Rulebook



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Game Overview

In a land of shifting alliances and endless conflict, your destiny is your own to shape. Will you rise through strength, cunning, or diplomacy? Conquer cities, embark on quests, and forge alliances—or betray them. Every decision leaves its mark, shaping not only your story, but your strategy. No two adventures are ever the same.

Welcome to *Role to Reign*—a medieval fantasy game for 2-6 players where strategic planning meets unpredictable twists. With a customizable board, unique character builds, and five paths to victory, every playthrough demands adaptability, foresight, and daring. Explore, battle, and outmaneuver your rivals in a realm where only the bold become legend.

Core Details:

- 2-6 players
- 2+ hours playtime
- Character stats tracked via companion website
- Card-based traits and items system
- A table top reference card



An online and searchable version of these rules is available at RoletoReign.com

Victory Conditions

Only one of the following conditions must be met to win the game!

Victory Conditions	Details — Complete One to Win
Control Strongholds	Control all Strongholds solo.
Control Cities	Control all cities solo or with one ally.
Accumulate Gold	Reach 2500 gold.
Quest Points	Accumulate 18 Quest points.
Last Man Standing	Every other player has died to other players six times.

Control All Strongholds:

When you defeat a stronghold, place your colored flag to mark control. The instant you own all player strongholds, you win. Your path to conquest lies in your military might.

Control All Cities:

- Alliances must be established at least one full round before claiming victory
- Mark each controlled city with your colored flag on a flag base
- The number of cities may vary depending on the amount of game pieces used per game. If you use all 30 game board pieces, there will be 12 city locations

Accumulate Gold:

Gather 2500 gold through looting, strategy, devious planning, and rewards to claim a wealth victory.

Quest Points:

Complete quests drawn from Quest cards to earn points.

- Obtain a new quest upon completion, or switch out by ending your turn on a city
- Track your progress on the character tracker
- Each quest's reward scales to its difficulty
- May hold up to two active quests simultaneously

Last Man Standing:

Be the sole survivor of the battlefield:

- Only player-caused deaths count (no location deaths count)
- You don't need to land the killing blows—just outlast them all

Altering Gameplay:

Players may agree to variant victory rules—Co-op adventures, allied win-conditions, etc.

Note: gold-based allied victories are not recommended.

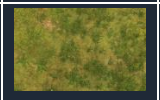
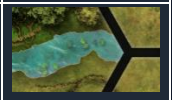
The Board



The board is designed for maximum replay-ability. Each hexagon contains 8 trapezoid-tiles. Certain abilities can negate or give advantage in various terrains.

- Water cannot be crossed unless there's a bridge or a special card/item.
- Your character's **Movement** stat determines how far you can travel each turn.
- All terrain costs **2 movement** except Plains, which cost **1**.
- **Point of Entry:** Movement cost is determined by the terrain on which side you enter a tile from.
- **Generally, you must travel and be in the tile on an icon, or person to interact with them**

Terrain Types

Terrain	Plains	Forest	Mountains	Swamp	Desert	Water
Movement	1	2	2	2	2	Impassable
Visual						

When a player reaches their movement limit, or chooses to stop, their movement phase ends. You can spend leftover movement later during you second move phase if desired. (See: Turn Sequence).

Board Setup

- **Fewer hexes** = tighter map, faster games, fewer icons
- **All hexes** = sprawling map, more exploration, longer time to travel

Assembly

1. Shuffle hexes face-down.
2. Arrange edge-to-edge in the center.
3. Flip them face-up.

Variations

- Hide tiles until you enter (fog-of-war).
- Omit non-critical tiles to shorten play.
- Arrange them all face up in the beginning however you want.
- Arrange them face up to save a bit of time.

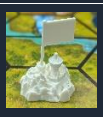
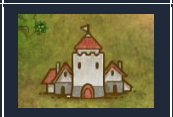
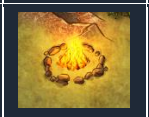
Map Locations

Icons on the board represent locations players can interact with for rewards and challenges. You generally must be in the tile of that location or player to interact.

Location Rules

- All locations except Stables require a dice roll in addition to certain statistics when it is visited.
- The roll determines what type of enemy or outcome you'll face.
- Locations can be fought repeatedly across multiple turns, you rediscover the strength of the location each time. (locations reset after each players turn, except player owned cities)
- Each successful location provides rewards, dependent on combat outcome or roll.
- You are not required to fight if you believe the enemy is too powerful. However, rolling to discover the enemy counts as your action phase whether you choose to fight or not.

Map Locations

Icon	Stronghold	City	Campfire	Tower	Anvil	Beacon	Stable
Dice to Roll	Player placed	Determined by player upgrades	1d6	1d10	1d6 + Strength	1d6 + Presence	Buy Mount or Companion
Visual							

Strongholds

You place your stronghold at the start of the game.



