



RUGBY 'N' ROLL



AMAGAMES



2–4 players



45–60 minutes



Ages 8+

A word from Xavier:

This game was born from a collision — literally — and a slow return to the light. After a cycling accident and a long recovery marked by a concussion, Rugby 'N' Roll became more than a game: a path of rebuilding, passion and sharing.

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

Finally, thank you to everyone who believed in this slightly crazy project — a strategic rugby game, born between the lines of a notebook and the irregular beats of a recovering brain.

Rugby 'N' Roll is a declaration of love to rugby, to resilience, and to the moments we share around a table.

Enjoy the match!

Credits:

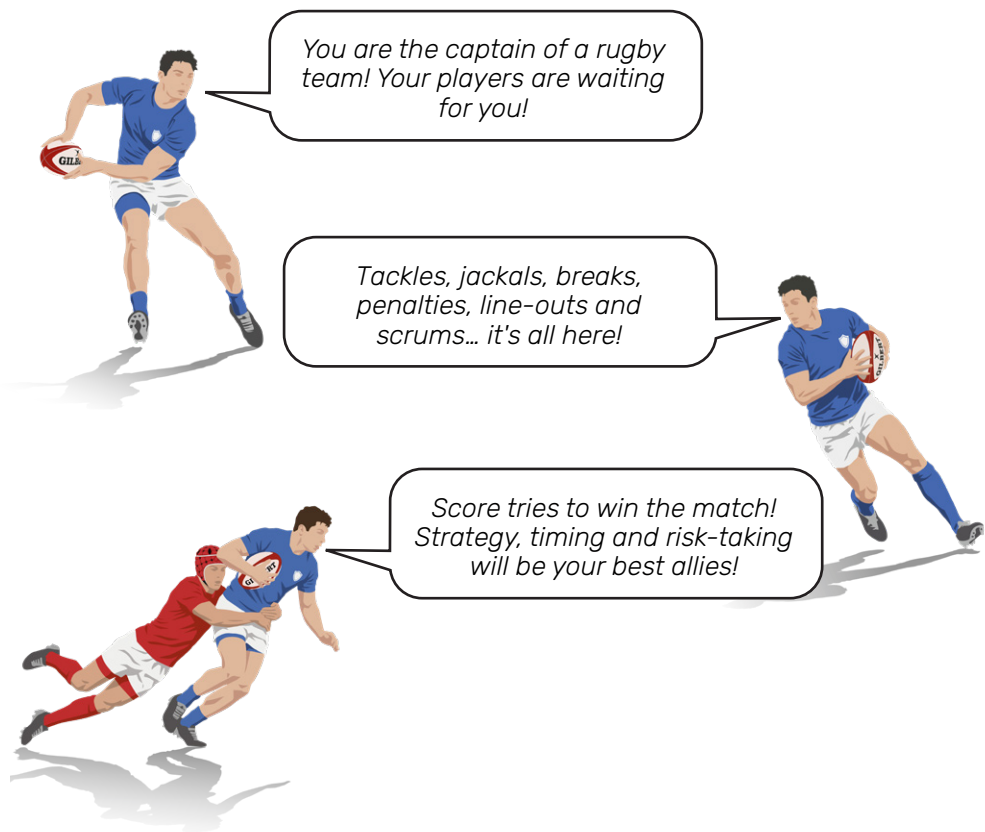
The game:

Publisher: Amagames
Authors: Joël and Xavier Delanoue
Illustrations: Kévin Perro
Proofreading: Pascale Delanoue
Feedback and support: Karolina Delanoue

First players:

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

Edition 01 – 2026



Overview of a game:

The match is played over 40 effective **Plays** and can last up to 8 additional **Plays**. On each **Play** you must pair an **Action** card with one or more **Player** cards.

Each **Action** card has an advancement value that lets you move your **Team** pawn forward on the field. To succeed at an action, you must reach a score equal to or greater than the target. The score is the sum of the die roll plus the bonus points from the player(s). The higher the advancement value, the harder the action is. Take risks and show some French Flair to win!

