

MAPPIT · PRESS KIT

Two to five generals. A board drawn from this week's news.

Conquest turns the day's real headlines into the rules of war.

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AT A GLANCE

Conquest at a glance

Conquest is a turn-based strategy game in which the board is the week's most-covered news cities and the day's real headlines change the rules. A storm, a hack or a ceasefire in the news becomes an event card at every table. Trending cities pay more, and the price of energy follows the day's oil and power stories. Every turn is written up as a dispatch, and every war ends with its own history.

51
wars opened since August 29, 2026

319
turns played

3
event cards a day, drawn from real stories

16
units and assets, from soldiers to missiles

What	A free, turn-based strategy game for 2 to 5 players on Mappit, a live map of the world's news.
Live since	August 29, 2026. Figures as of November 8, 2026; rules as of November 10.
The board	Redrawn every Saturday from the week's most-covered cities. Each province is a city in the news, labelled with its storyline. The board wraps east to west, and borders longer than 2,500 km are sea lanes.
Turns	All generals order at once; each turn resolves in thirteen fixed phases, the same in every war. Provably fair dice: the seed's hash is shown before orders, the seed after.
Modes	Weekly (to Friday night), epic (1 to 4 weeks; every turn waits for every general) and blitz (7, 15 or 30 turns, or no limit). A war can be extended, paused for a holiday, or kept private.
AI opponent	Marco, Mappit's AI, can take a seat as a Cadet, Captain, General or Adaptive player, and can fight on a player's side. Solo wars are private by default.
Price	Free with a Mappit account.
Contact	support@mappit.ai

A week of Conquest

SATURDAY
A new board, drawn from the week's most-covered cities.

EVERY DAY
Three event cards and the price of energy, read from the day's news, at every table.

EVERY TURN
Orders locked in, dice rolled, and a dispatch written about what happened.

FRIDAY NIGHT
Weekly wars are scored, and each one's history is written.

