

# BARBARIAN KINGDOMS

RULEBOOK

JESTER

## OVERVIEW

### INTRODUCTION

Barbarian Kingdoms is a competitive and asymmetric strategy game for 3 to 6 players. The action takes place after the fall of the Western Roman Empire, around the 5th century AD.

Each player controls one of six Kingdoms competing for dominance:



Recruit warriors, raise taxes, fight battles, pay bribes, defeat your enemies, gain loot by plundering, and expand your kingdom!



### HISTORY

In the 5th century AD, the Huns swept into Europe from the East, forcing the various Germanic tribes ever westwards. Hundreds of thousands of Germanic warriors crossed the frozen Rhine, bypassing the fortified defences of the Roman Empire.

The imperial army, undermined by unprecedented internal crises, failed to repel the incursions. The «Great Invasions» were to cause years of looting, displacement and war...

To put an end to the disorder, Rome ceded territories to the barbarian warlords who founded kingdoms there. But, by depriving it of its resources, the growing autonomy of the «Barbarian Kingdoms» sounded the death knell for the Western Empire.

After a thousand years of Roman supremacy, a new era of instability and opportunity began for Europe: the Middle Ages...

## OBJECT OF THE GAME

VICTORY CONDITIONS	
TERRITORIAL 7	MILITARY 2

The object of the game is to be the first player to achieve one of the two following Victory Conditions:

- **Territorial Victory:**  
Control a total of 7 Provinces, including your initial Kingdom Provinces (which must not be controlled or occupied by any of your opponents).
- **Military Victory:**  
Eliminate 2 opposing Kings during the game by defeating them during battles.  
Note that the players who have lost their King are not eliminated from the game; they continue the game. It is still possible to win the game after having lost your King.

### WINNING THE GAME

The game ends immediately as soon as a player has met one of the Victory Conditions, thus winning the game.

### KINGDOM SCORE

At the end of the game, after the winner has been decided, the other players may wish to determine who is in 2nd place, 3rd place, etc. This is done by calculating each player's Kingdom Score (see page 16). Ties are won by those who were later in the Turn Order.

## COURSE OF THE GAME

### ORDER OF PLAY

First player is determined by consulting the following Order of Play: Huns (red), Ostrogoths (purple), Vandals (blue), Visigoths (yellow), Saxons (brown), Franks (green).

For example, in a 3 player game where the Vandals, Saxons and Franks are in play, the Vandals would start the game. After that, play continues clockwise until the end of the game.

### PLAYER'S TURN

The active player announces and resolves **one single Action** chosen from the list below:

ACTIONS				
RECRUITMENT	TAXATION	MANEUVERS	ASSAULT	CLAIM
+				

- **Recruit:** deployment of a warrior
- **Tax:** tax collection
- **Maneuver:** tactical repositioning
- **Assault:** invasion of a province
- **Claim:** attempt to annex



A Battle is triggered and resolved immediately when the active player Invades an enemy occupied province, or if an opponent Challenges the active player's Assault or Claim.



## GAME COMPONENTS

- 1 rulebook
- 3 Kingdom power cards
- 1 scenario / Kingdom score card
- 1 score pad



1 Game Board



2 Purses



6 Domination tiles

72 Treasure tokens

Front: Chest side



Back: Tremis side



- bronze x 30
- 1 tremis
- silver x 24
- 2 tremis
- gold x 17
- 3 tremis
- diamond x 1
- 5 tremis

### STORAGE

In order to speed up the next set up, it is recommended that you store the Kingdom set and the money corresponding to the initial treasure and loot of the Kingdom (i.e. 2 gold coins, 3 silver coins and 4 bronze coins) together.

