

CONQUEST

THREE KINGDOMS™

Rulebook



Thank you for purchasing Conquest Three Kingdoms and supporting the board game medium! We highly recommend reading through this rulebook as you play your first playthrough to fully understand the rules of the game and answer any questions that come up. We know this rulebook looks long, but it's well worth the read as we've explicitly written the rules to close any gameplay loopholes and remove any rule ambiguity to make sure you have the best play experience possible (and it features plenty of concept art). We ourselves have played many a board game where the rules were either incomplete or vague, or there were exploitable loopholes in the gameplay that negatively affected the play experience.

With over 100 hours of focused playtesting, this game was developed to be a complete gameplay experience that avoids debating over unclear rules, creating house rules to close exploits, and time wasted looking up rule clarifications online. Conquest Three Kingdoms was created for board gamers by board gamers, and we hope you enjoy playing it as much as we do.

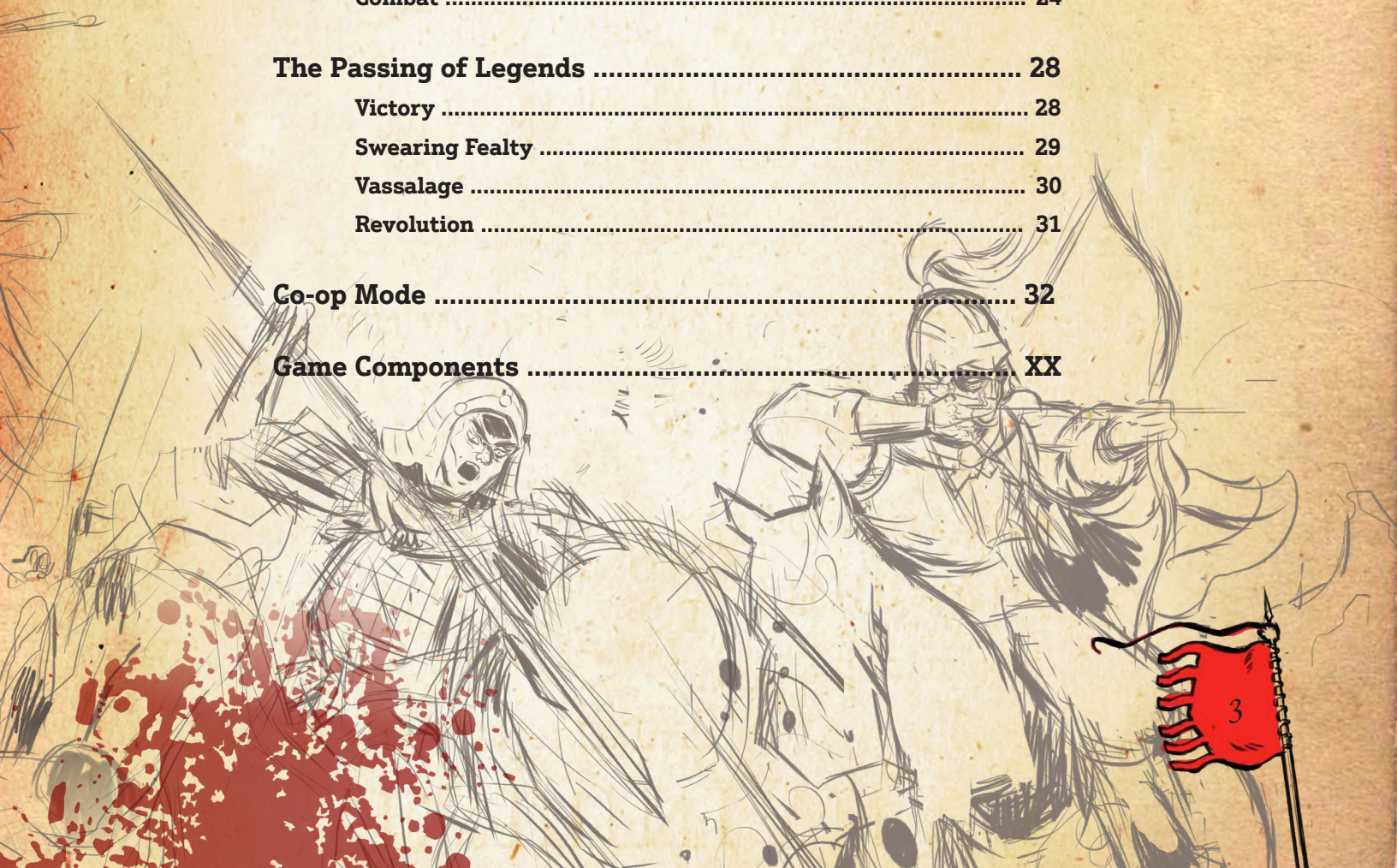
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Hidden Tower Media



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A Time of Legends

China, 188 A.D. – Weakened by corruption and political infighting, the declining Han Dynasty struggles to maintain control over a land fractured by popular rebellion. In a desperate move, the Han Emperor grants ruling power to provincial governors to combat the growing uprisings; a year later, the Han Dynasty loses control. Provincial governors declare independence, creating numerous sovereign states and ushering in an era of bloody conflict led by ambitious warlords each seeking to install themselves as the new Emperor of their own dynasty. This is the time of The Three Kingdoms, an era of raging strife that saw the founding of the Wei, Shu, and Wu empires, and was marked by epic battles, political intrigue, and a land divided.

The Three Kingdoms era gave rise to the Five Tiger Generals, the Sleeping Dragon, the ruthless and cunning Cao Cao, the unmatched Lu Bu, and the formidable Sun family. From the battle of Red Cliffs, to Zhang Fei's stand at Changban Bridge, to Dian Wei's sacrifice at Wancheng Gate, this was a time when mighty warriors and brilliant strategists walked among men as legends.



