

CONQUEST FOR THE CAPITAL

4 PLAYERS
AGES 14+



CONQUEST FOR THE CAPITAL

by MountainSoul Gaming

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Warning: Choking Hazard!

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Introduction

In **Conquest For The Capital**, 4 asymmetric factions fight to control the capital city and its sorcerous throne.

For eons, the human sorcerer-kings have banished you from your homeland. But with the death of the last sorcerer-king, you now return to reclaim these ancient lands.

You have only five turns before neighbouring kingdoms intervene—or a new bloodline of sorcerers rises. It's up to you to lead your faction to supremacy.

Game Components

Game Board

4 Terrain Tiles

5 Wall tokens

8 Tower tokens

30 Human Unit Tokens (1)

3 Human Unit Tokens (5)

1 Elf Special Card

Each factions comes with:

20 Faction Unit Tokens (1)

8 Faction Unit Tokens (5)

20 Faction Claim Tokens

12 Battle Cards

8 Upgrade Cards

1 Notepad & Pencil

Board Setup

Before setting up the board, read through the rulebook to get a grasp of your faction's strategy. See quickstart setup on page 6

During setup, no faction can claim the capital tile.

Decide before starting the game whether you would like to use optional terrain tiles.

1. Each player takes their faction's units, battle and upgrade cards, claim flags, and any special tokens they are assigned on page 8.
2. Each player shuffles their battle and upgrade deck
3. The oldest player is assigned as the first player. (Or by group choice)
4. *If using optional terrain tiles - shuffle them and each player places 1 in turn order*
5. Each player in turn order places 1 wall token (see page 8)
6. The first player claims 2 tiles & places 2 extra units during 1st deployment
7. The second player claims 3 tiles & places 1 extra unit during 1st deployment
8. The third player claims 4 tiles
9. The fourth player claims 5 tiles & places 1 more wall immediately
10. On each tile not claimed by a player, place 3 Human Tokens (1)
11. Place 15 Human units on the central tile
12. Deploy per Faction Rules (on page 7 & 8) and draw 4 **Battle Cards**



