

Eric Pietrocupo

# Fallen Kingdoms

Vikings fighting for the glory of their god

## RULE BOOK



## FALLEN KINGDOMS

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Full version

Designed by Eric Pietrocupo

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**Play time:** 90 to 180 minutes.**Number of players:** From 3 to 6 players. 4 or 5 players are recommended.**Minimum Age:** 12+

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## 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.

Each player is a Norse god that will control various kingdoms.

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.

Players gain points by controlling cities and acquiring trophies.

## 1.2 Play Sequence

The turns are played in clockwise order one player at a time. The playing sequence goes as follow:

The game ends when 2 of the 3 trophy type are exhausted.

A. **Player Phase:** For each player in clockwise order

1. **Use the god's ability:** Use the special ability of the god.
2. **Production:** Players calculate their production and place new things into play.
3. **Movement and Attack:** Players move their unit and engage enemies in battle.
4. **Score cities:** Players gain points for the cities and buildings they control.

**Sequence of play**

1. God power
2. Produce
3. Move and attack
4. Score

B. **End Turn**

1. **End of game and final scoring:** If two trophy types are depleted, the game ends.
2. **Invaders:** For each player in invasion priority order, players can surrender their kingdoms and invade with new ones.
3. **End of turn:** Switch first player and start a new turn.

**End of turn**

1. Check for end game
2. Invade

## 2. COMPONENTS

### 2.1 Game components

**18 Knowledge cards:** Each knowledge card has a name and a special ability. The top and bottom of these cards have either the “public” or “private” keyword. It indicates the card's status according to its alignment.

**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 (6 Barracks, 6 Workshops, and 6 Farms):** There are three types of buildings, each building gives a different type of bonus indicated by the icon on the sides. In the middle of the building there is a place for the army unit occupying the city.

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

**6 Double-sided Modular Map:** A map tile consists of cities connected by roads. Some cities have roads that connect to the edge of the board with a translucent arrow. These are the cities that can get invaded by land. Some cities have ports, which are represented by a ship in a circle. These ports are connected together with navigation routes represented by arrows.

A city can hold units in the middle square and a building tile can be placed over the city. Each city has resource icons either in a square or circle shape. There are 3 kinds of resources: ore, wood and wheat.

**1 Scoring track:** This track is used to keep track of each player's score. On both sides there is an ordering track where players can place their flag token. It allows keeping track of their invasion priority or their intimidation level.

### Knowledge Cards



### Rumor Cards



### Building tiles



### God Cards



### Modular Map



### Scoring Track



### Knowledge Card

1. Type of knowledge
2. “Private” status keyword
3. Name of the knowledge
4. Number of glory points received
5. Special ability text
6. Illustrated special ability
7. “Public” status keyword



### City and map

1. City
2. Resource
3. Port
4. Road
5. Navigation route

# FALLEN KINGDOMS

**48 Scoring tokens (16x5, 16x20 and 16x50):** These glory point tokens are given to the players when they exceed the 50 points scoring track or when playing with hidden score option.

**4 Dices:** The game request four 6 sided dice.

**1 First player marker:** A marker which is placed in front of the player to indicate who the first player is.

**5 Invader markers:** A marker which is placed in front of the players who invaded this turn.

## 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 space to place the new produced units and buildings.

**16 Flag tokens:** These tokens are used for various purposes: Keep track of the score, of the production tracks, block invasion paths and mark the invasion priority.

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

**1 Temple building:** This is a unique building that matches the player's color.

## 3. GAME SETUP

**3.1 The map:** Select 4 tiles and arrange them in a 2x2 grid to create a map. 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 and 6 players, use all the maps 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 they 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. Once the cards are revealed, each player place one of their flag token on the right side of the scoring track. These tokens are ordered according to the intimidation value on the player's god card. The highest value is first and the lowest value is last.

**3.3 Player's material:** Each player places one flag token on the first box of each track on his kingdom sheet. Each player places a flag token on the 0 space of the scoring track.

**3.4 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 to the box the leftover card. Draw the first three cards and place them face up next to the stack.

