

RATTLEBOX GAMES PRESENTS

CROMLECH

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



A GAME OF STONES, DRUIDS, AND MAGIC

WAR AMONG THE DRUIDS

King Alwan is dead and the Kingdom of Draig has been torn asunder. Year after year, the dragon-riding knights of the King's former court clash in bloody battle in the skies over Draig. The mystical forces that give dragons flight and imbue magical weapons with astonishing power play a key role in these battles, and woe be to Lords who go into battle without their own cabal of Druids wielding the elements for their army.

But four times each year, when the seasons are in flux, the world's magic surges, crackling in the air with deadly potential. On these days, the Druids don the mantle of war, calling down torrents of wind and rain, conjuring firestorms that scorch the land, and shaking the earth itself. Stones crack. Mages fall. Kingdoms are lost. And won.

In Cromlech, 2-4 players become Druids in the Kingdom of Draig fighting for their faction's glory. They build stone circles, then roll elemental dice to defend those circles and attack other players. At the end of 12 turns, the player who has done the most damage to opponents' circles and Druids wins.

LEARNING CROMLECH

As you review this rulebook, pay close attention to the "Understanding" boxes -- these explain key concepts that make it easier to visualize how to play.

We've included a quick reference at the back of this rulebook, and on two cards in the game.

**Learn the game
a different way!**

Check out our
how-to-play video:
rattleboxgames.com

CONTENTS

Understanding Elements	5
Understanding Seasons	6
Understanding Your Druid	7
Understanding Lintels	18
Components	4
Setup	4
Elemental Alignment	5
Winning the Game	6
Gameplay Quick Summary	6
Building Phase in Detail	8
First Player	8
Build your Circle	8
Select Your Druid	10
Running Out of Druids	11
Battle Phase in Detail	12
Rolling Element Dice	14
Dice Symbols	15
Resolving Element Dice	16
Lintels	18
Tally Final Scores	19
Strategy Hints	19
Rules Variants	20
Glossary	22
Quick Reference	23



*The tremulous kiss of the sea on the shore
belies the deep, ancient power of earth and
water. Fear me, mine enemies.*

GLOSSARY

You will find a Glossary of this game's
key terms on page 22 of this rulebook.



Where does my score pile go?
 We recommend keeping your score pile in front of you, visible to the other players. Scores are "public" information, so if someone asks your score, you must tell them.

COMPONENTS:

- 16 Dice (4 each of Red, White, Blue, Green)
- 32 Trilithon Cards (8 of each Element)
- 32 Sarsen Cards (8 of each Element)
- 30 Lintel Cards (5 of each type)
- 16 Druid Cards (4 for each player)
- 12 Wound tokens (Red)
- 12 Defense tokens (Blue)
- 4 Heal tokens (Green)
- 2 Player Reference Cards

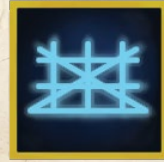
SETUP:

Shuffle the Trilithon, Sarsen, and Lintel decks separately. Set the Sarsen cards aside, place the Trilithon cards in the center of the table.

Place the Lintel cards where all players can reach them, and turn over the top card face up (see Year 2 graphic on pg 10).

Each player starts with a set of four distinct Druid cards. The four sets of Druid cards can be sorted by the horizontal line near the bottom of the card.



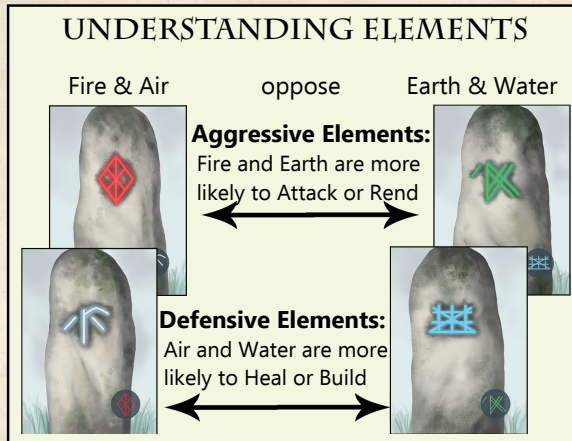


ELEMENTAL ALIGNMENT

The magical Elements in the Kingdom of Draig function along two opposing axes. Druids align with these axes, meaning they are helped by their Aligned axis, and challenged by the Opposed one. In addition, each Alignment has one aggressive Element and one defensive Element.

