

WARHAMMER 40,000 CONQUEST THE CARD GAME

Demo Rules

These demo rules for *Warhammer 40,000: Conquest* are abridged and intended only for use with the demo decks. The official *Warhammer 40,000: Conquest* rules are available in the core set and online at FantasyFlightGames.com.



Demo Game Overview

Warhammer 40,000: Conquest is a head-to-head game that pits two players against one another in a fight for control of the Traxis sector. Each player takes control of a warlord and the forces under that warlord's command, and contests a series of battles over key planets. Play is at once tactical and strategic, as players must deal with both the immediate conflict, while also planning and preparing for future stages of the campaign. By winning key planets, a player is able to dominate the campaign and win the game.

Each round, a battle is fought at the first planet to determine which player adds that planet to his victory display. A player immediately wins the game if he has 3 planets in his victory display that share a common type.

In order to play the demo, you will need the following items:

- 20 tokens to serve as damage tokens.
- 20 tokens to serve as resource tokens.
- 2 six sided dice.

Two decks are included in this demo, the savage Orks and the tenacious Space Marines. The Orks deck is the more straightforward of the two, and contains a variety of powerful units that thrive on combat. The Space Marines deck features cards that allow for both strategic and tactical gameplay, giving it the advantage of surprise and greater overall flexibility. It is recommended that the player with less card game experience commands the Orks deck for the first game.

Key Concepts

The Golden Rule

If the text on a card directly contradicts the text of the game rules, the text on the card takes precedence.

Winning and Losing

Each planet has one, two, or three type symbols on it. The type symbols are material, strongpoint, and tech. These symbols may be found on a planet card on the upper left side of the title bar.

Each round, a battle is fought at the planet designated by the first planet card to determine which player adds that planet to his victory display. A player immediately wins the game if he has 3 planets in his victory display that share a common type.

Type symbols have no inherent abilities, and are only used to identify planet types and for tracking "three of a type" in a player's victory display.



Instant Loss: Warlord Death

If a player's hale warlord is defeated (has as much or more damage as it has hit points), it is turned over so its bloodied side is face up. If a player's bloodied warlord is destroyed, that player instantly loses the game.



Hale warlord



Bloodied warlord

Ready and Exhausted

Cards enter play in a **READY** position (upright). In order to make an attack, or to use certain card abilities, a card is **EXHAUSTED** by rotating it 90 degrees (sideways). An exhausted state indicates that the card has been used, and the card is not able to exhaust again until it is readied by a game step or card ability.



Ready



Exhausted

Setup

To setup a game of *Warhammer 40,000: Conquest*, players resolve the following steps, in order:

- Select warlords and decks.** Each player selects a deck to play. Each player places his warlord on the table in front of him, hale side up, in an area that is called his "headquarters" or "HQ".
- Shuffle decks.** Each player thoroughly shuffles his deck. Each player then places his deck in his HQ, next to his warlord.
- Set planets.** Shuffle the 7 planet cards and deal them in a line, face down, between the players.
- Create token bank.** Create a pile of tokens to use as resource tokens and another pile to use as damage tokens.
- Find command dice.** Each player uses one six sided die to act as his command die during the game.
- Determine initiative.** Randomly determine which player starts the game with the "first planet & initiative token" card (backside of cover card) on his side.
- Reveal planets.** The player with the initiative card on his side turns the first 5 planets face up, starting with the planet furthest to his left and leaves the final 2 planets face down. He then places the first planet & initiative card on his side of the planet furthest to his left.
- Draw starting hand.** Each player draws 7 cards.
- Collect starting resources.** Each player takes 7 resources.

Turn Overview

Warhammer 40,000: Conquest is played over a number of rounds. Each round consists of four phases. In some phases, the players act simultaneously, and in others, the players act in sequence. The phases are, in order:

- Deploy
- Command
- Combat
- Headquarters

Each phase is described in detail, below.

Phase 1: Deploy

The deploy phase represents the gathering and deployment of military force. During the deploy phase, players deploy cards from their hands to prepare for the impending conflict.

Starting with the player who has the initiative card on his side, players alternate taking deployment turns. On a deployment turn, a player does one of the following:

- deploys one card from his hand
- uses one action ability on a card, by executing its bold "Action:" trigger.
- passes

When a player passes on one of his deployment turns, he can take no more deployment turns this phase. His opponent may continue to take deployment turns until also deciding to pass. When both players have passed, the deploy phase is complete.

