

Land of Barons

(Previously « Donjons and Barons »)



Introduction

The game "Land of Barons" is a board game with a medieval atmosphere for 2 to 4 players, playing as barons, who oppose each other in the construction of donjons on lands with renewed riches with each game. On your turn, you move your officers, a baron and two knights, who recruit your troops, then order them to move and build donjons. The race for land will be hard, as your opponents may block your orders or attack your troops and donjons. Which baron will be the richest in land before all the others?

General information

Number of players: 2 to 4 / Minimum age: 10 years / Game duration: 45 to 90 minutes / Intermediate players

Type of game: tactical, strategic, combo-conquest-combat



Land of Barons (previously Donjons and Barons), rules of a boardgame for 2 to 4 players.

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Components

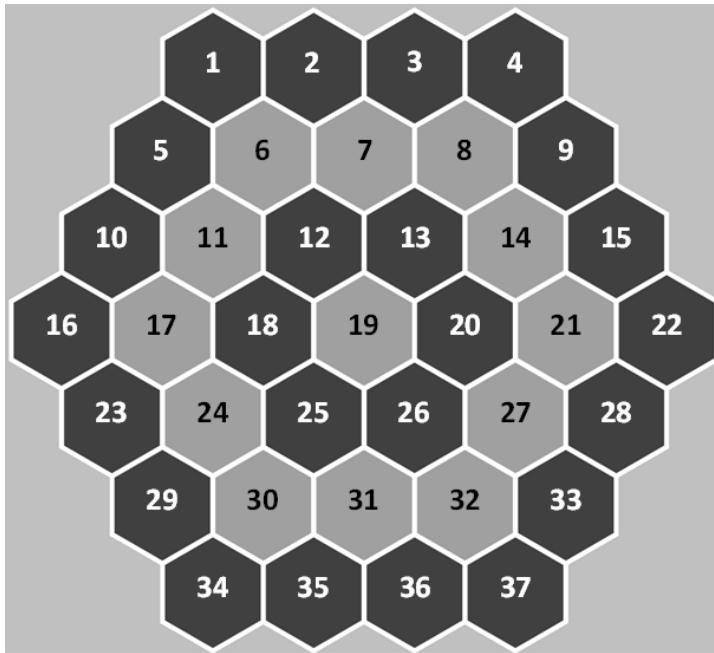
37 hexagonal tiles randomly placed on the table in a hexagonal pattern.

Each tile represents, on the front, land of 1, 2, 3, or 4 points, and on the back, an impassable mountain.

Each player has a large **baron pawn**, 2 small knight pawns, 10 small cylindrical **donjons** and 30 **troop tokens**.

37 **position cards** numbered 1 to 37 to set up the mountains, barons and knights.

A **6-sided die** to generate a bonus for movement, troop recruitment, etc.



Components

You earn tile points by building donjons in them, and you lose these points if your donjons are destroyed or deconstructed. The **game ends** immediately without completing the round table: either as soon as a player wins the **challenge** of having a **minimum number of points** (**16 points** to 2 players; **12 points** to 3 players; **10 points** to 4 players), or as soon as a player has **only 5 troops left of less** (including the board and reserve). Regardless of the stop condition, players are ranked by their tile points, then separated first by their number of donjons, then by their available troops.

"Diversity" points are added to the accumulated points of the tiles:

- **2 points** for 2 **different colors** of tiles won;
- **3 points** for 3 **different colors** of tiles won;
- **4 points** for 4 **different colors** of tiles won.

Example, in the following table, modulo a permutation of the 4 colors:

+ 2 points	+ 3 points	+ 4 points

Set up

The **tiles** are shuffled, then they are placed on the table, front sides visible, according to the hexagonal scheme above.

The **position cards** are shuffled, then drawn to determine the following tiles:

- 4 mountain tiles, i.e. the tiles to be turned face down.
- the starting tile of each **baron** (first announce the baron concerned, then draw his card).
- the starting tile of each **knight** (first announce the knight concerned, then draw his card).

Players roll the **dice**. The largest die determines the **first player**. The other players line up, in descending order of dice, after the first player, clockwise. Counterclockwise, **starting with the smallest die, each player chooses his color** and places their troops and donjons, in "**reserve**", in front of him.

A "**discard**" space for troops is agreed upon and shared by all players, for example, the game box.

The 4 **position cards** designating the mountains are set aside. All the others are gathered and mixed. Each player receives 1 position card, known as a "**tactical card**", in reserve, face down. Each tactical card is playable only once (cf. [game turn](#)) and can be consulted at any time exclusively by its owner.

The round table is done **clockwise**.

Game turn

On your turn, **first you roll the bonus die**, then you pass, or **you choose 1 or 2 valid actions**, i.e. you choose one of the combos from "a" to "f" in the table below:

Combo	1st action	2nd action	Condition	
2 actions	a Order to the troops	Move of one officer		
	b Move of one officer	Ordre aux troupes		
	c Move of one officer	Move of one officer		
	d Order to the troops	Order to the troops	"2 orders" bonus	
1 action	e Order to the troops		(See also "special combos" in the detailed rules)	
	f Move of one officer			

You can choose to skip the **dice bonus** or use it, but **only once during your game turn**:

- Either for a **more advantageous move** of your baron or one of your knights.
- Or for a more advantageous order of **recruitment of troops**.
- Or to give **2 orders** to your troops (**without benefiting from the bonus again**).
- Or to **replace the officer move** with a "**Collect for the Treasury**" which allows you to draw a new "**tactical card**" which is added (**without limit**) to your reserve to be **played in another action**.

