



AMAGAMES



2-4 players



45-60 minutes



Ages 8 and up

A word from Xavier:

The game was born from a shock — literally — and a slow return to the light.

After a cycling accident and a long convalescence marked by a concussion, *Rugby and Roll* became more than a game: a path of rebuilding, passion and sharing.

First and foremost, I want to thank my family, who have surrounded me with patience and love throughout this entire period. To Karolina, my wife, who has always been there for me. To my parents, my sisters, my brothers-in-law, and my nephews and nieces, for their constant support and infectious enthusiasm. Your presence has meant more than you can imagine.

Finally, thank you to all those who believed in this somewhat crazy project of a strategic rugby game, born between the lines of a notebook and the irregular beats of a convalescent brain.

Rugby and Roll is a declaration of love for rugby, for resilience, and for moments shared around a table.

Good game!

Credits:

The game:

Publisher: Amagames

Authors: Joël and Xavier Delanoue

Illustrations: Kevin Perro

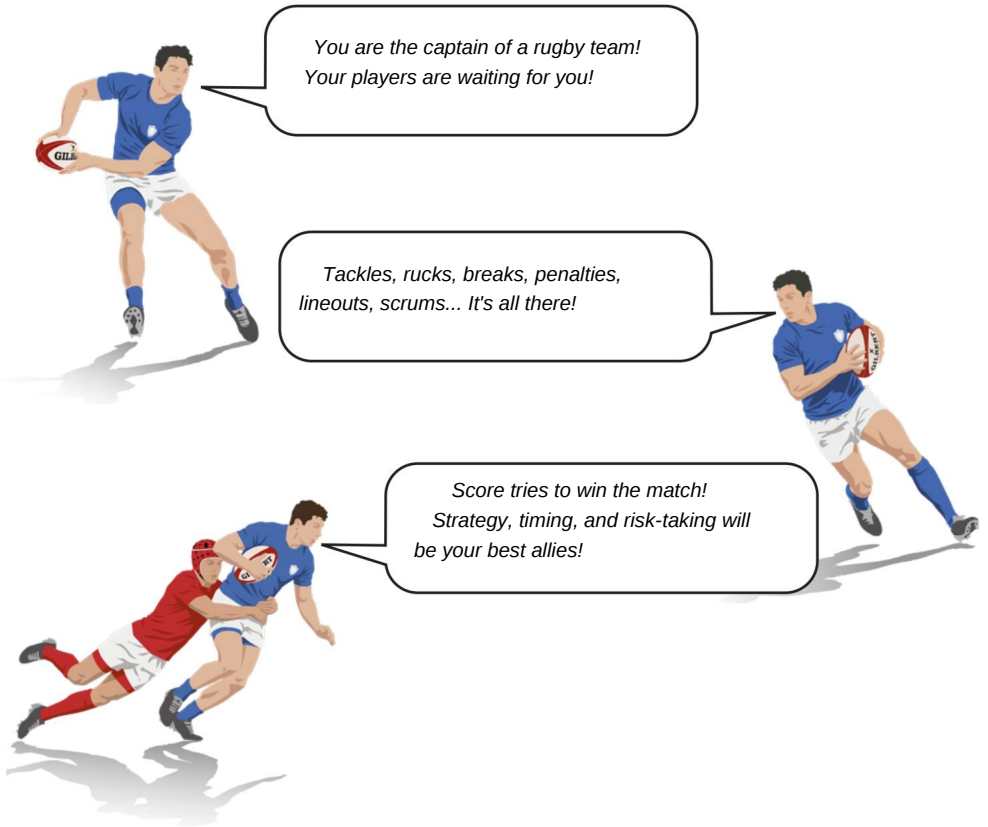
Proofreading: Pascale Delanoue

Review and help: Karolina Delanoue

First players:

Marion, Jean Baptiste, Timothée and Juliette Cuniot,
Laure, Simon, Hugo and Alice Thierry, Armand Serin.

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Overview of how a game unfolds:

The match consists of 40 actual *Game Times* and can last up to 8 additional *Game Times*. At the end of each *Game Time (GTT)*, you will need to match an *Action* card to one or more *Player* cards.