## Scoring Tokens



## First Player Marker



## Invader Marker



## Kingdom Sheet



## Flag Tokens



## Army Unit tokens



## Temple building

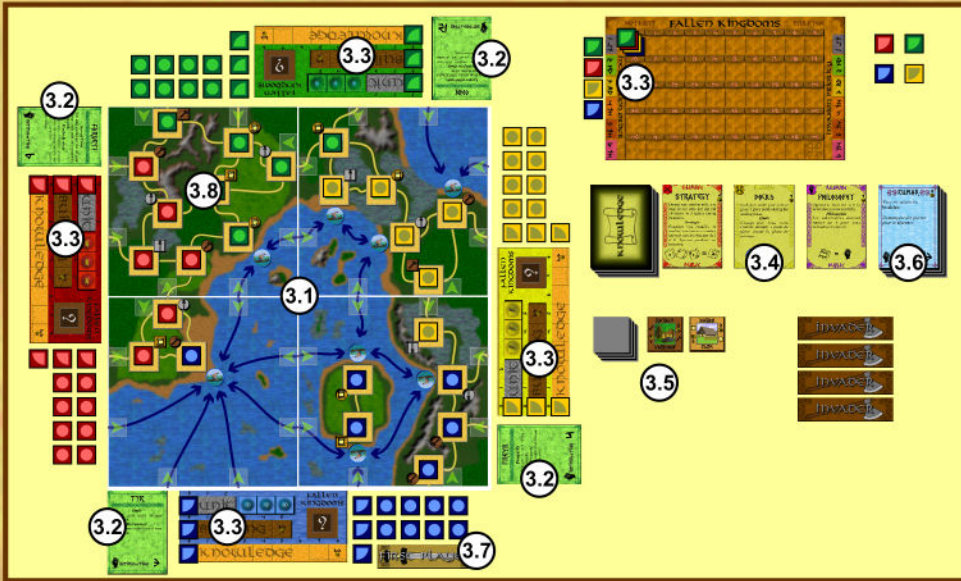


## 2x2 and 2x3 map setup



## Game setup

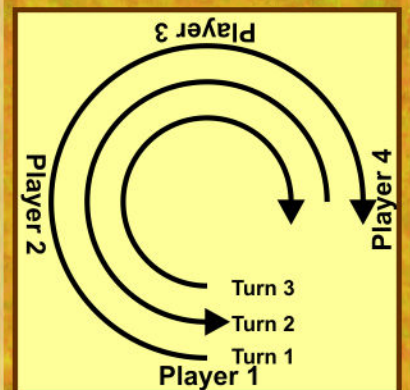
- 1- Set the map  
6 cities per player
- 2- Select a god  
2 per player, pick 1  
Set intimidation order
- 3- Setup player track
- 4- Knowledge  
3 cards per player  
3 cards face up



- 5- Buildings  
3 building per player  
2 building face up
- 6-Rumor  
3 cards per player  
Sort in numerical order  
Top card face up
- 7-First player goes to  
lowest intimidation
- 8-Starting Position  
Place temple first  
No 2 adjacent temples  
7 placement of 3 units  
German style turn order



German style turn order  
Only used during setup



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

**3.6. Rumor cards:** Shuffle the rumor cards and create a stack of face down cards that contains a number of cards equal to 3 times the number of players. Discard to the box the leftover cards. The player which has the god with the lowest intimidation value will look at the cards and sort them from highest to lowest value. Place the deck of cards face down and only the top card of the deck face up. The lowest cards should be at the top of the deck and the highest cards at the bottom.

**3.7. First player:** The player with the lowest intimidation value on their god card will receive the first player token.

**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 temple in the first city where they place units. This city cannot be road adjacent to any other player's city. 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 contains an opponent's army units and which is adjacent to a city that already contains his army units. Players continue to place groups of 3 army units by switching the turn order changes between clockwise and counter-clockwise for every placement. Players may also place troops in a city they already control. Continue the process until all players have placed 21 units one the board (which means 7 placements).



**Adjacent cities:** 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.

## 4. GOD POWERS

### 4.1 Using the god's Power

Each player has a unique god ability written on their god card. It can be used at the beginning of their turn if they have a temple into play. Each god's ability can be used once per turn. Cities which contain enemy temples are immune to the special ability of gods.

## 5. PRODUCTION

Players receive points that will allow them to produce various things. Each kingdom has three tracks: unit, building and knowledge. When a 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.

### 5.1 The production Tracks

**5.1.1 Unit track:** it requires 3 points to produce: When a player's pawn reaches the end of this track, he can place a new army unit on the board. The army units are temporarily placed on the player's sheet until the production is complete. A player can never have more than 30 units on the board.