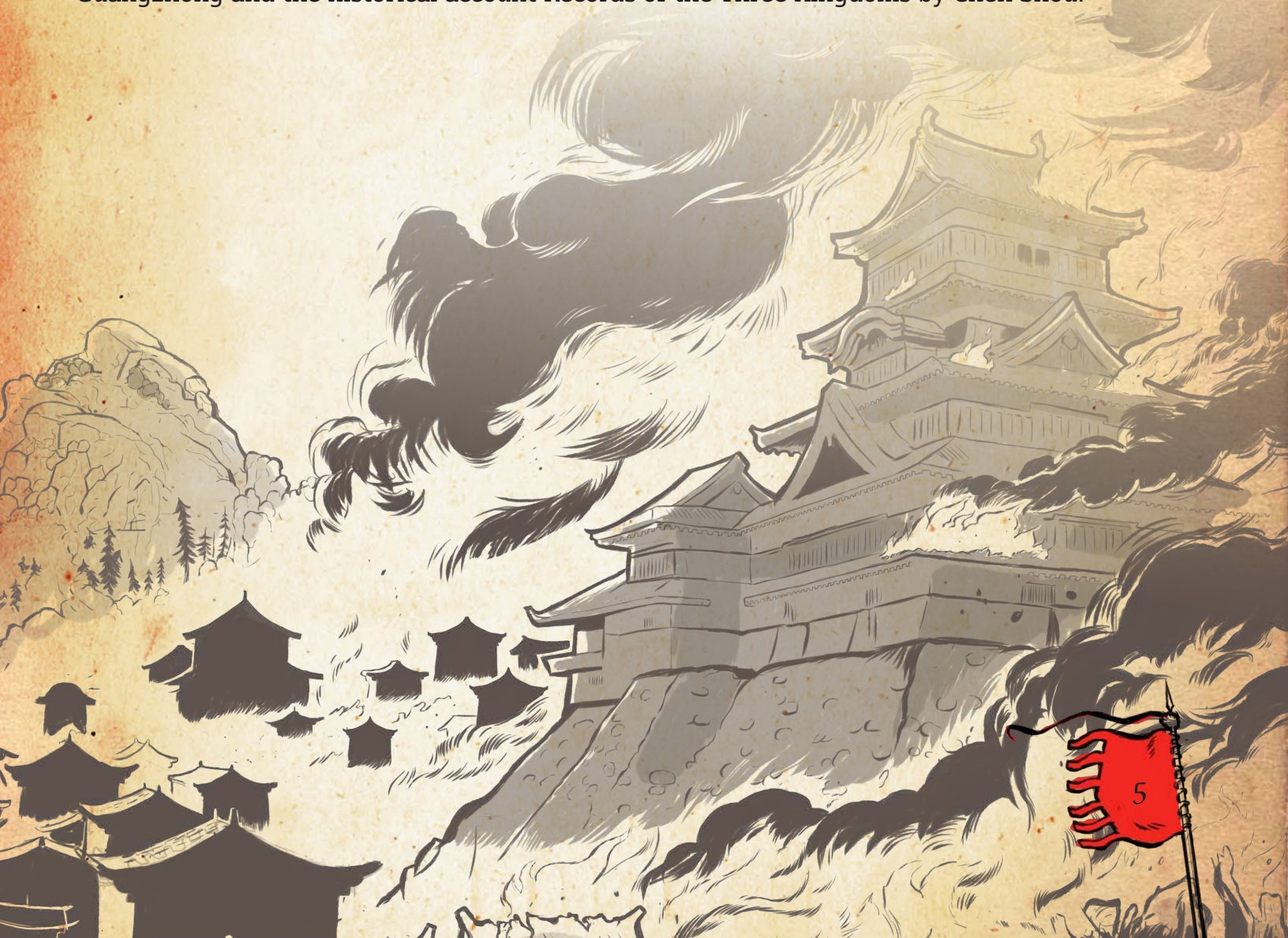
Conquest Three Kingdoms

The Han Dynasty lies in ruins and determined warlords have claimed provincial independence, amassed armies, and are on the march. You seek to promote your own claim to rule and must establish your dynasty by eliminating or subjugating your rivals. With skillful heroes and cunning tactics at your disposal, you must marshal armies and resources to expand your territory and power of rule.

Conquest Three Kingdoms (C3K) is a PvP strategy game for 2 to 8 players where rival warlords, natural disasters, and economic uncertainties all stand in the way of your ascension to the Mandate of Heaven. You will need to fully utilize your unique skills as a Ruler, those of your Generals, and available Strategies to both press your advantage over your enemies and survive their onslaughts.

C3K also includes a 1 to 4 player cooperative scenario where the players work together to conquer an uprising of the Yellow Scarves. This scenario's rules can be found in the accompanying rulebook.

C3K was inspired by the historical novel *Romance of the Three Kingdoms* by Luo Guangzhong and the historical account *Records of the Three Kingdoms* by Chen Shou.



The Game Board

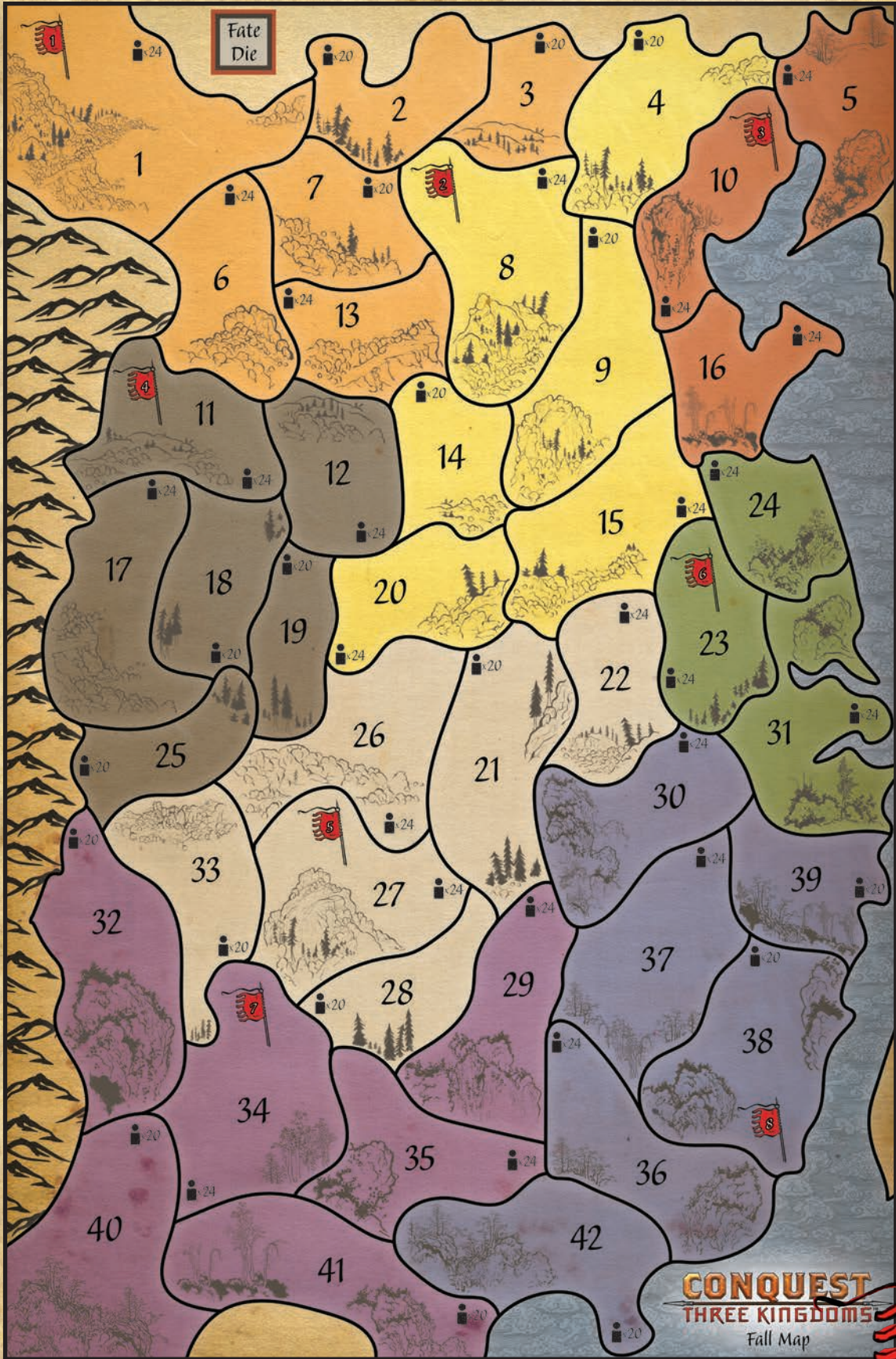
China lies divided into 42 separate Provinces, each a part of one of 8 Regions. The Provinces are designated by number (1 through 42), with the Regions designated by differing colors and Region number (as indicated on the red flags with Region numbers 1 through 8). Regions vary in size from 3 to 6 Provinces, with several of the Regions possessing unique geographic advantages; some Provinces are more defensible than others while some can be attacked from all sides. Provinces can support a maximum number of units, which is indicated in each Province (i.e. 20 or 24 units). There are 4 different Game Boards included in Conquest Three Kingdoms, each possessing unique Region configurations that will lead to different strategies and gameplay.

Locked between the sea, the Gobi Desert, and the Himalayan Mountains, the Game Board of C3K is a free-for-all contiguous battlefield where there are few places to run, and nowhere to hide.

Players will start the game in random locations on the Game Board, controlling only one or two Provinces. The remaining provinces will either be controlled by neutral (i.e. non-player) forces or unoccupied (i.e. free). As the game progresses, players will need to expand across the Game Board, capturing Provinces from neutral forces or other players, or moving into free Provinces.

Provinces can only be controlled by one player at a time (i.e. players cannot share Provinces).





Aspects of the Game

There are 7 primary aspects that govern game play:

Game Flow: C3K is played in successive rounds, with every remaining player taking a turn each round.

Gold: The in-game currency of C3K is gold, which can be used to purchase Generals, Infantry units, and Strategy Cards.

Rulers: Players pick Rulers during game setup, and these Rulers represent the player's faction in the game. Each Ruler has a unique skill that gives each player an advantage either at the start of the game or during the game, and having a Ruler in play provides gold each turn.

Generals: Players can purchase Generals during the course of the game, and can also obtain them through strategic means. Generals come with several skills that have differing offensive, defensive, and strategic advantages.

Strategy: Strategy Cards can be purchased during the course of the game or are awarded at the beginning of a player's turn if they have certain Generals in play. Strategy Cards provide a variety of tactical, economic, or political advantages. Strategies that bolster the ability to wage war include Conscription (gain extra armies), Taxes (gain extra gold), and Reinforcements (call upon neighboring units). But beware, more sinister strategies lie in wait, including Assassination (which can dispatch both Generals and Rulers alike), Betrayal (cause an enemy General to switch to your side during combat), and Rebellion (cause an enemy Province to become a neutral Province). Strategy Cards are single use and must be discarded after use, and players can hold up to a maximum of 6 Strategy Cards.