Each *Action* card has an advancement value that allows you to move your *Team* token around the board. To succeed at an action, you must achieve a score equal to or greater than the objective. The score is calculated by adding the die roll to any bonus points contributed by the player(s). The higher the advancement value, the harder it will be to succeed at the action. You'll need to take risks and have a sense of *French flair* to win!

Objective of the game:

To score more points than your opponent at the end of regulation time.

The referee blows the whistle to start the match, bend, dice, play!

Get in on the action!

Your team and your maps

You are the captain of a rugby team. Your challenge is to lead your players to victory. To do this, you will have *Player* and *Finisher* cards, as well as *Action* cards (*Attack* and *Defense*). These cards are organized according to four rugby qualities:



Strength



Authorized



Speed



Foot game

Start the match by choosing a team and taking all the associated cards as well as the die that you will place in front of you.



Attacks, Players, Defense, and Finishers

Prepare the ground

Place the playing field board and the *Game Time* cards (1 to 8) in the center of the table. Place the *Team* tokens and the *Time* and *Score* tokens next to them on the playing field.

Place the *Fatigue*, *Touches* or *Scrum* cards, *Penalty* tokens, *Yellow* and *Red* cards after the *Playing Time* 8 card.

Is everything ready? Do the toss!

Perform the toss (dice roll); the winner can decide to serve or receive. Place the *Ball* token next to the *Team* token of the captain who serves.

Author's note:



"The rulebook is organized to allow you to start playing quickly. Read the quick rules, start a game, and refer to the full rules if you have any questions. Enjoy the game!"



Set up



Content:

The box includes:

- 1 Game Instructions
- 2 1 Playing Field
- 3 1 Ball Pawn
- 4 1 Time Pawn
- 5 8 Playing Time Cards (Tdj)
- 6 23 Fatigue Attack Cards
- 7 23 Fatigue Defense Cards
- 8 4 Action Cards (Melee, Touch)
- 9 8 Penalty Tokens
- 10 4 Yellow Card Tokens 10
- 11 4 Red Card Tokens

Per team (x2):

- 12 25 Attack Cards
- 13 15 Player Cards 13
- 14 15 Defense Cards
- 15 4 Finisheurs Cards
- 16 1 Team Pawn
- 17 1 Pawn Score Team
- 18 1 Team Dice
- 19 1 Penalty Card
- 20 3 Help Cards



Express rules

This page contains all the rules of the game so you can start playing quickly. For more information during gameplay, you can refer to *the In-Game Help (A)* or the *Action Dictionary*.

(D) in the remainder of this booklet.

01. Commitment

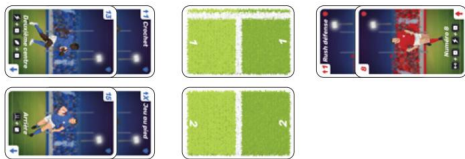
The kick-off is given in the centre of the field by the winner of the *toss* or when *points* are scored by the team that has just conceded the points (after a *try*, a *penalty kick (A)* or a *drop goal (D)*, successful or not).

The captain who starts rolls their die. Position the *team* pieces. in one of the areas reached on the *field*. The captain who wins the ball will attack first .

In case of a long kick-off, *the Team* The defending team gets possession of the ball. In the event of a short kick-off, the two captains compete in a dice roll (A). *The kicking team* must roll higher than the die to gain possession of the ball.

02. Playing time

Each *round of play* represents a duel between attack and defense; the player with the ball "attacks," and their opponent "defends." Attack takes priority! The attacking captain always plays first. Depending on the result, the defense responds.



Example of playing time

At each *Game Time*:

01. Draw 4 *Attack* or *Defense* cards , keep one and put the others back under the corresponding draw pile.
02. Position the card in front of the *Associated playing time* .
03. Match one or more *Player* card(s) to best succeed in your action.
04. Roll the die.
05. Add the points from the die and those brought by the player(s) to validate or not your action.
06. If unsuccessful, follow the instructions on the map.

At the end of a *Turn* , advance (or not) your *Team* token on the field. The captain in possession of the ball begins an attack on a new *Turn*. The cards are *Kicking (D)* and *Up-and-Under*.

(D) count as a *Tdj*, the defense does not play cards.

03. Success or failure

The *Action* cards indicate the condition for success as well as the consequences of failure. All cases are listed in the *Action Dictionary (D)*.