Goal of the game:

Score more points than your opponent by the end of regulation time.

The referee blows the kick-off – bind, dice, play!

Enter the scrum!

Your team and your cards

● You are the captain of a rugby team. Your challenge is to lead your players to victory. To do so, you have **Player** and **Finisher** cards, and **Action** cards (Attack and Defence). These cards are organised around four rugby qualities:



Strength



Skill



Speed



Kicking

● Start the match by choosing a team and taking all its associated cards, plus the die and a **Rugby 'N' Roll** token, which you place in front of you.

Prepare the field

● Place the field board and the **Play** cards 1 to 8 in the centre of the table. Put the **Team** pawns on the field and the **Time** and Score pawns to the side.

● Place the **Fatigue**, **Line-out/Scrum** cards, and the **Penalty**, **Rugby 'N' Roll**, **Yellow** and **Red card** tokens after **Play** card 8.

Everything ready? Do the toss!

● Do the toss (a dice duel); the winner decides to kick off or receive. Place the **Ball** pawn next to the **Team** pawn of the captain who kicks off.

Kick-off / engagement

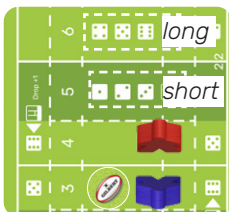
● The kick-off is a kick into the opponent's half – and it always starts with a die roll! Depending on the result, there are two possibilities:

Short kick-off, die ≤ 3

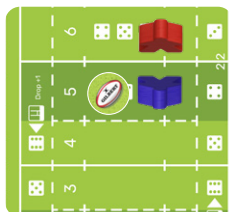
Both captains place their pawns in the receiving zone and roll their die. If the kicking team rolls strictly higher, it recovers the ball (Case 1 or 2).

Long kick-off, die > 3

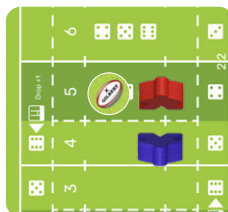
The captain who receives the ball starts a new Play by attacking (case 3).



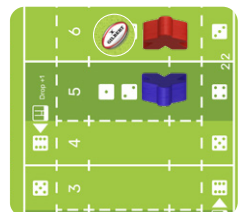
The blues kick off and roll the die.



Case 1: the blues win the duel.



Case 2: the reds win the duel.



Case 3: the reds have possession

Setup



Contents:

The box contains:

- 1 Rulebook
- 2 1 *Field* board
- 3 1 *Ball* pawn
- 4 1 *Time* pawn
- 5 8 *Play* cards
- 6 23 *Attack Fatigue* cards
- 7 23 *Defence Fatigue* cards
- 8 4 *Action* cards (*Scrum*, *Line-out*)
- 9 8 *Penalty* tokens
- 10 4 *Yellow card* tokens
- 11 4 *Red card* tokens
- 12 4 *Rugby 'N' Roll* tokens
- 13 1 *Wind* card (game variant)

Per team (x2):

- A 25 *Attack* cards
- B 15 *Player* cards
- C 14 *Defence* cards
- D 4 *Finisher* cards
- E 1 *Team* pawn
- F 1 *Team score* pawn
- G 1 *Team* die
- H 1 *Penalty* card
- I 2 *Help* cards



Express rules

🏈 This page contains all the rules you need to start playing quickly. Follow the icon 📖 for more information.

Engagement

🏈 The kick-off is taken from the centre of the field by the winner of the toss, or by the team that has just conceded points (after a **Try**, a **Penalty** kick or a **Drop**, successful or not).

