

CORENTIN BRAND
Chevalier Gambette



FORFORT

8+
2-4
15-30 min



CO² GRAPHISME
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 **Rulebook**

www.editions12h12.com

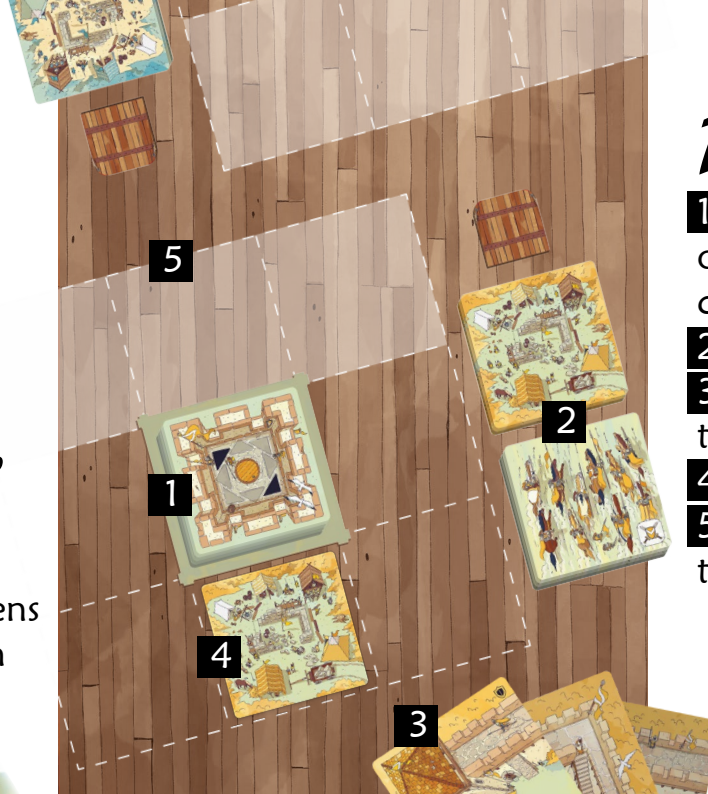
ÉDITIONS
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Objective

Build and complete your fort before your opponent while attacking them to slow their progress.

Components

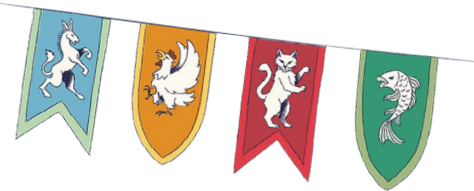
120 cards (30x4)
4 cards holders
4 'drawbridge' tokens
1 'first player' token
1 rulebook
4 helper aids



Preparation for each player

- 1 Choose a coat of arms and shuffle your 22 "Wall" cards (rotating them occasionally to vary the direction of the arrows on the back). Place them in your card holder in front of you in a draw pile, called the "Dungeon."
- 2 Place your Camp, Army, and Drawbridge tokens within easy reach.
- 3 Draw 3 cards and hold them in your hand so that your opponent cannot see them.
- 4 Place one of your Camps on a space in your fort.
- 5 Tell your opponent which line of your fort is facing them: this will be your "front (first) line."

The player who has visited a castle most recently starts by taking the "First Player" token.



Game turn

- Advance an Army (contextual).

1) Play a card:

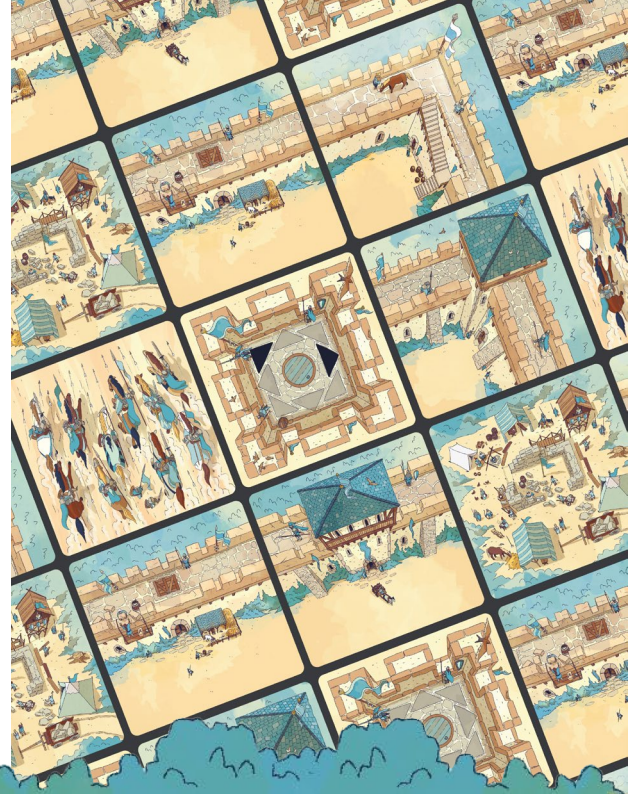
at your choice

-  Build a wall in your fort
-  Activate a card's effect
-  Place a camp

Pass your turn by discarding a card (without activating its effect).

- Activate the drawbridge (contextual).

2) Draw a card.



Build a wall

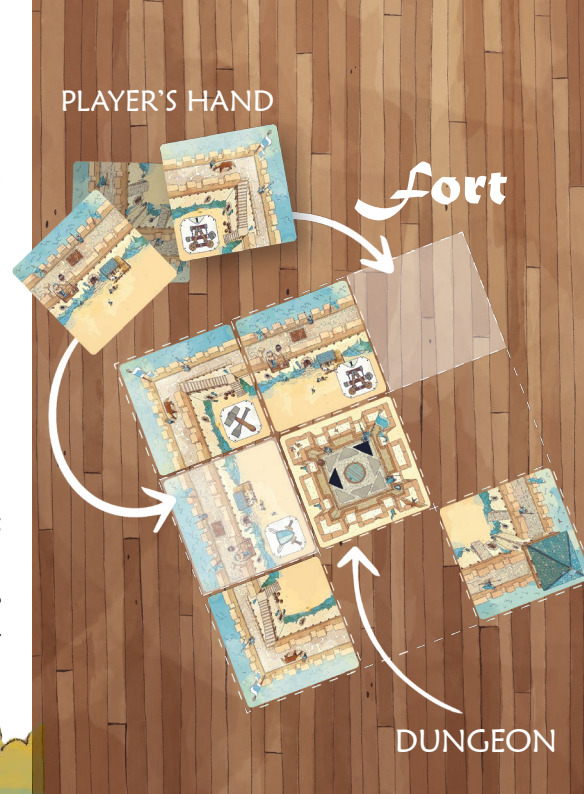
Choose a card from your hand and place it on a space in the fort, following one of the two arrows  indicated on your dungeon.

There are two types of walls :

Simple x14 +  x4 | Protected  x4

Details :

- A corner wall goes in a corner and a straight wall goes between corners.
- A wall can cover a wall that has already been placed; the card underneath is no longer active and does not count towards the final score.



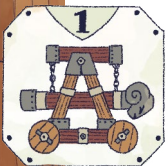
Activate a card's effect

Choose a card from your hand, activate the effect of the symbol (only one if there are two) and place it in your personal discard pile.



MASON.

Choose a card from your personal discard pile and build it into the fort (Wall, respecting the placement constraints, or Camp, without respecting them).



BATTERING RAM.

Destroy one space in its entirety from the first line of an enemy fort (excluding protected Wall).



TREBUCHET.

Destroy one space in its entirety from the second or third line of an enemy fort (excluding protected Wall).



SIEGE TOWER.

Destroy the first card in an enemy dungeon (draw pile).



GARRISON.

Place an Army card on an empty space in an enemy fort and indicate the direction of the invasion.
OR Remove an invading Army card.

Details about the Army :

At the start of the attacking player's next turn, advance your Army in a straight line one space, destroying the entire new space. On the next turn, advance it again and destroy. If the Army leaves the fort, the attacker recovers it.

- An Army prevents construction on the location where it is located.
- An Army is removed when it advances onto a protected wall.
- A removed Army is out of play (turn it over).





Place a camp

Choose a card from your hand, discard it without activating any effects, and place a camp on an empty space in the fort without following the arrows in the dungeon.

During a future turn, a camp offers an additional placement opportunity to build a wall in your fort.

Note: - A camp can be destroyed.

Activate the drawbridge

Place the token on a Wall that has the symbol  visible in the fort, draw a card, and **PLAY A SECOND TURN!**

The token can be recovered if the space is destroyed or covered.

