**KINGDOMS AND CASTLES**

*A two-player strategical wargame.*

In *Kingdoms and Castles*, each player has a goal to defeat the enemy kingdom. The kingdom has several cities, to which your army is to defend. You must keep your kingdom protected while simultaneously capturing all the cities and villages of the other kingdom. This is a game of strategy, not luck, though luck has some elements.

Armies are groups of soldiers. They cannot link up, but they can fight together in a battle, in a pincer attack, encirclement, etc.

If more than two players want to play, kingdoms can have multiple leaders to help them decide actions.

All numbers (like the army loses half of its troops) are rounded up, not down. If an army had twenty-seven men and lost half its troops, it would only have fourteen men left.

This game may seem complicated. If you want, you may remove rules, features, or omens for both players. But keep in mind this is supposed to be as realistic as possible. Gold may be complicated, so you can remove them, though I highly recommend playing with all features and rules.

Gameplay and strategy is based on the *Fabian strategy*, invented by Quintus Fabius Maximus, where you wear down an enemy slowly with one defeat at the time.

**SETUP**

You start out with:

* One city (800 people, 20 food)
* One castle
* Five villages (1,500 people, 50 food)
* One palace
* 100,000 gold
* 15 soldiers

**Total**: 2,300 people, 70 food

Over time your population, gold, and food will increase.

The landmarks can be put anywhere you like. Decide who is Red and who is Blue. Next, roll a six-sided die. If it is even, then Red goes first. If it is odd, then Blue goes first.

**COMPONENTS**

* 1x pre-assembled game board
* 10x castles
* 15x cities
* 48x omen cards
* 40x villages
* 200x soldier pieces

**ACTIONS**

You can do actions each turn.

* **Attack**: gather your forces nearby and attack an enemy army
  + See ATTACK section
* **Recruit** more soldiers from cities
  + You can get five percent of the population for cities at most
  + These can be moved to castles to train without using a turn
* **Move** army
  + See MOVING section
* **Surrender**
  + One or more of your armies surrender
  + The enemy kingdom can do whatever they like with them
  + You can exact revenge on them if they choose to kill them
* **Build** new village (takes five turns)
* **Build** new castle (takes fifteen turns)
* **Build** new city (takes twenty-five turns)

For anything you build, you must wait out the turns. **You may not do anything during that time**. But, you can pause it to do other things, then resume. Say I’m building a city – twenty-five turns. Five turns pass. Then, I am attacked. I can move to defend myself, then continue. I still will have to wait out twenty full turns to finish.

**ATTACK**

Attacks help you gain enemy territory and cities and villages. They form the basis of offense in this game. Keep in mind that your enemy can destroy them to keep you from capturing it.

* Destroy city with one turn
* Destroy two castles with one turn
* Destroy three villages with one turn

Note that any resource or soldier located within the city must be permanently removed. If the enemy is attacking it, in three turns you can half of the items from the city. Then, you can destroy it.

To start out, get ready three die.

Larger armies are more powerful.

* The army 1.5 times larger than the other rolls an additional die.
* The army two times or more larger rolls two more die.
* The army three times or more larger rolls three more die.

The more die you roll, the greater the reward and you can inflict more casualties. Note that if an enemy is four or five times more powerful than you it is still possible to defeat them without casualties. They would need all their die from 1-5 and your die must be all sixes.

Let’s say you and your opponent roll three dice each, as they have the same army size. Your color is red, and your opponent’s is blue. You roll two fives and one two, and the other rolls two twos and one four.

Ratio of Red : Blue

* 5 : 2 Red win + 3
* 5 : 2 Red win + 3
* 2 : 4 Blue win + 2

Because of the three dice, Red would win because it has more dice wins than the enemy. Now, to calculate casualties, see how much each dice win has and add them together. Because Red won two dice and their difference was three, Blue takes six casualties. But because Blue won one die and their difference is two, Red takes two casualties.

If you have more die, you can add half of the extra die’s value to one of your wins. So, if you have two extra dice, then…

* 7 : 2 Red win + 2
* 5 : 2 Red win
* 2 : 4 Blue win

Red casualties: two men

Blue casualties: eight men

If you have ballistae, add half of your number of ballistae to all of your die. If your strength is below 50%, your army suffers 1.5 times your number of current casualties.

After soldiers are killed, they are removed from the board and put in a pile.

* The loser of a battle loses three morale, while the winner gets five.
* If the winner has more casualties than the loser, the winner gets two morale and the loser loses only two.
* The winning army loses 20% strength and the losing army 30% strength.
* The winning army loses one equipment and the losing army two.
* If an army has no equipment, it cannot fight.

