

To Reign Supreme

Players: 2

Ages: 10+

Time: 20 minutes

Designer: George Jaros

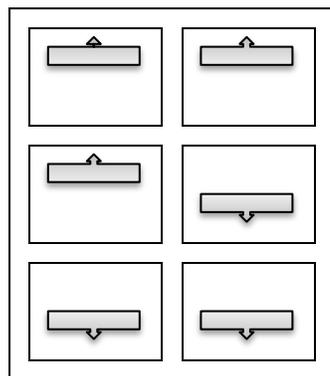
To Reign Supreme is a 2 player area control war game that uses 18 cards. Each player battles to conquer 6 contested Territories, using the abilities of the territories to build their military and increase their wealth. Battles are conducted via a card based mechanic that limits chance and increases decision based strategy.

Setup:

Separate 16 cards into 3 decks: 2 Military Strategy decks in two colors and one Territory deck featuring Territories with an Influenced side and Controlled side.

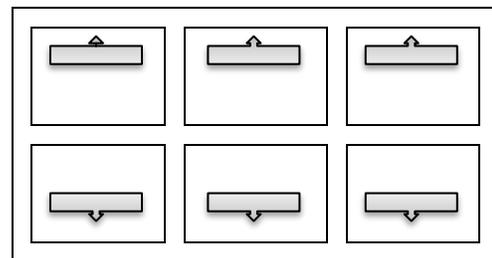
Each player gets 5 Military Strategy cards of matching color. Each player also gets one of the Rules cards for keeping track of money spent during battles (to hire Mercenaries, supply Apothecaries, and Bribe opponents).

The 6 Territory cards should be shuffled and laid out in a 2x3 grid with the Influence side up. 3 cards should have the Influence arrow pointing to each player.



Challenging Setup

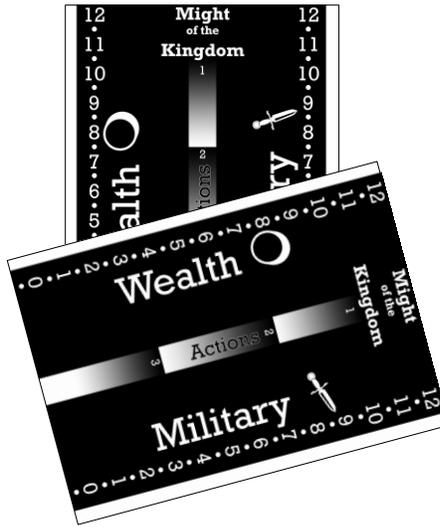
OR



Easy Setup

** When determining if a Territory is adjacent to a player's Controlled territories, any Territory on that player's side is considered Adjacent to a controlled territory. Thus in the example above in the Challenging Setup the middle two Territories would not be adjacent to any Controlled Territories and players must first Control the adjacent Territory on their side before proceeding to the middle Territories.*

Players each choose 3 Military Strategy cards and use the other two with the Strength Tracker face up. Lay one card horizontally over the other card crossing between numbers to track Wealth and Military levels. Both players then mark their starting resources (3 Wealth and 3 Military). The top card can be slid up and down and rotated throughout the game to keep track of Wealth and Military levels. Where the top card crosses the center of the bottom card indicates the number of Actions the player can take each turn.



In this example the player has 5 Wealth and 7 Military and would take 2 Actions.

The dark player (Strength of the Realm) goes first. The first player only gets 2 Actions on his first turn. Thereafter each player gets the number of Actions indicated by the Strength Tracker. Players alternate taking turns until one controls all 6 Territories.

Turn Phases:

Phase 1 – Resupply:

- Look at the Territories Controlled and Influenced by the player. Increase the Strength Tracker so that the Wealth level is at least the total number of Coin symbols (○) and the Military level is at least the total number of Sword symbols (⚔). The max is 12 and min is 0 of either, i.e. you won't have -1 Wealth if the only territory you control is the Weapons Workshop. If you have earned additional wealth or recruited more soldiers in a previous turn and you have more than your base allocation, do not decrease your Wealth or Military levels.

