

CONQUEST

NOT SO ORGANIZED PLAY



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What is Project FUN?

Project FUN is a program focused on casual games of *Conquest*. In this program you'll find optional unlockable goals, formats, and scenarios to breathe new life into *Conquest* games across the board, formulated with free-form enjoyment in mind rather than competitive play.

This program can be used to host one-off games or short-term leagues that are a FUN—pun intended—way to get your *Conquest* games in during slow seasons or just to take a break from the competitive scene.

About Project FUN - The MFG Bounties

Each triannual season, a new Bounty List is released, which consists of a rotating selection of non-competitive, optional “Bounties” and “Modifiers” that are meant to energize local *Conquest* play and encourage players to try new models, list building, and rules.

Playlists will be updated triannually, releasing relevant Bounties and Modifiers and adding new layers of fun to be experienced!

How to play?

Project FUN League (Bounties)

Bounties may be used in a casual League format over the course of multiple games. Players earn Bounty Points (BP) for completing Bounties throughout the League's duration.

Bounties can only be earned once per player per League. Try to claim them all!

BP can be used at any point in the game; BP can also be saved up to use in future League games. There is no cap.

At the end of the League, the player with the most BP left earns the title of Best of Bounty (BOB).

Chaos Mode (Modifiers) OUTLAW/RULEBREAKERS

Modifiers can be used in casual one-off games. Players may choose a maximum of 3 Modifiers for their game.

BOUNTIES



Horsing Around	Hundred Kingdoms: Run an all Orders army. Gain 50 BP.
Fancy Fighting	Spires: Run an all Sovereign Lineage army. Gain 50 BP.
On your feet	Nords: With a Volva, heal any wounded Regiment a total of 5 wounds over a single game. Gain 50 BP.
War-B-Q	Dweghom: Deal a minimum of 10 hits with Aura of Death from your army over the a single game. Gain 50 BP.
Chants chants chants	W'ahdrun: Chant with every Regiment in your army over a single game. Gain 50 BP.
Who woke me up?	Old Dominion: Get Dark Power Pool to Tier 2 by turn 5. Gain 50 BP.
CowPile	City States: With any friendly Regiment containing Minotaur, complete 2 Charges in 1 game. Gain 50 BP.
Playing with Fire	Sorcerer Kings: Volley with an Efreet Flamecaster into an enemy Regiment in contact with an Efreet Swordancer. Gain 50 BP.
Turtle Power	Yoroni: Run 4 Kappa in any assortment of Regiments. Gain 50 BP.
Get off my Lawn	Maintain seizing control of at least 1 Objective Zone for 1 Turn with a friendly Infantry Regiment. Gain 30 BP.
Crush the Weak	Destroy any enemy Infantry Regiment with any friendly Brute Regiment. Gain 5 BP.
Like a Wrecking Ball	With any friendly Regiment with the Impact Special Rule, Charge an enemy occupied Garrison.

Prime Time	Have at least 1 colors painted on your entire army. Gain 5 BP.
Dressed to the 3s	Have at least 3 colors painted on your entire army. Gain 15 BP.
Heart of the Cards	Shuffle your Command Stack instead of planning it. Gain 10 BP.
Don't get too Close	With any friendly Regiment, deliver Hits with the Lethal Demise Special Rule. Gain 10 BP.
Take Care	Heal a minimum of 8 Wounds over the course of a game. Gain 30 BP.
David and Goliath	Destroy an enemy Monster with any friendly Infantry Regiment. Gain 25 BP.
1-v-1	Destroy any enemy Character in a Duel with any friendly Character. Gain 40 BP.
Touchdown	With any friendly Regiment, touch the other side of the battlefield. You may enter the enemy deployment zone. Gain 55 BP.
Duel of the Fates	Complete a Duel with all Characters in your Army this game. Gain 35 BP.
Shoes Tied	Fail a Charge where the number on the dice you need is 2 or higher. Gain 5 BP.
Revenge	Destroy an enemy Regiment with Die Fighting. Gain 75 BP.
This isn't Over	Have any friendly Infantry Regiment survive a game with 1 Wound. Gain 25 BP.

REWARDS



10 = Add +1 to March or Charge of any 1 friendly Regiment. May call after rolling.

15 = Add 1 additional success to any spellcasting roll. May use after rolling.

20 = Heal any Regiment or Character 2 Wounds.

25 = 1 friendly Regiment gains Take Aim as a free additional action this turn.

30 = 1 free out of sequence Reform or Combat Reform on any friendly Regiment. Roll for Resolve as usual.

40 = Add +1 to Clash for any friendly Regiment this turn.

50 = Reroll any 1 dice. Including Priority. May call after rolling.

60 = Select any friendly Regiment coming in from Reinforcement this turn. It gains Vanguard +3.

75 = Auto-succeed any 1 Reinforcement roll. May call after failed roll.

80 = Select a friendly Character. The Character may leave it's current Regiment and join any other legal Regiment.

90 = Change any 1 Item, Mutation or Mastery for a Character within 20 pts or the original cost for the rest of the game.

99 = Select a friendly Regiment currently on an Objective Zone. That Regiments Command stand adds +2 towards seizing this turn.

100 = Move any 1 piece of Terrain up to 6" in any direction. It cannot land on a Regiment.

115 = Select any 1 piece of Terrain. It becomes Dangerous Terrain for the rest of the game.

125 = Move any 1 Objective Marker up to 6" in any direction.

130 = Select an Objective Zone an enemy Regiment is currently on. This Objective Zone "turns off" and does not award VP this turn.

150 = Return any 1 destroyed non-Monster stand back to the battlefield with half it's Wounds.

160 = All friendly Regiments may perform a free additional Attack or Volley Action against Objective Markers this turn.

175 = Gain 1 free additional March Action for every friendly Regiment this Turn.

199 = Select any piece of Terrain. You choose what type of Terrain this changes into for the remainder of the game.

200 = Add an additional 10' to all Spellcasters in your Army for the rest of the game.

225 = Select any Objective Zone to be removed from play for the rest of the game.

250 = All friendly Healing also gives a friendly healed Regiment +1 Resolve for the rest of the game. Each friendly Regiment may only benefit from this effect once.

275 = Select a friendly or enemy non-Monster Character. That Character gains +3 Attacks and can only Duel for the rest of the game and cannot use any other Actions.

300 = Select 1 friendly Monster to gain Regen 5 Draw Event.

999 = A MFG becomes your Warlord. Gain Underwater Breathing and win the game.