The battle ends whenever an army decides to retreat to save their forces or if an army is completely destroyed. When they retreat, this can be costly. They can only move two inches each turn and one inch if they are at 50% strength. During this time, they cannot inflict any casualties unless they stop and skip a turn. A chasing army can harass them until they reach a castle or they are all killed. They can also inflict casualties, half of the value of however many die they have. If you received the ballista omen (#10), then add another die instead of only adding two.

Additionally, roll a die. The number on the die multiplied by ten thousand is the amount of gold you get. For every soldier in the army you defeated you get another two thousand gold. When defeating an enemy army you additionally get half of its items. An army with 35 food will end up with 18 food. Once you defeat a whole army you get all its items.

For fun, you may challenge your opponent to single combat. This must be done prior to the battle. In single combat, both players must agree. Pick a soldier each from your armies, and they have twenty health points. Whichever army has more strength goes first.

The first player rolls a die. The number displayed is the amount of damage inflicted on the other player. So if Player 1 rolls a five, five damage is applied to Player 2, who now has 15 health. Then the second player rolls. This cycle goes again and again until one player loses all their health.

Then the morale of the winning player is increased by six points. The morale of the losing player is decreased by four points. If you do single combat twice, the morale bonus is eight points and the losing player loses six morale points.

**MOVING**

Moving armies is essential in battle and retreat. Your army can only move three inches each turn. The three inches are not split between armies. If you move multiple armies, the three inches are for each one.

* If your army has already moved ten inches, they can only move two inches per turn.
* If your army has moved twenty inches, they can only move one inch per turn.

If you want to counteract with this, you can bring food with your army. One food lasts the army two inches before it runs out. After food runs out, the army goes back to normal.

Let’s look at this example.

One army has marched two inches with food, so now it can only move two inches per turn. They use up one food, so now they can march three inches per turn. After the army has moved twenty inches in all, the food runs out. The army is now at three inches per turn.

Each move costs the army strength the number of inches it moves divided by ten, rounded. If the strength is 65-80%, the army moves one fewer inch. If the strength is 25-65%, the army moves two fewer inches. Fewer than that and the army doesn’t move at all.

We recommend keeping your army’s strength and supplies high *above all else*.

**ARMIES**

Once created, armies cannot merge unless at a castle. Armies can participate in the same battle but not fight as one, and the minimum army size is 10 units. The maximum size is seventy units. Armies move separately. When you form an army at a castle, be sure to fill out an army sheet. The maximum levy is 1 in 50. That means a city with 800 people can only raise 16 soldiers. And you must train armies from all the other cities before raising an army from the same city twice. An army costs 1,000 gold per soldier. It takes ten turns for an army to finish training. You can train multiple armies at a time, but no more than one for each castle. Armies have different morale. An army starts with eight morale. Once all of its morale is depleted, it joins the enemy army with three morale to begin with.

During battles and fights, the army loses strength. To replenish its strength, it must get food. Each food gives the army 10% strength. To replenish its equipment, it can go to a castle or village. Armies without strength lose half of their forces and their strength is set to 30%. If they lose their strength again, they are destroyed. If an army’s strength is fewer than 15%, then they cannot do battle or fight. If they are not marched to a castle before their strength is less than 15% they will die.

**VILLAGES, CASTLES, AND CITIES**

These make up your kingdom. Each of them has different roles. At the start of the game, you can have up to five cities and twelve villages each. Castles have to be created.

Villages do not have equipment. Every three turns, their food increases by one. The village only needs five foods to survive. The food it generates can be sent to cities any time without using turns. Cities need twenty food and start out with twenty, while villages start out with ten. Food can be shipped to castles too without turns. If a village or city has fewer than its necessary amount of food, it will be destroyed and its people dead.

Cities start with eight hundred people. Populations of cities increase by fifty people each turn. Villages only start with three hundred people each and increase by ten people each turn.

A city with a population of two thousand people needs forty foods to live. A city with a population of four thousand people needs eighty foods to live, etc.

Armies can stop at villages or cities to replenish their food supplies. If a village is captured, the victorious army takes over it and can use all of its food. A city generates one equipment every three turns, which can be shipped to castles for free. It is important to keep a moderately sized garrison at each city, for in case it is under attack, you already have soldiers there.

Cities are assigned one or more castles, and villages one city.

You cannot have multiple things being built simultaneously. A village costs 5,000 gold, a castle 25,000 gold, and a city 50,000 gold.

You start out with one palace, which holds all your gold. If the palace is captured, you lose.

