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Fallen Kingdoms

Vikings fighting for the glory of their god

RULE BOOK

2nd Revision



FALLEN KINGDOMS

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Designed by Eric Pietrocupo

2nd Revision, October 2013

Play time: 90 to 180 min.: 30 min. per player.

Number of players: 3-6. But 4 or 5 recommended.

Minimum Age: 12+

This version of the rules and the print out can be distributed freely on the internet. The major rule changes can be found on my website.

1. INTRODUCTION

1.1 OBJECTIVES

Each player is a Norse god that will control various kingdoms which will evolve and change through the passage of time. After a while, new kingdoms will invade the land to destroy the older kingdoms. This process will continue until all the kingdoms evolve enough to unite themselves as one nation.

Players must try to do their best out of each civilization in order to win. They accumulate glory points every turn for each city they control and they can acquire trophies which will make them score extra points. There are three kinds of trophies, when two of them are depleted, the game ends. The player who accumulated the most glory points wins.

1.2 PLAY SEQUENCE SUMMARY

A. Player Phase (For each player in order of play):

1. **God's ability:** Use special power
2. **Production:** Produce new material
3. **Movement:** Move their unit
4. **Combat:** Resolve the battles
5. **Score cities:** Gain points for controlled cities

B. Invasion Phase

1. **Invasion Priority:** Change order of play.
2. **Select Invaders:** Decide to invade or not
3. **In case of invasion**
 - Surrender kingdom: Give away the kingdom
 - Select invasion path: Select a path to invade from
 - Invasion resolution: Resolve the battle
 - Follow invasion: Push or re-invade with a new path
 - End Invasion: Spread remaining units across cities
4. **End of the turn:** Change the order of play.

2. COMPONENTS

2.1 GAME COMPONENTS

18 Knowledge cards: Each knowledge card has a name and a special ability.



18 Rumor cards: Each rumor card has an intimidation value. The sum of these values determines the intimidation level of a player.



18 City building tiles: There are three types of buildings; each building gives a different type of bonus indicated by the icons on the sides.



9 God Cards: Each card indicates the god's name, special ability and the basic intimidation value.

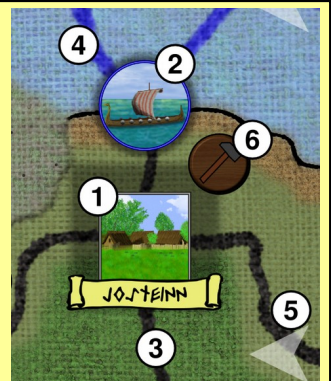


8 Modular tile Map: A map tile consists of cities connected by roads. Ports are connected to cities by road and connected to each other by navigation routes. A city can hold units in the middle square and a building tile can be placed over the city.

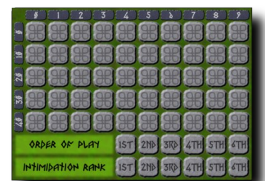


City Details

1. City
2. Port
3. Road
4. Navigation Route
5. Invasion Arrow
6. Resource



1 Scoring track: It's used to keep track of each player's score. At the bottom, there are 2 additional tracks to record the order of play and the intimidation rank.



60 Scoring tokens: These glory point tokens are given to players when they exceed the 50 point scoring track or when playing with the hidden score option.



3 Six sided dice: regular dice used for combat resolution.

The Hall: A section of the table will be defined as the hall. It will contain the cards and building available for acquisition and all public knowledges.

2.2 PLAYER COMPONENTS

These components are available for each player's color.

1 Kingdom sheet: This sheet contains the three production tracks and some reference information.



10 Flag tokens: These tokens are used for various purposes: Keeping track of the score, the production tracks, blocked invasion paths, mark the order of play and intimidation ranking.



30 Army Unit tokens: These tokens represent army units. Each player is limited to 30 units during the game.



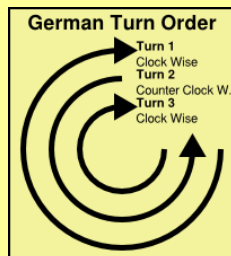
1 Palace building: This is a unique building that matches the player's color used to mark the capital city of the player.



1 Temple building: This building is not used anymore in the second revision and it has been supplied to be used for variants or expansions.

