



CROMLECH

PRINT-AND-PLAY DISCLAIMER

This Print-and-Play file is a "proof-of-concept prototype" version of Cromlech. **The rulebook and cards herein ARE NOT the final art, the final rules, nor the final rulebook layout.** If you did not download this directly from Rattlebox Games, you may want to see if an updated version has been posted. Visit rattleboxgames.com for more information.

THANKS FOR DOWNLOADING CROMLECH

In Cromlech, up to four players wield dice to attack and (hopefully) destroy one another's magic circles. This Print-and-Play set gives you everything you need to make and play the game, albeit with placeholder art. This file serves as a supply list to help you make sure you have everything you need to print and play Cromlech. Thanks for trying it out! Let us know what you think: info@rattleboxgames.com

Please let us know what you thought with this quick survey:



FILES IN THE PNP SET

cromlech-pnpv0.7-getting-started.pdf

1 page info page and supply list

cromlech-pnpv0.7-rulebook.pdf

12 page rulebook - 8.5x11 Letter (US)
print back-to-back 6 sheets
or saddle staple 4 sheets, 11x17 (US)

cromlech-pnpv0.7-stones.pdf

8 page document - 8.5 x 11 Letter (US)
print 64 cards back-to-back, 4 sheets
cards 1.75" x 2.5" / 44.5mm x 63.5mm
Black and White low-toner version labeled BW

cromlech-pnpv0.7-lintels-druids.pdf

12 page document - 8.5 x 11 Letter (US)
print 48 cards back-to-back, 6 sheets
cards 2.25" x 3.5" / 57mm x 89mm
Black and White low-toner version labeled BW

cromlech-pnpv0.7-dice-stickers.pdf

1 page document - 8.5 x 11 letter (US)
print 96 dice stickers

cromlech-promo-sheet.pdf

1 page document - 8.5 x 11 letter (US)

COMPONENTS YOU'LL NEED

Rulebook:

6 x US Letter 8.5 x 11 (back to back) OR
12 x US Letter 8.5 x 11 (one side print) OR
4 x US Ledger 11 x 17 (saddle staple)

Cards:

10 x US Letter 8.5 x 11 cardstock

Dice Stickers:

1 x 1 page of 1/2" label stickers, circle OR
1 x US Letter 8.5 x 11 Single Label Page

Tokens (glass gems recommended):

12 x Defence tokens (blue recommended)
12 x Wound tokens (red recommended)
4 x Heal tokens (green recommended)

Dice:

4 x Air dice, 6 sided (white recommended)
4 x Earth dice, 6 sided (green recommended)
4 x Water dice, 6 sided (blue recommended)
4 x Fire dice, 6 sided (red recommended)