Play

🏈 Each **Play** is a duel between attack and defence: the player with the ball “attacks”, the opponent “defends”. Attack has priority! The attacking captain always plays first. Depending on the result, the defence responds. 📖 8

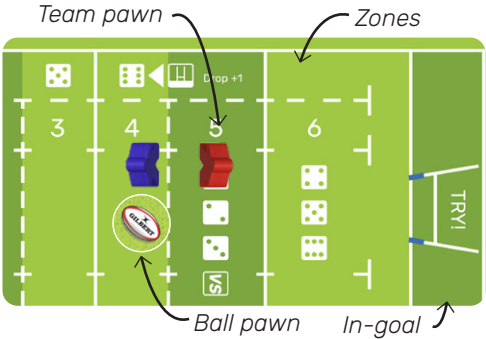
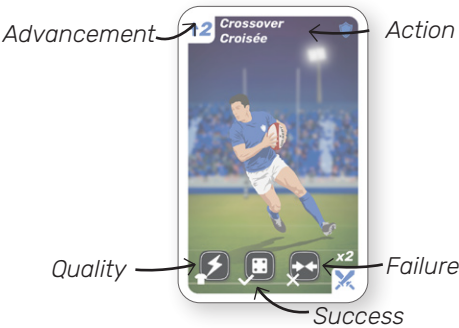


Play example

🏈 On the **Action** cards you'll find the condition to succeed as well as the consequences of failure. Find all the **Actions** in the dictionary. 📖 14

- On each **Play**:
- 01. Draw 4 **Attack** or **Defence** cards, keep one and return the others under the matching deck.
 - 02. Place the card in front of the matching **Play**.
 - 03. Pair one or more **Player** card(s) to give your action the best chance.
 - 04. Roll the die.
 - 05. Add the die result and the points from the player(s) to validate your action or not.
 - 06. On a failure, follow what the card indicates.

🏈 At the end of a **Play**, move (or not) your **Team** pawn on the field. The captain in possession starts a new attack on a new **Play**. **Kicking** and **Up & under** cards count as a **Play**; the defence then plays no cards.

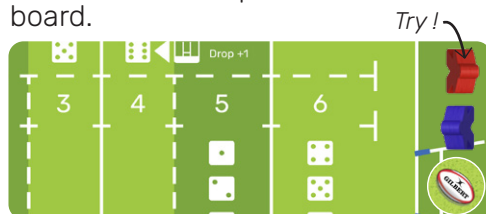


Advancement

● The field is divided into zones. After the attack vs. defence duel, compare the advancement value shown on each captain's **Action** cards. Winning the **Play** moves a team forward on the field by the number of zones gained, or backward by the number of zones lost.  11

Scoring points

● A team scores a **Try** when its **Team** pawn crosses the opponent's goal line. A **Try** is worth **5 points**; it can be **Converted** for **2 extra points** if the captain rolls a die result of 3 or more (without pairing **Player** cards). After a **Try**, take 1 **Rugby 'N' Roll** token; use it to re-roll your die, then discard it. With no token available, no re-roll. You can also score with a **Drop** (3 points) or a **Penalty** kick (3 points). Track the score by moving the **Team score** pawns on the field board.



Phase of play

● A **Phase** of play contains several **Plays**. A phase ends after 8 **Plays** or when points are scored. Then take back your **Player** cards, discard your **Action** cards, collect your **Fatigue** cards, and move the **Time** pawn by the number of **Plays** played. The attacking captain starts a new **Play**. Learn more about **Phase**:  12

Fatigue

● The further the match goes, the more fatigue sets in. At the end of a **Phase**, each captain counts the number of **Player** cards used during that phase. Based on that number, they draw the same number of Attack **Fatigue** and Defence **Fatigue** cards, which they place under their **Attack** and **Defence** decks respectively.

Player cards	Fatigue cards
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 one extra card

Finishers

● From **Play** 21, each captain may replace a **Player** with a **Finisher**. **Finishers** bring fresh legs! Each captain may make only one substitution. A change can only be made at the end of a phase.

End of the match

● After **Play** 40, at the end of a **Play**, the attacking captain may decide to stop the match! They can also extend the fun with up to 8 additional **Plays** (marked in red on the board). The match stops automatically as soon as points are scored, at the end of a **Phase**, or at the end of extra time. The captain with the most points wins the match.

