

KINGDOMS

BARBARIAN

RULEBOOK



OVERVIEW

INTRODUCTION

Barbarian Kingdoms is a competitive, asymmetric strategy game for 3 to 6 players (2 players with a variant). 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:



HUNS



OSTROGOTHS



VANDALS



VISIGOTHS



SAXONS



FRANKS



To win you will have to 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 defenses of the Roman Empire.

The Roman imperial army, undermined by unprecedented internal crises, failed to repel the incursions - these "Great Invasions" would lead to years of looting, displacement, and war.

In an attempt to end this tumult, Rome ceded territories to barbarian warlords who founded their own kingdoms. The loss of resources, combined with the growing autonomy of the "Barbarian Kingdoms", sounded the death knell for the Western Roman Empire.

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



Note: The rules described in the following pages are intended for **competitive play with 3-6 players**. If you are playing the **2-player variant** or the **Team variant**, please refer to the adaptations described on page 13.

OBJECT OF THE GAME

The object of the game is to be the first player to achieve one of the following two victory conditions:





- **Territorial victory:**
Control a total of 7 Provinces.

Note: Your three starting provinces, including your Capital Province, contribute to the total of seven provinces you need for a Territorial victory. To claim this victory, none of your starting provinces can be controlled or occupied by opposing Kingdom(s).




- **Military victory:**
Eliminate 2 opposing Kings by defeating them in battle.

Note: A player who has lost their King  is not eliminated from the game. It is still possible to win the game without your King .

The game ends as soon as any player meets one of the victory conditions; that player wins the game.



KINGDOM SCORE

After the winner has been decided, the other players may determine their placement by calculating their Kingdom Scores  (see page 12).



COURSE OF THE GAME

TURN ORDER

The first player is the person seated closest (in clockwise order) to the star symbol  near the red "Huns"  emblem on the edge of the game board.

Play will proceed in clockwise order, with players taking their turns one at a time. This order will continue until the end of the game.

PLAYER'S TURN

On your turn, announce and resolve **one Action** from the list below:



Recruit: Deploy a Warrior



Maneuver: Reposition your Units



Invade: Assault a Province



Claim: Attempt to annex a Province



Tax: Collect taxes











A **Battle** will be triggered and immediately resolved when:

- The active player Invades an enemy-occupied Province, OR
- An opponent Challenges the active player's Invasion or Claim.

SET UP




GAME COMPONENTS

- A** 1 Game board
- B** 1 Game Setups card
- C** 2 Purses
- D** 6 Domination tiles 
- E** 72 Treasure tokens
- F** 30x bronze  (value: 1 Tremis)
- G** 24x silver  (value: 2 Tremis)
- H** 17x gold  (value: 3 Tremis)
- I** 1x diamond  (value: 5 Tremis, not represented)
- I** 1 Score pad
- J** 6 Kingdom sets consisting of:
 - J** 1 King  standee
 - K** 1 Power card
 - L** 4 Warrior  standees
 - M** 4 Control tokens
 - N** 1 Player board
 - O** 1 Player screen

1 Choose a setup. For your first games, we suggest the beginner-friendly  ones. Here is an example for a 4 player game:



READING THE GAME SETUPS



On the "Game Setups card", each row represents a different possible game setup. The first column lists the number of players , while the icon to the left of the first row indicates setups that are beginner-friendly . The kingdom icons in each row represent the kingdoms that are part of the game setup, and the small squares  serve as a reminder to place the "Domination tiles" for the kingdoms that are not in play.

2 Assign players' Kingdoms randomly or by mutual agreement. For a random setup place one control token from each Kingdom into a purse, from which each player will draw their Kingdom.


3 Once Kingdoms have been assigned, we recommend that players seat themselves near their respective Kingdoms' emblems (as printed on the game board).










4 Place each non-player Kingdom's **Domination tile**   on its matching Province (indicated on the tile). These Provinces are considered to be impassable (as are the non-player Kingdom's Starting Provinces).

5 Place the **purses** next to the game board.

6 Give each player **1 bronze** (value 1), **1 silver** (value 2), and **1 gold** (value 3) Treasure token . Place one of these tokens randomly on each of your 3 **Starting Provinces** (including your Capital Province), face-up (so their values are visible).

