

## Roll & Might (2-5 players) (requires 4d6) (v4) – The turn

- 1 – Deal 3 cards to each player. Shuffle the discard pile if the deck runs out of cards while dealing.
- 2 – Roll 4 d6. If 3- or 4-of-a-kind are rolled, roll all dice again (until this isn't true).
- 3 – In turn order, each player places one die per space into the legend (below), from top to bottom, until the three spaces are filled. Set aside the remaining die.
- 4 – Players each pick one card to keep and pass their remaining hand to the left. Repeat this step again with the two cards received.
- 5 – Each player discards one card face down to the center
- 6 – In turn order, players reveal their remaining two cards and, using one card's die-face and the other card's location, they may fill in spots on their own score sheets following these rules:
  - The player may fill in a spot in the chosen location if they wish.
  - If the die-face on the other card matches one of the dice in the legend, the player may also fill in a spot in the corresponding location.
  - At least one spot must be filled in if possible (it can be from either method above).
  - It's never required to fill in two spots.
- 7 – The first player marker moves clockwise to the next player. Players discard their hands.

### LEGEND

Die 1 goes here	<b>ARMY</b>	1 – 3 = EAST 4 – 6 = WEST
Die 2 goes here	<b>CASTLE</b>	1 – 3 = TOWERS (any) 4 – 6 = THRONE ROOM
Die 3 goes here	<b>MARKET</b>	# showing on die

### Scoring After 8 turns

**Castle:** 1 point per completed tower, 3 points for completed throne room. Bonus 3 points for completing all 4 towers. Additionally, each tower completed adds 1 to your army on that side of your land.

**Army:** Compare to neighbors on each side (your West against their East, and vice versa)– If you have equal to or fewer spots filled in, score no points. If your army is larger, score 2 points. If your army is at least four larger than theirs, score 3 points.

**Market:** 1 point for each completed stall. Bonus 3 pts for completing at least 5 market stalls.

## Roll & Might (Solo Play) (requires 3d6) – The turn

1 – Deal yourself 2 cards into your hand and one face down on the table without looking at it. Shuffle the discard pile if the deck runs out of cards while dealing.

2 – Roll 3 d6. If you roll 3-of-a-kind, roll all three dice again (until you don't roll 3-of-a-kind).

3 – Place one die into the top left space in the legend (below) and one die into either of the other two spots.

4 – If the remaining die shows 1-4 pips, then fill in a corresponding square in the legend's army section (1-2 east, 3-4 west). If all four spots of a set get filled in, ignore further rolls of that result. *Use tokens if you don't want to write on the legend (different colors for East/West).*

5 – Re-roll the remaining die and place it in the remaining space.

6 – Pick one card from your hand to keep and discard the other. Pick up the face down card and add it to your hand.

7 – With the two cards in your hand use one card's die-face and the other card's location to fill in spots on your score sheet following these rules:

You may fill in a spot in the corresponding location if you wish.

If the die-face on the other card matches one of the dice in the legend, you may fill in a spot in the matching location.

At least one spot must be filled in if possible (it can be from either method above).

It's never required to fill in two spots.

### LEGEND

First die goes here	<b>ARMY</b>	1 – 3 = EAST 4 – 6 = WEST	1-2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3-4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Die goes here	<b>CASTLE</b>	1 – 3 = TOWERS (any) 4 – 6 = THRONE ROOM	
Die goes here	<b>MARKET</b>	# showing on die	

### Scoring After 8 turns

**Castle:** 1 point per completed tower, 3 points for completed throne room. Bonus 3 points for completing all 4 towers. Additionally, each tower completed adds 1 to your army on that side of your land.

**Army:** Compare your armies' sizes to the opposite ones on the legend (your West against their East, and vice versa) – If you have equal to or fewer spots filled in, score no points. If your army is larger, score 2 points. If your army is at least three larger than theirs, score 3 points.

