

# CROMLECH



Ancient Druids wage war using the magic of the elements in this strategic dice game.

## OVERVIEW

Players draft cards to build stone circles of magic power for their druids. Then, they roll dice to attack other players and defend their own circles. The player who does the most damage wins.

## BASIC GAMEPLAY

You will battle through three 'years,' using one building phase and four battle 'seasons' each year. First, draft cards to build your stone circle. The four different kinds of stone provide different tactical advantages, so you must choose your strategy as you build.

Then, use your stones to build a dice pool and roll to attack, focusing your results over multiple rolls. Destroy stones, kill druids, bolster your defences, and add powerful lintel cards to gain defense and bonus powers. When you strike, you must decide whether to take power from your opponents or to claim the highest-value targets. Will you build the best defence and do the most damage, or will your enemies topple your cromlech?

## AUDIENCE

Cromlech appeals to players looking for a mid-weight game with some luck and some strategy. Fans of...

- dice-centered, push-your-luck games will enjoy the selective dice-rolling, but with new depth.
- card-based duel games will appreciate how the tableau of cards provides power for your attacks.
- tactical battle games will enjoy the alignment system that values every choice you make.
- conflict-heavy games will appreciate the direct combat at the heart of Cromlech.

## GAME HIGHLIGHTS

- Drafting to build your cromlech provides deep play and creates tactical choices for the dice pool.
- The variety of dice results give players multiple strategies to use in attack and defense.
- Your druids have different alignments and strengths, giving you even more options.

# CROMLECH

Stones crack. Mages fall. Kingdoms are lost .... and won.



**AGE:** 14+   **Players:** 2-4   **TIME:** 20-30 min per player.

### COMPONENTS\*

- 16 Dice
- 64 Stone cards
- 30 Lintel cards
- 16 Druid cards
- 12 Wound tokens
- 12 Defense tokens
- 4 Heal tokens
- 2 Reference Cards
- 1 Rulebook



\* Review copies use prototype components. Final components may change.

- You can choose from several variant rule sets that provide more variety for experienced players.
- Cromlech scales well from two to four players, yielding temporary alliances and complex interactions.
- Very rare player elimination means everyone is in the battle until the end.