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| **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. Each 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

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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 construction, attack, 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.

 Donjons and Barons, rules of a boardgame for 2 to 4 players.  
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Une image contenant Dessin d’enfant, art, puzzle, intérieur

Description générée automatiquement

# 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: a large baron pawn, 2 small knight pawns, 10 small cylindrical donjons and 30 troop tokens (see settings 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.

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| Une image contenant capture d’écran, motif, carré, Symétrie  Description générée automatiquement | **24**  A  B  9 |

# 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 settings), 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.

# Set up

The players choose their colors and take their materials (see settings).

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 in order to determine the particular tiles:

* - the mountain tiles (see the settings), that is to say 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).

The troops are placed in “**reserve**” near each player (see the settings for their number).

A troop “**discard**” space is agreed upon and shared by all players, for example, the game box.

The players roll the die; the one with the highest score begins. The table goes around clockwise.

# 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:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Combination** | **1st action** | **2nd action** | **Condition** |
| **2 actions** | 1 | Order to the troops | Baron or knight movement |  |
| 2 | Baron or knight movement | Order to the troops |  |
| 3 | Baron or knight movement | Baron or knight movement |  |
| 4 | Order to the troops | Order to the troops | “2 orders” bonus |
|  |  |  |  |  |
| **1 action** | 5 | Order to the troops |  |  |
| 6 | Baron or knight movement |  |  |

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

* Either for a **more advantageous movement** 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:

* **Recruitment**: recruit new troops from your reserve **to your command tile**.
* **Construction**: build a donjon **in your command tile**.
* **Deconstruction**: deconstruct your donjon **in your command tile**.
* **Dispersion**: move your troops to one or more tiles **from your command tile**.
* **Concentration**: 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**” confrontations. 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.*

## Recruitment

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. 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).

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**.

## Construction

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 space**.

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

## Deconstruction

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

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

## 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 confrontations, 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 confrontations, 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 dungeons. Your troop entering a tile occupied by at least one opposing troop or an opposing dungeon must stop there, and if necessary, automatically resolve a confrontation.

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

## Affrontement de troupes

L’affrontement de troupes est prioritaire sur l’affrontement de donjon.

L’arrivée de votre troupe sur une tuile avec présence d’au moins une troupe adverse provoque **automatiquement** l’annihilation de votre troupe et d’une troupe adverse. Votre **troupe attaquante** retourne dans votre **réserve**. La **troupe attaquée** va dans la **défausse**.

## Affrontement de donjon : destruction

L’arrivée de votre troupe sur une tuile avec présence d’un donjon adverse, non défendu par au moins une troupe adverse, et avec présence préalable de 2 de vos troupes, provoque l’annihilation de vos 3 troupes et du donjon adverse ; vos **troupes attaquantes** retournent dans votre **réserve** ; le **donjon attaqué** n’est **pas reconverti** en troupes adverses (les ex-troupes bâtisseuses ont déjà été placées en défausse et y restent). C’est l’arrivée de votre 3ème troupe qui provoque la destruction du donjon. Vos 2 premières troupes ont seulement été stoppées à leur arrivée sur le donjon adverse, et à un autre tour de jeu, vous pouvez les déplacer par une dispersion ou une concentration.

## Affrontement de donjon : capture

Cet affrontement combine, en un seul ordre (dispersion ou concentration), la destruction d’un donjon adverse et la construction d’un donjon allié, sans intervention d’un baron sur la tuile de construction. Pour cette capture de donjon, 6 troupes attaquantes sont requises sur la tuile attaquée :

* L’arrivée de la 3ème troupe attaquante provoque la destruction du donjon adverse ;
* L’arrivée des 3 troupes supplémentaires déclenche la construction du donjon allié ;
* 4 troupes attaquantes sont envoyées à la défausse ;
* 2 troupes attaquantes retournent en réserve.

La capture de donjon n’est pas automatique ; c’est un choix. Seule, la destruction de donjon est automatique.

## Remarques

Les règles impliquent, que dans une tuile, il n’y a qu’une seule couleur de troupe, et que l’éventuel donjon présent est de la même couleur ou pas.

Une même troupe n’est jamais déplacée plus d’une fois par tour :

* Pour la dispersion, c’est évident puisque le joueur choisit obligatoirement une troupe à déplacer dans sa tuile de commandement.
* Pour la concentration, c’est parce qu’il y a obligation de déplacement maximal, qui provoque soit l’arrivée sur sa tuile de commandement, soit une annihilation par affrontement dans une tuile avec des troupes adverses. Toutefois, l’arrivée sur un donjon adverse bloque la troupe déplacée qui faut veiller à ne pas concentrer une seconde fois pendant le tour de jeu.

Ces remarques sont valides à deux joueurs ou plus.

# Parameters and settings

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |
|  | Recruitment | **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 |  |
|  |  |  |  |  |  |  |  |  |  |
|  | Movement | **Without die** | **Die** | | | | | |  |
|  | **1** | **2** | **3** | **4** | **5** | **6** |  |
|  | **Nombre de cases** | 1 | 3 | 3 | 2 | 2 | 1 | 1 |  |
|  |  |  |  |  |  |  |  |  |  |
|  | 2 orders? | **Without die** | **Die** | | | | | |  |
|  | **1** | **2** | **3** | **4** | **5** | **6** |  |
|  | Non | Non | Non | Non | Oui | Oui | Oui |  |
|  |  |  |  |  |  |  |  |  |  |

Minimum number of points required to win the challenge:

|  |  |  |  |
| --- | --- | --- | --- |
| **Players** | **2** | **3** | **4** |
| **Points** | 16 | 12 | 10 |

Setup:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Players** | **2** | **3** | **4** |  |
| **Troops** | 40 | 40 | 40 |  |
| **Mountains** | 4 | 4 | 4 |  |
| **Knights** | 2 | 2 | 2 |  |

Repartition and points of tiles:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tile** | **Count** | **Points** | **sub-total** |  | Une image contenant capture d’écran, motif, carré, Symétrie  Description générée automatiquement |
|  | 9 | 1 | 9 |  |
|  | 9 | 2 | 18 |  |
|  | 9 | 3 | 27 |  |
|  | 10 | 4 | 40 |  |
| **Total** | **37** |  | **94** |  |