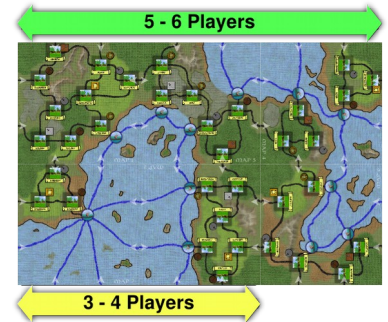


German turn order is used for setup only. It consist in alternating between clockwise and counter clockwise turn order.



3. GAME SETUP

3.1 The map: Select 4 map tiles and arrange them in a 2x2 grid to create the board. Make sure that the total number of cities on the map is equal to the number of players x 6. Each edge of a tile has two halves which can be either land or water. Make sure that land connects with land and water connects with water. When playing with 5 or 6 players, use 6 tiles layout as a 2x3 grid.



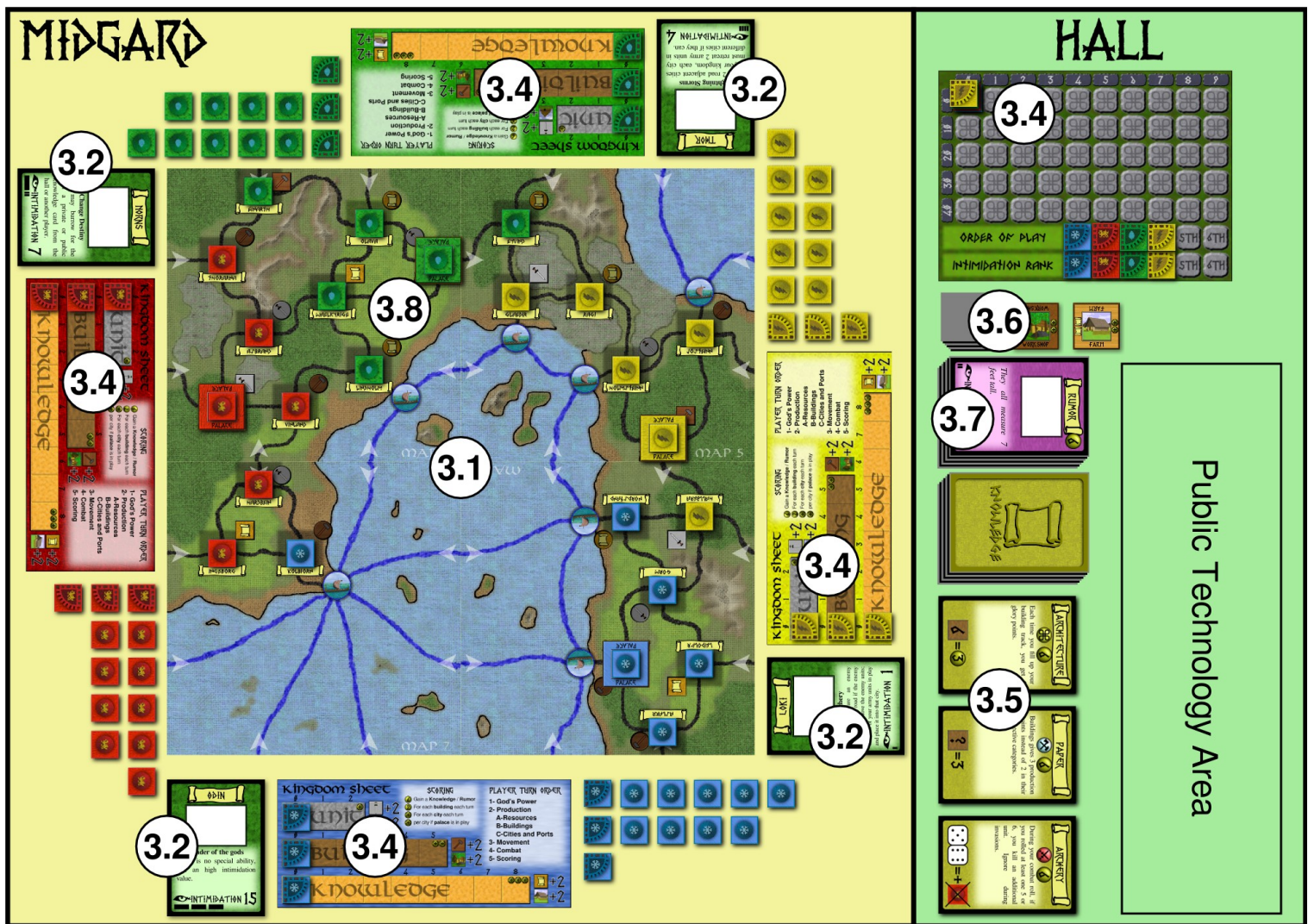
3.2 Select a God: Give randomly to each player, two of the nine god cards available. Each player selects a god card and reveal their choice at the same time by placing the card in front of them. When playing with five or six players, give only two cards to new or less experienced players.