(See: Starting the Game)

Core Functions:

- Player's home base and safe haven
- Free healing at turn end or during action phase; to recover all stats, not just HP and Mana (see: Healing)
- Respawn point after death
- Each owned stronghold provides 75 gold passive income each turn start

Combat & Control:

- Strongholds defend like other locations
- Defense is standard for every stronghold
- When captured:
    - No upgrade cost needed
    - New owner places their flag
    - Ownership transfers immediately and stronghold remains same strength
    - Rewards for capture (or victory in defense)

Stronghold	INIT	ATK	Armor	HP	Upgrade Cost	Victory or Defense Spoils	Ownership Reward/Turn
Stronghold	**15**	**12**	**20**	**36**	**N/A**	150 Gold + (1 Armor, 1 Weapon, 3 Reward) OR (2 STR and 2 PRES)	**75 Gold**

Cities

How to Use Cities





There is a total of 12 cities on the full board. You may use fewer cities for certain victory conditions by removing pieces.

Cities start unclaimed and can be fought repeatedly for consistent rewards without claiming them.

- Can be fought repeatedly like any location
- Rewards remain constant if unclaimed
- Can heal all stats in a fully upgraded city -Equivalent to a Stronghold (See: Turn Sequence)

Claiming and Upgrades

1. Must defeat city first
2. After victory, the attacker may Upgrade City in the next phase
3. Total upgrade cost: 600 Gold (paid in stages)
    - First: Place colored flag into the base (100 Gold)
    - Second: Add hexagon upgrade to flag and base (200 Gold)
    - Third: Place hexagon into square base (300 Gold) — Equivalent to Stronghold

Ownership Benefits

- Upgraded cities provide turn-based rewards (varies by level)
- Owners receive rewards when the city successfully defends
- Healing is free in your own city (payment required otherwise)
- If a city falls:
    - Attacker gets victory reward
    - City reverts to unclaimed status
    - Attacker may claim by paying the first upgrade cost, or leave unclaimed

City Level	INIT	ATK	Armor	HP	Upgrade Cost	Victory Spoils	Ownership Reward/Turn
Village Levys (Unclaimed)	5	5	5	15	N/A	25 Gold (1 Armor OR 1 Reward)	N/A
Town Guards (Flag, Circle)	8	8	8	22	100 Gold	50 Gold (1 Armor, 1 Reward) OR 1 Weapon	25 Gold
Garrison (Flag, Circle, Hex)	10	10	15	29	200 Gold	75 Gold (1 Armor, 1 Weapon) OR (1 Armor, 2 Reward)	50 Gold 1 Reward
Metropolis (Flag, Circle, Hex, Square)	15	12	20	36	300 Gold	125 Gold (1 Armor, 1 Weapon) OR (1 Armor, 2 Reward) OR (2 STR OR 2 PRES)	75 Gold (1 Armor OR 1 Reward)

Campfires

Campfires offer early-game resources with relatively low-difficulty combat encounters.



Roll 1d6 when you visit a campfire tile to determine what you'll face. Stronger encounters provide better rewards.

Each encounter's spoils are listed in the table below.

Encounter Types: Roll 1d6

- **Camp (1–2):** Light bandit skirmish, very easy encounter.
- **Hovel (3–4):** Small thieves' camp, moderate difficulty.
- **Hideout (5):** Well-defended hideout, tougher foes.
- **Hamlet (6):** Local farmers in force, hardest campfire.

Encounter	INIT	ATK	Armor	HP	Victory Spoils
Camp (1–2)	1	1	2	5	25 Gold
Hovel (3–4)	2	2	4	8	40 Gold
Hideout (5)	3	3	6	11	50 Gold or 1 Reward
Hamlet (6)	4	4	7	13	(60 Gold & 1 Reward) OR 1 Armor

Towers

Towers present more challenging combats with correspondingly better rewards.



Roll 1d10 when you visit a tower tile to determine which encounter you'll face. Higher rolls yield tougher defenses, and attacks, but better spoils.

If you receive a weapon while at your maximum (2, unless modified by an ability), you must sell one to another player or back to the board for 100 Gold by the end of your turn.

Encounter Types: Roll 1d10

- **Lookout (1–3):** Basic tower defenses against light foes.
- **Outpost (4–5):** Moderate fortifications guarded by trained soldiers.
- **Garrison (6–7):** Reinforced position with experienced troops.
- **Fortress (8):** Heavily armored defenders in a stout stronghold.
- **Citadel (9):** Elite guards in a grand citadel.
- **Bastion (10):** Maximum defenses with veteran warriors.

Encounter	INIT	ATK	Armor	HP	Victory Spoils
Lookout (1–3)	3	3	4	13	40 Gold + Roll 1d4: 1–2 Reward, 3 Armor, 4 Weapon
Outpost (4–5)	4	4	5	17	60 Gold + Roll 1d4: 1 Reward, 2–3 Armor, 4 Weapon
Garrison (6–7)	5	5	7	21	80 Gold + (2 Rewards OR 1 Armor OR 1 Weapon)
Fortress (8)	6	6	9	25	100 Gold + 2 Rewards + (1 Armor OR 1 Weapon)
Citadel (9)	10	8	11	29	120 Gold + 2 Rewards + (2 Armor OR 1 Weapon)
Bastion (10)	15	10	13	33	140 Gold + 3 Rewards, 2 Armor, 1 Weapon

Stables



Stables are a non-combative location where you can purchase mounts and companions to boost your stats.

