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Game: **AGE OF CONAN**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

AGE OF CONAN

THE STRATEGY BOARD GAME

Each player chooses a **kingdom** and takes his **kingdom cards**, **bidding tokens** and **plastic figures**. He shuffles his cards and places them before him in a facedown deck. Each player takes **3 gold** in gold tokens, and Stygia and Hyperborea also take **2 sorcery** in sorcery tokens.

Place **starting army units** on the board: **Aquilonia** (red) and **Turan** (yellow): 5 army units and 4 emissaries; **Stygia** (green) and **Hyperborea** (purple): 4 army units and 4 emissaries.

Shuffle the **objective cards** and place cards equal to the number of players faceup on the board as the **current objectives**. Shuffle the **strategy cards**. Each player draws 2 cards from his kingdom deck and 2 cards from the strategy deck to form his **hand of cards** (kept secret from other players). Shuffle the 3 **artifact cards** (plus, in a 4 player game only, the **Conan bonus card**); each player randomly draws a card.

Place **Conan** in the province of **Cimmeria**. Shuffle the **adventure cards** and place 4 cards facedown on the board as the **adventure deck** for the current age. Reveal the top card and place it on the **current adventure space**. Place the **Conan destination marker** in the province indicated by the card.

Place the **adventure tokens** in a cup, draw a number indicated by the current adventure card, and place them faceup in a row to form the **adventure track**.

Bid to determine the Conan player. Each player draws 1 card from the strategy deck. He then places 1 strategy card from his hand facedown before him and chooses one of his bidding tokens to place facedown on top of it. Reveal all cards and tokens. Each player adds the number on his bidding token to the adventure rating on his strategy card. The player with the highest result is the **Conan player** and receives the **Conan player card**. In a tie, the player with the lowest number of adventure tokens wins; on another tie, the player whose home province is closest to Conan's current location wins (resolve further ties randomly). Discard all strategy cards, and set aside all bidding tokens that were used, facedup.

GAME TURN

The game is played over 3 **ages**, each of which consists of 4 of Conan's **adventures** followed by an **age change phase**.

The **Conan player** rolls all 7 **fate dice** and places them in the **fate dice pool** on the board. Starting with the Conan player and proceeding clockwise, the players take their turns.

Conan Player Turn

On his turn, the **Conan player** may move Conan to any adjacent province. If the move decreases the distance between Conan and the **destination marker** (or if it is already there and doesn't move), the player takes the leftmost adventure token off the adventure track, and keeps it facedown. If the move does *not* shorten the distance, or he chooses not to move Conan, the first adventure token is discarded.

1. Play and Refresh Play-on-the-Table Cards

The player may play and *refresh* as many **play-on-the-table kingdom cards** as he is able.

2. Use a Fate Die

The player must choose **1 fate die** from the fate dice pool and perform the action shown. The die is then removed from the pool. When the pool is empty, the player whose turn is next rerolls all 7 dice, places them in the pool, chooses one of them, and performs the corresponding action.

If play is interrupted due to the ending of an adventure or an age change phase, leave any unused dice in the pool. Once play resumes, these must be used before the dice are rerolled.

FATE DICE ACTIONS

A player may usually only choose one of the fate die action options each time he takes an action.



Court + Conan

The player must perform the Conan action first, then select and perform a Court action option.



Conan

Conan Player: You may move Conan to an adjacent province, and (before or after the move) may place a **raider token** in the province he occupies, or in an adjacent province. Do not take an adventure token.

Non-Conan Player: Take the leftmost adventure token from the adventure track and place it facedown before yourself.



Court

Select one of these options:

- Draw 1 card from your kingdom deck and 1 card from the strategy deck.
- Draw 2 cards from the strategy deck.
- Certain kingdom **event cards** require a court action to play. You may play one such event.