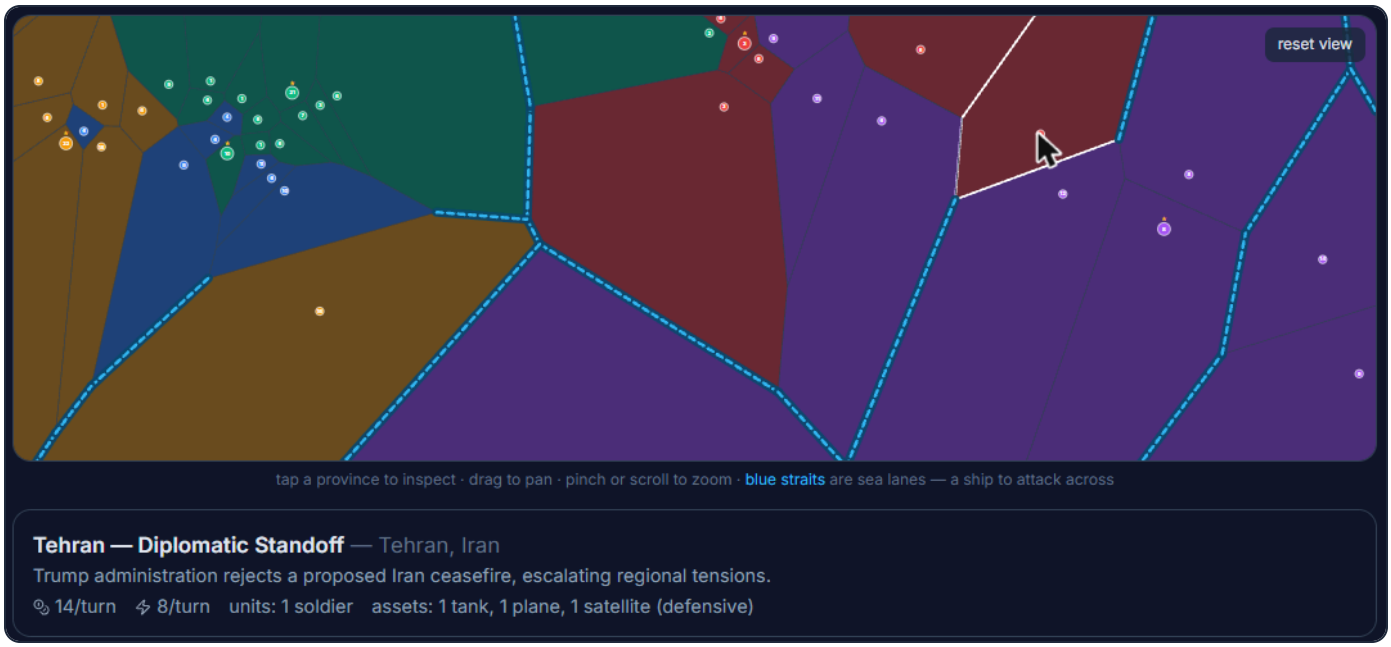
What no other strategy game does

- The map is real: provinces are the cities the world is reading about this week.
- The news is the weather: trending storylines pay up to twice their base income, and three daily cards from real headlines bend the rules for everyone.
- Energy trades on the news: a banker sells it for money at a price the day's oil, gas and power stories set, between half and one and a half.
- Every turn gets a news dispatch, and every war ends with "the war in review", scores shown with their arithmetic.
- An AI general that plays to your level, and can even take your side.

THE BOARD

Every province is a city in the news

Select a province and you see its storyline beside its garrison. A war plays a connected slice of the week's board, ten provinces a general plus five. Each general starts with a capital (four soldiers, a diplomat and a spy) and two neighbouring provinces, 100 money and 40 energy, with capitals dealt at least three borders apart; the rest is neutral, two to four soldiers in each, taken by force, by diplomacy or by subterfuge. Borders longer than 2,500 km are sea lanes that need a ship or a plane to cross, and the board wraps east to west, so no corner is safe.



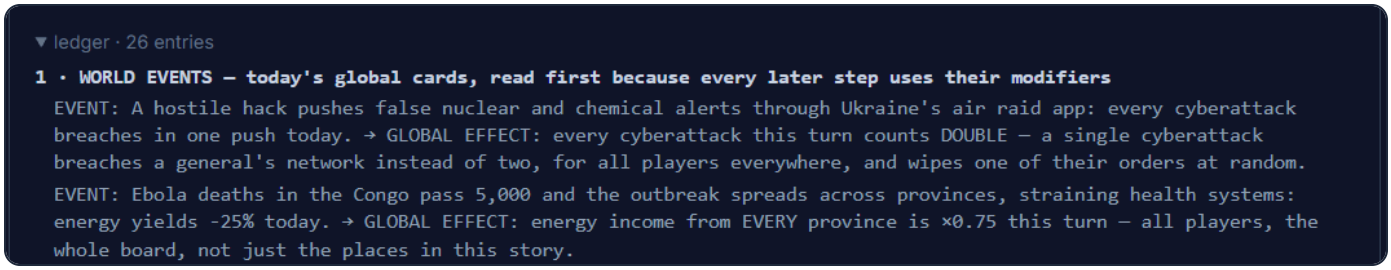
War #37: Tehran, "Diplomatic Standoff". Every province carries its city's storyline and pays money and energy each turn.

THE NEWS IS THE WEATHER

Real headlines change the odds

Mappit reads thousands of stories a day, and Conquest plays on top of them. Trending provinces pay more. Three event cards a day, each drawn from a real story, raise or cut yields, add +1 or +2 to the top die of every attack or every defence, or double diplomacy, cyberattacks, assassinations or embargoes for everyone. Local events strike single provinces: a wildfire cuts a city's energy, unrest costs its garrison a soldier, a relief convoy adds one, a storm destroys an asset. The same news sets each turn's market: what a banker sells energy for, from the day's oil, gas and power stories. When the real story ends, so does the effect.

On November 2 a hack pushed false nuclear and chemical alerts through Ukraine's air-raid warning app. In Conquest that day, one cyberattack was enough to breach a rival's network and wipe one of their orders. The same day, Congo's Ebola outbreak cut every province's energy income by a quarter.



War #43, November 2: the day's cards in the turn ledger, each drawn from a real story.

HOW IT PLAYS

Everyone moves at once

Every general writes up to five orders a turn (more as the war goes on) and locks them in; nobody sees anyone else's before the dice. When the last general is in, every order on the table resolves together, in thirteen fixed phases. Within a phase the seat holding the initiative acts first; drawn at random for turn 1, it passes one seat around the table every turn.

1. **World events** — the day's three cards, read first
2. **Cross-game rewards** — from Mappit's other games
3. **Local events** — each province's own news
4. **Cyber** — a breach wipes a rival's biggest order
5. **Assassinations** — a unit killed now does no work tonight
6. **Politics, sabotage & embargoes**
7. **Income & trade** — provinces pay; bankers sell energy
8. **Influence** — a neutral that flips is yours before the attacks
9. **Build & buy** — in time for tonight's fighting
10. **Moves** — reinforcements shift before the attacks
11. **Missiles** — long-range strikes land before the assaults
12. **Attacks** — each assault rolls until decided
13. **Outcome** — eliminations, total conquest

What the order means

- Income lands before builds, so tonight's pay funds tonight's recruits.
- Builds and purchases come before moves, missiles and attacks: soldiers recruited tonight can march and attack tonight, and an asset bought tonight works tonight.
- Hackers, assassins, politicians, spies, bankers and diplomats act before builds, so one recruited tonight acts from the next turn.