4

## 6 KINGDOM SETS

Each set consists of:



1 King



4 Warriors



4 Control tokens



1 Player board



1 Player screen

## SET UP

- Choose a **scenario** (a combination of Kingdoms), on the scenario card, to match the number of players. For your first game, we suggest the following scenarios:
  - 3 players: Ostrogoths (purple), Vandals (blue) and Visigoths (yellow).
  - 4 players: Ostrogoths (purple), Vandals (blue), Visigoths (yellow) and Franks (green).
  - 5 players : Huns (red), Ostrogoths (purple), Vandals (blue), Visigoths (yellow) and Franks (green).
  - 6 players: all kingdoms.
- Distribute the Kingdoms in the scenario among the players either randomly or by mutual agreement. For the random draw, put 1 control token for each Kingdom in one of the purses (draw bags) provided, and let each player draw a token blindly from the purse.
- Once Kingdoms have been assigned, it is suggested that players place themselves closest to their respective Kingdom's emblem (printed on the gameboard) when sitting down to play.
- For each non-playing Kingdom, place their specific **Domination tile** on the corresponding Province (as printed on the tile). This Province will be considered as impassable (as are the Initial Provinces of the non-playing Kingdom). **[ Review sample: place only Domination tiles numbered with 1. ]**
- The **purses** and the Scenarios / Kingdom Score card are placed next to the Game Board.
- Each player takes **1 x bronze, 1 x silver and 1 x gold** Treasure tokens and places them randomly on each of their 3 **initial provinces** (including the Capital province). Once all have been placed, they can be turned **Tremis side up** to reveal their values.
- Each player receives 10 x tremis into their Treasury as starting treasury: **3 x bronze, 2 x silver and 1 x gold** Treasure tokens. Each player also receives all of the items listed below for their chosen Kingdom:
  - The Player Screen, which is used to conceal their Treasury in the form of Treasure tokens throughout the game
  - The Player Board, which should be visible to other players
  - **4 x Control tokens and 4 x Warriors**, which are placed on the Player board
  - The King, which is placed in the Capital province
- Each player receives a **Kingdom power card**.
- Finally, a **Treasure token** is randomly placed Chest side up on each **neutral Province**. Note that no Treasure tokens are placed on the 3 Initial provinces of each of the non-playing Kingdoms, nor is one placed in the provinces where Domination tiles were placed.



5

## GAME CONCEPTS

### GAME MAP

The Map is divided into 37 Areas: 36 Provinces and 1 Sea. The map also contains 3 passable Straits.



**Neutral province:** a Province that no Kingdom controls at the start of the game.



**Initial Province:** a Province controlled by a given Kingdom at the start of the game.



**Capital Province:** the Province where the King is placed during set up. Other Kingdoms cannot claim or take control of it.



**Port province:** a Province allowing embarkation to the sea or disembarkation from the sea.



**Sea:** a single area, adjacent to all port provinces. There are no naval battles in Barbarian Kingdoms.



**Strait:** connects two Provinces separated by the Sea. Straits do not divide the Sea into separate areas.



### ECONOMY

#### TREASURE & LOOT

The Treasury is the money, in the form of chest tokens, a Kingdom has available to pay for its Recruits, Claims and Bribes. It is placed behind the Screen so that other players cannot see how much you have.

Loot is the money present in a Province, in the form of one or more Chest tokens (face down or visible). It can be recovered in full via Pillage, or in part via Taxation.

#### PILLAGE

When you Pillage, you take all Loot present in the Province you are looting and add it to your Treasury.

A player may pillage a Province if he successfully completes an Assault or Challenge there, but only if the Province is not already under its controls.

If the Loot is in the form of a face down chest token, the pillaging player does not reveal its value to the other players.

#### PAYING ACTIONS

There is no common treasury in Barbarian Kingdoms. When you perform a paid action (Recruit, Claim), the Tremis that you pay are placed, face up, in the same Province where the action takes place.

#### LOANS & CHANGE

Players may not lend nor give one another tremis. Sometimes you might find that you do not have exact money in your Treasury to do something such as pay for a Warrior. You are then allowed to exchange tremis between your Treasury and the Loot in any particular Province, as long as the owner of that Province agrees to it.

### DIPLOMACY

Players can talk to each other at any time, for example to agree on a strategy to counter another player.

### CONTROL

#### CONTROL MARKERS

A printed Emblem or a Control token indicates which Kingdom controls a Province.

Note the following exception: When you occupy one of an opposing Kingdom's Initial provinces with one of your units, control of that Province is suspended and the Province does not belong to any player. In order to show this clearly, the unit must be placed over the printed Emblem in order to obscure it, thus indicating that no one currently controls the Province.

#### TAKING CONTROL

To take control of a Province, a player must have previously occupied it with a Unit (via an Assault or a Challenge), and then successfully complete a Claim action. To indicate ownership of this Province, a Control token is placed on the Province.