3.3. First player: The player with the lowest intimidation value on their god card will be the first player for the duration of the setup.

3.4 Player's materials: Each player places one flag token on the first box of each track on their kingdom sheet. Each player places a flag token on the 0 space of the scoring. Players also place a flag on the "Intimidation Rank" track sorted by the intimidation value on their god card. The highest value is placed first and the lowest last. The last flag is set aside for the turn order.

3.5 Knowledge: Shuffle the knowledge cards and create a stack of face down cards that contains a number of cards equal to 3 times the number of players. Discard the leftover cards to the box. Draw the first three cards and place them face up next to the stack in the hall.

3.6 City buildings: Shuffle the city building tiles and create stack of face down tile that contain a number of tiles equal to 3 times the number of players. Discard the leftover tiles to the box. Draw the first two tiles and place them face up next to the stack in the hall.



3.7 Rumors: Shuffle the rumor cards and create a stack of cards that contains a number of cards equal to 3 times the number of players. Discard the leftover cards to the box. The first player will look at the cards and sort them from highest to lowest value. Place the deck of cards face up in the hall so that only the top card of the deck is shown. The lowest cards should be at the top of the deck and the highest cards at the bottom.

3.8 Starting Position: Starting from the first player, in clockwise order, each player places on the board 3 army units in a city of their choice. Each player places their palace in the city where they placed units. This city cannot be adjacent to any other player's city. A city is considered adjacent to another city if they are connected by a road or if their ports are connected by a navigation route.

After everyone has selected their first city, starting from the last player in counter-clockwise order, each player places 3 army units in a city that does not contain an opponent's army units and which is

adjacent to a city that already contains their army units. Players continue to place groups of 3 army units by switching the player order between clockwise and counter-clockwise for every placement. Players may also place units in a city they already control. Continue the process until all players have placed 21 units on the board.

3.9 Order of play: To determine the order of play, place the player's flag tokens on the "Order of play" track according to the following rules.

- 1-Cities:** Players with the least cities under control have priority, in case of ties...
- 2-Intimidation:** Players with the least intimidation has priority, in case of ties...
- 3-Random:** Determine with the roll of a die.

Place the player's flag in order from the left to the right of the track. When a player plays his turn, flip his token face down and proceed to the next player.

4. GODS POWER AND PRODUCTION

4.1 USING THE GOD'S POWER

Each player has a unique god ability written on their god card. It can be used once at the beginning of their turn. Cities which contain enemy palace are immune to the special ability of gods.

4.2 THE PRODUCTION TRACKS

Players receive points that will allow them to produce various material. Each kingdom has three tracks: unit, building and knowledge. When the token on the player's production track reaches the end of the track, the kingdom produces something. If a production track pawn does not reach the end of the track it stays there for the next turn. Therefore a player can take more than one turn to produce something.

4.2.1 Unit track (requires 3 points): When a player's token reaches the end of this track, they add army units temporarily to their player's sheet until the production is complete. A player can never have more than 30 units on the in play.

4.2.2 Building track (requires 6 points): The player who completes this track may draw one of the two face-up building tiles in the hall and place it temporarily on their kingdom sheet. Replace the building drawn with a building from the top of the stack.

4.2.3 Knowledge track (requires 9 points): The player who completes this track draw one of the three face-up knowledge card in the hall and places it in front of themselves straight up. That player gains 6 glory points immediately. Replace the knowledge card in the hall with a card from the top of the deck.



4.3 COMPENSATION

If a track gets filled up but there is no knowledge or buildings available to produce or if all the player's 30 units are already in play, the player receives a small amount of glory points as compensation. The number of points is indicated in the top right corner at the end of the track: unit = 1 point, building = 2 points and knowledge = 3 points. Players also receive 3 glory points if there are no more rumor cards available. If there are no space to place new buildings, players receive a 2 points compensation and produce nothing.