Deploying a Card

Any card being deployed must be paid for by paying its resource cost. A player does this by moving a number of resource tokens equal to the card's cost from his resource pool to the token bank.

A card's cost can be found as a numeric value in the upper left corner of the card. A card's type can be found beneath its cost.

When a player deploys an **ARMY** unit card, it must be placed on his side of the table at one of the face up planets, indicating which planet the unit has been deployed at.

When a player deploys an **ATTACHMENT** card, it must be attached to (placed slightly under or adjoining) another card, game element, or game area, as specified by the attachment.

When a player deploys a **SUPPORT** card, it must be placed in his headquarters area. (Back row, next to his deck.)

EVENT cards are not deployed. When a player plays an event card, its cost is paid, its ability is resolved, and the card is then placed in that player's discard pile.

Phase 2: Command

The command phase represents the strategic aspect of the campaign in the Traxis sector. During this phase, each player secretly commits his warlord to one of the planets in an effort to gain a strategic edge at that planet. Then, the superior command force at each planet acquires the resources and influence available there for the round.

The command phase is broken into two steps, the commitment step and the command struggles step. These steps are explained in detail below.

Step 1: Commitment

During this step, each player must secretly commit his warlord to one of the face up planets. This will help a player win the command struggle at that planet, and also ensure that a battle is fought at that planet this round.

Each player secretly selects a number on his command die that corresponds with one of the face up planets in play. The first planet always corresponds to the number 1 on the die, with each subsequent planet (as you move down the line, away from the first planet) corresponding to the next highest number on the die. Players should place their die on the table with their planet selection face up, shielded from view of the other player.

After each player has secretly made his selection, both players reveal their selection simultaneously. Each player simultaneously commits his warlord, as well as all units that are currently at his headquarters, to the planet that he has chosen, by moving those cards to that planet, noting that:

- warlord units arrive in their current state (ready or exhausted), and
- non-warlord units arrive exhausted.

Step 2: Command Struggles

During this step, the players resolve a command struggle at each face up planet. A command struggle represents a strategic battle for resources and influence at each of these planets.

Starting with the first planet and proceeding in order down the line of face up planets, resolve each planet's command struggle based on the forces each player has present at that planet as follows:

- If only one player has a ready warlord present at a planet, that player automatically wins that planet's command struggle.
- If each player has a ready warlord present at a planet, or if neither player has a ready warlord present at a planet, the player with the most command icons on **ready units** at the planet wins that command struggle. If the result is a tie, neither player wins the command struggle.

When a player wins a command struggle, he earns the right to take both, either, or none of that planet's card and resource bonuses. If neither player wins a command struggle, these planet bonuses are ignored.



Card Bonus: Draw this many cards.

Resource Bonus: Add this many resources to your pool.

Phase 3: Combat

The combat phase represents the direct clash of armies on the field of battle. It is the most tactical aspect of the game, and the phase in which the players may directly engage one another's forces and vie for supremacy.

During the combat phase, a battle is fought:

- at the first planet, and
- at each planet (after the first planet) at which at least one warlord is present.

The battle at the first planet is fought first, followed by each additional battle, proceeding in order down the line of planets. No battle is fought at any planet that does not meet at least one of the above criteria.

In a battle, players use their units at a planet to attack the opponent's units at that same planet. The goal of a battle is to be the only player with units remaining at the planet where the battle is being fought.

Fighting a Battle

During a battle, a player has the initiative if his warlord is present at the planet at the beginning of the battle. If both warlords are present at the beginning of the battle, the player with the first planet & initiative card has the initiative during that battle. (Note that the **initiative card** does not change sides when a player has the initiative due to the presence of his warlord.)

A battle is fought over a series of combat rounds.

Starting with the player who has initiative and then alternating between players, a player:

- attacks using a ready unit, or
- passes if he cannot attack.

If one player has passed, his opponent continues to make attacks until he is also forced to pass. When both players pass consecutively, the combat round is complete.

At the end of a combat round (generally, when all units present at the planet are exhausted), each unit at that planet readies. Each player (starting with the player with initiative) has one opportunity to retreat any number of his units from the battle, by moving them to his headquarters. After this retreat opportunity, a new combat round begins.