Note that a Kingdom may never take control of an opposing Kingdom's Capital Province, and that the Initial Provinces of non-playing Kingdoms (including those where a Domination tile is placed) are out of bounds to players.

#### LOSING CONTROL

A Kingdom loses control of a province if an opposing Kingdom successfully Assaults it. If it is an initial province, control is suspended as long as the opposing unit remains there; the departure or elimination of the occupying unit is sufficient to regain control.

Therefore, one of your Initial Province occupied by an enemy Unit does not count toward Territorial Victory, nor for Taxation, and it is not possible to recruit a Warrior there.

#### NEUTRAL PROVINCES

xxx

### SPECIAL POWERS

Kingdoms and Kings each have a unique power. These powers are indicated on the individual Player Boards and on the player aid cards (power cards).

In case of contradiction, the powers take precedence over the standard rules.

The Kingdom Power is active throughout the game, while the King's Power becomes inactive if the King is eliminated.

### MOVING

Units may (during Assault and Maneuvers actions, and during Battles) be moved on the map from one Area to an adjacent Area.

#### ADJACENT AREAS

The following are considered adjacent :

- Provinces sharing a common border
- Provinces separated by a passable strait
- Port Provinces and the Sea, and vice versa

#### IMPASSABLE PROVINCES

Players may not move their units into the initial provinces of non-playing kingdoms, nor in those Provinces where a Domination tile was placed (during set up).

#### OCCUPANCY LIMIT

A land province may only be occupied by one Unit, except during Battles.

The Sea is not subject to this occupancy limit: it may contain an unlimited number of Units, from multiple Kingdoms.



### COMPONENTS LIMIT

Components are limited to those provided in the box.

A player can only perform a specific action if he has all the necessary conditions and resources available: controlled provinces, money, control tokens, units, etc.

## ACTIONS

There are 5 different actions that you may take on your turn, the actions being: Recruit, Tax, Maneuver, Assault and Claim. These actions will now be discussed in greater detail.

### RECRUIT



The Recruit action allows you to deploy **one** Warrior from your Player board to any Province you control, at a cost.

The cost is shown on your Player board below the Warrior you are recruiting, and increases as more of your Warriors are deployed to the Game board.

To perform the Recruit action, you take the cheapest Warrior available from your reserve and place it in an eligible province, i.e. a Province that is **under your control**, and **not already occupied** by any Unit. The Tremis that you pay for the cost are placed in the same Province as where you placed your Warrior.



Once you have collected the appropriate number of tremis, you add them to your Treasury, by placing them behind your Player screen together with your other tremis.

Note that it sometimes may occur that there are not enough tremis to collect from your controlled Provinces, in which case you collect the maximum available and forego the rest.



### MANEUVER



The Maneuver action allows you to move **all of your units** (King and Warriors) on the Game board to adjacent Provinces or to the Sea. This action is not the action to take for invading neutral or opponent Provinces (for that you must use the Assault action).

You may move each of your Units only to adjacent unoccupied Provinces already **under your control**. In the case where your Unit is present in a Port Province, you may instead move it to the **Sea**.

Note that a special movement called a **Castling** maneuver can be performed during the Maneuver action. In this case your King simply switches places with one of your Warriors in an adjacent Area. This action counts as a movement action for both your King and your Warrior.



### TAX



The Tax action allows you to collect tremis, up to a maximum equal to the number of Provinces that you control. So, if you control 6 Provinces, you may collect up to 6 tremis in the form of taxes.

Note that the tremis are taken from any of your Provinces on the Game board.

8

### ASSAULT



The Assault action allows you to invade a neutral or opposing Province with **one** of your Units. Opposing Kingdoms may Challenge the Assault, but in case of success, you will occupy the assaulted Province, pillage it and remove an opponent's control over it.

