

Fallen Kingdoms

List of Changes for the Second Revision

February 5th, 2013
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After some recent play test with a group of Euro-Gamers, I have received some interesting suggestions that I could not ignore. I decided to play test the ideas and came up with an interesting list of changes to fix some issues in the game.

You will find in this document the old and new modified rules. The first section does not really change the look and feel of the game, they are mainly fixes to avoid issues. The second section is an alternate combat system that makes the game less random but more strategic which could change the look and feel of the game.

1. Rule Changes

Remove Accumulating victories (Already removed)

Original rule: If a player accumulates 6 victories he gains a rumor trophy.

New Rule: Remove this rule.

Non-Clockwise turn order

Original rules: Players play one at a time from the first player in clockwise order. The first player rotates at the end of the turn by skipping over invaders.

New rule: The players play in order of priority from the player with the least cities and intimidation, to the player with the most cities and intimidation.

Clarification: The setup is still in german style turn order.

Change Some God Powers

The 2 following gods has been changed. It should read as:

Forseti: "You may borrow an rumor card from another player or from the top of the rumor deck for the duration of your turn."

The Norns: "You may borrow a private technology card from another player or a card available for purchase for the duration of your turn."

Allow invader with no more kingdom to invade

Original Rules: A player who invaded on a turn cannot invade the next turn.

New Rule: At the beginning of the invasion phase, an invader who controls no more cities can remove his invasion blocker from the board and invade this turn.

Replace Temple with Palace

Original Rules: Temple allow players to use their god power and they can be destroy by opposing players to gain a rumor card.

New rules:

- The palace makes each city score 2 glory points instead of 1 at the end of a player's turn.
- If a palace his captured, his enemy gain a rumor card.
- While defending a Palace, the defender rolls 3 dice.
- Palace are only immune to gods power.
- During Invasions, the invader must sacrifice 2 units for each surviving defending unit.

No rumor exchange at the end of the game

Original rules: At the end of the game, the player with the least rumor cards give his card to the player with the most rumor cards including the victory points that comes with it.

New Rules: At the end of the game, there is no rumor card exchange.

Game ends immediately when trophies are depleted

Original Rules: When 2 of the 3 trophies (Knowledge, Rumor, buildings) are depleted, the game ends when the turn of all players is finished.

New rules: When 2 of the 3 trophies are depleted, the game ends immediately. Each player that did not finish or played their turn scores the cities they currently control. If the player triggered the end game in the middle of the battle phase, he finishes his turn normally and other players only score their cities.

Lower Rumor cards value

Original rules: The rumor cards used the following sequence of number 3-5-8-13-21-34

New rule: The rumor cards value is reduced by 1 rank: 2-3-5-8-13-21.

Optional 2 x 3 invasion pattern.

Original rule: The player must select 3 invasion path where each of them has a chance to invade 2 cities for a total of 6 cities.

New Rules: Players can optionally only use 2 invasion path that will each invade 3 cities for a total of 6 cities.

Combat System Rule Changes

To make a story short, it uses the same combat resolution system used during invasions.

Make combat rolls once

Original rules: Starting with the attacker and alternating with the defender, each player roll 2 dice whatever the number of units. Each roll of 4+ kills a unit. Combat continues until one side is annihilated or retreats.

New Rules: The attacker roll 2 dice once. The casualties are removed and left over units are sacrificed on both side at a 1:1 ratio.

Example: After the roll, If the defender have 3 surviving units and the attacker has 5, both players lose 3 units and 2 attacking unit survives.

Rule Clarification

The combat steps works as follow:

1. Retreat: Attacker can pull off the attack or defender can retreat.
2. Roll: Attacker roll dice and remove casualties.
3. Intimidation: Apply intimidation. Defender intimidate if he has at least 1 unit.
4. Rampage: If defender has no units, rampages are triggered.
5. Casualties: Both sides sacrifice units 1 by 1 until one side is standing.

When defending Palace, the attacker must sacrifice 2 units for each defending unit. If the attacker has 1 unit left, then the left over unit retreat back to the city from where it came from.

Side Effect: Archery knowledge: Maybe extra hit on 5+ instead of 6+ (need to make probability test)

Remove battle exhaust

Original rules: If both side rolled no casualties, the battle ended and the attacker retreated.

New rules: There is no battle exhaustion.

Roll once for each attack path

Original rules: When multiple cities attacks an enemy city, all mobilized units counted as 1 large stack that fought the target city.

New Rules: Each attacking city will resolve combat separately even when attacking the same city. The attacker decide in which order the battles are resolved.

Example: 3 different cities send 1, 3 and 5 units. The first city (1 units) roll the dice, remove the casualties and then destroys 1 unit by sacrificing 1 attacking unit. Then the 2nd city (3 units) attack the same city roll the dice, apply the casualties and sacrifice up to 3 units. If the defender still lives the third city attacks.

Automatic Intimidation

Original rules: If a player rolled at least 1 even roll and if he had an higher intimidation than his opponent, then 1 opposing unit retreated to an adjacent city.

New rules: If a player have an higher intimidation than his opponent, 1 opposing unit automatically retreats. So intimidation is applied once per attack.

Side Effects

Philosophy knowledge has to be changed for: “The attacker intimidate only if he rolled at least one 5 or 6”.

Other Non-Rule Suggestion

Give unique name to cities: Makes it easier to identify the cities and improves the theme.

Invader/First player cards: They are almost not useful anymore with the new modifications.