The twelve orders

`move` soldiers between two of your neighbouring provinces. Only soldiers move; one always stays.

`attack` a neighbouring province you don't hold — across a sea lane with a ship, two borders out with a plane.

`missile` fire at any province not yours within three borders.

`influence` a neutral next to one of your diplomats; two pushes flip it, without a shot.

`spy` sabotage any province not yours: attacks from it and its defenders roll −1 tonight.

`cyber` attack a rival general's network; the second cancels their biggest order.

`assassinate` any province another general holds; the second attempt kills one unit, the first from next door.

`build` recruit units in a province you hold, up to the week's cap an order.

`buy` one asset for a province you hold.

`politick` a province with your politician pays ×1.5 tonight.

`trade` sell energy for money at the turn's rate (needs a banker).

`embargo` a rival's province; the second blocks one of the night's purchases there, the first from a banker next door.

One night, in order

an example from a war's second week (seven orders), at war with Kang

4. Your hacker, probing Kang since last turn, breaches his network: his biggest order, an assault on Milan, never happens.
5. Your assassin, inside Lyon since last turn, kills Kang's only scientist.
7. Income pays you 64 money and 31 energy, and your banker sells 30 energy at today's 1.2 for 36 money more.
8. Your diplomat's second push flips Porto.
9. Nine soldiers, the most a second-week order recruits, join your garrison in Milan, beside Vienna.
11. Your missile destroys Vienna's defensive satellite, and with no scientist left Kang can't buy another.
12. Your column from Milan, tonight's recruits in it, takes Vienna, and Kang's tank there is yours now.

THE PIECES

Eight units, eight assets

Everything costs money / energy, which your provinces pay every turn. These are a war's first-week prices; every seven turns they rise, the cheap things fastest. Units are recruited with `build` and stay where they stand (only soldiers move); assets are bought one at a time with `buy`.

Units

UNIT	COST	WHAT IT DOES
Soldier	5 / 2	Fights, moves and holds ground. Cheap: mass them. The only unit that moves or attacks.
Diplomat	40 / 4	One influence push a turn on a neutral beside it; two pushes flip it to you, without a fight.
Spy	50 / 8	One sabotage a turn, anywhere: attacks from the target and its defenders roll −1.
Politician	40 / 4	Politicks its own province: ×1.5 money and energy from it tonight. One per province.
Scientist	60 / 16	Unlocks planes, satellites, rockets and missiles empire-wide. One per province.
Hacker	90 / 24	One cyberattack a turn; a breach cancels a rival's biggest order and spends a hacker.
Banker	120 / 32	Sells energy for money once a turn; each embargoes once a turn, blocking at once from next door. One per province.
Assassin	130 / 40	Two attempts on a rival's province (one from next door) kill one unit there and spend it.

Assets

ASSET	COST	WHAT IT DOES
Drone	10 / 4	+1 to the top die of one attack from its province, then spent.
Tank	40 / 16	+1 to the top die of every attack from its province. Permanent.
Ship	35 / 12	Attacks from its province can cross a sea lane. Permanent; no scientist needed.
Plane	85 / 36	Attacks from its province reach two borders out, over land or sea. Needs a scientist.
Satellite, defensive	90 / 40	+1 to the top die of its province's defenders. Needs a scientist.
Satellite, offensive	90 / 40	+1 to the top die of every attack from its province. Needs a scientist.
Rocket	100 / 40	Fires before an attack from its province: destroys the defender's most valuable asset, or with none left 3d6 defenders. Needs a scientist.
Missile	150 / 60	Fired on its own order, up to three borders away: destroys an asset, or with none left 3d6 soldiers or one other unit. Needs a scientist.

- **Permanent assets don't stack:** one tank, ship, plane and satellite of each kind per province is all that counts, and a duplicate isn't sold. Drones, rockets and missiles stockpile, one spent per use.
- **Politicians, scientists and bankers** are one per province. Hackers and assassins stack, because each is spent when it succeeds.
- **Assets stay with their province.** Take a province and its tanks, satellites and stockpiles are yours, ready to use: a scientist is needed to buy tech, not to use it.
- **An assassin** that names no target takes the most valuable unit there: another assassin first, then a banker, a hacker, a scientist, a spy, a diplomat, a politician. Never soldiers.

