CONQUEST

NOT-SO ORGANIZED PLAY

So you want to play a game of *Conquest* but have an odd number of people? Or, perhaps, you want to play a team game with a few friends? We got you covered: these are the tools you'll need to play ***Conquest: The Last Argument of Kings*** or ***Conquest: First Blood*** with however many people you desire!

CONQUEST MULTIPLAYER RULES:

Determine a point value: Both teams determine a total point value for the game; this can be 1000 points, 2000 points, or beyond!

Players will then typically split this total evenly between them: for example, a 2000 point 2-versus-2 game will have each player building a 1000 point list.

Note: If you have a friend who wants to play but cannot field the same number of points as their partner, you can split the armies unevenly. For example, a 2000 point game with one player having 1200 points and the other player having 800 points.

Once each list has been created, the players will choose the desired scenario; the process remains the same as when picking a scenario under normal conditions.

In a ***multiplayer game***, all armies on a team, even if they are of the same faction, are considered allied. Even among the same faction, trust and camaraderie are far from guaranteed. Furthermore—as the allied condition aims to represent—while different major factions might find themselves united through purpose at times, they don't necessarily trust their allies enough to share their knowledge and abilities. As such, for example, Men-At-Arms enhanced by the art of Biomancy remain off the table, regardless of active alliances.

Allied regiments are similar to friendly regiments—with a few key differences:
- You may not target an allied regiment with any abilities or spells.
- Any special abilities originating from a regiment or character you control—including supremacies and faction abilities—do not apply to allied regiments.
- A command card utilized by your teammate cannot be used to activate an allied regiment.

Allied players are to treat their armies and command stacks as totally separate, even if they are of the same kind, though still fighting for shared goals and totaling their points as a team each round.

For example, if you have two allied Old Dominion players, they will have separate Dark Power Pools, as if they were opponents.

Additionally, players roll separately for reinforcements; all players may select a single Regiment that is able to arrive from Reinforcements each Round, immediately reveal it to the enemy team, and have it count as having automatically arrived from Reinforcements or have it remain in Reinforcements.

Point totals are the same for each player, and, for scoring purposes, regiments on each team count as being part of the same army.

Abilities that use the command stack would pull from the next card in their stack, not their allies'.

Players Activate in alternating order; for example, if two teams each had 2 players, at the start of a round each team would determine a first and second player, with the first player from each team Activating their card, followed by the second player from each team, continuing back and forth until all players' command stacks are empty.

For example, representing each team with a player and a number, it would start with team A player 1 and rotate: A1-> B1-> A2-> B2-> A1, etc.

The Supremacy Roll is done as normal, with one player from each team rolling.

    The only exceptions to this are the following:
        - If a player can activate multiple cards, they do so as if it were one turn, with play
          proceeding to their teammate and then back to themselves.
        - If a player runs out of cards, their teammate continues activating until both command
          stacks are empty.

    At the start of the next supremacy phase, each team may choose a new Warlord:
        - Each player is considered to have a Warlord (or 2, if the 100 Kingdoms are fielded);
          this means in a scenario with VP for killing the warlord, it may be scored for each
          warlord slain.
        - Each player has a supremacy for each of their warlords.

Advanced Scenarios:

Uneven players:
In the event that there are uneven teams (1v2, 2v3, etc.), simply ensure that the points total remains the same between each team; alternatively, use the Multi-Army rules below.

Multi-Army:
Players may use these rules for games involving multiple armies at once! Simply have a player control an additional command stack, treating it as an allied army. For example, this could be used in a narrative game to represent a 1500-point Nords army with a small 500-point Dweghom allied mercenary force! This can be done with the same army to even out totals in an uneven player scenario.

Chaos Mode:
For those players who want something a little less structured, simply use these rules but ignore the **allied army** rules, treating both armies as friendly—this will allow you to benefit from your allies' supremacy abilities, spells, and any other such rules. Have fun making the most unstoppable combinations possible! Keep in mind, these are untested territories you will be treading, and we do not take any responsibility for the potentially broken army combinations that will come after you!

These rules are intended for more narrative-driven and casual events; as such, they are not considered appropriate for competitive play.