

Forts & Treasures: Lucky Shot

Lucky shot is a treasure hunting, fort raiding, dice game for 2-3 players.

To play the game you will need 3 standard six-sided dice, print one copy of the components, and a few copies of the fort sheets. Cut apart the components: 3 action dice cards and 6 treasures. Cut apart the forts, there are 9 on each sheet.

SETUP

Each player takes one action dice card, one fort, and one random treasure. Place treasures behind forts to show which treasure is in which fort. Put the rest of the treasures aside out-of-play (for now). Each player rolls one die, assigns the value of the die to the Fort Level of their first fort and then gives each fort five bricks to start. Randomly decide who goes first and then take turns clockwise.

WINNING

The first player to amass four treasures is the winner! Also, a player is knocked out of the game if they ever have zero treasures. If only one player remains, they win!

TREASURES

The treasures that don't start the game in a player's fort are not in play. These only come into play when a new fort is created. Treasures out in the middle of play not behind a fort are **Available**. Treasures can become **Available** when a new fort is created, a fort is destroyed, or when moving treasures between forts. The treasures that are not-yet-in-play are not the same as **Available** treasures.

Each of the 6 Treasures have a special power. This special power is a bonus given to the player who takes it. The treasures you start the game with do not give you their special power. The powers are listed at the end of the instructions. You get the treasure's special power when you

- **Raid** and **Capture** the treasure from another player's fort and put it into your own.
- **Hunt** out a treasure that is **Available** and put it in your fort
- **Attack** and **Destroy** fort containing a treasure, and then successfully **Salvage** it.

FORTS

Fort Level

On the top of the fort sheet above the fort is room to write and rewrite the fort level. This value is between 1 and 6 to match the possible values of a die roll. The value can change throughout the game. Actions used on forts are going to refer to this fort value.

Bricks

Each fort sheet contains a pyramid of fifteen blank boxes. These boxes will become the bricks you will use to build up your fort. Obviously, fifteen bricks does not a fort make. But these are magical bricks. Now because of the magical nature of these bricks, only so many can be used together before no more will hold. This number is, you guessed it, fifteen. Now, even when bricks get destroyed off of a fort, the fifteen brick threshold is still maintained. (Thus is the nature of magically super magic bricks!) Once a fort's fifteenth brick is built--no matter how many had previously been destroyed--additional bricks cannot be built.

The Double-Cross system

The boxes on a fort sheet start blank. To signify that you have built a brick, you draw one diagonal line through the box. When a brick is destroyed, you draw the other diagonal. So an empty box is no brick, one slash is a brick, 2 slashes is a destroyed brick.

GAME PLAY

Okay, all this talk about bricks is good, but let's figure out how you actually play. Each player will take turns. On your turn you will roll three dice, one-at-a-time, assigning each die to one of your available actions. Then you use your three action dice. The action dice card has four available actions on it, Attack, Build, Raid, and Fortify. Hunting is explained later, first focus on rolling and actions.

Turn Order

- **Hunt:** Roll a die, if it matches one of your empty forts, put an **Available** treasure in it
- **Roll:** Three dice one-at-a-time, putting each one on an unassigned action.
- **Actions:** Use your three action dice in any order

When you roll, you roll your three dice, one-at-a-time, and choose which of the four actions to put that die on based on what you rolled. For example, Lance rolls a 4, puts it on Raid, then he rolls a 1 and puts it on Fortify, then he rolls a 3 and puts it on Attack, now he's rolled all three dice. You can't roll them all at the same time. Once you've put a die on an action, you can't move it or change its value. Also once an action has a die on it, that action is not available for your other dice rolls. After you have three of the four actions with a die on it, you then perform the actions based on the dice that you assigned to them.

BUILD

The staple to any fort-building endeavor is building the bricks on the fort to keep the fort stronger from attack. If you have a build die, then you can add one brick to any fort by drawing the first slash. Each fort has a "Fort Value." If your build die is the same number as the value of the fort you're adding a brick to, then you get to add one extra brick.

For example: If your build die is a 4, when you build on a Level 4 fort, you add two bricks, or if you build onto a Level 1,2,3,5 or 6, you add one brick.

ATTACK

What can be built, can be destroyed. To destroy bricks off of a fort, you need to launch an assault, or simply, attack the fort. Attacking is just about the opposite of building. If you have an attack die, then you destroy one brick off any fort, by drawing the second slash across the box. And if the value of your attack die matches the Level of the fort you are attacking, then you can destroy two bricks.

When the last brick of a fort is destroyed, then the fort is destroyed. If a treasure is inside a fort when it gets destroyed, this treasure goes out into the middle of play and becomes **Available**. Whoever destroyed the fort gets one free chance to **Salvage** the treasure, if they have an empty fort. Roll one die, if the value of the die matches the value of any empty fort the attacking player has, then the treasure is salvaged and goes in that fort. A salvaged treasure grants its power to the attacking player.

RAID

Raiding is a more challenging venture. You want to raid another player's fort to steal the treasure that is in it. Your raiders can also move treasures between your forts. If you have a Raid die, you can try to **Capture** or **Move** a treasure (but not both!).

