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Game: **D&D: CONQUEST OF NERATH**

Pub: **Wizards of the Coast (2011)**

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v1.1

Aug 2011

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

DUNGEONS & DRAGONS

CONQUEST OF NERATH

PLAYING THE GAME

2 player alliance game: the allied realms of Karkoth and the Iron Circle vs. the allied realms of Vailin and Nerath.

3 player alliance game: the allied realms of Vailin and Nerath vs. the realm of Karkoth vs. the realm of the Iron Circle.

4 player alliance game: each player controls one realm, but the allies Karkoth and the Iron Circle are against the allies Vailin and Nerath.

4 player free-for-all game: each player controls one realm and can attack any other player at any time; alliance rules do not apply. Players may strike any agreements, but none are binding. To move into a space controlled by *any* other player, you must attack that space.

Alliances

Shared achievements determine an allied victory:

Short 20 shared VP

Medium 30 shared VP

Long Allies control all Capitals (and still control their own) or collect at least 12 Treasures (and have more than any other player at the end of the round)

Game Length

For a short or medium length game, keep track of VP on the VP track. At the end of each round, a player with at least the required VP *and* the most VP wins. On a tie, continue playing until one player has the most VP at the end of a game round.

Short 13 VP

Medium 20 VP

Long Control all Capitals (and still control your own) or collect at least 8 Treasures (and have more than any other player at the end of the round)

Victory Points (VP)

You receive VP as soon as you complete the specified action:

1 VP Conquer an enemy land space

1-3 VP Play a Treasure card

5 VP Conquer an enemy Capital

SETUP

Set up the **game board** and the **quick reference card**. Each player takes his realm's **reference card**, **troop pieces**, and **control markers**, then shuffles his starting Event deck, places it facedown on his reference card, and draws 2 Event cards to form his hand.

Place each realm's **starting pieces** in their starting spaces (identified by colored silhouettes on the board). A realm's starting land spaces are identified by their colored borders.

During play you may use the plastic **chips** to save space: each gray chip represents 1 piece and each red chip 5 pieces. Your forces aren't limited by the mix of pieces and chips available.

Shuffle the **Dungeon Guardian tiles** and place one on each **dungeon entrance** on the board (these are not controlled by any realm). Place the rest of the tiles facedown on the quick reference card. Shuffle the **Treasure card** deck and place it facedown on the quick reference card.

Each player takes his starting treasury: **Karkoth** 10 gold; **Vailin** 11 gold; **Iron Circle** 12 gold; **Nerath** 13 gold.

TURN SEQUENCE

During a round, each realm takes a turn in order. If you play 2 allied realms, take each realm's turn in the normal order.

1. **Dark Empire of Karkoth**
2. **Vailin Alliance**
3. **Iron Circle**
4. **Nerathan League**

Each realm's turn consists of 6 steps played in order. When every realm has completed a turn, the round ends. If nobody has won, a new round begins.

You must *Draw an Event Card* and *Collect Income* if you can, but all other steps are voluntary.

1. DRAW

Draw an Event card from your realm's Event deck.

Play Immediately cards are played right away. All other cards can be kept in hand until required (there is no hand limit).

When you play a card, follow its text, then discard it facedown beside the Event deck in the space on your reference card. If your deck runs out, reshuffle your discarded Event cards to form a new deck and continue drawing.

2. MOVE

Move any or all of your pieces a number of spaces up to their **Move** number to adjacent (sharing a common border) spaces.

You can move pieces into or through any **friendly space** (one controlled by you or an ally). If your ally has pieces in the space, your pieces can share that space without fighting.

Pieces must stop when they enter an **enemy space** (one controlled by an enemy)—even an empty one—or a **dungeon entrance**.

The impassable territories in the northeast and southwest corners of the board do not count as spaces, and pieces cannot enter or move through these areas.

A **land space** is friendly or enemy depending on who **controls** it. Its controller is the realm whose pieces occupy the space or who has a control marker in it (if it contains no pieces). If no enemy controls a realm's starting land space, the space is controlled by that realm.

A **sea space** is an enemy space if it contains enemy pieces. Otherwise, it is a friendly space.

A **dungeon entrance** is not friendly to any realm. Effects that refer to 'enemy spaces' do not apply to dungeon entrances.

Whenever you move pieces into an enemy space or a dungeon entrance, you **attack** that space. Pieces can move from more than one space to attack a single enemy space. You can split your pieces so that they move from one space to attack several spaces.

