

To Reign Supreme

Players: 2

Ages: 10+

Time: 20 minutes

Designer: George Jaros

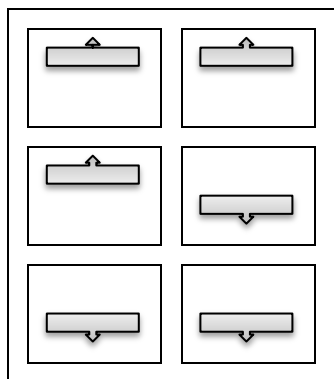
To Reign Supreme is a 2 player area control war game that uses 18 cards. Each player battles to conquer 6 contested Territories, using the abilities of the territories to build their military and increase their wealth. Battles are conducted via a card based mechanic that limits chance and increases decision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

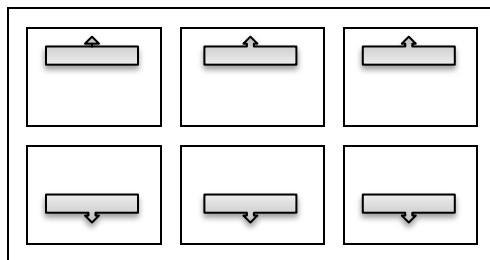
Each player gets 5 Military Strategy cards of matching color. Each player also gets one of the Rules cards for keeping track of money spent during battles (to hire Mercenaries, supply Apothecaries, and Bribe opponents).

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

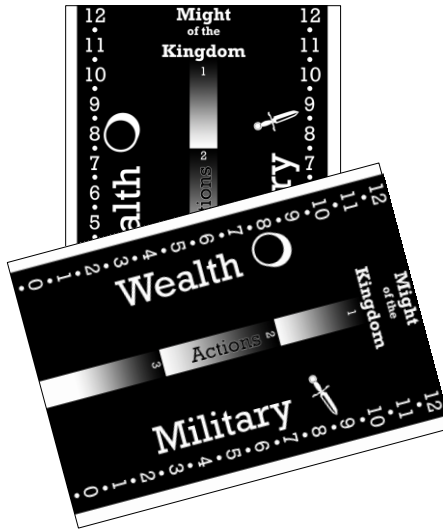
OR



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. Reset the Strength Tracker so that the Wealth level is the total number of Coin symbols (○) and the Military level is the total number of Sword symbols (⚔). The max is 12 of either.
- Pick up any discarded Military Strategy cards.





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.

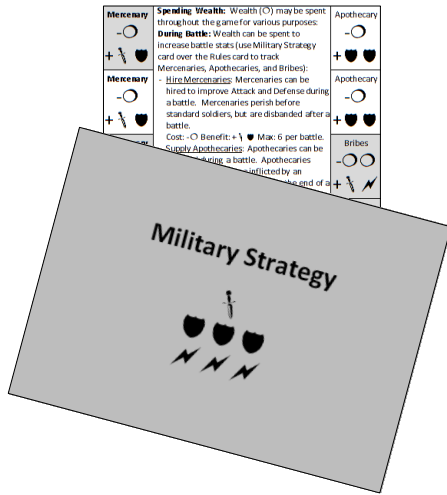
Actions:

- **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
 - -○○
- **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)
 - -○
 - +  
- **Disband Soldiers** (lose Military to gain Wealth – good for rest of turn)
 - - 
 - +○○

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 mark on the Rules card any Mercenaries hired, Apothecaries supplied, or Bribes made.
3. **Hire Mercenaries & Supply Apothecaries**
 - a. **Hire Mercenaries** – Players may alternate, starting with the Defender, hiring up to 6 Mercenaries per battle. Mercenaries are only available for the current battle. Each Mercenary hired increases  and  by 1.
 - b. **Supply Apothecary** – 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  .
4. **Bribe Opponent** – each player can declare that they are going to bribe an opponent. They may bribe twice per battle. A Bribe essentially means one soldier on the opponent's side does not fight. To represent this the player gets an additional  and does one additional .



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



The position of these cards indicates 3 Mercenaries and 1 Apothecary were purchased for this battle.





