

# **Two Kingdoms**

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## Explanation of the game

*Two Kingdoms* is a game about War and Siege. Where each player takes the role of a monarch in control of a kingdom and the players are at war with each other. Each monarch must organize & command their troops in combat to break the enemy players defences and start laying siege to their castle. Managing your troops health, position and tactical strengths & weaknesses to the best of your ability is key to conquering your opponent.

## The Boards

There are two boards, one is double sided representing each monarch's castle and the second being the field in the middle of the two castles. There is also a vision blocker called *The Fog of War*, This is used so each monarch can set up their troops in the "deployment zone" without the other knowing of their strategy beforehand. *The Field* is a wide open 22x20 square grid with no forests and obstructions. Once a monarch wins the battle in a field the players switch boards to the castle of the monarch that lost, and now that monarch has to defend their castle. The castles are identical, they are just colored differently to represent the monarch and their troops. Each castle board has forests around the front, a castle wall with a gate and two towers, and the layout of the castle inside with the monarch on their throne at the farthest end from the entrance.

## How to Play

**The Start:** Players choose what kingdom they want to be and from there they set up *The Field* board with *The Fog of War* so each monarch can set up their troops without the other knowing their strategy. From there each monarch has a set number of troops they can choose from and arrange on their side of the field (each starting area where monarchs can place their troops is 5x20 on each end of the 22 spaces, flags representing each kingdom mark the border of their starting area on the board). Each monarch can have any combination of units when building their army but they have to have at LEAST 10 units in their army up to the 23 that can be deployed in *The Field* when first fighting in *The Field*. After both monarchs agree that their army is ready and in formation then the monarchs may get rid of *The Fog of War* and the game may start. Anyone can have the first move, the players decide themselves.

**Unit Movement:** There are multiple types of units and each one moves in specific ways. When it is a monarch's turn, they can move any or all of their units, once a unit has moved they can no longer move until the monarch's next turn. No two units friend or foe can occupy the same space but if a friendly unit is blocking another friendly units path they can pass through that space if the unit has enough movement to not end up on the same space (for example if a player has a wall of foot soldiers a unit on horseback can just walk through them instead of having to go all the way around the wall, only if they have enough movement to end up on an open space)

*Foot Soldiers:* Foot Soldiers can move 2 spaces in any direction, including diagonally. Can mount horses.

*Ground Archers:* Ground Archers can move 3 spaces in any direction, including diagonally. This is because they aren't carrying heavy weapons or wearing heavy armor like Foot Soldiers. But they can not attack after moving, Can mount horses.

*Horseback Soldiers & Archers:* when a unit is mounted on a horse they can move 5 spaces in any direction, including diagonally. Mounted Archers still can not attack after moving. Horses can NOT enter castles, so units riding horses will have to dismount before entering a castle. If a unit on horseback does not move before they dismount then they can move according to their units limits and the horse can move separately, if a unit moves at all while on horseback and decides to dismount afterwards the unit and the horse can NOT move until the next turn. No matter what when a unit mounts a horse the horse can not move afterwards, the unit can move to the horse and still mount it and the horse can still move to the unit but once the unit mounts a horse they can no longer move for the rest of the turn.

*Siege Weapons:* Both the Trebuchet and Battering Ram can only move one space per turn, they can NOT move diagonally. Friendly units can NOT pass through Siege Weapons even if they will end up in an open space

*Moving around obstructions:* if a unit is right next to the end of a castle wall or a corner of a siege weapon, they can NOT move diagonally to move around it they must move to the corner space and then move to the space parallel with the obstruction.

**Unit Attacking:** when attacking, units roll specific dice to determine how much damage they deal, and each unit has their own strengths and weaknesses. All units except for ranged units can attack after they move. In most instances when a monarch attacks an enemy unit with their own the units will trade blows, so that means units being attacked can roll their attack die afterwards to retaliate. The only time this is not the case is when a ranged unit attacks a melee unit at a distance or either of the siege weapons are attacked. A if a unit has not moved but instead attacks first then they won't be able to move afterwards.

Using the specific dice when attacking with a unit, whichever number you roll you will deal that much damage to the enemy unit. Of course add or subtract damage from the number you rolled based upon damage boosting or reduction factors.