Pieces move depending on their type:

Land Pieces: *Footsoldiers, Siege Engines, Fighters, Wizards, and Monsters* are all land pieces, can only enter land spaces and must end their movement in land spaces. *Castles* are also land pieces, but they cannot move.

Sea Pieces: *Warships* are sea pieces, can only enter sea spaces, and must end their movement in sea spaces.

Flying Pieces: *Dragons* and *Storm Elementals* are flying pieces, and can move through and end their movement in land spaces and sea spaces. They can move through enemy spaces without stopping. Flying pieces can move through dungeon entrances, but cannot end their movement there.

Dungeon Entrances

Only Heroes (Fighters and Wizards) can move into dungeon entrance spaces. They must stop moving as soon as they do so and fight the Dungeon Guardian in the *Fight Battles* step.

Sea Transport

Warships can load land pieces, carry them through friendly sea spaces, and unload them in enemy or friendly **coastal spaces** (land spaces adjacent to sea spaces).

Islands (land spaces entirely inside one or more sea spaces) are also coastal spaces. A land piece cannot move onto or off an island unless it is carried by a Warship.

A Warship can carry up to 2 land pieces (not *Castles*). The land pieces **embark** onto the ship from a coastal space and **debark** into another coastal space. Your Warships cannot transport land pieces belonging to an ally.

A Warship must stop moving and triggers a battle when it enters an enemy sea space.

Warships can move before and after loading. A Warship can move 0, 1, or 2 sea spaces before loading land pieces, even from different coastal spaces along its path.

Land pieces cannot move before they embark, but must begin the Move step in the coastal space from which they will embark. Once the Warship arrives at the destination, land units it is carrying can only debark into a coastal space adjacent to the sea space it is in, and cannot move any farther after debarking.

Transported pieces don't have to debark, and must remain on a Warship that does not end its movement adjacent to a coastal space.

Once a Warship unloads pieces, its movement is over for the turn. It cannot unload pieces at multiple destinations on the same turn. A Warship can unload its carried pieces into a single land space or 2 different ones adjacent to its sea space. It cannot unload carried pieces onto another Warship.

If a Warship moved 2 sea spaces before it loaded land pieces, it can unload those pieces only into another coastal space adjacent to the sea space it is in. A Warship can also load and unload pieces without moving at all, thus moving land pieces across a sea space (**bridging**).

3. FIGHT BATTLES

Fight the battles you triggered by entering enemy spaces and dungeon entrances. No new pieces can join a battle once this step has begun, unless an Event card allows it.

Battles take place over a number of battle rounds, each of which consists of these phases:

1. **First Strike attacks and damage.**
2. **Roll other attacks.**
3. **Take damage.**
4. **Press attack or retreat: Attacker chooses.**
5. **Determine battle results: Conquer spaces, Run Amok, Plunder dungeons.**

Battles occur simultaneously, but as the attacker, you resolve each battle separately in the order you desire. If you have battles in sea and land spaces, you must **fight all the sea battles first**, then the land battles (including sea landings).

You and your ally cannot attack at the same time. However, if your pieces and an ally's pieces share the same space, they all *defend* the space together.

Each piece rolls the appropriate **attack die** in battle.

You score a hit if you roll a 6 or higher.

The attacker rolls and scores hits first, then the defender; then both players' pieces take damage.

When a player's piece hits, his opponent decides which of his pieces takes the damage and in which order. A new piece must be chosen for each hit scored. Most pieces are destroyed when they take 1 damage.

After taking damage, both players return any destroyed pieces to their supply, then continue with the battle.

First Strike

Pieces with the *First Strike* ability roll their attack dice before other pieces, both when attacking and when defending. If they score hits, the opposing pieces take damage before they have the opportunity to strike back.

If both the attacker and the defender have pieces with *First Strike*, the *First Strike* attacks happen at the same time, and both sides score hits and take damage before continuing with the rest of the battle.

Special Abilities

Dragons are *Durable* and can take the damage from a single hit without being destroyed. If a piece takes damage but isn't destroyed, lay it on its side or upside down. If it takes no more damage, it is turned upright at the end of the battle and can be used again.

When a **Castle** takes damage, it becomes inactive and plays no more part in the current battle (turn it upside down). At the end of the battle, turn it upright; the Castle can be used again, though it might be captured by the attacker.