4.4 PRODUCTION CALCULATION

There are different ways to accumulate production points. Each player performs the following steps to earn production points.

4.4.1 Buildings: Each city building controlled by a player gives them production points in the corresponding track:

Barrack: add 2 points on the unit track.

Workshop: add 2 points on the building track.

Farm: add 2 points on the knowledge track.

4.4.2 Resources: Some cities have a resource icon associated with a production track. Each city that contains a square icon gives 2 production points to the corresponding track. Circle resources will only give production points if the matching knowledge to unlock the resource is available.



Metal: Raises the unit production track. "Mining" unlocks circle resource icons.

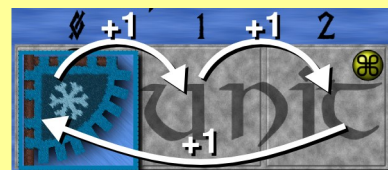


Wood: Raises the building production track. "Machinery" unlocks circle resource icons.



Wheat: Raises the knowledge production track. "Irrigation" unlocks circle resource icons.

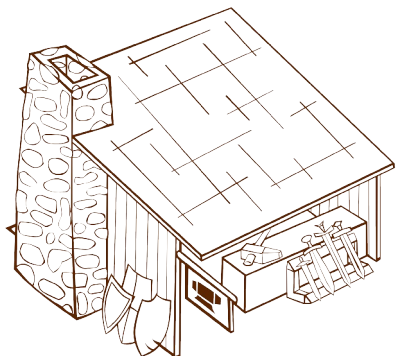
How to use the production tracks: The production tracks are simple to use. The number above each square represents the number of points accumulated so far. At the beginning of the game players place their flag token on the first square. Each time they gain a point, they move their token 1 square to the right. When it exceeds the end of the track the player produce something and place the token back at 0.



4.4.3 Cities and Ports: Each city gives 1 production point that can be spent in any of the three production tracks. Cities with a port gain 1 additional production point which can also be spent anywhere.

4.5 PLACEMENT OF PRODUCED MATERIAL

When the production calculation is over, the player places their new units in any city where they already has some of their own units. The buildings are placed in any city the player controls. Each city can only have 1 building. The knowledge stay in front of them and its special ability is now in effect.



Example of production: A player has 5 cities with 2 ports, a square wood, a wheat icon, a barrack and a workshop. All their track starts at 0 and they will increase like this:



The player also receives 7 points to distribute in any track because they have 5 cities and 2 ports. They add 1 point to the unit track and produce an army unit and 2 points to the building track to take a building. They add another 3 points to the unit track to gain a 2nd unit and the last point will be placed in the knowledge track. 3 points will remain in the knowledge track for the next turn.

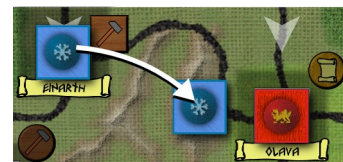
In the end, the player produces 2 units and 1 building.

5. MOVEMENTS AND COMBAT

5.1 MOVING ARMY UNITS ON THE BOARD

During the player's turn they may move every army unit they controls once from a city to another adjacent city by following roads or navigation routes. If they moves army units in an enemy city, they will engage in battle.

Players must plan all their movement before resolving the battle. When they move units, they place the unit tokens on the roads that connect both cities to show which unit has moved. When using navigation routes, units are moved to the target port. If many cities attack the same port, they will be stacked together.



A player cannot leave a city they controls empty. Still, they are allowed to send all the troops from a city into battle and reinforce that city with units from another friendly city. So at the end of all movements and battles, no city must be left empty.

Then the attacker selects in what order they wants to resolve battles. The same city can be attacked by multiple stacks of units coming from different road or a port. Each stack of unit is resolved one at a time in any order the attacker want to.

5.2 BATTLE RESOLUTION

For each stack of attacking units follow the procedure below.

5.2.1 Retreats: Before rolling the dice, the attacker can pull off the attack return their army units to the cities from where they attacked. Then the defender can decide to move back to a friendly or empty city. The players can retreat by navigation routes if they want even if their port is under attack. There is no penalty for retreating. Units that were not engaged in a battle can also be moved back if the player change their mind after the results of another battle.