Fate: A die is rolled at the beginning of each round to determine if a Fate Card is played. Fate Cards are played immediately and can affect one or several players positively or negatively, depending on the card drawn. Negative Fate Cards include environmental or humanitarian disasters that can impede unit movement and gold collection, wipe out entire armies, and even cause the death of Rulers. Positive Fate Cards can provide additional gold or armies to a Ruler or a Region. Certain Strategy Cards can protect a player against the ravages of Fate, such as building dams to protect against floods, preparing food stores to combat famine, or securing medicine to protect armies against plagues.

Tactical Advantage: The die roll for the Fate Card at the beginning of each round also determines the Tactical Advantage rule of the current round for Combat Engagements. If no Fate Card is drawn, then ties during battles are won by defending armies; if a Fate Card is drawn, then ties are won by attacking armies.



Wisdom for Aspiring Warlords

To claim the Mandate of Heaven and conquer the Three Kingdoms, heed the advice of the greatest strategists of the time...



"Be victorious and conquer all the provinces of a region to gain greater ability to amass both armies and coin. Yet expand your rule with a keen eye, as asserting control of an entire region will earn not only the respect of your enemies, but also their ire. A cunning rival will ever seek to break your hold of the region and weaken your advantageous position."

- Zhuge Liang, the Sleeping Dragon

"Follow the natural order of things. Like a stream running into empty pools, expand your rule into empty or weak territories to secure resources, even if only for a short time. Like flower petals outstretched to the sun, pull your limbs back to your center if night should fall."

- Sima Yi

"Be cautious of placing all your aspirations in the spears of your armies; a well-crafted strategy can be worth the blood of a thousand men. Do not hesitate to open your coffers to secure strategic means. Even if your plots fail, what is worth more, the weight of a coin, or the life of a man?"

- Pang Tong, the Young Phoenix

"A wise leader endeavors to employ his subjects according to their talents. Remember, defeating an opponent will yield resources to aid your Ascension; do not hesitate to utilize men of skill to press deeper into your enemy's territory to capture greater means."

- Gou Jia

"Be practical. Do not face a greater opponent for glory or spite if the sure outcome is your defeat. Abandon your holdings for a more defensible position of consolidated strength. Better to lose means than to lose a battle. If you employ Generals who are tacticians as well as warriors, teach your enemies that fleeing prey may turn to bare its teeth upon a predator weakened from the chase."

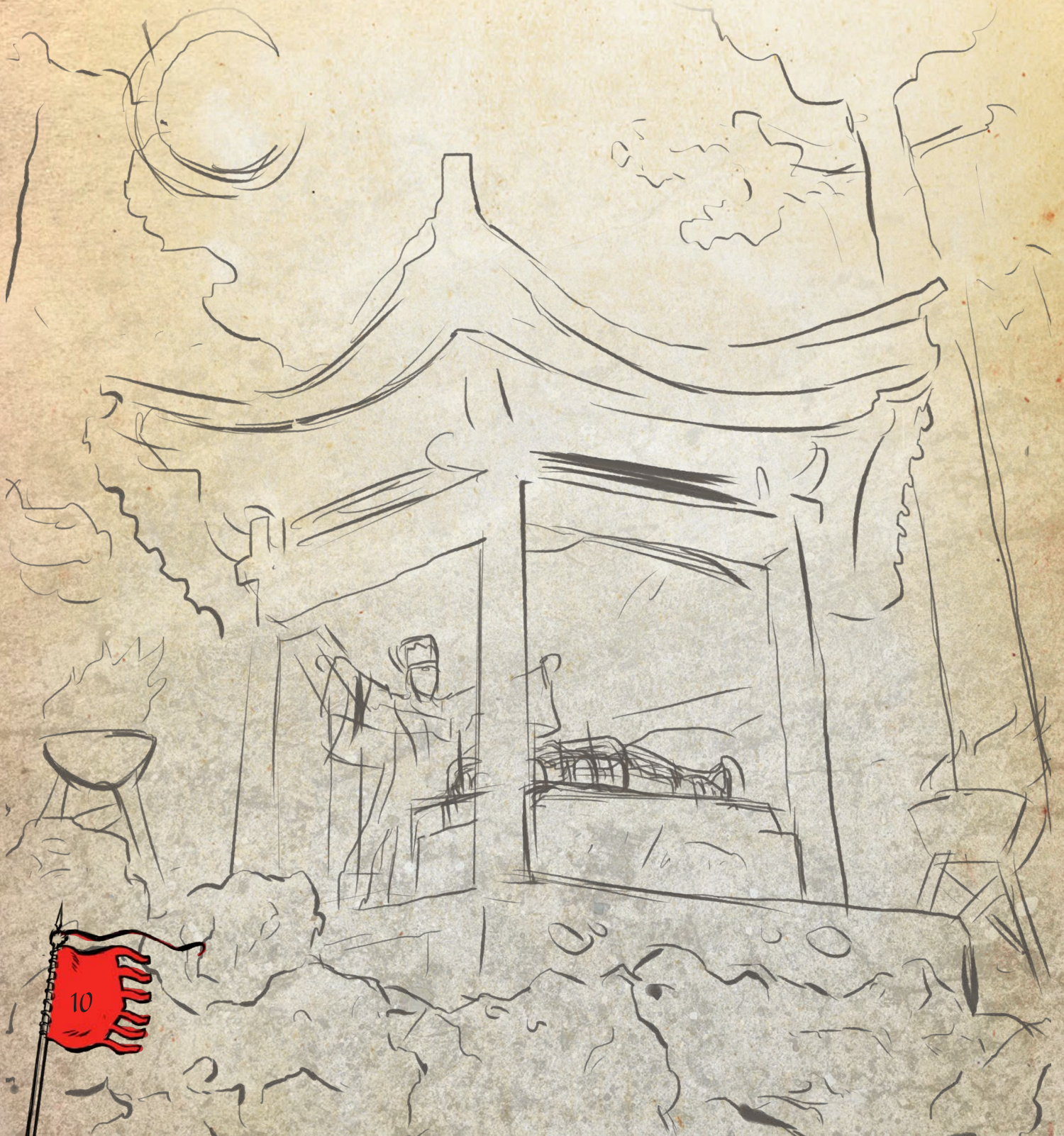
- Jia Xu



Claiming the Mandate of Heaven (Game Objective)

In feudal China the Mandate of Heaven was the divine authority to rule bestowed by Heaven upon those who were morally worthy; to claim the Mandate of Heaven was to declare yourself Emperor.

C3K is a flexible game and has several possible victory conditions (i.e. how to win); before the game starts all players must agree on the game mode. This can be done by majority vote, secret ballot, reading chicken bones, magic runes, whatever works, just as long as all players understand and agree upon the game mode before play starts.



Here are some suggested game modes and their recommended (but not required) number of players:

The 7-year War (2+ players): The game lasts for 7 full rounds (i.e. all players who have not been eliminated play through 7 turns), and at the end of the 7th round, the number of Provinces each Ruler controls is counted. The Ruler that controls the highest number of Provinces is declared Emperor and wins the game.

The Three Kingdoms (4+ players): The game has no round limit and players wage war until either 3 Rulers control 11 or more Provinces, or until one Ruler controls 15 or more Provinces. If 3 Rulers control 11 or more Provinces, the game is declared a draw. If one Ruler controls 15 or more Provinces, that Ruler is declared Emperor and wins the game.

21 (3+ players): The game has no round limit and players wage war until either one Ruler controls 21 or more Provinces, or eliminates all competing players*; that Ruler is declared Emperor and wins the game.

Annihilation (2+ players): The game has no round limit and the players wage war until one Ruler has eliminated all competing players*; that Ruler is declared Emperor (and Official Board Game Junkie) and wins the game. Note that the number of Provinces under a player's control does not affect this victory condition; the way to win is to be the last sovereign Ruler standing.

Mod it!: Create your own victory conditions. You can set victory conditions that depend upon round limits (say 10 instead of 7), different Province control conditions (say 15 instead of 21 if you have a high number of players), or create new scenarios. New scenarios could be based on total gold at the end of a turn limit instead of Provinces, or you could create a "king of the hill" scenario (i.e. hold a designated Province or Region for a set number of rounds). Additionally, you could change the number of starting Provinces, the number of neutral Provinces, or the number of starting armies. Try a 'Hardcore' mode where Fate is played every turn. Be creative and experiment!

Quickplay Game Setup (2 to 8 players): This mode is a type of 'Quick Match' and requires an alternative setup to the standard setup outlined starting on page 14. Players roll a D8 to determine their starting Region and are in full control of that Region at the start of the game. 6-Province Regions start with 4 Infantry units per Province and 3-Province Regions start with 8 Infantry units per Province. Players randomly draw 1 Ruler, 2 General, and 2 Strategy Cards; players start with no gold. Regions not claimed by players are occupied by neutral territories with 2 Infantry units per Province for 6-Province Regions and 4 Infantry units per Province for 3-Province Regions. Any of the victory conditions listed above can be applied to this game mode, or players can wage war until one Ruler controls 3 Regions or eliminates all competing players*.

