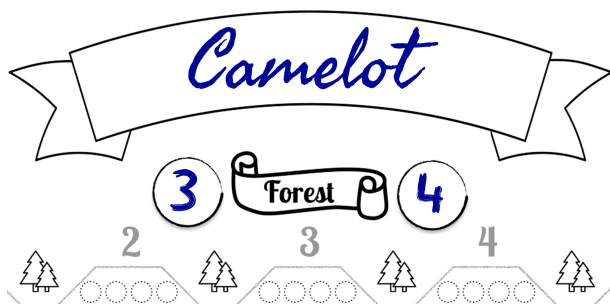# Rolling Fiefdoms

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. Keep within reach: 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).
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 = **2** → **Centre**.
   - Sum = **3–10** → 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=3–4, Sea=5–6, Mountain=7–8, Marsh=9–10. A Pestilence occurs; numbered dice show 2 and 4 (sum 6) → **Sea** Section. Cross out one empty plot in Sea, then the dice pass to the left.

2. Split

The Active Player pairs the four dice into two sets (for example, 1,3,4,5 → (1,5) and (3,4)). Everyone uses these same pairs. Each player decides which pair is the **Build Pair** (what to build) and which is the **Location Pair** (where to build).
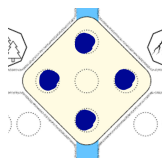
3. Build

Each player acts simultaneously.

Choose one pair to Build, one as Location:

- The **Location Pair** shows where you'll build (e.g. dice 2 and 5 → (2,5) or (5,2)).
- The **Build Pair** decides what you'll build.

If one X appears, that die may not be used for the Location Pair.

Build Options:

- **Sum:** Add both dice. Build a **Basic** (2–5) or **Advanced** (7–10) building. If the sum is 6, you may build a **Well**. (No population added.)
- **Split Action:** Use one die (1–5) to build a Basic building. Fill pips matching the other die's value in an adjacent Square as **Population**. If all population Squares are filled, you may still build, but add no population.

- **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.
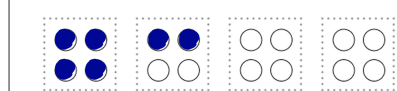

> **Example**
>
> You roll 1,3,4,5. The active player pairs them (1,5) and (3,4). You pick (1,3) as your Build (4 → Windmill) and (5,4) as your Location (draw a Windmill with 2 workers required).

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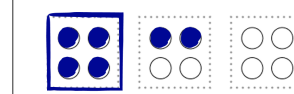
Population & Housing

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 × 4 = 12 → Vagrants = 15 – 12 = 3. You lose 1 VP for each Vagrant → –3 VP total.

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, activate 1 Housing unit; 3 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)

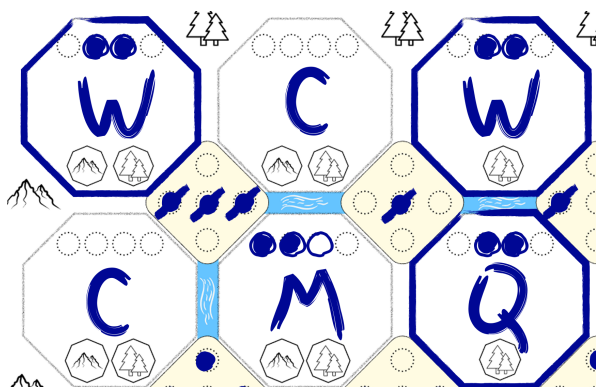| Value	Building	Req	Effect / Scoring
7	**Townhall** Max. 1	4	5 VP + 2 VP per unique activated Basic type in its row or column.
8	**University** Max. 1	3	5/8/12/15 VP for 1/2/3/4 unique Advanced (built even if inactive)
9	**Almshouse** Max. 1	2	Cancel up to 8 VP of Vagrant penalty at game end
10	**Guild**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

1. **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.
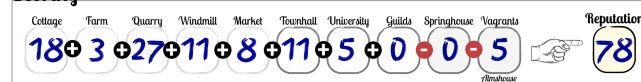

2. **Score Buildings:** Activated buildings earn their listed VP and bonuses. Nonactivated ones score nothing themselves but may still count for bonuses.

3. **Score Cottages:** Each occupied Cottage (outlined Housing unit) = 3 VP.

4. **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.

Example

A Townhall with three activated Basic types (Farm, Windmill, Market) in its row gives 5 + 6 = 11 VP.

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.
- 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).

Credits

Game Design & Development: Grégory Heitz