This may sound bad, but keep in mind that a single army marching from the other side of the field will run out of supplies and morale before they reach the palace. And you can also attack them on their way. As their ranks thin, it becomes more and more difficult to travel. The best way is to go slowly, deeper and deeper into enemy territory, establishing castles and villages to increase your logistical power, then prepare for a final assualt.

Remember, a tired and fatigued army is no match for a small, well-supplied, and nourished army. Hence the saying, “an army of deer commanded by a lion is better than an army of lion commanded by a deer.”

**GOLD**

You start out with 100,000 gold. When you create cities, villages, etc., you lose money. You can trade with your enemy kingdom for money or other materials. If you run out of money, you lose the game.

* If you have one city, you produce 1,000 gold each turn.
* If you have two cities, you produce 2,000 gold each turn.
* If you have three cities, you produce 3,000 gold each turn.
* If you have four cities, you produce 5,000 gold each turn.
* If you have five or more cities, you produce 10,000 gold each turn.

This is how you usually get gold, aside from omens and winning battles. Additionally, you can use an action called “drain the treasury”. If this happens, you can extract some 200,000 gold from your palace. But it has a cost; you can only do this once and you must repay 100,000 of the coins to your palace within thirty turns. If you fail to repay the debt, you lose the game.

**OMEN CARDS**

Every fifteen turns, draw an omen card from the deck.

* Dark red omens signal extremely bad events. (1, 4% chance)
* Red omens signal bad events. (6, 25% chance)
* Orange omens signal moderately bad events. (1, 4% chance)
* Light green omens signal good events. (4, 16% chance)
* Dark green omens signal extremely good events. (12, 50% chance)

If the number is…

1. Your kingdom receives a great plague. All of your armies and landmarks lose half of their population. You lose half your food each turn for three turns. (If this has been done already, re-roll). Roll another die. If it is even, then do nothing. But if it is odd, then your enemy kingdom suffers the same plague in ten turns.
2. A gold mine is discovered underneath one of your cities. Receive 10,000 gold each turn for twenty turns.
3. An heir to your kingdom is born. Receive 80,000 gold. All armies’ morale increases by three.
4. Barbaric tribes attack your kingdom. Remove your northernmost two villages and kill three soldiers. Additionally, lose 40,000 gold. If you do not have 40,000 gold, lose all of your gold.
5. More people are willing to join the army. Form another army the size of your largest army at any castle at half-price.
6. Your villages receive a good harvest. Each village produces an additional three food this turn.
7. A new type of stronger metal is discovered. Your armor is strengthened. Add two to any die when attacking or defending. (May be traded with gold to the enemy kingdom. You will still be able to use it if you have given it to your enemy)
8. A strong storm devastates your crops. Your villages do not produce food for ten turns.
9. New weapons are created. Add half of another die when attacking or defending. (May be traded with gold to the enemy kingdom. You will still be able to use it if you have given it to your enemy)
10. A stronger ballista is created. Add two to any die when attacking or defending. (May be traded with gold to the enemy kingdom. You will still be able to use it if you have given it to your enemy)
11. A quarry is discovered. You may build two cities at half-price at any point and three castles. (May be traded with gold to the enemy kingdom)
12. A forest fire erupts. Remove twenty soldiers from the board for fifteen turns.
13. A fire erupts in a city. All equipment in the city is destroyed. Its food is set to twenty, no matter how much it had before. You must pay 5,000 gold to fix the damage. If you do not fix the damage, the city is destroyed.
14. Your treasury is robbed. Lose 10,000 gold. If you have fewer than 10,000 gold to start with, then you have zero gold.
15. New advances are made in art, technology, and literature. Receive 40,000 gold.
16. Trade has flourished with other nations. Receive 10,000 gold each turn for five turns.
17. The longbow is now used. Add one to any die when attacking or defending. (If this has been done already, re-roll. May be traded with gold to the enemy kingdom. You will still be able to use it if you have given it to your enemy)
18. More weapons, including cannons, crossbows, firearms, and trebuchets are invented. Add another die when attacking or defending. (May be traded with gold to the enemy kingdom. You will still be able to use it if you have given it to your enemy)
19. Your men successfully sabotage and rob the enemy kingdom. Your opponent must truthfully tell you their next plan that they wish to keep secret. They may not change it. You also receive 60,000 gold from your enemy kingdom, which loses the 60,000 gold.
20. Riots erupt in your cities. Send sixty soldiers to the closest city for three turns. Lose five soldiers and pay 20,000 gold to repay the damage.
21. Add three explosives to any part of your enemy kingdom. On a sheet of paper, mark where the explosives are placed. This must be exact. At any point, you may detonate the explosives. If the closest soldier in an enemy army is between two and three inches away from where the explosive is hidden, it takes an indirect hit and it loses half of its troops. If the closest soldier in an army is less than one inch away, the whole army is completely destroyed. Adding three explosives to a city can destroy it. Two explosives can destroy a castle, and one explosive can destroy a village.
22. A drought plagues the land. Your largest city (by population) loses ten percent of its population. You must give up thirty foods. If you do not have thirty foods, you lose all of your foods. This also effects the enemy kingdom.
23. Call to arms! Form five armies the size of your largest army in a castle at half-price.
24. Your enemy king is inflicted with a temporary illness. They lose ten turns, which can be taken by you. (Currently unavailable)

