Rolling Fiefdoms

Split and choose how to build your fief

1-6 players
20-30 minutes

Overview

In **Rolling Fiefdoms**, you grow a small fief through clever dice pairing and careful planning. Each turn, the Regent rolls four dice and groups them into two pairs; players then choose where to build cottages, markets, and landmarks on their fief. When all plots are filled, assign labourers to activate buildings, score Reputation Points (RP), and see whose fief prospers most.

Setup

1. Give each player one **Fiefdom Sheet** and a pen.
2. On your own sheet, write the name of your fiefdom in the banner.
3. Take two white d6 dice as **Event dice** 🎲 (6 is a ✖), and put them where players can reach.
4. Take two blue d6 dice as **Wind Rose dice** 🎲 (6 is a ✳), and put them where players can reach.
5. Choose a starting **Regent**. Turns proceed clockwise.

Fiefdom Sheet

Turn Structure

Every turn, follow three steps:

① The Regent **rolls** all four dice.

② The Regent **pairs** the four dice into two pairs.

③ Every player **builds** or forfeits a plot.

After everyone has built or forfeited a plot, the dice pass to the player on the left, who becomes the new Regent and starts a new turn.

> **PESTILENCE**
>
> When both ✖ appear, it's a **Pestilence event**:
> 1. **Skip Pair and Build.**
> 2. All players **forfeit one empty plot** in their fief (see **FORFEIT**).
> 3. The turn ends immediately. **Pass the dice to the player on the left**, who starts a new turn.
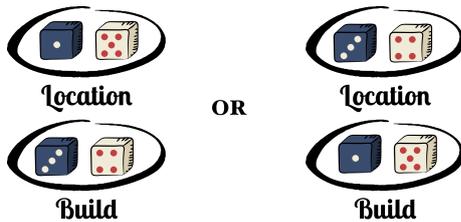
① ROLL

The Regent rolls all four dice.
If 2 ✳ are rolled, then all dice must be re-rolled.

② PAIR

The Regent groups the four dice into two pairs. The dice can be paired in any combination, regardless of color.

Regent's Roll   Pair 1   Pair 2

Each player decides which pair is the **Build Pair** (what to build) and which is the **Location Pair** (where to build).

Location   OR   Location

Build   Build

✖ and ✳ rolls:

- If one ✖ appears on 🁢, that die <u>may not</u> be used for the Location Pair.
- If one ✳ appears on 🁢, that die <u>must</u> be used for the Location Pair. It is a wild, and each player decides the value to use (between 1 and 5).
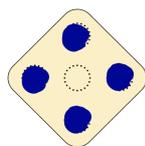
③ BUILD

Each player acts simultaneously, choosing one pair as the Build pair and the other as the Location pair:

- The **Location Pair** shows where you can build (e.g. dice 1 and 5 → (1,5) or (5,1)).
- The **Build Pair** defines what you can build (see **BUILDINGS REFERENCE**) (e.g. dice 3 and 4 → Quarry, Windmill or Townhall).

Build options:

- **Sum:** Add both dice to build a **Basic** (2–5), an **Advanced** (7–10) building, or a **Springhouse** (6).
- **Split:** Use one die (1–5) to build. Use the other die to allocate **Population** by filling pips matching the die's value in an empty adjacent **Square** ◇.

If there is no empty Square ◇, you may still build, but you cannot add population, even if not all 5 pips are filled.

If the Build pair has one ✖ on 🁢, this is a Build Split without population.

When using Split build, you cannot skip the building to add population.

FORFEIT

If neither location is empty, you must **Forfeit** a plot by drawing a cross on an empty plot of your choice.
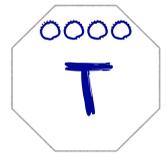

LABOURER REQUIREMENT

After building in a location, **outline the number of Labourers required** for that building at the top of the plot (see **BUILDINGS REFERENCE**). Those are the Labourers required to activate the building at the end of the game.

Example

The Regent rolls 1–3–4–5 and pairs (1,5) and (3,4). Use (3,4) to Build a Townhall (total 7) at Location (1,5), then outline its 4 Labourers requirement.

Buildings Reference

There are 10 buildings, each with a different **build value** 🁢, **labourers requirement** ♟ for scoring, and **scoring conditions**.

◯ BASIC BUILDINGS (2–5)

Basic buildings can be built with a Split or Sum.

🁢	Building	♟	Scoring
2	**Farm** (F)	2	3 RP (+2 RP if next to a Springhouse)
3	**Quarry** (Q)	2	3 RP (+1 RP if in the same row or column as another Quarry)
4	**Windmill** (W)	2	3 RP (+1 RP if adjacent to another Windmill)
5	**Market** (M)	3	Score 1 RP per 2 Population *pips* across all adjacent Squares ◇ (tally pips, divide by 2, round down)

When scoring, Basic building bonuses do not require other buildings to be active.

⚡ SPECIAL BUILDINGS (1 & 6)

Special buildings have a one-time effect ⚡ that triggers immediatly when built, and they have no Labourer requirement 🏗.