04. Advance

The *playing field* is divided into zones. After the attack vs. defense duel, the results of the two captains are compared by comparing the advance value indicated on their *Action cards*. Winning the *game* allows a team to advance on the *field* the number of zones won (or conversely, to retreat the number of zones lost).

05. Score points

A team scores a *try* when its *team's* piece crosses the opponent's *try line* (A). A try is worth *5 points*; it can be converted (A) and add *2 points*.

Additional points are awarded if the captain rolls a 3 or higher. You can also score points with a *Drop (D)* or a *penalty kick* (A). You can keep track of the match score by placing the *Team Score* markers on the *Pitch board*.

Points in rugby:

Trial score: 5 points + 2 points

Penalty try: 7 points

Penalty kick: 3 points

Drop: 3 pts



06. Game Phase

A *Game Phase* (GP) comprises several *Rounds*. A phase ends after *8 Rounds* or if points are scored. Then, take back your *Player Cards*, discard your *Action cards*, retrieve your *Fatigue Cards*, and advance the *Time Marker*.

of the number of *Tdj* played.

7. Fatigue

As the match progresses, fatigue becomes increasingly noticeable. At the end of a *round*, the captains each count the number of *Player cards* used during that phase. Based on this number, they draw the same number of *Attack Fatigue* and *Defense Fatigue* cards, which they place under their respective *Attack* and *Defense* decks.

<i>Player Cards</i>	<i>Fatigue Cards</i>
1, 2, 3	0*
4, 5, 6	1*
7,8,9	2*
10, 11, 12	3*
13, 14, 15	4*

**A yellow or red card adds an extra card*

08. Finishers

From *round 21 onwards*, each captain can replace a *Player* with a *Finisher*. Finishers bring fresh legs! Each captain can only make one substitution.

Warning: A change can only be made at the end of a phase of play.

09. End of the match

After *round 40* and at the end of a *round*, the attacking captain can decide to stop the match! They can also extend the fun with a maximum of *8 additional rounds* (marked in red on the board). The match will automatically stop as soon as points are scored, at the end of a *round*, or at the end of extra time.

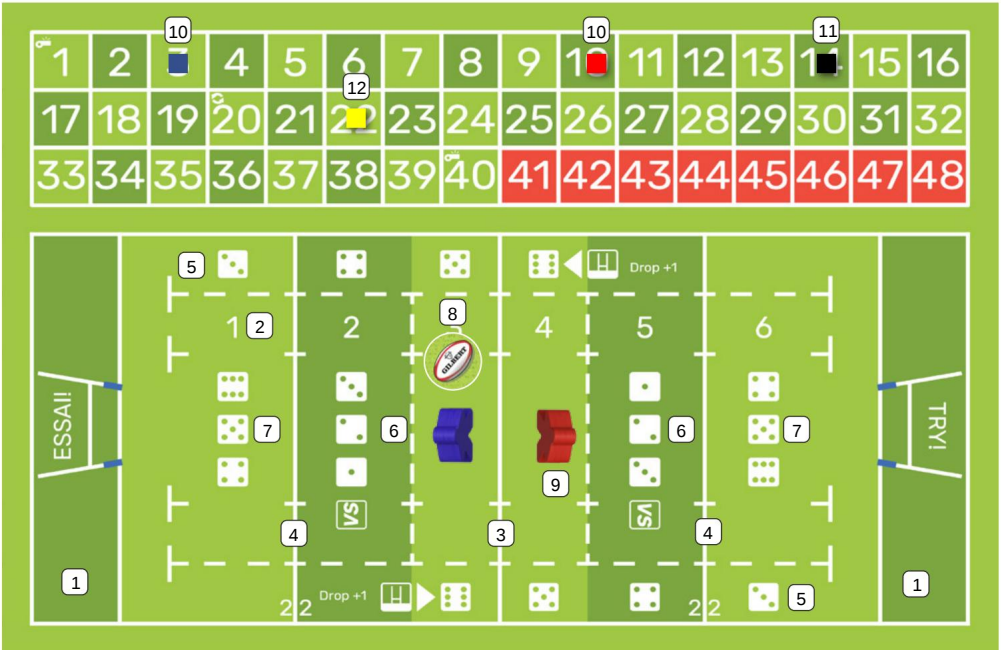
The captain with the most points wins the match.

Follow the match live

The field

The game board serves as both the playing field and the scoreboard. On the *field*, the captains will move their *team pieces*. The *ball piece* indicates the player who is attacking.

