Tabletop Conquest

The Story

You play the commander of a medieval army, attempting to conquer a foreign land.

You must make it to the enemy capital and conquer it before you run out of troops.

Creating Your Army

Use point-buy to build army units:

Infantry = 1 point

Archers = 2 points

Knights = 4 points

200 points total.

You will then have three units: an Infantry Unit, an Archery Unit, and a Knight Unit.

Actions During Your Turn

1. Move to an adjacent terrain square.
2. Adjust scores based on terrain.
3. Roll for an enemy army.
4. Fight the army:

   Choose your Unit, roll for an enemy Unit, and they fight. Continue until all Units on one side are destroyed.
5. Roll for terrain north, south, east, and west.

Preparing the Terrain

You begin the game with one square of water north of you (and all tiles at this latitude are water). Roll for the current square and the ones east, south, and west of you.

1 = water (impassable)

2-3 = marsh

4-5 = plains

6 = mountains

The current square cannot be water. After preparing the terrain, take your first turn.

1. Move

Move to an adjacent terrain square.

2. Adjust Scores

When you enter a square, apply the following effects:

- Marsh – Add 2 knights
- Plain – Increase infantry by 20%, rounded down
- Mountains – Increase archers by 20%, rounded down

3. Roll for Enemies

After applying terrain effects, roll for opposition.

1-2 = None

3 = Bandits (12 infantry)

4 = Small Army (8 infantry, 4 archers, 1 knight)

5 = Medium Army (10 infantry, 5 archers, 3 knights)

6 = Large Army (25 infantry, 10 archers, 5 knights)

4. Fight

Fights are divided into skirmishes. Each skirmish involves one player Unit (chosen by the player) and one enemy Unit (chosen randomly).

Play skirmishes until one side is out of troops.

Fighting a Skirmish

Choose one Unit to attack. Roll to determine the enemy Unit (1-2 = infantry, 3-4 = archers, 5-6 = knights). If you roll a destroyed enemy Unit, re-roll.

Calculate each Unit's Fighting Force by multiplying Infantry Units by 0.5, Archer Units by 2, and Knight Units by 4.

For each side, reduce the defender's actual Unit size by the attacker's Fighting Force. This occurs simultaneously.

Skirmish Example

You choose your infantry to attack. You have 100 infantry. Your infantry's Fighting Force = 100 * 0.5 = 50.

You roll a 4, meaning the enemy's archers defend. There are 6 archers. Their Fighting Force is 6 * 2 = 12.

The enemy archers are killed, and 12 of your infantry are killed, leaving you with 88 infantry.

5. Roll for Nearby Terrain

If any squares north, south, east, or west of you are not yet revealed, roll to determine their type:

1 = water (impassable)

2-3 = marsh

4-5 = plains

6 = mountains

End Game Terrain

Later in the game, once at least **15** terrain squares have been placed, roll as follows to determine new squares:

1 = water

2-3 = capital

4 = marsh

5 = plain

6 = mountains

The Capital

The Capital is defended by a 75-point army. Defeat it, and you have won the game.

Credits

This is the 2008-08-11 version of this game.

This game was written by Brent P. Newhall.