*Foot Soldiers:* all types of foot soldiers have 30 health points & roll a D6 to deal damage, and with all of them being melee they have to be right next to an enemy unit to attack (foot soldiers can not attack enemies on a diagonal). There are 3 types of Foot Soldiers with weapons that have unique strengths and weaknesses

- *Spear Soldiers:* Spear Soldiers deal 2 extra points of damage when attacking Horses and 1.5 extra points of damage when attacking Axe Soldiers, they deal 1 less point of damage when attacking Sword & Shield Soldiers
- *Axe Soldiers:* Axe Soldiers deal 2 extra points of damage when attacking Siege Weapons and 1.5 extra points of damage when attacking Sword & Shield Soldiers, they deal 1 less point of damage when attacking Spear Soldiers
- *Sword & Shield Soldiers:* Sword & Shield Soldiers deal 1.5 extra points of damage when attacking Spear Soldiers, they deal 1 less point of damage to Axe Soldiers. They also receive 1 less point of damage from all ranged sources (Ground Archers, Wall Ballistas, and trebuchets)

*Ground Archers:* Ground Archers have 25 health points & roll a D4 to deal damage, and they can shoot any target that is not around a corner of a wall within 7 spaces of them, including diagonally. Ground Archers can NOT move and attack in the same turn, they can only do one or the other even while on horseback. They can also shoot at enemies over castle walls

*Horseback Soldiers & Archers:* Horses have 21 health points and can not attack by themselves. Units mounted on Horses can attack and follow the same rules when they would attack on foot. The soldiers and archers riding do not take any damage from attacks, all damage goes to the Horse. If a horse dies while a unit is riding it, that unit will fall off where the horse died, take 3 points of damage and is not able to move or attack until its next turn. (For clarification if an enemy kills one of your horses and a unit

falls off they receive 3 damage and can not trade blows when another enemy attacks them that same turn, but once it is your turn they can move & attack again. And if you attack an enemy your turn and when they trade blows they kill your horse, that unit will immediately take 3 damage and can no longer take any other actions that turn). Dismounting and Mounting a horse removes that unit's ability to attack for that turn.

*Siege Weapons:* Both the Trebuchet and the Battering Ram have 40 health points and roll a D20 for attacking. Siege Weapons can not trade blows when they are attacked.

- Trebuchet: Trebuchets can not move and attack in the same turn, they can only do one or the other. Each time a Trebuchet attacks, they spend the next turn completely inactive because they are reloading, so no moving and obviously no attacking. Trebuchets have a range of 9 spaces including diagonally, but can not attack enemies within 3 spaces of them. Trebuchets deal 2 extra damage points to Castle Wall Ballistas. Of course Trebuchets can attack enemies over castle walls (can not be placed inside the castle when defending).
- Battering Ram: Battering Rams can only be deployed by the attacking monarch when a castle is under siege. They can only attack Castle Gates and deal 5 extra damage points to them. Unlike Trebuchets Battering Rams are considered melee units, so they can attack immediately after moving but of course still can't move after attacking. And because they are melee they can only attack the Castle Gate if they are right next to it (not diagonally).

*Castle Wall Ballistas:* These units will always be on the outer edge of each tower on the castle wall during the siege. They can not be deployed in normal combat, only for the defending monarch to use. They have 30 health and roll a D8 to deal damage, they can not trade blows when attacked. They have a range of 9 spaces including diagonally, but can not fire upon enemy units that are right next to the outside castle wall or inside the castle.

**Winning/Losing The First Battle:** There are two factors that decide which monarch wins the first battle on The Field. Either a monarch kills every single troop the opposing monarch deployed, or a monarch decides to make a tactical retreat back to their castle. Once a monarch calls for a retreat the other monarch technically wins the first battle and is now able to siege the retreating monarch's castle. If a monarch deployed all 23 units (this means not including wall ballistas or the battering ram) on The Field, and all of them die(except for the horses), the opposing monarch automatically wins the entire game. So it is wise to make a retreat if the battle is going south. Or if players don't like the castle siege aspect they can just play the first battle with all units and no retreating.

*Retreating on The Field:* A Monarch can call for a retreat at the start of their 7th turn. Once a retreat is called, the retreating units can no longer attack or trade blows when attacked. All retreating units can move one extra space as well. For a unit to successfully retreat they have to reach the very edge of the board to reach the "retreat

zone”, once they do they are completely safe and can not be harmed. And those units will be able to fight and protect the castle during siege, unlike the ones that died. A retreat is completed when the remaining retreating units successfully leave the battlefield or they are killed.

*Units Dying:* if a Unit Dies they are gone for good so make sure so have effective strategies to mitigate unit death as much as possible.