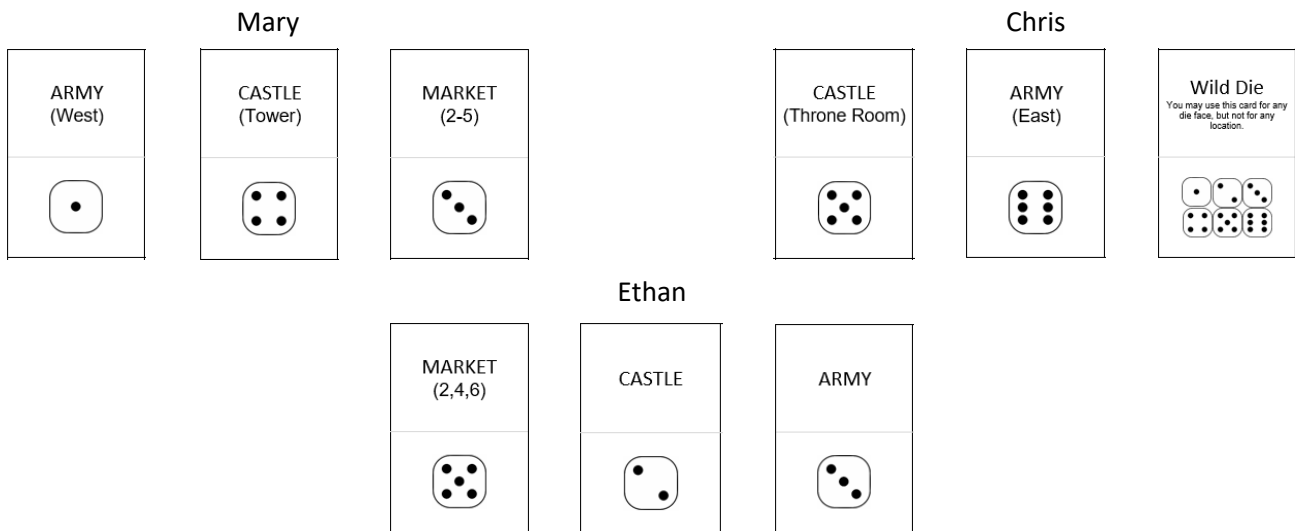
**Market:** 1 point for each completed stall. Bonus 3 pts for completing at least 5 market stalls.

Keep track of your score and try to beat it next time! Share online and try to beat your friends.

## Gameplay example

Mary, Chris, and Ethan are playing Roll & Might. Each has taken a sheet with their castle and a pencil.

They randomly decide that Mary is first player, so she shuffles the deck and deals 3 cards to each player, which they keep secret. Here are their hands:



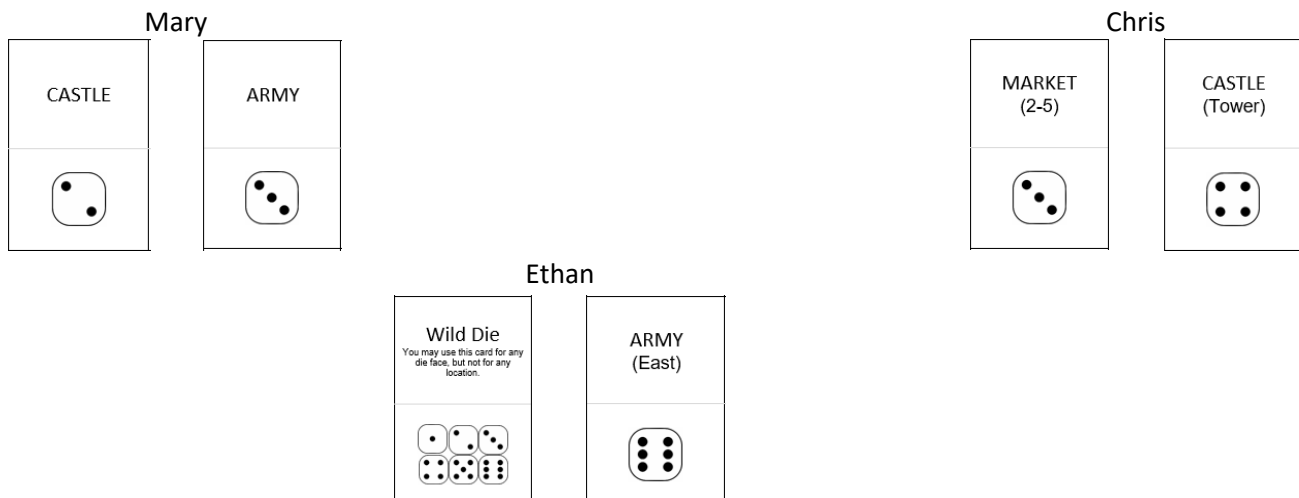
Mary rolls the four dice, getting **2 – 2 – 2 – 6**. Since the result includes 3-of-a-kind, she rerolls them all. The new result is **1 – 4 – 5 – 6**.

Now **Mary** has to place one of the dice into the Army space on the legend. She decides to start by building up her armies. She plans to keep her *Army (West)* card for maximum flexibility, so she places the **1** die into the Army space on the legend.

Going clockwise around the table **Chris** is next. Chris wants to focus on the castle first, and they have a Castle card available. They decide to put the **5** die in the legend's Castle space, ensuring they can get at least one Throne Room spot.