Alignment affects gameplay as follows:

- ATTACK affects Opposing Druids (Fire ATTACK can't affect a Fire/Air Druid).
- HEAL removes wounds from Aligned Druids (Water HEAL can't help a Fire/Air Druid).
- DEFEND adds defense tokens to Aligned Druids (Earth can't DEFEND a Fire/Air Druid).
- REND (pair) destroys a Stone that Opposes at least one of the dice, or that's the same element as both dice.
- BUILD is not affected by alignment.



WINNING THE GAME:

The game is played for three years, with points awarded at the end for cards in each player's score pile. Each Lintel is worth 1 point, each Stone is worth 2 points, and each Druid is worth 3 points.



UNDERSTANDING SEASONS

1

2

Score Pile

West / Winter

East / Summer

North / Spring

South / Autumn

DRUID

1. **CURRENT SEASON** - Stones in front of the Druid (East) are the current Season, and are the only stones eligible to attack or build upon.
2. **POWER STONES** - To the Druid's left and right (North, South) are the current Power stones, which contribute Element dice to the player's roll. (details on pages 12-13)

GAMEPLAY QUICK SUMMARY:

Cromlech takes place over three "Years," each of which takes four "Seasons," or turns. At the beginning of each Year is a Building phase, followed by four Seasons, each with a Battle phase.

BUILDING PHASE - 1 per Year

1. **Determine First Player** (details pg 4)
Take turns predicting a die roll.
2. **Building Your Circle** (details pg 4)
Take turns: pick 1 card from 2 choices then pass the remaining choice to the next player.
Years 1, 2 build inner and outer rings.
Year 3 is for rebuilding.
3. **Select your Druid** (details pg 5)
To start, all reveal choice at once. Afterward, take turns making choice.

Only when the flames have stripped your flesh like carrion birds and your army lies smoking in ruins will you understand the extent of my power. Despair for your kingdom, and pray that your soul cannot burn.

BATTLE PHASE - 1 per Season (4 per Year)

1. Turn Druids to new Season (details pg 12)

All together: Druids turn clockwise 90 degrees.

2. Select & Roll Element dice (details pg 12-15)

Take turns:

Year 1 - choose 1 hand & 1 stone from the hand side (2 dice), add Lintel effects.

Years 2 & 3 - both hands & 1 stone from each ring on each side (6 dice), add Lintel effects.

3 Rolls - can include any/all dice each time.

Re-rolls - declare as you use any you get.

Resolve results (details pg 16-17)

- Druid effects need 1 die.
(ATTACK, HEAL, DEFEND)
- Stones/Lintel effects need 2 dice.

UNDERSTANDING YOUR DRUID



1. Your Druid's Alignment is indicated by the two elements they can summon. In this example, Water and Earth. The Druid's alignment makes it effective against and vulnerable to opposed Druids.
2. Each Druid's major power is indicated with yellow highlighting and a reroll icon as shown here (for Water). Its major power indicates if it is more aggressive or defensive.
3. Each Druid has one of four different "faction" markings at the bottom to help you sort them into sets.

THE BUILDING PHASE IN DETAIL

The Building Phase occurs at the start of each Year.

1. DIVINATION (Determine first player)

Each player, starting with the Eldest, guesses the result aloud and then rolls a single die. The first to correctly divine their roll becomes First Player for the Year.

2. LEPIDEMANCY (Building Your Circle)

In years 1 and 2, Stone circles are built by card drafting. Each player gets a choice of two cards, places one on the table, and passes the other to the next player.

Year 1 - Place the inner ring of Stones

- Place the Trilithon Stone deck within reach of all players.
- The First Player draws two Stone cards, selects one and places it at the North position, then passes the other Stone card to the second player.
- The second player draws one Stone card (making a hand of two), selects one and places it at the North position, then passes the other to the next player, and so on around the table.
- On the second pass around the table, players place one Stone each at the East position, then the South, and so on.
- This process continues until all players have placed eight Stones, two at each compass position. Each pair of Stones forms a **Gariadon** (see diagram at right).

Divination taking too long?

Have all players predict the results of a single roll. Or get more pre-scient friends.