Each opportunity to attack or pass during a battle is known as a player's **combat turn**. Both players have the opportunity to use **Action** abilities before and after each combat turn.

If it is a player's combat turn, and his opponent has no units at the planet hosting the current battle, the battle ends, and the player with units remaining has won the battle. If neither player has units remaining at that planet, the battle ends in a stalemate.

Making an Attack

To attack, follow these steps:

- Declare attacker.** The attacking player chooses one ready unit he controls at the planet, and exhausts it to attack. For the duration of this attack, this unit is known as the "attacker."
- Declare defender.** The attacking player chooses an enemy unit at the planet, and declares this attack is against it. For the duration of this attack, this unit is known as the "defender."
- Resolve attack.** Deal damage equal to the attacker's attack value (ATK) to the defender.

Recommended Play Area

Token Pool



Player 2's Headquarters



Planets



Warlord



Deck



Token Pool

Player 1's Headquarters



First Planet & Initiative Card



Dealing Damage

To deal damage (by an attack or by a card effect), follow these steps:

- 1) **Assign damage.** Place damage tokens equal to the amount of damage to be dealt next to each unit being damaged.
- 2) **Shields.** The controller of each unit that has been assigned damage has the option of using 1 shield card per unit (see below) to prevent some or all of the damage assigned to that unit.
- 3) **Take damage.** Any assigned damage that has not been prevented or redirected is now placed on each unit, up to the unit's remaining hit points. Any excess damage is ignored. If no damage is taken in this step, then no damage has been dealt.

Shields

When a unit is attacked or dealt damage by an effect, its controller may discard one card with one or more printed shield icons from his hand, to prevent an amount of damage up to the number of shield icons on the discarded card. A card used in this manner is called a "shield card." Each time a unit is dealt damage, no more than 1 shield card can be used.

Damaged Units

If an army unit has as much (or more) damage on it as it has hit points, it is destroyed and placed in its owner's discard pile.

If a hale warlord has as much (or more) damage on it as it has hit points, it is defeated, and placed in its owner's headquarters on its bloodied side, exhausted. All damage tokens from the hale side are removed when a warlord is bloodied. Any attachments on a warlord remain attached when it is bloodied.

Winning a Battle

When a player wins a battle at a planet, he may first choose to resolve that planet's battle ability if he desires.

When a player wins a battle at the first planet, he also wins that planet, and places it in his victory display. His surviving units at that planet are then placed in his headquarters, maintaining the state (ready or exhausted) they were in at the end of the battle.

It is recommended that players keep their victory displays behind their discard piles and out of the way of the general play area. **Remember, once a player has 3 different planets that share a common type in his victory display, he instantly wins the game.**

If the battle at the first planet ends with neither player having a unit at that planet, neither player wins the planet and it is removed from the game.

When a player wins a battle at any other planet, his warlord (if it was committed to that planet) returns to his headquarters, maintaining the state (ready or exhausted) it was in at the end of the battle. The planet remains in play, and other surviving units remain at that planet, also maintaining their state.

Warlord Retreat

A player's warlord may exhaust to retreat from a battle any time it would exhaust to attack. If a player takes this option, he exhausts his warlord and announces that it is retreating instead of attacking, and places the warlord in his HQ, exhausted. This consumes the player's combat turn, and the other player takes the next combat turn. Only warlords may retreat in this manner.

Phase 4: Headquarters

The headquarters phase represents a chance for the warlords to regroup their forces at their respective headquarters, resupply with vital resources, and reassess the state of the conflict.

At the beginning of the headquarters phase, each player has an opportunity to use "Action" abilities starting with the player with initiative. Then, the following steps occur, in order:

- 1) Place the first planet & initiative card under the leftmost face up planet (from the perspective of the player who started the game with the initiative card on his side). This is the new first planet.
- 2) Reveal the leftmost face down planet (from the perspective of the player who started the game with the first planet & initiative card), if any remain.
- 3) Each player must draw 2 cards.
- 4) Each player must take 4 resources from the token bank.
- 5) Each player readies all exhausted cards he controls.
- 6) Turn the initiative card to the side of the other player.

Play now proceeds to the deploy phase of the next game round.

