

# Warhammer 40,000: Conquest Demo Guide

Welcome to the *Warhammer 40,000: Conquest* Demo Guide. Thank you for taking the time and effort to teach new players the game! This guide, along with the demo decks included in this kit, is a great resource for running effective *Warhammer 40,000: Conquest* demos that get players into the game and playing as soon as possible. If you have run demos before, don't hesitate to incorporate what has worked for you in the past.

## Demo Rules and Decks

Please read the Demo Rules sheet included in this kit before reading the rest of this Demo Guide. The Demo Rules sheet contains all of the rules a new player needs to quickly begin playing *Warhammer 40,000: Conquest*. Take a minute to flip through the demo decks as well so that you are familiar with the mechanics and cards when teaching new players.

While almost all rules are the same between the core game and demo rules, there is one change: a player does not lose the game if he runs out of cards in his deck. This is because the demo decks are smaller than a normal *Warhammer 40,000: Conquest* deck and the goal of the demo is to give players an experience playing the game

### Tokens

This kit does not come with tokens. Tokens are needed to represent damage and resources. We recommend using two different objects for the two token types, such as coins or glass beads. In addition, you will need two six-sided dice, one for each player.



## Running a Demo

If you've never run a game demo before, don't worry! This guide will help you give players a great first experience with *Warhammer 40,000: Conquest*. Whether you're a demo veteran or a demo novice, you will find helpful hints that can assist you in running the best possible *Warhammer 40,000: Conquest* demo.

As you teach the game, new players may ask you a variety of questions about the game. Do not ignore their questions, but do not be afraid to tell players that you will cover a particular rule or question in more detail later in the demo. Avoiding large pauses in the game keeps a new player interested and improves his or her demo experience.

Most importantly, have fun with the demo! If you're excited to be teaching the game, it shows and encourages newer players to have fun as well.

## Describe the Game Concepts

*Warhammer 40,000: Conquest* is a simple game at its heart. You don't have to go into detail, but take a moment to explain the basic premise of the game and its mechanics: you are fighting for control over the Traxis sector in the *Warhammer 40,000* universe. This is represented by gaining control of the planet cards laid out between players.

Explain to your players that *Warhammer 40,000: Conquest* is played over a series of game rounds. Each round consists of four phases: deploy, command, combat, and headquarters. In some phases, players act simultaneously, while in others, each player acts in turn order. Tell your players that you will go into more detail about each phase during the game.

Explain that you will go into detail about particular mechanics or cards as they come up. This way, your new player can start playing quickly, but will not be upset or surprised that you did not tell him or her everything at the beginning.

### Explain Planet Cards

Begin by showing your players a planet card. Explain that the planets are what each player is after and are locations where each player's units can be deployed. Point out the type symbols in the upper-left corner of the planet cards, and inform your players that the game ends if either player collects three planets with the same type symbol. Tell them that you will go into more detail about the text and numbers printed on the bottom of the card later in the demo.

### Explain Warlord Cards

Allow your players to choose one of the two demo decks or assign decks randomly. Then show your players their respective warlord card. Explain that a player's warlord is a unit he or she can use in battles. Point out and briefly explain the warlord's ability, as well as its ATK and HP values. Tell your players that if his or her warlord takes damage equal to or greater than its HP, the card is flipped to its "bloodied" side and all damage is cleared off of the warlord. If a player's warlord takes more damage than its HP when it is bloodied, that player immediately loses the game.



## Explain the Other Card Types

Pull out a card of each type from one player's deck before he or she begins shuffling and describe each type briefly (army, event, support, and attachment).

- Point out the cost and card type in the upper-left corner of each card. Explain that each card requires a number of resources equal to the number depicted to play that card.
- Point out the faction symbol on all cards and mention that some abilities refer to a card from a specific faction.
- Point out the ATK and HP values on the **army** card. Explain that the ATK and HP values on an army card work the same way as a warlord card. However, if an army card takes damage equal to or greater than its HP value, it is destroyed and moved to its owner's discard pile. Point out the command icon(s) and ability on the card—if the unit has any—but do not go into detail about them at this time.
- Explain that each **event** card has an ability that determines when that card can be played and what effect it has. Point out the shield icon(s) on the card. Tell your players that you will go into more detail about the timing of the ability and what the shield icons mean later.
- Point out the ability on the **support** card, and explain that support card abilities work like abilities on event cards, except that the support card remains in play so that a player can use the ability more than once.
- Explain that an **attachment** card attaches to a unit and gives that unit additional abilities or improves its ATK and HP values. Some attachment cards can only be attached to specific types of units. Point out the shield icon(s) on the attachment.