7 Give each player **10 Tremis**  (**3 bronze, 2 silver, 1 gold**) as their starting Treasury, along with their matching **player screen** (used to conceal Treasure tokens  during the game), their matching **player board** (which should be visible to other players) and their matching **power card**.

8 Place your **4 Control tokens** and **4 Warriors**  on your player board, and your **King**  in your Capital Province.

9 Randomly place one **Treasure token**  (chest side up) on **each neutral Province** . Note that Treasure tokens are not placed on non-player Kingdoms' 3 Starting Provinces, or in any Province in which a **Domination tile**  has been placed. Return all remaining Treasure tokens to the game box, face-down.

10 Finally, each player must read aloud the special powers associated with their King and their Kingdom as listed on their player board. This step is crucial to ensure that all players are fully aware of and understand the unique abilities in play.

GAME CONCEPTS

GAME MAP

The Map is divided into 36 Provinces and 1 Sea, and is marked with 3 passable Straits.




Neutral Provinces: Provinces that no Kingdom controls at the start of the game.



Starting Provinces: Provinces controlled by any given Kingdom at the start of the game.



Capital Provinces: Provinces where Kings  are placed during setup. Other Kingdoms may Invade these Provinces (to occupy them), but they may never Claim (take control of) them.



Port Provinces: Provinces where it is possible to move into or out of the Sea.




Sea: This is a single area, adjacent to all port provinces. Note that there are no naval battles in this game.



Straits: Connectors between two Provinces separated by the Sea. Straits do not divide the Sea into separate areas.


ECONOMY

TREMIS



The game's currency, represented by Treasure tokens . When these tokens are face-down, their values are hidden.

PLAYER AND PROVINCE TREASURIES

Each player has their own Treasury, which is used to pay for Recruits, Claims, and Bribes. You should keep your Treasury behind your player screen, to keep your wealth (or lack thereof) secret from other players.

Each Province on the board may also have its own Province Treasury, represented by one or more Treasure tokens . These may be gained in full by Pillaging, or in part through Taxation.



PILLAGING

Pillaging is the act of taking all Treasure tokens  from a Province and adding them to your Treasury (behind your player screen). Provinces may only be Pillaged after a successful Challenge  or Invade action, and only if the Province is **not under their control**. The values of face-down tokens should not be revealed to other players.

PAID ACTIONS

There is no common Treasury; when you perform a paid action (Recruit or Claim), place the paid Tremis **face-up** in the same Province where your action took place. Other actions (Maneuver, Invade, Tax) are free.

LOANS AND CHANGE

Players may not lend or give Tremis  to each other. If you do not have the exact amount of Tremis needed to perform a paid action , you may make change between your Treasury and that of one of the Provinces under your control. If you cannot make change you must either pay more money (if payment is required), or receive less (if gaining Tremis).

CONTROL



CONTROL MARKERS

Printed Emblems and/or Control tokens indicate which Kingdom controls a Province.

TAKING CONTROL

To take control of a Province, you must first occupy it with one of your Units (via an Invade action or a Challenge), and then successfully complete a **Claim action**.

Place one of your Control tokens on that Province to indicate your ownership of that area.

Note: You may never take control of an opposing Kingdom's **Capital Province**.

Non-player Kingdoms' Starting Provinces or any Province with a Domination tile are **impassable** and therefore may not be controlled by players.

LOSING CONTROL

A Kingdom will lose control of a Province if it is successfully Invaded by an opposing Kingdom.

Note: If a **Starting Province** is Invaded, control is suspended and it does not belong to any player while an opposing Unit remains there or until the Province is successfully Claimed. The opposing Unit, placed over the Province's printed Emblem, obscures it and indicates uncontrolled status. Occupied Starting Provinces don't count for Taxation or Territorial Victory, and Warriors cannot be Recruited there. Control is automatically regained if the occupying Unit leaves or is eliminated, unless the Province has been Claimed.

DIPLOMACY

Players may collaborate and strategize with each other at any time.

SPECIAL POWERS

Each Kingdom and King has a unique power, as indicated on their player boards and power cards. In case of contradiction, powers take precedence over the standard rules.

