WARHAMMER 40,000

CONQUEST

THE CARD GAME



LEARN TO PLAY

Enter the Dark Millennium...

In the grim darkness of the far future there is only war. Deep in the Ultima Segmentum, the recently explored Traxis sector has been found to be rich in both natural resources and artifacts lost since the dark age of Technology. In order to secure these treasures, the Imperium of Man wages a bloody conflict throughout the sector, desperately holding back tides of Daemons and Xenos alike. The foul forces of Chaos seek to plunder and corrupt, furthering their own goals of conquest and madness. Meanwhile, alien races of all kinds endeavor to build their own empires, casting out all that would challenge their dominance.

The only things that are certain are that blood will be spilt, champions will rise, and there can be only one victor.

Game Overview

Warhammer 40,000: Conquest is a head-to-head game that pits two players against one another in a fight for a sector of the galaxy. Each player takes control of a warlord and the forces under that warlord's command, and contests a series of battles over key planets. Play is at once tactical and strategic, as players must deal with both the immediate conflict, while also planning and preparing for future stages of the campaign.

Using this Book

This Learn to Play book is written as an introduction to ***Warhammer 40,000: Conquest*** for new players. It should be used as a guide while learning and playing the first game. The end of this book also contains the rules for customizing original decks.

The complete rules of play can be found in the Rules Reference Guide (RRG), which also addresses more advanced topics such as the interpretation of card text, resolution of timing conflicts, and a detailed phase sequence. It is recommended that new players learn the game using the Learn to Play book, and only look up details in the Rules Reference Guide as they occur in actual play.

For Your First Game

Players are advised to use these pre-constructed starter decks provided in this core set:

Space Marine starter deck: Includes the warlord card Captain Cato Sicarius (right), all Space Marine cards numbered 8–30, and one copy of each neutral card numbered 169–174.



Space Marine warlord

Ork starter deck: Includes the warlord card Nazdreg (right), all Ork cards numbered 54–76, and one copy of each neutral card numbered 169–174.



Ork warlord

Starter decks can be assembled for each other faction in the same way, by including all the cards provided for a given faction, and adding 1 copy of each neutral card.

The Living Card Game

Warhammer 40,000: Conquest is a two player game that can be played using just the contents of this core set.

In addition, ***Warhammer 40,000: Conquest*** is a Living Card Game® (LCG), and the enjoyment and experience of the game may be customized and enhanced through the purchase of regularly released 60 card expansions called War Packs, as well as larger, deluxe box expansions. These expansions offer players a variety of additional cards, adding new customization options and further means of exploring the vast Warhammer 40,000 setting.

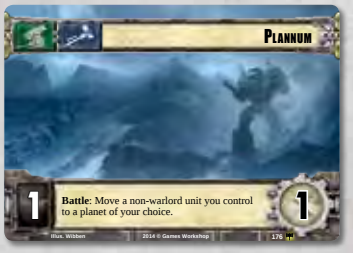
Unlike collectible card games, all LCG expansions have a fixed distribution: there is no randomization to their contents.

Components

The various components in the game are presented here as a reference for identification purposes.



222 Player Cards,
2 Player Reference Cards



10 Planet Cards



40 Token Cards



30 Resource Tokens



First Planet Token



30 Damage Tokens



Initiative Token



2 Command Dials

Factions

This core set includes starter decks for seven factions, as well as a selection of neutral cards that may be used by any faction. The core factions are:

- **Space Marines**
- **Dark Eldar**
- **Astra Militarum**
- **Eldar**
- **Orks**
- **Tau**
- **Chaos**

Two additional factions will be introduced to the game in upcoming deluxe expansions: the fearsome Necrons who wield the potential to possess the souls of their enemies, and the voracious Tyranids who seek to devour all in their path.

- **Necrons**
- **Tyranids**

Dial Assembly

Assemble the command dials by using the plastic dial connectors to attach the dial to the faceplate, as shown in the diagram below.