Military

Select one of these options:

- Redeploy 2 times to adjacent, friendly provinces.
- Redeploy once and then attack.
- Place an army unit in up to 2 separate friendly provinces from your reserves, *if you have less than 18 units in play.*



Intrigue

Select one of these options:

- Move up to 2 of your emissaries.
- Move 1 of your emissaries, then you may start 1 **intrigue contest** in a neutral or enemy province with 1 of your emissaries.
- Move 1 of your emissaries, then collect gold in an enemy province containing 1 of your emissaries by removing the emissary from the board and taking gold from the communal gold pool equal to the rating of the province he occupied.
- Build an emissary from your pile on any friendly province on the board, *if you have less than 6 emissaries in play.*



Military / Intrigue

Choose to perform a Military or Intrigue action.

You may never use a military/intrigue die to perform a Military action if a military die is available in the fate dice pool; or to perform an Intrigue action if an intrigue die is available.



Wild

Choose either a Military, Intrigue or Court action.

For the Court action, choose *only* one of the Court options. You may never choose an action that would have been available had you selected a different available fate die.

KINGDOM CARDS

Play-on-the-table cards may only be played at the beginning of a player's turn and their cost in gold must be paid. Once played, turn the card facedown; it cannot be used again unless its cost is paid again in a future turn and it is *refreshed*.

All play-on-the-table cards are automatically refreshed during the **age change phase** without any cost in gold.

Event cards can be played with the *Court* action from a fate die.

Instant cards may be played without gold or using a *Court die*.

Event and Instant cards are placed in a player's discard pile after use. Reshuffle and reuse the discards if necessary.

ARMY MOVEMENT

When you redeploy an army, you may move a group of one or more army units *in the same province* to an adjacent friendly province. You may redeploy the same army units if you redeploy twice.

The stacking limit is 5 units in a province (immediately remove extras if this limit is exceeded). A player *may* have more than 5 army units in his home province. Army units may never enter or attack another player's home province.

When you attack with an army, you may move one or more of your army units from a province to an adjacent neutral or enemy province to start or continue a military contest; or start a military contest with an army already engaged in a neutral province.

EMISSARY MOVEMENT

An **emissary** may move to an adjacent province. If that province is friendly, or contains another of his emissaries, the emissary may move again into *another* adjacent province. Otherwise, the emissary stops moving.

Emissaries are moved one at a time, so you can create a 'bridge' of them. Any number may occupy a province. An emissary may enter another player's home province, but may never start an intrigue contest or collect gold there.

CONTESTS

A **military contest** may be either directed against a province or against another player's army. An **intrigue contest** is always directed against a province.

All contests have an **attacker** (the player starting the contest), and a **defender** (another player or a neutral province). If the defender is a neutral, uncontrolled province, any decisions or dice rolling is handled by the player to the attacker's left.

If a player is required to remove one of the army units, emissaries, or control markers involved in the contest, he takes it from the board and returns it to his reserve pile.

The Contest Roll The attacker rolls first, then the defender, and results are compared. The maximum number of dice a player may roll during a contest is 6. The player with the most number of *successful* die rolls wins the contest. If two players roll the same number of successes, the defender wins.



Hit: Always counts as a success.



Hit+Conan: Counts as 1 success for a non-Conan player, or 2 successes for the Conan player, if Conan is present where the contest is taking place.



Hit (Attacker): Only counts as a success if the player rolling the dice is the attacker.



Shield: Normally counts as a failure, though certain cards or rules may modify it into a success.



Axe: Normally counts as a failure, though certain cards or rules may modify it into a success.



Miss (Blank): Always counts as a failure.

Raider Tokens If a neutral contested province contains **raider tokens**, the defender counts **axe results in a military or intrigue contest roll as successes**. Discard 1 token after each roll.

Using Strategy Cards in Contests

A player in a contest involving his army units, emissaries, or a province he controls, may **play 1 strategy card** from his hand *before* any dice are rolled. After being played, it is discarded.

If the defender is a neutral province, the player rolling for the defender may *not* use a card to modify his roll.

Using a strategy card in a military contest: if a terrain icon on the card is *not* greyed out, the card may be played to affect a military contest on that terrain type.

Using a strategy card in an intrigue contest: in a 4 player game, the card may be only used to affect an intrigue contest in the map area labeled **2-4**. In a 2 or 3 player game, the card may be used to affect an intrigue contest occurring in either the map area labeled **2-4** or the area labeled **2-3**.