Allies and Combat

Allies cannot attack at the same time. However, if allied pieces share a space, they all *defend* the space together.

Allies decide among themselves how to take damage in battle. If there is no consensus, each takes half the total damage. On an number of hits, the ally with the most pieces in the space takes the extra; if you each have the same number of pieces there, decide randomly. If more hits are scored against one ally than he has pieces to lose, the other ally must take all the remaining damage.

Sea Battles

Only flying pieces, sea pieces, and Heroes carried on Warships can fight in sea battles in sea spaces. Other land pieces cannot fight, and cannot take damage.

If a Warship takes damage, it is destroyed along with all land pieces it carries (including Heroes).

Pieces make a **sea landing** when they debark from a Warship and trigger a new battle (or join a battle that is already occurring) in a coastal space. If one or more of your Warships move into a friendly sea space, you must declare what coastal space you are attacking during the Move step, just as you would for any other attack. If they move into an enemy sea space, you must first fight a sea battle before you can land your pieces to attack the coastal space.

If you have to fight a sea battle with the transporting Warships, you don't have to declare the sea landing unless you win the battle. If you destroy all enemy pieces in the sea space, your surviving carried land pieces can debark into the coastal space they are going to attack.

If any of your Warships carrying pieces are destroyed in the sea battle, the carried pieces are destroyed and cannot fight in the land battle that follows.

Fighters and Wizards carried by your Warships can first fight in a sea battle, then make a sea landing and fight again in the land battle, or even debark into a dungeon entrance.

You can make a **combined attack** against an enemy coastal space, using pieces that moved there from other land spaces as well as those that make a sea landing. All your pieces form into a single attacking force, and you fight only one battle.

However, if you lose any Warships carrying land pieces in the adjacent sea space, the pieces they carried cannot help with the land battle.

Press Attack or Retreat

Once you start a battle, you must fight at least one battle round. A battle round ends after all pieces have rolled attack dice and both sides have taken damage and removed destroyed pieces.

If pieces remain on both sides at the end of a battle round, the attacker decides whether to continue the battle (**press the attack**) or give up (**retreat**). If you press the attack, start another battle round.

Only the attacker can decide to retreat. If he does, defending pieces must stay in the attacked space, and *all* attacking pieces must retreat.

Retreating pieces move from the attacked space to *any* adjacent friendly land space. If more than one space qualifies, you can split the retreating pieces between them as you choose.

Flying pieces can retreat to an adjacent friendly sea space and will be able to move again in the Reposition step.

If there are no friendly adjacent land spaces to retreat to, but you have one or more Warships in an adjacent sea space, your pieces can retreat by embarking onto those Warships. The movement of the retreating pieces is then over for the turn.

If the Warships cannot carry all the retreating pieces, any pieces that cannot embark are destroyed.

Retreating from sea battles is the same as retreating from a land battle, except that sea pieces must retreat to a friendly, adjacent sea space.

Land pieces carried on a retreating Warship cannot retreat to an adjacent coastal space or another Warship.

Determine Battle Results

If all pieces (or Dungeon Guardians) on one or both sides have been destroyed, or the attacker retreats, the battle ends.

If all the attacking pieces are destroyed, or if the attacker chooses to retreat, the attacker loses the battle. The defender retains control of the space, even if all the defending pieces are destroyed.

Conquer Spaces

If all the defending pieces are destroyed and at least one attacking piece survives, the attack succeeds. The attacker conquers the space if it is a land space.

All the attacker's pieces that survived the battle move into the conquered space.

If you conquer a land space that is an enemy Capital (Karkothi Throneholds, Vailindor, Citadel of Iron's Grasp, or Mithrafast), you score 5 VP instead of 1.

If your Capital is conquered, you are still in the game, but until you retake your Capital you may be limited in how many new pieces you can place, and you collect half the Gold you normally would.

Unlike other pieces, Castles aren't removed from the board when they take damage; they remain in the space but become inactive for the rest of the battle. If you conquer a land space containing a Castle, you capture it.

Alliances and Conquest

You cannot conquer a space together with your ally. If you attack an enemy land space in your ally's starting territory and win, you don't conquer it and you don't score VP; you *liberate* it for your ally. Your pieces remain there, but the space immediately reverts to your ally's control.

Card effects that refer to conquering a space still trigger when you liberate an ally's space.