I: Key Concepts

This section introduces a number of foundational concepts to keep in mind while learning and playing the game.

The Golden Rule

If the text on a card directly contradicts the text of the rules (either in this document or in the Rules Reference Guide), the text on the card takes precedence.

Winning and Losing

Warhammer 40,000: Conquest is a military campaign fought in the Traxis sector of the galaxy. By winning key planets, a player is able to dominate the campaign and win the game.

Each planet has one, two, or three type symbols on it. The type symbols are material, strongpoint, and tech. These symbols may be found on a planet card on the upper left side of the title bar.

Type symbols have no inherent abilities, and are only used to identify planet types and for tracking "three of a type" in a player's victory display.

Each round, a battle is fought at the planet designated by the first planet token to determine which player adds that planet to his victory display. A victory display is an out of play area in front of a player that is used to collect the planets he has won. A player immediately wins the game if he has 3 planets in his victory display that share a common type.



Instant Loss: Warlord Death

If a player's hale warlord is defeated (has as much or more damage as it has hit points), it is turned over so its Bloodied side is faceup. If a player's Bloodied warlord is defeated, that player instantly loses the game.



Hale warlord



Bloodied warlord

Instant Loss: Decking

If a player has no cards in his draw deck, he instantly loses the game.

Learning Tip

It is possible to begin playing the game without using the ability text on the cards. New players who are not familiar with LCGs may desire to play the first game (or at least the first round or two) ignoring all textual card abilities. Players may then start using card abilities after they have grown comfortable with the basic round structure and game mechanics.

II: Setup

To setup a game of ***Warhammer 40,000: Conquest***, players resolve the following steps, in order:

1) Select warlords and decks. Each player selects a deck to play. Each player places his warlord on the table in front of him, hale side up, in an area that is called his "headquarters" (HQ).

2) Shuffle decks. Each player thoroughly shuffles his deck to the satisfaction of his opponent. Each player then places his deck in his HQ, next to his warlord.

3) Set planets. Shuffle the 10 planet cards and deal 7 of them in a line, facedown, between the players. Remove the remaining 3 planet cards from the game without looking at them.



Planet cards look like this.

4) Determine initiative. Randomly determine which player starts the game with the initiative token, and set it in front of that player.

5) Reveal planets. The player with the initiative token turns the first 5 planets faceup, starting with the planet furthest to his left, and leaves the final 2 planets facedown. He then places the first planet token on the planet furthest to his left.

6) Take command dials. Each player takes one command dial and places it in front of him.

7) Prepare token bank. Place all the token units, resource tokens, and damage tokens in a token bank within easy reach of both players.

8) Draw starting hand. Each player draws a number of cards from the top of his deck equal to his warlord's starting hand size value (see below). A player may take one mulligan (see Rules Reference Guide, page 11) if he does not like his starting hand.

9) Collect starting resources. Each player takes a number of resources from the token bank equal to his warlord's starting resource value and places them in his resource pool. A warlord's starting hand size and resource value information is found at the bottom center of the warlord card, as shown below.



Left value:
7 Starting Cards

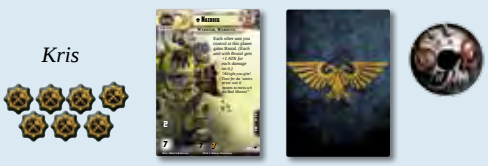
Right value:
7 Starting Resources

Recommended Play Area


Tom




Token Bank


Kris

III: Phase Sequence

Warhammer 40,000: Conquest is played over a number of rounds. Each round consists of four phases. In some phases the players act simultaneously and in others, the players act in sequence. The phases are, in order:

1. Deploy
2. Command
3. Combat
4. Headquarters

Each phase is described in detail below.

Phase 1: Deploy

The deploy phase represents the gathering and deployment of forces that precedes a military engagement. During the deploy phase, each player is able to deploy cards from his hand to prepare for the impending conflict.