Using Sorcery Tokens in Contests



You may use a **sorcery token** to reroll your results in intrigue or military contests. A defending neutral province may *not* use a sorcery token. Discard 1 token immediately after rolling your contest dice and before your opponent rolls, then reroll *all* of your dice. All modifiers still apply. Only 1 token may be used per roll.

Conan in a Contest

If the Conan player is in a contest in a province with Conan present, he gets to **add an additional die** to the number of contest dice he rolls (up to the usual 6 maximum). Additionally, any **Hit+Conan** results count as 2 successes.

If a non-Conan player is attacking a neutral province with Conan present, the defender adds an additional die to the number of contest dice he rolls (up to the usual 6 maximum). Additionally, any **Hit+Conan** results count as 2 successes.

If 2 non-Conan players in an opposed contest roll are in a neutral province with Conan present, Conan does not affect any rolls.

THE MILITARY CONTEST

Campaigns

A campaign is fought when a player uses an army to subjugate a neutral province.

A province's **campaign track** icons represent terrain types: plains, woods, hills, and urban. The number of icons is the number of battles in the campaign. When an army starts a campaign, place one of its units on the leftmost icon, then resolve a military contest.

#Dice Attacker Rolls: number of units in attacking army.

#Dice Defender Rolls: neutral province's rating.

The attacker may play a **strategy card**; the *current* terrain icon must match one of the icons on the card.

Attacker wins: Attacker moves his army unit on the campaign track one icon to the right and his turn ends.

Attacker loses: Attacker must remove 1 unit from the army, the army unit *does not* move on the track, and his turn ends.

In either case the attacker may still use a military action in a subsequent turn to continue his campaign. If an attacker's unit occupies the rightmost icon and he wins the contest, the province has been **subjugated**.

The attacker removes 1 unit from his army to place 1 **fort** there and receives **empire points** equal to the province's rating. The province is now *friendly* towards him.

Forced March After the roll the attacker's turn ends. However he may decide to immediately continue his campaign by performing a **forced march** (whether he won or not).

He removes 1 unit and then immediately fights another military contest as if he had taken another military action. A forced march may be performed more than once in the same turn, but may *not* be performed if there is only 1 army unit.

Sieges

A siege is fought when a player uses an army to attack a province controlled by another player.

A home province, or a friendly province containing one of your own tower control markers, may never be attacked. A player may never move through another player's province without attacking.

#Dice Attacker Rolls: number of units in the attacking army.

#Dice Defender Rolls: the number of his units occupying the province, or the province's rating, whichever is higher.

Both players may use strategy cards, kingdom cards, and sorcery. To play a strategy card, the first terrain icon on the province's track must match one of the icons on the card.

Attacker wins: Defender removes one of his army units from the province. If there are none, the **control marker** (fort, tower, or city) must be removed (a city is considered 1 marker, not 2).

Attacker loses: Attacker must remove 1 army unit from his army in the province.

The attacker then chooses whether he wants to immediately **retreat** his army to the province it previously occupied. If he does not, fight another siege contest.

Successive contests continue until the attacker decides to retreat, the attacking army is completely eliminated, or the defending army and control marker are eliminated.

The attacker's turn does not end until the siege is completed. The defender can never retreat from a siege.

After the Siege

If all units in the defending army *and* the defending control piece are eliminated, the province reverts to **neutral** status. A unit from the attacking army is placed on the leftmost icon of the province's track.

In a later turn, the attacker can decide to start a campaign (or he may do so immediately by performing a **forced march**).

If all units in the attacking army are eliminated or retreat, the defender remains in control of the province.



An attacker who successfully completes a siege receives a **Crom, count the dead!** token.

If the attacking army is eliminated or retreats, the defender receives a **Crom, count the dead!** token.

Battles

Battles are mandatory when the armies of two players meet in a neutral province.

The player who moved his army is the attacker, and the player whose army was already there is the defender.

#Dice Attacker Rolls: number of units in the attacking army.

#Dice Defender Rolls: number of units in the defending army.

Both players may use strategy cards, kingdom cards, and sorcery. To play a strategy card, the terrain icon on the province's track the *defending army currently occupies* must match one of the icons on the card.

Attacker wins: Defender removes 1 unit from his army.

Defender wins: Attacker removes 1 unit from his army.