Play

Attack vs. defence:

Below is an example of a **Play**. Attack has priority: the captain with the ball always plays first. Depending on the result, the defence responds.

Play:

ATTACK



DEFENCE



ADVANCEMENT



ATTACK:

1. The attack tries a **Line break** (Speed).
2. It places the card in front of the **Play**.
3. For a better chance, it pairs its Winger (Speed), giving a +2 bonus to the die.
4. Roll the die.
5. With the Winger's bonus, a 3 would let the attack succeed. On a failure, the card says "Turnover".

Each player has their own rugby qualities. Pair them with the matching Action cards to gain a bonus. When you roll the die, add this bonus to the result.



At the end of a Play, the captain with the ball starts a new Play by attacking. If the defence recovers the ball, it will attack on the next Play.



DEFENCE:

1. The defence counters with a Tackle.
2. It places the card in front of the Play.
3. For a better chance, it pairs its Second row (Strength), giving a +1 bonus to the die.
4. Roll the die.
5. With the player's bonus, a 2 would let the defence succeed. On a failure, the card says "No advancement".

ADVANCEMENT:

Ground gained = Attack advancement – Defence advancement
Depending on the gain, move the **Team** pawns on the field.

The conditions to succeed at your action



Duel (VS)

Both captains roll their die: the highest score wins the duel. In a tie, the attack wins.



Dice success

The value shown is the threshold to reach. A die roll plus the player bonus, equal to or higher, succeeds at the action. Well played!



Field (kicking)

Before rolling, the captain must announce their intention. They must then roll a result equal to or greater than the number of targeted zones.



Knock-on

The attacking team commits a knock-on! Play an introductory scrum for the defence on the next *Play*.



Penalty

The referee blows a *Penalty* and the offending team receives a *Penalty* token. The opposing team may try to score or go to touch.



Turnover (change of possession)

The attacking team loses the ball: the defence seizes it! The defence plays no card and attacks on the next *Play*.



No advancement

The attacking team is unsuccessful but keeps the ball. The defence plays and, in the duel result, the attacking team's advancement value is 0.

Special Plays

● *Line-out* and *Scrum* cards are considered a *Play*. They are placed on the side of the *Team* that benefits from them.

Scrum



Push! Push!

May the best die win! In a tie, the attacking team wins the duel.



Penalty

If a team loses the duel by more than 2 points, it is penalised!

Line-out



Watch the steal!

May the best die win! In a tie, the attacking team wins the duel.