If you liberate an ally's Capital, it is available for placing new pieces on that ally's next turn.

Run Amok

If you win a battle in a land space on your turn, any of your Monsters that survived the battle can **run amok**. The Monster immediately moves to an enemy land space, adjacent to the attacked space, that contains no enemy pieces, and conquers that space. Your Monsters cannot run amok to advance into friendly land spaces.

Plunder Dungeons

If you win a battle against all the Dungeon Guardians in a dungeon entrance, your Heroes get to **plunder** the dungeon.

Draw the top card from the Treasure deck. Keep them in your hand until you decide to play one, when you place it on the table faceup in front of you. They remain in play for the rest of the game and you may have as many in play as you wish.

A Treasure card's **Power** is a single-use ability that takes place as soon as you play the card. Its **Property** is an ability that is in effect for the rest of the game.

Victory Points

You score VP for conquering enemy land spaces and claiming Treasures. Immediately advance your realm's control marker the appropriate number of spaces on the VP track.

If you conquer a land space in an enemy's starting territory (as shown by the space's border), you score 1 VP (5 VP if it is a Capital). If the enemy retakes that space but you conquer it again on a later turn, you score the VP again. However, you do not score VP for retaking a land space that originally belonged to you at the start of the game.

If you liberate a space in an ally's starting territory, neither you nor your ally score VP for conquering that space.

Whenever you play a Treasure card, you immediately score the VP listed on the card.

4: REPOSITION

Heroes that successfully explored dungeons must exit after plundering them.

Move each of your surviving Heroes to a friendly land space adjacent to the dungeon entrance, or to a Warship in a friendly sea space adjacent to the dungeon entrance. Multiple Heroes can move to several spaces.

After you defeat all a dungeon's inhabitants, place 2 Dungeon Guardian tokens on the vacant dungeon entrance.

Your flying pieces can move to any friendly land space they can reach with their Move. Normal movement rules apply. If you conquered an enemy land space this turn, the space is now friendly, so your flying pieces can land there safely.

Storm Elementals can end this step in friendly sea spaces. Other flying pieces must end in friendly land spaces or they are destroyed.

You can't start a new battle by moving a piece into an enemy space during this step. If there is no eligible friendly space within range, the piece is destroyed.

5: REINFORCE

Buy as many pieces as you can afford of any type, at their cost of 1-5 gold each. Return the total gold you spend from your treasury to the general supply.

Placing New Pieces

Place new pieces in any friendly land space that contains one of your Castles you have controlled since the start of your turn.

Any number of pieces may be placed in your Capital space. At other Castles, you may only place up to 4 new pieces; but if you control only one Castle, this limit does not apply.

You cannot place new pieces at any Castle you captured or recaptured *this turn*. If you retook your Capital from an enemy this turn, you can place new pieces there.

If you buy a new Castle, you must place it in a friendly land space that contains no other Castles, and that you controlled since the start of your turn. Only 1 Castle can be built in any land space. On the turn you place a new Castle, you cannot place other new pieces there.

If you control no Castles, all the new pieces must appear in the friendly land space closest to your Capital. If multiple land spaces are the same distance away, distribute your new pieces among them as you wish.

New Warships (and Storm Elementals, if you wish) must be placed in any friendly sea space adjacent to a land space containing an eligible Castle. These still count against a Castle's placement limit.

A new Warship can be placed carrying new land pieces you buy on the same turn. If you buy new land pieces at a Castle in a coastal space, you can place them on an existing Warship in an adjacent sea space.

Moving New Pieces

New pieces can immediately move from the space you placed them to any friendly space they can reach with their Move.

New Warships carrying new land pieces can immediately move, carrying those pieces, and unload them in a friendly land space. However, you cannot move an existing Warship you placed new land pieces on.

You cannot place new Warships and Storm Elementals in enemy sea spaces.

You can't trigger any battles with new pieces by moving them into enemy spaces. New flying pieces can move through enemy spaces as long as each finishes this movement in a friendly space.

6: COLLECT INCOME

Each land space you control produces 1 gold. Add the total gold you collect to your realm's treasury.

Each realm has a **base income** equal to the number of its starting land spaces: **Karkoth** 15 gold; **Vailin** 13 gold; **Iron Circle** 13 gold; **Nerath** 14 gold. Count up the land spaces you control *not* in your realm's starting territory, subtract the total of any of your starting spaces you no longer control, and add the result to your realm's base income to get the total gold you collect this turn.

