

Rolling Fiefdoms

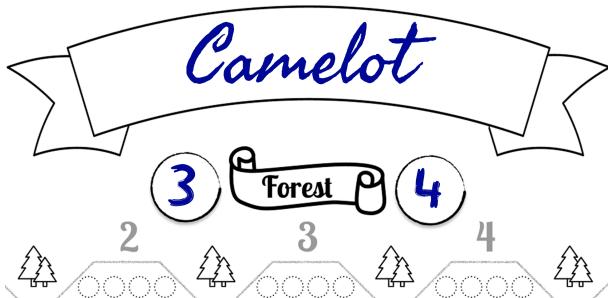
Designed by Grégory Heitz

Overview

In **Rolling Fiefdoms**, you build a small fief through clever dice pairing and planning. Each turn, you'll roll four dice, pair them to decide **what** and **where**, and gradually fill your fief with cottages, markets, and landmarks. When all plots are filled, score your activated buildings to see whose fief prospers most.

Setup

1. Give each player a **Fiefdom Sheet** and a pencil.
2. Take 4 dice: one **numbered d6 dice** (1 to 5, and a pair “1/2”), another **numbered d6 dice** (1 to 5, and a pair “4/5”) and two **X d6 dice** (1 to 5 and X) - if possible, use separate dice colour for X dice.
3. Choose a starting **Active Player**. Turns proceed clockwise.
4. On your own sheet, write the name of your fiefdom in the banner.



Fief Sections

Each fief is composed of 5 Sections: Forest (rows 1 & 2), Mountain (columns 1 & 2), Marsh (rows 4 & 5), Sea (columns 4 & 5), Centre (9 central plots).

On your own sheet, assign the sums **2–5, 7–10** to the four **Sections** as **four disjoint pairs of consecutive numbers** (e.g., 2–3, 4–5, 7–8, 9–10). Use each number **exactly once**. The **Centre** always uses **6**.

These section values matter only during **Pestilence** turns.

Tip

First game suggested sections: Forest = 2–3, Sea = 4–5, Mountain = 7–8, Marsh = 9–10.

Turn Structure

Every turn follows three steps:

1. **Roll** all dice.
2. **Split** them into two sets.
3. **Build** or Forfeit a plot.

After everyone acts, the dice pass to the player on the left, who becomes the new Active Player and starts a new turn.

Solo Variant

Play with the same rules, alternating between **Active** and **Non-active** turns.

- On your **Active turns**, roll and pair the dice as usual.
- On **Non-active turns**, roll all four dice:
 - Pair the **two numbered dice** together.
 - Pair the **two X dice** together.

Play continues until all 25 plots are filled, then score normally.

1. Roll

Roll four dice: two numbered and two with an X face. If a pair of values is rolled (1/2 or 4/5), then each player can choose one of the values of the pair.

Pestilence

When both Xs appear, it's a **Pestilence turn**:

1. **Skip Pairing and Action.**
2. **Sum the two numbered dice** (result 2–10).
3. **Forfeit one empty plot** in the matching Section:
 - Sum = **6** → **Centre**.
 - Sum = **2–5, 7–10** → the fief **Section** whose assigned pair matches that sum.



4. **If the target area has no empty plots, forfeit any one empty plot.**
5. The turn ends immediately. **Pass the dice to the player on the left**, who becomes the new Active Player and starts a new turn.

Example

Your Pestilence Sections are Forest=2–3, Sea=3–4, Mountain=7–8, Marsh=9–10. A Pestilence occurs; numbered dice show 1 and 2 (sum 6) → **Sea** Section. Cross out one empty plot in Sea, then the dice pass to the left.

Example

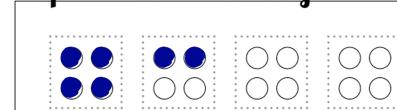
You roll 1,3,4,5. The active player pairs them (1,5) and (3,4). You pick (1,3) as your Build (4 → Windmill) and (5,4) as your Location (draw a Windmill with 2 workers required).

If both possible locations are blocked, you must **Forfeit** a plot by crossing out any empty plot of your choice.

Population & Housing

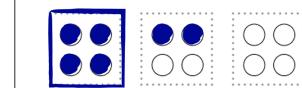
When population is gained via **Split Actions**, it is tracked both on your **Population & Housing track** and on the population Squares of your fief.