**Ethan** isn't sure what he wants to focus on, but only one of the dice placed so far matches any of his cards. He plays it safe by placing the **6** die in the Legend's Market space. He crosses his fingers and hopes to get a card with a **6** in the draft.

Each player puts one of their cards face down in front of them and passes the other two to their left. Mary keeps *Army (West)*, Chris keeps *Castle (Throne Room)*, and Ethan keeps *Market (2,4,6)*. Their new hands look like this:



**Mary** is very happy to have gotten the *Army* card. She immediately puts it face down next to her first card and discards the *Castle*.

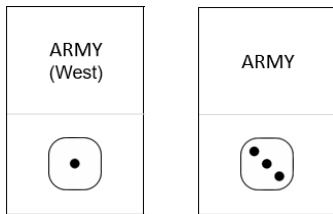
**Chris** is less excited by their cards because neither one matches any of the dice on the legend. They decide to keep the *Castle (Tower)* and discard the *Market (2-5)*.

**Ethan** got lucky and got his desired 6 (on both cards, no less), so if he decides to stick with the market plan, it wouldn't matter which card he kept. He's a little worried about the army card he gave Mary, especially since the **3** on it doesn't match any of the dice, so he anticipates her using it. He just has to wait and see which side of her castle she reinforces with it. He keeps the *Wild Die* card for maximum flexibility and discards the *Army (East)*.

The Legend now looks like this:

	<b>ARMY</b>	1 – 3 = EAST 4 – 6 = WEST
	<b>CASTLE</b>	1 – 3 = TOWERS (any) 4 – 6 = THRONE ROOM
	<b>MARKET</b>	# showing on die

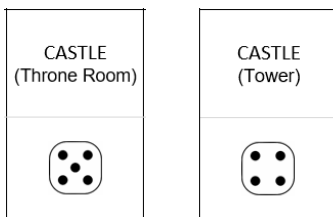
Since Mary went first, she must reveal her plans before seeing what the others do. She turns her cards over to reveal:



Mary uses the **1** on her *Army (West)* card to match the die on the Legend and fills in a spot in her East army.

She then uses the *Army* card to fill in a spot on her West castle army.  
NOTE: Since neither side is specified on the *Army* card, she could have chosen either – but she wants to keep things balanced for now.

Chris is next:



The **4** on the *Castle (Tower)* doesn't match a die on the Legend, so if Chris wants to use that card, they have to use the top. They fill in a Tower spot, choosing the West side, hoping to maybe build that army up to counter Mary's clear aggression.

Using the **5** on the *Castle (Throne Room)* card to match the Legend, they also fill in a spot in the Throne Room.

Ethan finishes the round:



Ethan uses the top of the *Market (2,4,6)* to fill in one spot in Market Stall 6.

Then he uses the *Wild Die* to match the **6** in the Legend to fill in the other spot in the same stall, completing it.

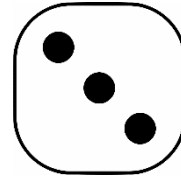
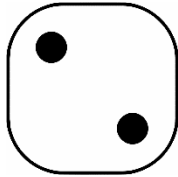
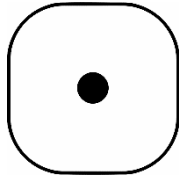
**Round 1 is over.** Players discard their hands, Chris becomes the first player, and round 2 begins.

Chris deals the remaining six cards from the deck and then shuffles the discard pile to finish dealing everyone three cards. They roll the dice and choose...

**ARMY**  
(West)

**CASTLE**

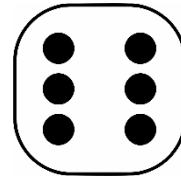
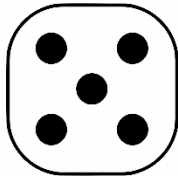
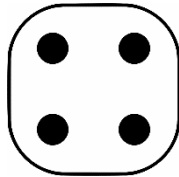
**MARKET**  
(2-5)



**CASTLE**  
(Tower)

**CASTLE**  
(Throne Room)

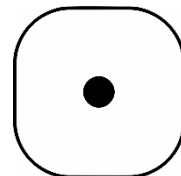
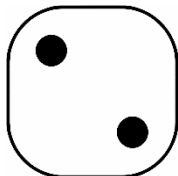
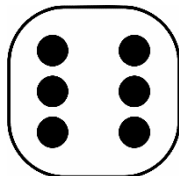
**MARKET**  
(4-6)



**ARMY**  
(East)

**CASTLE**  
(Tower)

**MARKET**  
(1-3)



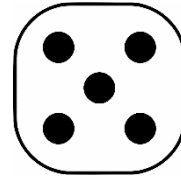
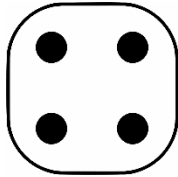
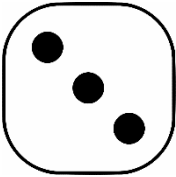
**ARMY**