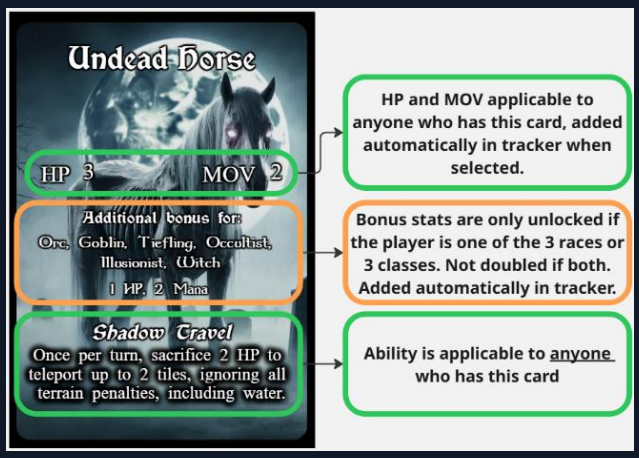
Your new companion or mount's statistics stack onto yours. To buy one, visit that stable icon tile with your character, and pay the cost, then draw two cards face-down (from the appropriate deck), choose one to keep, and return the other to the somewhere in the deck.

You may hold up to one mount and two companions at a time.
Not all mounts or companions are created equal. But some are better in combination with certain classes, races, or other abilities.

Available Purchases

- **Mount:** 150 Gold (limit 1)
- **Companion:** 100 Gold (limit 2)

Animal	Cost	Limit	Sell Back Price
Mount	150 Gold	1	100 Gold
Companion	100 Gold	2	75 Gold



Mounts and Companions

Every player that purchases a mount or up to two companions gets the top HP and MOV from the card and gains the card's ability. The **Additional Bonus** only applies if the player is one of the listed races or classes, and it is *not* doubled if both match.

When you purchase a mount or companion at the Stable icon, Add it to your character using the Roles button, or record the stats manually.

Anvil

Anvils are gambling locations where players can risk resources to gain powerful rewards, focusing on your **Strength** stat.



To use an Anvil, you must be on the location and spend your action to roll for a reward.

Rolling: Roll **1d6** and add your **Strength** to the result; *you may then choose any Effect/Reward at or below your Threshold.*

Costs: Rewards require payment (e.g., HP, Mana, gold, or current stat reduction) in addition to meeting the Threshold.

Anvil effects & Rewards (Roll 1d6 + Strength)

Title	Threshold	Cost / Condition	Effect / Reward
Iron Resolve	≥ 2	Lower current Movement by 2	Recover 5 current HP (can surpass Max).
Traveler	≥ 3	Take 3 HP damage	Quick Travel to another Anvil and take a second End of Turn Card at your own risk.
Picky Hoarder	≥ 5	Lower current Strength by 2	Draw 3 End of Turn or 3 Reward Cards. Keep 1, put the rest where you want in the deck.
Physical Renovation	≥ 6	Take 5 HP damage and use 3 movement	Permanently change 1 point from one stat to any other stat. (3 Times per player)
Golden Weapon	≥ 7	Pay 200 Gold	Look at the top 3 Weapon Cards, choose 1, and shuffle the rest back into the deck.
Forge Mastery	≥ 9	Discard 1 Reward Card, return one Armor card to the stack	Search the Armor stack, choose 1, and shuffle the rest.

Title	Threshold	Cost / Condition	Effect / Reward
Power Lifting	≥ 10	Take 5 HP damage and lower current Strength by 2	Gain 1 Strength, or 1 HP, or 1 Armor (not armor card). (Max 3 times per player)
Selective Armament	≥ 12	Pay 200 Gold and discard 2 Reward Cards	Search the Weapon stack, choose 1, and shuffle the rest.
Stronghold Shift	≥ 13	Spend 5 Mana or use 5 movement, and lower current Strength by 2	Relocate your Stronghold to another location. (Only once per player)
Warrior's Fortune	≥ 14	Discard 2 Reward Cards, and take 6 HP damage	Receive 150 Gold, or search the Companion and Mount stack, choose 1, shuffle stacks. Swap if at limit.
Stronger in Death	≥ 15	Die, respawning at your Stronghold – is a player death.	Draw a new class, and Gain 2 Strength and 2 HP.

Beacons

Beacons are gambling locations where players can risk resources to gain powerful rewards, focusing on your **Presence** stat.



To use a Beacon, you must be on the location and spend your action to roll for a reward.

Rolling: Roll **1d6** and add your **Presence** to the result; ***you may then choose any Effect/Reward at or below your Threshold.***

Costs: Rewards require payment (e.g., HP, Mana, gold, or current stat reduction) in addition to meeting the Threshold.

Beacon effects & Rewards (Roll 1d6 + Presence)

Reward	Threshold	Cost / Condition	Effect / Reward
Glimpse of Insight	≥ 2	Take 1 HP damage	Current movement increased by 6. Can surpass max until used.
Enlightened Steps	≥ 3	Take 1 HP damage, use 2 Mana	Quick Travel to another Beacon and take a second End of Turn Card at your own risk.
Essence Renewal	≥ 5	Spend 3 Mana and 1 Presence	Recover 10 HP (can surpass max until used).
Lightforged Mantle	≥ 6	Take 2 HP damage and spend 150 Gold	Your Armor is increased by 4 until the end of your next turn (can exceed max).
Runesworn Wager	≥ 7	Lower Presence by 1 and spend 150 Gold	Draw two Weapons, keep one, and decide where to place the second in the stack.
Forge Mastery	≥ 9	Discard 1 Reward Card, return one Armor card to the stack	Search the Armor stack, choose 1, and shuffle the rest.