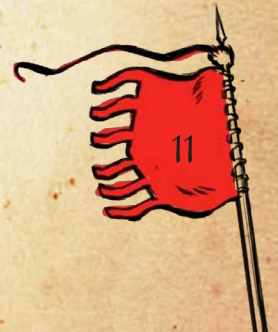
Estimated Game Durations by Number of Players:

2 to 3 Players: 2 Hours

3 to 5 Players: 3 Hours

5 to 8 Players: 4 Hours

**Competing players do not include any players that have Sworn Fealty (see page 29) to the last remaining free player.*



Rules of Engagement

These general rules govern the player interactions in C3K:

Ruler and General cards in play are public knowledge.

If you have Generals in your hand that are not in play, you may choose to keep them secret (i.e. face down) or flaunt your strength and keep them face up.

How much gold a player holds does not have to be public knowledge.

Be crafty and keep the contents of your coffers to yourself, or look upon your enemies with impunity and proudly display the fortune with which you will crush them. You can keep your gold out in the open, or in your pocket, purse, or a padlocked captain's chest; it's up to you.

Diplomacy, or the lack thereof.

Both open and secretive dialogue amongst players is an encouraged and necessary component of C3K. This includes, but is not limited to, forging and destroying alliances, conspiring, plotting, scheming, colluding, goading, threatening, betraying, trash talking, hating, and arguing over who is going to pay for pizza. You can keep the talk at the table, or take it away from the table to form covert alliances and strategies.

And who says you have to be obvious about it? Secret signals and code phrases can be used between allies to devastating effect when coordinating attacks upon common enemies. The element of surprise may be the deadliest weapon in your arsenal if wielded correctly.

Diplomatic and conspiratory strategies ran rampant in feudal China, use them to your advantage to ensure your survival and victory.

Your money is good anywhere...

Gold in C3K is a universal resource and can be voluntarily shared between players. Just as the amount of gold a player has does not have to be public knowledge, neither do transactions between allies. Want to keep your friend in the fight? Need some gold to bolster your defenses? Give, ask, borrow, or beg for gold as you see fit (no stealing though, that's just bad form).

...but only your money.

Gold is the only resource that can be traded in the game. Rulers, Generals, Infantry units, and Strategy Cards cannot be traded between players. If you want to help out an ally, give the gift that keeps on giving: *your hard-earned gold.*



Your Armies Await

Units in C3K are divided into three categories:

Ruler - This special unit represents your Ruler on the Game Board; this unit is worth 1 army. Your Ruler is always in play and can be defeated in battle.

Generals - These special units represent the Generals you have under your command and are worth 1 army. Each player may have up to three Generals in play at any time, and can hold up to 3 Generals in reserve, for a total of 6 Generals maximum in a player's hand. Once a General is in play, it cannot be removed from the Game Board unless by a Deployment replacement (see page 20), by defeat in battle, or by the General otherwise expiring (i.e. say from Assassination). Generals must be in play in order to use their skills.

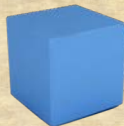
There are three unique General game pieces per player color (to represent the three Generals you can have in play at any time).

Infantry - These two units represent your Infantry units in denominations of a single army and 4 armies respectively. Neutral Infantry units are represented by gray game pieces.

Ruler - This piece represents your Ruler in play:



General - These pieces represent your three Generals in play:



Infantry - These units represent your Infantry armies in play:



1 Army



4 Armies



Set The Stage (Game Setup)

Set up the Game Board in an area wide enough to accommodate the Game Board with room left for game components.

1. Players choose a color to represent their units on the Game Board; there are 8 colors to choose from:

Black
Blue
Brown
Green
Purple
Red
White
Yellow

2. Each player receives a Roster Placard (seen below); you will place your Ruler card and any General cards you have in play on this Placard and the Placards must remain in public view. The four slots on your Roster Placard are marked with their corresponding unique



game pieces to distinguish where your Ruler and Generals are on the Game Board.

3. Separate the game cards into their respective decks and shuffle thoroughly; set all game cards aside face down.

4. All players agree upon Game Objective.

5. Each player picks a random Ruler card from the Ruler deck (you can pull from the top of the deck or go Vegas style, your choice) and places their Ruler card face-up on their Roster Placard.

6. Each player picks a single Province Card at random from the Province deck; this is the starting Province of each player.

Note: If a player has received Liu Biao as a Ruler, that player picks their Province Card first; once their Province is chosen they then pick any adjacent Province that they will also control at the start of the game. This is due to Liu Biao's unique Ruler skill.

7. Place units. Each player places their Ruler unit in their starting Province; and each player also starts with 4 Infantry units in their starting Province.

Note: A player whose Ruler is Liu Biao starts with 8 units, 4 in each of their starting Provinces. Liu Biao's Ruler piece may be placed in either Province.

Note: A player whose Ruler is Yuan Shao starts with 8 units instead of 4 in their starting Province. This is due to Yuan Shao's unique Ruler skill.



Once all starting armies have been placed, set the starting Province Cards of all players aside.

8. Pick 5 Province Cards randomly from the remaining Province deck; these Provinces will not be under anyone's control at the start of the game. Split the remaining Province deck in half and place into two piles. Choose a pile and place two neutral Infantry units in each of the Provinces in that pile, and place 4 neutral Infantry units in each of the Provinces in the other pile (represented by gray Infantry game pieces).

At this point, there will be 5 unoccupied Provinces, with the remaining Provinces occupied by the starting units of the players, or two or four unit neutral forces.

9. Collect all Province Cards and reshuffle the Province deck.

10. Each player receives 3 gold in the beginning of the game. Distribute gold to each player and place remaining gold to the side (i.e. in 'the bank').

11. Determine turn order. Each player rolls one D6 die, with the player receiving the highest roll starting the turn order, which moves clockwise from the starting player. If there are roll ties, players re-roll one D6 die until there is a winner.

12. The player who won the turn order starts the game.



The Fate of Nations

For every round after the starting round, the player who won the turn order rolls the Fate Die (large purple D6); this determines if a Fate Card will be drawn and the Tactical Advantage of the round.

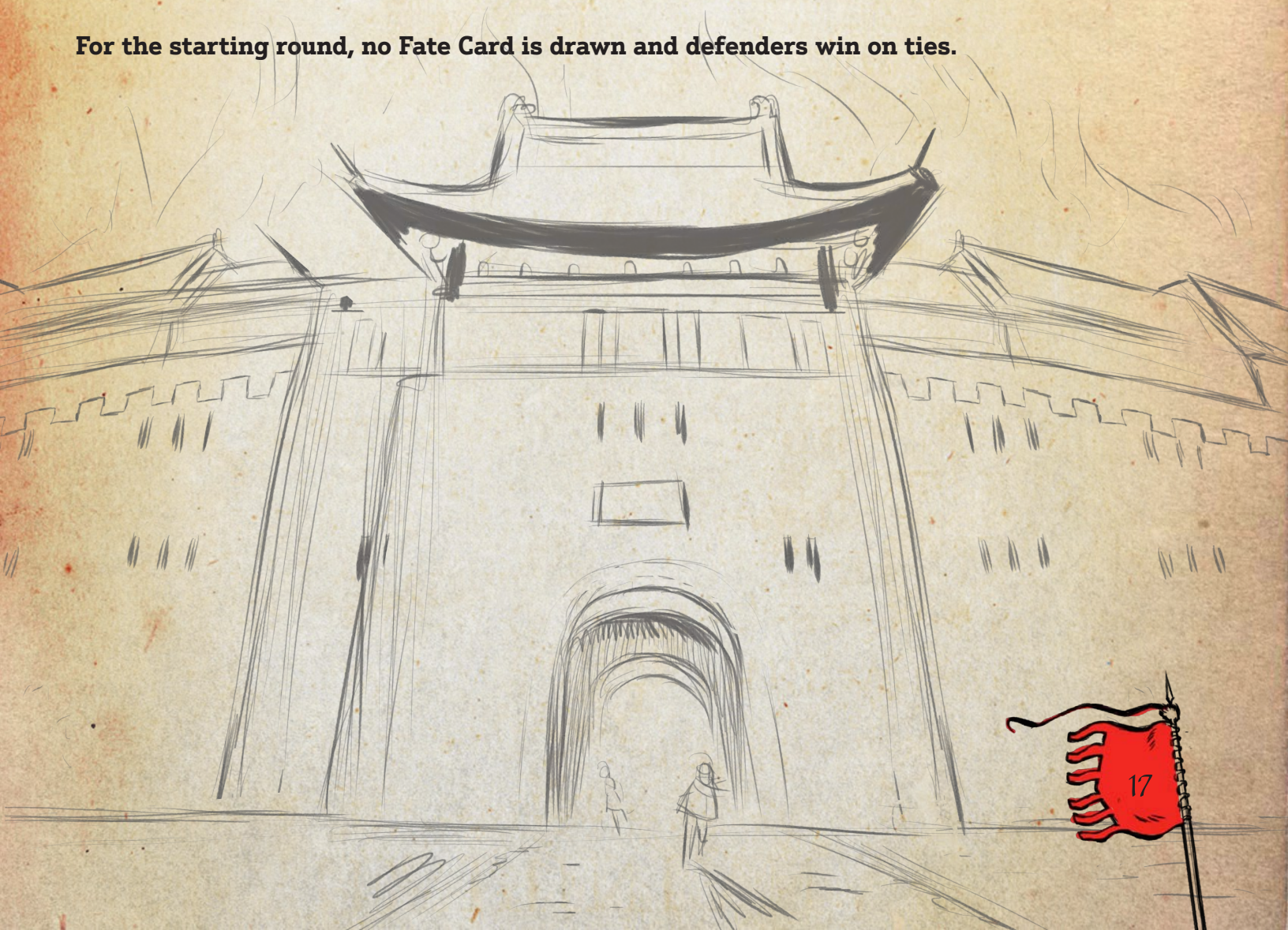
Fate Card:

If the roll of the Fate Die is even, then no Fate Card is drawn for the current round. If the roll of the Fate Die is odd, then a Fate Card is drawn and played immediately. Once a Fate Card is played, place into the Fate discard pile. If all Fate Cards have been played, reshuffle the discard pile to renew the Fate Card deck.

Tactical Advantage:

If the roll of the Fate Die is even, then defenders have the Tactical Advantage of the current round and win on ties in Combat Engagements (see page 24). If the roll of the Fate Die is odd, then attackers have the Tactical Advantage of the round and win on ties in Combat Engagements. If two Generals on opposing sides of an Invasion Action have similar skills, Tactical Advantage determines which General rolls first (i.e. if Fate Die is even the defending General rolls first, if odd, the attacking General rolls first).

For the starting round, no Fate Card is drawn and defenders win on ties.



To War!!!

Turn Breakdown

Player turns are governed by a set and ordered sequence of actions. Each player will perform the following actions during their turn, though some actions can be skipped depending on player strategy (for example, not hiring armies in order to stockpile gold).

- 1. Roll Fate Die (1st turn of every round after the starting round):** At the start of each round, the 1st turn player rolls the Fate Die and a Fate Card is played immediately if drawn.
- 2. Receive Gold:** Except for the first round, the player receives one gold if the player has a Ruler in play at the start of their turn. The player then counts the number of Provinces under their control and receives 1 gold per Province, 2 bonus gold for each 6-Province Region under their control, and 1 bonus gold for each 3-Province Region under their control.



Province Control

In order to be 'in control' of a Province, a player must have at least 1 unit of any type stationed in that Province **at the start of their turn**. If a player abandons a Province (see page 22), then that Province is no longer under their control despite being the last player to 'own' the Province.

3. Resource Procurement: During this action the player has the option to spend their gold in the following order:

3.1 Purchase Strategy Cards - Player may buy Strategy Cards at a cost of 2 gold per one Strategy Card, up to a maximum of 6 cards.

Rules on Strategy Cards

- Players may hold a maximum of 6 Strategy Cards in their hand.
- If a player currently has 6 Strategy Cards but wants to try their luck for different cards, they must first discard Strategy Cards before purchasing new cards (up to a maximum of 6).
- There is only one 'buy phase' for Strategy Cards per player per turn (i.e. you only get to buy cards once per turn. So you can't discard/play then buy, and then discard/play again and buy again).
- For example, if you hold 6 Strategy Cards at the beginning of the buy phase, then discard 3 cards, and then buy 3 cards, that's all you can do that turn; you cannot further discard and buy. Additionally, you can't buy cards, play them, and then buy more.
- Strategy Cards cannot be traded between players.
- Strategy Cards are one-time use, i.e. players must place Strategy Cards in the Strategy discard pile after use.
- Once all Strategy Cards have been used and discarded, the Strategy Card pile is 'dead' and cannot be reshuffled and re-introduced into play.

3.2 Hire Generals - Player may hire Generals at a cost of 3 gold per General, and may have up to 6 Generals in their hand at any time. Generals who are not in play can be Dismissed (i.e. placed back into the General pile, which is then reshuffled) to free up room in a player's hand. Dismissed Generals do not have to be public knowledge.



4. Hire Infantry Units: Infantry units can be hired at a cost of 1 gold per 2 units.

Note: *There is no set limit to the number of Infantry units a player can hire and have at their command, but player armies are limited in each Province by the unit cap of that Province (i.e. 20 or 24 units). Rulers, Generals, and Infantry Units all count towards a Province's unit cap.*

For instance, a player has 16 Infantry units and 2 Generals in a Province with a unit cap of 20, then that player can only add 2 more units of any kind to that Province. If a player loses units in that Province or moves them out, then the player can then add units again until they reach the 20 unit cap in that Province.

5. Deployment: During this action the player must deploy any hired Infantry units and has the option to deploy Generals or a new Ruler (if gained from the Successor Strategy Card):

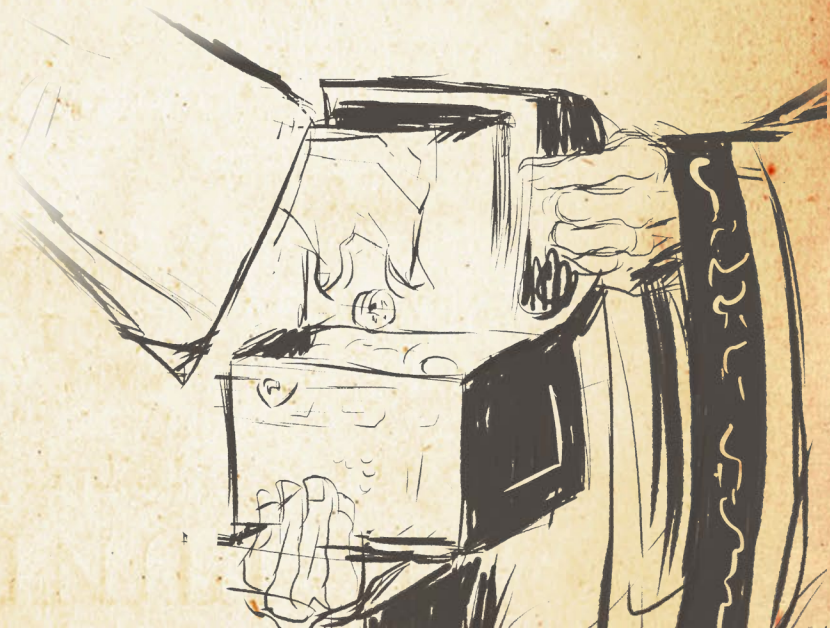
Place Units - Player places units hired during the Procurement Action onto the board in the Province(s) that they control; all hired Infantry must be deployed.

Place/Replace Generals - Player may deploy newly hired Generals or any Generals held that are not in play (but does not specifically have to, unlike Infantry units). Up to three Generals can be in play at any time and General cards in play must be placed on player's Roster Placard face up in public view.

Player can 'swap out' (replace) any Generals in play with any Generals the player has in reserve during the Deployment action. Reserve Generals that are deployed to replace Generals in play must be placed in the same Province as the General being replaced (i.e. you cannot pull a General out of one Province and then place a different General in a different Province).

A General in play cannot be recalled unless you have a replacement General in reserve.

Place New Ruler - If player's starting Ruler has been killed/defeated and player has used the Successor Strategy Card, player can deploy their new Ruler during this phase in any Province under their control.



6. Invade: During this action the player has the option to Invade any neighboring enemy, neutral, or unoccupied Provinces. The player may Invade with any combination of units under their command (i.e. just Infantry, Ruler and Infantry, just Generals, Ruler and Generals, etc.).