Phase 2 – Take Action:

Each player gets to take the number of actions indicated by where the top card crosses the middle of the bottom Strength Tracker card. If Wealth + Military is 16+ one Action can be taken. If Wealth + Military = 8 to 15, two Actions; and if 7 or less, three Actions may be taken.

These actions are attempts to change the Influence or Control of Territories from the opponent to the active player. Conquer Territory, Overthrow Territory, and Occupy Territory require the active player to win a battle against his opponent. Reform Territory and Develop Territory don't require a battle, but cost Wealth (○). Develop Territory converts a player's Influenced Territory to a Controlled Territory. Actions can also be used to recruit

Actions:

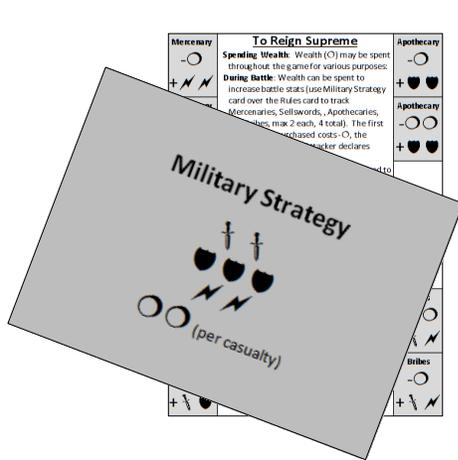
- **Declare Battle**
 - **Conquer Territory** (convert from Controlled by opponent to Controlled by player)
 - Requires Winning a Battle By + ⚔ ⚔ ⚔
 - **Overthrow Territory** (convert from Controlled by opponent to Influenced by player)

- Requires Winning a Battle By + 
- **Occupy Territory** (convert from Influenced by opponent to Controlled by player)
 - Requires Winning a Battle By + 
- **Reform Territory** (convert from Influenced by opponent to Influenced by player)
 - No Battle Required
 - - and - for each territory Controlled by Opponent. E.g. if the opponent Controls 2 Territories and Influences 1 Territory it would cost  to change the Influence on that one Territory.
- **Develop Territory** (convert from Influenced by player to Controlled by player)
 - No Battle Required
 - -
- **Reallocate Territory**
 - -
 - Pick up any Influenced territory cards and rearrange them as you desire. Return them to the playing field in any location, but with the same player Influencing the new cards in the same locations.
- **Recruit Soldiers** (spend Wealth to gain Military – good for rest of turn)
 - - or -
 - + or +
- **Disband Soldiers** (lose Military to gain Wealth – good for rest of turn)
 - - or -
 - + or +
- **Recover** (skip an action to recover after a battle)
 - No Cost
 - + & +
- **War Council** (pick up one or more discarded Military Strategy cards)
 - No Cost

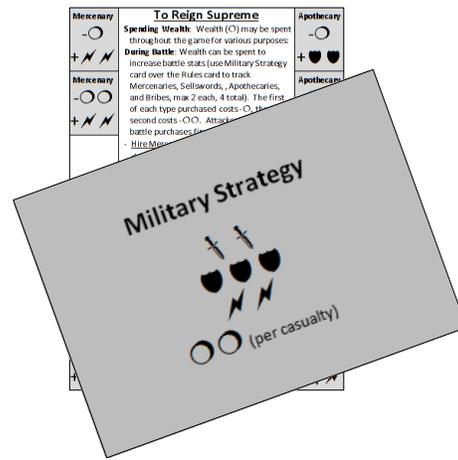
Battle Order:

1. **Declare Battle** – the Attacking Player must declare what battle is taking place. He should declare what territory is being attacked.
2. **Choose Military Strategy** – each player secretly chooses a Military Strategy card from their hand. This card can be used to increase her military's abilities for that battle. Also use the chosen card to secretly mark on the Rules card any Mercenaries or Sellswords hired, Apothecaries supplied, or Bribes made (or use other tokens or markers as desired). If the player has no Military Strategy Cards in his hand he may pick up all of his discarded Military Strategy cards. Players may use a max of 2 each per battle and a total of 4 purchases.
3. **Hire Mercenaries, Sellswords, Supply Apothecaries, & Bribe Opponent** – Wealth can be spent to increase battle stats by Hiring Mercenaries and Sellswords, Supplying Apothecaries, and Bribing Opponents. The first of each type purchased costs -, the second costs -. The attacker declares battle purchases first.
 - a. **Hire Mercenaries** – Mercenaries are unskilled but ruthless warriors. They may not help you win the battle, but they'll do a lot of damage in combat. Players may hire up to 2 Mercenaries per battle. Mercenaries are only available for the current battle. Each Mercenary hired increases damage by .

- b. **Hire Sellswords** – Sellswords are skilled warriors. You may hire them to increase your chances of winning a battle. Players may hire up to 2 Sellswords per battle. Sellswords are only available for the current battle. Each Sellsword hired increases  and  by 1.
- c. **Supply Apothecary** – Apothecaries help heal the wounded and decrease casualties caused by battle damage. If either player wishes to supply their Apothecary they must declare it before conducting the battle. They may only supply up to 2 Apothecaries per battle. Apothecaries only remain supplied for the current battle. Supplied Apothecaries reduce the amount of fatal damage an opponent can inflict, thus boosting a player's defense by  .
- d. **Bribe Opponent** – When all else fails a Bribe can ensure that a soldier on the opponent's side does not fight. Players may bribe twice per battle. To represent the opponent's soldier(s) not fighting the player gets an additional  and does one additional .



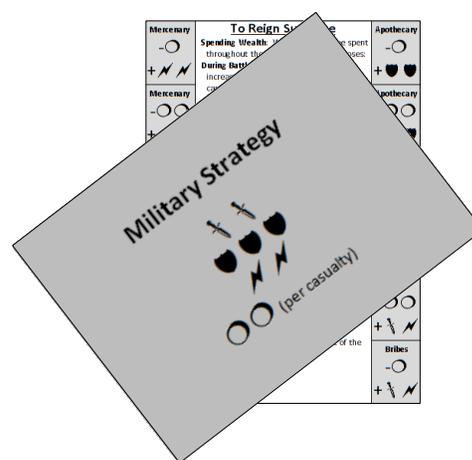
The position of these cards indicates 1 Mercenary, 2 Apothecaries, and 1 Bribe were purchased for this battle for 5○.



The position of these cards indicates 2 Mercenaries and 1 Apothecary were purchased for this battle for 4○.



The position of these cards indicates 1 Sellsword, 1 Apothecary, and 2 Bribes were purchased for this battle for 5○.



The position of these cards indicates that 1 Mercenary, 1 Apothecary, and 1 Bribe were purchased for this battle for 3○.

4. Conduct Battle –

- a. Each player reveals their Military Strategy card.
- b. Compare each side's total Attack (). Attack is calculated by Military Strength  + Military Strategy  + Sellsword  + Bribe 