Capital Tile

Tile

Unit Tokens



Upgrade Cards



Claim Flags



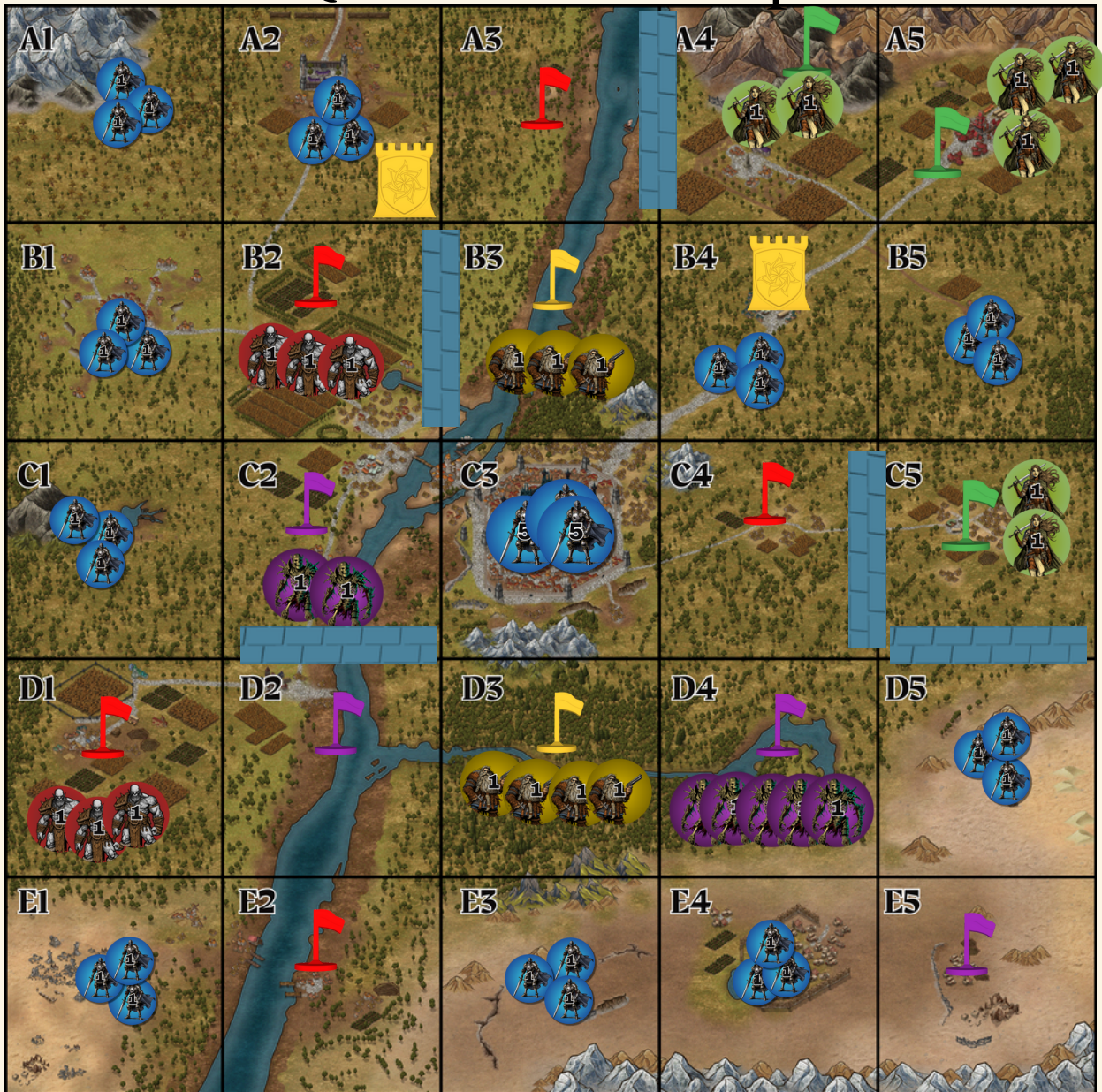
Battle Cards



Dwarf Towers



Quickstart Setup



If this your first game, try setting up in this position for a balanced game.

Walls between A3/A4 B2/B3 C4/C5 C5/D5 C2/D2

3 Humans Units on Tiles: A1 A2 B1 B4 B5 C1 D5 E1 E3 E4

15 Humans Units on Tile C3

Dwarf Claim on B3 (3 units) D3 (4 units)

Dwarf Tower on A2 B4

Elf Claim on A4 (2 units) A5 (3 units) C5 (2 units)

Undead Claim on C2 (2 units) D2 (0 units) D4 (5 units) E5 (0 units)

Orc Claim on A3 (0 units) B2 (3 units) C4 (0 units) D1 (3 units) E2 (0 units)

Dwarf player is first player.

Faction Rules

ELVES

- Begin the game with 6 units and the Elf Special card.
- During *Deployment Phase*, place 1 new Elf unit for each claimed tile you also have a unit on.
- During *Redistribution Phase*, you may move any elf unit from a tile without an upcoming battle, to another tile where you are scheduled to have a battle.
- You gain 2 bonus Attack against humans for each tile you claim touching the capital. (You must allocate at least 1 Attack for this bonus)

Elves Hints

- Elves love isolation. Position yourself with a strong frontline to defend yourself from being attacked from behind.
- You have strong battle cards which can make you suddenly win, but often only while being invaded.
 - Block Elf advances by building chokepoints they must attack through.

ORCS

- Begin the game with 6 units
- During *Deployment Phase*, place 1 new Orc unit for each battle in which you participated during the previous turn.
- During the *Orders Phase*, write a second set of movements. After Battle Phase 1, each Orc unit is capable of performing a second Movement. (Ignore invalid movements)
- You gain 2 bonus Attack against humans each turn, beginning on turn 1 (**Turn 1** = +2 Attack, **Turn 2** = +4 Attack)

Orcs Hints

- Maximise your starting position to cover the most area possible.
- Spread out your forces to get into lots of battles while casualties are low, then group together and take retribution.
 - Orcs are stifled by building chokepoints or protecting human villages from easy invasions.

UNDEAD

- Begin the game with 7 units and a Undead Unit Capacity of 7 (Turn order bonus units do not apply to Unit Capacity)
- During *Deployment Phase*, place 1 Undead unit up to your Unit Capacity
- Each time you claim a tile via battle, increase your Unit Capacity by 1
- You gain 2 attack against humans for each 3 human units removed off the board

Undead Hints

- Undead want to begin near lots of human villages.
- You should focus on increasing your Unit Capacity, which typically means winning easier fights.
 - Undead will always be a threat, either you can take out Human villages or protect them.

