

# Narby Conquest

# Narby Conquest

Narby Conquest is a Dragon game designed for 2 to 8 players. Players play a dragon and try to compete with other dragons to claim settlements that pay tribute to ultimately acquire the most coin in their cavern.

The game is an amalgamation that uses miniatures from D&D Miniatures and Pathfinder Miniatures, Dreamscape miniatures, Pathfinder map, d20 dice, 3d printed town, city, and ruin miniatures, pennies for coins, and treasure chits from another game.

The game rules are not too complex, but should present players with hours of fun.

This game is based off the popular Dragoon game.

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## Narby<sup>i</sup> Conquest rules

### Setup

Randomly pick a dragon<sup>ii</sup>, roll a d20<sup>iii</sup> and drop any leading digits. Player receives colored rings<sup>iv</sup> to claim<sup>v</sup>

### Dragon

Roll	Dragon Miniature	Claim Ring Count and Color	Powers?
1	White	10 White	
2	Black	10 Black	
3	Green	10 Green	Narby - goes first in round 1
4	Blue	10 Blue	
5	Red	10 Red	
6	Purple	10 Purple	
7	Iron	10 Grey	
8	Gold	10 Yellow	Shall not destroy settlements Successful City Tributes earn +1 coin
9	Copper	7 Copper	Town coin tributes are doubled Shall not destroy settlements
0	Undead	10 Orange	Does not place home cavern

Roll two d20 to determine starting cavern<sup>vi</sup> location, each dice will pair with an axis on the 20"x20" grid map<sup>vii</sup>

Place starting colored caverns on location<sup>viii</sup>, undead dragon places at this location

Place dragon miniature adjacent to the colored cavern

Dragons take up 4 spaces in a 2"x2" arrangement.

Game plays until a player exceeds 50, 75, or 100 coins<sup>ix</sup>, total win amount determined by players

Cycle through phases<sup>x</sup> each round<sup>xi</sup>

### Phases

**Draw** (optional if cards<sup>xii</sup> are available)

**Populate**

**Action**

**Tribute**

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## *Draw Phase (optional)*

All cards are returned and shuffled. A random card is handed out to each dragon.

## *Populate Phase*

### Place Settlements

Town<sup>xiii</sup> and City<sup>xiv</sup> miniatures are considered Settlements<sup>xv</sup>. Ruins<sup>xvi</sup> can be considered settlements in some cases.

Repeat this for the number of players. Roll two d20 to determine settlement location, place a town miniature. If a town miniature would be placed adjacent to another town or on the same space, then place a city miniature. Town miniatures can be placed adjacent to places of power. If a town is already claimed, the claim is now placed on the city miniature, claims explained below. If a town is placed adjacent to a space with a claim, then place the ring on the town, it is now claimed. If there are multiple claims adjacent to a town claim goes to the claim on the exact space, if neither then the player with the fewest coin claims the town.

### Place Places of Power

Roll a d20 to pick a random place of power from table below

Roll two d20 to determine Place of Power<sup>xvii</sup> location, place on quarter of the place of power miniature in the space indicated. Places of Power take up a 2"x2" group of spaces.

Place Thief's treasure chest on the map "The thief doesn't stay in one place long."

Roll two d20 to determine treasure chest<sup>xviii</sup> location, move the treasure chest miniature

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## Places of Power

Roll	Place of Power miniature	Power once per round	Control
1	Baba Yaga's Hut	May move this miniature up to 3 spaces each turn for free controlled by the Dragon with the claim	Dragon with claim can use an action to claim a settlement adjacent to Baba Yaga's Hut
2	Angelstar Shrine	Dragon may take 1 additional action	
3	Tower of Faces	Send a dragon to home cavern	
4	Tower of Unquenched Flame	Rebuild a town from a ruin	
5	Pearlthorn Castle	Prevents a claim from being destroyed	
6	Arch of Triumph	+2 to attack rolls	
7	Blade Miller	-1 to opponents destroy roll	
8	Soulwash Temple	Prevent a single attack	
9	Madhouse	Move opponent dragon 1 space	
10	Immortals Resting Place	Home of Undead Dragon	
11	Soul Mine	+1 on tribute rolls	
12	Chrysota's Chapel	+2 on steal rolls	
13	Citadel of Torture	May claim two settlements adjacent to dragon as a single action	
14	Darkheart Cottage	Move thief's treasure 5 spaces	Make a roll to steal for the thief from any dragon
>15	Player with the lowest coin chooses a Place of Power		