🎲	Building	🧍	⚡ *Effect* / Scoring
1	**Cottage** (C)	🏗	⚡ *When built, outline 1 Housing unit.* 2 RP if occupied by at least 1 Population (Population and Housing track)
6	**Springhouse** (S)	🏗	⚡ *When built, remove 1 Labourer Requirement (min 0) from an adjacent building.* –1 RP per adjacent Forfeited plot ✖

🔵 ADVANCED BUILDINGS (7–10)

Advanced buildings can only be built with a Sum.

| 🎲	Building	🧍	Scoring
7	**Townhall** (T) `Max. 1`	4	5 RP + 2 RP per unique active Basic or Special type in the same row or column
8	**University** (U) `Max. 1`	3	5/8/12/15 RP for 1/2/3/4 unique Advanced building built
9	**Almshouse** (A) `Max. 1`	2	Cancel up to 12 RP of Vagrant penalty at game end
10	**Guild** `Max. 2`	4	Build a unique Guild type (see **Guild Types**)

GUILD TYPES

|	
Farmers (FG)	15 RP for a group of 4 or more connected active Farms
Quarry (QG)	15 RP for a group of 4 or more connected active Quarries
Windmillers (WG)	15 RP if 4 or more active Windmills on the outer edges
Merchants (MG)	15 RP if 4 or more active Markets in the Centre ⬜

When building a guild, you must immediately decide which guild you are building by writing its initials.

Population & Housing

When Population is gained using the **Build Split**, track it both on your **Population & Housing track** and on the **Squares** ◇ of your fief; when marking it on the **Population & Housing track**, fill pips starting from the top-left most Housing unit.
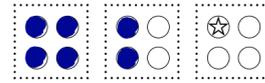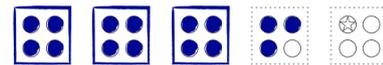
Each **Cottage** provides housing for **4 Population** (outline the left-most available unit on the track).
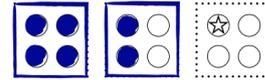
VAGRANTS

If your total Population exceeds available Housing, the excess becomes **Vagrants**. During scoring, Vagrants cause a penalty of **–1 RP per Vagrant**.

> **Example**
>
> 3 Vagrants give a penalty of -3 RP.

Influence

Covering ✡ on the **Population & Housing track** grants one **Influence point**. When gained, outline the leftmost Influence point on the **Influence track**.

During the Build action, use Influence to **increase or decrease by 1 the value of any one die** per Influence point spent. Scribble over each Influence point used.

You cannot use Influence to change a ✖ or ❋ roll.

Influence changes one die only for the player who spends it; all other players use the original values.

When using Influence, you cannot change the die value below 1 or above 5.

> **Example**
>
> The Regent rolls 1–3–4–5 and pairs (1,5) and (3,4). Both Location pairs are occupied, so you spend 2 Influence to change the 3 to a 1 and use Location (1,4) to build on an empty plot.

Game End & Scoring

The game ends when **every player's 25 plots are filled**, whether built or forfeited. All players proceed to the **buildings activation phase** before the final scoring.

① BUILDINGS ACTIVATION

For each building with a Labourer Requirement, assign adjacent Population pips to fill its Labourer requirement, crossing out each pip you use. One Population pip can only be used to assign one Labourer to one adjacent building.
When a building's Labourer requirement is met, it becomes Active (outline its plot).
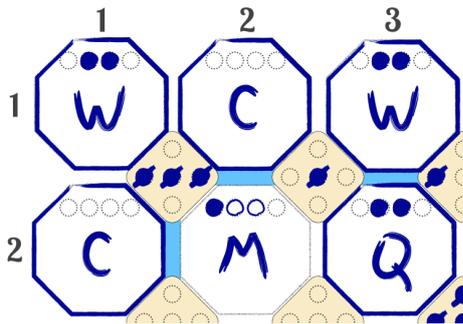

Buildings with a Labourer requirement of 0 are considered active.

② SCORING

1. **Score Cottages:** Each occupied Cottage (outlined Housing unit with at least one filled pip) is worth 2 RP.
2. **Score Buildings:** Active buildings earn their listed RP and bonuses. Inactive ones score nothing themselves, but may still count for bonuses.
3. **Springhouse Penalty:** Lose 1 RP per forfeited plot ⊗ adjacent to a Springhouse.
4. **Vagrants Penalty:** Lose 1 RP per Vagrant. If active, the Almshouse cancels up to -12 RP (no bonus RP if there are less than 12 vagrants).

The player with the **most Reputation points (RP) wins the game**. In case of a tie, the player with the most population wins.
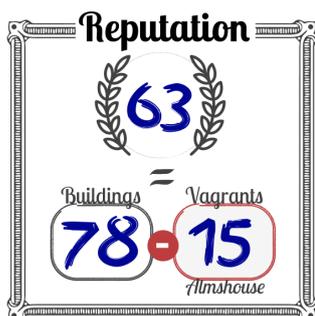
After final scoring, each player should chek their rank to see how history remembers their fief.

REPUTATION RANK

0 – 49	**Forgotten**	
	Your fief leaves little mark upon the chronicles.	
50 – 59	**Modest**	
	A small but stable holding, quietly enduring.	
60 – 69	**Prosperous**	
	Your lands flourish and your people thrive.	
70 – 79	**Distinguished**	
	Your rule is respected across neighboring fiefdoms.	
80 – 89	**Illustrious**	
	Your fief shines as a beacon of order and prosperity.	
90+	**Legendary**	
	Your name will echo through the ages.	

Solo Variant

Play with the same rules, alternating between **Regent** and **Fate** turns (as shown on the Turns track), starting with a Regent turn:

- On **Regent turns**, roll and pair the dice as usual.
- On **Fate turns**, roll all four dice:
  - Pair the **two Wind Rose dice** 🔲 together.
  - Pair the **two Event dice** 🔳 together.

On the Turns track, icons ❧ are used for Challenges.

> **CHALLENGES**
>
> When you are ready, play the **solo challenges** charting your fiefdom's rise from early settlement to a center of power. Play any challenge on its own, or in order as a campaign.

Playtesting & Thanks

Huge thanks to everyone who playtested and gave feedback: Andrew C., Chase B., Daniel Y., Edin M., Magdalena M., Tomasz M..

Credits