See the section [parameters](#) setting up for bonus scales.

You can play a **tactical card face down**, to force the die to the value of your choice, before the first action of your turn. Then, this card is **discarded face down**. This effect, which is called "**Draw from the Treasury**", does not count as an action.

You can play a **tactical card face up**, to move one of your officers to the tile designated by the number of that card. Then, this card is **discarded face down**. If your moved officer is a baron and the destination tile also contains a baron, then the two barons are swapped. This effect, which is called "**Lightning Ride**," counts as an officer's move action.

During your turn, you can play up to **two tactical cards**.

The order given to your troops is given from a **command tile** that has 3 possible configurations with associated abilities indicated below.

Command tile	Order to your troops				
	Concentrate	Disperse	Recruit	Deconstruct	Construct
Baron	Yes	Yes	Yes	Yes	Yes
Knight + donjon	Yes	Yes	Yes	Yes	No
Donjon	Yes	Yes	No	No	No

To give an order to your troops, you choose one of the following options:

- **Recruit:** Recruit new troops from your reserve **to your command tile**.
- **Construct:** Build a donjon **in your command tile**.
- **Deconstruct:** Deconstruct your donjon **in your command tile**.
- **Disperse:** Move your troops to one or more tiles **from your command tile**.
- **Concentrate:** Move your troops from one or more tiles **to your command tile**.

The advanced "[capture an enemy donjon](#)" mechanic also allows you to obtain a donjon; see details below.

Dispersions and concentrations led to clashes between "**troops and troops** or "**troops and donjons**". The positions of **the knights** cause the **opposing orders** to be blocked. All these mechanisms and the associated constraints are detailed below.

Mountains

The mountains are forbidden and impassable by troops, knights, barons and orders to the troops.

Donjons: occupation

Each tile contains at most 1 donjon. Donjons must be separated by at least 1 tile without a donjon.

Barons and knights: occupation

Two barons cannot occupy the same tile. But several knights, allies or opponents, can occupy the same tile. A baron, like a knight, can occupy a tile occupied by an allied or opposing donjon, by allied or opposing troops, or by allied or opposing knights.

Barons and knights: Movement

A baron or knight moves one tile at a time, unless the bonus of the die is used (cf. [parameters](#)), and in this case the tiles traversed are not necessarily aligned. A baron can cross a tile occupied by another baron and even take a brief break between the 2 moves of the same game turn.

Troops: movement

The troops never moved on their own, but only on the orders of the officers (cf. [dispersion](#) and [concentration](#)).

Knights: blocking and limiting orders to troops

A command tile with **an active enemy knight** cannot command troops.

In a tile, the **knights** neutralize each other automatically in so-called "**chromatic scrum**":

- Each scrum (at least 2 knights) automatically groups together the maximum number of distinct and non-repeated colors of knights of a tile.
- The **active knight** of a tile is the one who is out of any scrum fray. This **active knight** blocks **any color** other than his own.

Two-player example: 1) a Blue Baron cannot command in the presence of a Red Knight; 2) bringing in a Blue Knight deactivates the Red Knight, who does "scrum", and thus unlocks the Blue Baron; 3) bringing in a second Red Knight (out of any scrum) blocks the Blue Baron again, 4) who is again unblocked by a second Blue Knight who does a second "scrum" with the second Red Knight.

1	2	3	4
Baron  C1	Baron {C1, C1}	Baron  {C1, C1} C2	Baron {C1, C1} {C2, C2}

 : block
C: knight
{ } : scrum

Four-player example : 1) a Blue Baron cannot command in the presence of a Red Knight; 2) Bringing in a Green Knight deactivates the Red Knight, who does "scrum", and thus unlocks the Blue Baron; 3) bringing in a Yellow Knight does not change the situation because the Yellow Knight joins the "scrum"; 4) bringing a second Red Knight (out of the scrum) blocks the Blue Baron again; 5) Bringing in a second Yellow Knight or a second Green Knight or even a Blue Knight constitutes a second scrum that unlocks the Blue Baron again.

1	2	3	4	5
Baron  C1	Baron {C1, C1}	Baron {C1, C1, C1}	Baron  {C1, C1, C1} C2	Baron {C1, C1, C1} {C2, C2}

 : block
C: knight
{ } : scrum

A "knight + donjon" command tile is forbidden if the knight does "scrum".

A tile with an **active opposing knight blocks** the transmission of a troop's **concentration** order when that "blocked" tile is in the path (including departure and arrival) joining the command tile to the commanded troop. *The transmission of the order must be maintained during the concentration.*

In a weaker way, knights **limit the dispersion** of a troop: the moved troop cannot cross a tile occupied by an **active opposing knight**. *The transmission of the order must be maintained during the dispersion.*

Recruit

The command tile (baron or "knight + donjon") recruits new troops from its **reserve** to its command tile provided that this tile is not occupied by an **enemy donjon**.