A Kingdom's power is active throughout the game, while a King's power is lost if that King is eliminated .

MOVING

During Battle, and as part of Invade and Maneuver actions, Units may be moved from one area on the map (Province or Sea) to an adjacent one.

ADJACENCY

The following areas are considered adjacent :

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

IMPASSABLE PROVINCES

You may not move Units into non-player Kingdoms' **Starting Provinces**, or into any Province with a **Domination tile** .

OCCUPANCY LIMIT

Except for Battles, each land Province may only be occupied by **one** Unit; on the other hand, the **Sea** may contain any number of Units, from any number of Kingdoms.



COMPONENT LIMITS


Components are limited to the items that come with the game. You may only perform an action if you meet the required conditions and resources (controlled Provinces, Tremis , Control tokens, Units, etc.).

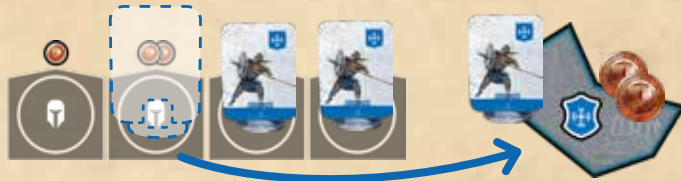
PLAYER'S ACTIONS

On your turn, you may choose **one** of these 5 different actions: **Recruit**, **Maneuver**, **Invade**, **Claim**, and **Tax**.



RECRUIT


The Recruit action allows you to deploy **one** Warrior  from your player board to any Province you control, for the **cost**  shown on your player board below the Warrior you are recruiting; this cost increases as you move Warriors from your player board onto the game board.



To perform the Recruit action, place the least-expensive Warrior available on your player board into an eligible province (one that is already **under your control** and **not already occupied** by any Unit). All Tremis  paid to recruit a Warrior must be placed in that Warrior's Province.



MANEUVER


The Maneuver action allows you to move any or all of your Units (King  and/or Warriors ) on the game board to adjacent Provinces or the Sea, but each Unit can only be moved **once** during this action; this action may not be used to invade a Province (for that, you must use the Invade action).

You may only move a Unit to an adjacent, unoccupied Province **already under your control** **A**. Your Unit(s) present in **Port Provinces**  may instead move into the Sea **B**.


Castling: This special movement may be performed during a Maneuver action. To Castle, simply switch the location of your King  with that of one of your Warriors  in an **adjacent** area. This action counts as a movement action for both your King and your Warrior **C**. It is possible to Castle when the King and/or Warrior occupy neutral Province(s) or Sea.






INVADE




The Invade action allows you to assault a Province that you do not control (one that is neutral or controlled by an opponent) with **one** of your Units. If successful, you will occupy the invaded Province, Pillage it and remove an opponent's control over it. Opposing Kingdoms may Challenge  the Invasion.

To perform an Invade action:

1. Move **one** of your Units to an adjacent eligible Province (one controlled by another Kingdom, or a neutral one not already occupied by one of your Units) **1**. You may target an opposing Capital Province. The chosen Province may not be impassable (a Starting Province of a non-player Kingdom, or one with a Domination tile .

Note: The Invade action is **irrevocable**. Once you have moved your Unit, you may not change your mind or take it back. Eligible players must be given the opportunity to Challenge your action, so consider your options carefully!



HASTY PILLAGE: Important! If you pillage a face-down Treasure token  before giving opponents the chance to Challenge, you must replace that Treasure token  with a total value of 3 Tremis  (from your Treasury). By mutual agreement, you may choose to exempt new players from this penalty.

- If there is an enemy Unit in the Invaded province, a **Battle** immediately takes place (see page 11 for details). If there is no enemy Unit present, you must ask your opponents with Units present in adjacent areas if they would like to **Challenge**  your action (see page 10 for details).
- If your Invade action is **successful**, Pillage all Treasure tokens  from the Province (add them to your Treasury). If that Province was previously claimed by an opposing Kingdom, remove that Kingdom's Control token from the Province and return it to most-expensive free space of the corresponding Player board . If you take an opposing Kingdom's Starting Province, place your Unit over the emblem printed on that Province.