*Buffs & Debuffs after the first battle:* buffs and debuffs are given to units depending on who won and lost the first battle on the field. And if the castle gate is breached or not. (all buffs & debuffs last for the rest of the game)

- Shame of Defeat: All **retreated** units will be healed for 10 health up to their max health, **retreated** units will also deal .5 less points of damage to everything.
- Breached: Once the castle gate has been breached **ALL** defending units will deal .5 less points of damage to everything (stacks with shame of defeat).
- Morale boost: **ALL** attacking Units that are about to lay siege on the enemy castle will be healed for 6 health up to their max health and deal .5 extra points damage to everything.
- Unstoppable: once the castle gate is breached **ALL** attacking units will deal .5 more points of damage to everything (stacks with Morale boost).

**Castle Siege/ Second Battle:** Any units not deployed for the first battle will now be used for the castle siege, both attacking and defending sides(no unit can not not be deployed during this stage, except the defending side doesn't have a battering ram and the attacking side doesn't have wall ballistas). Castle Gate has 55 Health.

*Attacking side:* The attacking monarch that is laying siege to the castle will now be able to deploy the battering ram. During set up while placing your units into position the fog of war will cover everything except your “setup” area, when both sides have set up their units and the second battle starts the fog of war will cover everything inside the castle wall, but the defending monarch is allowed to view the entire board. The fog of war will disappear once you breach the castle doors. You have two options of victory, the first is to kill the opposing monarch, the second is to destroy/kill every last unit besides the monarch. So that means if the defending monarch took a big risk during the first battle and it didn't work out, it may just be easier to kill the rest of their weakened troops.

*Defending side:* The defending monarch protecting their castle now has to kill every last attacking unit (besides the horses) if they want to win the game. They can place any of their units anywhere outside or inside the castle during setup (except for the enemy deployment zone). of course you can't just ignore the battering ram if the attacking force still has units left because your units will receive a debuff and the attacking units will

receive a buff. You also have to protect a new unit, yourself. When a castle is breached the monarch will be sitting on their throne.

- **Monarch**: The monarch unit has 30 health and rolls a D8 to deal damage, they only appear once the castle gate is breached and they are affected by the breached debuff. They are a melee unit so they have to be next to another unit to attack, and they can move 2 spaces per turn. If this unit dies the defending monarch loses the game.