You don't collect income from a land space you liberated for an ally. If that ally still controls the space on this step of his turn, he collects income for it.

If you do not control your Capital space, collect *half* the gold you normally would (round up). A captured enemy Capital produces only 1 Gold for its controller.

EXPLORING DUNGEONS

Heroes that move into a dungeon entrance **explore** the dungeon; flip over all the facedown **Dungeon Guardian** tokens on that dungeon entrance.

Follow the usual rules for battles, with the Heroes as attacker and the Dungeon Guardian as defender (the opponent to your left rolls attack dice for the Guardian).

Multiple Dungeon Guardians must be fought simultaneously. The opponent controlling them decides how to take damage.

If your Heroes **retreat** from the dungeon the Dungeon Guardian token remains faceup on the dungeon entrance.

Dungeon Guardians do not count as *pieces*; if an Event or Treasure card allows you to remove an enemy piece from play, you cannot use that card against a Dungeon Guardian.

Attack Dice

A Dungeon Guardian's attack dice is shown on its token. If it has only 1 attack die, 1 damage is enough to destroy it. If a Guardian has multiple attack dice, each time you score a hit against it, it loses one of its attack dice (the opponent controlling it chooses which). If you lose the battle or retreat, all surviving Guardians return to full strength.

Special Abilities

A Dungeon Guardian may have a special ability which appears below the attack dice on its token:

First Strike: If there are multiple Dungeon Guardians, all those with First Strike attack at the same time. Your Wizards and any other Heroes that can make First Strike attacks attack them at the same time.

Heroes Need 7+/8+ to Hit: A Hero scores a hit against the Guardian only on an attack roll of the specified number or higher. If the dungeon entrance contains multiple Dungeon Guardians, the disadvantage affects all the Heroes' attack rolls during that battle—even against Dungeon Guardians that would otherwise be easy to hit.

An Event card that grants a Hero a bonus to attack rolls trumps this special ability.

Reward: At the end of the battle, if you won, your realm gets an extra reward in Gold in addition to the Treasure gained from plundering the dungeon.

DUNGEONS & DRAGONS

CONQUEST OF NERATH

1. DRAW

Draw 1 Event card from your Event deck.

2. MOVE

Move any or all of your pieces up to their **Move** number to adjacent spaces, into or through any **friendly** space.

A **land space** is controlled by the realm whose pieces occupy it, or who has a control marker there (if there are no pieces). If no enemy controls a realm's starting land space, it is controlled by that realm.

A **sea space** is an enemy space if it contains enemy pieces. Otherwise, it is a friendly space.

A **dungeon entrance** is not friendly to any realm. Only Heroes (Fighters and Wizards) can move into them. They then stop and fight the Guardian in the *Fight Battles* step.

Flying pieces can move through and stop in land and sea spaces, through enemy spaces without stopping, and through dungeon entrances if they do not stop there.

Warships can load up to of your 2 land pieces, carry them through friendly sea spaces, and unload them in enemy or friendly **coastal spaces** (land spaces adjacent to sea spaces). Land pieces cannot move before they embark, nor any farther after debarking.

3. FIGHT BATTLES

Whenever you move pieces into an enemy space or a dungeon entrance, you stop and **attack** that space.

1. **First Strike attacks and damage.**
2. **Roll other attacks.**
3. **Take damage.**
4. **Press attack or retreat: Attacker chooses.**
5. **Determine battle results: Conquer spaces, Run Amok, Plunder dungeons.**

Fight all your sea battles first, then land battles/sea landings.

Each piece rolls their **attack die and hits on a 6 or higher**. Attacker first, then defender; then all pieces take damage.

Your opponent decides which of his pieces takes damage and in which order (but a new piece for each hit scored).

Castles cannot move and can only defend in battle. They become inactive when hit.

Warships are destroyed along with all land pieces they carry when hit (including Heroes).

Press Attack or Retreat

Once you start a battle, you must fight at least one battle round. Then the attacker decides whether to **press the attack** or **retreat**. Only the attacker can decide to retreat.

Determine Battle Results

If all the defending pieces are destroyed and at least one attacking piece survives, the attack succeeds and all the attacker's surviving pieces move into the **conquered** space.

Plunder Dungeons If you win a battle against all the Guardians in a dungeon entrance, **draw a card from the Treasure deck**.