Raid: Capture

Since there can only be one treasure in a fort, in order to Raid, you have to have an empty fort to put the treasure into. If you have a raid die that matches the value of another player's fort with a treasure in it, then you can raid it. When you raid a fort, tell that player which fort you are raiding and then look and the number of bricks in the fort (the one-slash boxes). The victim of your raid gets one chance to block the raid for every two bricks in the fort, with a minimum of one chance. The victim rolls as

many dice equal as they have chances to block. If the value of one of the dice rolled matches the number your raid die, the raid is blocked. If the raid is not blocked, you take the treasure from that fort, put it in one of your empty forts and get the special power of that treasure.

For example: You are trying to raid a fort with 5 blocks with a Fort Level of 2. The owner of the fort gets to roll two dice (one die for every two blocks) to try to block. If either of the rolled dice have a value of 2, the raid is blocked.

Raid: Move

The other thing you can do with your raid is move treasure from one of your own forts to one of your empty forts. For example move a treasure from a fort with only one brick left to another fort with four bricks. To do this you must have a raid die that matches the value of **either** the fort with the treasure or the empty fort you want to move the treasure to. Moving a treasure between forts is dangerous, which is why your raiders are the ones who have to move it for you. When you move a treasure, each other player gets one chance to steal it. They roll one die and if the value matches the value of your raid die, they steal the treasure. The other players can **only** do this if they have an empty fort to put the treasure into. If more than one player both roll a matching steal die than the treasure becomes **Available**.

FORTIFY

Your fortify die is the most versatile, with four different choices available for you to use it. If you have a Fortify die you can **Strengthen, Weaken, Protect, or Create**. But of course, not all four, you can make one choice with your one Fortify die.

Fortify: Strengthen

Okay, so you know about the Fort Level, but you don't know how it is manipulated and what it represents. The Fort Level simply shows the way the fort is constructed, its strengths, its weaknesses, and its configuration. A 6 is not necessarily better than a 1. However there is definitely cause for wanting to change this number. If you have all your forts at the same Fort Level, than there's only one number your build dice can be to give a fort two bricks. Fortifying lets you strengthen your fort, making it easier to maintain. Fortify lets you change the Fort level to a level that more suits your needs. To Fortify a fort, you must have a fortify die that is either one number greater than, or one number less than the level of the fort you want to change. For example to move a Level 5 fort down to a 4, you must have a Fortify die with a value of 4. Also a fortify die with a value of a 6 can be used to move that Level 5 fort, up to Level 6.

Fortify: Weaken

Using the same principle as strengthening, you can weaken an opponent's fort. Weaken up or down one level to make it more susceptible to attacks and raids. So an opponent's Fort at Level 3 can be counter-fortified up to a 4 or down to a 2 if you have a fortify die of a 4 or 2, respectively.

Fortify: Protect

Raiding is dangerous business. Especially when your own treasure is at risk. You can use your Fortify die to protect your raiders when they are moving a treasure between your forts. First, your Fortify die must match either the Fort Level of the fort the treasure is being moved from or the new empty one. Second you must announce you are protecting before you announce the move. If you do this, then when your raiders move your treasure, the other players do not get a chance to steal it.

Fortify: Create

The fourth thing you can do with a fortify die is start a new fort. Take a new fort sheet, make the Fort

Level the same as your fortify die and add one brick to it. A Fort can only hold one treasure, so building a new fort is how you are able to get more treasure. When you build a new fort, you get one free chance to hunt out a new treasure. First, randomly take one of the treasures not yet in the game, if there are any left, and put in the middle of the table, making it **Available**. Then you get one free chance to try to hunt out a treasure to put in this new fort. Roll a die, if it matches the level of your new fort, you take an **Available** treasure of your choice and put it in your fort, and you get the treasure's power.

HUNTING

Before you roll your dice to put on the action dice card, if there are **Available** treasures and you have at least one empty fort, you get one chance to hunt them out. Roll a die, if the die matches the level of any of your empty forts, you take one of the **Available** treasures, put it in that fort, and get its power.

QUICK REFERENCE

Setup

Each player takes one action dice card, and one fort sheet and rolls a die to set its initial Fort Level

Add 5 bricks to every starting fort

Randomly give each player one treasure to start with--treasures don't grant powers during setup

Randomly decide who goes first and then take turns with play continuing clockwise.

Turn Order

- **Hunt:** Roll a die, if it matches one of your empty forts, put an **Available** treasure in it
- **Roll:** Three dice one-at-a-time, putting each one on an unassigned action.
- **Actions:** Use your three action dice in any order

Actions

- **Build:** Add 1 brick, or 2 if the Build die matches the fort's level
- **Attack:** Destroy 1 brick, or 2 if the Attack die matches the fort's level
Last brick destroyed gets once chance to salvage the treasure
- **Raid**
 - **Capture:** Steal a treasure, one chance to block for every 2 bricks
 - **Move:** Move a treasure between forts, each person gets a chance to steal
- **Fortify**
 - **Strengthen:** Change a fort of yours up or down one level
 - **Weaken:** Change an opponent's fort up or down one level
 - **Protect:** Other players don't get a chance to steal from a Raid-Move on this turn
 - **Create:** Create a new fort, add a random treasure to the game, one chance to hunt it

Treasure Powers

Plains	Add 2 bricks to any fort	.
Desert	Destroy up to 2 bricks on any fort	.
Sea	Change the value of one of your forts to any number.	.
Swamp	Change the value of an opposing fort to any number.	.
Volcano	Choose the value of your first die roll next turn	.
Forest	Create a new fort with any value and 1 brick	.