**5.1.2 Building track:** it requires 6 points to produce: The player who completes this track may draw one of the two face-up building tiles and place it temporarily on his kingdom sheet. Replace the building drawn with a building from the top of the stack. If near the end of the game, a player fills up this track and there are no more buildings to build, he receives instead 2 glory points.

**5.1.3 Knowledge track:** it requires 9 points to produce: The player who completes this track draw one of the three face-up knowledge card and places it in front of himself. That player gains 8 glory points immediately. Replace the knowledge card drawn with a card from the top of the deck. The knowledge is placed in front of the player straight up. If near the end of the game, a player fills up this track and there are no more knowledge cards available, he receives instead 3 glory points.

### 5.2 Production calculation

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

**How to use the production tracks:** The production tracks are simple to use. The number above each square is the number of points accumulated so far. At the beginning, players should place their flag token on the first square. Then each time he gain a point, he moves his token 1 square to the left. When he reaches the end of the track, it means that there is 1 point missing to complete it. If he gains another point, he produce something and place the token back at 0.

Use god power at the beginning of the turn.

Need a temple to use power.

Temple city is immune to god special power.

Players gain points that will increase one of their 3 production track. The points stay on the track from turn to turn.

#### Unit (3 points)

Place a unit in any city controlled by the player.

#### Building (6 points)

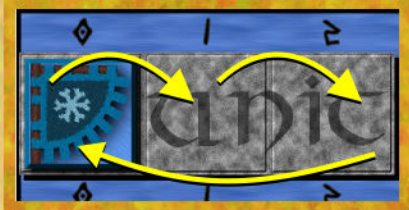
Place one of the 2 face up buildings in any of the cities controlled by the player with no building.

Get 2 glory points if no buildings are available

#### Knowledge (9 points)

Take one of the 3 face up knowledge card.

Gain 3 glory points if no knowledge are available.



# FALLEN KINGDOMS

## 5.2.1 Buildings

Each city building a player controls gives him production points in the corresponding track:

**Barrack:** add 2 points on the unit production track.

**Workshop:** add 2 points on the building production track.

**Farm:** add 2 points on the knowledge production track.

## 5.2.2 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.

If a player controls a city with a circle icon, and that player has access to the knowledge associated with this icon, then that city gives the player 1 additional production point in the corresponding track. Else circle resources always give 0. Square resource icon also gets a 1 additional production if the player has the associated knowledge

**Metal:** associated knowledge: **Mining**

- ♦ Square resource icon: add 2 points to the unit production track or 3 points if he has access to the knowledge.
- ♦ Circle resource icon: add 1 point to the unit production track if he has access to the knowledge.

**Wood:** associated knowledge: **Machinery**

- ♦ Square resource icon: add 2 points to the building production track or 3 point if he has access to the knowledge.
- ♦ Circle resource icon: add 1 point to the building production track if he has access to the knowledge.

**Wheat:** associated knowledge: **Irrigation**

- ♦ Square resource icon: add 2 points to the knowledge production track or 3 points if he has access to the knowledge.
- ♦ Circle resource icon: add 1 point to the knowledge production track if he has access to the knowledge.

## 5.2.3 Cities and Ports

Each city gives 1 production point that can be spent in any of the three production tracks. Cities which have a port gain 1 production point which can be spent in any production track.

## 5.3 Placement of produced things

When the production calculation is over, the players place his new units in any city where he already has some of his own units. The buildings are placed in any city the player controls which does not already have a building. The knowledge stay in front of him and its special ability is now effective.

**Placing new stuff:** Since the new stuff is placed at then end of the player's production phase, there is some space on the sheet temporarily to place the new units and buildings produced.

**Buildings add 2 points in one of the 3 tracks**

**Square Resource gives 2 production points in one track.**

**If you have the matching technology, square and circle resource gives 1 production point in one track.**

**Metal**



**Wood**



**Wheat**



**Cities and ports each gives 1 point that can be placed in any track.**

**Place the produced stuff in play.**



**Example of production:** A player has 5 cities with 2 ports and all his production track pawns starts at 0. First he check for resources, one city has the wood square resource and another city has a wheat square icon. The players also own a barrack and a workshop. So the tracks increase like this.