An eligible Province must meet the following criteria: it must be occupied by one of your Units, it must not contain one of your Control markers, and it must not be an opposing Capital Province.

To perform a Claim action:

- Move the required amount of Tremis  from your Treasury to the eligible Province you wish to Claim . It is important to note that the claim's cost must be paid in full, regardless of whether the Claim is successful or not.







Note: The Claim action is **irrevocable**. Once you have paid its cost , you may not change your mind or take it back. Eligible players must be given the opportunity to Challenge your action, so consider your options carefully!

- Any opponent(s) with a Unit in an adjacent area (Province or Sea) may choose to Challenge  your Claim (see page 10 for details).
- If your Claim is **successful**, place the least-expensive Control token from your player board onto the Claimed Province. You may not pillage that Province .



CLAIM

Through the Claim action, you may attempt to take control of a Province occupied by one of your Units (Warrior  or King ). As with the Invade action, success is not automatic - opposing Kingdoms may Challenge  your Claim.


The **cost**  to Claim a Province is indicated on your player board, below the Control token you will remove if your Claim is successful. This cost increases as you move Control tokens from your player board onto the game board.

CHALLENGES



When you perform an **Invade** or **Claim** action, opposing players with Units in an area **adjacent** to that Province must be given the opportunity to Challenge your action. Recruit, Maneuver and Tax actions may not be Challenged.

Opponents must be given this opportunity in turn order (following the active player). A player may choose to Challenge or pass. If a player passes, the next player in turn order may make their choice **1**. Only one player may Challenge; no others may join the subsequent Battle. Note that you may challenge an Invasion or Claim in a Province controlled by another player.

A player that chooses to Challenge must move at least 1 of their adjacent Units (King  or Warrior ) to the relevant Province **2**.

Battle **immediately** follows a Challenged action (see page 11 for details). If there is no Challenge, or if a Battle resulting from a Challenge is won by the active player, the action is deemed to be successful. For more details, refer to the "Invade" and "Claim" sections of these rules.






STRATEGIC ADVICE

Positioning yourself strategically will allow you to challenge opponents and prevent players from winning the game prematurely; you should also pay attention to situations where conceding a battle will help you win the war.




TAX

The Tax action allows you to collect an amount of Tremis  up to the number of Provinces that you control. Thus, controlling 4 Provinces allows you to collect up to 4 Tremis  in taxes.

These Tremis  are collected in any of your Provinces on the game board **1**; move all collected taxes behind your player screen **2**.



Note: In the event that you cannot collect the full amount of your taxes, collect as much as you can and forego the rest. You may collect Tremis  from a Province you control, even if you do not have a Unit there.




BATTLES



A Battle will occur under 3 circumstances:



- A player Invades a Province occupied by an enemy Unit
- A player is Challenged after Invading an unoccupied Province
- A player is Challenged after Claiming a Province



For details on resolving Battles, please see the section on the right.



TRIUMPHING IN BATTLE

A Battle's victor is the player with the most total Battle Points (BP ) , as calculated below. Resolve ties in favor of the active player.

 = **2**  +2 BP if the Province contains your Control marker

 = **6**  +6 BP if the Province contains your King

 = **3**  +3 BP for each of your Warriors in the Province

 = **1**  +1 BP for each Tremis you pay as a bribe

Note: Treasure tokens  in the Province do not earn any Battle Points .





BATTLE RESOLUTION





1 ASSIGN REINFORCEMENTS


Starting with the active player, both players involved in the Battle may move Units from **adjacent areas** (Sea or Province) into the Battle area. A player that does not move at least 1 Unit definitively passes; continue until both players have passed. Once engaged in the Battle, a unit cannot be retreated, and must remain in the Battle area until the conflict is resolved.

2 PAY BRIBES


Following the assignment of reinforcements, first count your Battle Points (BP ), then decide how many Tremis  to spend in an attempt to bribe opposing Units. Secretly place your chosen amount of Tremis into a **purse**, which you must then exchange with your opponent. Then, both players **reveal** the amount of Tremis in the purse they received.