An Assault is resolved as follows:

1. You move **one** of your Units to an adjacent eligible province, i.e. a Province under the control of an opposing Kingdom or a Neutral Province that is not occupied by one of your own units. The province targeted cannot be an impassable province (the Initial provinces of non-playing Kingdoms, or Provinces where a Domination tile was placed during set up).
2. If the assaulted province already contains an enemy Unit, a **Battle** takes place immediately (see page 11 for how Battles are resolved). If not, you are obliged to ask opposing players who have Units present in adjacent Areas whether they would like to **Challenge** your Assault (see page 10 for how Challenges are resolved).
3. If your Assault is **successful**, pillage all Loot from the Province and add it to your Treasury; in the case of a Province previously claimed by an opposing kingdom, the relevant Control token is removed from the Province and placed back onto the relevant Player board, on the most expensive free space; in the case of an Initial Province of an opposing kingdom, place your unit over the printed Emblem to obscure it.

**Note:** Consider an Assault action carefully before performing it, because as soon as you have moved your unit, you won't be able to change your mind: the Assault action is irrevocable. The reason for this is that other players may Challenge your Assault.

#### HASTY PILLAGE

Hasty Pillage: If a player pillages a Loot chest in a Province they are Assaulting, without first enquiring about a Challenge, they are penalized. The penalty imposed is that the Loot chest is replaced by 3 tremis. Novice players may be exempted from this rule by mutual agreement.

### CLAIM



When you perform a Claim action, you attempt to take control of a neutral Province that you occupy with one of your Units, at a cost. Success is not automatic though, as opposing Kingdoms are allowed to Challenge the Claim.

The cost is shown on your Player board below the Control token you will be removing if the claim were to be successful, and increases as you remove Control tokens from your Player board and onto the Game board.

A Claim is resolved as follows:

1. You take the amount you have to pay from your Treasury and place it on an eligible Province you want to gain control of.
2. Then you are obliged to ask the opposing players who have Units present in adjacent Areas whether they would like to **Challenge** your Claim (see page 10 for how Challenges are resolved).
3. If your Claim is **successful**, take your cheapest Control token from your Player board and place it on the Claimed province.

The targeted province must be occupied by one of your Units, must be a **Neutral province** (i.e. either one of the provinces that do not contain a printed Emblem, or an Initial province of an opposing Kingdom that you previously successfully Assaulted). It must not be an opposing Capital province.

**Note:** Consider a Claim action carefully before performing it, because as soon as you have paid its price, you won't be able to change your mind: the Claim action is irrevocable. The reason for this is that other players may Challenge your Claim.



9

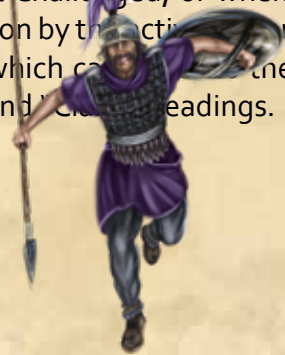
## CHALLENGES

When you perform either an Assault action or a Claim action, you are obliged to ask opposing players who own Units adjacent to the Province being Assaulted / Claimed whether they would like to Challenge your action.

Opposing players are asked in turn order (starting after the active player), and only 1 is allowed to Challenge. After a player has announced that they would like to Challenge, no others may join the subsequent Battle. They may also Pass, in which case the next player in turn order decides whether to Challenge or Pass.

If a player has announced that they would like to Challenge, they must move at least 1 of their adjacent Units (King or Warrior) to the Province being Assaulted / Claimed.

If the Assault or Claim is Challenged, then a Battle immediately follows (see page 11 for how Battles are resolved). If the Assault / Claim is not Challenged, or when a Battle resulting from a Challenge is won by the active player, then it is deemed to be successful, in which case refer to the relevant sections under the "Assault" and "Claim" headings.



## BATTLES

A Battle will occur under 3 circumstances:

- When a player launches an Assault against a Province occupied by an enemy Unit
- When a player launches an Assault against an unoccupied Province, and the Assault is subsequently Challenged.
- When an attempt to Claim a Province is Challenged.

Battles are resolved as follows:

### WINNING THE BATTLE

1 The winner of the Battle is determined by calculating the total Battle points (BPs) for each player. BPs are calculated as follows:

- 2 The presence of a Control token in the Province earns the owner 2 BPs
- A King contributes 6 BPs and every Warrior 3 BPs.
  - Finally each Tremis paid as a bribe counts as 1 BP for the player who paid the bribe.