**MARKET**

(1,3,5)

**MARKET**

(2,4,6)



**ARMY**

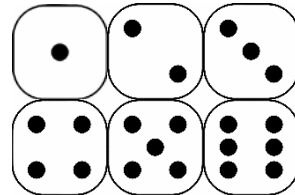
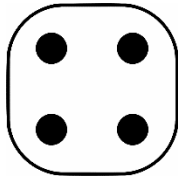
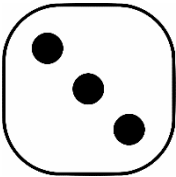
(West)

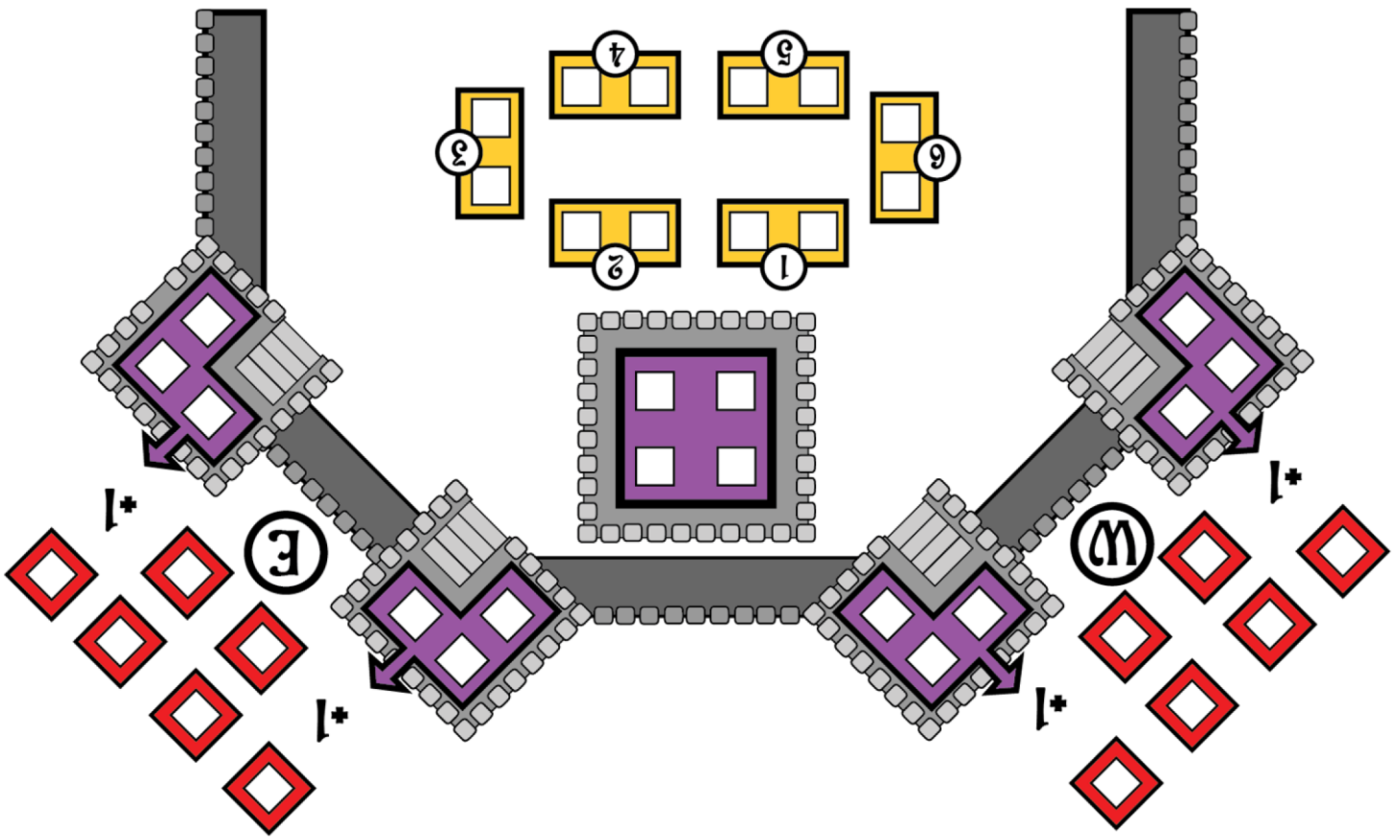
**ARMY**

(East)

**Wild Die**

You may use this card for any die face, but not for any location.





Roll & Might - Prototype Playtest Sheet

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