Using Card Abilities

The following types of abilities appear on cards:

Actions- Action abilities on cards can be used on a player's deployment turn or can be used before or after a player's combat turn during the combat phase. Some action abilities have a phase named before the word "Action," this indicates the ability may only be used during that phase.

Interrupt- Interrupt abilities are used to affect the resolution of another ability or game effect and resolve before their triggering condition resolves.

Reaction- Reactions abilities are used after certain triggering conditions are met and resolve after their triggering condition resolves.

Keywords and Phrases

A keyword is an attribute which conveys specific rules to its card. The full text for these abilities is included for your reference.

Ambush- A player may, as an action during the combat phase, deploy a card with the Ambush keyword from his hand. He must still pay its resource cost.

Area Effect (X)- After a unit with the Area Effect keyword exhausts to attack, instead of declaring the attack against a single enemy unit, it may deal damage equal to its Area Effect value to each enemy unit at that planet.

Armorbane- While a unit with the Armorbane keyword is attacking, the opposing player cannot use shields to prevent damage.

Bloodied- The Bloodied keyword is used on one side of warlord cards to indicate that the warlord has been defeated once and turned to its bloodied side. If a Bloodied warlord is defeated, its controller loses the game.

Brutal- A unit with the Brutal keyword gets +1 ATK for each damage on it.

Flying- When a unit with the Flying keyword is attacked by a unit that does not have the Flying keyword, halve the damage that is dealt before it is assigned. If the resultant damage would be a fractional value, round up.

Limited- No more than 1 card with the Limited keyword can be deployed (or played if the card is an event) by each player each round.

No Attachments- A card with the No Attachments keyword cannot have attachment cards attached. A trait may precede the word "attachments," meaning the card may not have attachments of the specified trait.

Rout- A unit that is routed is moved from a planet to its owner's HQ exhausted.

Symbols

The following symbol appears on cards:

☉: This is the **RESOURCE** symbol. It always appears with a numeral, such as 1☉, which means "one resource," or 3☉, which means "three resources."

☠: This is the Space Marines faction symbol. It appears to designate that an ability involves a Space Marines card in the way specified by the card.

☪: This is the Orks faction symbol. It appears to designate that an ability involves an Orks card in the way specified by the card.

☉: This is the unique symbol. When it appears before a card's name it means that card is a unique character, item, or place in the Warhammer 40,000 universe.

Questions and Answers

Q. If neither player has 3 planets with matching icons in his victory display at the end of the game, who wins?

A. The player that most recently added a planet to his victory display will be the winner (usually the player that won the battle at the last planet.)

Q. If neither player has units at the first planet when there is a battle, what happens to the planet?

A. In this case neither player will claim the planet and it is removed from the game.

Q. What happens if a player runs out of cards in his deck?

A. In the full game this would cause that player to lose the game. However since the demo decks are smaller than what would be used in a full game, that player may continue playing with the cards in his hand and in play.

Q. During the command phase, what happens if neither player has any command icons on units at a planet?

A. If neither player has any command icons at a planet no one gets the resource and/or card bonus.

Note: A unit with no command icons does **not** win a command struggle if the opponent has no units present.

The First Planet & Initiative Token Card

The back of the title card can be used to identify the first planet and track the player with the initiative token. During setup place this card partially under the first planet with the exposed portion of the card on the side of the player with the initiative token. During the Headquarters phase, when this card is moved to the new first planet, place it under that planet facing the other player, to signify that he now has the initiative card.



Player 2 has the Initiative



Player 1 has the Initiative

Card Anatomy Key

- 1 **Cost/Type** - The resource cost to deploy or use a card. A card's type is indicated beneath the cost. Warlord units have no printed cost as they are not deployed from a player's hand.
- 2 **Title** - The name of this card.
- 3 **Faction symbol** - The faction the card belongs to. Neutral cards have no faction symbol.
- 4 **Command icons** - Used to determine the winner of command struggles.
- 5 **Shields** - Used to prevent damage.
- 6 **Attack strength** - The amount of damage this unit deals when it attacks. Often referenced as "ATK."
- 7 **Hit points** - The amount of damage required to destroy this unit. Often referenced as "HP."
- 8 **Traits** - Attributes that may be referenced by other cards.
- 9 **Text** - The special abilities of this card. Reminder text and flavor text are presented in this field in *italics*.



Unit Cards



Attachment Card



Support Card



Event Card