

Magic: The Conquest

Avant Carde's original league-adaptation of world domination. For *Magic: The Gathering*.

I. The Introduction

It's a continent of feuding states and rival wizards. The kings have died, the soldiers aged, and a new type of combatant has risen around the lands. The Wizard. Sorcerers and sorceresses alike travel from place to place claiming territory for themselves, dominating the lands and fighting their rivals while aligning for their own personal strategies. You are a wizard, taking control of your hometown you venture off and fight to claim the world. This is the beginning of your adventure...

I.I What Exactly This Is

Every Sunday at Avant Carde is official Magic: The Gathering league day. Over the course of the week, you spend time plotting your next move, and once declaring it by one o'clock pm on location, the moves are put into action and you fight for control of your new lands. You gain resources which can be spent as life, equipment or intelligence, and strive to survive and gain.

I.II Registration

Registration is free. Anyone who has a valid tournament deck may play. Come into *Avant Carde*, fill out a registration form to join the league. The league is not necessarily the conquest game. But you must join the league first.

I.II.I Deck Submission

After registering, make a list of all the cards in your deck. These cards cannot change without spending *Resource Points* to do so. This is explained later. Once submitting a deck, you keep it with you, but the list stays on Location.

I.II.II Hometown Placement

Once submitting your deck, you may pick a hometown. If no one controls a location, those are first choice. But if all towns are controlled, then you may cause a "Revolt." That is where you take control of a town inside a nation, when the town is outside of the direct presence of the ruling wizard.

II. Game Play

All decisions are made between Sunday at 1:00pm one week and Sunday at 1:00pm the next week. Anytime in the week, when we are open, you may come in

and spend points, declare what the week's actions are, react to events, and plot. Once Sunday 1:00PM comes around, all movements are marked on the map, and any combat that takes place, is played out via *Magic: The Gathering's* most updated rules.

After all of a player's interactions are done, new Events are distributed, Resource Points are provided, and any other actions are announced.

During the week, you may declare: how you react to events, how you spend your resource points, and declare what actions you will take. If these are not done by 1:00PM, your points are considered not spent, and your events filled as if you did not react to them. You also may take no movement. You may still battle if you are on time for your match, but if you do not attend, it will be assumed as your loss, and are pushed back, while the attacker gains the territory as if winning.

NOTE: You may allow another person to play your deck or choose your actions, but you must come in to the store (IN PERSON) and tell us this. You must do it every week before the person you are giving permission comes in.

II.I Territory

One territory is equal to one diamond on the map.

II.I.I Presence

You have a *Direct Presence* (also known as simply a *presence*) on the diamond your character is located on, and each adjacent diamond. This travels with you as you travel on the map.

II.I.II Control

Any space your wizard's presence visits becomes under his/her control. You keep control of it as you pass. Control means it is your territory, and all bonuses of controlling it are added to your kingdom.

Control is lost if another Wizard steps on the territory (the wizard being not part of your kingdom of course).

II.II Movement

Every week, you are allowed 4 *movement points*. You may move directly to any side (NW, NE, SW, or SE) for 1 point per diamond, or 2 pts in any corner (N, S, E, or W). You may mix and match directions.

I.II.I Landscape Effects

Some landscapes cannot be crossed w/o spending bonus *movement points*, or finding alternative ways to cross. E.G. rivers (movement points to build rafts, resource points to build a bridge, or moving into an alternative route).

Basic River = 1 bonus point. (bold water vein)

Large River = 2 bonus points. (water vein half a diamond in size)

Great River = 4 bonus points. (full diamond water vein)
Mountain Range = movement needed is doubled to proceed.
Great Mountains = movement is tripled per diamond crossing.

II.III Resources

The lands you control provide you with food, wealth, and supplies. This is demonstrated in the game as *Resource Points*. Each diamond will have a small number written on it showing how many points it generates. They may range from 0 (deserts and destroyed lands), to 5 for towns, to 10 for cities, to 20 for castles, and even more for certain combinations or criteria.

Desert or Empty lands = +0 rp

Fields/Forests/Hillsides = +1 rp

Borders Waterways, Lakes, or Rivers = +1 rp

Towns = +5 rp

Cities = +10 rp

Castles = +20 rp

Capitals = +20 rp

Mines/Wells = +1 rp

Divided Lands = -1 rp per space severed.

II.III.I Special Lands

Some lands have hidden values, only discovered by controlling it, or a change of control. These are usually done randomly. These could be bonus one time *Resource Points*, bonus source of weekly *Resource Points*, Free Cards to add to your deck, *Side Quests* for a treasure, or trigger events that can cause negative effects. *Side Quests* are explained later.

II.III.II Gaining Resource Points

After all events and actions take place on Sunday, you are provided w/ one *Weekly Event Card* (not necessarily containing an event), and your total quantity of *resource points* are given to you based on the lands you then control. These are added to your pool of points saved from before (if any).

II.III.II.I When To Use Points

You can come in and use *resource points* anytime outside of the actual Events Session. That is, anytime after Sunday's actions are completely closed, and 1:00PM the following Sunday, inside store hours of course.

II.III.III Spending Points

You spend *resource points* in many ways. The following are examples, not limits. If you want to spend them in a certain way, the game moderator at that time will be in charge of coming up with an accurate cost if he deems your actions available.