The *field* is divided into zones. Successfully completing a *Tdj* (Tag) allows the team to advance on the field by the number of zones won (conversely, to retreat by the number of zones lost).



- | | | | |
|---------------|---------------------|-----------------|--------------------|
| 1 In order to | 4 22 meters | 7 Long kick-off | 10 Pawn Score |
| 2 Area(s) | 5 Penalty (drop +1) | 8 Pion Ball | 11 Time Pawn |
| 3 50 meters | 6 Short kick-off | 9 Pawn Team | 12 Cardboard token |

For this example, the scoreboard shows that the match is at Playing Time 14 and that the red team is leading 10 to 3. A player who received a yellow card at Playing Time 12 will be able to return from Playing Time 22.

Follow the score

The scoreboard allows you to count the *Tdj* (Time token) and the points of the teams (Team Score tokens) and indicates when a player can return from suspension (Yellow Card token).



Warning: Two teams cannot be in the same zone!

Kick-off or engagement

A kick-off always starts with a roll of the dice! Depending on the result, there are two possibilities: a short kick-off or a long kick-off.

Short kick-off, < 3



The two captains roll their dice for an aerial duel. If the captain of the kicking team rolls a result strictly higher than that of the receiving team, then their team gets possession of the ball.

Example: The blues, who have the engagement win the duel of the short kick-off and will attack from zone 4.

Long kick-off, > 3



The captain who receives the ball starts a new Tdj by attacking.

Example: The blues start with a long kick-off; the reds regain possession and will attack from zone 6.

Advanced, duel attack vs defense

At the end of the Attack/Defense duel, compare the advance values of your *Action* cards to advance (or not) your *Team* pawns on the *Field*.

Calculating the progress



Ground gained = advance of the attack - advance of the defense

Ground gained > 0: the attack advances, the defense retreats

Ground gained < 0: the attack retreats, the defense advances

Ground gained = 0: no progress

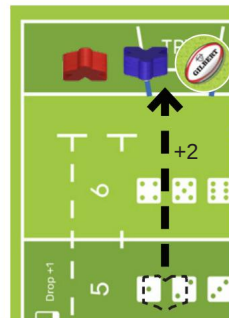
Essay !

To score a *Try*, your *Team* token must enter the *opponent's In-Goal* (A)! Roll the die to *Convert* (A). The defense can score a *Try* by entering the *opponent's In-Goal*.

Advanced →



VS



Goal

Starting area

*Example of a duel: the blues make a successful cross-field tackle, and the reds miss the tackle.
Ground gained = 2 - 0 (failed tackle) = 2
The blue team advances two zones!*

Playing time

Attack versus defense:

Below is an example of a *Tdj* (*Tactical Game*). Priority is given to the attack; the captain with the ball always plays first. Depending on the result, the defense responds.

Playing time:

ATTACK



DEFENSE



ADVANCED



ATTACK:

1. The attack attempts a *Deb Frame* (A) (Speed).
2. She places the card in front of the *Tdj*
3. For greater success, she combines her Wingman (Speed) which provides a +2 bonus to the die.
4. Roll the dice.
5. With the Winger's bonus, a 3 would allow him to succeed in his attack.



6. If unsuccessful, the card displays "Turnover".

Each player possesses their own unique rugby qualities.

Match them with the corresponding Action cards to gain a bonus. When rolling the dice, add this bonus to the result.



At the end of a turn, the captain with the ball starts a new turn by attacking. If the defense recovers the ball, they will attack on the next turn.



DEFENSE:

1. The defense against with a *tackle* (A).
2. She places the card in front of the *Tdj*
- For greater success, she combines her second line (Power) which provides a +1 bonus to the die.
3. Roll the dice.
4. With the player's bonus, a 3 would allow him to succeed in his defense



5. If unsuccessful, the card displays "No progress".

ADVANCED:

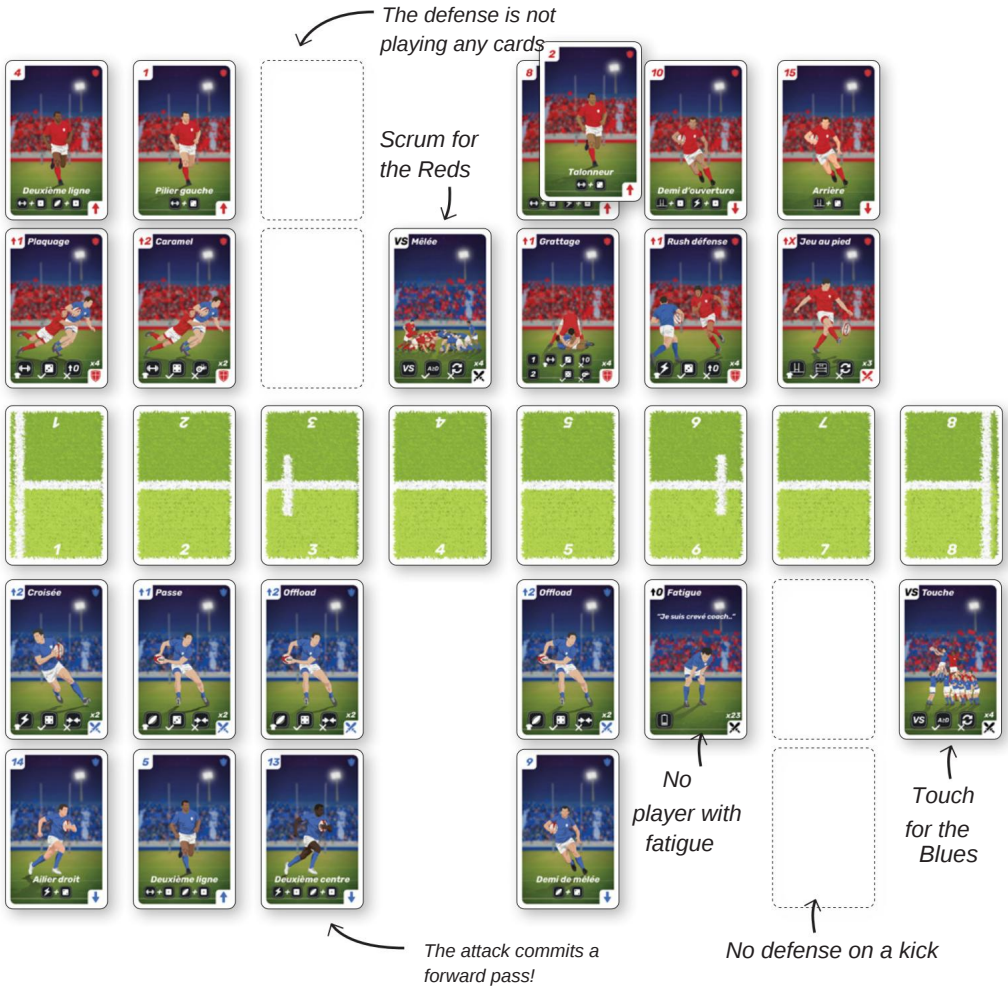
Ground gained = Attack advance - Defense advance

Depending on the gain, advance the *Team* tokens on the *Field*.

Game phase

French flair!

Below is an example of a *Pdj*. During a *Pdj* there can be several *Turnovers*. A captain can therefore attack and defend during the same phase.



End of phase

If a *Pdj* ends after 8 *Tdj*, the captain with the ball starts again a new phase by attacking.

In case of a knock-on or touch found, the captains will play a scrum or a touch at the start of the new *Pdj*.

In-game help

The conditions to be met to ensure the success of your action

- 

Duel (VS)
The two captains roll their dice: the highest score wins the duel.
In case of a tie, the attack wins.
- 

Success at the die
The value shown is the threshold to reach. A roll of the die with the player bonus equal to or greater than this value results in a success. Well done!
- 

Field (foot game)
Before rolling the die, the captain must announce their intention. They must then obtain a result equal to or greater than the number of zones targeted.
- 

Ahead
The attacking team commits a forward pass! Play a scrum introduction for the defense on the next *turn*.
- 

Penalty
The referee blows the whistle for a *penalty* and the offending team receives a *penalty token*. The opposing team can try to score points or go into touch.
- 

Turnover (change of possession)
The attacking team loses the ball: the defense takes possession! The defense doesn't play a card and attacks on the next *turn*.
- 

No progress
The attacking team is not successful but retains possession. The defense plays, and as a result of the duel, the attacking team's advance value will be 0.

