

THE RECKONERS

Cooperative • 1–6 Players • Ages 14+

WIN 0 Defeat Steelheart — research to 0 first, then health to 0 **LOSE** Population Track reaches 0

ROUND ORDER

| # | Phase | What Happens |
|---|-----------------|---|
| 1 | Roll Dice | Simultaneous. 3 rolls. Keep ≥ 1 die after each of first 2 rolls. |
| 2 | Use Dice | Simultaneous. Complete ALL symbols on one die before picking up the next. |
| 3 | Receive Rewards | Rewards from Epics defeated this phase. Usable anywhere on board. |
| 4 | Buy Equipment | Spend shared money. One card per player. \$1 to refresh market. |
| 5 | Add Epics | Replace defeated Epics. Start at Steelheart's district, clockwise. |
| 6 | Activate Epics | Fire left-of-bracket actions. Bracket slides right. Steelheart last. |

DICE FACES

| Sym | Name | Effect (your district unless noted) |
|-------------|----------|---|
| \$ | Money | +\$1 per symbol to shared Money Track |
| ★ | Atk Enf | Remove 1 Enforcer per symbol from your district |
| ⌘ | Contain | Bracket $\leftarrow 1$ per symbol (not past first action) |
| Q | Research | -1 Research per symbol. Hits 0 \rightarrow Epic weakened |
| ⚔ | Attack | -1 Health per symbol. Cannot attack ∞ until weakened |
| \triangle | Plan | +1 Token/symbol. Use NEXT round only (Tia: exception) |

Any die / Plan Token also: MOVE to any district | REMOVE BARRICADE from any district (only remote action)

KEY NUMBERS

| Number | Meaning |
|----------------|---|
| Pop: 40 | Lose when it hits 0 |
| Money: \$4 | Shared starting funds |
| Bracket moves | 1 + Enforcement in district per activation |
| Start position | 3 left: district Epics 2 left: Steelheart + new Epics |
| Market refresh | \$1 discard all 4 \$2 to recover a lost die |



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THE RECKONERS — REFERENCE

Epic actions • Steelheart • Mistakes • The three pressures

EPIC ACTIONS

| Action | Effect |
|---------------|--|
| Fortify | +1 Research AND Health. Weakened: Health only. Neither possible: -1 Pop. |
| ↑ Enforcement | Add 1 Enforcer. All 25 out: -1 Pop instead. |
| Attack Pop | -1 Pop per person icon. Pop hits 0: IMMEDIATE TEAM LOSS. |
| Add Barricade | Add 1 Barricade. All 8 out: -1 Pop instead. |
| ↑ Steelheart | Advance matching Steelheart bracket right 1. At end: fire final action. |
| Discover Base | Marker down Base Track. Hits bottom: 1 player loses a die; reset. |
| Gifted Action | Perform shown action for BOTH neighboring districts only. |

STEELHEART

| Rule | Detail |
|------------|--|
| Brackets | ONLY advance from other Epics' '↑ Steelheart' actions. Never from his own. |
| To defeat | Research to 0 first. Swap Research → Health Track. Then attack. |
| Red Track | Deploys Enforcement in groups from his district clockwise. |
| Blue Track | Places Barricades one per district from his district clockwise. |

WATCH OUT FOR

- Use ONE die completely before touching the next — no splitting ever.
- Plan Tokens earned this round sit NEXT TO board. Spend next round.
- TIA only: can use Plan Tokens the same round she earns them.
- New Epics added this Epic Phase still activate in that same Epic Phase.
- Epic rewards usable ANYWHERE — not just where the Epic was defeated.
- Weakened Epic: Health immediately drops to Weakened Value if currently higher.
- Remove Barricade: the only action you can do outside your own district.

THE THREE PRESSURES ON YOUR DICE EVERY TURN

- Kill Epics — research ∞-health Epics first or attack dice are wasted.
- Contain Steelheart — his tracks snowball permanently if ignored.
- Clear Enforcement — each Enforcer speeds every Epic's bracket advance.



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