Year 1 Stone Placement Cycle



Year 2 - Place the outer ring of stones

- Place stones from the Sarsen deck in an outer ring using the same rules as in Year 1. (see diagram, next page)

Year 3 - Replace stones

- For each stone missing from their circle, players may take a stone from their score pile to create full Gariadons. (Note: players will not score these stones at the end of the game.)

Reminder:

The Building phase is played once per Year. Between each building phase are FOUR Battle phases.

This diagram depicts Otto's choices during Stone placement in Year 1. Note that he often mixed aggressive elements with defensive ones. This maximizes the chance that he will have the dice he wants, whether he is trying to be aggressive or defensive.

THE BUILDING PHASE IN DETAIL (CONTINUED)

3. SELECT YOUR DRUID

- In Year 1, each player selects and places one Druid; these should be revealed simultaneously.
- In Years 2 or 3, players may replace one Druid with another. This is decided and executed in turn order.

To replace a Druid, remove the current Druid's wound and defense tokens, turn it face down, then place the new Druid face up on top of it.

- During Battle phase, if a Druid is killed, it is placed in the attacker's Score Pile. The defending player (who lost the Druid) replaces it with an eligible Druid immediately after the current attack ends.



Year 2 Stone Placement Done



In the above diagram, Avery has set up the potential for a very aggressive turn in Spring Year 2. To use this strategy, she would select the following dice:

- Hands - 1 Fire, 1 Air
- West - 1 Earth, 1 Fire
- East - 1 Fire, 1 Fire

Because Fire and Earth dice are Aggressive, this combination has the potential to yield many REND and ATTACK results.



The heart of the Earth beats angrily below my feet. It takes all I have to bend it to my will. As our enemies plummet into chasms I open on the battlefield, my Liege regards me with a mix of fear and admiration.

Running out of Druids

When you replace a Druid, the active Druid is turned face down to indicate that they have been used already. You may not re-use these inactive Druids until all other Druids have been put in play.

If you find yourself required to place a Druid and have no more unused Druids, select one from the inactive pile to use. The others remain in the inactive pile.

If all your Druids are killed, you may not summon any more elements. Have heart, though. You may still have won the battle for your faction. There will certainly be a great feast in your honor.

THE BATTLE PHASE IN DETAIL

1. NEW SEASON - Turn Druids to New Season

- All Players rotate their Druids 90 degrees clockwise.
- Druids now face the current Season Stones, which are now subject to REND or BUILD actions.
- The Stones to the right and left of the Druid are the current Power Stones, and thus may be used when the Druid summons magic during the Battle phase.

2. SUMMONING - Select, Roll, and Resolve Element Dice

On your turn, select which dice to use, then roll those dice to attack other Druids and circles or defend your own.

Reminder:

Be sure to review Elemental Alignment (page 5) before you select your dice to be sure which results will affect your enemies or yourself.

Selecting Stones

As you determine which dice you will use, place those dice on the Druid or the Stone that activates them. This insures that everyone understands why you get to roll the dice you've selected (do this with tokens for Lintels too -- see page 18). Any Lintels that add or remove tokens do so before you roll.



In diagram to the right, Elanor selects her Element dice for Year 3, Winter:

- Hands - 1 Fire, 1 Air
- South - 1 Air, 1 Fire
- North - 1 Earth, 1 Air

Her three Lintels add:

- Heal - Take 1 Wound off any Druid
- Harm - Put 1 Wound on any Druid
- Defence - Put 1 Defence on any Druid.

These selections give an even chance for BUILD and REND results. Because most of the dice are aligned with her Druid, Elanor will get to use any DEFEND results she rolls. If her opponents have Water/Earth Druids, her ATTACK results will work too.

NORTH

+1 Defense to Any Druid



+1 Wound to Any Druid

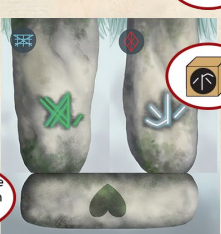


WEST NOT SHOWN



EAST NOT SHOWN

Remove one wound from Any Druid



SOUTH



In Year One, the Druids are inexperienced and the stone circles are small. Each Druid summons magic with **ONE HAND**, and uses one Stone from the same side as the hand they select. This gives you two dice to roll. (see setup on page 4)

In Years Two and Three, the Druids are more powerful, and the stone circles are complete. Each Druid summons magic with **BOTH HANDS**, and can use two Power Stones from each side, one from each ring. This usually gives you six dice to roll altogether. (see example, page 10)

In all Years, when a Druid uses a Stone under a Lintel, that Lintel also provides its bonus effect. (see diagram at left)

Now roll your dice. Shout a magical incantation if you like.