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



The position of these cards indicates that 3 Mercenaries, 2 Apothecaries, and 2 Bribes were purchased for this battle.

5. Conduct Battle –











- Each player reveals their Military Strategy card.
- Compare each side's total Attack (⚔). Attack is calculated by Military Strength ⚔ + Military Strategy ⚔ + Mercenary ⚔ + Bribe ⚔
 - 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 3+ ⚔ she may change the state 3 states, i.e. directly from Controlled by her opponent to Controlled by her. If the victory is by less than 3 ⚔ 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. A territory can never change from being Controlled by one player to Influenced by that same player.
- Calculate each side's total Defense (🛡). Defense is calculated by Military Strategy 🛡 + Territory 🛡 (defending territory only) + Mercenary 🛡 + Apothecary 🛡
- Calculate each side's total Damage (⚡). Damage is calculated by Military Strategy ⚡ + Territory ⚡ (for all territories Controlled by each player) + Bribe ⚡.

- e. Determine casualties. The number of soldiers killed is calculated by Opponent  – Player . Mercenaries perish first. Each player should adjust their Military level on their Strength Tracking Card appropriately.
- f. Surviving Mercenaries are disbanded for the attacking player. Apothecary supplies are exhausted.
- g. Discard Military Strategy cards.
- h. If the Defending player lost he may pick up all his discarded 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 Mercenaries, Apothecaries, and Bribes):

- Hire Mercenaries: Mercenaries can be hired to improve Attack and Defense during a battle. Mercenaries perish before standard soldiers, but are disbanded after a battle.
Cost: -○
Benefit: +  
Max: 5 per battle.
- Supply Apothecaries: Apothecaries can be supplied during a battle. Apothecaries minimize the damage inflicted by an opponent but are exhausted at the end of a battle.
Cost: -○
Benefit: +  
Max: 2 per battle.
- Bribe Opponent: Just before a battle commences players may opt to bribe their opponent's soldiers. Bribed soldiers do not participate in the battle. This is represented by the bribing player getting a sudden increase in  &  (the equivalent of the opponent losing  & ).
Cost: -○○
Benefit: +  
Max: 2 per battle.

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

- Restructure Military: One Military Strategy card used for tracking Strength may be swapped with one Military Strategy card from the player's hand.
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.

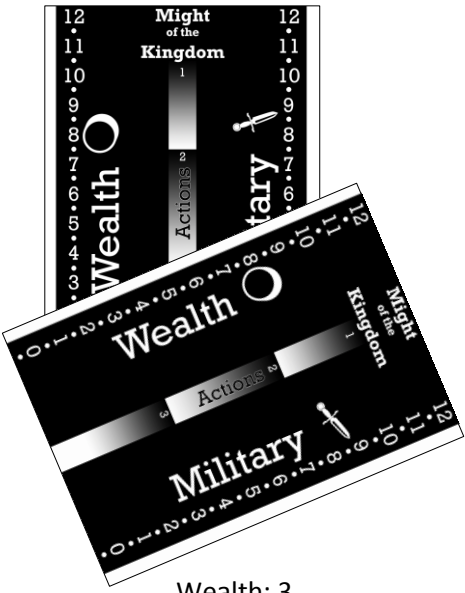
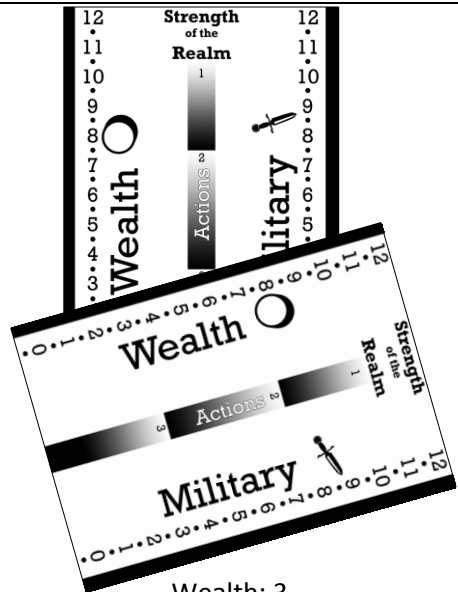
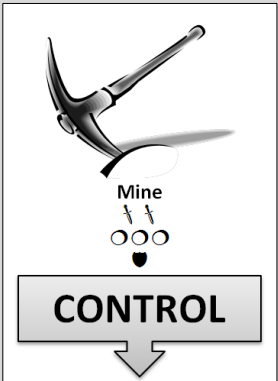