Advanced "Combo" Effects

When you build a wall in your fort and create a combination of two identical symbols side by side, immediately activate the advanced effect of the symbol. If two combinations are created at the same time, activate one effect and then the other.



Build a card from your discard pile or the top of your dungeon in your fort without respecting the placement restrictions.



Protected wall accepted



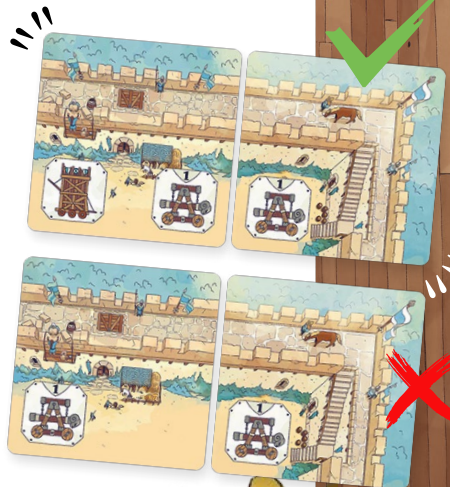
Perform the effect twice



Protected wall accepted



Perform the effect twice



End of the game

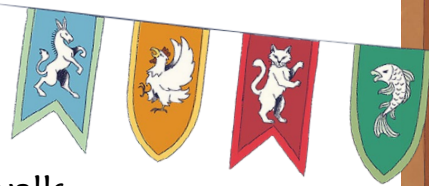
The player who completes their fort, consisting of 8 walls (4 corners and 4 straight walls), wins the game immediately.

Otherwise, as soon as a dungeon has no more cards, the current round is completed. Players who still have cards in their dungeon score **2 bonus points**, then each player or team calculates their fort score by adding up :

- **2 points** per wall in your fort,
- **1 point** per camp in your fort,
- **1 point** per Army in the opponent's territory.

In the event of a tie, the victory is shared.

Note : The forts of players with an empty dungeon remain vulnerable to attack.



Glossary

A « SPACE » is an area within the fort. There are 8 of them around the dungeon.

« Destroy » means that the card(s) in question must be placed in the attacked player's personal discard pile.

The « Discard Pile » is personal and contains destroyed and discarded cards. It is **VISIBLE AND ACCESSIBLE** to all players **DURING THE GAME**.

Playing with 4 players

When playing in teams (diagonally), two rules are added :

A Camp can be placed at a teammate's space.

A Garrison symbol can remove an invading Army card from a teammate's fort.

With 4 players, the game can be played individually, but this is not recommended by the designer.



Crédits

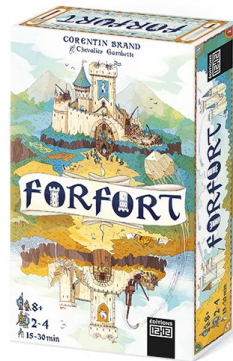
Designed by Corentin Brand  corentin_brand_auteur

Illustrated by Chevalier Gambette  chevalier_gambette_illu

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Thanks

My family, Fanny my ultra tester, Chevalier Gambette, Armand, my friends, my colleagues and of course ALL the testers I met at festivals and elsewhere, etc.
THANK YOU !