Touch and scrum

Touches and *Melee* cards are considered a *Tdj*. They are positioned on the side of *the team* that benefits from it.

Melee

- 

Push! Push!
May the best die win!
In case of a tie, the attacking team wins the duel.
- 

Penalty
If the team loses the duel by more than 2 points, it is penalized!

Touch

- 

Watch out for the counter!
May the best die win!
In case of a tie, the attacking team wins the duel.
- 

Turnover
The defending team wins the duel and regains possession.

Penalty

A penalty awarded to a team after an opponent's foul. It can be taken in several ways: a kick at the posts (3 points), or a kick to touch to gain ground. Each time a team commits a foul, it receives a Penalty token which it must keep.



X3 = Yellow card



X4 = Red card
Return to 0 tokens

Kick to the posts



To score 3 points, the captain must roll their die and achieve a result equal to or greater than the required difficulty. The difficulty levels are indicated on the playing field.

Go to touch



Advance your team's pawn by 3 zones and play a touch in your favor. If there are fewer than 3 zones, the team advances to the zone preceding the end of the match.

Cardboard boxes

Sanctions issued by the referee. A yellow card results in a temporary exclusion of 10 *minutes*. The captain can retrieve their *player* card at the end of the first *minute* following the 10- *minute* penalty. A red card is permanent: the player leaves the field for the remainder of the match.

Note: If multiple players are associated with the same card, the opposing captain will designate the player to be penalized. A player with a card cannot be replaced.

To receive a box:



Place a Yellow or Red Card token on the Player card. For a Yellow card, count 10 Tdj and place a Yellow Card token on the board to announce its return.

Transformation

A conversion is a kick awarded to the team that has just scored a try. It is worth 2 additional points. To succeed, you must roll a die with a result of 3 or higher (without using a *Player card*).

Rules in the goal

The attacking team can play from within their own in-goal area; however, if they fail to clear the ball, the opposing team scores a try! If the defending team is penalized in their own in-goal area, the referee awards a penalty try.

Dictionary of Stocks



Pick & Go (Advanced +1)

The pick and go is a rugby action where a player quickly picks up the ball from the ground after a ruck to advance by force.

Type and quantity: Attack (x4)

Rugby qualities: Strength and power

Recommended players: 1/2/3/4/5/6/7/8

Success: 3 or more

Failure: No progress



Pass (Advanced +1)

Passing in rugby consists of passing the ball to a teammate, either backwards or to the side, as forward passes are prohibited.

Type and quantity: Attack (x4)

Rugby quality: Hand-based play

Recommended players: 4/5/6/9/12/13

Success: 3 or more

Failure: Forward, scrum!



Offload (Pass after contact) (Advanced +2)

A pass after contact is an action where the ball carrier passes to a teammate despite being tackled by an opponent.

Type and quantity: Attack (x2)

Rugby quality: Hand-based play

Recommended players: 4/5/6/9/12/13

Success: 4 or more

Failure: Forward, scrum!



Skip pass (Advanced +2)

A skip pass is a long pass that skips over one or more opponents.

Type and quantity: Attack (x2)

Rugby quality: Hand-based play

Recommended players: 4/5/6/9/12/13

Success: 5 or more

Failure: Interception!



Crochet (Advanced +1)

A hook is a sudden change of direction made by a player to avoid a defender.

Type and quantity: Attack (x2)

Rugby qualities: Speed and the legs

Recommended players: 6/7/8/10/11/12/13/14

Success: 3 or more

Failure: No progress





Drop (3 points)

A drop goal is a kick where the player drops the ball and hits it on the bounce between the opposing goalposts.

Type and quantity: Attack (x2)

Rugby quality: Kicking game

Recommended players: 10/15

Success: Depending on the area of the field

Failure: Commitment to the center for defense



Tackle (Advanced +1)

A tackle is a defensive action where a player grabs and brings the ball carrier to the ground to stop him.

Type and quantity: Defense (x4)

Rugby qualities: Strength and power

Recommended players: 1/2/3/4/5/6/7/8

Success: 3 or more

Failure: No progress



Rush defense (Advanced +1)

A defensive rush is a rapid and coordinated advance by the defensive line to put pressure on the attackers!