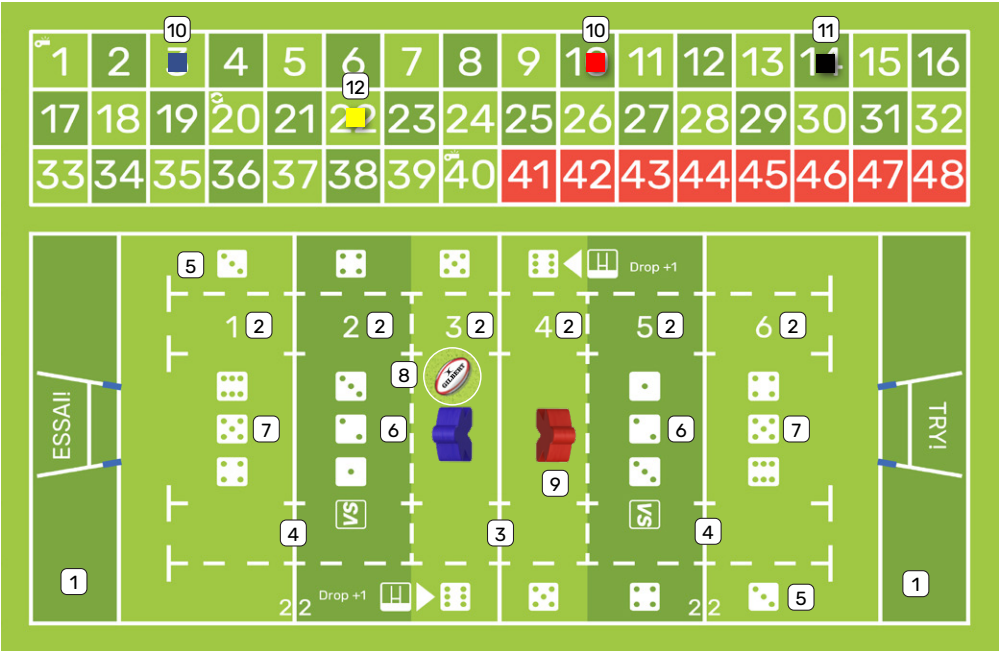
Turnover

The defending team wins the duel and recovers possession.

Following the match live

The field

The game board is both the field and the scoreboard. On the field, captains move their **Team** pawns forward. The **Ball** pawn shows which player is attacking. The scoreboard counts the **Plays** (**Time** pawn) and the teams' points (**Team score** pawns), and shows when a player can return from suspension (**Yellow card** pawn).



- 1 In-goal

2 Zone(s)

3 50 metres

4 22 metres

5 Penalty (drop +1)

6 Short kick-off

7 Long kick-off

8 Ball pawn

9 Team pawn

10 Score pawn

11 Time pawn

12 Card pawn

In this example, the scoreboard shows the match is at Play 14 and the red team leads 10–3. A player with a yellow card received on Play 12 can return from Play 22. The blues attack from zone 3. To make a penalty kick, the blues must roll a die result higher than 6, as shown by the mark on the field.

In-goal

The **In-goal** is the area behind each team's goal line. This is where players must ground the ball to score a **Try**. The attacking team may play from its own **In-goal**; however, if it fails to get out, the opposing team scores a **Try**! If the defending team is penalised in its own **In-goal**, the referee awards a penalty try.

Advancement – a duel between attack and defence

At the end of the Attack/Defence duel, compare the advancement values of your **Action** cards to move (or not) your **Team** pawns on the field.

Calculating the advancement



Ground gained = attack advancement – defence advancement

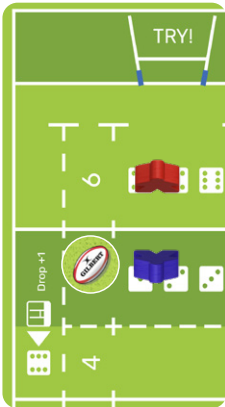
Ground gained = 0: no advancement (case 1)

Ground gained > 0: the attack advances, the defence retreats (case 2)

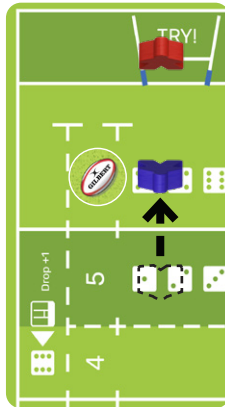
Ground gained < 0: the attack retreats, the defence advances (case 3)

The attack advances...

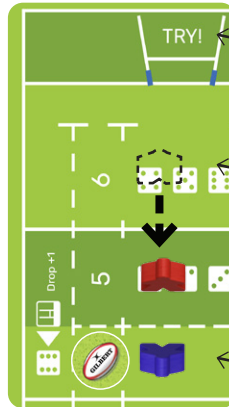
... but can also retreat!



Case 1: no advancement



Case 2: the blues advance +1



Case 3: the defence advances!

The In-goal counts as a zone.

The pawn moves forward by the number of zones

The team with the ball attacks

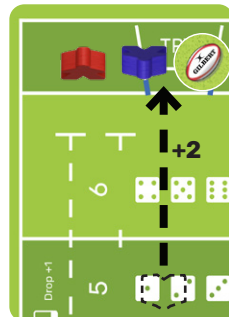
Try!

To score a **Try**, your **Team** pawn must enter the opponent's **In-goal**! Roll the die to Convert it (die ≥ 3). The defence can score a **Try** by entering the opponent's **In-goal**.