Wood = +2 building. (Building track=2)  
 Wheat = +2 knowledge. (Knowledge track=2)  
 Barrack = +2 unit. (Unit track=2)  
 Workshop = +2 building. (Building track=4)

The player receives 7 points to distribute in any track because he has 5 cities and 2 ports. He spend them as follow

+1 point to unit track = gain 1 army unit. (Unit track=0)  
 +2 points to building track = draw a new building. (Building track=0)  
 +3 points to unit track = gain another army unit. (Unit Track=0)  
 +1 point to knowledge track (Knowledge track = 3)  
 Things produced = 2 units and 1 building.

## 6. MOVEMENTS AND COMBAT

### 6.1 Moving army units on the board

During the player's turn he may move every army unit he controls once from a city to another adjacent city by following roads or navigation routes. If he moves army units in an enemy city, he 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 or navigation routes that connect both cities so that they know which unit has moved. A player cannot leave a city he controls empty. Still, he is allowed to send all the troops in battle which were located in the same city and reinforce this city with units from another friendly city. So at the end of all movements and battle, no city would have been left empty.

Then the player selects which in which city order he wants to resolve battle. The same city cannot be attacked twice during the same player's turn. Army units coming from different cities will all participate in the same battle.

### 6.2 Battle resolution

#### 6.2.1 Combat roll

When a player moves his unit in an enemy city, a battle occurs. The attacker starts by rolling 2 dice, each die with a result of 4 or more will kill an opposing army unit. The defender does the same and removes the attacker's unit. The players never roll at the same time, first the attacker roll and then the defender. The players alternate rolling until the battle ends.



**Move units using roads and navigation routes.**

**Must plan all movement before resolving battles.**



**If there are multiple battles, the attacker decides in which order they are resolved.**

**Roll 2 dice in battle**

**Kill a unit if roll 4+**

**Attacker roll first, then defender.**

## 6.2.2 Victory

When there are no more defending army units, the attacker wins and he can either move his troops in the city he attacked or move them back from where they came from. The player cannot move back a portion of his army units when the city is captured.

## 6.2.3 Retreats

Before rolling the dice, a player can decide either to retreat or continue the battle. When an attacker retreats, he returns his army units to the cities from where he attacked. When a defender retreats, he moves his army units to an adjacent friendly or empty city. The players can retreat by navigation routes if they want. There is no penalty for retreating. The attacking player can even retreat before making his first die roll.

## 6.2.4 Battle exhaustion

If both attacker and defender does not score any hit in the same round, the battle ends immediately. For example, the defender rolls no hit and then attacker rolls no hit. The battle ends immediately.

## 6.2.5 Intimidation

The intimidation value of a player is equal to the sum of all the player's rumor cards and the god's base intimidation value. When a player, either the attacker or defender, makes a combat roll where one of his die has a value of 4+, if that player have an higher intimidation value than his opponent, his opponent must move one of his army units to a friendly or empty adjacent city.

If there are no valid place to retreat, intimidation does not work. Cities which have temples cannot be affected by the attacker's intimidation. If there are no more units in the city, the attacking player wins.

## 6.2.6 Rampage

If the attacker eliminates all defending units on the first dice roll, the attacker is allowed to rampage another city adjacent to the city he has just conquered. The player can only rampage in road adjacent cities and he needs a minimum of 2 units to initiate a rampage.

The rampaging player rolls once two dice and the target city lose one unit for each roll of 4+ like in a regular combat roll. If the rampaging player scores no hit, he loses 1 unit. During rampages, intimidation is applied. If a rampage attack leaves a city empty, the rampaging player can move in that city any amount of units from the city he rampaged. Knowledge cards that modify combat rolls are applied to rampages.

**Intimidation order:** To easily keep track of who has a higher intimidation value than the others, players should order their flag on the right side of the scoring track from the highest to the lowest intimidation value.

