Tabletop Conquest

The Story

You play the commander of a medieval army, attempting to conquer a foreign land.

You must make it to the enemy capital and conquer it before you run out of troops.

Creating Your Army

Use point-buy to build army units:

- 1 Infantry costs 1 point
- 1 Archer costs 2 points
- 1 Knight costs 4 points

You have 200 points to spend.

You will have a total of three units: an Infantry Unit, an Archery Unit, and a Knight Unit.

Sample Armies

100 infantry, 26 archers, and 12 knights

66 infantry, 33 archers, and 17 knights

Actions During Your Turn

1. Move to an adjacent territory.
2. Adjust scores based on territory.
3. Roll for an enemy army.
4. Fight the army:

   Choose your Unit, roll for an enemy Unit, and they fight. Continue until all Units on one side are destroyed.

5. Roll for territories north, south, east, and west.

Preparing the Territories

You begin the game with one territory of water north of you (and all territories at this latitude are water). Roll for the current territory and the ones east, south, and west of you.

1	Water (impassable)
2-3	Marsh
4-5	Plains
6	Mountains

The current territory cannot be water. After preparing the territories, take your first turn.

1. Move

Move to an adjacent territory.

2. Adjust Scores

When you enter a territory, increase a Unit permanently as follows:

Marsh	Add 2 knights
Plains	Increase infantry by 20%, rounded down
Mountains	Increase archers by 20%, rounded down

3. Roll for Enemies

After applying territory effects, roll for opposition.

1	None
2-3	Bandits
4	Small Army (10 infantry, 5 archers, 3 knight)
5	Medium Army (25 infantry, 10 archers, 5 knights)
6	Large Army (40 infantry, 12 archers, 8 knights)

4. Fight

Fights are divided into skirmishes. Each skirmish involves one player Unit (chosen by the player) and one enemy Unit (chosen randomly).

Play skirmishes until one side is out of troops.

Fighting a Skirmish

Choose one Unit to attack. Roll to determine the enemy Unit (1-2 = infantry, 3-4 = archers, 5-6 = knights). If you roll a destroyed enemy Unit, re-roll.

Calculate each Unit's Fighting Force by multiplying Infantry Units by 0.5, Archer Units by 2, and Knight Units by 4.

For each side, reduce the defender's actual Unit size by the attacker's Fighting Force. This occurs simultaneously. Overruns are ignored.

Bandits

Bandits are a special case: they have only infantry and archers, and the amount of each is unknown. On your first skirmish with a bandit Unit, roll a die and multiply by 2 to determine the Unit's actual size.

Skirmish Example

You choose your infantry Unit to attack. You have 100 infantry. Your infantry's Fighting Force = 100 × 0.5 = 50.

You roll a 4, meaning the enemy's Archery Unit defends. There are 5 archers. Their Fighting Force is 5 × 2 = 10.

All the enemy archers are killed, and 10 of your infantry are killed, leaving you with 90 infantry.

5. Roll for Nearby Territories

If any territories north, south, east, or west of you are not yet revealed, roll to determine their type:

1	Water (impassable)
2-3	Marsh
4-5	Plains
6	Mountains

End Game Territories

Later in the game, once at least **20** territories have been placed, roll as follows to determine new territories:

1	Water (impassable)
2-3	**Capital**
4	Marsh
5	Plains
6	Mountains

The Capital

The Capital is defended by a Large Army. Defeat it, and you have won the game.

Credits

This is the 2008-08-22 version of this game.

This game was written by Brent P. Newhall.