Invasion Protocol:

- The player can only Invade Provinces that are adjacent to Provinces under their control.
- The units in a given Province can only attack adjacent Provinces.
- The player must state which enemy Province they are Invading, and from which Province under their control they are Invading. A player may Invade with only one Province at a time (i.e. you cannot combine forces from different provinces in an Invasion, with the exception of using the Reinforcement Strategy Card).
- The units in a given Province can only capture another Province once per turn. For example, Province [X] has 6 Infantry units; 3 units can be used to attack Province [Y], and 3 can be used to attack Province [Z], but once those units have successfully captured Province [Y] and [Z], they cannot Invade again during that turn. An exception to this is if an Invading General possesses the Fearless skill (which allows the General and any accompanying units to Invade 2 Provinces in a single turn), or Ma Teng's Calvary Commander skill.
- The player may continue an Invasion until they have defeated all enemy units in the disputed Province, or they can end the Invasion after any Combat Engagement (see Combat, page 24). The player cannot end an Invasion during a Combat Engagement.
- The player may switch Invasion targets after any Combat Engagement by ending the current Invasion and declaring the new Invasion on a different Province. If the player switches back to Invading the original Province, it counts as a continuation of the initial Invasion.
- When an Invading player has successfully defeated all the defender's units in a Province, the Invading player gains control of the Province and, at a minimum, must move to that Province the surviving units they fought with in the final Combat Engagement. For example, if the Invading player was attacking with a General and 2 Infantry units in the final engagement of the Invasion and lost no units, then the player must move the General and 2 Infantry units into the conquered Province. The victorious Invading player can move any number of units they wish into the Province along with the minimum units, but those units are considered part of the Invasion and cannot Invade again that turn (unless accompanied by a General with the Fearless skill or the player's Ruler is Ma Teng).



Abandoning a Province: An Invading player has the option to abandon any Province under their control during an Invasion action (i.e. Invade with all of the units in a Province so you leave the Province empty upon victory). The abandoned Province becomes an unoccupied Province.

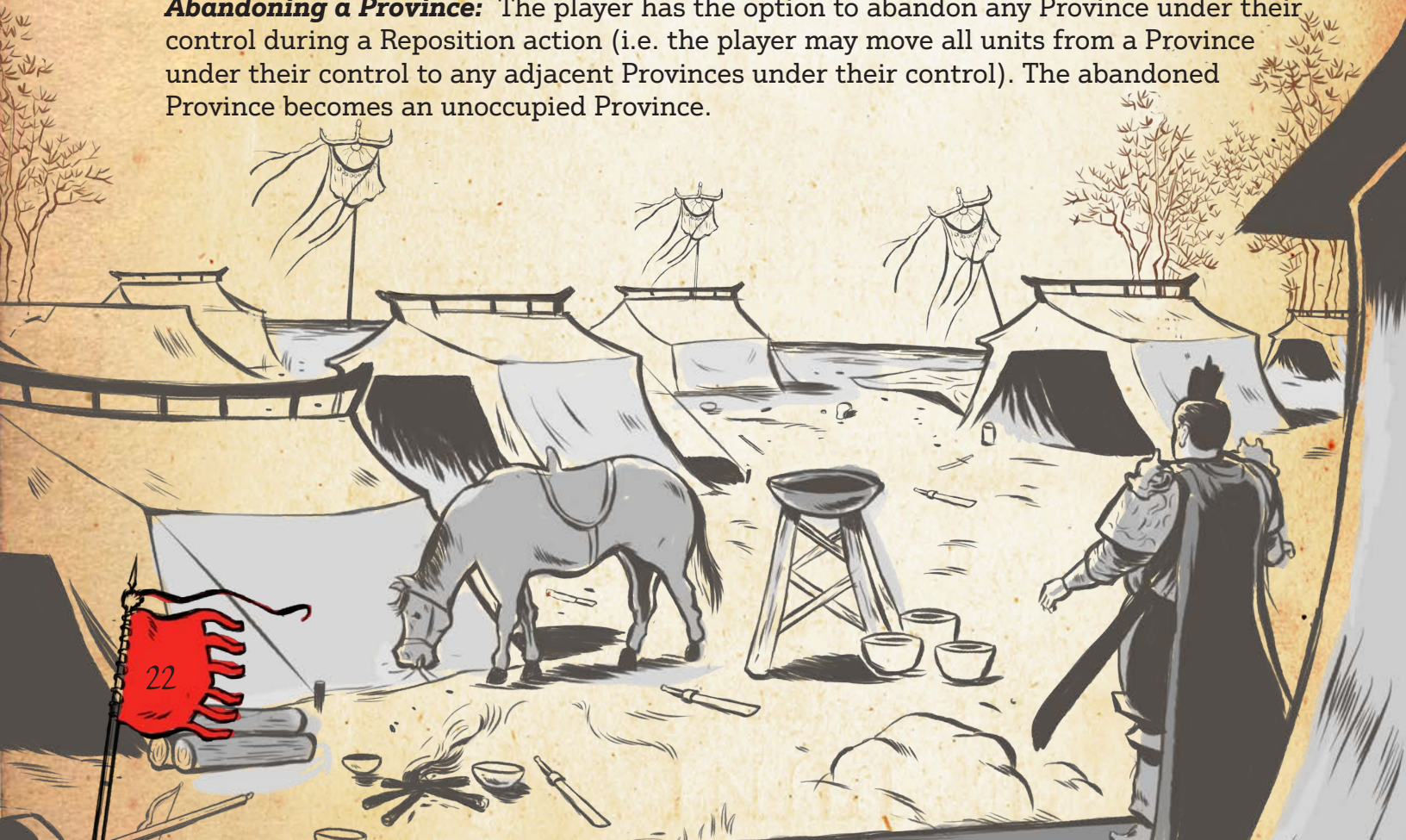
Note: *A defending player cannot abandon a Province during an Invasion unless they have the Aggressive Retreat Strategy Card, or a General with the Aggressive Retreat skill.*

7. Reposition: Once the Invade action is complete, the player has the option to Reposition any units under their command among the Provinces under the player's control. Units may only be Repositioned to adjacent Provinces under the player's control and can only move one Province per turn (one exception to this is Sun Jian's Masterful skill, which allows for Repositioning of units beyond one Province). There is no limit to the number of Reposition actions a player can take.

For Example: During the Invade action a player who controls Provinces [X] and [Y] conquered Province [Z] with an Invasion from Province [Y]. During the Reposition action, the player can reinforce their position in Province [Z] with any or all units from Province [X], and/or any or all remaining units in Province [Y].

Note: *Province unit caps are always in effect, and as such a player can't move more units into a Province than it can support during the Repositioning action; i.e. if you have a Province that's at its unit cap, you can't Reposition any more units into it without first moving units out, and you can only Reposition into a Province up to the unit cap.*

Abandoning a Province: The player has the option to abandon any Province under their control during a Reposition action (i.e. the player may move all units from a Province under their control to any adjacent Provinces under their control). The abandoned Province becomes an unoccupied Province.





INTERMISSION

"A well crafted plan gives way to joyous celebration."

- *Pang Tong, the Young Phoenix*



Combat

When a player declares an Invasion during the Invade action, a Combat Engagement is initiated. Combat Engagements are governed by an ordered sequence of events that will determine the victor of the engagement.

Combat in C3K is simulated by rolling D6 or D8 dice depending on the army unit:

- Rulers and Generals roll with a D8 die.
- Infantry units roll with a D6 die (unless otherwise affected by a General's skill).

Note: A D3 die is a D6 die roll divided by 2 and rounded up.

The Invading player may roll with up to 3 dice granted they have 3 or more units to attack with. If the Invading player has only 2 or 1 unit(s) to attack with, then they may only roll 2 or 1 dice, respectively. Attacking players roll with the black dice set. The defending player can roll up to 3 dice granted they have 3 or more units in their Province. If the defending player has only 2 or 1 unit(s) in their Province, then they may only roll with 2 or 1 dice, respectively. Defending players roll with the white dice set.

So even if a player is Invading with 20 units against a Province that is defended by 20 units, Combat Engagements are still rolled and determined with a maximum of up to 3 dice per side, with multiple Combat Engagements following each other as long as the Invasion is active.

Combat Engagements include all available units that a player may wish to include in the Engagement.

For Example: If the attacking player Invades with one General against a Province defended by 3 Infantry units, then the attacking player rolls with one D8 die while the defending player rolls with three D6 dice. The defending player would use the highest die roll of the three D6 dice to compare against the attacking player's D8 die. If the defending player's highest dice roll is less than the attacker's roll, then the defender would lose one Infantry unit. Having two units left, the defending player can now only roll two D6, and so on. The same applies for the reversed situation of a player defending with one General against multiple attacking units.



