Donjons and Barons

Introduction

The game "Donjons and Barons" is a board game with a medieval atmosphere for 2 to 4 players playing barons who oppose each other in the construction of donjons on territories with varied richness. During a game turn, a baron moves and orders movements to his troops or operations on his donjons, or even moves his knights to block the orders of opposing barons. Which baron will be the richest before all the others?

General information

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

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

Small storage box 17 cm x 12.5 cm x 4 cm / simple manufacturing / two ways to stop and win the game / random die limited to the action bonus / combat without random die/ map set up randomly / tensions between constructing, attacking, racing, blocking / several possible strategies / "cerebral duel" atmosphere with 2 players, but also an atmosphere with "twists and turns" with 3 and 4 players depending on ephemeral alliances.

Components

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

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

Each player has in his color: 1 large baron pawn, 2 small knight pawns, 10 small cylindrical donjons and 30 troop tokens (see parameters depending on the number of players).

A pack of unique cards numbered 1 to 37 to set up mountains, barons and knights.

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

Goal of the game

You gain tile points by building donjons on them, and you lose these points if your donjons are destroyed or deconstructed. The **game ends** immediately without completing the round of the table: either as soon as a player wins the **challenge** of having a **minimum number of points** (see the parameters), or as soon as a player **only has 5 troops or less** (map and reserve included). Whatever the stopping 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 cumulated points of the tiles:

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

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

+ 2 points	+ 3 points	+ 4 points

Set up

The tiles are mixed, then they are placed on the table, face up, according to the hexagonal diagram above.

The cards are shuffled, then drawn to determine the special tiles:

- - the mountain tiles (see the parameters), 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 die. The one with the highest score starts the round, which goes clockwise. Before that, in counterclockwise order, starting with the last player in the round, each player chooses his color and takes his troops (see the parameters) and his donjons, which he places in "**reserve**" next to him.

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

Game turn

On your turn, **first you draw the bonus die**, then you pass, or **you choose 1** or **2 actions** from the following 6 combinations ("a" to "f" combos):

Combo		1st action	2nd action	Condition
2 actions	a	Order to the troops	Baron or knight move	
	b	Baron or knight move	Order to the troops	
	c	Baron or knight move	Baron or knight move	
	d	Order to the troops	Order to the troops	"2 orders" bonus

1 action	e	Order to the troops
	f	Baron or knight move

You can choose to ignore the **die bonus** or use it, but only once during your turn:

- Either for a **more advantageous move** of your baron or one of your knights.
- Or for a **more advantageous recruitment** order for troops.
- Or to give **2 orders** to your troops (without benefiting from the bonus again).

The order given to your troops is given from a **command tile** which has 3 possible configurations with associated abilities shown below. You can choose to downgrade "knight + donjon" to "donjon".

Command tile	Order to your troops				
	Concentrate	Disperse	Recruit	Construct	Deconstruct
Baron	Yes	Yes	Yes	Yes	Yes
Knight + donjon	Yes	Yes	Yes	No	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" mechanism also allows you to obtain a donjon; see details below.

Dispersions and concentrations cause "**troops versus troops**" or "**troops versus donjon**" attacks. The positions of the **knights** cause **blocking** of **opponent orders**. All these mechanisms and the associated constraints are detailed below.

Mountains

The mountains are forbidden and impassable by troops, knights, barons and their 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 a knight moves one tile at a time, unless the die bonus is used (see parameters), and in this case the tiles traveled are not necessarily aligned. A baron can cross a tile occupied by another baron, and even take a break there between the two movements of the same game turn.

Knights: block and limit orders to troops

A command tile with more opposing knights than allied knights cannot command troops. Example: a blue baron cannot command if 1 blue knight is present at the same time as 1 red knight and 1 green knight; 2 blue knights would be required to unlock the blue baron command.

In a "**knight + donjon**" command tile, the knight "**commands**" and is therefore **not counted among the allied knights** defending the commander against opposing knights.

A tile, that contains more opposing knights than allied knights, **blocks** the transmission of the order to **concentrate** a troop when this "blocking" tile is on the path (including departure and arrival) joining the command tile to the commanded troop.

In a weaker way, knights **limit** the **dispersion** of a troop: the displaced troop cannot cross a tile occupied by more opposing knights than allied knights. *Indeed, the order transmission link must be maintained during dispersion.*

Recruiting

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 opposing donjon or by at least one opposing troop. Furthermore, giving the **recruitment** order is **impossible** from a command tile already containing **6** or more **allied troops**.

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

When the player's reserve is exhausted, recruitment becomes impossible. However, the die bonus is always automatically satisfied to the maximum possibilities of the reserve.

If you **ignore the die** (by choice or force), then the **number** of troops recruited is **minimal**.

Constructing

If no donjon is present in the command tile and no allied or opposing donjon is adjacent, then a donjon is built by replacing 3 of your troops present in the command tile with a donjon; otherwise, no new donjon is built. The 3 **constructing troops** are sent to the **discard area**.

The construction of a donjon is impossible if at least one opposing troop is present there.

Deconstructing

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

Deconstructing a donjon is impossible if at least one opposing troop is present there.

Dispersing

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

Concentrating

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.

Reminder: the displaced troop cannot cross a tile occupied by more opposing knights than allied knights.

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 pile 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 attack combines, in a single order (dispersion or concentration), the destruction of an opposing donjon and the construction of an allied donjon, without intervention by a baron on the construction tile. For this donjon capture, 6 attacking troops are needed on the attacked tile:

- The arrival of the 3rd attacking troop causes the destruction of the opposing donjon.
- The arrival of the 3 additional troops triggers the construction of the allied donjon.
- 4 attacking troops are sent to the discard area.
- 2 attacking troops return to reserve.

Donjon capture is not automatic; it's a choice. Only the destruction of donjons is automatic.
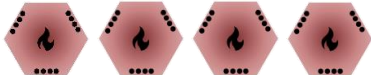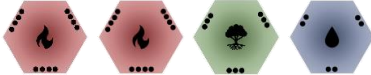
Remarks

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 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	Without die		Die					
			1	2	3	4	5	6
Troops without donjon	1		1	1	2	2	3	3
Troops with donjon	1		2	2	2	3	3	3

+1 if Tile 1

Moving baron/knight	Without die		Die					
			1	2	3	4	5	6
Number of spaces	1		3	3	2	2	1	1

2 orders to troops?	Without die		Die					
			1	2	3	4	5	6
	No		No	No	No	Yes	Yes	Yes

Minimum number of points required to win the challenge:

Players	2	3	4
Points	16	12	10

Set up:

Players	2	3	4
Troops	30	30	30
Mountains	4	4	4
Knights	2	2	2

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**