Reward	Threshold	Cost / Condition	Effect / Reward
Runebound Weapon	≥ 11	Spend 200 Gold and discard 2 Reward Cards	Search the Weapon stack, choose 1, and shuffle the rest.
Beacon Decree	≥ 12	Spend 10 Mana, lower Presence by 2	Upgrade one owned city one tier for free OR draw a weapon card. (Max 2 times per player)
Seeker's Sanctum	≥ 13	Spend 6 movement, discard 2 Reward Cards	Search the Mount or Companion stack, choose one and pay for it, shuffle the rest.
Telekinesis	≥ 14	Take 5 HP damage, discard 2 Reward Cards	Draw the top 3 Armor cards, equip 1, return the others anywhere in the stack.
Brilliance Ascendant	≥ 16	Die (respawn at your Stronghold; counts as a death)	Gain 2 Presence and lower any one player's city upgrade by 2.

Statistics System

Every character has six primary statistics that determine their capabilities:

- **Strength (STR):** Physical power
- **Presence (PRES):** Charisma and magical power
- **Mana (MANA):** Resource used for spells and special abilities.
- **Hit Points (HP):** Health Points; reduced to zero means death.
- **Armor (ARMOR):** Damage reduction each combat turn. Does NOT degrade or lessen during combat.
- **Movement (MOV):** Tiles you can move each turn.

Each statistic has two values:

- **Maximum:** The highest possible value, modified by cards or abilities.
- **Current:** The present value, which may be reduced through combat, a card, or ability
    - **Current Over Max:** Current values MAY sometimes surpass Max values if dictated by a card. Otherwise the current won't surpass Max.

Important Terms:

- **Gain:** Increase both Maximum and Current values.
- **Lose:** Decrease both Maximum and Current values.
- **Recover:** Increase Current value up to Maximum, unless otherwise noted.
- **Lower:** Decrease only the Current value (cannot go below zero).

Example: "Take 3 HP damage" means lowering your Current HP by 3. "Use 2 Mana" means lowering your Current Mana by 2.

Cards

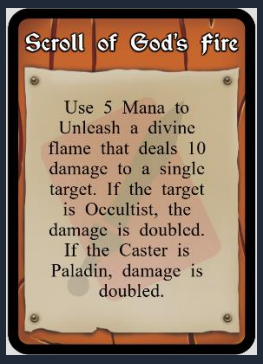
Role to Reign features several card types that drive gameplay, from tactical boosts to end-of-turn events.

Reward and End of Turn Cards are ALL one time use when played, unless card text allows.

Cards that grant boosts or recovery do not surpass your max stats unless stated to do so. Race, Class, Weapon, Armor, Mount and Companion cards stay with you, and their abilities are used as dictated.

You may sell unwanted cards to other players, or sell them to the discard pile (see Page 22)

Card Usage Symbols:

Type:	Instant Use	Hold and/or Use Alone Later	Joined Use
Description	End of Turn and Reward cards MUST be used immediately on acquisition if they have a lightning bolt on them.	Cards with no icons may be used immediately, or saved to use later, sell, or trade. They can serve as standalone attacks, but not with any other form of attack.	If a card has both a card and a sword symbol, it may be used with an attack or alone. Joined-use cards cannot be used if your attack is card-only. Only one Joined use card may be played with an attack.
Example #1			

Card Sets:

Weapons and armor come in sets—collect multiple to earn bonuses.

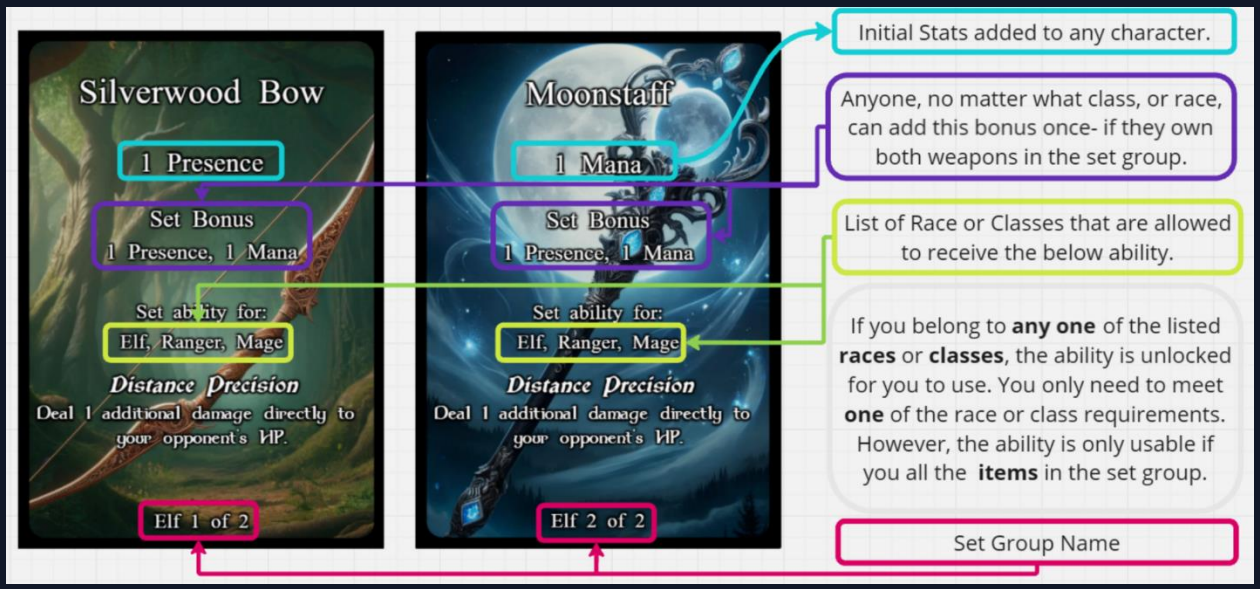
A second matching weapon grants a stat bonus, and may unlock an ability if your class/race qualifies.