- i. The player with the greatest Attack Strength wins the battle. If the Attacker wins they may change the state of the territory battled over. If the Attacker wins by more  than the defender's current Action Level (as currently indicated on the defender's cards) she may change the territory 3 states, i.e. directly from Controlled by her opponent to Controlled by her. If the victory is by less  than the defender's current Action Level, the state change may only be 2 levels, i.e. from Controlled by Opponent to Influenced by Player or Influenced by Opponent to Controlled by Player. E.g. If Player 2's Strength Tracker card crosses the Action Level at 3 Player 1 must succeed in battle by 4 or more  to change the territory from Player 2's Control to Player 1's Control, even if Player 2 would have 2 Actions at the beginning of her turn. If Player 2's Strength Tracker card crosses the Action Level at 1 Player 1 must succeed in battle by 2 or more  to Control the territory.
- c. Calculate each side's total Defense (). Defense is calculated by Military Strategy  + Territory  (defending territory only) + Sellsword  + Apothecary 
- d. Calculate each side's total Damage (). Damage is calculated by Military Strategy  + Territory  (for all territories Controlled by each player) + Mercenary  + Bribe .
- e. Determine casualties. The number of soldiers killed is calculated by Opponent  - Player . Mercenaries and Sellswords perish first. Each player should adjust their Military level on their Strength Tracking Card appropriately.
 - i. If an Attacking Player loses the battle but inflicts 3 or more casualties on the Defender (including casualties, but not disbanding of Mercenaries and Sellswords) she may change the state of the Territory one level, i.e. from Controlled by defender to Influenced by defender, or Influenced by defender to Influenced by attacker.
- f. Players earn  for each casualty inflicted as stated on their Military Strategy cards (not to exceed 12 total).
- g. Surviving Mercenaries and Sellswords are disbanded. Apothecary supplies are exhausted. Bribes are concluded.
- h. Discard used Military Strategy cards.

Spending Wealth:

Wealth () may be spent throughout the game for various purposes:

During Battle: Wealth can be spent to increase battle stats (use Military Strategy card over the Rules card to track Sellswords, Mercenaries, Apothecaries, and Bribes) by purchasing up to two each. The first of each type purchased costs -, the second costs -.

- Hire Mercenaries: Mercenaries are unskilled but ruthless warriors. They may not help you win the battle, but they'll do a lot of damage in combat. Mercenaries can be hired to increase Damage inflicted during a battle. Mercenaries are disbanded after a battle.
Benefit: +
- Hire Sellswords: Sellswords are skilled warriors. You may hire them to increase your chances of winning a battle. Sellswords can be hired to improve Attack and Defense during a battle. Sellswords are disbanded after a battle.
Benefit: +
- Supply Apothecaries: Apothecaries help heal the wounded and decrease casualties caused by battle damage. Apothecaries can be supplied during a battle. Apothecaries minimize the damage inflicted by an opponent but are exhausted at the end of a battle.
Benefit: +

- Bribe Opponent: When all else fails a Bribe can ensure that a soldier on the opponent's side does not fight To represent the opponent's soldier(s) not fighting the player gets a sudden increase in  &  (the equivalent of the opponent losing  & ).
Benefit: +  

Any Time: Wealth can also be spent during a turn or while defending without requiring an action.

- Restructure Military: Any Military Strategy cards used for tracking Strength may be swapped with any Military Strategy card from the player's hand. Player must end up with 3 Military Strategy cards in her hand and 2 used for tracking Strength again.
Cost: -○○○

Winning:

The first player to Control all six Territories wins the game.

Notes:

In order to change a Territory from being Influenced or Controlled by an opponent to the player, the territory must be adjacent to at least one other territory Controlled by that player. Cards on the player's side of the playing field are always considered Adjacent to one territory controlled by the player on that side.

The adjustments listed on the Controlled Territories take effect at the end of the turn the areas are initially Controlled, i.e.  &  on newly controlled Territories may be used when defending.

Military Strategy Cards used in battle are discarded after use. They can be picked up after he uses the last Military Strategy card in his hand or if he expends a War Council action.

Defenders win all ties.

