

## FAQ: Conquest of the Empire - Classic

This FAQ relates to Conquest of the Empire - Classic, © 2005, by Eagle Games. *Conquest II* rules for this game have their own FAQ.

### BATTLES

Q1. What happens if, at the end of battle, only Leaders survive for both sides?

A: No one retreats; the defender retains control of the province.

Q2. What happens when a player moves two (or more) groups of units into a single space occupied by the enemy? How is the battle fought?

A: Each player pools all of their own units in that space. From their own pool, each player organizes his/her units as described on p.8, "Step One – Organize Your Combat Units".

### OTHER

Q3. Can you define "enemy" and "friendly" units, as referenced in the rules manual and this FAQ document?

A: In the original (MB™) game, all units that were not of your color were considered "enemy" units. In the Eagle Games Classic version, we decided to provide players with a bit more flexibility, in certain instances. Generally, "enemy" units still refer to any units belonging to another player, whether he is your friend/ally or not. Two special circumstances are exceptions: road movement and straight-crossings. In both of these cases, another player may allow your units to move, provided that you do not end your movement in a province containing any of their units.

Q4. Can you explain how the "arrows" work regarding straight-crossings?

A: Land units may cross these arrows as if crossing into a normal land-adjacent province, without penalty, provided that the sea space in which the arrows are located is either unoccupied or occupied only by friendly Galleys. "Friendly" Galleys are defined as Galleys belonging to a player who is willing to allow you to cross the straights at the moment you ask to do so.

Q5. Can a Galley pick up and then drop off the same units in one move?

A: Yes, that is possible. If a Galley begins on a coastline with friendly troops in that province, it could pick them up (embark), then move into an adjacent sea space (that's 1 movement point for the Galley) and then land again on another coastline adjacent to that sea space (that's the 2<sup>nd</sup> movement point for the Galley). The troops cannot move either before embarkation or after debarkation.

Q6. Can a Leader remain onboard a Galley while the troops disembark?

A: No, the Leader must accompany the troops.

Q7. Can a unit disembark and then re-embark in the same turn?

A: No; a Legion must end its turn in the province in which it disembarks.

Q8. When a General is captured, when can that player execute him?

A: Either when captured or at any later time.

Q9. Can you explain how Roads work? They aren't the same as they were in the Milton Bradley edition.

A: That's right, roads have changed a little. Basically, roads now cost a player to build and are not generally removed. The rules ( p. 5 ) are a bit confusing, so here's a clearer discussion you can use:

**"Roads serve as connectors between Cities (fortified or not). Roads may only be built between two Cities in adjacent provinces, owned by the same player, and have a Basic cost of 10 Talents, which increases with Inflation. Roads cannot connect Cities separated by sea zones or straights (e.g. Sicilia and Neapolis). Once roads are built, they are not removed from the board as long as they connect two cities (no matter how distant).**

**The advantage of using Roads is that it allows land units to travel – using only 1 movement point – any distance along a Road, stopping wherever desired or when enemy land combat units are encountered. A player may not end road movement in a province occupied by units of another player unless combat (or capture) results. A player may combine on- and off-Road movement for those units having sufficient movement points. For example, a Cavalry unit could move 1 space to get to a Road and then move any distance along that Road for the second movement point, or vice versa."**