**If all defending units are eliminated, attacker can move back his units or leave them there.**

**Before rolling, a player can decide to retreat to a friendly or empty city.**

**If both the attacker and the defender does not score any hit, the battle ends.**

**If player roll 4+ and have an higher intimidation, one enemy unit must retreat.**

**If there is no place to retreat, intimidation does not work. City with temples are immune to intimidation.**

**If win on first die roll and have 2 units left, player can rampage road adjacent city.**

**Roll 2D and kill units. If no units are killed, you lose 1 unit.**



*E) He rolls again with 5-6. In this case he kills 2 units. Now since the defender has a higher intimidation value, another attacker's unit retreats into a friendly city. The attacker, left with one unit, decides to retreat.*



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## 7.2 End of game and scoring

If at this point two types of trophies out of three are depleted, the game ends. Up to now, cities and buildings gave 1 and 2 glory point every turn, knowledge and rumor gave 8 glory points. Players could also score an extra 2 or 3 points when buildings and knowledge track got filled near the near of the game. Finally, there were some knowledge cards that allowed scoring extra points.

Now rumor cards needs to be adjusted. The player with the lowest amount of rumor cards will give his rumor cards, with the points he received from it, to the player with the highest amount of rumor cards. The player who lost his cards will give 8 glory points per card to the player who receives the cards.

If there is a tie for being the player with the most rumor cards, split the rumor cards, round down, between the tied players. Discard left-over cards. The player who lose the cards still lose all the points received from it.

If there is a tie for being the player with the least rumor cards, these players will have to share the payment. The first player will choose which player will give him the cards. He must try to distribute evenly the payment between the players, he cannot take the all the cards from the same player.

The player with the highest total of glory points wins the game. In the rare case of a tie, the players share the victory.

**Rumor scoring example:** The rumor cards are distributed between 6 players as follow: 5-4-3-2-2-2. The first player should get 2 cards from the last player but there are 3 last players. So the first player will select 2 cards from two of the three last players. He cannot chose 2 cards from the same player. So he decides to pick a card from player 4 and player 6. When he got his cards, he adds to his score 8 points for each card he received which mean a total of 16 points ( $2 \times 8 = 16$ ), and each player lose 8 points.

## 8. INVASIONS

### 8.1 Invasion Priority

To determine the priority for invasions, create a line of player's flag tokens according to the following order to create the new order of play for resolving invasions:

- 1- The players which do not have an invader marker in front of him have priority, in case of ties...
- 2- The players with no kingdoms in play have priority, in case of ties...
- 3- The player which is last in the score has priority, in case of ties...
- 4- The player with the least intimidation has priority, in case of ties...
- 5- The player which was last to play has priority.

Game ends when 2 of the 3 types of trophies are exhausted.

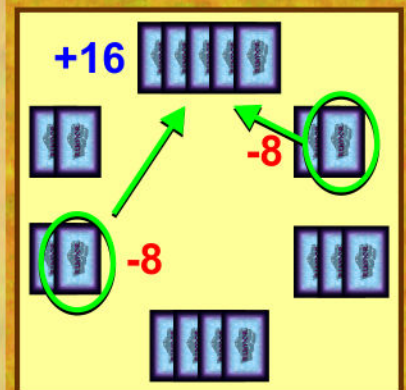
The player with the lowest number of rumor cards give his card to the player with the highest number of cards.

Adjust the score.

If tie between highest number of card, split reward evenly and discard left-over cards

If tie between lowest number of card, the winner chose from who the cards are taken.

Player with most glory points wins.



### Invasion Priority

- 1- No invader marker
- 2- No kingdom
- 3- Last in score
- 4- Least intimidation
- 5- Last to play



***Invasion priority example:*** There are 5 players labelled A, B, C, D, and E.  
***1st rule:*** player B has an invader marker so he cannot have priority.  
***2nd rule:*** player D has no kingdom, so he gets priority.  
***3rd rule:*** Player A has 25 point, C=18 pts and E=25 pts.  
***4th rule:*** Player A has more intimidation points.

When selecting invaders, the player will play according to this order. The track on the right side of the scoring track can be used to keep track of invasion priority since intimidation has no effect during invasions. Players should slide their flag to the right when they finished invading or skipping their turn.

## 8.2 Invader

### 8.2.1 Selecting invaders

Starting from player with invasion priority, each player decides if they want to invade or not. If a player wants to invade, he places in front of him an invader marker and proceeds with the invasion procedure below. Else it skips to the next player in invasion priority order.

If a player has an invader marker in front of him, he cannot invade this turn because he invaded last turn. That player discards his invader marker now and he discards all his flag tokens (invasion blocker) from the board (see later)

### 8.2.2 Surrendering Kingdoms

If the player that decides to invade still has a kingdom, he must surrender it to another player like if his kingdom was conquered by that other player. Follow the falling kingdom procedure explained in section 6.4. A player cannot surrender to a player that has no kingdom on the board. If the surrendering player still had his temple in play, he does not give a 2nd rumor card to the winning player, too bad if nobody could capture it.