Be sure to record all omens in your Kingdom sheet. Long-term omens, like #10 and #21, need to be keep track of to avoid arguments of cheating and inconsistency. There is a ⅔ chance that you will have a bad omen.

**TRADING**

You may trade with an enemy kingdom as you please. For example, Red could trade fifty soldiers for thirty food. Or Blue could trade ten food for ten equipment. Properties of soldiers cannot be traded, like strength, morale. Some specific omens can be traded for gold.

Bribery is not allowed. If the enemy kingdom says no, then it is a no. You may not ask again. But if they re-open to that trade, they must announce it and you are allowed to trade with them. If you beg for items, punishment will be harsh. You will lose the items you were supposed to trade.

**REFERENCES**

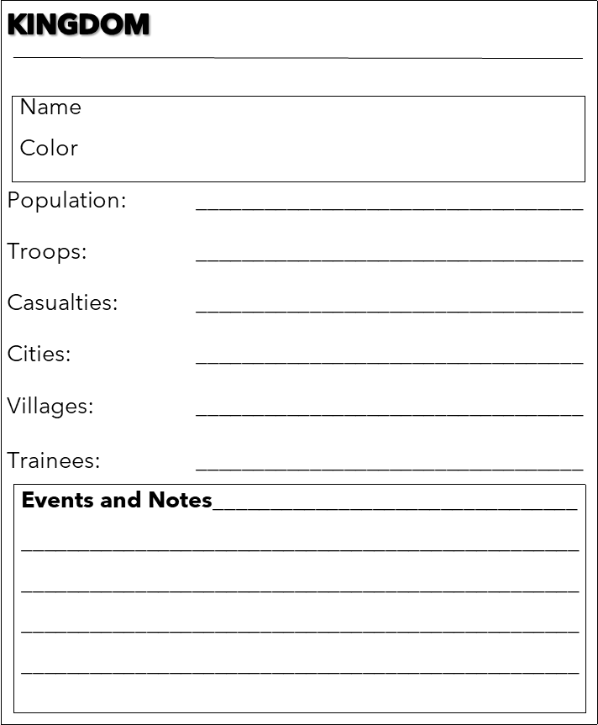
This is a list of all numerical values throughout the instructions.

|  |  |  |
| --- | --- | --- |
| **SETUP** | Cities at setup | 1 |
| Castles at setup | 1 |
| Villages at setup | 5 |
| Palaces at setup | 1 |
| Gold at setup | 100,000 |
| **TURNS** | Percent of population of cities can be soldiers | 5 |
| Turns to build a new village | 5 |
| Turns to build a new castle | 15 |
| Turns to build a new city | 25 |
|  | Cities that can be destroyed each turn | 1 |
|  | Castles that can be destroyed each turn | 2 |
|  | Villages that can be destroyed each turn | 3 |
|  | Size of army that can roll another die during attacks | 1.5 |
|  | Size of army that can roll two more die during attacks | 2 |
|  | Size of army that can roll three more die during attacks | 3 |
|  | Casualties army suffers when strength is below 50% | 1.5 times |
|  | Morale a victorious army receives | 5 |
|  | Morale a defeated army loses | 3 |
|  | Morale a defeated army loses if it has less casualties | 2 |
|  | Morale a victorious army receives it has more casualties | 2 |
|  | Strength a victorious army loses | 20% |
|  | Strength a defeated army loses | 30% |
|  | Equipment a victorious army loses | 1 |
|  | Equipment a defeated army loses | 2 |
|  | Inches that can be moved during retreat | 2 |
|  | Inches that can be moved during retreat at 50% strength | 1 |
|  | Casualties a retreating army can inflict | 0 |
|  | Casualties a chasing army can inflict | Half of die’ value |
|  | Casualties a chasing army can inflict with ballistae | One die |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

**INFOBOX**

Infoboxes are a way to take notes and keep track of things.

This is a Kingdom infobox:



**CREDITS**

Gameplay and design: Ethan Chan and Jacob Ogus

Computer graphics and infoboxes: Ethan Chan

Board design: Jacob Ogus