Advancement



VS



In-goal

Starting zone

Duel example: the blues succeed at a Crossover and the reds miss the tackle.
Ground gained = 2 – 0 (failed tackle) = 2
The blues advance 2 zones!

Phase of play

French flair!

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

The defence plays no card

Ruck steal, Turnover!

Scrum for the Reds

At the end of the phase, discard your Action cards

Dice duel

No player with Fatigue

Line-out for the Blues

Take back your players at the end of a phase

The attack commits a knock-on!

No defence on a Kick

The diagram illustrates a game phase with various cards and their interactions. The cards are arranged in a grid-like fashion, with some cards being discarded or used for specific actions. The diagram includes a central 'Scrum for the Reds' card, a 'Dice duel' section, and a 'Line-out for the Blues' section. Arrows and text annotations explain the flow of the phase, including turnovers, knock-ons, and player returns.

End of phase

If a **Phase** ends after 8 **Plays**, the captain with the ball starts a new phase by attacking. In case of a knock-on or a found touch, the captains play a scrum or a line-out at the start of the new **Phase**.

End-of-phase conditions



- After 8 Plays.
 - If points are scored.
 - After a drop or a penalty kick, successful or not.
- The attacking captain starts a new Phase with a Play.

Actions to carry out



- Take back your *Player* cards.
- Discard your *Action* cards (remove the cards from play).
- Collect your *Fatigue* cards.
- Move the *Time* pawn by the number of *Plays* played.

Penalty

 A sanction awarded to a team after an opponent's foul. It can be played several ways: a kick at goal (3 points), or 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
Back to 0

Kick at goal



To score 3 points, the captain rolls their die and must reach a result equal to or greater than the required difficulty. The difficulties are shown on the field.

Going to touch



Move your Team pawn 3 zones and play a Line-out in your favour. If there are fewer than 3 zones, the team moves up to the zone before the in-goal.

Cards

 Sanctions given by the referee. A yellow card means a temporary exclusion of 10 *Plays*. The captain can take back the *Player* card at the end of the first *Phase* following the 10 penalty *Plays*. A red card is final: the player leaves the field for the rest of the match.

 Note: if several players are paired to the same card, the opposing captain designates which player is sanctioned. A player with a card cannot be replaced.

Receiving a card:



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

Action Dictionary

C

Line break (x2)



The line break means fixing a defender with an inside step before beating them on the outside, at full speed.

Recommended players:

6 / 7 / 8 / 10 / 11 / 12 / 13 / 14

Side step (x2)



The side step is a sharp change of direction by a player to beat a defender.

Recommended players:

6 / 7 / 8 / 10 / 11 / 12 / 13 / 14

Big hit (x2)



The big hit is a powerful, perfectly executed tackle that puts the opponent cleanly on the ground.

Recommended players:

1 / 2 / 3 / 4 / 5 / 6 / 7 / 8

F

Fatigue (x23)

Once used, Fatigue cards are discarded. If a captain plays two Fatigue cards in a row, the opposing team scores a penalty try!

Up & under (x2)



The up and under is a high kick you chase underneath, pressuring the defence as it comes down.

Recommended players:

10 / 15

Crossover (x2)



The crossover is a move where two attackers cross at the moment of the pass to deceive the defence and open a gap

Recommended players:

6 / 7 / 8 / 10 / 11 / 12 / 13 / 14

D

Drop (x2)



A drop goal is a kick where the player drops the ball and strikes it on the bounce between the opponent's posts.

Recommended players:

10 / 15

G

Maul (x2)



The maul is an action where the ball carrier is held up by opponents while their teammates come in to support.

Recommended players:

1 / 2 / 3 / 4 / 5 / 6 / 7 / 8

J

Ruck steal (x4)

The ruck steal is the action of winning the ball on the ground immediately after a tackle, contesting possession against the opponent.