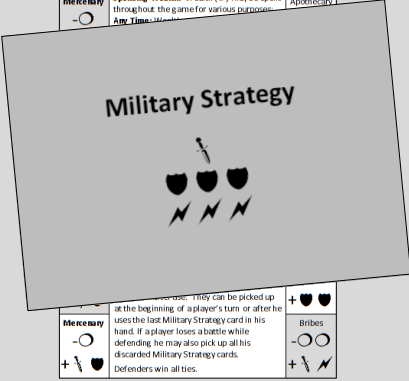
Military Strategy Cards used in battle are discarded after use. They can be picked up at the beginning of a player's turn or after he uses the last Military Strategy card in his hand. If a player loses a battle while defending he may also pick up all his discarded Military Strategy cards.

Defenders win all ties.

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.

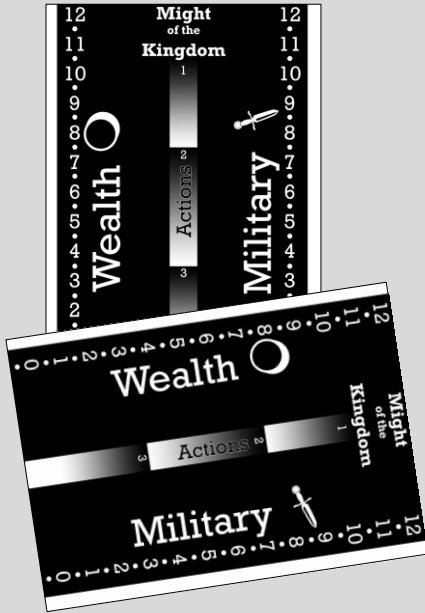
	Active Player 2		Defending Player 2
	<div data-bbox="253 304 636 577"> <p>Weapons Workshop</p> </div> <div data-bbox="253 583 636 856"> <p>Citadel</p> </div> <div data-bbox="305 863 581 1243"> <p>Influence</p> </div> <p data-bbox="212 1251 673 1316">The Weapons Workshop is adjacent to the Mine.</p>	<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="1136 863 1412 1243"> <p>Influence</p> </div>

	 <p>Wealth: 3 Military: 6 Actions: 2</p>	<p>Initial Strengths</p>	 <p>Wealth: 3 Military: 5 <i>(This player has slightly less than her normal starting value because this is what she was left with after her previous turn.)</i></p>
Action 1	<p>Attacking</p>	<p>Over:</p>  <p>Mine</p> <p>CONTROL</p>	<p>Defending</p>
	 <p>Hired 1 Mercenary</p>		 <p>Hired 1 Mercenary, 1 Bribe</p>
	<p>⚔ = 10 ♥ = 3 ⚡ = 3</p>	<p>Totals</p>	<p>⚔ = 9 ♥ = 5 ⚡ = 6</p>

Won Battle = Now Influences Mine.
 Opponent did 6 Damage (♣) but only 3
 Defense (♥) means 3 Casualties.

Results

Lost Battle = Loses Mine
 Opponent did 3 Damage (♣) but had 4
 Defense (♥) means 0 Casualties.
 Retrieves Military Strategy Cards
*She could have won this battle by choosing a
 better Military Strategy card, however this may
 be all she had left.*