After the roll, the attacker may choose to immediately **retreat** to the province he previously occupied, if it is *friendly* (otherwise he cannot retreat).

If he does not retreat, the defender may **retreat** to any adjacent *friendly* province (if there are none, he may not retreat).

If neither side retreats, new battle contests are fought until a side decides to retreat, or an army is completely eliminated.

The attacker's turn does not end until the battle is completed.

After the Battle

If the attacker eliminates the entire defending army or forces it to retreat, he places a unit from his army on the leftmost icon of the province's track.

In a later turn, he can decide to start a campaign (or he may do so immediately with a **forced march**).

If the defender eliminates the entire attacking army or forces it to retreat, his army remains in its position on the track. In a later turn, he may continue his campaign.



If either the attacker or defender successfully eliminates his opponent's army or forces it to retreat, he receives a **Crom, count the dead!** token.

THE INTRIGUE CONTEST

A player must have an **emissary** in a province where he wants to perform an **intrigue contest**, and can never attempt one in a savage province (crossed bones icon), a home province, or a province that contains an enemy fort, city, or enemy army.

A player can start an intrigue contest in a neutral province to convert it to a friendly province, or start an intrigue contest in an enemy province to return it to neutral status.

The player initiating an intrigue contest is the attacker, and the neutral province or the player controlling the province is the defender.

The contest is a **single contest dice roll**. To play a strategy card, the area on the card appropriate to the number of players must contain the contested province.

#Dice Attacker Rolls: 1, plus the number of provinces adjacent to the that are either friendly or contain a friendly emissary.

#Dice Defender Rolls: If the province is neutral, roll dice equal to the province rating. If the province is the attacker's enemy, rolls dice equal to the province's rating +1.

Establishing alliance with a neutral province

Attacker wins: The province is now *friendly* to you; return the emissary to your reserve and place a **tower control marker** in the province. Receive **gold** equal to the province's rating.

Attacker loses: Emissary remains in the neutral province and nothing happens.

Canceling enemy alliance and reverting province to neutral

Attacker wins: The province is now *neutral*; defender removes his tower control marker, and the attacker's emissary remains.

Attacker loses: Emissary is removed from the board.

CONAN'S ADVENTURES

Adventure tokens are either **monsters, treasures** or **women** tokens. Players receive them from the **adventure track** as follows:

a. The Conan player takes 1 token when he moves Conan closer to the destination on the adventure card.

b. Non-Conan players take 1 token each time they use a *Court+Conan* fate die.

Players keep their tokens facedown and usually do not reveal them, but may look at their own tokens at any time.

When received, and at no other time, a token may be immediately **traded** for gold or sorcery equal to the type and number of icons on the token. The traded token is discarded and returned to the token pool only if the pool is emptied.

When any player takes or discards the last token on the adventure track, that **adventure** ends. The player currently taking a turn finishes, and then the adventure is resolved.

If Conan is in the same province as the destination marker, the adventure is successfully completed. The Conan player draws 1 adventure token from the adventure token cup as a reward. He may keep the token or trade it for gold or sorcery as he chooses.

If Conan is not in the same province as the destination marker, he is immediately moved to that province. The Conan player does not receive an adventure token.

In both cases, the current adventure card is discarded and not used again. A new card is drawn and a number of adventure tokens equal to the adventure length on the card drawn and placed on the adventure track. **The players then bid to assume the role of Conan player during the next adventure.**

Bid Tokens

A player's used bid tokens cannot be used again until he uses his **0 token** in a bid. After the bid, any player who used his 0 token retrieves all of his used bid tokens (except the 0 token). If a player uses his **3 token** to bid, he does not discard it after the bid phase is over. A player is always able to bid his 3 token.

THE AGE CHANGE PHASE

When the last of the 4 adventure cards in the adventure deck have been resolved, the **Age Change phase** occurs after the current player completes his turn.

The player who would have had the next turn takes the **first player token** as a reminder that he will take the first turn when the phase is completed. Any remaining fate dice in the pool are left to be used when the game resumes.

All players complete each of the following steps before moving on to the next, starting with the player with the first player token and moving clockwise.

