

Brandon Sanderson

#RECKONERS

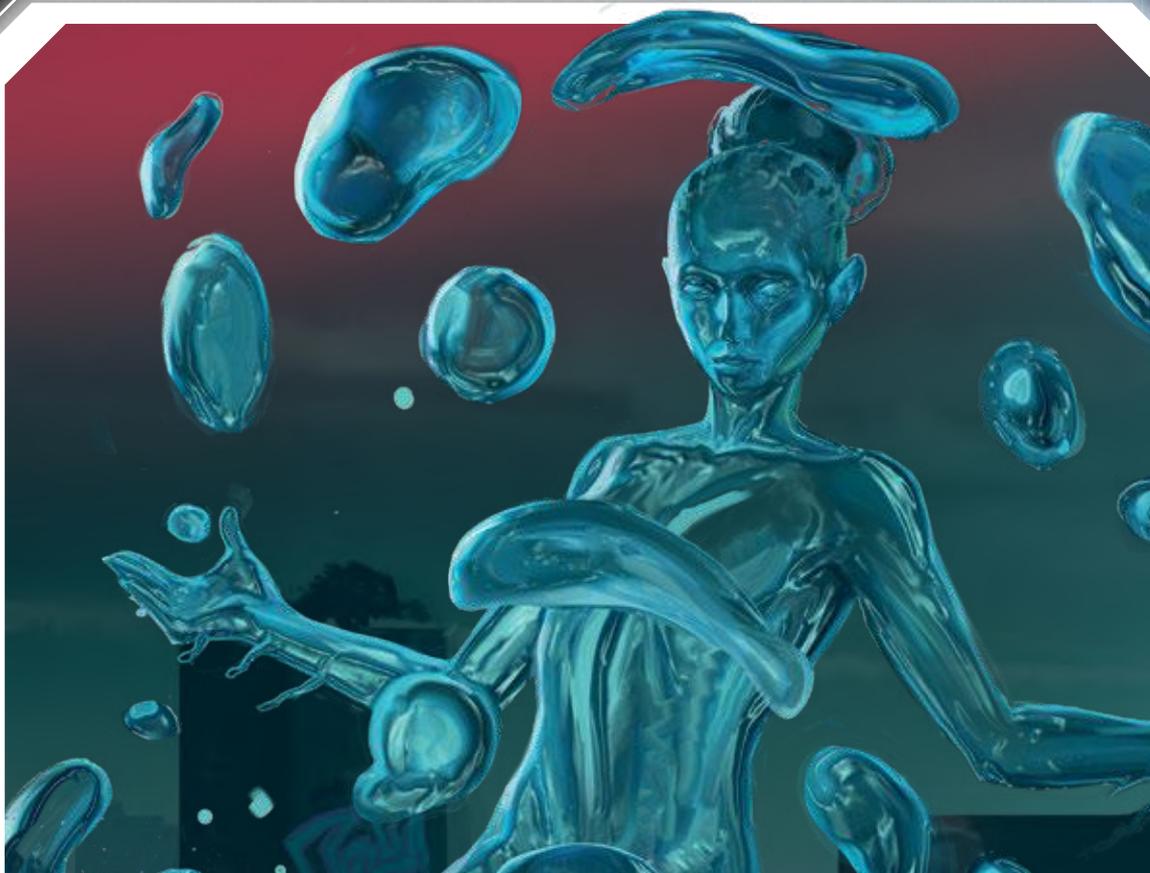
STEELSLAYER



Game Rules

BRETT SOBOL

SETH VAN ORDEN



INTRODUCTION

David Charleston, now known as “Steelslayer,” and the rest of the Reckoners attempt to bring human governance back to Newcago and continue their quest to liberate the oppressed peoples of the Fractured States. However, the Epics will not be so easily stopped.

When a mysterious string of attacks befalls the Reckoners, Prof suspects an old enemy of pulling the strings. The team heads to Babilar, a flooded metropolis formerly known as Manhattan, to ascertain the motives of a powerful water-manipulation and clairvoyant Epic known as Regalia. The team joins up with another cell of Reckoner operatives to investigate and put a stop to the threat.

After dealing with Regalia, the Reckoners must confront another powerful Epic called

Limelight in Ildithia, previously known as Atlanta. The city is an asteroid-sized rolling mound of salt that is constantly moving, decomposing, and reforming – like a giant snail inching across the country, leaving a path of salt in its wake.

New allies and challenges await the Reckoners in Babilar and Ildithia. Will you live up to the Steelslayer name?

NOTE TO READERS

During the development of this game, we have attempted to avoid spoilers that may limit people’s enjoyment of The Reckoners book series. As a result, readers may notice that some things in the board game do not align to the narrative of the books by Brandon Sanderson.

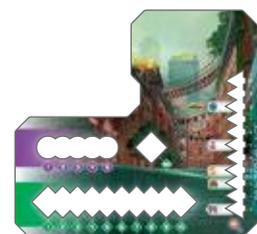
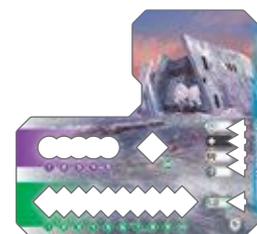
GAME COMPONENTS



2 BOSS EPIC
MINIATURES



2 BOSS EPIC
CUTOUTS



14 DISTRICT BOARDS



1 LIMELIGHT
BOOKLET



16 SHIELDS
(10 RED, 6 BLUE)



11 ADJUSTMENT
BOARDS



7 CITY DISTRICT
MARKERS



1 DIFFICULTY
ADJUSTMENT
TOKEN



1 POWER BOARD



8 COPY EPIC
ACTION TOKENS



4 PLAYER MINIATURES & SNAP BASES



4 PLAYER BOARDS



12 ATTACK RECKONERS TOKENS



3 DEMOLITION TOKENS



1 ILDITHIA MOVEMENT BOARD



18 SPECIAL DICE



4 LIMELIGHT POWER DICE



1 EPIC ABILITY DIE



7 PLAYER ABILITY CARDS
(4 NEW, 3 REPLACEMENTS)



7 NEWCAGO CARDS



24 EQUIPMENT CARDS
(22 NEW, 2 REPLACEMENTS)



39 EPIC CARDS



12 REGALIA CARDS



14 DAWNSLIGHT CARDS

REPLACEMENT CARDS

In *The Reckoners: Steelslayer*, we've included a handful of replacement **Equipment Cards** and **Player Ability Cards** (marked with ) for two reasons:

1. BALANCE

We increased the price for the **Med Kit** and **Fuel Cells** Equipment Cards by \$1 after reviewing community feedback. Although these were promo cards, we've included them in all copies of *The Reckoners: Steelslayer* to address this balance issue.

Swap out the old versions of these Equipment Cards with the new ones.

2. ICONOGRAPHY

We adjusted iconography conventions to better represent how certain **Ability** and **Equipment Cards** actually work. Replacement **Ability Cards** for David, Abraham, and Tia are included, but the powers are unchanged. **Swap out the old versions of these Player Ability Cards with the new ones.**



This symbol now specifically refers to **Basic Dice only**.