After you have finished explaining the different card types, return any revealed cards to their respective deck(s) and ask each player to shuffle his or her deck, leaving his or her warlord card on the table.

## Gameplay

Remind your players that their main goal is to win planets with matching type symbols, but they can also win by defeating their opponent's warlord.

### Ready and Exhausted

Explain that cards enter play in a ready position, upright and perpendicular to the player. Various actions, abilities, and effects will cause a card to become exhausted. Tell your players that when a card becomes exhausted, he or she rotates the card ninety degrees and cannot use the exhausted card until an ability or effect returns the card to the ready position. Demonstrate the difference between the two positions with one of the warlord cards on the table.

### Tokens and Dice

Explain to your players that the two types of tokens you have provided represent damage and resources.

Give each player a die and tell them that you will explain its use when it is needed later in the demo.



## Start Playing

Once you've explained these basics, your new players should be ready to dive in and begin playing.

### Revealing the Players' Cards

Depending on how comfortable your players are, you may want to walk them through the first round with their hands revealed. This will allow you to give both players information about a card or ability at the same time instead of repeating yourself for each player at different times.

### Setup

Determine which player will start the game at random. We recommend using the dice you have on hand and instructing the player who rolls the highest number to start. Tell your players that this person is the first player and starts with initiative. Then shuffle the planet cards and place them in a line between players as shown in the Demo Rules. Make sure the two facedown planets are on the first player's right side. Place the first planet & initiative card under the left-most faceup planet, as shown in the Demo Rules.

Distribute seven resource tokens to each player and tell each player to draw a starting hand of seven cards. Explain that each player has the option to reshuffle his or her hand into his or her deck and draw a new hand of seven cards at the start of the game. Make it clear that a player cannot do this more than once. Because your players will not know the value of their cards, a good guideline to give them is, "to keep a hand with at least three or four army units." Allow your new players time to read their cards and ask any questions they may have.

Instruct each player to place his or her warlord card in that player's headquarters: the space closest to him or her, next to his or her deck

### Explain the Deploy Phase

When your players are ready to start the game, begin by explaining the deploy phase. Explain to your players that they alternate taking deployment turns, starting with the player with initiative. During a deployment turn, a player may take one of three actions:

- **Deploy one card from his or hand:** To deploy a card a player pays the cost of the card (in the upper-left corner) by spending resource tokens equal to its cost and then placing the card in play. Tell your players that they must deploy an army unit card at a faceup planet card of their choice by placing the card on their side of the table adjacent to the chosen planet card. Explain that an attachment card must be attached (placed slightly under or adjoining) to another card as specified by the attachment when it is deployed. Explain that all support cards are deployed into a player's headquarters.
- **Use one action ability with the bold "Action:" trigger on a card:** A player can do this by either playing an event card in his or her hand and using the "Action:" ability on that card or by using the Action ability on a card he or she already has in play.
- **Pass:** If a player passes, he or she cannot take another deployment turn during this phase, but his or her opponent may continue taking deployment turns until he or she chooses to pass. After both players pass, the deploy phase ends and the command phase begins.



Make sure your players understand that event cards are not deployed, but a player can play an event card during the deploy phase as long as the card's Action ability requirements are met.

Explain that once a player has taken one of the three actions above and resolved all abilities associated with that action, the opposing player may take one of the three actions above. Players alternate taking turns like this until both players have passed. Then the deploy phase ends and play proceeds to the command phase.

### **Explain Planet Cards in Detail**

To help your new players better understand where they might want to deploy their units, go into more detail about planet cards. Explain that during the command phase, the player with the most command icons at each planet will receive the card bonus (left number) and resource bonus (right number) from that planet. Remind your players that command icons are the hammer icon on the left side, just above a unit's ATK.

Explain to your new players that during the combat phase, they will fight a battle at the first planet, as well as any other planet that has a warlord present. After a battle at a planet, the winning player may resolve the battle ability of that planet (the text on the lower portion of the card), and the player that wins the battle at the first planet receives that planet.

### **Explain Support Cards in Detail**

Explain that support cards provide a player with a permanent ability that he or she can use multiple times. When a player plays a support card, that card remains in his or her headquarters until the end of the game or until an effect removes it from play. Tell your players that each support card ability is unique, and players should follow the text written on the card to determine when the card can be used.