Recommended players:

1 / 2 / 3 / 4 / 5 / 6 / 7 / 8

Kicking (x3)

Kicking lets you gain ground, apply pressure or surprise the defence; used well, it is a formidable tactical weapon.

Recommended players:

10 / 15

P

Tackle (x4)

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

Recommended players:

1 / 2 / 3 / 4 / 5 / 6 / 7 / 8

Pass (x2)

The pass consists of handing the ball to a teammate, backwards or sideways, as forward passes are not allowed.

Recommended players:

4 / 5 / 6 / 9 / 12 / 13

Offload (x2)

The offload is an action where the ball carrier passes to a teammate despite an opponent's tackle.

Recommended players:

4 / 5 / 6 / 9 / 12 / 13

Skip pass (x2)

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

Recommended players:

4 / 5 / 6 / 9 / 12 / 13

R

Pick & Go (x4)

The pick and go is an action where a player quickly picks the ball off the ground after a ruck to drive forward with power.

Recommended players:

1 / 2 / 3 / 4 / 5 / 6 / 7 / 8

Rush defence (x4)

The rush defence is a fast, coordinated advance of the defensive line to pressure the attackers.

Recommended players:

6 / 7 / 8 / 10 / 11 / 12 / 13 / 14

In detail: the “Maul”



Playing a Maul

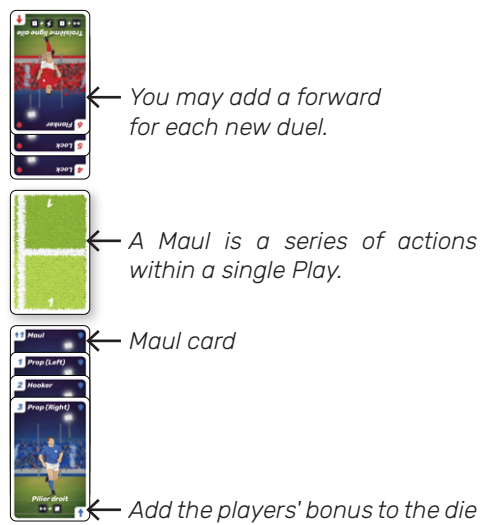
The maul is a forwards' contest over several rounds. The attacker commits 3 forwards from their available players. The defence must respond with 3 forwards in turn. If it does not have 3 forwards available, it is penalised. A maul lasts at most 3 rounds. Each round, each captain rolls their die and adds the sum of the Strength bonuses.

The attack wins
The Team pawn advances one zone.

The defence wins
The maul is stopped, no advancement.

Continuing the maul

After each round, the attack may decide to stop or continue. Each captain may add 1 extra forward per round. If the defence wins twice, the maul collapses and the attack is penalised.



Example:

1. The captain places the card under the **Play** and pairs 3 forwards. Here forwards 1/2/3 give a +6 bonus.
2. The defence places 3 forwards. Here forwards 4/5/6 for a +3 bonus.
3. Duel 1: both captains roll their dice and add their bonuses.



The attack wins the duel, its Team pawn advances +1, and it may decide to continue or stop.

4. Depending on the attack's choice, both captains start again. They may add one extra forward to the maul.

In detail: the “Kicking”



Touch or occupation?

● Kicking counts as a **Play** and cannot be defended. The attacker chooses between two options: occupy the field or go to touch. In both cases they must announce their intention and the number of zones they want to gain before rolling the die. On a failure, the ball goes back to the defence.

● To succeed, the captain must roll a result equal to or greater than the difficulty. The first zone is worth 3 and each extra zone adds +1. For a line-out, an extra +1 difficulty applies. For an occupation kick, the ball goes to the defending team in the zone reached.

Line-outs



Except for a 50/22, on a line-out possession goes to the team that was defending (see Line-out).

50/22



A kick from behind the attack's own 50 m that lands beyond the defence's 22 m – the line-out goes to the attack.



Example:

1. The captain places the card under the **Play** and pairs a **Player** card.
2. The attack announces its intention,
3. it rolls the die and adds the player bonus to the result.