This symbol now specifically refers to **Special or Basic Dice**.



This symbol now specifically refers to **Once Per Round – Gift** (see page 6).



MINIS & COMPONENT TRAYS



CAMPAIGN MODE SHEETS

OVERVIEW

The Reckoners: Steelslayer offers four expansion modules for *The Reckoners* base game.

These elements can be added separately or together in any combination.

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MODULE 1: NEW RECKONERS

The Reckoners: Steelslayer includes 4 new Reckoners that can be played in any combination with the Reckoners from the base game.

SETUP

Give each player one **Player Board** (picked or chosen randomly) and the normal starting components with two exceptions:

- 1 All new Reckoners begin with a unique starting dice setup as indicated on their Player Board.
- 2 If playing with Mizzy, begin with 3 **Demolitions Tokens** placed beside her Player Tray.

If another Player Board is housed within a Player Tray, simply swap it out with the new Player Board.

Place any unused Player Boards, Miniatures, and Player Ability Cards back in the box. Unused dice may be acquired during the game as usual, so it may be helpful to keep at least one of each type of die beside the Component Tray for potential future use.



VALENTINE
"VAL"

"The only good Epic is a dead Epic."

Val is a tall, commanding woman who is gloomy and suspicious of everyone. She leads the Reckoners in Babilar and coordinates team mobility across Babilar's network of waterways and rooftops. Legend has it that Val slayed an Epic in Mexico by shooting him with a tank.

PLAYER ABILITY CARD: DISPATCHER



Use: Either allow another Reckoner to move their Player Miniature to ANY other City District **OR** remove a Barricade from ANY City District.

STARTING DICE



Val begins with 2 Basic Dice and 4 Special Dice (2 green and 2 purple).

MEET MORE RECKONERS

MISSOURI "MIZZY" WILLIAMS



*"Mizzy's Explosive Bunker.
Enter at peace. Exit in pieces."*

Mizzy is a young woman with a wide, bubbly smile. She acts as a sniper for the Reckoners' outfit in Babilar but also has a knack for demolitions and equipment repair.

PLAYER ABILITY CARD: DEMOLITIONS



Use: Either add a Demolitions Token to this Ability Card **OR** remove 0-3 Demolitions Tokens from this Ability Card to perform a powerful Attack Epic action. **The value of the Attack Epic action is equal to 2 times the number of Demolitions Tokens removed plus 1.**

NOTE: You may use Demolitions to do 1 Attack Epic damage even if no Demolitions Tokens are on the Ability Card. All Attack Epic symbols from Demolitions must be spent as if they were a single die.

Example: Mizzy removes 2 of the 3 Demolitions Tokens on her Ability Card to use 5 Attack Epic symbols on Curveball, defeating him (2x2 +1).

STARTING DICE



Mizzy begins with 2 Basic Dice and 4 Special Dice (2 orange and 2 black).

EXEL



*"Every organization needs both
good chefs and good morticians.
The two great constants of life—
food and death."*

Exel is an enormous man who looks like a lumberjack who ate another larger lumberjack. He acts as the eyes and ears of the Reckoners, a skill he developed as a former CIA agent. Exel also served as a mortician and enjoys making morbid, albeit well-natured, jokes about the dead.

PLAYER ABILITY CARD: TRADECRAFT



Use: Add one identical symbol to the die used to activate this Ability Card.

NOTE: An Equipment Card or Plan Token may also be used to activate Tradecraft. In this case, the additional symbol must match a symbol gained from the Equipment Card or Plan Token.

Example: Exel uses the Notebooks Equipment Card to activate Tradecraft. He now has 3 Research Epic actions to use in any City District this turn.

STARTING DICE



Exel begins with 2 Basic Dice and 4 Special Dice (2 blue and 2 red).

SAM



*"I prefer to kill them twice,
just to be sure."*

Sam is the point man for the Reckoners in Babilar and was the first to discover Regalia's connection to the attacks in Newcago. He never backs down from a duel, even one with a High Epic.

PLAYER ABILITY CARD: JOKER



Permanent Ability: During the Roll Dice step, you may choose to keep 0 or more dice on your first and second rolls instead of the normal requirement of 1 or more.

STARTING DICE



Sam begins with 0 Basic Dice and 6 Special Dice (1 of each color).

MODULE 2: NEW EQUIPMENT

The Reckoners: Steelslayer includes 24 Equipment Cards (marked with ) that can be added to those from The Reckoners base game.

SETUP

Combine the new Equipment Cards with the existing Equipment Cards from the base game to form one Equipment Deck. Remember to take out any old versions of cards that were replaced (see **Replacement Cards** on page 3).

ABILITY/EQUIPMENT CARD POWERS

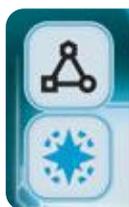
ONCE PER ROUND – GIFT



Ability and Equipment Cards with this symbol can be used once every Reckoner Phase during the Use Dice step at no cost. However, the owner can only provide the benefit to a different Reckoner. Turn the card 90 degrees to show it has been used this phase.

NOTE: If playing with more than 1 Reckoner per player, you may use these items on a different Reckoner that you control.

ONCE PER ROUND – COSTS TWO



Equipment Cards with this symbol can be used once every Reckoner Phase during the Use Dice step at the cost of two separate dice. The dice must match both symbols shown in the top-left corner to activate the Equipment Card. Place the used dice on the Equipment Card to indicate that it has been activated.

NOTE: Equipment Cards and Plan Tokens may also be used to activate this type of Equipment Card.

CONSUMABLE



Equipment Cards with this symbol are used immediately when purchased and then discarded to the Game Box.

DETAILED EQUIPMENT CARD DESCRIPTIONS



Cards: Gottschalk, Climbing Kit

Permanent Ability: You may freely use the symbols shown on the left in either neighboring City District as if your Player Miniature was also in that City District. This applies to both types of symbols shown.

NOTE: Plan Tokens spent for these symbols and any other Ability/Equipment Cards that provide these symbols may also benefit from this ability.



Cards: Kidnap

Use: Pick a City District. Move the Boss Epic Miniature **OR** up to three Shields, Barricades, Enforcement, or Copy Epic Action Tokens (in any combination) from anywhere into that City District.



Cards: Tracking Device

Use: Gain a Plan Token. The Plan Token goes directly into your Player Tray, and it can be used during the Reckoner Phase it is received (or saved to be used on a future turn).



Cards: Spyril

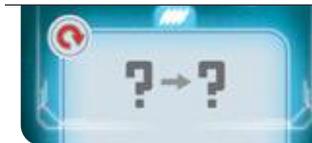
Use: Allow another Reckoner to regain a previously used Special or Basic die. The regained die is not rerolled. However, the Reckoner who regains the die may choose how to reuse it and may reuse it in a different way. For clarity, both uses of the die will take effect during the same round.

IMPORTANT: If the regained die was used to activate an Ability/Equipment Card, you are not allowed to activate that Ability/Equipment Card again.