### **Explain Card Abilities**

Tell your players that there are three types of abilities that can be found on cards in the game: Action, Reaction, and Interrupt. Each ability can be used at different times during the game.

- **Action:** A player can use an Action ability during his or her turn in the deploy phase, at the end of the command phase, before or after each player's combat turn in the combat phase, and at the beginning of the headquarters phase. Some Action abilities have a phase before "Action:." This means that the card can only be played during that phase.
- **Reaction:** A player can use a Reaction ability after a specific condition is met. The player resolves the Reaction ability after the condition that triggered the ability has resolved.
- **Interrupt:** A player can use an Interrupt ability in response to another ability or game effect in order to affect the resolution of that ability or effect. Players resolve Interrupt abilities before the conditions that triggered it.



## Explain the Command Phase

Start by telling your players that the command phase is split into two steps: the commitment step and the command struggles step. Explain that during the commitment step, each player secretly selects a planet to send his or her warlord to. During the command struggles step, each player gains the card and resource bonus on planets for which he or she won the command struggle.

### Explain the Commitment Step

Explain that each player secretly selects a number on his or her die at the beginning of the commitment step. Each number corresponds to one of the faceup planets, with one representing the first planet and the next highest number representing each subsequent planet. Explain each number clearly so your players are not confused, stating that two represents the planet directly after the first planet, three represents the next planet after that, etc. We recommend telling your players to place the die on the table with the selected number faceup, using one hand to keep the die hidden from his or her opponent's view.

Tell your players that once each player has selected his or her number, they must reveal their numbers simultaneously. After revealing his or her selection, each player commits his or her warlord, and any additional units that are currently in that player's headquarters, to the planet that corresponds to the selected number. He or she commits all units to that planet by moving their cards to the planet, keeping his or her warlord in its current state (ready or exhausted) and exhausting all other units that are moved from his or her headquarters.

### Explain the Command Struggles Step

Explain that during this step, players resolve a command struggle at each faceup planet, starting with the first planet and proceeding in order down the line. A command struggle represents a strategic maneuvering for resources and influence at each planet.

Players resolve a command struggle at each planet following the guidelines below:

- If only one player has a **ready warlord** present at the planet, that player wins that planet's command struggle.
- If each player has a ready warlord present at the planet or neither player has a ready warlord at the planet, the player with the most command icons on **ready units** at the planet wins that planet's command struggle.
- If players have the same number of command icons or no command icons, neither player wins that planet's command struggle. This includes situations where one player has a unit with zero command icons and the other player has no units at that planet.

Tell your players that each time a player wins a command struggle, he or she may take both of that planet's card and resource bonuses, one of those bonuses, or no bonus.

Once all command struggles have been resolved, the command phase ends and play moves to the combat phase.

## Explain the Combat Phase

Tell your players that the combat phase is when players fight directly over a planet. During each combat phase, players fight a battle at the first planet, as well as each planet where at least one warlord is present. Battles are fought starting with the first planet and proceeding in order down the line. No battle is fought at any planet after the first that does not have a warlord present.



### Explain a Battle

Start by telling your players that the goal of a battle is to eliminate all of your opponent's units at the planet. Explain that a battle is fought over a series of combat rounds. Starting with the player with initiative, players alternate taking turns, attacking with a ready unit or passing if he or she cannot attack. Each time a player attacks or passes is a combat turn. Both players have the opportunity to use Action abilities before and after each combat turn. If one player passes, the other continues attacking until he or she can no longer attack with a unit. Once both players have passed, the combat round ends.

Explain that if only one player has a warlord present at the planet, that player has initiative for the battle. If both players have a warlord at the planet or neither player has a warlord, the player with the first planet & initiative card has initiative for the battle.

Explain to your players that after a combat round ends, players ready all units at the planet where the battle is taking place. Then each player, starting with the player with initiative, has the opportunity to retreat any number of units from that battle. If both players still have units at the planet after each player has an opportunity to retreat units, a new combat round begins. If only one player has units remaining at the planet, the battle ends and the player with units remaining wins the battle.

Tell your players that if only one player has units present at the battle during a player's combat turn, the battle ends and the player with units remaining wins the battle.

### Explain an Attack

When a player makes the first attack, walk your players through the steps of an attack.