Armor sets: (4 cards) similarly grant bonuses—and may penalize unsuitable classes.



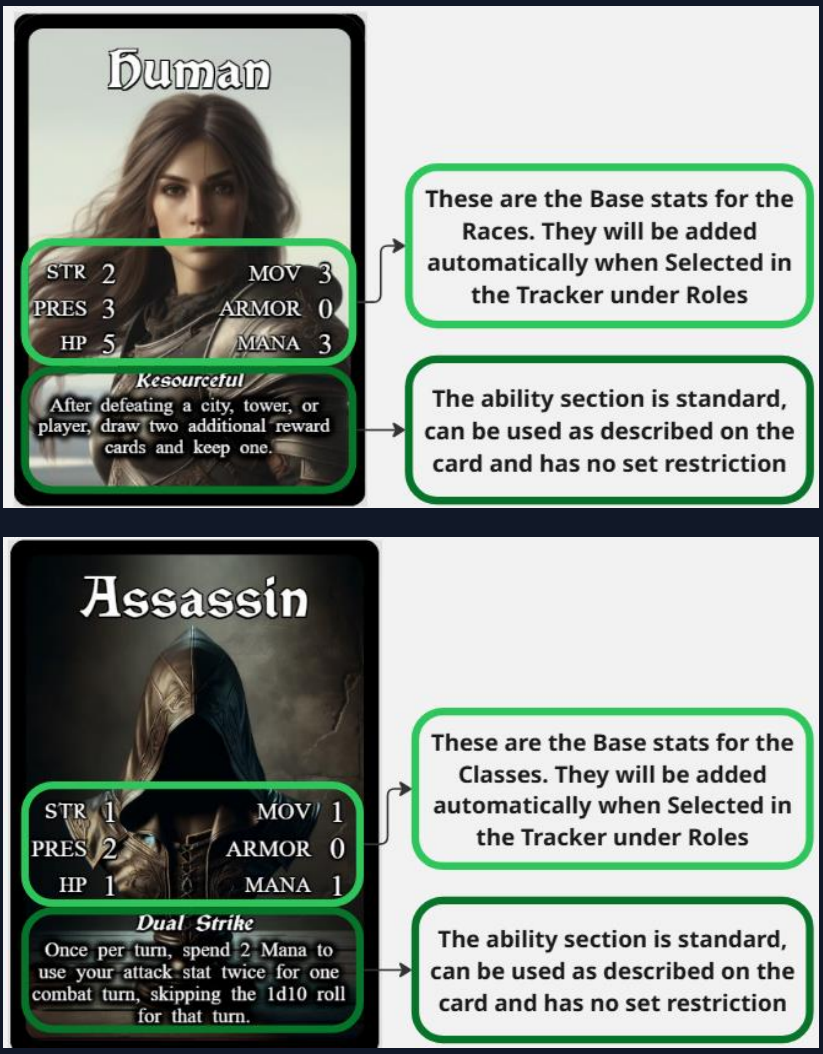
Armor sets: (2 cards) similarly grant bonuses.

Here is a card breakdown for Weapon (and Armor) sets.



Race and Class Card: Every player starts with their Race Ability, and their Class Ability. (Not weapons ability, as you need two weapons, only start with one, and need to be of the relevant Race or Class.)

All stats are added automatically when selected in the tracker. (See: Role Creation



Mounts and Companions: See Stables Section for info on Mounts and Companions

Every player Starts with their Race Ability, and their Class Ability. (not weapons ability, as you need two weapons, and need to be of the relevant Race or Class.

Card Type List

Card Types	Details	Sell Price
End of Turn	Draw at the end of every turn; play immediately or keep for later. If there is a lightning icon, it MUST be played immediately.	N/A
Reward	Earned by defeating various locations (see Map Locations). Provide stat increases and abilities to use later in the game.	30 Gold
Armor	Earned by capturing or defending cities, towers, etc. Set bonuses apply once per set; abilities unlock if your race or class matches the set.	50 Gold
Mounts & Companions	Purchased at Stables (draw two, select one): • Companions: 100 Gold • Mounts: 150 Gold Added movement applies immediately on next movement phase.	75 Gold (Companions) 100 Gold (Mounts)
Weapon	Drawn at the start & earned. Set bonuses apply once per set; abilities unlock only if you are a listed class or race. Must keep your first weapon until you gain a second.	100 Gold
Quest	Start with 1 random Quest; gain or swap by ending your turn on a city. Complete objectives for rewards. You may trade with other players and hold up to 2 unfinished quests at once.	N/A
Race & Class	Drawn at the start; may change via card effects. When you draw, have another player display all cards face down, you select one card from the race first, then one from the class. That is your role.	N/A
Item Limits	Per player: 1 mount, 2 companions, 2 weapons, 10 Reward cards. No limit on armor. Trade excess cards or sell them.	–

For more details on how cards tie into your character build and progression, see: Role Creation and Character Tracker sections.