5.2.2 Combat roll: The attacker starts by rolling 2 dice, each die with a result of 4 will make a hit. For each hit, the defender remove a unit from the board.

5.2.3 Intimidation: The intimidation value of a player is equal to the sum of all the their rumor cards and their god's base intimidation value. There is a track on the scoring sheet to keep the order of the intimidation rank to remove the need to recount everything all the time.

The player with the highest intimidation value will force his opponent to move one of their army units to a friendly or empty adjacent city by land or water. If there are no valid place to retreat, intimidation does not work.

5.2.4 Rampage: If at this point the defender has no more units in the city and the defender did not retreat the attacker is allowed to rampage another **road** adjacent city. All other stacks of units that were attacking the same city are pooled into the city. The player then needs a minimum of 2 units to initiate a rampage.



The rampaging player rolls 2 dice once and the target city lose 1 unit for each roll of 4+ like in a regular combat roll. If the rampaging player scores no hit, they lose 1 unit. If a rampage attack leaves the target city empty, the rampaging player may move in that city any amount of units from the city they rampaged from. Knowledge cards that modify combat rolls are applied.

5.2.5 Casualties: The attacker and the defender will both remove 1 unit from the city or the attacking stack until one of the stack is depleted. If both sides had the same amount of units, the city will remain empty.

When attacking a palace, the attacker must sacrifice 2 units instead of 1 for each defending unit. If the attacker had an odd number of units, the leftover unit retreat back to the city where it came from.

5.3 CAPTURING PALACES

If a player captures a city containing another player's palace, it is destroyed and given back to its owner. The attacking player draw the rumor card on the top of the deck and place it under his god card.

5.4 FALLING KINGDOMS

A player's kingdom falls if they have no more army units on the board. The player responsible for this destruction draw the rumor card on the top of the deck and place it under his god. The losing player transfer the remaining points on his knowledge track to the winning player. The losing player set all their production tracks to 0.

5.4.1 Public knowledge cards: If the losing player had any knowledge cards, they now become public knowledge and all the players may use these abilities from now on. The player moves the knowledge card in a separate section of the hall where all the public knowledge cards are going to be placed.



Battle example:

A) The attacker sends 4 army units into a city containing 3 units. The attacker has an intimidation value of 8 and and the defender has an intimidation of 13.

B) The attacker rolls 2-4. One defending unit is killed.

C) The defender has more intimidation so 1 attacking unit retreats.

D) No rampages are triggered since the defender still have units

E) Each side removes 2 units as casualties

F) With only 1 unit left, the attacker wins.

Attacker		Defender	
A	Intimidation 8	Intimidation 13	
B			
C			
D			
E			
F			

6. SCORING

6.1 EVERY TURN SCORING

At the end of each player's turn, they gain 1 glory point for each city they control on the board and 2 glory points for each building. If the player's palace is in play, each city gives 2 glory points instead.

Players will also receive 6 glory points for each knowledge developed and rumor acquired during their turn.

Players can also receive compensation when they fill a production track and there is nothing left to build: unit=1 point, building=2 points, knowledge=3 points. Player also gain 3 glory points if there is no more rumor cards to draw.

Scoring Example: A player controls 7 cities where 3 has a building and his palace is in play. The player will score 20 points for this turn: (7 cities x 2 pts.) + (3 buildings x 2 pts) = 20 points.

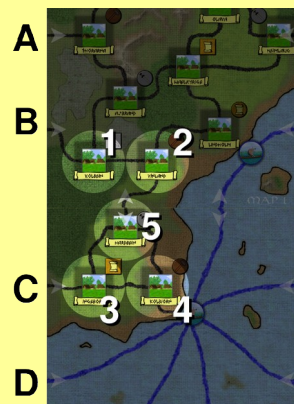
6.2 END OF GAME AND SCORING

If during the player's turn two types of trophies out of three are depleted, the game ends. If the end is triggered during the production step (Building or knowledge), this player and all other players that have not yet played their turn yet will score the cities they currently have.

If the end is triggered during the battle step (Rumor), the player finish his battles, score his cities and then all other players left to play immediately score their cities. The player with the highest total of glory points wins the game. In the rare case of a tie, the players share the victory.