1. **Declare attacker:** The attacking player chooses one ready unit he controls at the planet and declares that unit as the attacker. The player exhausts that unit.
2. **Declare defender:** The attacking player chooses one enemy unit at the planet and declares the attack against that unit. This unit is the defender.
3. **Resolve attack:** Players place damage tokens equal to the attacker's ATK value next to the unit(s) being dealt damage. The controller of any units that have been assigned damage then has a chance to use one shield card per unit to prevent some or all of the damage assigned to that unit. For each unit, he or she removes any damage that is prevented from the pile of damage tokens next to that unit and places all remaining damage tokens on the unit.

After resolving an attack, if a unit has damage tokens on it equal to or greater than the unit's HP value, that unit is destroyed and placed in its owner's discard pile.

### Explain Shield Cards

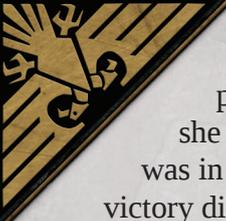
Make sure to explain shield cards to your players before allowing them to resolve the first attack. Explain that a shield card is any card with shield icons on the left side of the card. (For the demo decks, only event and attachment cards have shield icons.) When a unit is attacked or dealt damage, the controller of that unit may discard one shield card to prevent an amount of damage up to the number of shield icons on the discarded card. A player can discard only one shield card for a unit each time that unit is dealt damage.

### Explain a Warlord Retreat

A player may retreat with his or her warlord any time he or she is able to make an attack with the warlord. To retreat a warlord, a player exhausts his or her warlord and moves it to his or her headquarters. This action takes up the player's combat turn. A player can move only his or her warlord when retreating.

### Explain Winning a Battle

Remind your players that if one player no longer has any units left at the current planet during a combat turn, then the battle ends and the other player wins. When a player wins a battle, he or she may resolve the planet's battle ability. If the battle was not at the first planet, the player returns only his or her warlord to his or her headquarters, keeping it in the same state that it was at the end of the battle (ready or exhausted). All other surviving units remain at the planet in the same state they were in at the end of the battle.



Tell your players that if a player wins a battle at the first planet, that player may resolve the planet's battle ability and then takes the planet card and places it in his or her victory display. He or she places all surviving units at that planet in his or her headquarters, keeping each unit in the state it was in at the end of the battle (ready or exhausted). Recommend your players to keep planet cards in their victory displays out of the way. Placing them on the other side of their discard pile is often a good place.

Explain that if neither player has any units remaining at the planet, then neither player wins. If this happens during a battle at the first planet, the planet card is removed from the game and neither player puts it into his or her victory display.

### **Explain the Headquarters Phase**

Tell your players that the headquarters phase is when players refresh their troops and prepare for the next game round. Explain that each player has the opportunity to use Action abilities at the beginning of the headquarters phase. Then players perform the following steps:

1. **Move the first planet & initiative card:** Place the first planet & initiative card under the next planet. (This is the leftmost faceup planet from the perspective of the player who started the game.) This planet is now the first planet.
2. **Reveal a new planet:** Flip the leftmost facedown planet card—from the perspective of the player who started the game—so that it is now faceup. If there are no facedown planet cards remaining, skip this step.
3. **Draw:** Each player draws two cards from his or her deck.
4. **Renew resources:** Each player takes four resources from the token pool.
5. **Refresh cards:** Each player turns all of his or her exhausted cards so that they are in the ready position.
6. **Pass initiative:** Rotate the first planet & initiative card so that it faces the opposite player. This player now has initiative.

Explain that once players finish these steps, the next game round begins. Players repeat the same phases as before with the opposite player having initiative.

### **Continuing to Play**

Once you have walked your players through a game round or two, they should have a good idea of how to play the game. Let them continue playing while you watch and help when needed. If they have questions, don't hesitate to answer them, but don't jump in every time a player pauses or looks confused. Correct a player if he or she breaks a major rule, but avoid spending too much time on the details. The goal of the demo is to give your players a feel for the game!

A game of *Warhammer 40,000: Conquest* can be played fairly quickly, but it's best to give your new players time to absorb all of the new information and figure things out as they go along. If you and your players have the time, feel free to play a full game, but don't feel bad for cutting the demo short after three or four game rounds.

### **After the Game**

After your new players finish the game, take some time to ask them about their thoughts. Providing your players with some time to talk about the game will strengthen their experience with *Warhammer 40,000: Conquest* and allow you a chance to address any questions they may have. This is also a great time to explain additional game content that is included in the *Warhammer 40,000: Conquest* core set, such as additional factions.

Once your players have finished and you're done listening to their thoughts and discussing the game, don't forget to thank your players for playing the game!

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