3 COUNT BATTLE POINTS

Each Tremis  assigned as a bribe counts as 1 BP , and is added to your BP total . The Tremis you pay in bribes counts towards your BP , NOT the Tremis you receive from your opponent.

The victor is the player with the greatest total amount of BP  (remember that the active player wins ties).


4 COLLECT BRIBES

Each player in the Battle receives the Tremis  that their opponent assigned as bribes and adds them to their Treasury.

OPTIONAL RULES & VARIANTS


ADVANCED RULES


After you have played a few times and become familiar with the rules, you may wish to try the following optional rules:

- 1 Privilege:** The player who won the most recent game may pick the **setup** for a new game.
- 2 Legacy:** Then each player chooses their **Kingdom**, going in descending order of Kingdom scores  in the most recent game.
- 3 Mercy:** Finally, the person who lost the most recent game is **first player**.


EXPERT RULES

Once you have a solid grasp of the rules and gameplay, you may wish to experiment with setups beyond those provided on the Game Setups card. This process involves a semi-collaborative effort and can be broken down into two successive steps: selecting the Kingdoms and assigning them to the players.


Kingdom Selection: You may decide together which Kingdoms to include in your game, or you may allow each player in descending order of Kingdom score  from the most recent game to choose one Kingdom to include. During this phase, discussion between players is recommended.

Kingdom Assignment: Once all participating Kingdoms have been selected, they can be assigned to players either randomly or based on previous Kingdom scores . If assigned based on scores, players choose a kingdom in turn starting from the player with the highest score from the most recent game.

2-PLAYER VARIANT

In this variant each player controls two Kingdoms, each of which must have the same letter in the chosen game setup. Each player starts with a single Treasury of 10 Tremis , which is shared by the two Kingdoms they control.

The game has two victory conditions:

- **Territorial Victory:** One of the two Kingdoms you control must control a total of 7 Provinces.
- **Military Victory:** Eliminate both opposing kings .


When it is your turn to play, take a turn for each of your two Kingdoms, one after the other (and always in the same order) before passing the turn to your opponent.

While both of your Kingdoms share a single Treasury, they are otherwise independent. They cannot support each other in battle, in the same way that two Kingdoms cannot support each other in the main game mode.

TEAM VARIANT

This variant is for 4 players (2v2) or 6 players (3v3 or 2v2v2). The players who control Kingdoms that share the same letter in the chosen game setup belong to the same team, and they win or lose together.

The game has two Victory Conditions:

- **Territorial Victory:** Control at least 7 Provinces with one of the team's Kingdoms.
- **Military Victory:** Eliminate all kings  belonging to an opposing team, with any of the team's Kingdoms.

A single team's Kingdoms may never Invade or Claim each other's Provinces, and they may never Battle each other. These Kingdoms may not support each other in battle or lend money to each other.

HISTORICAL NOTES

The Huns were a nomadic people who originated from the region of modern-day Mongolia. Led by the infamous Attila, the Huns swept across Europe in the 5th century, conquering many territories along the way. Attila, known for his ruthless military tactics, has also been referred to as “the Scourge of God”.

The Ostrogoths were an East Germanic people who played a major role in the fall of the Western Roman Empire. Led by Theodoric the Great, the Ostrogoths established a powerful kingdom in Italy in the 5th and 6th centuries; Theodoric is known for his military prowess and his efforts to restore order and stability in Italy.

The Vandals were a Germanic people who established a powerful kingdom in North Africa in the 5th century. Their leader, Geiseric, is known for his cunning and military skill. Under his leadership, the Vandals conducted devastating raids on Rome and other cities in the Mediterranean.



The Visigoths were a West Germanic people who played a major role in the fall of the Western Roman Empire. Led by Alaric I, the Visigoths sacked Rome in 410 AD, marking a turning point in the history of the Roman Empire. Alaric’s fame comes from his military prowess and his role in the downfall of Rome.


The Saxons were a Germanic people who played a major role in the Anglo-Saxon settlement of England. Led by Ælle of Sussex, who is known for his role in the early history of the Anglo-Saxon kingdoms, the Saxons established a number of kingdoms in southern England during the 5th and 6th centuries.