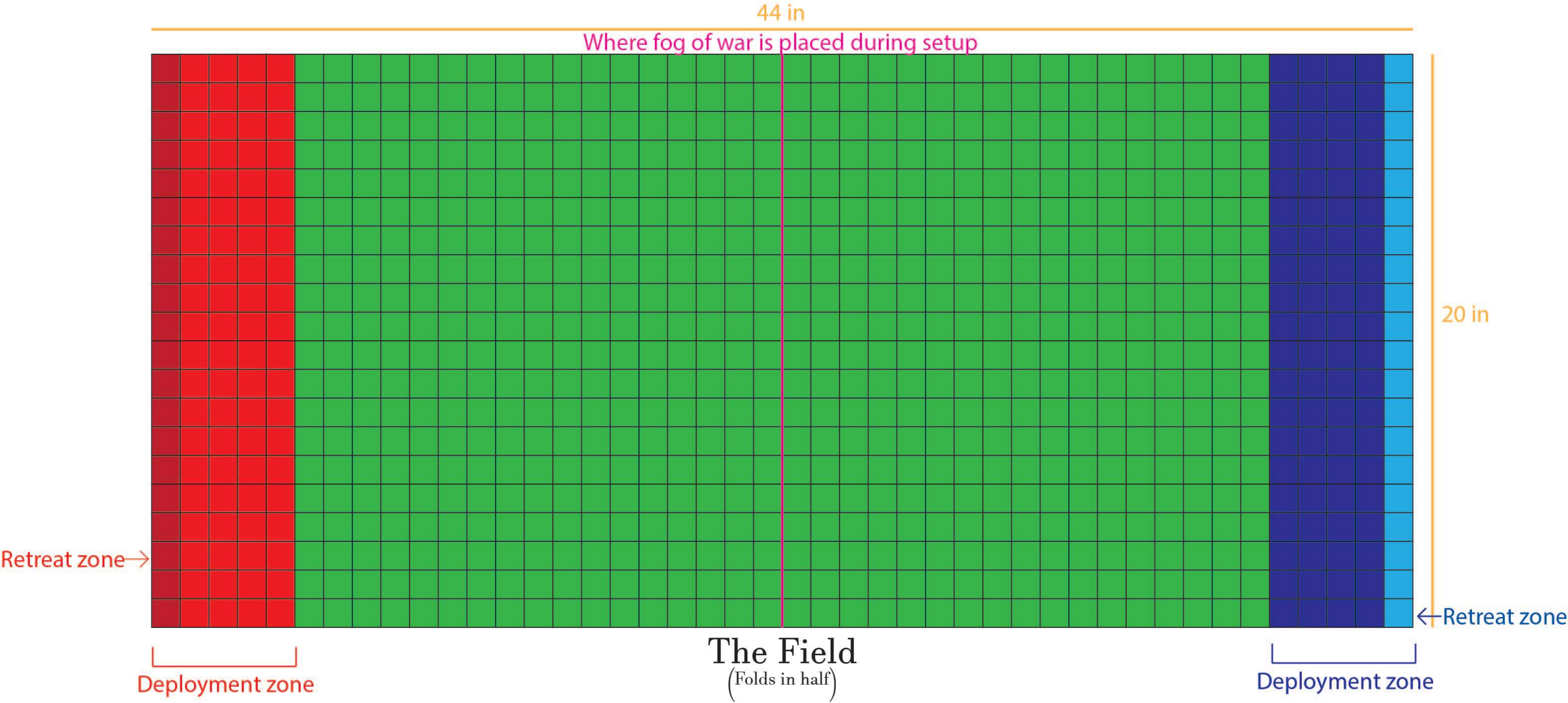
## Cards & Pieces

**What's in the Box:** *Two Kingdoms* comes with 2 game boards, Fog of War vision blocker, 54 unit pieces, pairs of D4 D6 D8 & D20 dice, and 2 dry erase markers to write on them.

### **Pieces:**

- Foot Soldiers: there will be 4 pieces of each type of foot soldier. So there are 4 axe soldiers, 4 spear soldiers, and 4 sword & shield soldiers for each kingdom.
- Horses: Each kingdom will have 4 horses.
- Ground Archers: Each kingdom will have 6 ground archers.
- Trebuchet: Each kingdom will have 1 trebuchet.
- Battering Ram: Each kingdom will have 1 battering ram.
- Castle Wall Ballista: Each Kingdom will have 2 ballistas.
- Monarch: each kingdom will have 1 monarch.

**Unit Cards:** units will have cards to help you keep track of each specific unit health by writing on it with dry erase markers. There will be 8 unit cards (16 in total) for each kingdom. There will be pictures of the unit and corresponding numbers if the unit has more than one piece so you can keep track of each individual unit. The cards will help you keep track of individual units' health points (HP), buffs and debuffs they have received, and for horses be able to know who is mounted on them without cramming two pieces on a single space.





20 in

10 in



## The Fog of War (comes with plastic stand)

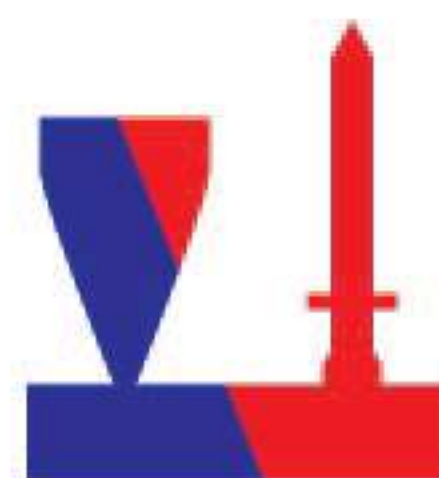
(example of  
where the units  
will be numbered)



Axe  
Soldier



Spear  
Soldier



S & S  
Soldier



Horse



Ground  
Archer



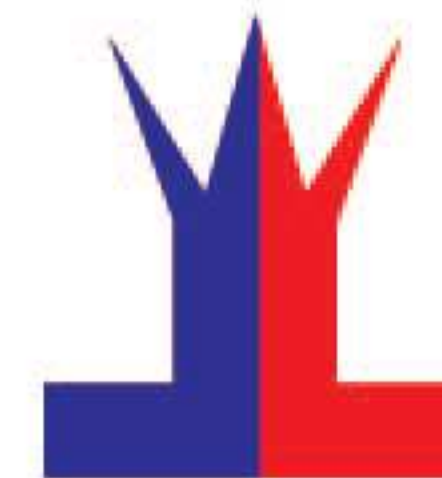
Trebuchet



Battering  
Ram



Wall  
Ballista



Monarch

Where fog of war is placed  
before castle gate is breached





Where fog of war is placed during setup



(On the other side  
of this board is the  
other castle with  
the kingdom colors  
swapped.)