1. Resolve Raids

Each player *may* remove one of his army units in any number of friendly provinces to discard all **raider tokens** in that province. Each player then counts how many raider tokens are still present in his friendly provinces and *loses* an equal number of **empire points** (if he has none, he loses nothing). Then remove all raider tokens from the board.

2. Receive Gold and Objective Prizes

Each player receives 5 gold, plus 2 gold for each of his **tower** or **city** control markers on the board.

Check the **objective cards** in play. If a player has completed an objective, he receives the empire points reward on the card. If multiple players complete an objective, all receive the reward.

If no player completes an objective, it remains in play during the next age; otherwise, it is discarded and a new objective drawn.

3. Build Cities and Raise Troops

A player may place 1 army unit from his reserve in each friendly province containing a **fort** or **city**, and his home province.

Instead of placing an army unit in a friendly province with a fort, a player may choose to **upgrade the fort to a city**, by placing a tower control marker on top of the fort control marker to form a **city** control marker.

4. Spend Gold

1 emissary	2 gold
1 army unit	2 gold
1 kingdom card and 1 strategy card	2 gold
1 strategy card	1 gold

Units are placed in any friendly province(s). Players may purchase multiple figures and cards, and gold can be saved for later use.

5. Assign Artifacts and Conan Bonus Card

Players compete to control the 3 artifacts. Players who previously controlled them give them up, and they are made available to all players.

Each player secretly selects any quantity of his adventure tokens in one category, thus determining the artifact he is competing for. The chosen tokens are then simultaneously revealed and values tallied (only revealed tokens count).

The *Sword of Atlantis* goes to the player with the highest value in **monsters**, the *Cobra Crown* to the player with the highest value in **treasures**, and the *Heart of Tammuz* to the player with the highest value in **women**. In the case of ties, the artifact is not given to any player.

The revealed adventure tokens are then returned to their owners' adventure token pools, facedown. Unassigned artifacts are set aside until the next age change phase.

During the age change phases between the first and second ages and the second and third ages, after artifacts are assigned, the player with the *lowest score in empire points* receives the **Conan bonus card**. In case of a tie, it goes to the tied player with the lower number of adventure tokens. If there is a further tie, the card is not assigned.

6. Create the Adventure Deck

Players create a new adventure deck in the same manner as at the beginning of the game. Draw 4 adventure cards from those set aside at the beginning of the game and shuffle them into a new adventure deck. The deck is placed on the board and the top card drawn and placed into play.

Players then participate in a round of bidding to become the new Conan player as normal.

7. Refresh Play-on-the-Table Cards

All play-on-the-table cards in play are automatically *refreshed* (turned faceup) without players spending gold, and can now be used again.

Play then resumes, the player with the **first player token** taking the first turn.

WINNING THE GAME

The winner is the kingdom with the most empire points at the end of the game. In a tie, the winner is the player with the highest total value of adventure tokens. If there is still a tie, the game ends in a tie. A player's empire points may never go below 0. Players receive empire points in 2 ways:

1. A player **conquering a province** through a military contest receives empire points equal to the province's rating.
2. A player **completing an objective** receives the number of empire points listed on the card.

The game may end in 2 ways:

1. When the fourth adventure of the third age is completed, the game ends when the current player completes his turn.
2. At the end of any adventure of the third age (including the last one), the game ends if a player makes an attempt (successful or not) to crown Conan.

Crowning Conan

If, at the end of a turn in which one of the adventures of the third age is concluded, Conan is in the home province of the Conan player, that player may attempt to **crown Conan king**.

The Conan player announces his attempt to crown Conan before the new adventure card is revealed (or before the end game scoring starts, if at the end of the fourth adventure). If he does not make the attempt, and the adventure deck is not empty, a new card is drawn and a new bid for Conan takes place normally.

To crown Conan, choose one category of adventure tokens. All players reveal all of their tokens in that category. If the Conan player has the highest combined value, he successfully crowns Conan as his kingdom's king. He is the *only* player who may receive empire points for having the most adventure tokens in each of the 3 categories (if another player would have received one of the bonuses, nobody gets it).

If another player's total equals or exceeds the Conan player's value, the attempt fails and the Conan player automatically loses. In either case, the game is over; calculate final scores.

