

FORTRESS CONQUEST

RULE BOOK



WELCOME TO FORTRESS CONQUEST, A TACTICAL BOARD GAME OF MEDIEVAL STRATEGY! USE YOUR UNIQUE UNITS TO CAPTURE BASES, CONTROL THE CENTRAL TOWER, AND OUTMANEUVER YOUR OPPONENTS. EVERY DECISION COUNTS AS YOU BALANCE STRATEGY, LUCK, AND TEAMWORK TO CLAIM VICTORY.

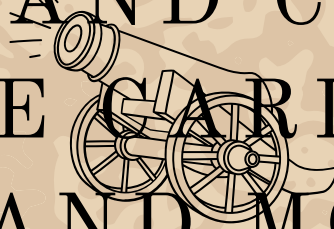
I.OBJECTIVE OF THE GAME

- PRIMARY GOAL: CAPTURE ENEMY BASES AND GAIN CONTROL OF THE CENTRAL TOWER TO DOMINATE THE BOARD.
- VICTORY CONDITIONS:
- ELIMINATE ALL OPPONENT BASES.
- HOLD THE CENTRAL TOWER FOR A PREDETERMINED NUMBER OF TURNS.
- THE TEAM WITH THE HIGHEST POINTS AT THE END OF THE GAME WINS.



2. COMPONENTS

- GAME BOARD: A GRID-BASED LAYOUT WITH STARTING BASES, PATHWAYS, AND A CENTRAL TOWER.
- PLAYER PIECES (EACH PLAYER):
- KNIGHT: MOVES 1 SPACE, +1 ATTACK MODIFIER, 2 HP.
- HORSEMAN: MOVES 2 SPACES, NO ATTACK MODIFIER, 1 HP.
- CANNON: MOVES 1 SPACE, +2 ATTACK MODIFIER, 3 HP.
- DICE: A STANDARD SIX-SIDED DIE FOR MOVEMENT, ATTACK, AND CARD DRAWS.
- RESOURCE CARDS: INCLUDE REVIVAL CARDS, ATTACK BOOSTS, AND MOVEMENT BONUSES.
- HEALTH TRACKERS: FOR PIECES, BASES, AND THE CENTRAL TOWER.



3. SETUP

1. PLACE THE BOARD ON A FLAT SURFACE.
2. EACH TEAM PLACES THEIR THREE TOKENS (KNIGHT, HORSEMAN, CANNON) ON THEIR STARTING BASE.
3. THE CENTRAL TOWER IS PLACED IN THE MIDDLE OF THE BOARD WITH 15 HP.
4. SHUFFLE THE RESOURCE CARDS AND PLACE THE DECK NEAR THE BOARD.
5. ASSIGN HEALTH TRACKERS TO ALL PIECES, BASES, AND THE CENTRAL TOWER.
6. DETERMINE THE FIRST TEAM:
 - A PLAYER FROM EACH TEAM ROLLS A DIE.
 - THE TEAM WITH THE HIGHER ROLL TAKES THE FIRST ACTION. IN CASE OF A TIE, ROLL AGAIN UNTIL THERE IS A WINNER.

4. GAMEPLAY RULES:

TURN STRUCTURE

1. CHOOSE AN ACTION:

- AT THE START OF THEIR TURN, A PLAYER SELECTS ONE OF THE FOLLOWING ACTIONS FOR A UNIT:
 - MOVE: MOVE TOWARD A BASE, STRATEGIC POINT, OR THE CENTRAL TOWER.
 - ATTACK: TARGET AN OPPONENT'S UNIT, BASE, OR THE CENTRAL TOWER.

2. ROLL THE DICE:

- FOR MOVEMENT: MULTIPLY THE DICE RESULT BY THE UNIT'S MOVEMENT FACTOR TO DETERMINE SPACES MOVED.
- FOR ATTACK: ADD THE DICE RESULT TO THE UNIT'S ATTACK MODIFIER TO CALCULATE TOTAL DAMAGE.