COMBAT

Risk's dice, with the news's thumb on the scale

An attacker rolls up to three dice, one per soldier still standing (one must stay home), and the defender up to two. Top die against top die, second against second: the higher kills a soldier, and **ties go to the defender**. An assault rolls round after round until it is decided: every soldier committed is lost, or the last defender falls and every survivor marches in. The loser's other units there are lost with the province, but its assets change hands: its tanks, satellites and stockpiles are the captor's, ready to use. An empty province falls to a single soldier.

What moves the top die

Tank, drone, offensive satellite	+1 each to the attacker (one satellite of each kind counts)
Defensive satellite	+1 to the defenders
Capital Defense	+1 to a capital's defenders while its own general holds it (+2 with a satellite); a captured capital doesn't rally for its occupier
Sabotage	−1 to attacks staged from the marked province, and −1 to its defenders
Event cards	+1 or +2 to every attack, or to every defence, on the day of the card
Local events	+1 or −1 to one province's attacks or defenders, from its own news

Modifiers hold for the whole assault, and the ledger writes the arithmetic out ("r1 6+1=7,4 vs 5+2=7,3 → tie favors the defender"), so every roll can be checked against the seed revealed after the turn.

Two pushes

Four actions take two pushes, like a diplomat flipping a neutral, and the ledger tells the table about the first: **influence** (a neutral flips), **cyber** (the second cyberattack on the same general breaches their network and cancels their biggest order), **assassinate** (the second attempt on a province kills, the first from next door) and **embargo** (the second blocks a purchase, the first from a banker next door). On a day the news brings a diplomacy, cyber, assassination or embargo card, one push does it. A province that changes hands loses every push, plot and embargo on it.

The long arm

Missiles fly on their own order, up to three borders, over land or sea, and land after the moves and before the attacks. Each destroys the asset it is aimed at, or the most valuable one there. With no asset left it falls on the units, as the order aimed: three dice of soldiers, 3 to 18, or one other unit at random. **Rockets** fire before an assault from their province, at the defender's best asset or, with none left, at three dice of its defenders. One rocket and one drone go with each attack order, so three rockets feeding three attacks are a barrage.

> "Berlin's top die rolled +2: Capital Defense — a general's own capital, while they hold it, defends +1 — and the satellite, +1 more. Two to one is the usual margin for an assault; against a capital its general holds, bring three to one, and take its satellite out first."
>
> The practice war, turn 7: mappit.ai/games/conquest/walkthrough

Embargoes

A banker's embargo leans on the suppliers of a province another general holds. The second embargo there blocks one of that night's asset purchases in it, picked at random: the order never happens and nothing is spent on it. From a banker in a province bordering it, the first embargo blocks. With nothing being bought there that night, the embargo holds, one push short, for a night that is.

THE ECONOMY

Money, energy and the news

Every province you hold pays its base money and energy each turn, multiplied by its storyline's heat today: a province whose news is trending pays up to twice its base, a cold one pays base. A politician's politick adds ×1.5, and the day's cards and local events push yields up or down. Mappit's other games pay too, once a day in each war: three of the day's Where's Marco clues bring +20 money, finding Marco himself a soldier at your capital, and calling the day's Bullshit fake +10 energy, growing with income in later weeks.

Inflation: every seven turns, a new week

WEEK (TURNS)	SOLDIER	RECRUITS AN ORDER	ORDERS A TURN	INCOME
1 (1–7)	5 / 2	5	5	×1
2 (8–14)	8 / 3	9	7	×1.52
3 (15–21)	11 / 4	13	9	×1.93
4 (22–28)	13 / 5	16	10	×2.3
5 (29–35)	15 / 6	20	11	×2.63

Cheap things follow prices fully; dear ones climb slower (a tank 40 → 55 → 65, an assassin 130 → 158 → 177), so tech gets relatively cheaper as a war grows old. Orders top out at twelve a turn, recruits at thirty an order. Income trails the price of soldiers on purpose: a hoard loses value, so spend it.

The market

No price asks as much energy for its money as a province pays, so energy piles up as a war goes on while money runs short, and Conquest lets a general sell one for the other. With a **banker** anywhere in the empire, a `trade` sells energy for money once a turn, after the night's income and before anything is bought, at the turn's rate: about 1 money a unit on an ordinary day, as little as 0.5 in a glut and as much as 1.5 when energy is dear. The rate is read from the day's energy news when the turn opens and shown all turn with the story behind it, so a general can wait for a good day to sell. A banker is the assassin's first choice after another assassin, and an assassin who kills a general's last banker closes their market that night.