DWARVES

- Begin the game with 5 units & 2 tower tokens.
- During *Deployment Phase* place 1 Dwarf unit (max 4) for each opponent (including humans) that have units on tiles that neighbour tiles you claim. Check this in turn order during deployment. Walls do not block this effect.
- You unlock and can immediately place 1 new tower the first time you reach 11 / 16 / 21 / 26 / 31 units. *You never lose towers.*
- Each turn, a single Dwarf Tower may move once ignoring Walls.
- You gain 2 bonus Attack against humans for each tower on the board

Dwarf Hints

- Dwarf Units are best positioned when sitting on the inner tiles near other factions. A large force dissuades a direct attack.
- Placing Dwarf Towers on human villages will make your opponents less likely to expand into those tiles.
 - Dwarf units typically are large hordes which won't be moving much, but watch out for their Towers

Game Rules

Winning The Game

A player wins the game if they claim the Capital Tile during the 5 turns of the game or by being the only player with claimed tiles

The capital has a huge garrison of defending human units (**15 units**) and you will need to build up your own forces to win.

At the end of **Turn 5** if no units have successfully defeated the humans or a stalemate occurs, all players lose.

Turn Order

1. Deployment Phase
2. Orders Phase
3. Movement Phase 1
4. Redistribution Phase 1
5. Battle Phase 1
6. Movement Phase 2
7. Redistribution Phase 2
8. Battle Phase 2
9. Retreat Phase
10. Upgrade Phase
11. Rotate First Player

Battle Cards

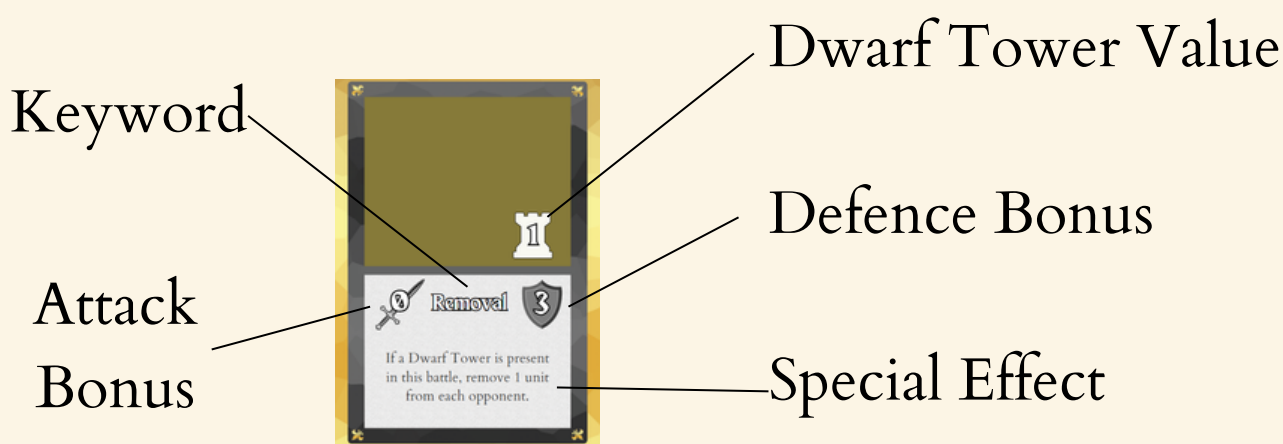
During the Deployment Phase, each faction draws Battle Cards until they have **4 cards**, or up to **6 cards** if cited on their upgrade card.

Battle Cards contain an Attack and Defence bonus as well as a special effect.

Whenever your faction is involved in a battle, you may use one of your Battle Cards to add Attack, Defence and the special effects to that single battle. Declare in player order if you will use a battle card and then simultaneously reveal them.

If your units are removed via battle cards or other effects, you still resolve your special effect.

Place all used Battle Cards in a discard pile and reshuffle all of them if you run out of cards to draw



Deployment Phase

On the first turn of the game, you will begin with an amount of units per the faction rules on Page 7 & 8. If you are player 1 you will place 2 extra units. If you are player 2, you will place 1 extra unit. Place these down in turn order on tiles you have claimed.