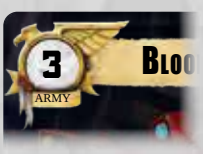
Starting with the player who has the initiative, players alternate taking deployment turns. On a deployment turn, a player does one of the following:

- deploys one card from his hand
- uses one action ability on a card, by executing the instructions that follow its bold "Action:" trigger (see Rules Reference Guide, page 3)
- passes

When a player passes on one of his deployment turns, he can take no more deployment turns this phase. His opponent may continue to take deployment turns until also deciding to pass. When both players have passed the deploy phase is complete.

Deploying a Card

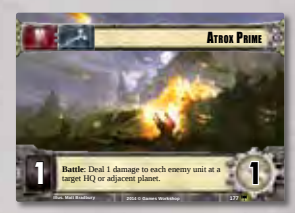
Any card being deployed must be paid for by paying its resource cost. A player does this by transferring a number of resource tokens equal to the card's cost from his resource pool to the token bank.



Cost and Type

A card's cost can be found as a numeric value in the upper left corner of the card. A card's type can be found beneath its cost.

When a player deploys an **army** unit card, it must be placed on his side of the table at one of the faceup planets, indicating which planet the unit has been deployed at.



When a player deploys an **attachment** card, it must be attached to (placed slightly under or adjoining) another card, game element, or game area, as specified by the attachment.



Unit deployed at a planet

When a player deploys a **support** card, it must be placed in his headquarters area. (Back row, next to his deck.)

Event cards are not deployed. Each event card specifies when it may be played. When a player plays an event card, its cost is paid, its ability is resolved, and the card is then placed in that player's discard pile.

Ready and Exhausted

Cards enter play in a **ready** position (upright). In order to make an attack, or to use certain card abilities, a card is **exhausted** by rotating it 90 degrees (sideways). An exhausted state indicates that the card has been used, and the card is not able to exhaust again until it is readied by a game step or card ability.



Ready



Exhausted

Phase 2: Command

The command phase represents the strategic aspect of the military campaign in the Traxis sector. During this phase, each player secretly commits his warlord to one of the planets in an effort to gain a strategic edge at that planet. Then, the superior command force at each planet acquires the bonuses available there for the round.

The command phase is broken into two steps, the commitment step and the command struggles step. These steps are explained in detail below.

Step 1: Commitment

During this step each player must secretly commit his warlord to one of the faceup planets. This will help a player win the command struggle at that planet, and also ensure that a battle is fought at that planet this round.

Each player selects a number on his command dial that corresponds with one of the faceup planets in play. The first planet always corresponds to the number 1 on the dial, with each subsequent planet (as you move down the line, away from the first planet) corresponding to the next number on the dial.

Players set their dials simultaneously, and in a manner that is hidden from the opponent. Each player selects the planet he wishes to commit to (usually a number between 1 and 5, but as the game moves to the latter rounds the number of planets in play decreases).

After each player has secretly made his selection and set his dial, both players reveal their dials simultaneously. Each player simultaneously commits his warlord, as well as all units that are currently at his headquarters (a player may find himself with non-warlord units in his HQ as the result of a game rule or card effect), to the planet that he has chosen, by moving those cards to that planet, noting that:

- warlord units arrive in their current state (ready or exhausted), and
- other units being committed along with the warlord are exhausted when they arrive (already exhausted units also arrive exhausted).

Step 2: Command Struggles

During this step, the players resolve a command struggle at each faceup planet. A command struggle represents a strategic battle for resources and influence at each of these planets.

Starting with the first planet and proceeding in order down the line of faceup planets, resolve each planet's command struggle based on the forces each player has present at that planet, as follows:

- If only one player has a **ready warlord** present at a planet, that player automatically wins that planet's command struggle.
- If each player has a ready warlord present at a planet, or if neither player has a ready warlord present at a planet, the player with the most command icons on **ready units** at the planet wins that command struggle. If the result is a tie, neither player wins the command struggle.



