

BARBARIAN KINGS

Rules of Play — the continent of Allaven

A multiplayer game of fantasy conquest for two to five kings. Raise armies from the old races of the land, march them in secret, and let steel and sorcery decide who alone shall wear the crown of Allaven.

An unaffiliated fan homage to Greg Costikyan's 1980 design. All rules text, map, art and code herein are original works of Tronsoft Games.

1. The Game

Allaven is a broken continent of feuding provinces. Each player is a king bent on conquest and consolidation. You govern provinces, tax them for gold, raise troops of the races native to your terrain, and move your armies across the hex map. When two hostile armies meet, they may fight — or pass in wary silence. Kings and their wizards weave spells that scatter hosts, raise the dead, freeze the seas, and turn battles.

Movement is simultaneous. You and every rival write your orders in secret; then all armies march at once and battles are resolved together. Plans collide, feints land, and alliances of convenience are made and broken.

How to win

You win by holding most of Allaven — a set fraction of all land provinces — or by casting down every rival king. If the chronicle reaches its final turn with no single master, the king holding the most provinces prevails.

2. The Map & Terrain

The continent is a chart of hex provinces. Each province has a terrain type that sets its tax income and which races may be raised there. Provinces bordering open water are coasts, where fleets may be built.

Terrain	Income	Native troops	Notes
Plains	3 gold	Knights, Barbarians	Open ground; cavalry country
Coast	3 gold	Fleets, Barbarians	Builds ships; ferries armies
Forest	2 gold	Elves	Elves defend fiercely here
Mountains	2 gold	Dwarves, Airships, Flyers	Dwarves are immovable here
Swamp	1 gold	Warfrogs, Orcs	Rough, sodden, hard to hold
Wasteland	1 gold	Barbarians, Orcs	Cheap hordes, poor revenue

Every province, whatever its terrain, may levy Barbarians as a last resort.

3. The Races

Troops are measured in strength points. A unit's attack and defense multipliers apply that strength in battle; move is how many provinces it may cross in a turn. Upkeep is gold paid each income phase per sizeable body of troops.

Race	Atk	Def	Move	Cost	Character
Barbarians	high	low	2	3g	Ferocious and cheap; raid, don't hold
Elves	fair	high	3	4g	Swift wood-archers; strong in forest
Dwarves	fair	v.high	1	4g	Stubborn; nigh-immovable in mountains
Orcs	fair	low	2	2g	A cheap horde; no upkeep
Knights	v.high	high	3	7g	Heavy horse; the terror of open field
Warfrogs	fair	fair	2	4g	Amphibious; cross swamp and shallow sea
Flying Men	fair	fair	4	6g	Ignore terrain and water; strike anywhere
Airships	high	fair	3	9g	Fly over any barrier; costly and proud
Fleets	low	fair	4	5g	Rule the sea; carry armies to far shores
Undead	fair	fair	2	—	Raised by necromancy; upkeep-free

Cost is the gold to raise two strength points. Raising four points therefore costs twice the listed figure.

4. Sequence of Play

Each turn proceeds through the following phases. In this edition the computer kings resolve their own musters and orders alongside yours.

A. Income & Upkeep

Each province you hold pays its tax into your treasury. Then upkeep for your standing armies is deducted. A treasury that cannot meet upkeep forces you to disband troops until solvent. (Orcs and Undead cost no upkeep.)

B. Muster & Sorcery

Spend gold to raise troops in your provinces, choosing from the races the terrain allows. Your wizard may weave a strategic spell — raising the dead, scattering a host, blighting a rival's land, and so on.

C. Orders of March

Give each army its orders in secret: a destination and how much of its strength marches (the remainder holds as a garrison). Prepare any battle magic on the provinces where you expect to fight.

D. Simultaneous Movement & Battle

All armies move at once. Where hostile forces share a province, battle is joined and resolved on the Combat Results Table. Conquered provinces change hands.

E. End of Turn

Kings with no provinces are cast down. Victory is checked. If undecided, the chronicle advances to the next turn.

5. Combat

Compare the attacker's total attack strength to the defender's total defense strength to find the odds column — from 1:3 up to 5:1. Terrain aids the defender: dwarves in mountains and elves in forest are especially hard to shift. Roll one die and read the result.

Result	Meaning
DE	Defender eliminated; the attacker takes the province
DR	Defender retreats; the province usually falls
EX	Exchange — both hosts are gutted; defender holds if any survive
AR	Attacker retreats, bloodied
AE	Attacker eliminated
NE	No effect; the line holds

Battle magic shifts the reckoning: Fireball swells attack, Warding swells defense, and a Phantom Host adds an illusory army to one fight.

6. Spells

A king with a wizard may cast one strategic spell in the muster phase and prepare battle magic for the orders phase, gold permitting.

Strategic magic

- **Tornado** — scatters an enemy army, destroying a third of it.
- **Necromancy** — raises upkeep-free Undead in a province you hold.
- **Frozen Sea** — locks fleets in a sea zone for a turn.
- **Blight** — denies a rival province its next income.
- **Clairvoyance** — reveals enemy armies and intentions this turn.
- **Teleport** — shifts one of your armies to any province you hold.
- **Mending** — restores strength to a battered army.

Battle magic

- **Fireball** — adds half again to your attack in one battle.
 - **Warding** — adds half again to your defense in one battle.
 - **Phantom Host** — conjures an illusory army worth six strength for one fight.
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7. Diplomacy

Alliances may be formed and broken at will. Allied armies do not fight when they meet and may share a province. Trust nothing: today's ally is tomorrow's conquest, and the computer kings gang up on whoever leads.

8. Interface Quick Reference

- Drag to pan the map; scroll or pinch to zoom; use the corner controls to fit.
 - In muster, click a province to raise troops; click a spell, then a target, to cast.
 - In orders, click an army, set its march strength, then click a highlighted province.
 - Gold-bordered provinces are yours or unclaimed; red-bordered belong to rivals.
 - Counters show a province's garrison: its strength and its dominant race.
 - Press Save in the top bar to open the Royal Archive: three save slots plus an automatic save kept each turn.
 - Restoring returns you to the exact moment you saved — treasury, armies, spells, and even the dice yet to be rolled.
 - Your campaign also autosaves between turns where your browser permits; use “Continue your campaign” on the title screen.
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May your banners fly longest over Allaven.