Magic has Limits:

If there are not enough dice for a particular Element, you must select a different Element or roll nothing.

Rolling Element Dice

Druids have a limited time to manipulate elemental magic before they release it against their enemies. Cromlech represents this by allowing you to make multiple rolls to try for the result you want.

Three rolls per turn. On each roll, you may keep or pick up as many of your dice as you like. In this way you can save some results you like and re-roll others to try and achieve particular results.

Re-rolls: You may also get a number of individual die re-rolls. If any of your dice matches the major Power on your Druid (see page 7), you may re-roll one of these dice one additional time. The re-roll Lintel also gives you another single die re-roll. Each time you use one of these re-rolls, you must declare aloud which re-roll you are using.

When you're finished rolling, you can apply your dice results in whichever order you prefer. (page 16)

Elanor's dice, selected on the previous page

Roll 1



She keeps 2 Air (Build/Heal), 1 Rend, 1 Attack. She re-rolls the Fire Build and Fire Defend.

Roll 2



She is happy with the new Rend, but tries again with the Fire Heal.

Roll 3



Still not happy with the first Fire Die, she uses her Major Power to get one last roll.

Major Power re-roll



Result: 1 Build with no pair can't be used
2 Air (Build/Heal): Heal 2 wounds, Build 1 Lintel
2 Rend: break a stone or Lintel
1 Attack: give 1 wound to an enemy

I conjure a wall of wind to sweep their infantry from the field, and call forth flames to consume their siegeworks. This is my city--they will not step foot inside it.



Dice Symbols

Defend



Heal



Attack



Build



Rend



Rend & Attack



Build & Heal



Affect Druids

Affect Stones

Lintel Symbols

Lintels provide bonuses when you activate a stone underneath them. These effects are explained in detail on page 18, but we include the symbols here for your convenience.

Defend



Heal



Re-Roll



Attack



Add a die



Join



Resolving Element Dice

As you apply your final results, declare each effect aloud (including dice you can't use) and return those dice to the main dice pool. This insures that you don't accidentally use any dice more than once and helps new players learn the game more quickly. Remember to apply Lintel effects BEFORE you roll dice.

Two Key Rules for Resolving Elements:

1. Druids are helped by Aligned Elements, and harmed by Opposed Elements.
2. Stones and Lintels take two dice to affect. Builds and Rends must be in pairs.

Single die results - These results require only one die.



WOUND - Place a Wound token on an opponent's Druid whose alignment Opposes this die. The opponent may remove one Defense token instead. If this is the fourth wound on the Druid, it dies and you add it to your score pile.



DEFEND - Place a Defend token on any Druid whose Alignment matches this die. This Defend token cannot be used to remove Wounds already sustained by the Druid.



HEAL - Remove a Wound token from any Druid whose Alignment matches this die. This cannot affect Druids with no Wound tokens.

Paired dice results - These results require a pair of results.



BUILD - Draw a Lintel card and play it over a Gariadon (pair of stones) in your current Season, if possible, or replace a Lintel in your current season and place the old Lintel in your score pile. Otherwise, place the new Lintel in your score pile. **BUILD is not affected by alignment.**



REND - Destroy an eligible Stone or Lintel in an opponent's current Season, if possible. A Stone is eligible to be destroyed if it opposes one of the dice in the result OR if it is the same element as both dice rolled. If an eligible Stone is under a Lintel, the Stone may NOT be destroyed, but the Lintel may be destroyed instead. Place the destroyed Stone in your score pile.

REND example rolls



FIRE



EARTH

1 Fire, 1 Earth - one of these will oppose any stone, so this result can destroy any stone.



FIRE



AIR

1 Fire, 1 Air - This pair can destroy Earth or Water stones.



AIR



AIR

2 Air - This pair can destroy Earth or Water or Air stones.

		AIR	EARTH	FIRE	WATER
REND table Dice pairs and Stones they destroy	Die → ↕				
	AIR	AIR EARTH WATER	ANY	EARTH WATER	ANY
	EARTH	ANY	EARTH FIRE AIR	ANY	FIRE AIR
	FIRE	EARTH WATER	ANY	FIRE EARTH WATER	ANY
	WATER	ANY	FIRE AIR	ANY	WATER FIRE AIR

Double result - The element symbol counts as if you rolled two symbols.