3 The victor is the player with the most BPs (the active player wins ties).

BATTLE POINTS		
CONTROL	UNITS	BRIBES
= 2	= 6 = 3	= 1



## BATTLE RESOLUTION

### 1. REINFORCEMENTS

Starting with the active player, both parties decide whether they would like to move additional Units into the relevant Province. The players alternate, moving at least 1 Unit into the Province from adjacent Provinces (or also from the Sea in the case of a Port province) until both parties have Passed.

### 2. BRIBES

After conclusion of the reinforcement phase, players count their initial number of battle points (BPs). Then, they decide how many Tremis they would like to spend in an attempt to bribe opposing Units. This is done in secret, and each player places their chosen Tremis into a separate purse. The purses are then exchanged and the Tremis revealed for all to see.

### 3. BATTLE POINTS

Each Tremis assigned as a bribe counts as 1 BP and is added to the BPs total. Note that the Tremis you paid as bribe count towards your BPs, not the Tremis you received from your opponent.

The victor is the player with the most BPs (the active player wins ties).

### 4. COLLECTION OF BRIBES

Each player, both the victor and the defeated, receives the Tremis that their opponent assigned as bribes and adds them to their Treasury.



### 5. UNITS ELIMINATION

All defeated Warriors are returned to the relevant Player board, into the most expensive free space(s). If a King is one of the defeated Units, he is permanently eliminated from the game, and the victor takes possession of the King as he contributes to a potential Military victory.

### 6. MOVING OUT

Only 1 of the victor's Units may remain in the Province where the Battle has taken place, and thus all of his other Units have to be moved to unoccupied adjacent provinces controlled by him (only 1 Unit is allowed to move to each eligible Province). Units may not be moved onto the Sea. Any Units that cannot be placed, have to be returned to the player board, once more into the most expensive free space.

### 7. ACTION RESOLUTION

If the active player is the victor, the original action is deemed to be successful. Refer to the relevant sections under the "Assault" and "Claim" headings.

It goes without saying that if the active player has been defeated, then the original action, whether an Assault or a Claim, is unsuccessful and is not resolved.

### 8. PILLAGE

Finally, as long as the Province in which the Battle took place is not already controlled by the victor (who can be the Assaulting player or the Challenging player), all Loot present in the Province is collected by him and added to his Treasury.



## SPECIAL POWERS

## OPTIONAL RULES

After having played a few games, players are free to adopt the following recommended optional rules:

- 1 **Privilege:** the player who has won the most recent game may pick the Scenario for the new game
- 2 **Legacy:** then each player in descending order of Kingdom scores in their most recent game, chooses their Kingdom.
- 3 **Precedence:** Finally, the person who won the most recent game is first player. The Order of Play, described on page 3, is offset accordingly.

## VARIANT FOR 2 PLAYERS

The following changes are made to the standard rules:

- Each player will control 2 Kingdoms: those indicated with the same letter in the chosen Scenario.
- Each player has a single Treasure, initially of 10 tremis. This Treasure is shared by the two Kingdoms controlled by the player.
- The Victory Conditions become :
  - Territorial Victory: control 7 territories with one of the Kingdoms you control
  - Military Victory: eliminate the 2 opposing kings
- During their turn, each player plays the turns of their two Kingdoms, in succession and always in the same order, before handing over to their opponent.
- Except for the pooling of the Treasure, the two Kingdoms controlled by a player are totally independent. This means that they cannot support each other in battle, just as two Kingdoms cannot support each other in the main game mode.

## ADVANCED RULES

Once players have a sound grasp of the rules and of gameplay, they can experiment with creating their own scenarios, i.e. a combination of Kingdoms other than the standard combinations shown on the Scenario card.

Players can decide among themselves which Kingdoms to include in their game, or each player can choose a Kingdom in descending order of Kingdom scores in their most recent game. During this phase, discussion between players is recommended.

Similarly, once chosen, Kingdoms can be assigned randomly to players, or each player can choose a Kingdoms in descending order of Kingdom scores in their most recent game.

## CLARIFICATIONS

### ACTIONS

#### RECRUIT

- It is not possible to recruit more than one Warrior in a single Recruit action.

#### TAX

- It is possible for a Kingdom to withdraw tremis from one of its controlled provinces even if it has no Unit present there.

#### MANEUVER

- The Maneuver action is free.
- Castling counts as one move for each of the two units involved.
- It is possible to perform a castling when the King and/or Warrior occupy neutral provinces.