Final Scoring

Players first resolve the effects of any **raider tokens** as if they were participating in an age change phase.

Then each player receives **gold** equal to the combined ratings of all provinces where he has towers or cities, and **empire points** equal to the total ratings of all provinces where they have forts or cities, and for any objectives in play they have accomplished.

Circumstance	Highest	Tied Highest
Richest kingdom	+3	+1
"Crom, count the dead!"	+3	+1
Crowning Conan	+3	-
Adventure token dominance in each category	+5	+2

AGE OF
CONAN
THE STRATEGY BOARD GAME

FATE DICE ACTIONS



Court + Conan

Perform the *Conan action*, then select and perform a *Court action option*.



Conan

Conan Player: May move Conan to an adjacent province and (before or after the move) may place a **raider token** in the province he occupies, or in an adjacent province. Do not take an adventure token.

Non-Conan Player: Take the leftmost adventure token from the adventure track.



Court

Select one of these options:

- Draw 1 card from your kingdom deck and 1 from the strategy deck.
- Draw 2 cards from the strategy deck.
- Play a kingdom **event card**.



Military

Select one of these options:

- Redeploy 2 times to adjacent, friendly provinces.
- Redeploy once and then attack.
- Place an army unit in up to 2 separate friendly provinces from your reserves, *if you have less than 18 in play*.



Intrigue

Select one of these options:

- Move up to 2 of your emissaries.
- Move 1 of your emissaries, then may start 1 **intrigue contest** in a neutral or enemy province with 1 of your emissaries.
- Move 1 of your emissaries, then collect gold in an enemy province containing 1 of your emissaries equal to the province rating. Remove the emissary.
- Build an emissary on any friendly province on the board, *if you have less than 6 in play*.



Military / Intrigue

Choose to perform a *Military* or *Intrigue action*.

You may never choose an action that would have been available had you selected a different fate die showing a military or intrigue icon.



Wild

Choose either a *Military*, *Intrigue* or *Court action*.

For the Court action, choose *only one* of the Court options. You may never choose an action that would have been available had you selected a different fate die that is not another wild die.

GAMEPLAY

Conan Player Turn On his turn, the Conan player may move Conan to any adjacent province. If closer to the **destination marker**, he takes the leftmost adventure token. If Conan is not moved closer, the first adventure token is discarded.

Play and Refresh Play-on-the-Table Cards Play and refresh as many *play-on-the-table kingdom cards* as desired.

Use a Fate Die Choose 1 fate die and perform your action.

At the end of a turn, if the adventure track is empty: If Conan is in the **destination province**, the Conan player draws an adventure token. If Conan is not in the **destination province**, he is moved there and no adventure token is drawn.

Draw a new adventure card and fill the adventure track.

Players then bid for Conan. If there are no more adventure cards in the adventure deck, the age ends and the **Age Change phase** begins.

CONTESTS

The maximum dice a player may roll during a contest is 6. If two players tie for successes, the defender wins.



Hit: Always counts as a success.



Hit+Conan: Counts as 1 success for a non-Conan player, or 2 successes for the Conan player, if Conan is present where the contest is taking place.



Hit (Attacker): Only counts as a success if the player rolling the dice is the attacker.



Shield: Normally counts as a failure, though certain cards or rules may modify it into a success.



Axe: Normally counts as a failure, though certain cards or rules may modify it into a success.



Miss (Blank): Always counts as a failure.

If a neutral contested province contains **raider tokens**, the defender counts **axe results in any contest roll (military or intrigue) as successes**. Discard 1 token after each roll.

A player may use 1 **sorcery token** per roll to reroll all his dice during a contest. All modifiers still apply.

Conan in a Contest

If the Conan player is in a contest in a province with Conan, he may **add an additional die** to his contest dice. Also, any **Hit+Conan** results count as 2 successes.

If a non-Conan player is attacking a neutral province with Conan, the defender adds an additional die to his contest dice. Also, any **Hit+Conan** results count as 2 successes.

If 2 non-Conan players in an opposed contest roll are in a neutral province with Conan, Conan does not affect any rolls.