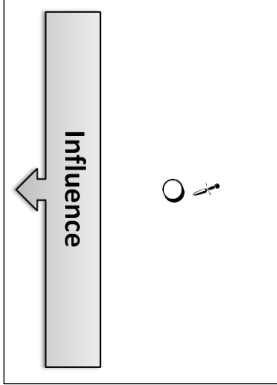
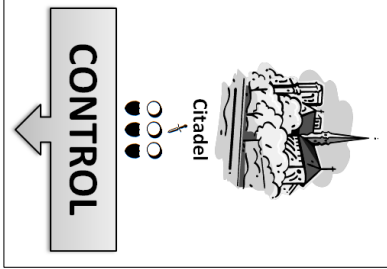
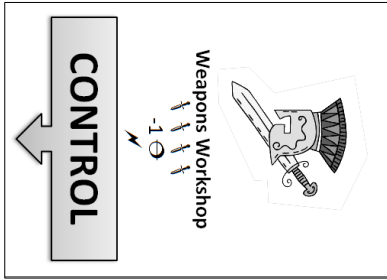
Wealth: 2
 Military: 3

Resulting Strength
 Tracking Cards



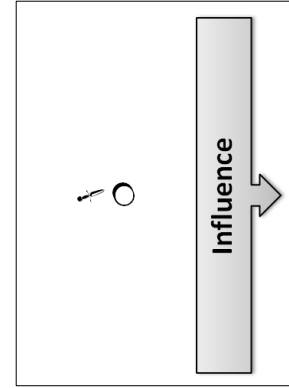
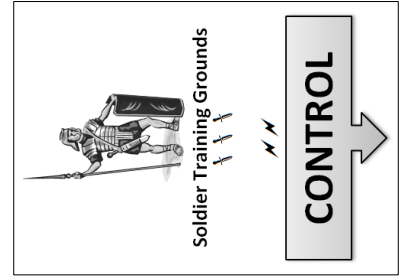
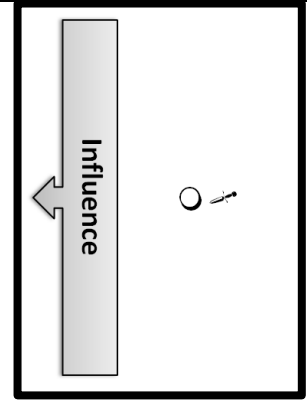
Wealth: 0
 Military: 6

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.



Pay ○○ to Develop Territory – change Mine card from Influence to Control.

Three cards are shown. The top card is labeled 'CONTROL' with an arrow pointing left and features an icon of a 'Weapons Workshop' with a sword and a shield, and a lightning bolt with '-1' below it. The middle card is labeled 'CONTROL' with an arrow pointing left and features an icon of a 'Citadel' with a castle and a lightning bolt. The bottom card is labeled 'Influence' with an arrow pointing left and features an icon of a key.

Result

Three cards are shown. The top card is labeled 'CONTROL' with an arrow pointing left and features an icon of a 'Mine' with a pickaxe and three circles, and a lightning bolt. The middle card is labeled 'CONTROL' with an arrow pointing right and features an icon of 'Soldier Training Grounds' with a soldier and a lightning bolt. The bottom card is labeled 'Influence' with an arrow pointing right and features an icon of a key.

Two 'Might of the Kingdom' tracking cards are shown. The top card has 'Wealth' at 0 and 'Military' at 3. The bottom card has 'Wealth' at 0 and 'Military' at 3.

Wealth: 0
Military: 3

Resulting Strength Tracking Cards

Two 'Strength of the Realm' tracking cards are shown. The top card has 'Wealth' at 1 and 'Military' at 4. The bottom card has 'Wealth' at 1 and 'Military' at 4.

Wealth: 1
Military: 4

	<p>This player must now defend his four Territories with only 3 Military units and 0 Wealth. However, he can use the additional ♥ he just earned from the mine to help with his defense.</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 of his Territories.</p>	<p>Continuing</p>	<p>This player will only have 4 Military Units and 1 Wealth to work with on her next turn, however she will have 3 Actions on her next turn. She may choose to disband one soldier to gain 2 Wealth, then use those 2 Wealth to convert her Influenced Territory to a Controlled Territory, then attack Player 1's Influenced Territory with 3 ♣ and one hired Mercenary for her third Action. However this will leave her with no Wealth during her defense. So she may try to take over Player 1's Territory without hiring a Mercenary.</p>
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