#### ASSAULT

- The Assault action is free.
- It is possible to target a Capital Province during an Assault.

#### CLAIM

- Payment of the cost of the Claim is due even if the Claim fails. This money is the province's Loot.
- Successfully making a claim does not allow for Pillage.



### POWERS

#### HUN

#### OSTROGOTH

#### VANDAL

#### VISIGOTH

#### SAXON

#### FRANK

### CHALLENGES & BATTLES

#### CHALLENGES

- Recruitment, Taxation, and Maneuver actions can't be challenged.
- A player may challenge an Assault or Claim targeting a province controlled by another player.
- Loot in the province does not earn any Battle points (except for the Ostrogoth Kingdom which benefits from the «Fortifications» power).

#### MOVING OUT

- Supernumerary units may not move out to the sea, even if they were at sea before the battle (except for the Vandal Kingdom, which benefits from the 'Raid' power).
- It is not possible to choose to eliminate your King during the Moving out stage.

## GLOSSARY

**Active Player:** A player whose turn it is to play.

**Active Province:** The Province where an action is currently being resolved.

**Adjacent Areas:** Provinces sharing a land border; Provinces on either side of a passable strait; the Sea and a Port Province.

**Area:** Province or Sea.

**Belligerent:** Player participating in a battle.

**Bribes:** The amount of Tremis assigned to a battle by a Belligerent. This simulates their effort to try and convince enemy soldiers to defect to their side, and therefore counts towards Battle Points.

**Controlled Province:** a Province that has either a printed Emblem or a Control token of a kingdom.

**Loot:** The total Tremis present in a Province.

**Occupied Province:** Province where a Unit is present.

**Pillage:** To retrieve loot from a province.

**Reserve:** Warriors and Tokens present on each player's Player Board.

**Tremis:** Historical Roman currency; the monetary unit used in the game. It was used in practice by many of the historical barbarian kingdoms present in this game.

**Treasure:** The Tremis belonging to a particular player, always placed behind their Player Screen.

**Unit:** Warrior or King.



## KINGDOM SCORE

TBD.

### CREDITS

**Game design:** Christophe LEBRUN. **Graphic design:** Aurélie LEBRUN. **Artists:** Aurélie LEBRUN, Sergey SHIKIN and Nasos MALOUDIS. **Consultants:** Benoît STELLA and Nicolas AUBRY (SYNERGY GAMES). **Proofreader:** Deon Kritzinger. **Play testers:** Philippe, Lang TEAV, Olivier CHANRY, Raphaël BIOLLUZ, Florian DUMONT, Rémi ANDRE, Olivier CASTA, Louis-Maël GUEGUEN, Steves BOUGUERMOUH, Dorian (Mognon), Vivian BARNY and the team at LA DAME EN BOIS, all the members of the CWOWD community.

### JESTER GAMES

37 bd Jaurès, 74500 Evian (France)  
contact@jester-games.com  
www.jester-games.com



## KINGDOM SCORE

Opponent king defeated	2 pts / king
Surviving King	2 pts
Warriors deployed	1 pt / warrior
Control tokens placed	1 pt / token
Treasury	1 pt / 5 tremis

## KINGDOM'S PERFORMANCE



Points	Reign...
0-2	atrocious
3-5	humiliating
6-8	adequate
9-11	brilliant
12+	legendary



## CONTENTS

## ACTIONS

**Recruit:** the player pays the cost of the action in one of his unoccupied provinces and places a Warrior there.

**Tax:** the player collects as much money (value) from his Provinces as the number of Provinces he controls.

**Maneuver:** the player may move each of his Units once: to his Provinces, to the Sea, or by Castling.

**Assault:** the player moves a Unit to a Province he does not control and does not occupy. May be challenged. If successful, pillage and remove the opponent's control.

**Claim:** the player pays the cost of the action in a Province he occupies but does not control. May be challenged. If successful, place a Control token.

## BATTLES

00. Caused by: Assault on an occupied province, or a Challenge
01. Mobilization of Reinforcements
02. Bribes
03. Battle Points and Determining of the winner
04. Collection of Bribes
05. Elimination of defeated units
06. Moving victorious Units out
07. Action resolution
08. Pillage



**RULES VIDEO**  
**HTTP://**



**F.A.Q**  
**HTTP://**