THE AGE CHANGE PHASE

The player who would have had the next turn takes the **first player token**. Complete each step before the next, starting with the player with the FP token and going clockwise.

1. Resolve Raids

If **raider tokens** are in a friendly province, players must remove 1 army unit there to remove them all, or lose 1 empire point for each token. Then remove all raider tokens from the board.

2. Receive Gold and Objective Prizes

Players receive 5 gold, plus 2 gold for each **tower** or **city** control marker they have on the board. Players receive empire points for any **objective cards** they have fulfilled.

3. Build Cities and Raise Troops

A player with a fort or city in a province may place 1 new army unit there, or choose to **upgrade the fort to a city**. Each player also places 1 new army unit in his home province.

4. Spend Gold

1 emissary	2 gold
1 army unit	2 gold
1 kingdom card and 1 strategy card	2 gold
1 strategy card	1 gold

Units are placed in any friendly province(s).

5. Assign Artifacts and Conan Bonus Card

All **artifacts** are made available. Each player selects 1 of the 3 categories of **adventure tokens** and reveals some or all of his tokens in that category.

The player with the highest total in a category receives the artifact (**monsters** = *Sword of Atlantis*; **treasures** = *Cobra Crown*; **women** = *Heart of Tammuz*).

The player with the lowest score in empire points receives the **Conan bonus card**.

6. Create the Adventure Deck

Draw 4 unused adventure cards to form a new adventure deck, then draw the top card and place it into play. Players bid to become the new Conan player.

7. Refresh Play-on-the-Table Cards

All play-on-the-table cards in play are *refreshed* without spending gold.

MILITARY CONTESTS

Campaigns

Campaigns subjugate a neutral province.

#Dice Attacker Rolls: # units in the attacking army.

#Dice Defender Rolls: neutral province's rating.

Strategy Card Use: *current* terrain icon.

Attacker wins: Attacker advances 1 icon to the right.

Attacker loses: Attacker removes 1 unit.

Attacker may decide to immediately continue his campaign with a **forced march**. Remove a unit and immediately fight another military contest.

If the unit is on the rightmost icon and the attacker wins, the province is **subjugated** and *friendly*. The attacker removes 1 unit from his army to place 1 **fort** there and receives **empire points** equal to the province's rating.

Sieges

Sieges turn an enemy province into a neutral province.

#Dice Attacker Rolls: # units in the attacking army.

#Dice Defender Rolls: # units occupying the province, or the province's rating, whichever is higher.

Strategy Card Use: *first* terrain icon.

Attacker wins: Defender removes 1 army unit. If there are none, remove the **control marker**.

Attacker loses: Attacker removes 1 army unit.

Attacker may then **retreat** or fight a new contest. This continues until either opponent is destroyed or the attacker retreats. If the attacker wins, he may **force march** to immediately start a campaign.

The winner takes a **Crom, count the dead!** token.

Battles

Battles attack an enemy army in a neutral province.

#Dice Attacker Rolls: # units in the attacking army.

#Dice Defender Rolls: # units in the defending army.

Strategy Card Use: terrain icon defending army occupies.

Attacker wins: Defender removes 1 unit.

Defender wins: Attacker removes 1 unit.

Attacker may then **retreat** to the province he previously occupied, if friendly. The defender may then retreat to any adjacent friendly province. New contests are fought until either army retreats or is destroyed. If the attacker wins, he may **force march** to immediately start a campaign.

The winner takes a **Crom, count the dead!** token.

THE INTRIGUE CONTEST

Use an **intrigue contest** to ally with a neutral province (not *savage*), or break an alliance.

Strategy Card Use: area on the card appropriate to the number of players must contain the contested province.

#Dice Attacker Rolls: 1, plus the number of adjacent provinces that are either friendly or contain a friendly emissary.

#Dice Defender Rolls: Province rating, +1 if the province is an enemy.

Attacker wins: *If the province is neutral*, it is now *friendly*; remove the emissary and place a **tower control marker** in the province. Receive gold equal to the province's rating. *If the province is an enemy*, it is now *neutral*; remove the enemy **tower** and leave your emissary.

Attacker loses: *If the province is neutral*, leave your emissary. *If the province is an enemy*, remove your emissary.