When a player wins a command struggle, he earns the right to take both, either, or none of that planet's resource and card bonuses. If neither player wins a command struggle, these planet bonuses are ignored.



Card Bonus: Draw this many cards.

Resource Bonus: Add this many resources to your pool.

Resolving Command Struggles

Example 1 (Below): When no warlords are present, compare only the command icons on ready units at the planet. Tom wins this command struggle, as his Land Raider has more command icons (3) than the combination of Goff Nob (0) and Nazdreg's Flash Gitz (1). Note that Tom's 10th Company Scout does not contribute its command icon because it is exhausted.

Example 2 (Below): When only one ready warlord is present, it automatically wins the command struggle. Tom wins this command struggle, as he controls Captain Cato Sicarius, the only ready warlord present.

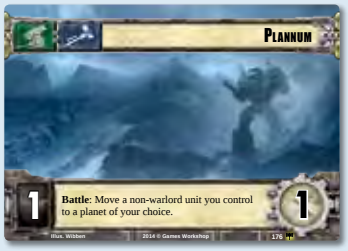
If both warlords were present and ready, they would negate one another and the command struggle would be resolved by counting command icons on ready units at the planet.

Tom



Tom







Kris



Kris



Phase 3: Combat

The combat phase represents the direct clash of armies on the field of battle. It is the most tactical aspect of the game, and the phase in which the players may directly engage one another's forces and vie for supremacy.

During the combat phase, a battle is fought:

- at the first planet, and
- at each planet (after the first planet) at which at least one warlord is present.

The battle at the first planet is fought first, followed by each additional battle, proceeding in order down the line of planets. No battle is fought at any planet that does not meet at least one of the above criteria.

In a battle, players use their units at a planet to attack the opponent's units at that same planet. The goal of a battle is to be the only player with units remaining at the planet where the battle is being fought.

Fighting a Battle

During a battle, a player has the initiative if his warlord is present at the planet at the beginning of the battle. If both warlords are present at the beginning of the battle, or if no warlords are present at the beginning of the battle, the player with the initiative token has the initiative during that battle. (Note that the *initiative token* does not change hands when a player has the initiative due to the presence of his warlord.)

A battle is fought over a series of combat rounds.

At the beginning of the first combat round (but not in subsequent rounds of the same battle), there is a ranged skirmish. Starting with the player who has initiative and then alternating between the players, a player either:

- attacks using a ready unit with the Ranged keyword (see "Making an Attack," page 10), or
- passes if he cannot attack with a Ranged unit.

If one player has passed, his opponent continues to make ranged attacks until he is also forced to pass. When both players pass consecutively, the ranged skirmish is complete and the combat round continues.

For the remainder of this combat round and for all future combat rounds in this battle, starting with the player who has initiative and then alternating between players, a player:

- attacks using a ready unit, or
- passes if he cannot attack.

If one player has passed, his opponent continues to make attacks until he is also forced to pass. When both players pass consecutively, the combat round is complete.

After a combat round is completed (usually, when all units at the planet are exhausted), each unit at that planet readies simultaneously. Each player (starting with the player with initiative for the battle) has one opportunity to retreat any number of his units from the battle, by moving them to his headquarters. After this retreat opportunity, a new combat round begins.

Each opportunity to attack or pass during a battle is known as a player's **combat turn**.

If it is a player's combat turn, and his opponent has no units at the planet hosting the current battle, the battle ends, and the player with units remaining has won the battle (see page 11). If neither player has units remaining at that planet, the battle ends in a stalemate.



Making an Attack

To attack, follow these steps:

1) Declare attacker. The attacking player chooses one ready unit he controls at the planet, and exhausts it to attack. This declares the unit as the "attacker."

2) Declare defender. The attacking player chooses an enemy unit at the planet, and declares this attack is against it. This declares the unit as the "defender."

3) Resolve attack. Deal damage equal to the attacker's attack value (ATK) to the defender.



A unit's ATK and HP can be found in the areas indicated on the card above. ATK is represented as a light numeric value on a dark field, and HP is represented as a dark numeric value on a light field.