The surrendering player must remove his army units from the board and replace them with army units of the winning player. If the winning player 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 replace the surrendering player's units.

### 8.2.3 Select Invasion locations

At this step, the invading player should not have any more units on the board and all his 30 army units should be in his reserve. The invading player can now start to invade. He will first select a target city and then resolve the battle.

When a player has selected a city to invade, he places one of his flag token on the translucent invasion square with an arrow over the path he is using. This is an invasion blocker. If the invasion path is already blocked by another players flag token, this path cannot be used. Cities which have a player's temple cannot get invaded.



Each player decides if he wants to invade in invasion priority order.

Players with invader marker cannot invade, they simply discard their token.

If player still have a kingdom, he needs to surrender to another player.

The invader gives 1 rumor trophy, his knowledge points and all the units in play to the player who receives the kingdom.

The invader selects an invasion path which can be a road or a navigation route connected to the edge of the board.

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 P M R T N I X C F S M F X N R C I Y B Y
 
 P M R T



## 8.2.6 End invasion

When the invader decides to stop, he spread all his army units left in his reserve in the cities that he controls. The casualties cannot be placed. Then the invader must place his temple on one of the city he controls. If all the cities are occupied by a building, he places his temple above a building. This building is inactive until the temple gets destroyed.

## 8.4 End of turn

The first player token is given to the next player, in clockwise order, which is not an invader. If everybody else is an invader, the first player token does not move. The turn is over, start again from the new first player.

**Keeping track of who played:** During the invasion process, each time a player ends it's invasion or decides not to invade, slide his flag token, on the invasion priority track, to the right so that players can remember easily who played.

## 9. OPTIONAL RULES

**9.1 Hidden Scoring:** Some people prefer have a hidden score to prevent leader bashing. In this case exchange glory points on the track with glory point tokens which are placed in front of the player face down.

**9.2 Shorter/Longer Play:** Game length can be adjusted by increasing or reducing the amount of trophies during the game setup. So there could be more or less than 3 trophies per player. This optional rule also has some impacts on game play. Increasing the amount of trophies will make the buildings score in average more points than the usual since the game is going to last more turns.

**9.3 Duplicate trophies:** Knowledge and rumor cards can be printed in multiple copies and the extra buildings can be used. Include then in the stack when selecting trophies for the game. It will change the trophy distribution and can make some rumor card or buildings not exist.

It is possible to end up with multiple copies of the same knowledge. In that case, if at any point of the game, a knowledge is public and private, discard the knowledge card from the public area.

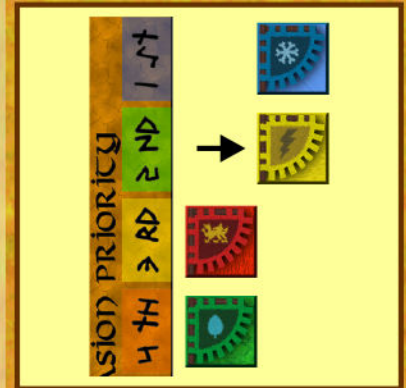
**9.4 Larger/Smaller map:** The map could be created so that it will hold more or less than 6 cities per player. It could give players more or less space to breath. Still, consider that if there are more cities per player, more points are going to be scored from cities making trophies less interesting.

## Invasion ends when

- Player run out of units
- 3 path have been used
- Player decides to stop

The Invader place unused units and his temple anywhere in his kingdom.

Give the first player marker to the next non-invading player.



## Optional rules

**Hidden scoring:** Use scoring token to hide score.

**Shorter/Longer play:** Use more or less than 3 trophies per player.

**Duplicate trophies:** Print cards in double and use more buildings.

If there are 2 copies of the same knowledge in play, when one of them reach the public area, it gets destroyed.

**Larger/Smaller Map:** You can make a map with more or less than 6 cities per player.

## 10. REFERENCE INFORMATION

### 10.1 Resource Types

**Metal:** associated knowledge: **Mining**

- ♦ Square resource icon: add 2 points to the unit production track or 3 points if he has access to the knowledge.
- ♦ Circle resource icon: add 1 point to the unit production track if he has access to the knowledge.