On subsequent turns, during the *Deployment Phase*, you will place a number of units determined by Deployment rules of your faction on page 7&8. Place these down in turn order on tiles you have claimed. If a player has no claimed tiles, they immediately lose the game and may not place further units.

Upgrade Cards

After all units have been redeployed from retreating (page 11), each faction **draws 3 upgrade cards** and **chooses 1** to keep. *Put the remaining cards on the bottom of your upgrade deck.* Upgrade Cards will have an **active** effect or **passive** effect. Cards must be announced to be used. A passive card will continue its effect each turn, a active cards effect happens only once.

Upgrade cards will have up to a 3 star rating for guidance of new players. 3 Star cards are very strong and can change the course of the game.

Walls

Walls are permanent structures that block movement.

During setup, you must place 5 walls on edged lines between tiles.

If a wall is on a tile, it blocks straight movement horizontally or vertically through it, if two walls connect at one point (parallel or perpendicular), they also block movement through that diagonal point Nothing can remove a wall.

Rules for wall placement:

- A tile may only have two walls on its edge.
- A path **must** be available from any tile to any other tile
- Walls cannot be placed on the capital tile or along the edges of the board
- Each Tile must be able to access at least 2 other Tiles (diagonal or straight)

Keywords

Some Battle Card contains a keyword which relate to special effects.

Resolve in this order: **Replacement** -> **Counter** -> **Removal** -> no keyword

Replacement will prevent loss of units.

Counter will block or reduce special effects.

Removal will eliminate units prior to battle.

Orders Phase & Movement Phase

During the Orders Phase of the turn, each faction must write down all moves they wish to take. To do so, write the tile number you wish to move units from, the tile number you wish to move to and the number of units you wish to move. You may specify a number or write “all/remaining”.

Example: *A player wishes to move 3 units from A1 to A2... A1 -> A2 (3)*

Some factions may have multiple movement phases, and will reveal their second movements after all battles are finished for the first movement phase.

Example: *A player wishes to move 5 units to A2 then split them...*

Phase 1: A1 -> A2 (All)

Phase 2: A2 -> A3 (3), A2 -> B2 (2)

Once all factions are ready, simultaneously reveal orders and complete them before beginning battles. *It may help to move tokens to the borders of tiles in order to visually check.* If a mistake is written, the next faction in turn order may decide to give a penalty where you must leave 1 unit behind on that tile.

Each unit can move from the tile they are on, to any neighbouring tile, and a tile with many units can move them individually to different tiles. Units cannot move through walls.

Factions moving into a tile not claimed by them are Invaders and will retreat if the battle is unsuccessful. If two armies would invade into each other's tiles, compare army sizes, then push the smaller army back and complete the battle in that tile. If a tie occurs, the earlier player in turn order wins. Some Factions may redistribute their units between tiles, do this **after** comparing army size in the *redistribution phase*

Battles on the Capital Tile occur first. Then, Factions complete battles in turn order, with the earlier faction choosing which battles to occur in what order.

Retreat Phase

In the event of a battle where an Invader does not completely wipe out their opponents, the Invader's units will retreat and await redeployment.

Put these units to the side but do not discard them.

During the *Retreat Phase*, place down these units in turn order on tiles you have claimed.

Battles & Combat

Each unit provides 1 Attack and 1 Defence. If all of an Faction's units are removed from special effects, ignore any Attack or Defence they would have. Before attack or defence is calculated, each faction declares in turn order whether they will use a battle card, then simultaneously reveal the card.

Resolve special effects in keyword order as per page 8

Once you calculate your Total Attack & Defence value, announce it and then declare in turn order where the damage is attributed. You must allocate all Attack.

Each point of Attack above an opponents Total Defence will remove one unit of that opponent. In battles where there are 3 or more opponents, in turn order each player must declare where they are spending their Attack value.

If a battle occurs and invaders do not win, retreat all invaders.

If all units are removed or retreated by special effects, upgrade cards or other effects before Attack is attributed, then that battle still counts as occurring.

Humans units only have Attack and Defence equal to their units and no battle cards. Split their attack evenly across factions until they have allocated Attack value equal to a max of that faction's units in the tile. Then continue with remaining Attack Value in the same manner for other factions. If Attack value remains, split evenly across factions in turn order.

In order to gain the bonus Attack against humans, you must allocate at least 1 Attack value to humans.

Example

Anna & Joey have invaded Tim's tile.

Anna has 4 units, Tim has 7 and Joey has 3.