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## Action Phase

Each turn a Dragon has 3 actions, starting with the dragon with the lowest total coins, in case of a tie, dragon with the most remaining claim rings, then play proceeds clockwise

## Actions

Action	Description	Cost	Note
Move	Move up to 3 spaces	1	A space is a 1"x1" square. You may fly over settlements but cannot land on a settlement, cavern, or place of power, or another dragon
Claim	Place a claim ring on adjacent settlement or place of power	1	Dragon has to be adjacent with target of claim
Claim Settlement	Remove opponents claim and put a claim ring on adjacent settlement or place of power	2	Convincing a claimed settlement that you are indeed a better dragon lord takes effort
Destroy Settlement	Roll on Destroy chart	1	Dragon has to be adjacent with target of destroy
Destroy Claimed Settlement	Roll on Destroy chart	1	Dragon has to be adjacent with target of destroy
Steal from Dragon cavern	Roll on Steal chart	1	Dragon has to be adjacent with cavern attempting to steal coin
Steal from thief's chest	Roll on Steal chart	1	Dragon must be adjacent to thief's treasure chest
Attack	Opposed Rolls, Ties go to defender	1	When dragons are adjacent they can attack. Lower roll gives 3 coin to winner.
Abandon Claim	Remove one of your colored claim rings from any space, settlement, or place of power	1	Dragon does not need to be adjacent
Gamble	Place a claim ring on an adjacent space	1	If a town is placed adjacent to this claim, the town is automatically claimed with this ring
Steal for the thief	Roll on Steal chart	2	Add this coin to the thief's treasure chest

A dragon may attack another adjacent dragon. A dragon may destroy adjacent settlements or adjacent places of power. A dragon may claim adjacent settlements, or adjacent places of power. A dragon may steal from an adjacent dragon cavern or the thief's treasure chest. A dragons may fly around the board one space at a time. A dragon may abandon a claim. A dragon may gamble to claim an adjacent space. A player may choose to help the thief steal from a dragon.

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## Steal Chart

Roll	Note	Coins gained	Coins lost from target
0 to 3	Turnabout	-1	-1
4 to 9	Failed Theft	0	0
10 to 15	Fair Theft	1	1
16 to 19	Theft	3	3
20	Critical Theft	5	5

## Destroy Chart

Roll	Unclaimed settlement	Claimed settlement	Note
0 to 5	nothing	Revolt, lose 3 coin	Revolt: settlement not destroyed, claim remains, dragon loses 3 coin
6 to 10	Ruin	nothing	Ruin: replace settlement with a ruin token
11 to 15	Ruin	remove claim ring	
16 to 19	Destroyed	Ruin	Destroyed: remove settlement from map, collect coin based on destroyed chart
20	Destroyed, gain 1 treasure token	Destroyed	

## Destroyed Chart

Result	Town	City	Ruin
Ruin	Gain 1 coin	Gain 2 coins	Gain no coins
Destroyed	Gain 2 coins	Gain 4 coins	Gain 1 coin
Destroyed Claimed settlement	Gain 3 coins	Gain 5 coins	Gain 2 coins



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## Tribute Phase

At the end of all dragons action phase each dragon player rolls a d20 to see how tribute<sup>xix</sup> will be awarded. One d20 roll determines coins collected from all claims. If a dragon is adjacent he automatically scores the coins listed. That adjacent claim is not scored the same as per the d20 roll.

Coins are essentially victory points.