The Franks were a Germanic people who in the 5th and 6th centuries established a powerful kingdom in what is now France. Led by Clovis, the Franks played a major role in the development of the medieval European state system. Clovis is known for his military victories and his conversion to Christianity.






GLOSSARY

Active Player: The player currently taking their turn.

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.

Bribes: The amount of Tremis  a player has assigned to a Battle. This simulates their efforts in convincing enemy warriors  to defect to their side, and thus counts toward their Battle Point  total.


Coastal provinces: Provinces sharing a common border with the Sea (regardless of whether they have a Port icon or not).


Control marker: Either a printed Emblem or a Kingdom's Control token.


Controlled Province: A Province that contains a Control marker.



Neutral Province: A Province that is not controlled by any player.


Occupied Province: A Province where any Unit is present.



Pillage: Retrieve all Treasure tokens  from a given Province.

Player's Treasury: A player's collection of Tremis , always placed behind their player screen.

Port Province: A province distinguished by the presence of a Port icon ; from it, units can move into or out of the Sea.

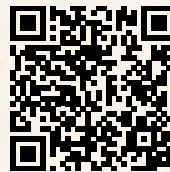
Province Treasury: All Tremis  present in a single Province, in the form of Treasure tokens .

Tremis : Historical Roman currency, and the monetary unit used in the game. It was used in practice by many of the historical barbarian kingdoms represented in this game.

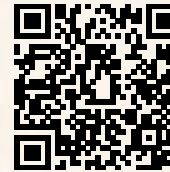
Unit: Warrior  or King .

ANNEX

RULES VIDEO



F.A.Q



SOUNDSCAPES



www.jester-games.com/en/barbarian-kingdoms

ICONOGRAPHY

	Treasure token		Challenge
	Tremis		Warrior
	Paid action		King
	Domination tile		Defeated King
	Neutral province		Battle Points
	Port province		Kingdom Score

CREDITS

Game design: Christophe LEBRUN. **Graphic design:** Aurélie LEBRUN. **PAO rules:** Hervine. **Artists:** Aurélie LEBRUN, Sergey SHIKIN and Nasos MALOUDIS. **Production:** Benoît STELLA and Nicolas AUBRY (SYNERGY GAMES). **Editor:** Michael SCHEMAILLE. **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.

Thank you, all you backers, for making this project possible!



JESTER GAMES

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

SUMMARY

ACTIONS



Recruit: Pay the appropriate action cost and place a Warrior in one of your unoccupied Provinces.



Maneuver: Move any or all of your Units once each. They may move to adjacent areas only.



Invade: Move a Unit to a Province you do not control or occupy. This may be challenged . If successful, pillage all Treasure tokens from that Province and remove the opponent's Control token.



Claim: Pay the appropriate action cost in a Province you occupy but do not control. This may be challenged . If successful, place one of your Control tokens in that Province.



Tax: Collect an amount of Tremis from your Provinces, up to the number of Provinces you control.

CHALLENGE



A Challenge may be triggered by a Claim, or by the Invasion of an unoccupied Province. Going clockwise in turn order from the active player, each opposing player must choose whether to Challenge or pass. If a player chooses to Challenge, a Battle immediately takes place. No more than one Challenge may happen on any turn.

BATTLE PHASES

Battle can be triggered by a Challenge, or by the Invasion of an occupied Province. Below, the phases of Battle resolution:

- | | |
|-------------------------|---------------------|
| 1 Assign Reinforcements | 5 Eliminate Units |
| 2 Pay Bribes | 6 Move Out |
| 3 Count Battle Points | 7 Action Resolution |
| 4 Collect Bribes | 8 Pillage |

VICTORY CONDITIONS



TERRITORIAL VICTORY

Control a total of 7 Provinces



MILITARY VICTORY

Eliminate 2 opposing Kings

KINGDOM SCORE

	Opponent king defeated	2 /
	Surviving King	2
	Warriors deployed	1 /
	Control tokens placed	1 /
	Player's Treasury	1 / 5

KINGDOM'S PERFORMANCE

0 - 2 points	Atrocious reign
3 - 5 points	Humiliating reign
6 - 8 points	Adequate reign
9 - 11 points	Brilliant reign
12 + points	Legendary reign