**Wood:** associated knowledge: **Machinery**

- ♦ Square resource icon: add 2 points to the building production track or 3 point if he has access to the knowledge.
- ♦ Circle resource icon: add 1 point to the building production track if he has access to the knowledge.

**Wheat:** associated knowledge: **Irrigation**

- ♦ Square resource icon: add 2 points to the knowledge production track or 3 points if he has access to the knowledge.
- ♦ Circle resource icon: add 1 point to the knowledge production track if has access to the knowledge.

### 10.2 Buildings

**Barrack:** add 2 points on the unit production track.

**Workshop:** add 2 points on the building production track.

**Farm:** add 2 points on the knowledge production track.

### 10.3 Combat odds

|    | 2D | 1 hit | 2hit |  | 3D | 1 hit | 2hit | 3hit |
|----|----|-------|------|--|----|-------|------|------|
| 2+ |    | 97%   | 69%  |  |    | 99%   | 92%  | 57%  |
| 3+ |    | 88%   | 44%  |  |    | 96%   | 74%  | 29%  |
| 4+ |    | 75%   | 25%  |  |    | 87%   | 50%  | 12%  |
| 5+ |    | 55%   | 11%  |  |    | 70%   | 25%  | 3%   |
| 6+ |    | 30%   | 2%   |  |    | 42%   | 7%   | 0.4% |

### 10.4 Turn order summary

A. **Player Phase:** For each player in clockwise order

1. **Use the god's ability:** Use the special ability of the god.
2. **Production:** Players calculates their production and place new things into play.
3. **Movement and Attack:** Players move their unit and engage enemies in battle.
4. **Score cities:** Players gain points for the cities and buildings they control.

B. **End Turn**

1. **End of game and final scoring:** If two trophy types are depleted, the game ends.
2. **Invaders:** For each player in invasion priority order, players can surrender their kingdoms and invade with new ones.
3. **End of turn:** Switch first player and start a new turn.

### Referenrece sheet icon

Metal Sq. Resource



Wood Sq. Resource



Wheat Sq. Resource



Barrack



Workshop



Farm



City



Port



Unit track point



Building track point



Knowledge tr. point



Any building



Rumor Card



Knowledge Card



No more knowledge



No more rumor



Glory point



# FALLEN KINGDOMS

## 10.5 Rumor card

There are 18 cards where each of these values has 3 cards each: 3, 5, 8, 13, 21, and 34

## 10.6 Knowledge Cards

**Currency (Production):** At the beginning of your production phase, you gain 1 point in each production track.

**Ships (Production):** Each port you control gives 1 additional production point during your production phase.

**Paper (Production):** Workshops, barracks and farms gives 3 production points instead of 2 during your production phase.

**Navigation (Mobility):** You do not need to follow navigation routes, all ports in the same sea are connected together. Ignore during invasions.

**Horse Riding (Mobility):** Units can move twice when using roads. Ignore during invasions.

**Cartography (Mobility):** Before each combat roll the defender can move units in the attacked city from any other road adjacent city. Ignore during invasions.

**Mining (Resource):** Circle and square resource icons, with a sword, give you 1 extra point in your unit track during your production phase.

**Machinery (Resource):** Circle and square resource icons, with a hammer, give you 1 extra point in your building track during your production phase.

**Irrigation (Resource):** Circle and square resource icons, with a scroll, give you 1 extra point in your knowledge track during your production phase.

**Strategy (Combat):** During your combat rolls, you must re-roll once any die roll of value 1 to 3. Ignore during invasions.

**Archery (Combat):** If there is at least one 6 in your combat roll, you kill and additional unit. Ignore during invasions.

**Masonry (Combat):** When defending, your opponent needs to roll 5+ to hit. Ignore during invasions.

**Literature (Intimidation):** Each rumor card is worth a minimum of 10 intimidation points each.

**Philosophy (Intimidation):** Opponents must roll a 6 to intimidate you successfully.

**Laws (Intimidation):** A successful intimidation makes a 2nd unit retreat.

**Architecture (Scoring):** Each time you build a building you get 3 glory points.

**Mathematics (Scoring):** Each city under your control with a square resource icon gives you 1 glory points during the scoring phase.