WINNING

Points, or everything

Take every province for **total conquest**, or hold the most points when the war is scored (Friday night for a weekly war, the end of its weeks for an epic, its last turn for a blitz): **2 per province**, **5 per enemy capital you hold**, and the treasury, money plus energy, ÷ 20 at week-1 value (÷ 30 in week 2, ÷ 39 in week 3), so a hoard counts for what it would buy. A general with no province left is eliminated. When the war ends, its dispatches open with the war in review, every general's points with the arithmetic shown:

WAR #37	PROVINCES ×2	ENEMY CAPITALS ×5	TREASURY ÷20	POINTS
rboscolo808, the winner	11 → 22	0 → 0	1,499 → 74	**96**
amsteketee	13 → 26	1 → 5	950 → 47	**78**
Rango	6 → 12	0 → 0	1,263 → 63	**75**
Kangs90	8 → 16	0 → 0	911 → 45	**61**
pamcarlon	7 → 14	0 → 0	709 → 35	**49**

An epic, scored when its three weeks were up; it began before inflation, so its treasuries count at ÷ 20. The runner-up held the most provinces and a rival's capital, and the winner's treasury outscored both.

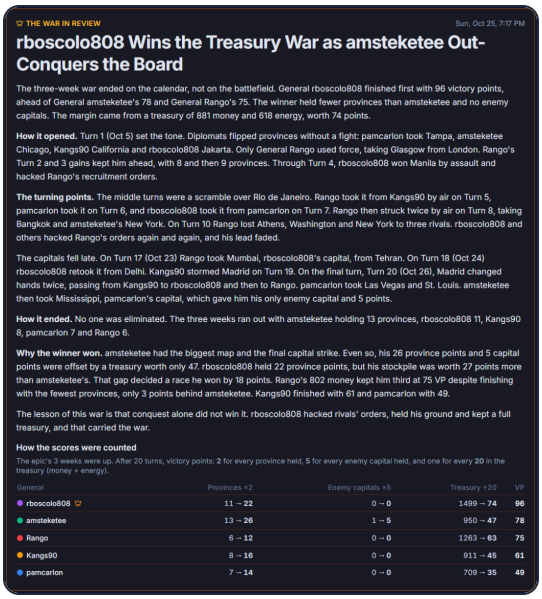
A CORRESPONDENT AT EVERY TABLE

Every turn, a dispatch. Every war, a history.

> A scientist falls in Jakarta. General Rango's assassin killed the scientist in Jakarta (pamcarlon) on the first attempt. Under the same global doubling, one attempt is enough to kill, where two are normally needed.
>
> Dispatch, War #43, turn 7, November 2, 2026

When a war ends, the dispatches open with the war in review: the campaign retold from the first turn, its turning points, and every general's score with the arithmetic shown.

> The lesson of this war is that conquest alone did not win it. rboscolo808 hacked rivals' orders, held his ground and kept a full treasury, and that carried the war.
>
> The war in review, War #37


THE WAR IN REVIEW

Sun, Oct 25, 7:17 PM

rboscolo808 Wins the Treasury War as amsteketee Out-Conquers the Board

The three-week war ended on the calendar, not on the battlefield. General rboscolo808 finished first with 96 victory points, ahead of General amsteketee's 78 and General Rango's 75. The winner held fewer provinces than amsteketee and no enemy capitals. The margin came from a treasury of 881 money and 618 energy, worth 74 points.

How it opened. Turn 1 (Oct 5) set the tone. Diplomats flipped provinces without a fight: pamcarlon took Tampa, amsteketee Chicago, Kangs90 California and rboscolo808 Jakarta. Only General Rango used force, taking Glasgow from London. Rango's Turn 2 and 3 gains kept him ahead, with 8 and then 9 provinces. Through Turn 4, rboscolo808 won Manila by assault and hacked Rango's recruitment orders.

The turning points. The middle turns were a scramble over Rio de Janeiro. Rango took it from Kangs90 by air on Turn 5, pamcarlon took it on Turn 6, and rboscolo808 took it from pamcarlon on Turn 7. Rango then struck twice by air on Turn 8, taking Bangkok and amsteketee's New York. On Turn 10 Rango lost Athens, Washington and New York to three rivals. rboscolo808 and others hacked Rango's orders again and again, and his lead faded.

The capitals fell late. On Turn 17 (Oct 23) Rango took Mumbai, rboscolo808's capital, from Tehran. On Turn 18 (Oct 24) rboscolo808 retook it from Delhi. Kangs90 stormed Madrid on Turn 19. On the final turn, Turn 20 (Oct 26), Madrid changed hands twice, passing from Kangs90 to rboscolo808 and then to Rango. pamcarlon took Las Vegas and St. Louis. amsteketee then took Mississippi, pamcarlon's capital, which gave him his only enemy capital and 5 points.