Combat Engagement Breakdown:

Combat Priority:

Rulers and Generals have a higher Combat Priority than Infantry and thus Infantry units always perish before Generals or Rulers when on the losing side of a Combat Engagement (i.e. Rulers and Generals die last). For example, a player attacks with 1 General and 2 Infantry units against a player defending with only a Ruler. The defending player rolls an 8 and the attacker rolls less than 5 on all their die. The attacking player would then remove one of their Infantry units from the Game Board and not remove their General as Generals and Rulers have a higher Combat Priority than Infantry.

1. The Invading player must state which units they are attacking with and how many units are attacking (i.e., Invading with this General and two Infantry) for the engagement. The Invading player should always roll with the appropriate number of D8 die depending on if they are Invading with multiple D8 units.

For Example: If a player Invades with their Ruler, 2 Generals, and 5 Infantry units, they would roll with three D8 dice in the Combat Engagement. If they lost on all three of their rolls, they would remove 3 Infantry units from the Game Board due to Combat Priority. If they continue the Invasion, they would again roll with three D8 dice and if they again lost all 3 rolls, they would remove from the Game Board 2 Infantry units and either one of their Generals or their Ruler.

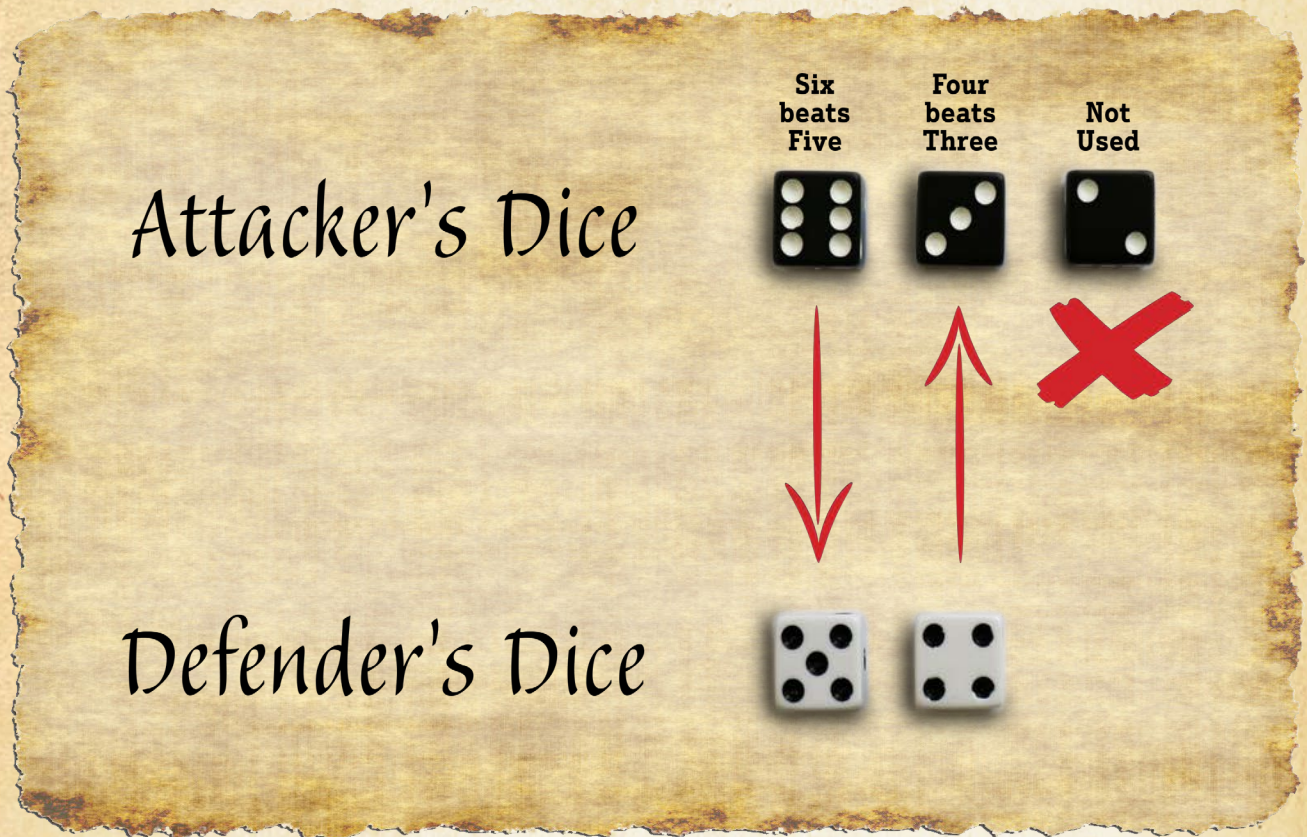
2. If the defender has a Ruler and/or General(s) in the defending Province, they should always roll with the appropriate number of D8 die (as Infantry units perish first in battle due to Combat Priority).

3. The players roll their dice.



4. The players compare their dice rolls depending on the number of units engaged on each side and determine which units were defeated; the defeated units are removed from the Game Board.

For Example: A player is Invading a Province with 3 units that is defended by 2 units. The attacking player would compare their two highest dice rolls (disregarding their lowest roll this engagement) with the defending player's dice rolls. The highest rolls for each player are matched against each other first, then the next highest. So if the attacking player's rolls were a 6, a 3, and a 2, and the defending player's rolls were a 5 and a 4, the attacker's 6 would match with the defender's 5 (resulting in the defender losing one unit), and the attacker's 3 would match with the defender's 4 (resulting in the attacker losing one unit) - as seen in the example below.



Note: In the case of combat groups with multiple units that possess roll bonuses (i.e. 'add 2 to highest dice roll'), these bonuses do not stack to a single roll, but instead cascade down to the next highest roll. For example, if you have two Generals in a combat group, with one that adds 2 to the highest dice roll, and one that adds 1 to the highest dice roll, then how those bonuses are effected is the highest bonus adds to the highest dice roll, and the next highest bonus adds to the next highest dice roll. So if a you roll a 5 and a 4, then the bonus of 2 would be added to the 5 for a roll of 7, and the bonus of 1 would be added to the 4 for a roll of 5.



5. If any of the rolls are a tie, then the victor is decided by the Tactical Advantage of the round; i.e. if the Fate Die was rolled even then defenders win on ties, if rolled odd, then attackers win on ties.

If the attacking player wishes to continue the Invasion, repeat steps 1 - 5 above for as many units as the attacking player has available to attack with until either the defending player's forces are defeated, the attacking player's forces are defeated, or the attacking player chooses to end the Invasion.

The attacking player may not end an Invasion during a Combat Engagement (i.e. a player cannot begin a Combat Engagement and then decide to stop after seeing the defender's dice roll), but can end the Invasion after any Combat Engagement has finished.



The Passing of Legends...

Despite the renown and glory heaped upon their names, even the most skilled warrior can be felled by a single arrow, the brilliant strategist overwhelmed by force, or the Ruler of a vast kingdom cut down in their prime by a simple illness.

When a Ruler or General is defeated in combat, falls prey to an assassin's blade, or otherwise meets their fate, their game piece is removed from the Game Board and their card is removed from the player's Roster Placard and placed face down into the discard pile for Rulers or Generals.

Note: When a Ruler dies and their card is placed in the discard pile, the player loses the unique skill of that Ruler, in addition to the gold received each round for that Ruler. For instance, if a player's Ruler is Dong Zhuo, who receives 1 extra gold per turn, the player would lose that benefit upon Dong Zhuo's death, in addition to the base gold for a Ruler (meaning the player would receive two less gold per turn).

Strategies, combat, alliances, blind luck, and fate; ultimately they will lead to either...

Victory!

Through your masterful skill at ruling, your brilliant politics and cunning strategies, and your far superior forces, you have claimed The Mandate of Heaven by clever maneuvering or by ruthlessly obliterating your enemies.

When you have met the victory conditions of the game mode agreed upon before the start of the game, you must declare yourself the victor and have another player confirm you have met the victory conditions. Will you be gracious in your triumph? Thank your allies for their help and congratulate your enemies on a war well fought? Or will you deride with impunity both those who let you win and those you trampled into the ground beneath the marching boots of your unstoppable armies? Only you can decide... (just remember that you may be playing with these people again, and the memories of war linger long upon the defeated...)

...or the Agony of Defeat

Your Generals had too much wine the night before. Your strategist faked his resume. Your troops were a bunch of lazy peasants who couldn't see the glory of your imperial vision. Either way, if all your units are defeated in battle or otherwise perish, you are eliminated from the game. Any gold you possess is returned to the bank and any Strategy Cards you possess are placed face down into the discard pile. This is the end of your glorious rule... or is it?!