Cards: Dish Soap

Use: Move the Resource Marker on the Reckoner Base Track one step up. If this action is taken when the Resource Marker is already at the top of the Reckoner Base Track, do not move the Resource Marker to the bottom of the Reckoner Base Track. Instead, perform the Gain Money action. The Gain Money action may alternatively be used to Move, Remove Barricade, Activate Player Ability/ Equipment Cards, etc.



Cards: Utility Tool

Use: Change the result of one symbol during the Use Dice step.

NOTE: If used to modify a symbol on a die or Equipment Card with two or more symbols, you can still only convert one symbol. Other symbol(s) are still used normally as part of the same action.



Cards: Herman

Permanent Ability: You may swap a die of your choice for another die from the supply. At the start of each Reckoner Phase, you may change out the previously swapped die for another from the supply.



Cards: Illicit Investments

Permanent Ability: Dice symbols of the shown type on your Basic Dice can be used as if there were two of the same symbol.

NOTE: Special Dice and Plan Tokens are not modified by these Equipment Cards. The symbol has to be naturally showing on Basic dice only.



Cards: Submarine

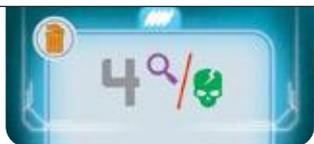
Permanent Ability: After you perform a Move action, perform either action shown on the right (but not both) as if it were a die with the displayed symbol on it. This may alternatively be used to Remove Barricade, Activate Player Ability/Equipment Cards, etc.



Cards: Fuel Cells

Permanent Ability: Any dice or Ability/Equipment Cards with exactly two of the same symbol can be used as if there were three of the same symbol.

NOTE: White dice that have been affected by Equipment Cards, such as Camera or Evidence, can also benefit from Fuel Cells. Equipment Cards, such as Safe House or Drone, can also benefit from Fuel Cells.



Cards: Newcago Dog, Babilar Pizza, Ildithia Tea

Consume: Perform the actions shown as if they were Epic Rewards.

IMPORTANT: This may result in a chain reaction causing more Epics to be defeated or even result in the end of the game. Any such Epic Rewards are earned and used immediately (see page 10 for additional clarifications).



Cards: Blackmail

Permanent Ability: During the Activate Epics step, ignore the left-most Epic Action on an Epic Card. This applies only to the Epic Card in the City District where your Player Miniature is located.

NOTE: This ability takes effect immediately, even on the Activate Epics step directly following when this card was purchased.

IMPORTANT: This does not prevent the left-most Epic Action from activating if triggered by a Copy Epic Action or Copy Epic Action Token. This does not affect the Boss Epic. This does not work with Cody's Sniper Token.



Cards: Sabotage

Permanent Ability: During the Activate Epics step, move the Epic Action Bracket to the right by one space less than normal. This applies only to the Epic Card in the City District where your Player Miniature is located.

NOTE: This ability takes effect immediately, even on the Activate Epics step directly following when this card was purchased.

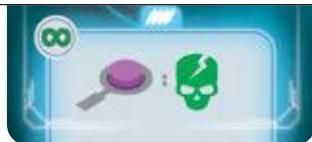
IMPORTANT: This does not affect the Boss Epic. This does not work with Cody's Sniper Token.



Cards: Favor

Permanent Ability: Whenever an Epic is defeated in your City District, perform the Plan action as if it were a die. As normal, this action may alternatively be used to Move, Remove Barricade, Activate Player Ability/Equipment Cards, etc.

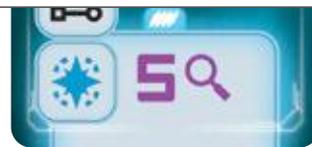
IMPORTANT: A Reckoner may benefit from this Equipment Card when their Player Miniature is not located in the defeated Epic's City District, as long as they perform the final Attack Epic action to defeat the Epic (e.g., Cody's Sniper Token, Grenade Launcher Equipment Card).



Cards: Blind Spot

Permanent Ability: Whenever an Epic or Boss Epic is weakened in your City District, perform the Attack Epic action as if it were a die. As normal, this action may alternatively be used to Move, Remove Barricade, Activate Player Ability/Equipment Cards, etc.

IMPORTANT: A Reckoner may benefit from this Equipment Card when their Player Miniature is not located in the weakened Epic's City District as long as they perform the final Research action to weaken the Epic (e.g., Cody's Sniper Token, Notebooks Equipment Card).



Cards: Data Chip, Epic Bomb

Use: Perform these actions as if they were from a die with the displayed symbols on it. This card may alternatively be used to Move, Remove Barricade, Activate Player Ability/Equipment Cards, etc.

NOTE: Remember, a die must be completely used prior to using a different die.

Example: Data Chip can be used once during each round. It requires 1 Plan action and 1 Contain Epic action to activate. Prof can use the Data Chip by using Schematics **1** and a die with a Contain Epic action **2**. If Prof used a double Plan action die **3** instead of Schematics, the extra Plan action on the die would be lost.

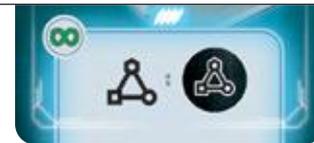


The Utility Tool **4** cannot be used to make the double Plan action die **3** satisfy both symbol requirements because the Data Chip must be activated from two separate dice/actions.



Cards: Extra Ammo

Use: During the Use Dice step, allow another Reckoner to reroll up to two dice (or reroll one die twice). Dice that have already been used cannot be rerolled.



Cards: Predictive Analytics

Permanent Ability: Plan actions may be immediately converted into Plan Tokens. These Plan Tokens are placed directly into your Player Tray. This allows Plan Tokens to be used during the same Reckoner Phase that they are earned.

IMPORTANT: This does NOT apply to Plan actions gained from Epic Rewards.

NOTE: There is no limit to the number of Plan actions that may be converted into Plan Tokens during a turn.



Cards: Rtich

Permanent Ability: You receive 1 die of any color from the supply. In addition, you may swap a different die of your choice for another die from the supply. At the start of each Reckoner Phase, you may change out either die or both dice from the supply.

NOTE: If there are not enough dice of a certain color available, then you may not choose that die.

MODULE 3: NEW EPICS

The Reckoners: Steelslayer includes 39 Epic Cards. The entire collection of Epics from *The Reckoners* base game has been re-mastered with new Epic Actions to make for more challenging and distinctive enemies. In addition, there are several iconic new Epics that readers of the books will recognize.

SETUP

Replace the Epic Cards from the base game with the new Epic Cards (marked with a ).

Place the **Epic Ability Die** and new Component Tray next to the Game Board with the **Shields** and **Copy Epic Action Tokens** within easy reach.

MORE EPIC ACTIONS



PERSISTENT EFFECTS

Persistent Effects are different from normal Epic Actions and apply anytime that they are located to the left of an Epic Action Bracket.



PULL

Move all Reckoners located in adjacent City Districts into the activating Epic's City District. Barricades do not affect this movement.

Persistent Effect: Reckoners located in this Epic's City District cannot Move.