How it ended. No one was eliminated. The three weeks ran out with amsteketee holding 13 provinces, rboscolo808 11, Kangs90 8, pamcarlon 7 and Rango 6.

Why the winner won. amsteketee had the biggest map and the final capital strike. Even so, his 26 province points and 5 capital points were offset by a treasury worth only 47. rboscolo808 held 22 province points, but his stockpile was worth 27 points more than amsteketee's. That gap decided a race he won by 18 points. Rango's 802 money kept him third at 75 VP despite finishing with the fewest provinces, only 3 points behind amsteketee. Kangs90 finished with 61 and pamcarlon with 49.

The lesson of this war is that conquest alone did not win it. rboscolo808 hacked rivals' orders, held his ground and kept a full treasury, and that carried the war.

How the scores were counted

The epic's 3 weeks were up. After 20 turns, victory points: 2 for every province held, 5 for every enemy capital held, and one for every 20 in the treasury (money + energy).

General	Provinces ×2	Enemy capitals ×5	Treasury ÷20	VP
rboscolo808	11 → 22	0 → 0	1499 → 74	96
amsteketee	13 → 26	1 → 5	950 → 47	78
Rango	6 → 12	0 → 0	1263 → 63	75
Kangs90	8 → 16	0 → 0	911 → 45	61
pamcarlon	7 → 14	0 → 0	709 → 35	49

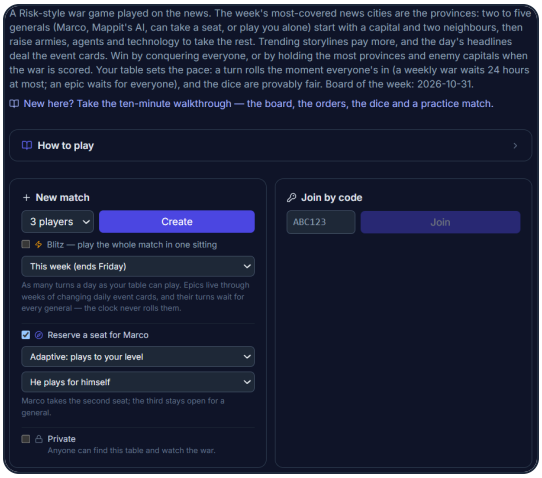
War #37: five generals, three weeks, and a winner who held fewer provinces than the runner-up.

TABLES FOR EVERYONE

With friends, with Marco, or alone

Open a table for two to five generals: **weekly** (each turn waits at most 24 hours, then rolls without whoever hasn't reported), **epic** (one to four weeks; every turn waits for every general, so a table across time zones plays together) or **blitz** (7, 15 or 30 turns, or to total conquest, in one sitting). Short a player? Reserve a seat for **Marco**, Mappit's AI, at the level you choose: his orders land within seconds of each turn opening, and at a bigger table he can back one general and never strike them. A two-seat war with Marco is a solo campaign, private by default; any war can be private, joined only by invite code.

The general who opened a war can **extend** it by up to four weeks at a time, and the creator or a curator can **pause** it for a holiday: nothing rolls or ends until it resumes. Each table has its own chat, and alerts by push or email say when a turn is waiting on you.



Opening a table: size, pace, a seat for Marco, and the Private option.

Play, write about it, or ask us anything

Play free at mappit.ai/games/conquest, or take the twenty-minute walkthrough, a thirteen-turn practice war from the first recruits to a fallen capital, at mappit.ai/games/conquest/walkthrough. Press enquiries: support@mappit.ai.

- On request: key art (two illustrations, 1600 px) and screenshots of the board, a province, the cards, the war in review and the lobby.
- Screenshots are from real, public wars on mappit.ai; players are named by their public handles.
- Pages 9 and 10, the rules on two pages, print on their own.

Mappit Conquest · The rules on two pages

THE AIM

Two to five generals fight over a board of the week's most-covered news cities. Take every province (total conquest), or hold the most points when the war is scored.

THE BOARD AND YOUR START

- A new board every Saturday. A war plays a connected slice of it, ten provinces a general plus five; each province is a city in the news and pays money and energy every turn.
- Provinces that share a border are neighbours. A border longer than 2,500 km is a **sea lane** (a ship or a plane to attack across it). The board wraps east to west.
- You start with a **capital** (4 soldiers, 1 diplomat, 1 spy) and two neighbouring provinces (1 soldier each), **100 money** and **40 energy**. Capitals are dealt at least three borders apart; the rest of the board is neutral, with 2–4 soldiers in each.
- Open a table for 2–5 and share its code, or join an open one. Any seated general can start the war once two are in; a full table starts itself.