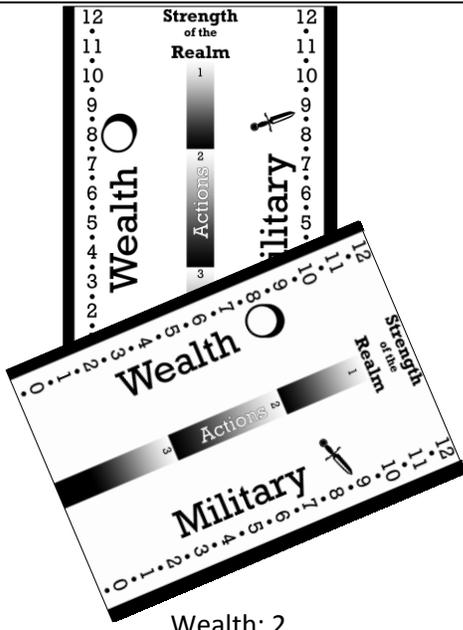
Territory State Changes:

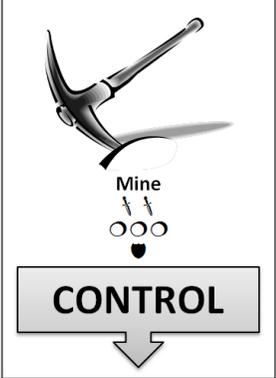
State	Player 1 Battle Victory		Player 1 Battle Victory $\nless >$ Player 2 Action Level	Player 1 Attack Fails, Casualties Inflicted $\nless \nless \nless +$		Player 1 Reform Territory $\circ + \circ$ for each Player 2 Controlled Territory	Player 1 Develop Territory \circ
	Controlled By Player 1	Influenced By Player 1		Controlled By Player 1	Influenced By Player 1		
Controlled By Player 1	↑		↑				↑
Influenced By Player 1		↑			↑	↑	
Influenced By Player 2				↑			
Controlled By Player 2							
State	Player 2 Battle Victory		Player 2 Battle Victory $\nless >$ Player 1 Action Level	Player 2 Attack Fails, Casualties Inflicted $\nless \nless \nless +$		Player 2 Reform Territory $\circ + \circ$ for each Player 2 Controlled Territory	Player 2 Develop Territory \circ
	Controlled By Player 1	Influenced By Player 1		Controlled By Player 1	Influenced By Player 1		
Controlled By Player 1							
Influenced By Player 1				↓			
Influenced By Player 2		↓			↓	↓	
Controlled By Player 2	↓		↓				↓

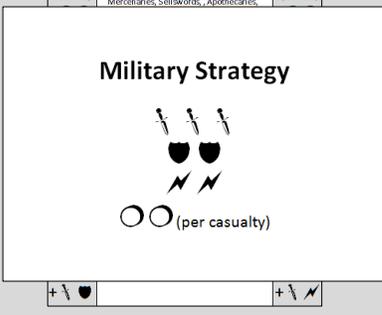
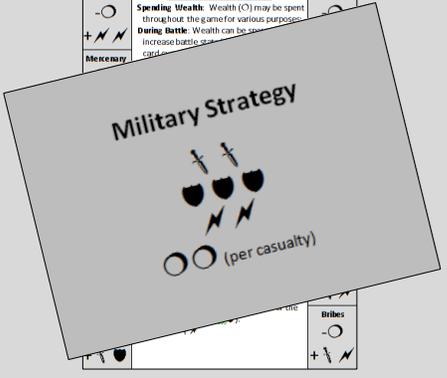
Example Turn:

In this turn the Active Player 1 will first try to attack the Mine. His attack will be successful; however he will sustain casualties from the Defending Player 2.

	Active Player 1		Defending Player 2
	<div data-bbox="253 304 636 577"> <p>Weapons Workshop</p> </div> <div data-bbox="253 583 636 856"> <p>Citadel</p> </div> <div data-bbox="305 863 581 1243"> <p>Influence</p> </div> <p data-bbox="212 1251 673 1316">The Weapons Workshop is adjacent to the Mine, the Citadel is not.</p>	<p data-bbox="727 779 987 842">Territories Influenced and Controlled</p>	<div data-bbox="1084 304 1468 577"> <p>Mine</p> </div> <div data-bbox="1084 583 1468 856"> <p>Soldier Training Grounds</p> </div> <div data-bbox="1133 863 1409 1243"> <p>Influence</p> </div>