**Ports (Scoring):** Each port under your control gives 1 glory points during the scoring phase.

## Knowledge Categories

Production



Resource



Mobility



Intimidation



Scoring

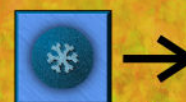


Combat



## Other Knowledge icons

Unit moves



Intimidation Level



Die roll of 6



Reroll Die



Unit killed



Metal circle res.



Wood circle res.



Wheat circle res.



No need to use nav. route



## 10.7 Gods Power

The number in parenthesis shows the base intimidation value.

- Saga (0) - Mimic:** Use the special ability of any other player's god. Odin has no ability.
- Loki (1) - Treachery:** You may capture an enemy adjacent city by road if the enemy can retreat. Move the enemy units; take one of your army units in play to move it in that city.
- Holler (2) - Plague:** Select 3 cities adjacent by road to the cities you control. Each city lose 1 army unit.
- Tyr (3) - Draft:** Add 3 army units to your production.
- Freyr (4) - Prosperity:** Add 2 points to each of the 3 production tracks.
- Heimdall (5) - Divine Knowledge:** Take a public knowledge and place it over your god's card. It's now private until the beginning of your next turn. You cannot take the same knowledge twice in a row.
- Forseti (6) - Reveal truth:** You may exchange one of your rumor cards with an opponent's rumor card.
- Norns (7) - Change destiny:** Draw 3 card from the knowledge deck, choose one and place the rest at the bottom. Replace one of the 3 face-up card with the selected card. The replaced card goes at the bottom of the deck.
- Odin (15) - Leader of the gods:** There is no special ability, just a high intimidation value.

## 11. EXTRA COMPONENTS

Since I did not want to leave unused space in the print out, I have included extra components which will allow you to play some optional rules, variants I could design or variants you could design yourself.

If you design any variant, send them to me and I'll place them on my website. You can also post it on board game geek if you want, else I can post it for you.

### 11.1 extra copies of known components

- 48 extra scoring tokens
- 9 extra buildings (3 of each type)
- 1 extra flag token for each player

### 11.2 New components

- 1 Special building:** A player specific building.
- 39 Special tokens (13 of each type: A, B C):** Tokens of 3 different types.
- 1 Special marker:** A marker that can be placed in front of the players.



### Horned Helmets!?

According to historical sources, Vikings did not have horns on their helmets.

The goal of the helmet was to deflect blows. If there were horns, the blade would have stuck the head absorb the shock instead of deflecting the blow.

### Special Building



### Special Tokens



### Special Marker



## 12. CREDITS

I, Eric Pietrocupo (also know as Eric P626 or Larienna), am the only person behind the design of this game. I designed the game, the graphics, the rules and everything else. But there are still some people that have given comments and support that I would like to thank.

First I would like to thank our small board game designer group of Montreal (Francois, Andrew, Raymond and me) who made good comment that improved the development of the game and made it more interesting. I want to particularly thank Raymond who read my rule book in the middle of the development and made me realize that the structure of the rules and my verb tenses were wrong.

Second, I would like to thank the Board Game Designers Forums ([www.bgdf.com](http://www.bgdf.com)) for any help or support they could have given to me. I cannot clearly name people in particular since the project has been active for years and people have changed a lot with time.

Third, I would like to thank a group of players (Phillipe, Rami, Tien Tri and Ian) who were the first non-designer that accepted to play and comment my game.

Finally, I would like to thank my girlfriend for revising the french text on the cards, helping for the cover design and enduring all the time I spent in the kitchen with my computer working on this game.

I hope you liked the game. You can check for errata, variant and history of Fallen Kingdom on it's website:

[http://ariel.bdeb.qc.ca/~ericp/cgi-bin/boardgame/games/fallen\\_kingdoms/index.php](http://ariel.bdeb.qc.ca/~ericp/cgi-bin/boardgame/games/fallen_kingdoms/index.php)

You can keep in touch with everything else I do on my board game designer's web site:

<http://ariel.minilab.bdeb.qc.ca/~ericp/boardgame/>

If you have comments, questions, bug reports or variant suggestions, you can email them at:

[ericp@ariel.bdeb.qc.ca](mailto:ericp@ariel.bdeb.qc.ca)

Sayonara  
Thank You

*Cataloguing in publication*

Pietrocupo, Eric

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**Else it is there to answer any question about the origins of the game or give to normal people more culture about library science.**