The presence of one or more **opposing troops does not block** recruitment. But it triggers an **immediate attack** of the recruited troops on the opposing troops (cf. [attacks](#)), in a **second imposed action**. This **special combo** "recruit + immediate attack" **excludes any other additional actions** on your turn.

The **number of troops recruited** is determined by the die and this number is favored by the presence of an allied donjon in your command tile (see [parameters](#)). If you **ignore the die** (by choice or by constraint), then the **number of troops recruited** is **minimal**: 1 troop. When the player's reserve is exhausted, recruitment becomes impossible. However, the bonus of the die is always automatically satisfied to the maximum of the possibilities of the reserve.

The **1-point tile** benefits from the recruitment of **1 additional troop** when the **bonus die** is **used**.

Construct

If no donjon is present in the command tile and no friendly or enemy donjons are adjacent, then a donjon is built by replacing 3 of your troops present in the command tile with a donjon. The 3 **building troops** of the donjon are sent to the **discard area**.

Deconstruct

The deconstructed donjon returns to your reserve and is converted into 3 troops taken from the **discard area** that remain in the command tile. **This is the only possible case of retaking troops from the discard.**

The presence of one or more **opposing troops** does not block the deconstruction. But it triggers an **immediate attack** between the converted troops on the opposing troops (cf. [attacks](#)), in a **second imposed action**. This **special combo** "deconstruction + immediate attack" **excludes any other additional actions** on your turn.

Dispersion

You move, **in a straight line**, as many troops as you want, **as far as you want from your command tile**, and provided you respect the [rules of crossing and attacking](#), as if you were moving your troops one by one

Concentration

You move, **in a straight line**, as many troops as you wish, **necessarily as close as possible to your command tile**, and provided you respect the [rules of crossing and attacking](#), as if you were moving your troops one by one. **During a concentration, be sure to move each troop only once.**

Crossings

Your moved troop can cross tiles that are empty or occupied by your troops and donjons. Your troop entering a **tile occupied** by at least one **opposing troop or an opposing donjon must stop there**, and if necessary, automatically resolve an [attack](#).

Attacking troops

Attacking troops has priority over attacking a donjon.

The arrival of your troop on a tile with the presence of at least one opposing troop **automatically** causes the annihilation of your troop and an opposing troop. Your **attacking troop** returns to your **reserve**. The **attacked troop** goes to the **discard area**.

Attacking a donjon: destruction

The arrival of your troop on a tile with the presence of an opposing donjon, not defended by at least one opposing troop, and with the prior presence of 2 of your troops, causes the annihilation of your 3 troops and the opposing donjon; your **attacking troops** return to your **reserve**; the **attacked donjon** is **not reconverted** into opposing troops (the old builder troops have already been placed in the discard area and remain there). It is the arrival of your 3rd troop which causes the destruction of the donjon. Your first 2 troops were only stopped when they arrived in the opposing donjon, and during another turn of the game, you can move them by dispersing or concentrating.

Attacking a donjon: capture

This confrontation combines, in a **single order** ([dispersion](#) or [concentration](#)), the destruction of an opponent's donjon and the construction of an allied donjon, without the intervention of a baron on the construction tile. For this donjon capture, **9 attacking troops** are engaged on the attacked tile:

- The arrival of the 3rd attacking troop causes the destruction of the opponent's donjon; the arrival of the 6 additional troops triggers the construction of the allied donjon;
- **3 attacking troops** are sent to the **discard area** and **6 attacking troops** return to **reserve**.

Remarks on troops

The rules imply that, in a tile, there is only one troop color, and whether any donjon present is of the same color or not.

A given troop is never moved more than once per turn:

- For dispersion, this is obvious since the player must choose a troop to move into his command tile.
- For concentration, it is because there is an obligation of maximum movement, which causes either arrival on one's command tile, or annihilation by attack in a tile with opposing troops. **However, arriving in an opposing donjon blocks the displaced troop for which must be careful not to concentrate on it a second time during the game turn.**

These remarks are valid for two or more players.

Examples of configurations with 16 points

Configuration	Points of tiles	Points of diversity	Total of points
	16	0	16
	14	2	16
	13	3	16
	12	4	16

Parameters

Recruiting		Die					
Without die		1 2 3 4 5 6					
Troops without donjon		1 1 2 2 3 3					
Troops with donjon		2 2 2 3 3 3					
+1 if Tile 1							
Moving baron/knight		Die					
Without die		1 2 3 4 5 6					
Number of spaces		3 3 2 2 1 1					
2 orders to troops?		Die					
Without die		1 2 3 4 5 6					
No		No No No Yes Yes Yes					
Collect for the Treasury		Die					
Without die		1 2 3 4 5 6					
No		Yes No No No No No					

Repartition and points of tiles

Tile	Count	Points	Sub-total
	9	1	9
	9	2	18
	9	3	27
	10	4	40
Total	37		94

Numbered tile positions