REPEL

Add a Barricade and then all Reckoners in the activating Epic's City District must move to the next City District in a clockwise direction. Barricades do not affect this movement.



POWER UP EPIC

Immediately move the Epic Action Bracket one spot to the right.

NOTE: This does not trigger additional Epic actions during this turn unless the affected Epic has not yet been activated this round or the Epic's Action Bracket cannot move any farther to the right (in which case, immediately execute the final Epic Action as normal).



TRANSFORM

For each Transform symbol, roll the Epic Ability Die and perform the corresponding Epic Action as normal.



STEAL EQUIPMENT

A single Reckoner must forfeit an Equipment Card. Tuck the stolen Equipment Card underneath the activating Epic Card, so that you can see how many Equipment Cards have been stolen. If the Reckoners have no Equipment Cards, then reduce the Population Track by -1 for each Steal Equipment action that could not occur.

IMPORTANT: Stolen Equipment Cards are returned to their original owners when the Epic who stole them is defeated, but regained Equipment Cards cannot be used again until the next Reckoner Phase. Place an Attack Reckoners Token on any regained Equipment Cards as a reminder.

NOTE: Stolen Equipment Cards cannot be sold and are not considered to be owned by any Reckoner until they are regained.



EPIC ACTION PER ...

The top symbol represents the Epic Action to perform.

The bottom symbol designates the number of times to repeat that Epic Action.



Example: Graphic 1 shows Attack Population per Barricade currently in the City District. Be sure to count ALL Barricades added at any point during an Epic's activation. You do not need to consider Barricades added after the Epic's activation is completed.

Example: Graphic 2 shows Attack Population per Research/Health value on the Epic in the City District. Reduce the Population Track by an amount equal to the Epic's current Research value. If the Epic's current Research value is 0, then use Epic's current Health value instead.



ATTACK MONEY

Decrease the value of the Reckoners' Money Track by \$1 for each Attack Money symbol. If the Money Track is already at \$0, then the Reckoners must sell Equipment Cards to compensate for the lack of money.

IMPORTANT: Don't forget to continue the Attack Money action after selling Equipment.

SELLING EQUIPMENT

To sell an Equipment Card, increase the Reckoners' Money Track equal to the Equipment Card Price. Then, shuffle the Equipment Card back into the Equipment Deck. It may be purchased again later in the game.

NOTE: You may only sell Equipment Cards to help pay for Attack Money Epic Actions. In the event that the Reckoners do not have enough Money or Equipment Cards, then reduce the Population Track by -1 for each Attack Money action that could not occur.



ATTACK PLAN

A single Reckoner must discard a Plan Token. If no Reckoners have a Plan Token, then reduce the Population Track by -1 for each Attack Plan action that could not occur.



ADD SHIELD

Add one Shield of the corresponding color/symbol to the City District. If all Shields of the appropriate type are already on the Game Board, reduce the Population Track by -1 for each Shield that could not be placed.



COPY EPIC ACTION (GIFTED ACTION)

Immediately execute the left-most Epic Action shown on both neighboring Epic Cards.

IMPORTANT: Copied actions are performed in the City District of the copying Epic.



ADD COPY EPIC ACTION TOKEN

Add a Copy Epic Action Token to the City District. If all Copy Epic Action Tokens are already on the Game Board, then reduce the Population Track by -1 for each token that could not be added.



ADD COPY EPIC ACTION TOKEN (CLOCKWISE)

Add a Copy Epic Action Token to the next City District clockwise from the activating Epic. If all Copy Epic Action Tokens are already on the Game Board, then reduce the Population Track by -1 for each token that could not be added.

SHIELDS



A single Enforcement Shield prevents all Enforcement from being removed in its City District.



A single Containment Shield prevents all Epic Action Brackets from being moved to the left in its City District.

This also pertains to the Boss Epic's Action Brackets if the Boss Epic is located in a City District with a Containment Shield.

NOTE: Shields do not prevent Attack Enforcement or Contain Epic actions from being used in other ways, such as Move, Remove Barricade, Activate Player Ability/Equipment Cards, etc.

REMOVING SHIELDS

To remove a Shield, use a single symbol that matches the Shield when your Player Miniature is located in its City District.

Example: David wants to use one of his Special Dice that has 2 Contain Epic symbols to contain Regalia in Painted Village, but Refractionary put a blue Containment Shield out last turn. David must spend the first of his 2 Contain Epic symbols to remove the blue Containment Shield, and then he may use the second Contain Epic symbol on Regalia.

COPY EPIC ACTION TOKENS

Copy Epic Action Tokens cause Epics to perform extra actions during the Activate Epics step.

ACTIVATE EPICS STEP

When activating an Epic, check for Copy Epic Action Tokens on a City District. For the first Copy Epic Action Token, perform the left-most Epic Action an additional time. For each additional Copy Epic Action Token, continue performing Epic Actions, moving from left-to-right on the Action Track.

IMPORTANT: The current placement of the Epic Action Bracket does not prevent Copy Epic Action Tokens from performing Epic Actions.

NOTE: If there are more Copy Epic Action Tokens than Epic Actions on the Action Track, then repeat the final Epic Action as needed.

REMOVING COPY EPIC ACTION TOKENS

Use ANY die to remove a Copy Epic Action Token from your City District. Neither the symbol nor the number of symbols on the die matter.



Example: Ozone is located in Chinatown with 4 Copy Epic Action Tokens. During the Activate Epics step, Ozone will add 3 Enforcement, Attack Population -6, and boost the Blue Boss Epic Track twice.

Reminder: The Attack Population Per Enforcement ability takes into account all Enforcement added during Ozone's activation.

MODULE 4: NEW BOSS EPICS & CITIES

The Reckoners: Steelslayer includes 2 new Boss Epics (Regalia and Limelight), 2 new cities (Babilar and Ildithia), and Newcago Cards as alternatives to Steelheart and Newcago. These elements **do NOT change the game's victory or loss conditions**, but they significantly alter the gameplay experience.

NOTE: Although *Module 3: New Epics* is not required to play with *Module 4: New Boss Epics & Cities*, be sure to read the rules pertaining to More Epic Actions (beginning on page 8), which will be used in this module.

VICTORY CONDITION

Players immediately win the game if they defeat the Boss Epic by reducing their health value to 0.

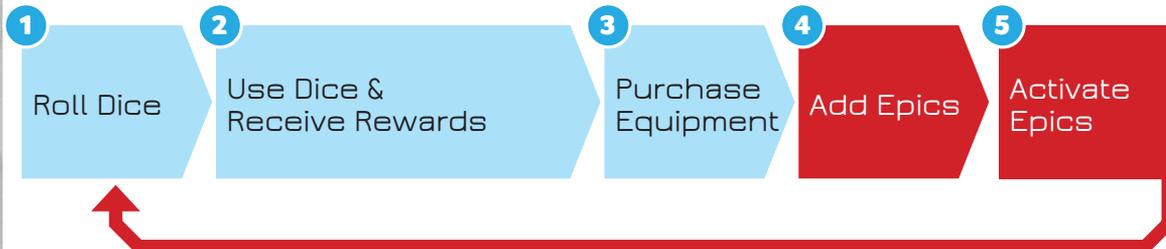
LOSS CONDITION

Players lose the game immediately if the Population Track reaches 0.