Invasion path selection: The player start invading using path B which is a road. He invades the 1st city and then follow invasion to the 2nd road adjacent city. The second path can either be A or C. The player chose to use path C to invade city 4 and then follow to city 5.

For the third path, the invader still have two options, use path A or path C. He decides to use path D which connect to port city 4 which has been previously attacked. So the first attack is ignored, since he already control this city, and then he can follow to attack another road adjacent city. The player ends with 5 cities.



7. INVASIONS

If the game did not end, proceed with invasions.

7.1 INVASION PRIORITY

Use the same method to determined the order of play as explained in 3.9 to know in which order the players will invade.

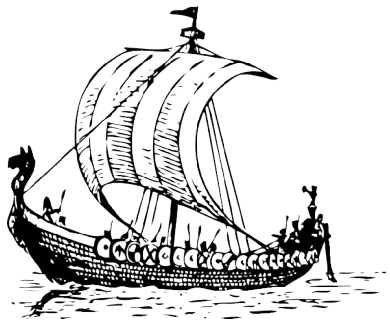
7.2 INVADER

7.2.1 Selecting invaders: In turn order, each player decides if they want to invade or not. If a player wants to invade they proceeds with the invasion procedure below. Else they flip their flag on the track and pass to the next player.

7.2.2 Surrendering Kingdoms: If the player deciding to invade still has a kingdom in play, they must surrender it to another player like if it was conquered. Follow the falling kingdom procedure explained in section 5.4. A player cannot surrender to a player that has no kingdom on the board. If the surrendering player still had their palace in play, they do not give a 2nd rumor card to the winning player (the player that receives the kingdom).

The surrendering player must remove their army units from the board and replace them with army units from the winning player. If the winner does not have enough army units, he decides which units are going to be replaced. He can also remove army units already on the board to complete the replacement.

7.2.3 Select Invasion locations: At this step, the invading player should not have any more units on the board and all their 30 army units should be in their reserve. If the player invaded on the previous turn, he removes his invasion blocker flags from the board. The invading player can now start to invade.



A city can be invaded from a path that connects a city to the edge the map. A path can be either a road or a navigation route. There should be a translucent invasion arrow over the path. If a port city has multiple navigation routes connected to the edge of the board, it can be invaded multiple times.

If the invader attacks from a navigation route into a city they already control, from a previous invasion path, they have the option to use a 2nd navigation route to invade further inside the map. So instead of stopping at the first port they see, the ships continue to the next port.

When a player selects a city to invade, they places one of their flag token on the edge of the board adjacent to the translucent arrow of the path they are using. This is an invasion blocker. If the invasion path is already blocked by another players flag token, this path cannot be used.

7.2.4 Invasion Resolution: Once the target city has been selected, they roll 3 dice and remove a unit for each roll of 4+. Ignore all knowledge special abilities. Intimidation is not applied and no rampages are allowed.

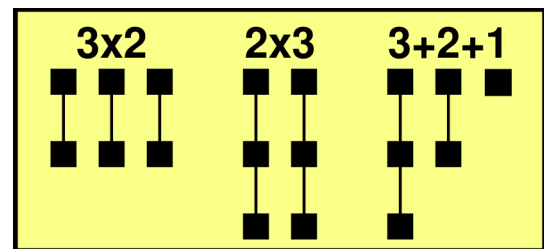
Then the invading player must discard 1 unit for each defending unit left in the city, this is their casualties. The discarded units will never be placed on the board during the invasion process. If the city contains a palace 2 units are destroyed for each defending unit. The defender removes their units and the invading player places 3 army units in the invaded city.

If the invader does not have enough units to match the defender, they discard all their leftover units and the defender lose the same amount of units in the targeted city. If a player has less than 3 units available to place into the city, he places what he has.

If the invader attacks an empty city, there are no dice roll and no casualties. They simply place 3 army units in that city.

7.2.5 Follow invasion: After the attack, the player can decide to either select a new invasion path or follow to attack from the city they just invaded. They can select any city that is road adjacent to the city they just invaded. The combat resolution is the same as explained above.