Population & Housing



Each **Cottage** provides housing for **4 Population** (outline the left-most available unit on the track).

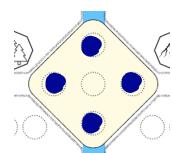
Population & Housing



If your total Population exceeds available Housing, the excess becomes **Vagrants**. For scoring, Vagrants cause a penalty of **-1 VP per Vagrant**.

Example

You have 15 Population and 3 Cottages. Housing = $3 \times 4 = 12 \rightarrow$ Vagrants = $15 - 12 = 3$. You lose 1 VP for each Vagrant → -3 VP total.



- **Single X:** If one X appears, you may still build but add no population.

After building in a location, **outline the number of Workers required** at the top of the location.



Building Reference

Basic Buildings (2-5)

Value	Building	Req	Effect / Scoring
2	Farm	2	3 VP (+2 if next to a Springhouse)
3	Quarry	2	3 VP (+1 if in the same row/col as another Quarry)
4	Windmill	2	3 VP (+1 if adjacent to another Windmill)
5	Market	3	1 VP per Population pip in adjacent spaces

Special Buildings (1 & 6)

Value	Building	Req	Effect / Scoring
1	Cottage	0	When built, outline 1 Housing unit; 2 VP if occupied by at least 1 Population (Population and Housing track)
6	Springhouse	0	When built, remove 1 Worker requirement (min 0) from an adjacent building; -1 VP per adjacent Forfeited plot

Advanced Buildings (7-10)

Value	Building	Req	Effect / Scoring
7	Townhall <small>(Max. 1)</small>	4	5 VP + 2 VP per unique activated Basic type in its row or column.
8	University <small>(Max. 1)</small>	3	5/8/12/15 VP for 1/2/3/4 unique Advanced (built even if inactive)
9	Almshouse <small>(Max. 1)</small>	2	Cancel up to 8 VP of Vagrant penalty at game end
10	Guild <small>(Max. 2)</small>	4	Build a unique Guild type (see below)

Guild Types

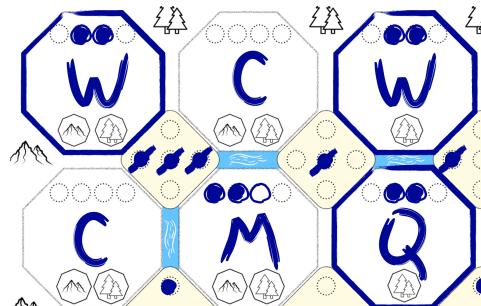
Farmers:	15 VP for a group of 4 or more connected Farms.
Quarry:	15 VP for a group of 4 or more connected Quarries.
Windmillers:	15 VP if 4 or more Windmills along the outer edges.
Merchants:	15 VP if 4 or more Markets in the Centre.

Game End & Scoring

The game ends when **every player's 25 plots are filled**, whether built or forfeited. Everyone then scores simultaneously.

During Scoring:

- Activate Buildings:** For each with a Worker Requirement, assign adjacent Population pips to fill Worker requirements and mark each used pip - 1 Population pip can **only** be used for allocating 1 Worker in one adjacent building. When the Worker requirement is met, that building becomes **Activated** by outlining its plot.



- Score Buildings:** Activated buildings earn their listed VP and bonuses. Nonactivated ones score nothing themselves, but may still count for bonuses.
- Score Cottages:** Each occupied Cottage (outlined Housing unit) = 3 VP.
- Apply Penalties:** Lose 1 VP per Vagrant (activated Almshouse cancels up to -8 VP).

The player with the **most VP wins the game**. In case of a tie, the player with the most population wins.

Scoring

Cottage	Farm	Quarry	Windmill	Market	Townhall	University	Guilds	Springhouse	Vagrants	Almshouse	Reputation
18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	18 + 3 + 27 + 11 + 8 + 11 + 5 + 0 + 0 + 0 + 5	78

Clarifications

- You may build even if all adjacent population Squares are filled (no new population).
- When both coordinates are unavailable, you must forfeit any empty plot.
- Basic building scoring bonuses do not require other buildings to be active.
- Townhall counts only **activated Basic Buildings**.
- University counts all **built Advanced Buildings**.
- When a **Springhouse** is built, immediately reduce the Requirement of one adjacent building by 1 (min 0).
- You may build multiple of the same building type, except those marked (**Max. 1** per game).
- Guilds scoring requires that the matching basic buildings be active.