Dealing Damage

To deal damage (by an attack or by a card ability), follow these steps:

1) Assign damage. Place damage tokens equal to the amount of damage dealt next to each unit being damaged.

2) Shields. The controller of each unit that has been assigned damage has the option of using 1 shield card per unit (see below) to prevent some or all of the damage assigned to that unit.

3) Take damage. Any assigned damage that has not been prevented or reassigned is now placed on each unit, up to the unit's remaining hit points. Any excess damage is ignored. If no damage is taken in this step, then no damage has been dealt.

Shields

When a unit is attacked or dealt damage by an effect, its controller may discard one card with one or more printed shield icons from his hand, to prevent an amount of damage up to the number of shield icons on the discarded card. A card used in this manner is called a "shield card." Each time a unit is dealt damage, no more than 1 shield card can be used. Shield icons appear as shown on the card below:



Damaged Units

If an army unit has as much (or more) damage on it as it has hit points, it is destroyed and placed in its owner's discard pile.

If a token unit has as much (or more) damage on it as it has hit points, it is destroyed and returned to the token bank.

If a hale warlord has as much (or more) damage on it as it has hit points, it is defeated, and placed in its owner's headquarters on its Bloodied side, exhausted. All damage tokens from the hale side are removed when a warlord is Bloodied. Any attachments on a warlord remain attached when it is Bloodied. **If a Bloodied warlord has as much (or more) damage on it as it has hit points, it is defeated and its owner immediately loses the game.**



Winning a Battle

When a player wins a battle at a planet, he may first choose to resolve that planet's Battle ability if he desires.

When a player wins a battle **at the first planet**, he also wins that planet, and places it in his victory display. His surviving units at that planet are then placed in his headquarters, maintaining the state (ready or exhausted) they were in at the end of the battle. The first planet token is placed in the area just vacated by the planet; it does not yet move to the next planet.

It is recommended that players keep their victory displays behind their discard piles and out of the way of the general play area. **Remember, once a player has 3 different planets that share a common type in his victory display, he instantly wins the game.**

If the battle at the first planet ends with neither player having a unit at that planet, neither player wins the planet and it is removed from the game.

When a player wins a battle at any other planet, his warlord (if it was committed to that planet) returns to his headquarters, maintaining the state (ready or exhausted) it was in at the end of the battle. The planet remains in play, and other surviving units remain at that planet, also maintaining their state.

Strategy Tip: *It is difficult to win every single battle, and you only need to win three planets that share a common type to win the game. Instead of spreading your forces too thin across too many fronts, identify the planets that are a key part of your strategy, and focus your attention on those battles. Bear in mind, however, that your opponent will also be focusing on his own paths to victory, and take care to oppose him at critical points to deny him key planets. And remember, even if the campaign turns against you and all hope seems lost, you may still be able to pull out a win by confronting and defeating the enemy warlord.*

Warlord Retreat

A player's warlord may exhaust to retreat from a battle any time it would exhaust to attack. If a player takes this option, he exhausts his warlord and announces that it is retreating instead of attacking, and places the warlord in his HQ, exhausted. This consumes the player's combat turn, and the other player takes the next combat turn. Only warlords may retreat in this manner.

Strategy Tip: *When a warlord is Bloodied, it loses much of its utility, and if a Bloodied warlord is defeated, its controller loses the game. When the odds seem stacked against you in a battle involving your warlord, it is usually a good idea to retreat that warlord so it may continue the fight in a future battle, hopefully under more favorable circumstances.*



Battle Example



Tom

Kris

Combat Round 1

1) Tom (playing Space Marines) has the initiative for this battle. There are no Ranged units present, so he exhausts Eager Recruit to attack Goff Nob, dealing 2 damage.

2) Kris (playing Orks) now has a turn to attack. He exhausts Goff Nob to attack Iron Hands Techmarine, dealing 6 damage. This is enough to destroy the card.