BASE GAME RULE CHANGE

In *The Reckoners: Steelslayer*, play follows a similar structure to the base game except for one key gameplay change: the **Use Dice and Receive Rewards steps now occur at the same time in the Reckoner Phase**. As a result, there are several clarifications to make regarding this combined step.

RECKONER PHASE

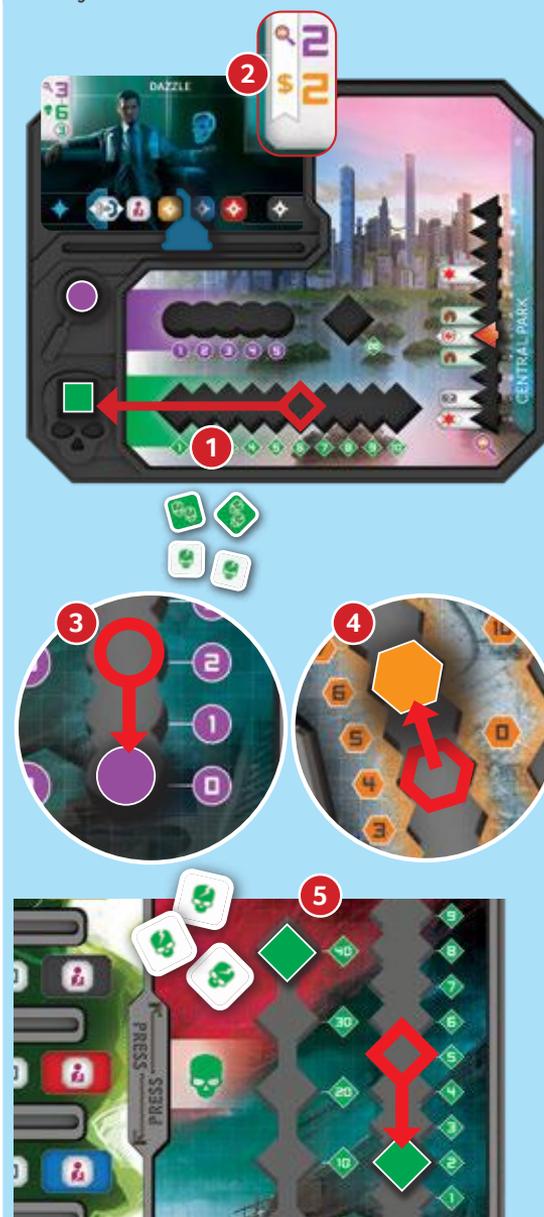


EPIC PHASE

USE DICE & RECEIVE REWARDS CLARIFICATIONS

- **Epic Rewards are received immediately upon defeating an Epic.** In some cases, it will now be possible to defeat an Epic; use the Research Boss Epic Reward to weaken the Boss Epic by reducing their Research Track to 0; and begin to attack the Boss Epic in the same step (see example on right).
- Epic Rewards can still be used in any City District and be freely divided between City Districts, regardless of where the Epic was defeated or where the players are currently located.
Epic Rewards that Research Regalia in Babilar are an exception to this rule (see **Playing in Babilar** section on page 13).
- **Epic Rewards must be used as the symbols shown** and cannot be used to Move, Remove Barricade, Activate Player Ability/Equipment Cards, Remove Copy Epic Action Tokens, or reduce the City District Tracks in Ildithia.
- Epic Rewards that grant Plan Tokens **may only be spent during future Use Dice & Receive Rewards steps**. However, Plan Tokens gained from Epic Rewards may be lost due to Attack Plan Epic Actions on the same turn that they were gained.

Example: Abraham spends 6 Attack Epic symbols to defeat Dazzle **1**. The players immediately gain all Epic Rewards for defeating Dazzle **2**, doing 2 Research to Limelight **3** and increasing the value of the Money Track by 2 **4**. Since this immediately reduces Limelight's Research Track to 0, the remaining Reckoners can use their Attack Epic actions to lower Limelight's health value now **5** instead of waiting until the next Use Dice step like before.





Regalia is one of the most mysterious and wily Epics. She now presides over Babilar, formerly known as Manhattan, having used her water-manipulation abilities to flood the entire island. Despite her strong abilities, Regalia lacks a prime invincibility – a superpower that negates traditional means of defeating her. Because of her unprotected condition, Regalia has withdrawn to a hidden location within Babilar, leveraging her aquatic scrying and projection powers to manipulate the city from afar.

However, the Reckoners have a plan to find Regalia by drawing her attention to specific City Districts and creating a map of where her watery clones appear. Once the Reckoners are able to obtain a sufficient sample of data, they will be able to triangulate Regalia's true location and defeat her.

REGALIA SETUP

Follow setup for The Reckoners base game as normal with the following adjustments:

1. Place the **Regalia Cutout**, **Regalia Adjustment Board**, and the **Boss Epic Power Board** (Regalia side-up) into their respective spots on the existing Boss Epic Tray. The Adjustment Board should correspond to the number of players and desired difficulty:

Adjustment Board	A	B	C	D
Difficulty Level	Beginner	Standard	Hard	Sparks!



Reminder: The Boss Epic begins with **two** Epic Actions to the left of each Epic Action Bracket.

2. Set Regalia's starting Research and Health values based on the desired difficulty (see **Playing in Babilar** on page 13).
3. Place the **Epic Ability Die** and the new Component Tray next to the Game Board with the **Shields**, **Copy Epic Action Tokens**, and **Attack Reckoners Tokens** within easy reach.

REGALIA PROLOGUE PHASE

Immediately after Game Setup, perform Regalia's Prologue Phase the same as Steelheart, except Regalia's **Red** Action Track functions slightly differently (see **Regalia's Red Action Track** on page 12).

IMPORTANT: Regalia's movement during the Prologue Phase uses Steelheart's Movement Die rather than Regalia's normal movement rules.

ACTIVATING REGALIA

Once all Epic Cards have been activated, activate Regalia.

1. Return all **Attack Reckoners Tokens** used during the previous round to the Component Tray.
2. Execute each Epic Action that is currently to the left of the four Epic Action Brackets on her Action Tracks, moving from top to bottom. The red and blue Action Tracks are special and can affect multiple City Districts.

Reminder: Boss Epic Action Brackets do not increase at this time. Boss Epic Action Brackets only increase due to others' Epic Actions.

3. Move the Regalia Miniature to the next City District clockwise **with at least one Player Miniature**.
4. Flip-over the top **Regalia Card**. All Reckoners whose Player Miniatures are in Regalia's City District suffer the card's effects until the next Activate Regalia step (see **Attack Reckoners Effects** on page 12).



REGALIA'S RED ACTION TRACK

Similar to Steelheart, Regalia's Red Action Track deploys Enforcement Miniatures throughout the game, but she only places Enforcement in City Districts adjacent to the Regalia Miniature based on the following:



INCREASE ENFORCEMENT (GIFTED ACTION)

Example: Regalia adds 5 Enforcement Miniatures to both neighboring City Districts.