A TURN

- Write up to **5 orders** (more in later weeks), or pass, and lock them in: they can't be changed, and the table sees your check mark. Nobody sees anyone else's orders.
- When every living general is in, the turn resolves: all orders together, phase by phase. Within a phase the **lead seat** acts first; it is drawn for turn 1 and passes one seat each turn.
- A weekly war's turn also rolls 24 hours after it opened, without whoever hasn't reported. Epic and blitz turns wait for everyone.
- The dice seed's hash is shown before you order and the seed after, so every roll can be checked.

THE ORDER OF A TURN

1. **World events**: the day's three cards from real news.
2. **Cross-game rewards**, once a day.
3. **Local events**: each province's own news.
4. **Cyber**: breaches wipe orders.
5. **Assassinations**.
6. **Politics, sabotage & embargoes**.
7. **Income & trade**.
8. **Influence**.
9. **Build & buy**.
10. **Moves**.
11. **Missiles**.
12. **Attacks**.
13. **Outcome**: eliminations, total conquest.

Income comes before builds, and builds and purchases before moves, missiles and attacks: tonight's recruits march tonight and an asset bought tonight works tonight. Units that act on their own order (phases 4–8) act from the turn after they are recruited.

THE ORDERS

- **move**: soldiers between two of your neighbouring provinces; one stays behind. Only soldiers move: every other unit stays where it was recruited.
- **attack**: soldiers at a neighbouring province you don't hold (across a sea lane with a ship; two borders out with a plane). One stays home.
- **missile**: from a province holding one, at any province not yours within 3 borders, over land or sea; name the asset, and what it hits if none is left (3d6 soldiers, or a unit).
- **influence**: a diplomat in a province bordering a neutral pushes it; 2 pushes flip it to you with one soldier. One push per diplomat a turn.
- **spy**: sabotage any province not yours, from anywhere; attacks from it and its defenders roll −1 tonight. One per spy a turn.
- **cyber**: name a rival general; the 2nd on the same general breaches, cancelling their biggest order, their largest attack else their dearest build or purchase (never their cyberattack), and spending your hacker. One a turn, with a hacker anywhere.
- **assassinate**: from an assassin's province at any province another general holds; the 1st attempt slips inside (from a bordering province it kills), the 2nd kills the unit named (else the most valuable: assassin, banker, hacker, scientist, spy, diplomat, politician; never soldiers) and spends the assassin. One attempt per assassin a turn.
- **build**: recruit in a province you hold, up to the week's cap an order (5 in week 1). Politicians, scientists, bankers: one at a time, one per province.
- **buy**: one asset for a province you hold; no second tank, ship, plane or satellite of a kind there.
- **politick**: your politician's province pays ×1.5 tonight. Once per province a turn.
- **trade**: with a banker anywhere, sell as much energy as you like for money at the turn's rate (0.5–1.5). Once a turn.
- **embargo**: a banker leans on a province another general holds; the 2nd (the 1st from a bordering province) blocks one of that night's purchases there at random. One per banker a turn.

TWO PUSHES

Influence, cyberattacks, assassinations and embargoes take two pushes on the same target; the first is announced in the ledger. A **diplomacy**, **cyber**, **assassination** or **embargo** card makes one push enough that day, and so does an assassin or a banker next door to its target. A province that changes hands loses every push, plot and embargo on it. A breach with no order to wipe, an assassin facing only soldiers and an embargo with nothing being bought all wait, one push short, and spend nothing.

COMBAT

- Attacker up to **3 dice** (one per soldier still standing), defender up to **2**. Top against top, second against second: higher kills a soldier, **ties to the defender**.
- Rounds repeat until the attack is spent or the last defender falls; then every survivor marches in. The loser's other units there are lost; its **assets are the captor's**, ready to use. An empty province falls to one soldier.
- On the top die, for the whole assault: tank, drone, offensive satellite +1 each to the attack; defensive satellite +1 to the defence; **Capital Defense** +1 to a capital's defenders while its own general holds it; sabotage −1 both ways; event cards +1 or +2; local events ±1.
- Each attack order takes one drone and one rocket from its province. The rocket fires first: the defender's most valuable asset, else 3d6 defenders.
- Missiles land after the moves, before the attacks. A rocket or missile holds its fire, and is kept, only with nothing and nobody to hit.