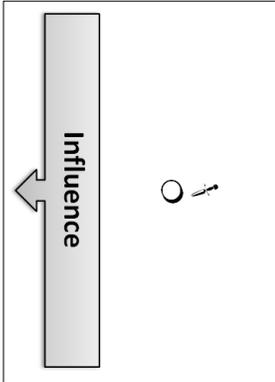
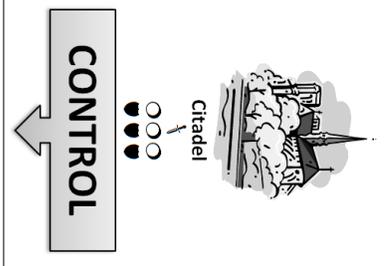
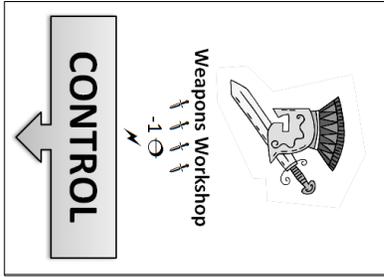
	 <p>Wealth: 3 Military: 6 Actions: 2</p>	<p>Initial Strengths</p>	 <p>Wealth: 2 Military: 5 <i>(This player has slightly less than her normal starting value because this is what she was left with after her previous offensive turn.)</i></p>
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Action 1	<p>Attacking</p>	<p>Over:</p>  <p>Mine</p> <p>CONTROL</p>	<p>Defending</p>
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Action 1	 <p>Hired 1 Mercenary, 1 Apothecary</p>	<p>Hired</p>	 <p>Hired 1 Mercenary, 1 Bribe</p>
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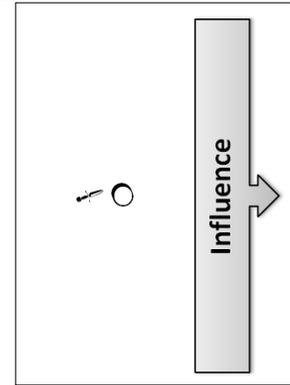
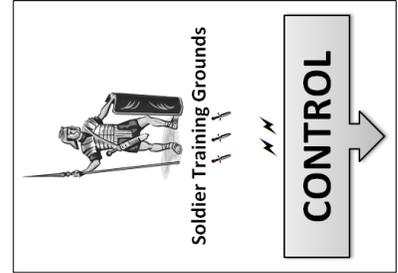
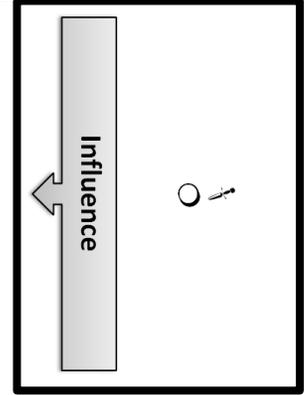
<p>○ = -2 ⚔ = 9 ♥ = 4 ⚡ = 5 (including Weapons Workshop ⚡)</p>	<p>Totals</p>	<p>○ = -2 ⚔ = 8 ♥ = 4 (including Mine ♥) ⚡ = 7 (including Training Grounds ⚡⚡)</p>
<p>Won Battle = Now Influences Mine. Opponent did 7 Damage (⚡) but only 4 Defense (♥) means 3 Casualties.</p>	<p>Results</p>	<p>Lost Battle = Loses Mine Opponent did 5 Damage (⚡) and had 4 Defense (♥) means 1 Casualty. <i>She could have won this battle by choosing a better Military Strategy card or hiring a Sellsword instead of a Mercenary.</i></p>
<p>3 Casualties means 1 Mercenary and 2 Soldiers perish. Earn 1 ○ from Casualty inflicted. Military = 3, Wealth = 2</p>	<p>Casualties & Spoils</p>	<p>Mercenary is the only casualty. Earn 6 ○ from Casualties inflicted. Military = 5, Wealth = 6</p>
<div data-bbox="228 600 688 1213" data-label="Image"> </div> <p>Wealth: 2 Military: 5</p>	<p>Resulting Strength Tracking Cards</p>	<div data-bbox="1049 705 1468 1224" data-label="Image"> </div> <p>Wealth: 6 Military: 5</p>