A card's **Power** takes place as soon as you play it. Its **Property** stays in effect for the rest of the game.

Victory Points If the enemy retakes a space you have conquered but you conquer it again, score the VP again.

Do not score VP for retaking a land space that originally belonged to you at the start of the game.

4: REPOSITION

Heroes that successfully explored dungeons must exit on a friendly land space adjacent to the dungeon entrance, or to a Warship in a friendly sea space adjacent to the entrance.

After you defeat all a dungeon's inhabitants, place 2 facedown Dungeon Guardian tokens on the entrance.

Your flying pieces can move to any friendly land space they can reach with their Move. Storm Elementals can end this step in friendly sea spaces. Other flying pieces must end in friendly land spaces or they are destroyed.

You can't trigger any battles this step.

5: REINFORCE

Buy as many pieces as you can afford of any type, at their cost of 1-5 gold each.

Place up to 4 new pieces in any friendly land space that contains one of your Castles you have controlled since the start of your turn.

Any number of pieces may be placed in your Capital space, even if you retook your Capital from an enemy this turn.

A new Castle must be placed in a friendly land space with no other Castles that you controlled at the start of your turn. Only 1 Castle can be built in any land space.

New Warships (and Storm Elementals, if you wish) must be placed in a friendly sea space adjacent to a land space containing an eligible Castle. They count against a Castle's placement limit.

New land pieces bought at a Castle in a coastal space can be placed on an existing Warship in an adjacent sea space.

New pieces can immediately move to any friendly space they can reach with their Move.

New Warships carrying new land pieces can immediately move, and unload them in a friendly land space. An existing Warship with new land pieces on it cannot move.

You can't trigger any battles this step.

6: COLLECT INCOME

Each land space you control produces 1 gold.

Base income is equal to the number of starting land spaces:

Karkoth	15 gold
Vailin	13 gold
Iron Circle	13 gold
Nerath	14 gold

If you do not control your Capital space, collect *half* the gold you normally would (round up). A captured enemy Capital produces only 1 Gold for its controller.

DUNGEONS & DRAGONS

CONQUEST OF NERATH

1. DRAW

Draw 1 Event card from your Event deck.

2. MOVE

Move any or all of your pieces up to their **Move** number to adjacent spaces, into or through any **friendly** space.

A **land space** is controlled by the realm whose pieces occupy it, or who has a control marker there (if there are no pieces). If no enemy controls a realm's starting land space, it is controlled by that realm.

A **sea space** is an enemy space if it contains enemy pieces. Otherwise, it is a friendly space.

A **dungeon entrance** is not friendly to any realm. Only Heroes (Fighters and Wizards) can move into them. They then stop and fight the Guardian in the *Fight Battles* step.

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Whenever you move pieces into an enemy space or a dungeon entrance, you stop and **attack** that space.

1. **First Strike attacks and damage.**
2. **Roll other attacks.**
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4. **Press attack or retreat: Attacker chooses.**
5. **Determine battle results: Conquer spaces, Run Amok, Plunder dungeons.**

Fight all your sea battles first, then land battles/sea landings.

Each piece rolls their **attack die and hits on a 6 or higher**. Attacker first, then defender; then all pieces take damage.

Your opponent decides which of his pieces takes damage and in which order (but a new piece for each hit scored).

Castles cannot move and can only defend in battle. They become inactive when hit.

Warships are destroyed along with all land pieces they carry when hit (including Heroes).

Press Attack or Retreat

Once you start a battle, you must fight at least one battle round. Then the attacker decides whether to **press the attack** or **retreat**. Only the attacker can decide to retreat.

Determine Battle Results

If all the defending pieces are destroyed and at least one attacking piece survives, the attack succeeds and all the attacker's surviving pieces move into the **conquered** space.

Plunder Dungeons If you win a battle against all the Guardians in a dungeon entrance, **draw a card from the Treasure deck**.

A card's **Power** takes place as soon as you play it. Its **Property** stays in effect for the rest of the game.

Victory Points If the enemy retakes a space you have conquered but you conquer it again, score the VP again.

Do not score VP for retaking a land space that originally belonged to you at the start of the game.

4: REPOSITION

Heroes that successfully explored dungeons must exit on a friendly land space adjacent to the dungeon entrance, or to a Warship in a friendly sea space adjacent to the entrance.

After you defeat all a dungeon's inhabitants, place 2 facedown Dungeon Guardian tokens on the entrance.

