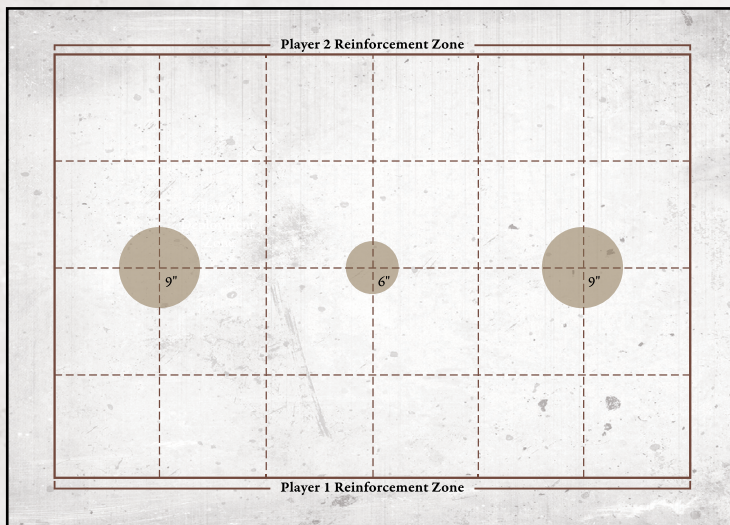


SCENARIO RULES

This 2v2 Scenario is played using the Conquest: The Last Argument of Kings rules system! Either side can be commanded by more than one player and will build a force of around 3,000 to 4,000 points. Make sure that both sides create an Army list of equal points.

SETTING UP THE BATTLEFIELD

Place two 9" Objective Zone and one 6" Objective Zone as shown in the diagram. Players 1 and 2 share their deployment zone with their partner.



SCENARIO SPECIAL RULES

Conquest TLAOK 2v2 Rules

Battle Plans never survive contact with the Enemy... As forces grow and soldiers become numerous, it is possible to capitalize upon the chaos and confusion, striking right at the heart of the Enemy's forces. However, any such attempt can always leave you vulnerable to a counterattack!

When playing **Conquest TLAOK**, using the 2v2 format, both Players on each team must play the same faction, build their army lists separately, and can only use and Activate their own Regiments/Characters and Command Cards. For all intents and purposes each Player's force is considered Friendly to one another - this also means targeting Friendly Regiments with Special Rules and abilities!

During each Round's Supremacy Phase, both sides roll off to see which team will go first. Every time it's a team's turn to Activate only one Player may do so making sure that Players alternate between them when it's their team's turn to play.

Once per Round, however, each team can have both of its Players Activate. When a Player completes an Activation – and that is the only Activation they have performed that Round – they may immediately pass play to their teammate who Activates as normal. The second Player may then play and Activate normally, as if it were their turn to play with no restrictions. Play then resumes normally and the Enemy team gains 1 “Opening!” Marker.

Both teams start the game with 2 “Opening!” Markers each. At the beginning of each Round's Supremacy Phase, Teams may spend “Opening!” Markers as follows:

- ◆ You may spend 2 Markers to give the Blessed Special rule to a Friendly Regiment until the end of the Round.
- ◆ You may spend 2 Markers to secretly look at another Player's top three Command Cards. Place them back in any order.
- ◆ You may spend 3 Markers to restore a Warlord's Supremacy ability, being able to Activate it once again.

VICTORY POINTS

In this Scenario, Objective Zones can be Seized and points scored from Round 1. At the end of Rounds 1-4 or 9-10 Players gain VPs as follows:

- ◆ Players gain 2 VPs for securing the 6” Objective Zone.
- ◆ Players gain 1 VP for securing the 9” Objective Zone.

At the end of Rounds 5-8 Players gain VPs as follows:

- ◆ Players gain 1 VP for securing the 6” Objective Zone.
- ◆ Players gain 2 VPs for securing the 9” Objective Zone.

WINNING THE BATTLE

The game ends at the end of the 10th Round. The Player that has scored the most VP's is declared the winner!