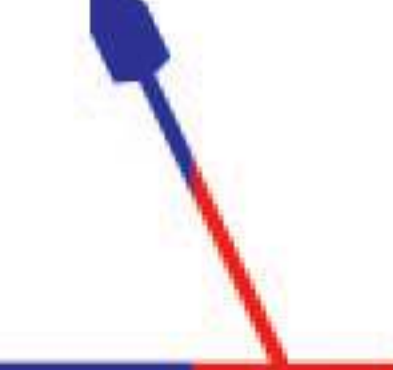


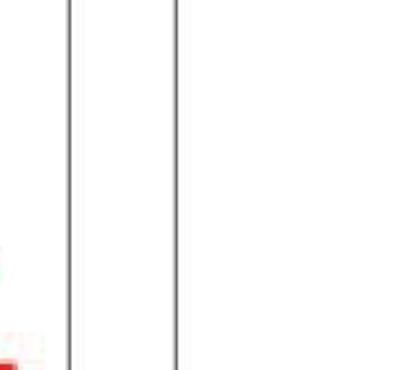
20 in


(the colored lines  
representing fog of  
war placement do  
not show up on the  
actual board)

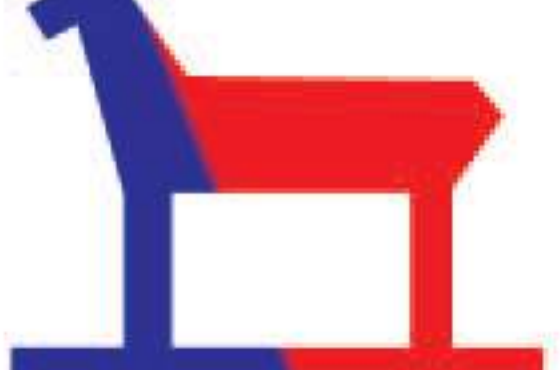




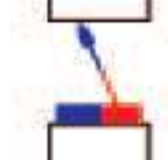
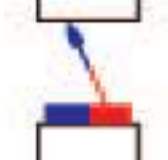
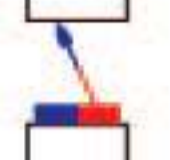
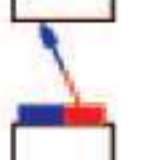


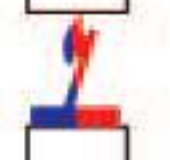
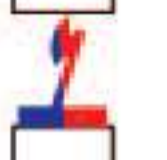

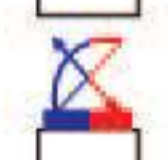

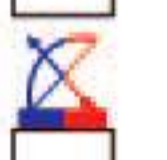
-  = Castle Gate
-  = Where Wall Ballistas are placed
-  = Throne (where monarch spawns)
-  = Castle wall (can not walk on)

30 in

Deployment zone

			
#1 HP	#2 HP	#3 HP	#4 HP
<hr/> 30	<hr/> 30	<hr/> 30	<hr/> 30
Shame of Defeat <input type="checkbox"/>	Shame of Defeat <input type="checkbox"/>	Shame of Defeat <input type="checkbox"/>	Shame of Defeat <input type="checkbox"/>
Breached <input type="checkbox"/>	Breached <input type="checkbox"/>	Breached <input type="checkbox"/>	Breached <input type="checkbox"/>
Morale Boost <input type="checkbox"/>	Morale Boost <input type="checkbox"/>	Morale Boost <input type="checkbox"/>	Morale Boost <input type="checkbox"/>
Unstoppable <input type="checkbox"/>	Unstoppable <input type="checkbox"/>	Unstoppable <input type="checkbox"/>	Unstoppable <input type="checkbox"/>