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You can't trigger any battles this step.

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Any number of pieces may be placed in your Capital space, even if you retook your Capital from an enemy this turn.

A new Castle must be placed in a friendly land space with no other Castles that you controlled at the start of your turn. Only 1 Castle can be built in any land space.

New Warships (and Storm Elementals, if you wish) must be placed in a friendly sea space adjacent to a land space containing an eligible Castle. They count against a Castle's placement limit.

New land pieces bought at a Castle in a coastal space can be placed on an existing Warship in an adjacent sea space.

New pieces can immediately move to any friendly space they can reach with their Move.

New Warships carrying new land pieces can immediately move, and unload them in a friendly land space. An existing Warship with new land pieces on it cannot move.

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If you do not control your Capital space, collect *half* the gold you normally would (round up). A captured enemy Capital produces only 1 Gold for its controller.

DUNGEONS & DRAGONS CONQUEST OF NERATH

VICTORY POINTS

You receive VP as soon as you complete the action:

- 1 VP** Conquer an enemy land space
- 1-3 VP** Play a Treasure card
- 5 VP** Conquer an enemy Capital

VICTORY CONDITIONS

Game Length

At the end of each round, a player with at least the required VP *and* the most VP wins.



On a tie, continue playing until one player has the most VP at the end of a game round.

Normal Games

- Short** 13 VP
- Medium** 20 VP
- Long** Control all Capitals (and control your own) or collect at least 8 Treasures

Alliances

- Short** 20 shared VP
- Medium** 30 shared VP
- Long** Allies control all Capitals (and control their own) or collect at least 12 Treasures

NAME	TYPE	COST	ATTACK	MOVE	SPECIAL ABILITIES
Footsoldier	Land	1	6	1	None.
Siege Engine	Land	2	8	1	Powerful Attack: Roll 2 8 when <i>attacking</i> and can score 2 hits if both rolls are 6+.
Fighter	Land	2	10	2	Explore Dungeons: A Hero can move into a dungeon entrance and fight the Guardians within. Battle at Sea: A Hero can attack and defend while on a ship at sea.
Wizard	Land	3	10	2	First Strike: Roll attack dice before other pieces, both when attacking and when defending. On hits, the opposing pieces take damage before striking back. Explore Dungeons: A Hero can move into a dungeon entrance and fight the Guardians within. Battle at Sea: A Hero can attack and defend while on a ship at sea.
Monster	Land	3	12	2	Run Amok: If you win a battle in a land space on your turn, any of your Monsters that survived the battle may immediately move to an enemy land space, adjacent to the attacked space and that contains no enemy pieces, and conquer that space. Monsters cannot run amok to advance into friendly land spaces.
Castle	Land	4		-	Place Pieces: You can place newly bought pieces at Castles you have controlled since the start of your turn. Can Be Captured: When hit in battle, Castles are not destroyed, but become inactive for the rest of that battle.
Storm Elemental	Flying	3	8	2	Capsize: In a sea battle, roll 2 8, both when attacking and defending. Hover: Can end the Reposition step in a friendly sea or land space.
Dragon	Flying	5		3	Durable: Can take a single hit without being destroyed and return to full health after the battle if not destroyed.
Warship	Sea	2	8	2	Sea Transport: Can carry up to 2 land pieces (not Castles).

Dungeon Guardians

If a Guardian has only 1 attack die, 1 damage is enough to destroy it. If it has multiple dice, each time you score a hit, it loses one attack die. If you lose the battle or retreat, all surviving Guardians return to full strength.

First Strike: If there are multiple Guardians, all with First Strike attack at the same time as your Heroes with First Strike attacks.

Heroes Need 7+/8+ to Hit: If there are multiple Guardians, this affects *all* the Heroes' attack rolls against *all* the Guardians.

Event cards that grants a Hero a bonus to attack rolls trump this ability.

Reward: If you win the battle, your realm gets an extra reward in Gold in addition to your plundered Treasure.

DUNGEONS & DRAGONS CONQUEST OF NERATH

VICTORY POINTS

You receive VP as soon as you complete the action:

- 1 VP** Conquer an enemy land space
- 1-3 VP** Play a Treasure card
- 5 VP** Conquer an enemy Capital

VICTORY CONDITIONS

Game Length

At the end of each round, a player with at least the required VP *and* the most VP wins.



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