BUILD / HEAL - (Air & Water) These dice serve as half of a BUILD pair AND they remove one wound token from a Druid whose alignment matches them.



REND / WOUND - (Fire & Earth) These dice serve as half of a REND pair AND they add one wound token to a Druid whose alignment opposes them.

Once you've resolved all the dice you rolled, the next player selects and rolls their Element dice. After all players have had a turn rolling dice, the next Season starts. After four Seasons, move onto the next Year. The game ends after Year Three.

LINTELS

The stone (cards) sitting across the top of Garaidons are called Lintels. These Stones augment and amplify the magic circles. Lintels are added by pairs of BUILD results (see pg 16).

Players may activate Lintel powers each time they use either of the Stones beneath the Lintel. During dice selection, add Wound, Defence, or Health tokens or an extra die to remind you that you are using these Lintels. Lintel activate after players have selected which Elements they will use but before the player rolls. See below for the Lintels and their powers.



HEAL - Remove one Wound token from any Druid. This cannot affect Druids with no Wounds.



DEFEND - Place a Defence token on any Druid, ignoring alignment, to a maximum of three.



JOIN - When one Stone under this Lintel is activated, so is the other one. Roll dice for both.



RE-ROLL - Allows one extra re-roll of one die. Player must declare when using this re-roll.



ADD DIE - Select any one additional Element die and add it to the dice to be rolled this turn.



ATTACK - Place a Wound token on any Druid, ignoring Alignment. The target may sacrifice a Defense token instead of adding a Wound.

UNDERSTANDING LINTELS

1



2



TALLY FINAL SCORES

The game ends when all players have had a turn during the Spring of Year Three.

Each player earns points for cards in their Score Pile as follows:

- 1 point for each Lintel
- 2 points for each Stone
- 3 points for each Druid

In the case of a tie, the player with the most intact Lintels wins, followed by the player with the most intact Gariadons, then the most standing stones, and finally the most Druids.

1. The Lintel is activated when you use one of the Stones beneath it. The bonus applies before you roll your dice, if possible. (Add a die to your roll, in this example).
2. The Lintel also protects the Gariadon (pair of stones) that support it. Other players may not target Gariadon Stones if they have a Lintel over them. The Lintel can be targeted, however.
3. If you roll a pair of BUILD results and there are no Gariadons without Lintels, you may put a Lintel directly into your score pile. You may also replace an existing Lintel with a new one, then score the one you replaced.

STRATEGY HINTS

Help one opponent to hinder another - You are allowed to Heal Druids belonging to opposing players. There may be moments when an opponent is poised to lose a Druid to another opponent, and you have a spare HEAL result. It may be helpful to HEAL that opponent.

MORE STRATEGY HINTS

Fewer dice vs. fewer Lintels - When deciding which of your opponent's Stones to destroy, consider the Alignment of those Stones and whether they are aggressive or defensive. You may also need to decide between taking out an entire row of a particular Season (thus reducing your opponent's dice pool when they call on that Season), or in preventing your opponent from building Lintels by taking one Stone from each row of a given season.

Rebuild with caution - Year Three is a tempting opportunity to rebuild Garadons, but keep in mind that you're sacrificing two points for every Stone you take from your Score Pile. Be sure it's worth it!

Practice Druid Conservation - Be careful in too eagerly replacing your Druids during the Building phase. If one gets killed, you may find yourself using a Druid you would rather not use.

RULES VARIANTS

Alignment - In this four-player variant, players team up and Elemental Alignments are stronger

- Players should sit across from their teammates; teams play the same alignment.
- Each player receives four Druids with the same alignment (two of each dominant hand).
- Alignment affects all rolls. BUILD rolls must align with builders and REND rolls must oppose targets. Pair results that mix alignment (Fire/Earth, for example) have no effect in this variant.
- At the end of the game, add teammates' scores together.

Magic Drought - Use only three (or two) dice for each element. This makes Stone placement and management far more critical.

Great Conflagration - Combine two sets of Cromlech for an eight-person mega-battle.