Role Creation

Your randomly drawn cards will shape your character's journey and determine much of your gameplay experience. To learn about managing your character stats, see: Character Tracker.



Standard Role Creation (Standard Length Game)

Select a color for your playthrough. The color you choose won't affect gameplay, so just pick your favorite and keep your character cards close by for quick reference to your cool new abilities! For all cards that represent your character, keep them close by - as you will want to utilize the abilities they come with, in game.

Race Selection

1. Roll your dice to see who goes first. Clockwise, or highest to lowest goes first (decide with your play group).
2. Shuffle and spread out the Race Cards upside-down.
3. Each player pulls one from the cards—This is the Race you will be playing.
4. Find the Miniature Figure (Mini) that matches your Race Card, and place it into the small hexagonal base of your color.
5. Set this character aside for now.
6. Go to the Character Tracker and add these statistics from your Race Card to it.

Class Selection

1. Use the same order as before, or mix it up and start a new hierarchy.
2. Shuffle and spread out the Class Cards upside-down.
3. Each player pulls one of the cards—This is the Class you will be playing.
4. Go to the Character Tracker and add these statistics from your Class Card to it.

Weapon Selection

1. Use the same order as before, or mix it up and start a new hierarchy.
2. Shuffle and spread out the 12 Weapon Cards upside-down.
3. Each player pulls one of the cards—This is the Weapon you start with.
4. Go to the Character Tracker and add these statistics from your Weapon Card to it.

Streamlined Role Creation

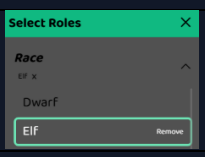
1. Roll your dice to see who goes first. Clockwise, or highest to lowest goes first (decide with your play group).
2. First person selects their preferred **Race**, **Class**, and starting **Weapon**. (for even faster- select a starting set of armor, mount and companions as well)
3. Find that Mini, and place it firmly into the small hexagonal base in your pieces box.
4. Go to the Character Tracker and add the statistics from these three cards to it.

Character Tracker

The Character Tracker can be found here: RoletoReign.com/tracker

Use the Character Tracker to manage all cards and fluctuation of stats applied to your character throughout the game. As you gain or lose stats or acquire new cards, update the tracker to keep your character's statistics current. All effects stack in one place, so you only need to maintain a single tracker. You can also change its color to match your game, save your progress to your phone, or reset it for a new campaign.

Click the *Roles* button, then choose your Race, Class, Weapon, Armor, Mount, or Companion. The tracker will automatically update your character's stats. If you prefer, you can also enter them manually.

Roles Button		Select Roles Menu	

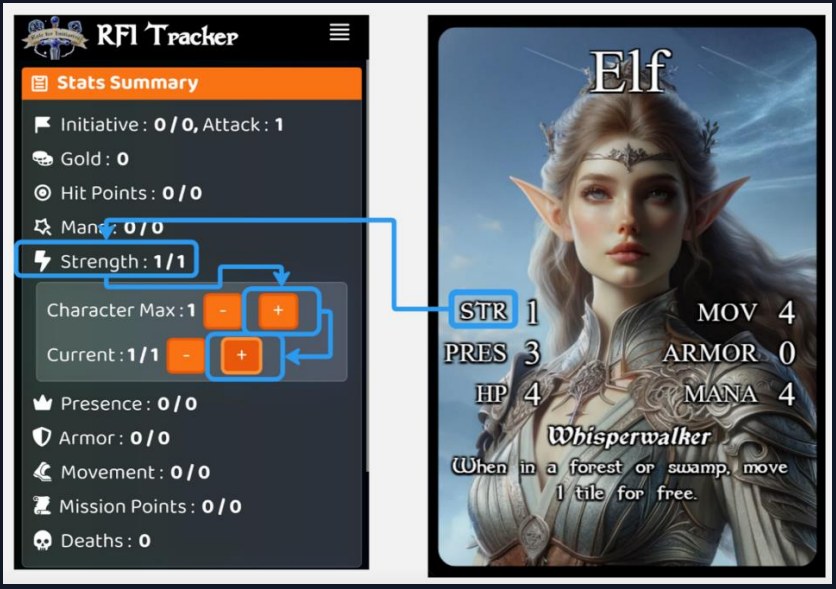
Selecting a ROLE in the tracker will auto-update all of the stats related to that role for you.

To learn more about the cards and how they function—along with set bonuses and abilities—continue reading below in the Cards section.

Manual Stat adding:

Open your tracker and tap **Strength** to open the dropdown menu.