Swearing Fealty

If you have been backed into a corner and are in control of only one Province, you have the option of Swearing Fealty if faced with an Invasion by a force you do not think you can defeat. Swearing Fealty to another player can allow you to avoid certain demise and stay in the game, but at a price.

If a superior force declares an Invasion on your last and only Province, you can offer to Swear Fealty to that player before the Invasion begins, or after the conclusion of any Combat Engagement. If the player is benevolent and enterprising, they can choose to accept your offer, at which point the Invasion is canceled and you become their vassal. If the player is cruel and uncompromising, they can choose to reject your offer and continue their Invasion, intent on wiping you from the pages of history.

Note: A player cannot intentionally (i.e. artificially) become another player's vassal by consolidating their forces into one Province and upon being attacked (presumably by an ally), declare vassalage in order to 'buddy play'.



Vassalage

If an enemy Ruler accepts your offer of fealty, you become their vassal and become part of their empire. You retain most of your autonomy, but are bound by certain rules of servitude:

- You must pay tribute to your new lord at a cost of 1 gold per every two Provinces you own; so if you own two or three Provinces your tribute would be one gold, if you own 4 Provinces, 2 gold, and so on. If you only control one Province, your tribute is waived for that turn.

Note: A player who has taken a vassal can give gold to their vassal (just like any other player).

- You cannot take any Invasion actions against your new lord (and lucky for you they can no longer take Invasion actions towards you). Additionally, your new lord can veto your Invasion declarations (i.e. against a player they considers an ally, or for whatever reason); Invasion vetoes by a lord with a vassal must be publicly declared.

- Your new lord gains the use of your Ruler's skill if your Ruler is still in play. For example, if you are Dong Zhuo and you Swear Fealty to another player, that player would receive one additional gold each turn as well as yourself.

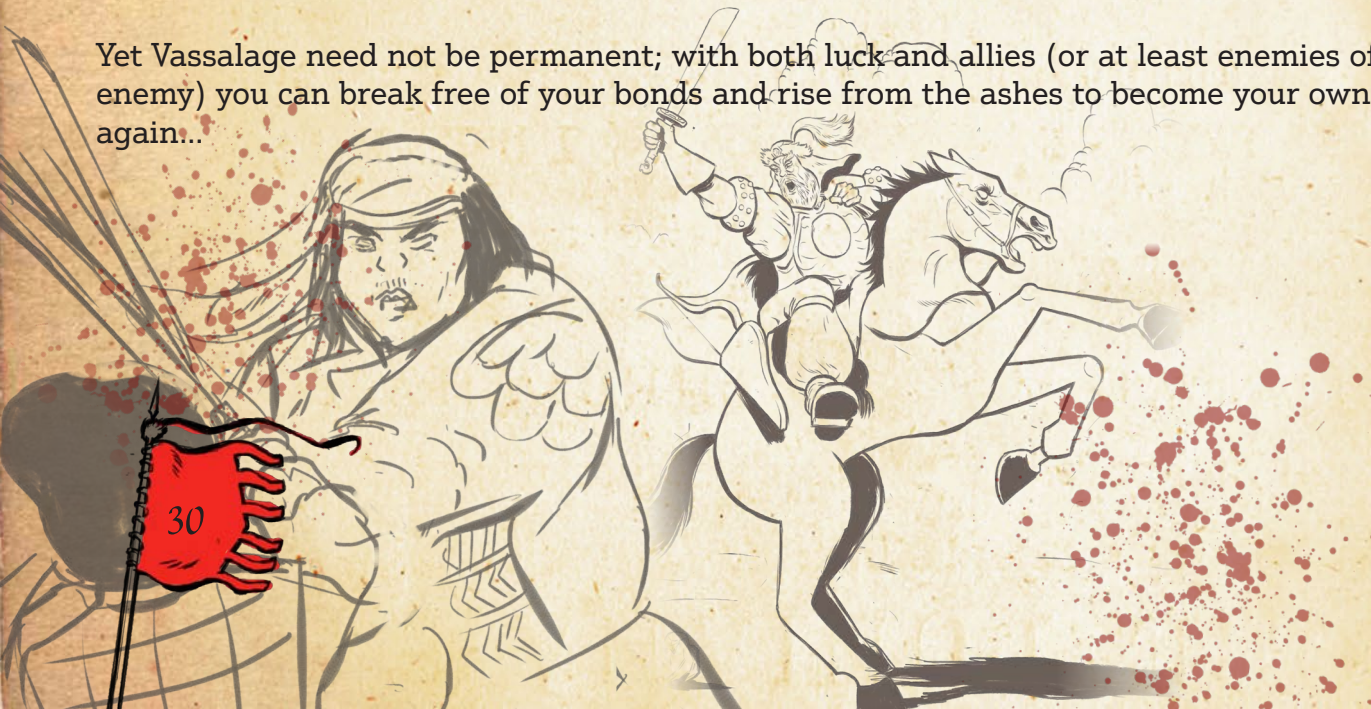
- Lords cannot move through a vassal's Provinces, and vice versa.

Your Provinces are considered part of your new lord's Provinces in regard to victory conditions

For Example: If you're a vassal, and your lord has 12 Provinces and you have 4, their total Provinces are 16. If the game ends while you are a vassal, you yourself are not eligible to meet victory conditions, but can take some pride in the victory of the empire you are part of (...and the fact that you're not dead).

Note: Vassal Provinces are not counted towards Regional gold bonuses. For example, a player owns 5 Provinces of a 6-Province Region, and their vassal owns the 6th Province in that Region - neither the Ruler nor vassal would receive a Regional control gold bonus.

Yet Vassalage need not be permanent; with both luck and allies (or at least enemies of your enemy) you can break free of your bonds and rise from the ashes to become your own lord again...



Revolution

If you receive the Revolt Strategy Card, you can use that card to try to break yourself or another player free from Sworn Fealty, at which time you or the freed player becomes their own autonomous Ruler again, and no longer has to pay tribute or have Invasion restrictions. The lord of the freed vassal loses the use of the vassal's Ruler skill (if the vassal's Ruler is still in play).

The Revolt Strategy Card can have an immense strategic impact if played at the right time. If you are going to break yourself free of Vassalage, remember to bide your time, gather your strength, and Revolt when you are strong enough to face your former master.



This concludes the (rather lengthy, but informative!) rule set for Conquest Three Kingdoms. We wish you the best of luck in your quest to claim the Mandate of Heaven and dominate... er, have fun with your friends!

If you'd like to provide feedback on the game, need clarification on the rules, catch any errors in the rulebook, want to send us a poem, or just say hi, please email us at:

c3kfeedback@hiddentowermedia.com

Thank you for purchasing C3K, we hope it provides you with many exciting game nights and some epic conquests.

Credits:

Game Design & Development: Leland Huss & Harrison Huss

Original Game Concept: Harrison Huss

Graphic Design: Harrison Huss

Editing: Leland Huss

Game Artwork: Delilah Buckle

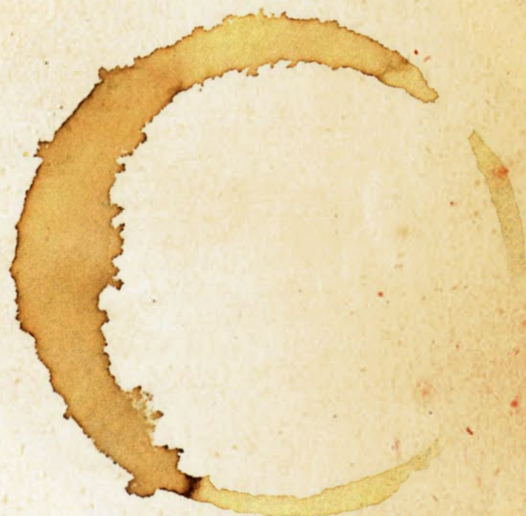
Concept Art: Hidden Tower Media

Original Map Concept: Charity Huss (Mom)

Many thanks to the following game testers for the long hours and epic battles that helped us to develop C3K:

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Game Components



Game Boards (4)

Fate Cards (27)

Strategy Cards (90)

Ruler Cards (13)

General Cards (28)

Province Cards (42)

1 Army Infantry Pieces [Per Color] (84)

4 Army Infantry Pieces [Per Color] (42)

Ruler Pieces

General Pieces

Fate Die (1)

Attacker's Dice (4 D6, 4 D8)

Defender's Dice (4 D6, 4 D8)

Gold Tokens (144)

Flood Tokens (5)

Famine Token (1)

Plentiful Harvest Token (1)

Epidemic Token (1)

Roster Placards (8)



Notes:



Notes:





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