Action 2



Territories Influenced and Controlled

Black border is the Mine just Overthrown in previous battle. Note that the Influence is now pointing toward Player 1, thus it is now Player 1's Territory, although not fully Controlled by Player 1.



Pay 1  to Develop Territory – change the Mine from Influence to Control.

CONTROL ←

Weapons Workshop

⚡

CONTROL ←

Citadel

← **Influence**

CONTROL ←

Mine

Soldier Training Grounds

CONTROL →

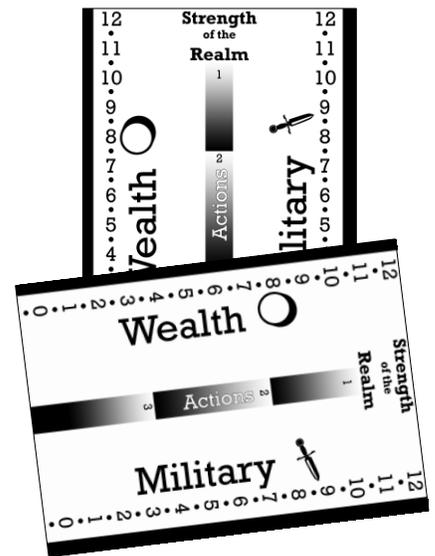
→ **Influence**

Territories Influenced and Controlled

Black border is the Mine just Developed and now Controlled by Player 1.

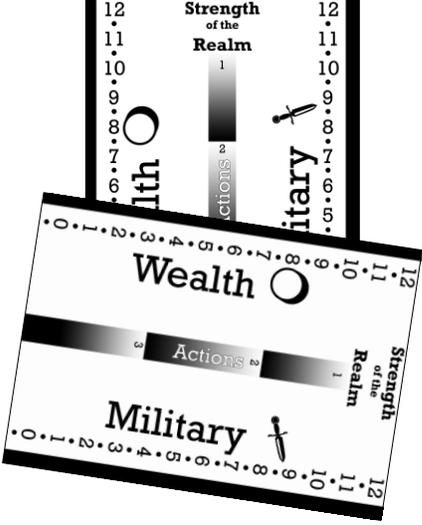


Wealth: 1
Military: 5



Wealth: 6
Military: 5

Resulting Strength Tracking Cards

		Defending Player 1		Active Player 2
Player 2's Turn		 <p>Wealth: 1 Military: 5</p>	Starting Strength Tracking Cards	 <p>Wealth: 6 (remaining Wealth is > base Wealth of 1) Military: 5 (remaining Military is > base Military of 4)</p>
		<p>This player must now defend his four Territories with 5 Military units and only 1 Wealth. However, he can use the additional ♠ he just earned from the Mine to help with his defense of the Mine.</p> <p>If he is successful in defending everything he will start his next turn with 8 ♠ and 6 ○, however it looks like Player 2 may try to take over one or more of his Territories.</p>	Continuing	<p>This player will now have 5 Military Units and 6 Wealth to work with on her next turn, however she will only have 2 Actions. She may choose to use 2 of those Wealth to convert her Influenced Territory to a Controlled Territory, then attack Player 1's Influenced Territory with 5 ♠ and 2 hired Sellswords for her second Action. This will leave her with 2 Wealth during her defense. So she may try to take over Player 1's Territory with only 1 Sellsword or maybe a Bribe.</p>