

# Fiefdom



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[Fiefdom2](#) - Possible new version with every player on the same map

## Summary

Number of Players: 2+

## Object of the game

The goal of Fiefdom is to accumulate the highest VP buildings

## Glossary

Keep: the central hexagon in the fief Coast: The outermost 24 hexagons of the fief Fief: The abstracted land shown on the building map. Hex: One of the 61 hexagons of a fief Region: One of the six marked areas of a fief

## Turn

- Activation Roll
  - Play up to one resource modifying card
  - Building special powers
- Construction
  - Build one building (take it from the pool of possible buildings)
- Buy cards
- Demolition
  - Remove one building (place it back in the pool of possible buildings)

## Dice

- 2 white hex d6
- 1 blue region d6

## Setup

Each player received 1 of each resource except gold. Each player has their own fief. Resource producing buildings are unlimited in number, but the other buildings are limited by the number of

players. For these buildings, place one in the center of the table for each player (e.g. in a 4 player game there are 4 harbours).

## Rolling 7

Rolling 7 on the hex dice gives you three options-

- You can reroll or
- You can trade with other players or
- You can take a resource based on the region die:
  1. Food
  2. Stone
  3. Metal
  4. Wood
  5. Gold
  6. Two resources of your choice

## Cards

**Name of card** - effect - cost to buy

- Resource Modifiers
  - **Favourable Weather** - Modify the region by 1 - 1 gold
  - **Winds** - Modify the hex by 1 - 1 of any resource
  - **Hard Workers** - Double the production - 2 of any resource
- Events
  - **Thief** - take 2 resources from any player's hand - 1 food

## Buildings

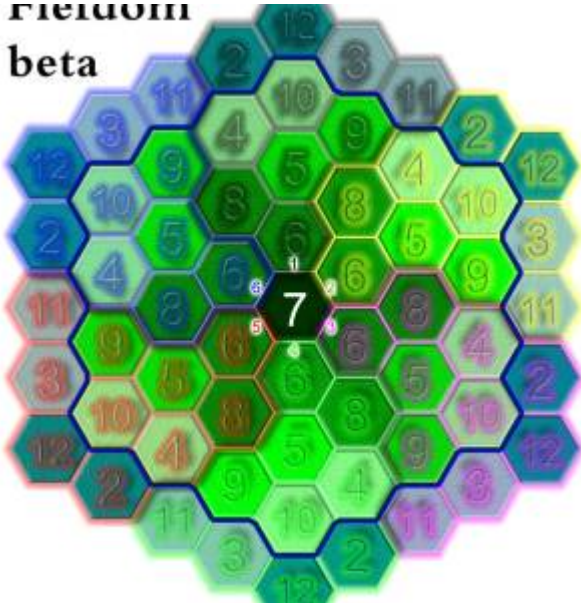
**Name of building** (size) - effect - cost to build Unless otherwise stated, buildings may not be placed on the coast. Building effects only occur when the building is activated except in the case of utility buildings, whose effects occur each turn and cannot be activated.

- Resource producers
  - **Farm** (1) - produces food - 1 of any resource.
  - **Quarry** (1) - produces stone - 1 of any resource.
  - **Mine** (1) - produces metal - 1 of any resource.
  - **Forrester** (1) - produces wood - 1 of any resource.
  - **Mill**(2) - activates 2 farms - 1 wood, 1 stone, 1 food.
- Trade
  - **Market** (2) - trade 1 gold for any resource, or 2 resources for 1 gold - 1 wood, 1 stone, 1 food
  - **Port** (3) - trade 1 gold for any 2 resources or 1 resource for 1 gold. Two hexes of this building must be placed on the coast - 2 wood, 2 stone, 1 food
- Victory point buildings.
  - **Harbour** (5) - functions as a port, in addition if used for a trade, the harbour generates 1vp. Three hexes of this building must be placed on the coast - 3 wood, 2 stone, 1 metal

- **Statue** (1) - worth 1vp - 2 metal
- **Road** (v) - worth 1vp per hex, in addition any activation on a road activates the buildings at the roads ends (the road has 2 ends). Roads must always travel in straight lines and cannot activate other roads. - 1 stone, 1 gold
- **Village** (4) - worth 1vp each activation - 2 wood, 2 stone, 2 food, 1 metal
- **City** (7) - may only be placed on the keep. Worth 1vp each activation and counts as rolling a 7.
- Utility buildings — Note: Utility buildings do nothing if activated
  - **Mason**(1) - reclaim half the resources of a demolished building
  - **Silo**(1) - stores 4 resources
  - **Hall**(2) - extends hand size by 2 cards
  - **Sheriff**(1) - protects against thieves

**Fiefdom**

**beta**









- [build-map.jpg](#)
- [feature1.jpg](#)
- [feature2.jpg](#)
- [feature3.jpg](#)

- [feature4.jpg](#)
- [market.jpg](#)
- [port.jpg](#)
- [sheriff.jpg](#)

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