Kingdoms in Conflict

Included/needed things.
-1 game board.
-15 green resources.
-15 yellow resources.
-15 blue resources.
-15 light grey resources.
-15 dark grey resources.
-15 brown resources.
-20 castle walls (10 and 10 in two different colors).
-12 pawns (6 and 6 in two different colors).
-12 officers (6 and 6 in two different colors).
-4 Kings and/or queens (2 and 2 in two different colors).
-Die, coin or some other mean to decide who goes first.

SETUP
Each player receives 1 of each resource, 2 wall pieces and 2 pawns.
Roll a die or flip a coin to decide who goes first.
-First player chooses their side of the board (NORTH, EAST, SOUTH or WEST).
-First player places two wall pieces (Read castle walls).
-First player places two pawns along their chosen edge and receive the resource from those two tiles.
-First player places all resources behind their chosen edge (Read resources).
-Then second player goes through the same steps as first player. After second player has setup, the first player proceeds to phases (Read PHASES).

RESOURCES
-Move any piece to a valid tile and receive that resource (deserts give no resource), unless making a haste-move where a unit forfeits receiving a resource.
-If there are no more resources available of the resources not in play (not in any players stockpiles) of the resource that you should have received then you don't receive any resource.
-Your resource stockpiles can only be at your side of the board behind any of the tile along the edge at that side of the board.
-There can only be 1 type of resource in any of the stockpiles.
-There can be no more than 5 resources in any 1 resource pile.
-Resources can be protected by castle walls directly next to the resource pile (NOT diagonally, a castle wall only protects the resource pile directly behind it).
-If not protected, the opponent can choose to pillage up to 2 resources from any 1 pile, OR raze all resources of any 1 pile, behind the grey/castle wall tiles that they are adjacent to after standing still or ended move.
-Green is livestock (food), yellow is grain (food), blue is fish (food), light grey is metal (material), dark grey is stone (material), brown is wood (material).

CASTLE WALLS
-They protect resources.
-You can have zero or one castle wall on each of the tiles at your side of the board along the border.
-A unit attacking a wall will remove 1 wall. (Read BATTLE)
-A castle wall can only be built on the grey tiles along the edge at your side of the board.

PHASES (No, it's not just a phase you're going through, you're a board gamer for life).
-When a player is done with their 3 phases, the other player takes control and goes through their phases.
-Phase 1: Upkeep
-Phase 2: Action phase
-Phase 3: Buy phase

UPKEEP PHASE (mandatory)
-If current player has 4 or less units on board she/he must pay 1 food in upkeep, 6 or less units costs a total of 2 food in upkeep, and lastly having 8 or less units on board costs a total of 3 food in upkeep.
-For each food you can't pay, you must sacrifice one unit of your choice immediately, rounded up.
-You must pay upkeep if possible.

ACTION PHASE (optional)
You can perform 1 of the following actions.
-Move one unit to any valid tile for that unit. (See UNIT MOVEMENT for details)
-Attack with one unit. (Read BATTLE for details)
-Harvest with up to 4 pawns. (You must choose at least 1 pawn and no more than 4 pawns on the board that will harvest one resource from the tile(s) on which they are already standing on. The same pawn cannot harvest twice in one turn)
-Move and/or Pillage up to 2 resources from 1 pile. (Read resources for details)
-Move and/or Raze 1 pile. (Read resources for details)

BUY PHASE (optional)
You can buy one castle wall or one unit.
-Castle wall - 1 stone, any 1 material and any 1 food (for the workers).
Units:
-Pawn - 1 wood, 1 grain and any 1 material. 1 HP. Can move 1 tile in all directions, haste-move 2 tiles.
-Officer - 2 metal, any 2 material and any 1 food. 2 HP. Can move on a path of up to 2 tiles in any direction, haste-move 4 tiles.
-General - 3 metal, any 2 material and any 2 food. 3 HP Can move on a path of up to 3 tiles in any direction, haste-move 6 tiles.

Purchased units must be placed adjacent to one of your castle walls at any 1 of the up to 3 tiles next to a castle wall.

You can have a total of up to 8 units max on the board at the same time.

UNIT MOVEMENT

-A unit has a base movement; this can be doubled by making a haste-move spending 1 grain and 1 wood (for horses and carts). If a haste-move is made no resources will be gained for the tile that the units end its movement on.
-They can move on a path of their base movement or doubled movement, i.e. if they have a movement of 3 tiles, the player must be able to draw a path that spans up to 3 tiles not occupied by other units.

BATTLE

-There are two ways in which units can fight: move-attack or adjacent-attack.
-Move-attack, when a unit tries to move to a tile with an opponent unit, they fight, if the moving unit survives and the target unit doesn't, the moving unit moves to the tile of the defeated target and receives the corresponding resource of that tile. This is only possible if the attacking unit could legally move to that tile, if it was a haste-move they still don't get a resource. This move can only be made if the target unit would die from this attack which means it has to be a pawn or an officer but all six pawns are in play which means the officer dies from the attack.
-Adjacent-attack, a unit can only attack units at tiles that are adjacent to the attacking unit after standing still or ended its move. They receive no resources after that attack.
-Anytime any units fight each other they both each loses 1 HP. When a unit loses HP, they are to be switched to a lower unit (Generals becomes officers, officers becomes pawns, pawns die when they fight with other units). If a general can't become an officer because there are no available officers, they become a pawn. If an officer can't become a pawn because there are no available pawns, they instead are removed from the board immediately.
-Attacking a wall. You can attack a wall with a unit, after standing still or after ending its move, if the wall is next to the unit that is attacking either horizontally or vertically. Attacking a wall does not cause the attacking unit to lose any HP. 1 wall is removed immediately when attacked with a unit.

VICTORY (Doesn't come easy!)

-Defeated: If you don't have any units (not including walls) on the board at the end of your turn you're defeated.
-Resign: You can always admit that your opponent was always the better ruler, hand over your kingdom, and hope that your opponent will take good care of your kingdom's population, which is something you never managed to do well.
-Famine: If you at the end of your turn don't have any resources left to support your kingdom, your population revolts against you and welcome your opponent as their new king. You have lost.

CLARIFICATIONS:
ADJACENT - Any 1 tile of up to 8 tiles surrounding a unit.
PILLAGE – If you pillage and can't place all the resources in your stockpiles, the resources that can't be placed are lost and must be returned to storage stockpiles outside the board/not along any edge. A player can only pillage if they can put at least one resource in one of that players own stockpiles.
HARVEST – If one or more peasants of the player taking turn is standing on a resource where there is no available resource (all of the given resource are in any players stockpiles), the peasants in question can't harvest, but the other peasants of the player taking turn standing on resources that are available can.
ATTACK – A unit of the player taking turn can only attack units and walls of the opponent.
DEMOTION BY BATTLE – Why are units demoted when battling? Because as the eccentric ruler you are, you always demote generals and officers for not winning you the entire conflict when they fight.

RESOURCES:

Livestock
Grain
Fish
Metal
Stone
Wood

UNITS:

Pawns
Officers
Generals

WALLS:

Version 0.6 – More testing and balancing is still needed

Created by Geezer Games
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