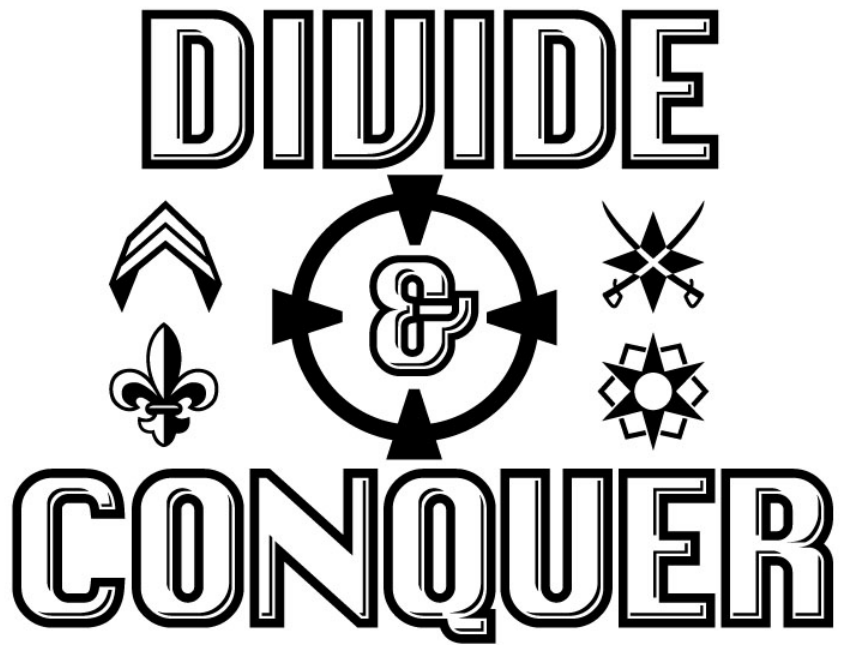# DIVIDE & CONQUER

A Game of Anticipation and Enduring Conquest

Rules of Play

Introduction

Divide and Conquer is played with 2-4 players of all ages while game play lasts 30-45 minutes.

You are the commander of a battalion of troops. As the commander, you decide how many troops and where troops deploy in order to secure your objective positions. Casualties happen when your position is assaulted by other troops. After movements are complete for each commander, you decide on where to reinforce your existing positions with reserve troops.

Battalions

Each battalion is made up of ten troops designated by one of four symbols. The symbols mark the headquarters positions, objective positions, and troop game pieces.

North	**East**	**South**	**West**
Red	Green	Blue	Yellow

Game Board

The game board is a 10x10 grid with the rows marked with letters A-J and the columns indicated by numbers 1-10.

Each square represents a region of the board.

The four center squares of the game board are the headquarters for each battalion.

The squares on the perimeter of the board with corresponding symbols are the objective positions.

Terrain is not a factor to game play.

Objective

Each battalion commander has been tasked with securing the designated objective positions around the board. The first commander to secure each of their four positions with at least one troop wins the game.

3 or 4 Player Setup

- Select a battalion to command
- Place 10 troops on headquarters
- Decide which player has initiative

2 Player Setup (Team Up)

- Select a team of battalions to command (either the Red/Blue team or the Yellow/Green team)
- Place 10 troops on headquarters
- Decide which player has initiative

Game Play

Turn

A turn involves three phases of game play:

- **Planning** – Simultaneous recording of movements
- **Movement** – One at a time execution of movements
- **Reinforcement** – One at a time replacement of troops

At the end of each turn, the initiative is rotated clockwise and repeats until a player has placed at least one troop in all four of their designated positions.

Planning

Each player simultaneously records one troop movement in private indicating the starting position, the number of troops to deploy, and the destination of the troops. Use a player card to conceal the writing down of the movement.

Example Movement: E5 – 9 – D4

A valid movement is any adjacent square to the starting position of the troops. The only positions that are not valid are regions marked with another player's symbol.
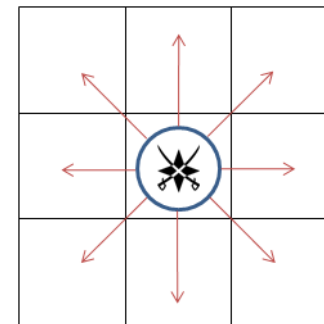
Movement

One player at a time reveals movement and moves troops accordingly. As each player in the turn executes their move, check to see if the movement is valid and see if this movement causes a **conflict** with another player's position.

Conflict

If a player moves into a position already occupied by another player, then a conflict results. Resolve the conflict before continuing on with another player's movement.

Here are the possible resolutions to conflict:

- If the position is secured by a lower number of troops, the player who is moving wins the position, but both players take on casualties equal to the number of troops originally in the position.

  Example Scenario: Position D7 has 4 troops. Your movement is into D7 with 6 troops. The result is 2 of your troops remain on D7, while 4 troops are removed from both battalions.

- If the position is secured by an equal number of troops, then all of the troops involved become casualties.

- If the position is secured by a higher number of troops, the player who is invading loses all of their troops and the player with the secured position loses the number of troops equal to the invading troops.

  Example Scenario: Position E3 has 8 troops. Your movement is into E3 with 4 troops. The result is 4 troops from both players are removed.

Reinforcement

After all of the players have moved and resolved conflicts, players can place one troop back to the headquarters or any occupied region.

Reinforcement happens one player at a time in the same order as the start of the turn.

Variants

Commander's Choice

During a conflict scenario, *Commander's Choice* gives you the choice whether or not to invade an occupied region that has equal strength. If you choose to do battle, both sides are annihilated. If you chose not to do battle, the troop positions stay the same.

Redeployment

At the end of a turn, you are allowed to reinforce troop positions if and only if you had casualties. Playing with the *Redeployment* variant allows you to move one of your troops back to the headquarters from any position on the board or from your bank of causalities during the *Reinforcement* part of the turn.

Signal

There will be times when you need to the assistance of other players to achieve your own objectives or simply to stop another player from winning. Since all of the planning is done in secret, you cannot overtly ask for help.
The *Signal* variant helps inspire your opponents to temporally coordinate an attack on another player's position.

To play using Signal, you indicate which player you think has the current advantage. Everyone else does the same thing and at any moment you can look around to see who everyone thinks has the current advantage. This variant can be used to bluff or bring attention to a player getting close to winning.

Credits

Divide and Conquer

divideandconquergame.com