INCREASE ENFORCEMENT (CLOCKWISE)

Example: Regalia adds 1 Enforcement Miniature to the next City District clockwise from the Regalia Miniature.



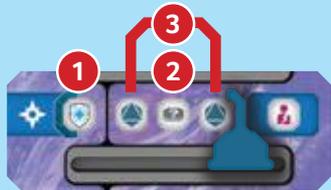
INCREASE ENFORCEMENT (COUNTERCLOCKWISE)

Example: Regalia adds 1 Enforcement Miniature to the next City District counterclockwise from the Regalia Miniature.

REGALIA'S BLUE ACTION TRACK

Unlike Steelheart, Regalia's Blue Action Track only affects her current City District and does not move clockwise around the Game Board.

Regalia Example

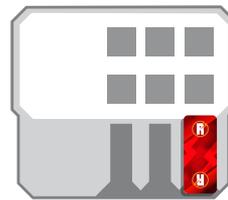


Based on the Blue Action Track above, Regalia would add one Blue Shield **1** and one Copy Epic Action Token **2** to Central Park. She would Transform twice **3**, rolling the Epic Ability Die two times and performing each result in her current City District **4**.



ATTACK RECKONERS EFFECTS

Attack Reckoners Effects last only for a single round. Use the **Attack Reckoners Tokens** to keep track of the temporary negative effects.



During the next Reckoner Phase, you have one less reroll. You must obey all rules for rolling and keeping dice as normal.



During the next Reckoner Phase, you have one less die. You must obey all rules for rolling, keeping, and using dice as normal. You may choose which die is disabled.



During the next Reckoner Phase, you have one less Equipment Card. If you have multiple Equipment Cards, you may choose which one to disable. A disabled Equipment Card is kept with the rest of your Equipment Cards as normal, but you cannot benefit from its permanent ability or use.

IMPORTANT: If you have no Equipment Cards, then immediately Attack Population -1.



During the next Reckoner Phase, you may not use your Player Ability Card or benefit from its permanent ability.



During the next Reckoner Phase, the Move action costs you 2 dice.

NOTE: Equipment Cards that grant a Move action, such as Helicopter, can be used as 1 of the 2 dice required to Move.

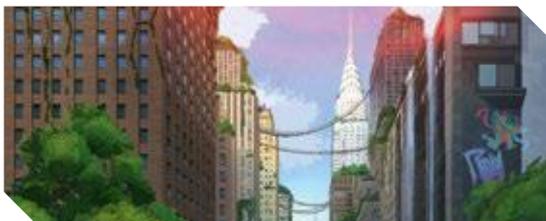


During the next Reckoner Phase, all **double** symbols on your dice and Ability/Equipment Cards are treated as a single symbol.

NOTE: Fuel Cells do not improve Special Dice while this is in effect.

IMPORTANT: Ability/Equipment Cards that provide 3+ symbols are unaffected (i.e., Bank Vault).

BABILAR



Babilar, slang for Babyon Restored, is a flooded metropolis of what was once New York City. The flooding is worst in Manhattan, where people must traverse the city on canoes and paddleboats or via rope bridges that connect the tops of buildings above the high water. Locals mostly live on rooftops in permanent tents and ramshackle structures, and the most powerful have reclaimed upper floors of old skyscrapers, high-rise hotels, and apartment buildings.

Unlike Newcago, Babilar is vibrant and full of life. The majority of people live in a carefree way – eating, partying, dancing, and believing that nothing needs to be done about the Epics. Much of this culture can be attributed to two factors: Regalia’s relaxed oversight and the mysterious force that locals refer to as Dawnslight.

Babilarans believe Dawnslight is responsible for the vines, trees, and fruit that proliferate throughout the city. Thick foliage with glowing, yellow-green fruit can be found inside and around most buildings, and it is a primary source of sustenance for the whole city. Additionally, Dawnslight causes all spray paint and graffiti to emit neon-colored light. The seemingly endless generosity has caused Babilarans to love and revere Dawnslight, though no one has ever seen him or her.

As the Reckoners research Regalia’s true location, Dawnslight lends aid to their efforts. However, this is no small task. The Reckoners must first completely Research every City District in order to find and eliminate her.

BABILAR SETUP

1. Randomly draw a number of **City Districts Boards** for Babilar (marked with **B**) equal to $1 +$ the number of players. Place these into the City District Trays, removing any existing City District Boards. Arrange the City District Trays into a ring formation and place any unused City District Trays and Boards back into the box as normal.
2. When playing in Babilar, you will **not** need the Boss Epic Research Track, so this can be returned to the game box. Instead, place the **Boss Epic Health Track** into its spot in the Boss Tray and set it to the appropriate Weakened Health value based on desired difficulty level (see table below).

NOTE: Regalia’s Weakened Health value does not vary by player count.

3. Place one **City District Marker** on each **City District Track** to mark the Boss Epic’s Research Value based on the desired difficulty.

Difficulty Level	Beginner	Standard	Hard	Sparks!
Weakened Health	10	15	20	25
Research Value (per City District)	7	8	9	10

NOTE: Ignore all symbols found on the starting spots of each City District Marker.

4. Shuffle the **Dawnslight Cards** and place them facedown next to the Game Board.

PLAYING IN BABILAR

When playing in Babilar, there are two big gameplay changes: **Researching Regalia** and **Dawnslight**.

RESEARCHING REGALIA

To determine Regalia’s secret whereabouts, you must conduct Research in each City District separately. Each City District in Babilar now contains its own City District Track and City District Marker that will be used to gauge the Research remaining on the Boss Epic. **You may not attack and defeat Regalia to win the game until ALL City District Tracks are at 0.**

Epic Rewards that grant Research on the Boss Epic are now applied to the City District in Babilar where an Epic is defeated. Move the City District Marker down the City District Track to record how much research has been done on the Boss Epic and how much still remains in that particular City District. It is still possible to Research the Boss Epic directly without defeating Epics. Simply spend Research actions to lower the City District Marker instead of the normal Research Marker.

If the City District Marker moves onto or past a symbol on its City District Track, perform that action **immediately**. If any movement remains, finish moving the City District Marker, performing any additional actions as necessary.

BABILAR CITY DISTRICT TRACK CLARIFICATIONS

- If Discover Reckoners Base actions cause the Reckoners to lose dice in the middle of the Use Dice & Receive Rewards step, the Reckoners may collectively choose to lose **ANY** dice, even if they were already used during the round.
- If Attack Money actions cause the Reckoners to sell Equipment Cards in the middle of the Use Dice & Receive Rewards step, the Reckoners may collectively choose to sell **ANY** Equipment Cards, even if they were already used during the round.
- **ANY** Plan Tokens gained during the Reckoner Phase may be discarded due to an Attack Plan Epic Action, even if the Plan Tokens are not currently in a Player Tray.
- Once a City District Track is at 0, all Epic Rewards that grant Research no longer have an effect in that City District, but other Epic Rewards function as normal.