Type and quantity: Defense (x4)

Rugby qualities: Speed and the legs

Recommended players: 6/7/8/10/11/12/13/14

Success: 3 or more

Failure: No progress



Caramel (Advanced +2)

In rugby, a "caramel" refers to a powerful and perfectly executed tackle that brings the opponent to the ground cleanly.

Type and quantity: Defense (x2)

Rugby qualities: Strength and power

Recommended players: 1/2/3/4/5/6/7/8

Success: 4 or more

Failure: High tackle, penalty!



Fatigue (Advanced +0)

A rugby match is grueling and fatigue sets in!

Recommended players: No player should be associated

Special rules: Once used, Fatigue cards are discarded. If a captain plays two Fatigue cards consecutively, the opposing team scores a penalty try!



Dictionary of Stocks



Maul (ball carry) (Advance +1)

A maul is an action where the ball carrier is held upright by opponents, while his teammates come to support him.

Type and quantity: Attack (x2)

Rugby qualities: Strength and power

Recommended players: 1/2/3/4/5/6/7/8

Success: Duel

Failure: Collapsed maul, penalty!

Play a Maul

A maul is a forwards' scrum played in several rounds. The attacking player commits three forwards from their available players. The defending player must respond by committing three forwards of their own. A maul lasts a maximum of three rounds.

Round resolution

Each captain rolls his die and adds the sum of the Strength bonuses of his forwards involved.

The attack wins

The Team pawn advances one zone.

The defense wins

The maul is stopped, no progress has been made.

Continuation of the maul

After each round, the attacking side can decide to stop or continue. From the second round onward, each side can add one additional forward. If the defense wins two forwards, the maul collapses and the attacking side is penalized.



It is possible to add a before during a new duel.



A Maul is a series of actions within the same playing time.



It is possible to add a before during a new duel.

Example:

1. The captain places the card under the *board* and matches 3 forwards. Here, forwards 1/2/3 give him a +6 bonus.
2. The defense positions 3 forwards. Here, forwards 4/5/6 provide a +3 bonus.
3. Duel 1: The two Captains roll their dice and add up their bonuses.



+6



+3

The attacker wins the duel, their Team pawn advances +1 and they can decide to continue or stop.

4. Depending on the choice of attack, the two captains start again. They can add an additional forward to the maul.

Dictionary of Stocks



Foot game

It allows you to gain ground, put pressure on the defense, or surprise it. When used correctly, it is a formidable tactical weapon.

Type and quantity: Attack (x3)

Rugby quality: Kicking game

Recommended players: 10/15

Success: 3 or more

Failure: Interception!

Touch or occupation?

The *kicking game* counts as a *kick* and cannot be defended.

The attacker chooses between two options: occupy the field or take a throw-in.

In both cases, she must announce her intention and the number of zones she wishes to conquer before rolling her die. If she fails, the ball returns to the defense.

To succeed, the captain must roll a die result equal to or greater than the difficulty level. The first zone is worth 3 points, and each additional zone adds +1. A touch adds +1 to the difficulty. In the case of a territorial kick, possession goes to the defending team in the zone found.

Keys



Except in the case of a 50/22 penalty during a lineout, possession goes to the defending team (see Lineout).

50/22



A kick from behind the attacking 50m line lands after the defense's 22m line; the lineout goes back to the attacking side.

Example:

1. The captain places the card under the *board* and associates a *player* card with it.
2. The attacker announces their intention, 3. They roll the die and add the player bonus to the result.

Case 1: "Touch in zone 06"

Dice difficulty: 7 or more

Success: Hit for attack (50/22)

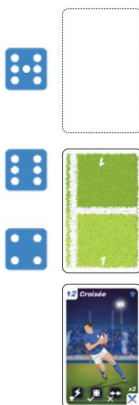
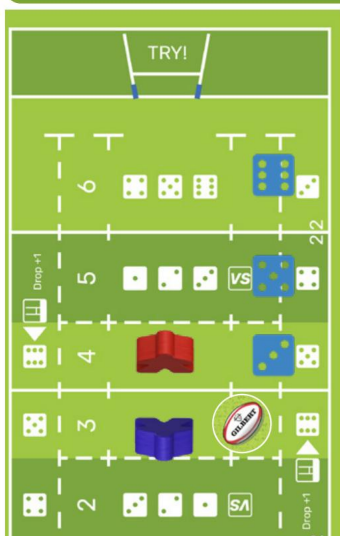
Failure: Turnover

Case 2: "Occupation in zone 05"

Dice difficulty: 5 or more

Success: Turnover, the defense will attack in zone 5.