All units in the battle are now exhausted, and the combat round ends. Each unit at the planet readies, each player passes on the opportunity to retreat units, and a new round begins.

Combat Round 2

3) As he has the initiative, Tom makes the first attack. He exhausts Eager Recruit to attack Goff Nob, dealing 2 damage. Kris discards Snotling Attack from his hand as a shield card to prevent 1 of that damage (as the card has 1 shield icon).

4) It is again Kris's turn to attack. He exhausts Goff Nob to attack Eager Recruit, dealing 6 damage to it. This is enough to destroy the card.

All units in the battle are now exhausted, and the combat round ends. Each of the units is readied, players pass the opportunity to retreat, and a new round begins. Tom has no units, and cannot attack. When it is Kris's turn to attack, Tom has no units remaining, so Kris wins the battle. He now has the option of resolving the planet's Battle ability, and if this battle was at the first planet he would then add the planet to his victory display.



Tom

Kris

Phase 4: Headquarters

The headquarters phase represents a chance for the warlords to regroup their forces at their respective headquarters, resupply with vital resources, and reassess the state of the conflict. It offers a respite for the weary armies before the next stage of the campaign.

During the headquarters phase, the following steps occur, in order:

1) Place the first planet token on the leftmost faceup planet (from the perspective of the player who **started the game** with the initiative token). This is the new first planet.

2) Reveal the leftmost facedown planet (from the perspective of the player who started the game with the initiative token), if any remain.

3) Each player must draw 2 cards.

4) Each player must take 4 resources from the token bank.

5) Each player readies all exhausted cards he controls.

6) Pass the initiative token to the other player.

Play now proceeds to the deploy phase of the next game round.

What's Next?

You now know the basics of how to play ***Warhammer 40,000: Conquest***. You may want to read the game round example on the following page. After you have played a couple of practice games, try some of the game's other factions. Remember, each starter deck can be assembled by using all the cards from a given faction and one copy of each neutral card (numbered 169–174) in the core set.

Once you've tried a few more practice games and are starting to get a good feel for the starter decks, you are ready to explore the rewarding process of deckbuilding, which allows players to conceptualize and create their own original decks. Complete rules on deckbuilding are found at the end of this book.

Finally, the *Rules Reference Guide* has a lot of additional information about the finer points of the game. All players wishing to explore the game on a deeper level are encouraged to read that book in its entirety.



Game Round Example



This is an example of the first round of a game. Tom (playing Space Marines) wins initiative, the planet to his far left is turned faceup and becomes the first planet, and the next 4 planets in the line are also turned faceup. The final 2 planets remain facedown.

During the deploy phase, Tom deploys an Iron Hands Techmarine to planet 1. Kris (playing Orks) deploys a Goff Nob to planet 1. Tom deploys an Eager Recruit to planet 1. Both players pass and the deploy phase ends.

A) During the command phase Kris commits his warlord to planet 3, and Tom commits his warlord to planet 5. Command struggles resolve in order starting with planet 1. Tom wins the Command struggle at planet 1 and gains 1 resource and draws 1 card; Kris wins at planet 3 and draws 2 cards; Tom wins at planet 5 and gains 1 resource and draws 1 card.

B) During the combat phase, battles are fought at planet 1 (the first planet), planet 3, and planet 5 (because each of those latter planets has a warlord present). The battle at planet 1 plays out as described in “Battle Example” on page 12.

Kris wins the battle. Normally, Kris’s surviving unit would return to his HQ, but Kris resolves the Battle ability on the planet and moves his Goff Nob to planet 2. Since he won the battle, Kris then places the planet in his victory display. At this time, the first planet token is not on any planet in the line: there is no first planet.

A battle is then fought at planet 3, which Kris wins since Tom doesn’t have any units present. Kris triggers the Battle ability on planet 3 and discards 1 random card from Tom’s hand.

A battle is then fought at planet 5, which Tom wins because Kris doesn’t have any units present. Tom triggers the Battle ability on planet 5, which lets him resolve the Battle ability on any other planet. He chooses planet 3 and discards 1 random card from Kris’s hand.