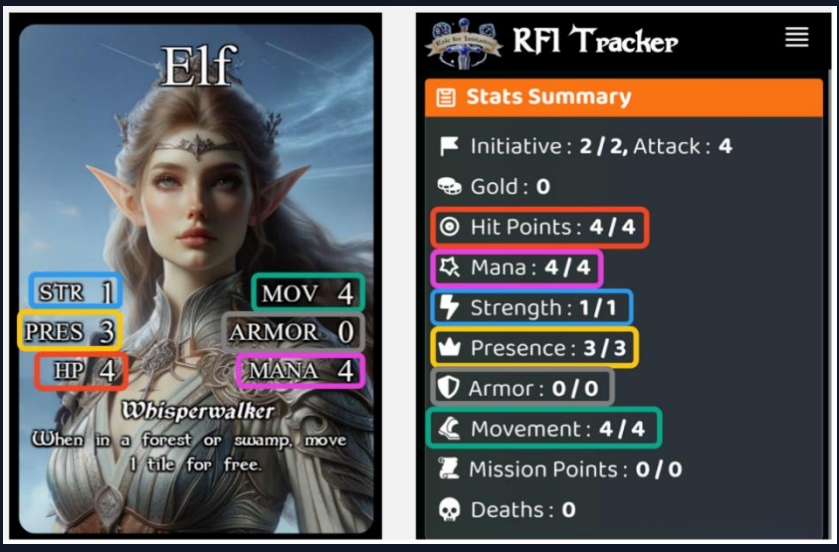
Add **1 Strength** to the *Character Max*, then add **1 Strength** to the *Current* to match.



Gain, Lose, Recover or Lower: Here is where you manage it.

For Gain and Lose, adjust the *Max*.

For Recover and Lower, track any damage or Mana use in the *Current*.



Start with Elf, Ranger Class, and Silverwood Bow.

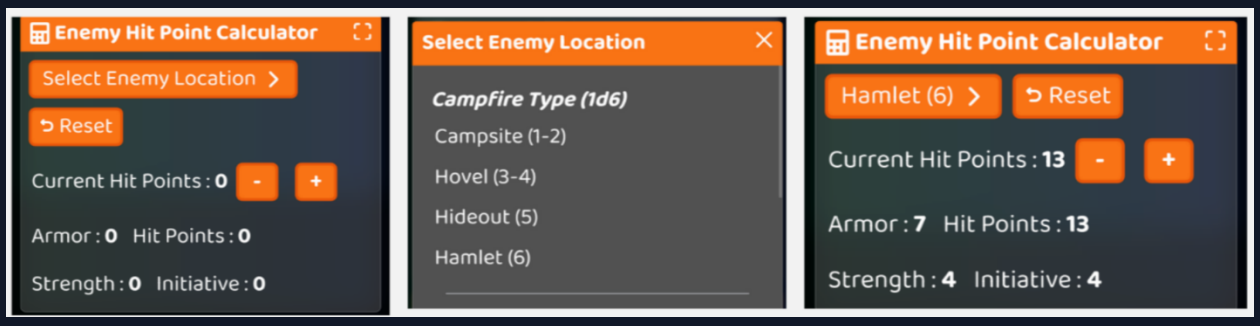
Add each of their stats to the tracker, stacking them in order.



When all stats are applied, this is what your tracker looks like fully populated.

Enemy Calculator:

Select an enemy to view their stats and track damage against their HP directly in the tracker.



Turn Sequence

Each turn is divided into 7 phases, designed to maintain consistent gameplay flow and prevent system exploitation.

Each step is called a *"Phase."* You are not required to complete phases that don't benefit your plans.

Healing:

- Action Phase: Immediate healing; costs 10 Gold if not in your own city.
- End-of-Turn: At the start of your next turn; costs 80 Gold if not in your own city.
- You remain vulnerable with the stats you ended your turn with, even if you:
    - Ended on a city or stronghold
    - Planned to use Mana or other healing methods
- Movement resets only at the start of your next turn.
- Recovery Locations:
    - Strongholds & fully upgraded cities recover *all* stats.
    - Non-fully upgraded cities recover only HP & Mana.

Combat:

- You are not required to fight enemies.
- Rolling to discover an enemy counts as your Action Phase, even if you don't fight.
- If you do fight, you cannot take any other actions during that phase.

See next page and reference sheets for the Turn Phases.

Phase	Name	Details
1	Gold	• Collect gold from your cities/strongholds. • Recover stat points if you did end-of-turn healing. • Movement is always fully recovered.
2	Card or Mana *(Choose Only One)*	• Play Card: Use any one card for its benefit. • Use Mana: Roll 1d6 to determine your usable Mana and spend up to that amount for: • Extra movement (1:1 ratio) • Healing (1 HP per 1 Mana) *Mana must be used here—you cannot apply it later in the Movement phase.*
3	Move	• Each tile (trapezoid) costs 1 movement. • Certain terrain may increase movement cost.
4	Action *(Choose Only One)*	• Combat: • Higher initiative attacks first (1d10 + ATK). • Armor reduces incoming damage. • Alternate attacks until one side is defeated. • Purchase: Buy a Mount or Companion. • Immediate Healing: • Free at your own city/stronghold. • 10 Gold at any other city/stronghold. • Non-fully upgraded cities heal only HP & Mana. • Strongholds (or fully upgraded cities) heal all stats. • Play a Card or Ability: If not used during combat. • Gamble: Visit a Beacon or Anvil to roll for rewards.
5	Upgrade, Trade/Sell, Ally	• Upgrade any owned cities (if present). • Trade or sell unwanted cards. • Form alliances (must exist one full round before claiming allied victory).
6	Move Again & Heal	• Movement Completion: Spend any leftover movement points. • End-of-Turn Healing: • Free at your own city/stronghold. • 80 Gold at any other city/stronghold. • Non-fully upgraded cities heal only HP & Mana. • Strongholds (or fully upgraded cities) heal all stats. *Healing resolves at the start of your next turn—you remain vulnerable until then.*
7	End Turn	• Draw one End of Turn card. • Lightning bolt symbol cards must be played immediately. • All other cards may be played now, held for later, or saved for trading.

