

Narby Conquest rules

Setup

Randomly pick a dragon, roll a d20 and drop any leading digits or Select from the Dragon cards

Roll	Dragon Miniature	Claim Ring Count and Color	Powers?
1	White	10 White	
2	Black	10 Black	
3	Green	10 Green	
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 cave

Roll Two d20 to determine starting location, each dice will pair with an axis on the 20x20 grid map

Place starting colored caverns on location

Place dragon miniature adjacent to the cavern

Dragons take up 4 spaces in a 2x2 arrangement.

Game plays until a player exceeds 50, 75, or 100 coins, total win amount determined by players

Cycle through 3 phases each round

Phases

Draw (if cards are available)

Populate

Action

Tribute

Draw Phase

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

Populate Phase

Place Settlements

Town and City miniatures are considered Settlements. Ruins 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 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, claim explained below

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 location, place on quarter of the place of power miniature in the space indicated. Places of power take up a 2x2 group of spaces.

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

Roll two d20 to determine treasure chest location, move the treasure chest miniature

The thief's treasure chest is given 3 coins.

Roll a d20 or Select from the Places of Power cards

Roll	Place	Power once per round	Control
1	Baba Yaga's Hut	Moves 3 spaces each turn for free	Claimed Dragon can use an action to claim adjacent settlement
2	Angelstar Shrine	Dragon may take 1 additional action	
3	Tower of Faces	Send a dragon to home cave	
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	Imortals 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	
15	Player with the lowest coin chooses a Place		

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 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, cave, or place of power, or another dragon
Claim	Put 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	
Destroy Claimed Settlement	Roll on Destroy chart	1	
Steal from Dragon cave	Roll on Steal chart	1	
Steal from thief's chest	Roll on Steal chart	1	Dragon must be adjacent to thief's treasure chest
Attack	Opposed Roll, Ties go to defender	1	When dragons are adjacent they can attack. Lower roll gives 3 coins to the winner.
Abandon Claim	Take one of your colored claim rings from any settlement or place of power	1	Dragon does not need to be adjacent

Dragons may attack each other. Dragons may destroy settlements or places of power. Dragons may claim settlements or places of power. Dragons may steal from other dragon caverns or the thief's treasure chest. Dragons may fly around the board one space at a time. Dragons may abandon claims. Dragons may claim a blank space on the board.

Charts

Steal Chart

Roll	Note	Coins gained	Coins lost from target
<= 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

Coins lost to Turnabout or Revolt are given to the Thief's Treasure Chest.

Tribute Phase

At the end of all dragons action phase each dragon player rolls a d20 to see how tribute 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 as per the d20 roll.

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 the treasure token does not contain a 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.

Cards

Possible Cards, discarded after use

Card Title	Note
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 cave
Guardian	Prevent a thief from stealing from a dragon
Confuser	Move a dragon opponent 3 spaces
Peacemaker	Before attack, Place dragon adjacent to its home cave, 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