Anna & Joey play a Battle Card but Tim does not.

On a notepad, They write their total Attack & Defence.

Anna plays a card with +2A+1D. She has a total of 6 Attack 5 Defence

Joey plays a card with +2A +2D. He has a total of 5 Attack 5 Defence,

Tim has 7 units so has a total of 7 Attack 7 Defence.

Anna assigns all her damage to Tim, putting him to 1 Defence

Joey Assigns all his damage to Tim putting him to -4 Defence

Tim assigns his damage to Anna putting her to -2 Defence

Anna is now -2 Defence & loses 2 units.

Joey is now 5 Defence & loses no units.

Tim is -4 Defence and loses 4 units.

The Invaders Anna & Joey retreat.

ANNA	6A	5D
------	----	----

JOEY	5A	5D
------	----	----

TIM	7A	7D
-----	----	----

ANNA	0A	5D
------	----	----

JOEY	5A	5D
------	----	----

TIM	7A	1D
-----	----	----

ANNA	0A	5D
------	----	----

JOEY	0A	5D
------	----	----

TIM	7A	-4D
-----	----	-----

ANNA	0A	-2D
------	----	-----

JOEY	0A	5D
------	----	----

TIM	0A	-4D
-----	----	-----

Battles & Claim Flags

If all but one side is eliminated after a battle, then the victor with units remaining will claim the tile and place their **Claim Flag** at the end of the current *Battle Phase*.

If an army was pushed back from a larger army moving in, they become defenders and will remain in that tile instead of moving into their intended tile upon victory. Typically, each tile only has 1 round of battle per phase, except on Turn 5.

On Turn 5, do not retreat any units from the capital, instead, after battle phase 1, complete the second round of movements and then have battle phase 2.

Continue to have subsequent battle phases until all but one side is the victor or a stalemate occurs.

Claim Flags are placed down at the end of each Battle Phase, and only if you have units that remain on that tile. If both sides were completely eliminated, the tile does not change factions. Remove any opponent's Claim Flag and place one of your own, unless you already have one in the tile.

Removal

Some Upgrade or Battle cards prevent your units from being removed.

If an opponent would gain a benefit from removed units, any effect that causes you to retreat or lose fewer units still grants them that benefit.



The Elf player retreats units, ignoring removal effects. However the Undead player still counts these towards their upgrade card.

Dwarf Towers

Dwarf towers are present in the base game. The dwarf faction may move 1 tower during *Deployment Phase* to any tile neighbouring it but not through walls.

If a battle occurs with a tower present and the dwarf player is **not** participating in that battle, they may play a battle card.

Only look at the number within the tower symbol and remove units from any faction equal to the Tower number within. **Do this before other keywords.**

Towers cannot normally be placed or moved onto the capital. Nor can they be moved off the capital tile.

Turn Order

1. Deployment Phase
2. Orders Phase
3. Movement Phase 1
4. Redistribution Phase 1
5. Battle Phase 1
6. Movement Phase 2
7. Redistribution Phase 2
8. Battle Phase 2
9. Retreat Phase
10. Upgrade Phase
11. Rotate First Player

Faction Deployment

Elves

1 unit per tile you claim and contains a unit

Orc

1 unit per battle you participated in last turn

Undead

1 unit up to your Undead Unit Capacity

1 Undead Unit Capacity for every successful invasion battle.

Dwarf

1 unit per opponent faction that has units in adjacent tiles to tiles you claim

Wall Placement & Rules

- Place walls on the edges between tiles
- No Tile may have more than 2 walls.
- A path must be available to any Tile
- Walls cannot be placed on the Capital Tile or the edges of the board
- Each Tile must be able to access 2 other Tiles (diagonal or straight)
- A single Wall block movement horizontally or vertically.
- Two Walls block diagonal movement

Keywords

Dwarf Tower

- Flat removal before Battle Cards

Replacement

- Change how many units in a battle

Counter

- Block an opponents special effect

Removal

- Remove opponents units prior to battle

No Keyword

Optional Tiles

Crater

When comparing army sizes while moving, the army within the Crater counts as 3 units less.

Mountain

The defender gets +2 defence per Invader.

Marshland

Units cannot redistribute out from the marsh, but can into the marsh. Units do not get a second movement while in the marsh.

Forest

Units may immediately retreat before battle. (A battle is still counted)