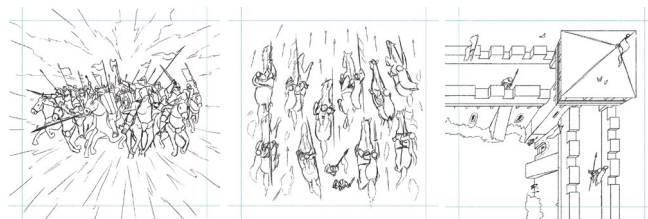
Chevalier Gambette

Artist of the game

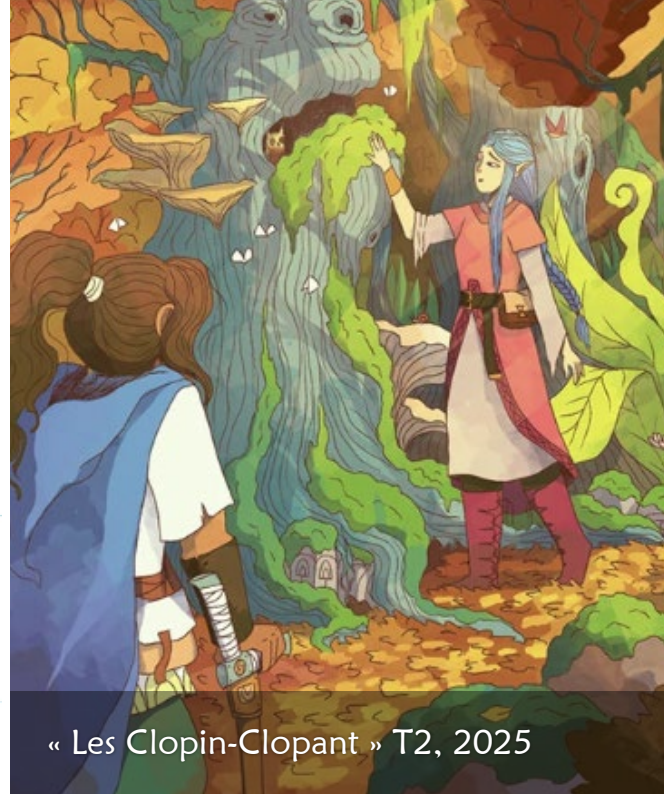


Forfort is his first illustrated game.

Game sketches :



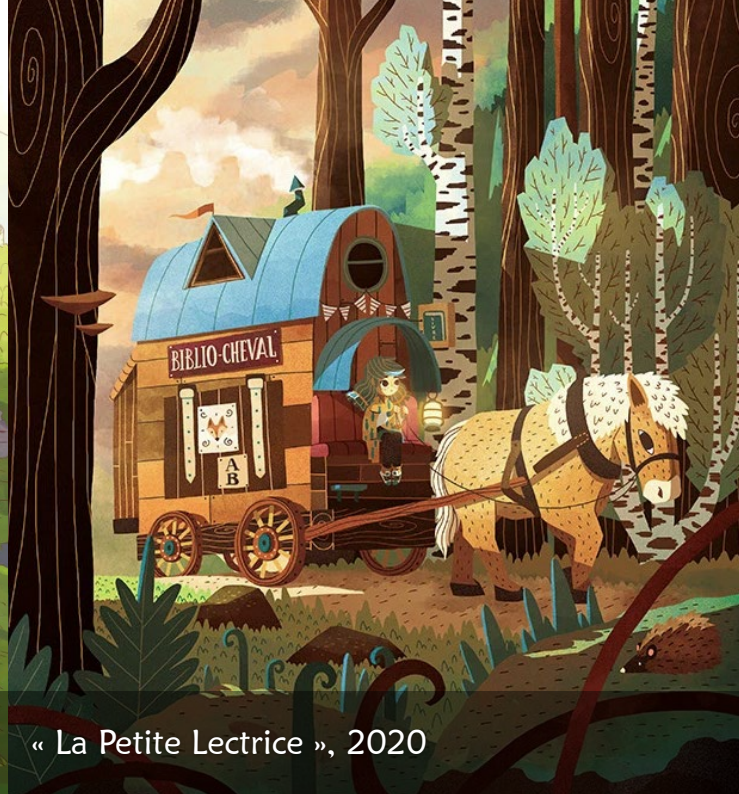
Book illustrations :



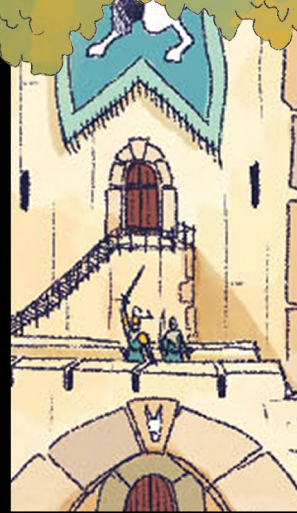
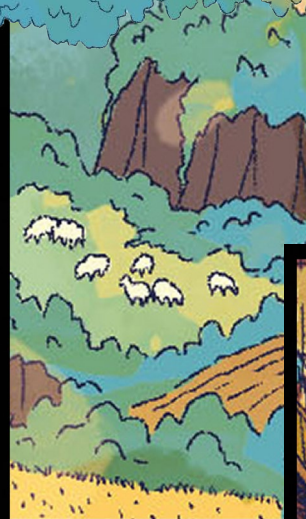
« Les Clopin-Clopant » T2, 2025



« Les Clopin-Clopant » T1, 2024



« La Petite LECTRICE », 2020



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