Mappit Conquest · The rules on two pages

UNITS (WEEK-1 MONEY / ENERGY)

UNIT	COST	DOES
Soldier	5 / 2	Fights, moves, holds ground
Diplomat	40 / 4	1 influence push a turn
Spy	50 / 8	1 sabotage a turn, anywhere
Politician	40 / 4	Politicks its province; 1 per province
Scientist	60 / 16	Unlocks the starred assets empire-wide; 1 per province
Hacker	90 / 24	Cyberattacks; spent by a breach
Banker	120 / 32	Trades; 1 embargo a turn; 1 per province
Assassin	130 / 40	Assassinations; spent by a kill

ASSETS

ASSET	COST	DOES
Drone	10 / 4	+1 to one attack, then spent
Tank	40 / 16	+1 to every attack from it
Ship	35 / 12	Attacks cross a sea lane
Plane *	85 / 36	Attacks reach 2 borders
Satellite, defensive *	90 / 40	+1 to its defenders
Satellite, offensive *	90 / 40	+1 to attacks from it
Rocket *	100 / 40	Before an attack from it: the best asset, else 3d6 defenders
Missile *	150 / 60	Own order, 3 borders: an asset, else 3d6 soldiers or a unit

* needs a scientist somewhere in your empire to buy, not to use. Tanks, ships, planes and each kind of satellite: one per province. Drones, rockets and missiles stockpile.

THE ECONOMY

- Each province pays base money and energy, × its storyline's heat (up to ×2), ×1.5 if politicked, × the day's cards and local events.
- Cards (3 a day, every table): yields ×0.5–1.5, +1 or +2 to every attack or every defence, or doubled diplomacy, cyber, assassinations or embargoes.
- Local events hit one province, whoever holds it: its yield, ±1 to its dice, 1–2 soldiers gained or lost, an asset destroyed. Dice and income effects last the day; units and assets change once. Unrest can empty a province: it stays yours, and any attack takes it.
- Other games, once a day in each war: 3+ Where's Marco clues +20 money; finding Marco +1 soldier at your capital (your largest garrison if it has fallen); calling the Bullshit fake +10 energy (+30 and +15 in week 2).
- **Market:** the turn's energy price (0.5–1.5, par 1), set from the day's energy news when the turn opens and shown all turn. A trade settles after income, before builds; if your last banker is killed first, it fizzles.

INFLATION (EVERY 7 TURNS)

WEEK	SOLDIER	RECRUITS	ORDERS	INCOME
1 (1–7)	5 / 2	5	5	×1
2 (8–14)	8 / 3	9	7	×1.52
3 (15–21)	11 / 4	13	9	×1.93
4 (22–28)	13 / 5	16	10	×2.3
5 (29–35)	15 / 6	20	11	×2.63

Dear things inflate slower (a tank 40 → 55 → 65, an assassin 130 → 158 → 177). Orders top out at 12 a turn, recruits at 30 an order. A turn keeps its prices from the first order to the dice.

WINNING

- **Total conquest** ends the war at once. No provinces left: eliminated.
- Otherwise points when the war is scored (weekly: Friday night; epic: when its weeks are up; blitz: its last turn): **2 a province**, **5 an enemy capital held**, treasury (money + energy) ÷ 20 at week-1 value (÷30 in week 2, ÷39 in week 3).
- A turn still waiting when the war is scored never rolls; the map is scored as it stands.

KINDS OF WAR

- **Weekly** to Friday night; **epic** 1–4 weeks, no clock (an absent general holds it until they report or resign); **blitz** 7, 15 or 30 turns, or no limit.
- **Extend**: the creator adds 1–4 weeks (up to 12, not a blitz); an extended weekly war becomes an epic.
- **Pause**: the creator or a curator stops the clock. Orders can still be written, but nothing rolls or ends until it resumes; the open turn keeps its time and an epic ends that much later.
- **Private**: off the lobby, joined by invite code.

LEAVING

- Leave a waiting table any time. The creator can close a table before it starts, or cancel a live war: no winner, no scores.
- **Resign**: you are out, and your provinces turn neutral with their garrisons standing. If one general remains, they win.

MARCO

- Reserve him a seat as a Cadet, Captain, General or Adaptive player. He plays by the same rules from the same board, never sees anyone's orders or the dice, and orders within seconds.
- At a table of three or more he can take a side: he never strikes that general and can't win himself (if only the two of them are left, it's theirs).
- Ask Marco about your table: he has its brief and these rules. Wars with him count on the leaderboard.

HELP

The walkthrough (a thirteen-turn practice war), the **How to play** rules on every Conquest page, the ledger under each dispatch (every roll and every fizzled order, with the reason), and Marco.