


## Conquest of the empire II Campaign Season:



- Place Province Tokens (twice number of players, random draw)
  - Place Available Conquest Cards (twice number of players)
  - Determine Alliances and Play Order (first bid made by last player of previous season)
  - *First Season Only: Place Units, in Play Order.*  
(Caesar, General, 8 Infantry, 2 Cavalry, Catapult, Galley)
- **4 Player Rounds** (each Round has 2 Actions per player, in Play Order):

| OPTION   | ACTION  |   | REMINDERS   |
|--|---|---|---|
| <b>Obtain Conquest Card</b><br>(Only once per player per round, pay <b>Talent</b> cost in card corner, if any) | <b>X</b>  | Use Immediately                           | Remove from play.   |
|  | ☐   | Senator                                   | Hold face down till used in successful vote, then discard (1 random card goes to the player with the most influence in Italia)  |
|  | ●   |   |   |
|  | ◆   | Diplomacy                                 | Hold face up till end of Season, then make available again.   |
|  |   | Multi-Use                                 | Hold face up till game end, but use only once per Campaign Season.  |
|  | No Symbol   | Hold face up, effect lasts till game end. |   |
| <b>Recruit</b><br>           | Infantry  | <b>5</b>                                  | Place in a province that has both influence and a leader (galleys at sea next to the province).<br><br>Gain <b>2 Chaos</b> points.  |
|  | Cavalry   | <b>10</b>                                 |   |
|  | Catapult  | <b>15</b>                                 |   |
|  | Galley  | <b>15</b>                                 |   |
|  | General   | <b>20</b>                                 |   |
| <b>Buy Influence</b>   | Convert Province token or unprotected token of another player.  |   | Each costs <b>10 Talents</b> (to bank). General in province can convert one token, Caesar two, but not in combination.  |
| <b>Special Tax</b>   | Take <b>5 to 25 Talents</b> from bank.  |   | <b>1 Chaos</b> point for every <b>5 Talents</b> taken.  |
| <b>Move Land Units</b>   | Move unlimited through connected spaces, stop upon entering Province with non-Allied units.               |   | Must begin with a leader but can split up. <u>Amphibious</u> : if next to sea at start of move may move 4 units (plus leaders) by sea, per galley next to the <i>target</i> province. |
| <b>Land Battle</b>   | Declare within a shared province, only against one non-Allied player. Other allies may assist their side. |   | 3 dice, +1 for leader, +1 for owned defending city, +Training cards. May retreat after each round, defender first. Loser (not allies) gains <b>2 Chaos</b> points.                    |
| <b>Naval Move/Battle</b>   | Galleys from anywhere to a single destination, then immediate battle, if any.                             |   | 3 dice, +Training cards. 3 rounds of battle, no retreat. Loser (not allies) gains <b>2 Chaos</b> points.  |
| <b>Pass</b>  |   |   |   |

- Taxes (collect **5 Talents** per influence token, **10** if city owned in province)
- Victory Points and Chaos (Gain VPs as marked in key provinces, reduce Chaos by 3 for each city, then player with most Chaos loses 10 VPs, second loses 5)