Babilar Example

Tia uses 2 Research symbols to discover Sourcefield's weakness **1**, and Abraham spends 4 Attack Epic symbols to defeat Sourcefield in Grand Central **2**. The Epic Rewards from Sourcefield provide 2 plans and 2 Boss Research, which cause the City District Marker to move down by 2, immediately triggering 2 Discover Reckoners Base actions **3**. Unfortunately, this results in a Reckoners Base being discovered, so 1 Reckoner must discard a single die of their choice. Tia discards 1 of the dice she has already used this round, and then she spends her remaining 2 Research symbols to lower the City District Marker by 2 more spaces, **4** gaining Dawnslight Aid.

Abraham elects to take the Dawnslight Card with 2 Contain Epic actions **5** because Tia is now out of dice. Abraham uses his final die to Move to Central Park **6** and uses the Dawnslight Card to Contain Epic. The first Contain Epic symbol removes the blue Shield **7**, and then he uses the remaining Contain Epic symbol to lower Regalia's red Action Bracket by 1 space **8**.



DAWSLIGHT

Dawnslight is a benevolent mysterious force, offering useful one-time benefits as the Reckoners conduct Research in Babilar's City Districts.



DAWSLIGHT AID

Draw 2 Dawnslight Cards from the top of the Dawnslight Deck. As a team, decide to keep 1 Dawnslight Card, discarding the other to the bottom of the Dawnslight Deck. Give the Dawnslight Card to a Reckoner who is currently located in the City District where Dawnslight Aid was received. Reckoners keep Dawnslight Cards face-up next to their Player Ability/Equipment Cards until they wish to use them.

NOTE: If no Reckoner is located in the City District, then give it to the Reckoner who caused the Research Regalia action to happen.

USING A DAWNSLIGHT CARD

At any time during a Use Dice & Receive Rewards step, a Reckoner may choose to discard a Dawnslight Card to the Game Box to perform the actions shown. There is no limit to the number of Dawnslight Cards that may be used.



Use: Perform these actions as if they were from a die with the displayed symbols on it. This card may alternatively be used to Move, Remove Barricade, Activate Player Ability/Equipment Cards, etc.



Use: Increase the Population Track by +3.

NOTE: It is possible to increase the Population Track above its starting value.



Limelight is perhaps the most powerful all-around Epic that the Reckoners have ever faced. Limelight can summon forcefields to protect himself, imprison enemies, or help him float through the air. He can even fashion sharp lances of light, zap inanimate matter to dust, and heal from any mortal wound. Limelight's strength and versatility has helped him take command of the former city of Atlanta, now known as Ildithia.

As Ildithia's new emperor, Limelight demands obedience. He has been known to disintegrate entire buildings of dissenters and parade lesser Epics around in lime-colored forcefields before publicly executing them. Amidst the turmoil, Ildithians must navigate not only an ever-changing city that is perilous in its own right, but also a growing number of irritated Epics who are eager to please their new overlord.

As the Reckoners fight back against Limelight, they must also divert resources to protect Ildithia. By supporting the people, the Reckoners can gain valuable intel on Limelight and hopefully stop him before he destroys nearly everyone in the city.

LIMELIGHT SETUP

Follow setup for *The Reckoners* base game as normal with the following adjustments:

- Place the **Limelight Cutout**, **Limelight Adjustment Board**, and the **Boss Epic Power Board** (Limelight side-up) into their respective spots on the existing Boss Epic Tray.
Reminder: The Boss Epic begins with **two** Epic Actions to the left of each Epic Action Bracket.
- Open the **Limelight Booklet** and locate the page to match your player count and desired difficulty. Leave it open next to the Game Board for easy reference throughout the game. Place all of the **Limelight Power Dice** on top of the Limelight Booklet.
- Set Limelight's starting Research value based on your selected page in the Limelight Booklet.
NOTE: The Weakened Health value is also found here when Limelight is fully researched.
- Place the new Component Tray next to the Game Board with the **Shields**, **Copy Epic Action Tokens**, and **Attack Reckoners Tokens** within easy reach.

LIMELIGHT PROLOGUE PHASE

Immediately after Game Setup, perform Limelight's Prologue Phase the same as Steelheart, except activate Limelight's **Red** Action Table using the action(s) found in cell **B-1** (see Activating Limelight below).

IMPORTANT: Limelight's movement during the Prologue Phase uses Steelheart's Movement Die rather than Limelight's normal movement rules.

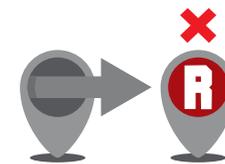
ACTIVATING LIMELIGHT

Once all Epic Cards have been activated, activate Limelight.

- Return all **Attack Reckoners Tokens** used during the previous round to the Component Tray.
- Roll the **4 Limelight Power Dice**.
- Execute the appropriate Epic Action(s) in each Limelight Power Table, moving from top to bottom. The Epic Action(s) to execute in each Power Table can be found in the row indicated by the Limelight Power Dice and the column indicated by the Epic Action Brackets on the Limelight Power Board. Detailed descriptions of Limelight Actions can be found on page 16.

Reminder: Boss Epic Action Brackets do not increase at this time. Boss Epic Action Brackets only increase due to others' Epic Actions.

- Move the Limelight Miniature to the next City District clockwise **without** a Player Miniature.





Example: With Action Brackets in the positions shown, Limelight rolls the following on his 4 Limelight Power Dice.

- 1 Execute **B-4** on the Yellow Limelight Power Table. This causes Limelight to Attack Population based on the difference in number of Equipment Cards between the Reckoner with the most Equipment Cards and the Reckoner with the least. Since Exel has the most Equipment Cards with 2 and Sam has none, Limelight will Attack Population -7.
- 2 Execute **D-3** on the Black Limelight Power Table. This causes Limelight to Fortify neighboring Epics and the Epic in his City District 3 times.
- 3 Execute **A-2** on the Red Limelight Power Table. This causes Limelight to add 3 Enforcement Miniatures to his neighboring City Districts and increase all Epic Action Brackets (not including his own) by 1 space.
- 4 Execute **C-2** on the Blue Limelight Power Table. This causes Limelight to add 2 Barricades and add a Copy Epic Action Token to both neighboring City Districts.
- 5 Move Limelight to the next City District in clockwise order without a Player Miniature.

LIMELIGHT ACTIONS

During his activation, Limelight has the potential to do a number of different abilities. In some cases, Limelight will perform multiple Epic Actions on the same Power Table. These are separated by a “|” for easier reading.

In general, an “x” means to repeat an action a certain number of times and means to perform an Epic Action in all City Districts. Below is a representative list of unique Limelight Actions.

Attack Population 5 times.

0-2 3-4 5 6+
 4 5 6 7
Attack Population based on the total number of red and blue Shields on the Game Board.

0-2 3-4 5 6+
 5 6 7 8
Attack Population based on the total number of Enforcement on the Game Board.

0-1 2 3-4 5-7
 7 6 5 4
Attack Population based on the total number of Epics defeated last round.

Example: If 3 Epics were defeated last round, Attack Population -5.