Hardcore - In this variant, Elemental magic is stronger than ever:

- Every ATTACK must inflict a wound if possible. An ATTACK that cannot wound an opponent's Druid must, if possible, be applied against the Druid who cast it. Alignment still applies.
- Every HEAL must heal a wound if possible. A HEAL that cannot heal a player's Druid must, if possible, be applied to an opponent's Druid. Alignment still applies.
- A single REND attack can damage a stone, with a second REND attack being applied later to destroy the Stone. Mark the initial damage with the die that caused it--removing the die from play until the Stone is destroyed. The Druid who casts the second REND attack scores the Stone.
- A single BUILD result can remove the damage marker die from a Stone.

Symmetry - In this variant, certain arrangements of Stones provide additional power.

- Any quadrant containing four Stones of the same element provides an extra die to the player when at least two of the Stones are activated.
- Any quadrant with four Stones of different elements provides one extra roll (giving the player four rolls instead of three) when at least two of the Stones are activated.
- Any quadrant containing two mirror-image garaidons composed of aligned Stones requires three REND results to break one of its Stones.
- Druids can use two BUILD results to move or swap stones within their circle. Stones under Lintels may not be moved or swapped, but Lintels may be.
- NOTE: Benefits only apply while the quadrant meets the Symmetry requirement.

GLOSSARY

- Alignment / Aligned - Paired elements: Earth/Water and Fire/Air. (pg 5)
Current Season - The stones the Druids are currently facing. (pg 6)
Dice Pool - Collection of all the dice available in the game.
Druid - Figure at the center of the circle. (pg 7)
Element - One of the four "powers" on the stones.
Gariadon - A pair of stones standing together. (pg 8)
Lepidemancy - Stone placement step, Building phase (Stone-magic)
Lintel - A Stone card placed across the top of a Gariadon. (pg 18)
Opposed / Oppose - Elements in opposite pair. (pg 5)
Power stones - Stones from which the Druid selects dice. (pg 6)
Sarsen - The second round of stones placed in the outer ring.
Score Pile - Player's collection of scored Stones, Lintels, and Druids.
Season - One turn, also the stones Druids face during that turn. (pg 6)
Stone - One Sarsen or Trilithon card, half of a Gariadon.
Target - Stones in the Current Season.
Trilithon - The first round of stones placed in the inner ring.

GAME PHASES (3 Years, 4 Seasons per Year)

BUILDING: (one per Year) Players build or add to their stone circle.

Divination - The First Player determined by predicting a die roll.

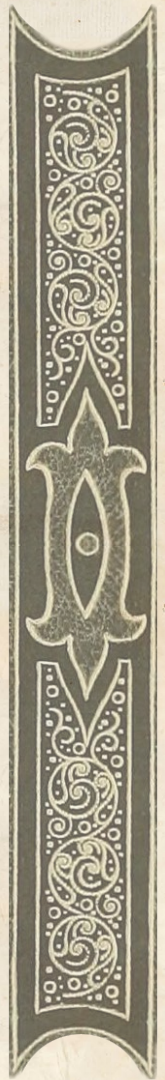
Lepidemancy - Each player erects their own ring of stones.

Place or Change Druid - Players place Druids facing North.

BATTLE: (four per Year) Players use their circles to battle one another

New Season - All players rotate Druids 90 degrees clockwise.

Activate circles - Each player wages battle in turn, selecting Stones
& Lintels to activate, then rolling & resolving



QUICK REFERENCE

DICE SYMBOLS



Defend



Heal



Build



Rend



Attack



Rend & Attack



Build & Heal

REND TABLE

	AIR	EARTH	FIRE	WATER
Die				
AIR	 AIR EARTH WATER	ANY	EARTH WATER	ANY
EARTH		ANY	EARTH FIRE AIR	FIRE AIR
FIRE		EARTH WATER	ANY	FIRE EARTH WATER
WATER		ANY	FIRE AIR	ANY
WATER		ANY	FIRE AIR	ANY

ALIGNMENT

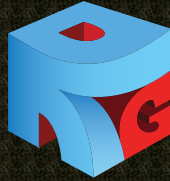


MORE QUESTIONS?

Please visit our website for rules updates, a how-to-play video, and to read the FAQ.

rattleboxgames.com

CROMLECH



CREDITS

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