Case 1: “Touch in zone 06”
Dice difficulty: 7 or more
Success: line-out to the attack (50/22)
Failure: Turnover

Case 2: “Occupation in zone 05”
Dice difficulty: 5 or more
Success: Turnover, the defence will attack in zone 5.
Failure: Turnover

In detail: the “Ruck steal” or “Jackal”



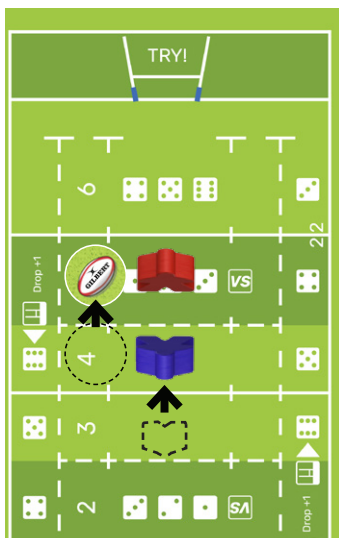
Tackler & jackal

● This card requires two players: a Tackler and a Jackal. The captain rolls the die twice – first for the tackle, then for the jackal. The tackle pits both teams against each other and determines the advancement. If the tackle is missed, the jackal becomes impossible and the attack keeps the ball, progressing normally. If both actions succeed, the defence recovers the ball.

● If the jackal fails, the jackaler is sanctioned: the defence is penalised, and the attack may choose to try for points or go to touch. The Ruck steal is therefore a risky action: hard to pull off, it easily exposes you to a penalty!



If the attacking team enters the in-goal, it scores a try! It is impossible to jackal the ball.



Example:

1. The attack succeeds at a Crossover giving +2 advancement.
2. The defence responds with a jackal.
3. Tackle: it pairs a Player card to tackle and succeeds, giving +1 advancement.
4. Advancement: the attack moves +1 (2-1).
5. Jackal: the captain pairs a Player card to win the ball.

Case 1: Success! The defence recovers the ball and will attack next Play.

Case 2: Failure! The jackaler is penalised (see penalty).

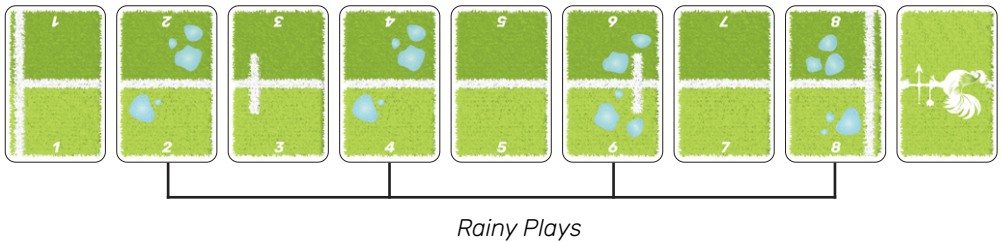
Game variants

Weather

● The **Play** cards can be used on both sides. The back adds fickle weather and difficulties when making passes or kicks.

● Wind: the team playing with the wind has a +1 die bonus on kicks. The team playing against the wind loses one point off its die roll. At half-time (after **Play 20**) the wind turns (flip the Wind card, which shows the wind direction).

● Slippery ball: rain has made the ball slippery. Both teams lose one die point on handling actions during **Plays** with the rain icon.



Express match – quick game

● Short on time? **Play** a quick game! **Play** a match over 20 **Plays**, with 5 additional **Plays** and substitutions from **Play 10**.

4 players

● You can play with more than 2 by splitting attack and defence. One player handles the Attack, the other the Defence. At half-time (after **Play 20**) the two players swap.

Tournament

● You can run a tournament using the following rules:

Points:



Win: 4 points
Draw: 2 points
Loss: 0 points

Bonuses:



Attacking bonus: 4 tries, +1 point
Defensive bonus: loss by fewer than 7 points, +1 point