Buy 1 life to add to your total for 5 rp. But if you lose that life it is gone. You may not buy additional life exceeding the number of territories you control. But this is not reduced if you lose territories.

You may increase your starting life by 1 if you spend 150 rp. But your starting life can never exceed the number of territories you control. But this is not reduced if you lose territories.

Buy 1 teleport potion (takes you anywhere in your control once) for 20 rp.

You may set up a gateway devise by going to one location and spending 75 rp to build an entrance, and 75 to build an exit. Then, proceed to the other location, and pay the same there. These only go between each other, not between a mix. But you may build multiple gateways in each diamond.

You may build a basic bridge for 20 rp. This crosses basic rivers, and basic gorges. A large bridge costs 40, while a great bridge costs 60. These are permanent. Unless destroyed.

To begin mining or welling, you spend 15 rp. These will create a mine/well that gives you 1 resource pt for $1d3 * 1d20$. Each territory may only have 1 mine ever.

To build a castle, you must spend 1000 rp. You can stretch this out as much as you wish.

To build a city, you must build a town, then spend 500 rp. You can stretch this out as much as you wish.

To build a town, you must build on a forest/field/waterway/hillside land, and pay 100 rp.

To build a farm, or irrigate a waterway through a diamond from another waterway, you must pay 25 rp.

To send spies, you must spend $2 * X\%$ rp. X in this equation equals the percentage of success. You may spy for: Location of a neighboring wizard, RP a wizard achieves, or deck lists. Sabotage costs a spy price + variable set by the moderator at that time. A failed Sabotage check has a 50% chance of being caught.

Guard posts will be purchased at the price of half your life times two. These are extra battles. *Guard Battles* are explained later.

For every 5 rp spent, you may exchange one card in your deck for another legal card from your collection. It is free to remove cards from the game.

II.IV Combat

A player has life that session equal to 20 + any bonus life that *rp* are spent on BEFORE 1PM SUNDAY. A game is played to determine which wizard wins. If a character's movement is just overlapping direct presences, then the losing wizard gets bumped back in the opposite

direction the attack came from, until they do not overlap. But if an attack is on the actual diamond the wizard is on, then the loser loses all territory and is out of the game. They may start over if they please (unless the game is closed to new comers mid session).

II.IV.I Multiple Attackers/Defenders

Whether multiple attacks come from the same direction or different direction, they are played in order of movement, whichever reaches first, the defender fights, and then w/ the remaining life, and the same cards in the graveyard or out of play, they play the next attacker in-line. If too attacks happen at the same time, then all are involved in play in one simultaneous game.

If the attackers are part of one kingdom, they play until the defender loses, or both attackers lose, or one attacker loses, and the other forfeits.

If defenders are multiple, then the game is played until the same situations happen above.

If the attackers are from different kingdoms, and attack simultaneously from opposite directions, the defender's direct presence is reduced by the spaces taken over.

If the attackers are from multiple kingdoms, and it's for the same territory, they can either continue playing after the defeat of the defender and the winner gets the territory, or one may forfeit, or they both may forfeit, leaving the territory unclaimed until the next week.

II.IV.II Damaged Lands

Each territory takes a 10% combat damage when a battle takes place on it. What this means, is that 10% of the total damage dealt to both players (healing does not heal the territory) is subtracted from the territory's resource production. So if a castle worth 40pts is a site for a battle where the defender takes 34 points of damage, and the attacker takes 40 points worth of damage, the territory is reduced to a resource point production level of 33 (7 damage). NOTE: A territory cannot be reduced to a negative value through combat damage.

II.IV.III Guard Battles

If a guard post is attacked or invaded, the defender may select no more than half his total life, and up to half his deck (randomly) to defend the territory. But he may not play with those any later in the game unless the same post is invaded. At the end of the session the cards and remaining life are rejoined w/ the wizard.

II.IV.III Defense Points

If a wizard is defending, the RP value of the territory the battle is taking place at added to his starting life. So if a character is defending on a castle, his life gains a bonus of +20 for the castle (taken into consideration that there is no Land Damage, and no city or town or waterways near it).

II.IV.IV Sideboards

A wizard may have a fifteen-card sideboard. It may never be more, or less. Guard battles may not use sideboard cards.

II.V Extras

Please keep in mind that some sessions may not use certain rules, while other may use additional rules. This should be noted somewhere near the map, and is determined by the game moderator.

II.V.I Side Quests

Side quests are mission where the game play becomes RPG instead of CCG. The wizard shuffles his deck, and draws X Cards. He is presented with a total of Y obstacles (X and Y being determined by the person running this individual side quest). The wizard is told the obstacle at hand, and chooses a card from his hand, based on the name, and on the text, he must explain how this spell would save him from his situation. The card is then disposed of. If the wizard does not make it through all Y obstacles, then he faces the failure penalty (ranging from nothing, to loss of rp, to loss of life, to the wizard's demise). But success may gain a card for the wizard (to keep and add as an optional card for the remainder of his kingdom), bonus points, or events or powers, or more....

The Penalty, and Prize, and the X value and Y value are all told to the wizard before he decides to take the risk of the side quest.

There is no arguing with the moderator when it comes to the legitimacy of a card use. A wizard should take into consideration who the moderator is (and his reputation) along w/ the other factors of the side quest.