## Tribute Chart

Roll	Town	City	Ruin	Place of Power
0 to 4	Lose a single claim			
5 to 8	0 coins	0 coins	0 coins	0 coins
9 to 15	1 coin	2 coins	0 coins	1 coin
16 to 19	2 coins	4 coins	1 coin	1 treasure token
20 to 21	3 coins	5 coins	2 coins	2 treasure tokens
Adjacent to claim	1 coin	2 coins	0 coins	1 coin

Treasure tokens should have a 1, 2, or 3. If no value then it will be a 1. Treasure tokens are redeemed as coins at the end of the game but are not counted towards the game end condition for coins collected.

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## Power Cards

Power Cards, discarded after use, reshuffled at the start of each round

## Card Chart

Card Title	Note	Image
Speedster	Dragon can move 4 spaces instead of 3	
Fighter	+2 on attack roll	
Sneaker	+2 on steal roll	
Destroyer	+2 on destroy roll	
Jumper	Place dragon adjacent to any of its claims	
Robber	Pick a dragon opponent to lose 3 coin, increase thief's treasure chest by those coin	
Horror	Place a dragon adjacent to its cavern	
Watcher	Prevent a thief from stealing from a dragon	
Orienteer	Move a dragon opponent 3 spaces	
Peacemaker	Before attack, Place dragon adjacent to its home cavern, can be your dragon or opponents	
Pro-creator	+/- 2 on one of the dice rolled for settlement placement	
Governor	+2 on tribute dice	
Vigor	+1 action	
Sheriff	+1 coin from all towns	
Mayor	+1 coin from all cities	
Inciter	-2 on dragon opponent's destroy roll, if a claimed settlement is being Destroyed	
Leader	Prevent on settlement from being claimed	
Defender	-2 on attackers roll, use when being attacked	
Copier	Copy a card power currently played this round	
Trickster	+/- 2 on any roll	

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## End Notes

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- <sup>i</sup> Narby - name of the dragon mascot of Macnarb Gaming
- <sup>ii</sup> Dragon - a player, a miniature, the figure used to represent a position on the map
- <sup>iii</sup> d20 - a die with 20 sides
- <sup>iv</sup> Rings - a simple plastic bottle cap remnant that usually remains on a bottle after the cap is removed. These are used to mark claims placed on settlements or places of power by a dragon.
- <sup>v</sup> Claim - a marker that indicates that a space, settlement, or place of power is controlled by a dragon
- <sup>vi</sup> Cavern - a location that the dragon keeps his coin, not necessarily the actual pile of coins, but the location on the map where a dragon keeps his hoard of treasure
- <sup>vii</sup> Map - the play area for Narby Conquest typically a 20"x20" map
- <sup>viii</sup> Location - a space or spaces on the map
- <sup>ix</sup> Coin - the currency of the game, we just use old pennies, basically the victory points of Narby Conquest
- <sup>x</sup> Phases - the dividing marker of when things occur in the game, a round is broken into multiple phases
- <sup>xi</sup> Round - a period of time in the game where every player has taken a turn in each phase, a round contains multiple phases
- <sup>xii</sup> Cards - a deck of cards exist that allow each player a chance to gain a special power each round, cards are single use and are discarded after use, a new card can be gained at the start of each round
- <sup>xiii</sup> Town - a miniature that designates a town is on the map, also referred to as a settlement
- <sup>xiv</sup> City - a miniature that designates a city is on the map, also referred to as a settlement. Basically, an upgraded settlement
- <sup>xv</sup> Settlement - any town, city, or ruin miniature is designated a settlement
- <sup>xvi</sup> Ruin - a type of settlement that has been destroyed
- <sup>xvii</sup> Place of Power - a special miniature that grants bonuses to dragons once a claim has been made
- <sup>xviii</sup> Treasure Chest - a special miniature that indicates where a thief stores his coin
- <sup>xix</sup> Tribute - town and city pay coin to a dragon who has a claim to hopefully prevent the settlement from being destroyed