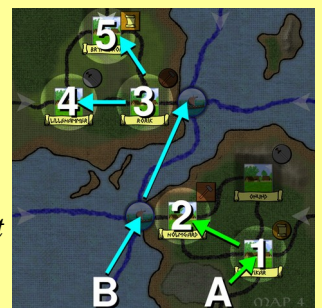
A player can follow a maximum of 2 times before being forced to use a new invasion path. Pass through the process explained from section 7.2.3 to 7.2.5 for each path. The invading player can only use up to 3 invasions path, where each path allows them to capture up to 3 cities. An invader can never conquer more than 6 cities during the whole invasion process. So a player's invasion pattern will be either: 3x2 cities, 2x3 cities or 3+2+1 cities.



The 2nd and 3rd invasion path used must be adjacent to one of the path previously used. This means for example that a player cannot invade first from the left side of the board and then from the right side. So player's invasion path will be grouped together. Path are adjacent around the corner of the board, like if they were arranged in a large circle. A player can re-invade their own city if 2 paths lead to the same city. In that case, during the second invasion, the first attack is ignored because they are already occupying the city. Then the invader can follow to another road adjacent city.

Invading Through Ports:

A player first use path A to invade city 1 and then follow to city 2. Then he use path B which leads to city 2 which is already under his control. In that case he can skip this port and use a 2nd navigation route. So the player could invade further north to city 3, and follow to city 4 or 5.



7.2.6 End invasion: When the invader decides to stop, they spread all their army units left from their reserve into the cities that they controls. The casualties cannot be placed. Then the invader must place their palace on one of the city they controls. If all the cities are occupied by a building, they places their palace above an existing building. This building is inactive until the palace gets destroyed. The invader finally flip their flag on the turn order track and pass to the next player.

7.3 END OF TURN

When everybody had their chance to invade, the turn is over. Remove all invasion blocker flags from players that did not invade this turn. The other flags stay there to block other players for the next turn. Calculate again the new turn order according the rules in section 3.9 and start a new turn.

8. OPTIONAL RULES

8.1 Hidden scoring: Some people prefer have an hidden score to prevent leader bashing. In this case, at the end of the turn, exchange glory points on the track with glory point tokens and keep them face down. Glory point tokens are in denomination of 5, 20 and 50. Exchange tokens if a player has at least 5 points.

8.2 Shorter/longer Play: Game length can be adjusted by increasing or reducing the amount of trophies during the game setup. The idea is to give more or less than 3 trophies per player. Increasing the amount of trophies will make the buildings score more often than the usual, since the game is going to last more turns.

8.3 Larger/smaller map: The map can be created so that it will hold more or less than 6 cities per player. It could give players more or less space to breath. I suggest that the maximum number of cities you can invade match the average number of cities per player. So if there is 8 cities per player, up to 8 cities can be attacked during invasions. Ex: 3+3+2.

8.4 No retreat by sea: Prevent the players from retreating by sea. This is applied before a combat where an attacker using a port cannot retreat or where the defender cannot retreat using navigation routes. It can also be applied to Intimidation where units cannot be forced to retreat by sea. So in that case the intimidation has no effect.

9. CREDITS AND THANKS

I, Eric Pietrocupo, am the only person behind the design of this game. I made the game, the graphics, the rules, etc. But there are still some people that have given comments and support that I would like to thank.

I would like to thank our small board game designer group of Montreal (Francois, Andrew and Raymond) who made good comment that improved the game and made it more interesting. I also want to thank Simon and Jean-Francois who gave interesting comments to trigger the making of the second revision.

Thanks the Board Game Designers Forums (www.bgdf.com) for any help or support they have given me. I cannot clearly name people in particular since the project has been active for many years and people have changed a lot with time.

There is a group of players (Phillipe, Rami, Tien Tri and Ian) who were the first non-designer that accepted to play and comment my game. There is also Beau Bailey(Badweasel) and Kai Bettzieche(Schattentanz) which are Board Game Geek users that accepted to assemble, play and review my game.

Finally, I would like to thank my girlfriend for improving the structure and flow of the rules helping for the cover design and enduring all the time I spent with my computer working on this game.

I hope you liked the game. You can check for errata, variants and history of Fallen Kingdom on it's website. To keep in touch with everything else I do about board games, you can visit my board game designer's web site. If you have comments, questions, bug reports or variant suggestions, just email them.

Fallen Kingdoms's Website

http://bgd.lariennalibrary.com/games/fallen_kingdoms/index.php

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Enjoy and have fun!