3. RESOLVE ACTION:

- IF MOVING, MOVE THE UNIT ACCORDINGLY.
- IF ATTACKING, SUBTRACT THE CALCULATED DAMAGE FROM THE TARGET'S HEALTH TRACKER.
- IF A UNIT LANDS ON AN ENEMY BASE OR THE CENTRAL TOWER, COMBAT IS TRIGGERED.

4. RESOURCE CARD PHASE (IF APPLICABLE):

- IF THE PLAYER ROLLS A SIX OR LANDS ON A STRATEGIC POINT, THEY DRAW A RESOURCE CARD.
- REVIVAL CARDS CAN ONLY BE USED ONCE PER BASE.



5. COMBAT RULES:

- HOW COMBAT WORKS:
 - COMBAT OCCURS WHEN A UNIT LANDS ON AN ENEMY UNIT, BASE, OR THE CENTRAL TOWER.
 - THE ATTACKING PLAYER ROLLS THE DICE AND ADDS THEIR UNIT'S ATTACK MODIFIER.
 - THE DAMAGE IS APPLIED TO THE DEFENDER'S HEALTH TRACKER.
 - IF A BASE'S HEALTH REACHES 0 HP, IT IS CAPTURED BY THE ATTACKING TEAM.
- UNIT-SPECIFIC ATTACK MODIFIERS:
 - KNIGHT: +1 ATTACK.
 - HORSEMAN: NO ATTACK MODIFIER.
 - CANNON: +2 ATTACK BUT LIMITED TO 1 MOVEMENT PER TURN.

6. CENTRAL TOWER MECHANICS:

- HEALTH: 15 HP.
- ATTACK RANGE: AUTOMATICALLY ATTACKS ANY ENEMY UNIT WITHIN 2 SPACES AT THE END OF EACH TURN.
- BONUS FOR HOLDING THE TOWER: IF A TEAM HOLDS THE CENTRAL TOWER FOR TWO CONSECUTIVE TURNS, THEY DRAW ONE FREE RESOURCE CARD.

7. RESOURCE CARDS:

- HOW TO DRAW RESOURCE CARDS:
 - ROLLING A SIX DURING ANY DICE ROLL.
- RESOURCE CARD TYPES:
 - REVIVAL CARD: RESTORES 6 HP TO A BASE (ONLY 1 USE PER BASE).
 - ATTACK BOOST: ADDS +3 DAMAGE TO THE NEXT ATTACK.
 - DEFENSE SHIELD: REDUCES INCOMING DAMAGE BY 2 FOR ONE TURN.

8. WINNING THE GAME:

- VICTORY CONDITION: THE GAME ENDS WHEN A TEAM SUCCESSFULLY CAPTURES BOTH ENEMY BASES BY REDUCING THEIR HEALTH TO 0 HP AND HOLDING CONTROL.

10. ADDITIONAL RULES & CLARIFICATIONS:

- SIMULTANEOUS ACTIONS: IF TWO UNITS LAND ON THE SAME SQUARE, COMBAT OCCURS IMMEDIATELY.
- BASE DEFENSE BONUS: BASES HAVE A DEFAULT +2 DEFENSE MODIFIER AGAINST ATTACKS.
- REVIVED BASES: BASES RESTORED USING A REVIVAL CARD CANNOT ATTACK OR DEFEND ON THE SAME TURN THEY ARE REVIVED.

11. STRATEGY TIPS:

- PRIORITIZE CAPTURING BASES OVER THE CENTRAL TOWER, AS BASE CONTROL LEADS TO VICTORY.
- USE THE HORSEMAN TO REACH KEY AREAS QUICKLY, BUT KEEP IT AWAY FROM DIRECT COMBAT.
- THE CANNON IS POWERFUL BUT SLOW; USE IT STRATEGICALLY TO DEFEND KEY POSITIONS.
- CONTROL THE CENTRAL TOWER FOR ADDITIONAL BONUSES, BUT DON'T NEGLECT BASE DEFENSE.
- PLAN MOVEMENT CAREFULLY, AS THE DICE ROLL DETERMINES HOW FAR A UNIT MOVES.