					
#1 HP	#2 HP	#3 HP	#4 HP	#5 HP	#6 HP
<hr/> 25	<hr/> 25	<hr/> 25	<hr/> 25	<hr/> 25	<hr/> 25
Shame of Defeat <input type="checkbox"/>	Shame of Defeat <input type="checkbox"/>	Shame of Defeat <input type="checkbox"/>	Shame of Defeat <input type="checkbox"/>	Shame of Defeat <input type="checkbox"/>	Shame of Defeat <input type="checkbox"/>
Breached <input type="checkbox"/>	Breached <input type="checkbox"/>	Breached <input type="checkbox"/>	Breached <input type="checkbox"/>	Breached <input type="checkbox"/>	Breached <input type="checkbox"/>
Morale Boost <input type="checkbox"/>	Morale Boost <input type="checkbox"/>	Morale Boost <input type="checkbox"/>	Morale Boost <input type="checkbox"/>	Morale Boost <input type="checkbox"/>	Morale Boost <input type="checkbox"/>
Unstoppable <input type="checkbox"/>	Unstoppable <input type="checkbox"/>	Unstoppable <input type="checkbox"/>	Unstoppable <input type="checkbox"/>	Unstoppable <input type="checkbox"/>	Unstoppable <input type="checkbox"/>

			
#1 HP	#2 HP	#3 HP	#4 HP
<hr/> 21	<hr/> 21	<hr/> 21	<hr/> 21
Mounted <input type="checkbox"/>	Mounted <input type="checkbox"/>	Mounted <input type="checkbox"/>	Mounted <input type="checkbox"/>
 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>
 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>
 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>
 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>

(foot soldier example card, one card for each type of soldier)

4 in


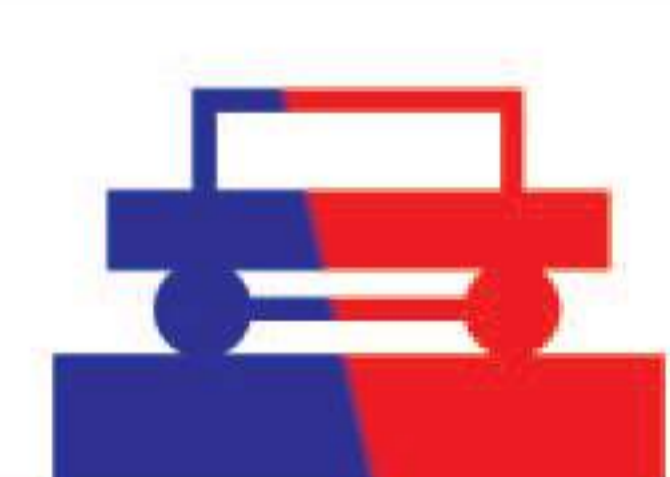
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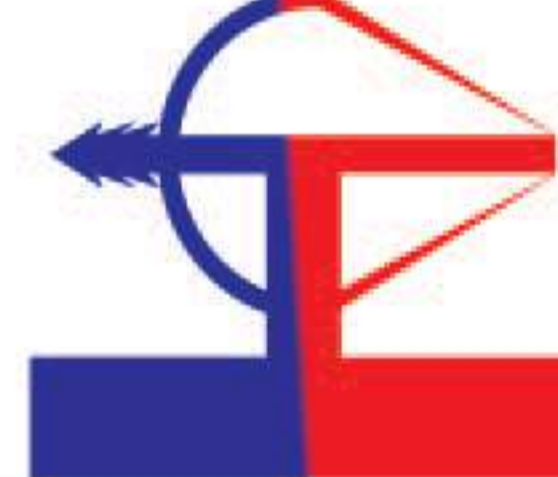
6 in

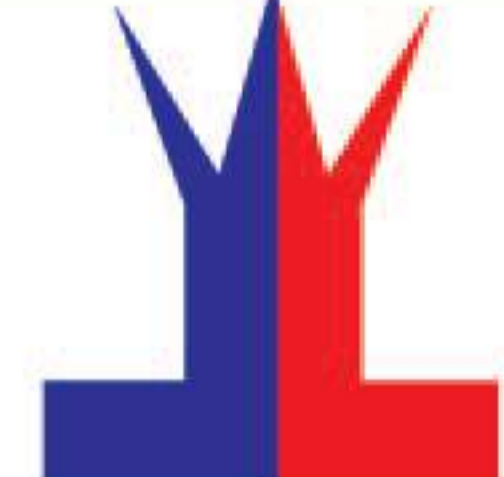
4 in

4 in

2 in

	
HP	HP
<hr/> 40	<hr/> 40
Shame of Defeat <input type="checkbox"/>	Morale Boost <input type="checkbox"/>
Breached <input type="checkbox"/>	
Morale Boost <input type="checkbox"/>	
Unstoppable <input type="checkbox"/>	

	
#1 HP	#2 HP
<hr/> 30	<hr/> 30
Breached <input type="checkbox"/>	Breached <input type="checkbox"/>


HP
<hr/> 30
Breached <input type="checkbox"/>

5.25 in  
(all cards are this tall)