Failure: Turnover



Dictionary of Stocks



Scratching (Advanced +1)

Scrapping is the act of recovering the ball from the ground immediately after a tackle, while contesting possession against the opponent.

Type and quantity: Defense (x4)

Rugby qualities: Strength and power

Recommended players: 1/2/3/4/5/6/7/8

Success: 3 or more, then 5 or more

Failure: No progress and penalty



Tackler & triggerer

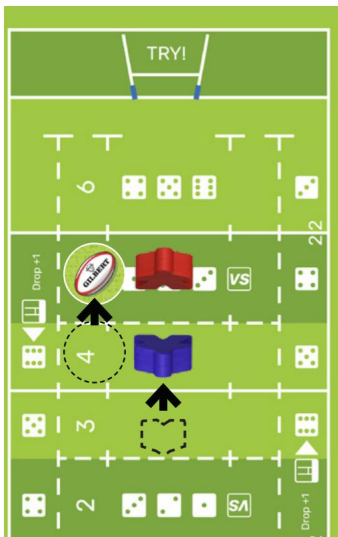
This card requires two players: a Tackler and a Scrapper. The captain rolls the die twice, first for the tackle, then for the scrapper.

The tackle pits the two teams against each other and determines the direction of the attack. If the tackle is unsuccessful, the ruck becomes impossible, and the attacking team retains possession and advances normally. If both tackling and the ruck are successful, the defending team regains possession.

If the scraping attempt fails, the scraper is penalized: the defense is penalized, and the attack chooses to attempt points or play in touch. Scratching is therefore a risky action: difficult to succeed at, it easily exposes you to a penalty!

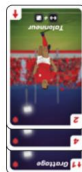


If the attacking team enters the in-goal area, they score a try! It is impossible to steal the ball.



Example:

1. The attack successfully completes a cross attack, granting it an advance of +2
2. The defense responds with a scrapping
3. Tackle: she combines a Player card to tackle and succeeds in her action which gives her an advance of +1.
4. Advance, the attack advances by +1 (2-1)
5. Scratching: the captain attaches a Player card to scratch the ball.



Case 1: Success! The defense recovers the ball and will attack on the next turn.

Case 2: Failure! The scratcher is penalized. (see penalty)

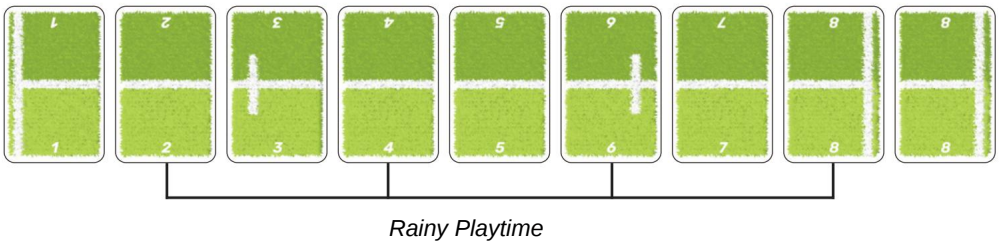
Game variations

Weather report

The *Playing Time* cards can be used double-sided. The reverse side adds unpredictable weather and difficulties to passing or kicking.

Wind: The team playing with the wind has a +1 advantage on the die roll when kicking. The team playing against the wind loses one point based on their die roll. At halftime (after 20 minutes of play), the wind changes direction (change the direction on the Wind card).

Slippery ball: The rain has made the ball slippery. Both teams lose one point on the die roll for any hand actions on the boards with the icon.



Express Match - Quick Game

Short on time? Play a quick game! Play a match with 20 *game time*, with 5 *rounds* of extra time and substitutions from *round 10* onwards.

4 players

You can play with more than two players by separating the *Forwards* and *Backs*. One player handles the Attack, the other the Defense. At halftime (after 20 minutes of play), the two players switch roles.

Tournament

You can hold a tournament by applying the following rules:

The points:



Victory: 4 points
Draw: 2 points
Defeat: 0 points

The bonuses:



Offensive bonus: 4 tries, +1 point
Defensive bonus: loss by less than 7 points, +1 point

