

TIPS & TRICKS

THE RECKONERS

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Contain Steelheart every round

One of the most common mis-steps that new players make in The Reckoners is failing to contain Steelheart. In high player counts, you should be doing this every round. Think of each containment spent on Steelheart as an investment in the future, potentially saving you an action in every round thereafter.



Roll for doubles on special dice

If you don't attempt to roll doubles on your special dice because you're too focused on accomplishing one objective, then you're giving up the possibility of an extra action. In certain circumstances, this sacrifice is well worth it to lock-in a specific action, but in the early game it often is not.



Tactically eliminate Enforcement

Enough Enforcement can turn any Epic into a big problem. However, it can be more beneficial to force them to amass in one area instead of being distributed throughout the game board. In this way, you'll be able to focus fire on one really powerful Epic at a time, rather than spreading your resources too thin across too many battles.

Additionally, certain characters make removing groups of Enforcement easier. If you're struggling, it is advisable to make sure Prof or Megan is in the game (but not necessarily both together in 2P).



Equipment is usually needed to win

Don't underestimate the utility of Equipment Cards. It's easy to get caught up in the puzzle of how do we stop these Epics now, but without power-ups, you won't be able to stop them before the City is destroyed. It's alright (even advised) to take some population losses in the early game in order to gain Equipment Cards or Plan Tokens that will grant you more flexibility and board control during later turns.



Knowledge is power

The Reckoners defeat Epics because it suits their larger, master plan. In this game, it does help to defeat Epics, but only to the extent that it helps you either research Steelheart or eliminate a threat that couldn't be contained. But knowing an Epic's weakness provides you the option value to defeat it more easily at a later time. And remember excess research can always go on Steelheart.