Combat

Initiative:

Initiative determines attack order, with the attacker winning ties. It updates based on your current stats:

- Ties go to attacker
- The tracker auto-calculates it as you take damage or use mana.

Calculation: (Current Strength + Presence + Mana + HP + Armor) ÷ 5



Initiative Attack & Damage:

Tracker auto-calculates your Attack score:

- Attack = Current Strength + Presence

Damage: 1d10 + Attack

Armor System:

- Absorbs a flat amount of damage each turn
- Special cards/abilities may modify it

Combat Rules:

- Once you start an attack, you must finish it
- You are not required to fight if an enemy is too strong. Rolling to discover counts as your action.
- Fight continues until death, unless you use a flee/escape ability

Combat Turns:

Each turn, attacker and defender alternate strikes based on initiative.

Combat in Locations:

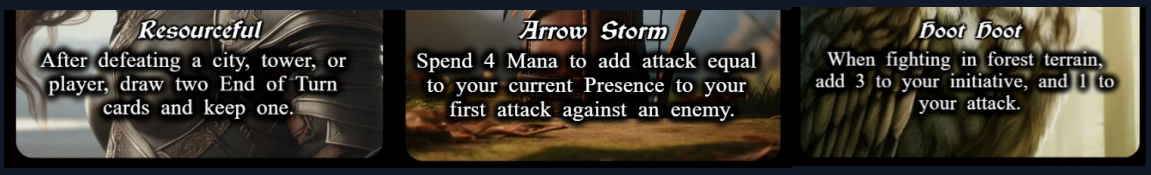
Unbeaten locations reset to default before each player interaction.

Higher Initiative

- You attack first: Damage = Your roll – (minus) target's Armor
- Defender strikes back: Damage = Their roll – your Armor
- Repeat until one dies
- Armor is the same every time. It never lessens unless acted upon by an ability.

Combat Options & Abilities:

- Use a card, standard attack, or ability each turn (example abilities below)
- Abilities/cards with the *joined* icon may combine with attacks.



Combat while player is in Cities:

- In your city under siege, you can:
    - Merge your stats with the city
    - Use initiative to decide attack order vs. city defenders
- Players in own city can't attack with the city but can defend with it
- Multiplayer sieges use additional action/turn rules as detailed
- Final blow determines the victor of that bout

Player vs Player Combat (PVP)

Engaging in PvP: Must be on same tile. PvP does not use d10 attack roll.

Combat Flow

1. Declare Attack: Choose Attacker
2. Initiative: Higher initiative strikes first (ties to Attacker)

Attacker's Roll

- Base Attack: Attack stat only vs their defense plus any abilities or cards
- Strength Spend: Spend 1 Strength to roll +1d4 and add that to your attack. (Min +1 that makes up for the sacrifice this combat turn)
- Reduces current Strength until restored. One spend per turn.

Defender's Roll

- Base Defense: Armor stat only vs their attack plus any abilities or cards
- Presence Spend: Spend 1 Presence to roll +1d10. Reduces current Presence. One spend per turn.

Compare totals. If Attacker's total > Defender's total, defender takes damage = difference. Spent stats remain lowered.

Deaths & Rewards

- On death: full stat reset, respawn at Stronghold or upgraded city; no resource loss
- Respawn order: Stronghold → your highest upgraded city → highest on map
- Winner loots 25% gold, 1 Reward Card, 1 End of Turn Card, 1 Armor card (if available)
- Death records on tracker (Location deaths do not count on tracker. Only PVP Deaths.

Starting the Game

Initial Steps

- Shuffle All decks of cards before starting.
- Create your Character, by pulling the Race, Class, and Weapon to start.
    - Have another player hold them all face down so the pick is random.
    - May pick one after another, or go around for each set (see: Role Creation)
- Add your stats to the Character Tracker.
- Draw your first Quest card (tradeable by ending on a city icon at the end of your turn or with other players).
- Place your stronghold strategically: (unsolicited advice)
    - Free healing at your stronghold, with full stat recovery there.
    - Consider proximity to map icons for character abilities.
    - Evaluate Quest requirements before placement, and distance from players
    - Balance access to campfires, stables, towers, cities, and water blocks.
- Ensure your Character Tracker is updated with all stats from your Race, Class, Weapon, Armor, Mount, and Companion cards.
- As you go throughout the board, add to your role in the tracker, and adjust your stats as you interact, fight and build.

Turn Start

- Place your character miniature on your stronghold.
- Collect ownership rewards: 75 Gold per turn for each owned stronghold.
- Movement phase: move up to your Movement stat (terrain may modify costs).
- Optional: Roll 1d6 for Mana—use it this turn for extra movement or immediate healing.
- Land on a map location and interact: roll to determine your encounter or outcome.

Enjoy your Adventures!

Thank You

Thank you for supporting Role to Reign™. We hope this game brings you countless adventures and memorable moments. If you have any questions, comments, or rude remarks, feel free to reach out! If there's anything broken in the tracker also, please email!

Contact

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