the card cannot “lend” these troops to an ally, whether attacking or defending.

One final word is that these additional troops don’t help if the owner doesn’t have at least 1 of his own units (Infantry, Cavalry, or Catapult) in the province! You cannot use these additional troops alone to either attack or defend.