C) During the Headquarters phase, the first planet token is placed on the planet currently labeled as “Planet 2”. The facedown planet adjacent to planet 5 is turned faceup. Kris and Tom each draw 2 cards and collect 4 resources. They ready all their exhausted cards and the initiative token passes to Kris. A new round is ready to begin.

IV: Deck Customization

The Warhammer 40,000 Conquest core set is designed to be a complete two-player game experience with significant replayability. Players should be able to enjoy many hours of play with the recommended starter decks in this set.

However, after players have sufficiently experienced the starter decks, they may wish to explore the game in a deeper, more exciting manner, and enjoy building their own unique decks. The rules for doing so are presented here.

Why Build a Custom Deck?

Deckbuilding is a process by which a player may customize his deck to challenge his opponents with original strategies and ideas. This allows a player to experience the game in new ways; instead of adapting his play to the strategy of a starter deck, he can construct a deck that functions as he desires. Custom decks open up new layers of possibility, and lead to games in which a player feels more invested. When a player constructs his own deck, he doesn't just participate in the game; he actively shapes how it is played.

Deck Customization Rules

The first step of building a custom deck for ***Warhammer 40,000: Conquest*** is to select a warlord. When a player selects a warlord, the 8 signature cards that belong to that warlord's signature squad automatically become the first 8 cards added to his deck. Each signature squad can be identified by its unique signature squad number (image to the right), that is shared by its warlord.

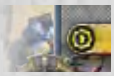


After selecting a warlord, a player may add any non-signature support, event, attachment, or army unit cards that belong to his warlord's faction, and/or that are neutral, to his deck.

Additionally, he may add any unit, support, event, or attachment cards from one (and only one) of his two neighboring factions on the alignment wheel (page 16), as long as those cards do not have a loyal or signature symbol. (This means that loyal cards may only be used in a deck if they belong to its warlord's faction.)

By choosing to add cards from a neighboring faction in a deck, a player sacrifices the option of using cards from the other neighboring faction, so choose your ally carefully!

A card's status as signature or loyal is indicated by a symbol above the upper right of its textbox.

Signature card: 

Loyal card: 

When constructing a deck, up to 3 copies of each non-signature card, by title, may be included. Other warlords cannot be added to a deck. No signature cards other than the 8 designated cards in the chosen warlord's signature squad may be chosen. Running additional copies of key cards is an excellent means of creating stronger, more consistent decks.While there are only 1 or 2 copies of most cards in the core set, additional core sets and expansions may be used when customizing a deck.

A deck must include a minimum of 50 cards, not counting the warlord, but counting the 8 signature cards in the warlord's signature squad. There is no upper limit on the number of cards that may be included in a deck. A smaller deck, however, will run more consistently than a larger deck, and is therefore generally more reliable in tournament play.

Deckbuilding Checklist

When constructing a tournament deck, a player first selects a warlord. His deck then includes:

- The 8 cards from the chosen warlord's signature squad (mandatory).
- Up to 3 copies each of any non-signature card(s) from the warlord's faction.
- Up to 3 copies each of any non-signature, non-loyal card(s) from one (and only one) neighboring faction on the alignment wheel.
- Up to 3 copies each of any neutral card(s).
- A minimum of 50 total cards, not including the warlord itself.

ALIGNMENT WHEEL

This diagram represents the alliance possibilities in ***Warhammer 40,000: Conquest***. A player may use cards from one faction that neighbors (i.e. is joined by a line on the alignment wheel) his warlord's faction when constructing his deck, as long as the selected cards do not have a loyal or signature symbol.

The Necrons and Tyranids will be introduced in upcoming deluxe expansions. The Necrons, with their dark possession abilities, are able to utilize non-loyal, non-signature units from the seven core factions on the wheel. The Tyranids represent an outside threat that aligns with no one, and they seek to devour all in their path.