0 1 2 3+
 5 6 7 8
Attack Population based on the difference in number of Equipment Cards between the Reckoner(s) with the most Equipment Cards and the Reckoner(s) with the least Equipment Cards (see 1 in example above).

Fortify the Epic in Limelight’s City District.

Fortify Epics in all City Districts. This does not Fortify Limelight.

Fortify Limelight.

Add 1 Enforcement and 1 Enforcement Shield to all City Districts.

: 2x Add 2 Enforcement per Reckoner into the City District with their Player Miniature.

: (min 1)
Add 1 Enforcement per Equipment Card owned by each Reckoner into the City District with their Player Miniature (minimum 1 Enforcement).

Example: Limelight adds 1 Enforcement to Sharp Tower because Val is located there with no Equipment Cards and 5 Enforcement to Sharp Tower because Exel and Mizzy are both located there with a combined total of 5 Equipment Cards.

All Reckoners suffer the matching Attack Reckoners Effect described on page 12.

ILDITHIA



Atlanta, or what is now called Ildithia, is a moving city of salt, presently located somewhere in Kansas. Buildings, vegetation, and even street fixtures have all been transformed into salt, resembling stone. As the city moves, the “back” of the city crumbles, sloughing off like a dirt wall in rain that eventually decomposes into small grains of salt that vanish into the city’s wake. The “front” of the city is where new salt crystals grow, forming into buildings and objects and reforming the parts of the city that crumbled away.

Ildithia’s constant movement creates a transient and perilous way of life for its inhabitants who must relocate every week as the city is recycled. The locals have banded into clans that protect their own, offering shelter, power, food, and aid in exchange for work. Despite their prominence, the clans continue to exist largely out of convenience to the Epics, who can’t be bothered to move their own belongings. Moving days are dangerous times for the people of Ildithia, and Epic tempers are shorter than ever with Limelight’s recent takeover.

As the Reckoners seek to defeat Limelight, they will need to divert resources to protect Ildithia and its inhabitants or there will be no city left to save.

ILDITHIA SETUP

1. Randomly draw a number of **City District Boards** from Ildithia (marked with **I**) equal to 1 + the number of players. Place these into the **City District Trays**, removing any existing City District Boards. Arrange the City District Trays into a ring formation and place any unused City District Trays and Boards back into the box as normal.
2. Set one **City District Marker** into each City District Tray based on the player count.
3. Place the **Ildithia Movement Board** next to the Game Board to be used during the Prologue Phase. Also, place the **Epic Ability Die** and new Component Tray next to the Game Board with the **Shields**, **Copy Epic Action Tokens**, and **Attack Reckoners Tokens** within easy reach.



ILDITHIA PROLOGUE PHASE

Before the Reckoners add their Player Miniatures to the Game Board, add the **Ildithia Movement Board** in between the City District with the Limelight Miniature and the next City District in clockwise order. The arrows on the Ildithia Movement Board should point clockwise to the next City District, indicating the direction the Ildithia Movement Board will move throughout the game.



PLAYING IN ILDITHIA

When playing in Ildithia, the biggest gameplay change is the addition of a new step that occurs each round during the Epic Phase called **Activate Ildithia**, which occurs **before** the Add Epics step. To interact with this new element, the Reckoners can now **Protect Ildithia** to reduce the number of Epic Actions that occur as City Districts decompose in the “back” of the city.

RECKONER PHASE



EPIC PHASE



NEWCAGO CARDS

The Newcago Cards provide City District powers for Newcago, increasing the challenge and variability of *The Reckoners* base game.

SETUP

When playing in Newcago, find the Newcago Cards that correspond to each City District and place it on top of the matching City District Board. You may choose to do all side A or all side B, or even mix and match. Once decided, the Newcago Cards remain on the City District Boards throughout the game. Any Newcago Cards that do not match a City District Board in play can be placed back in the Game Box. They will not be used during the game.

Every Newcago Card has a negative and a positive effect, providing additional Epic Actions each round and extra benefits the Reckoners can use, respectively.

GAMEPLAY

Immediately before the Activate Epics step, perform all Epic Actions shown on top of the Newcago Cards a single time. **Repeat the Epic Action on top of the Newcago Card an additional time if a City District contains the Boss Epic.**  **x2**

During the Reckoner Phase, the Reckoners may gain the benefit shown on the bottom of a Newcago Card, **as long as their Player Miniature is located in that City District.**

NOTE: Cody may not gain the benefit of another City District's Newcago Card via his Sniper Token. However, Cody may use the benefit from his current City District's Newcago Card in another City District via his Sniper Token.

EPIC PHASE



NEWCAGO CARD CLARIFICATIONS



Epic Actions are performed normally. Place any Barricades, Shields, and Enforcement required into the City District where the Epic Action is performed.



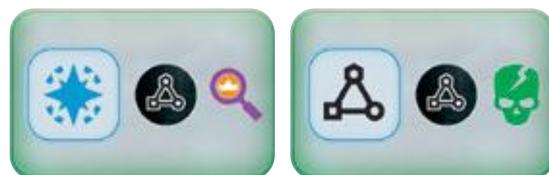
Apply the Attack Reckoners Effect (see page 12) to the next Reckoner clockwise, starting with those located in that City District. If multiple Reckoners are located in the same City District, then the players decide which Reckoner will be affected. If the Boss Epic duplicates this action, skip the first affected Reckoner and proceed to the next unaffected Reckoner in clockwise order.



When an Epic is defeated in this City District, **one** Reckoner within the City District may immediately perform the shown action(s). Unlike normal actions, these must be used as the symbols shown and cannot be used to Move, Remove Barricade, Activate Player Ability/Equipment Cards, etc.



When an Epic is weakened in this City District, **one** Reckoner within the City District may immediately perform the shown action(s). Unlike normal actions, these must be used as the symbols shown and cannot be used to Move, Remove Barricade, Activate Player Ability/Equipment Cards, etc.



Once every Use Dice & Receive Rewards step, **one Reckoner** may spend a die with the required symbol on the left to perform the actions shown on the right. Unlike normal actions, these must be used as the symbols shown and cannot be used to Move, Remove Barricade, Activate Player Ability/Equipment Cards, etc.



While located in this City District, all Reckoners gain the benefit of the Climbing Kit or Gottschalk, respectively (see page 6).

VARIANTS

INTERCHANGEABILITY

Steelheart, Regalia, and Limelight were designed to best fit Newcago, Babilar, and Ildithia, respectively. However, it is possible to combine any Boss Epic with any city.

We don't recommend making these adjustments until you're familiar with the expansion rules and gameplay.

VARIANT SETUP

Choose a Boss Epic (Steelheart, Regalia, or Limelight). Use the same Boss Epic Power Boards and Adjustment Boards as normal.

Choose a city (Newcago, Babilar, or Ildithia). **Use the Research and Health setup and values of the Boss Epic that normally occupies your chosen city.**

Example: For a 4-player variant game on Sparks! difficulty against Regalia in Ildithia, Regalia would start with 38 research (per the Limelight Booklet) on the Boss Epic Research Track. She would no longer be researched in the city, but her powers and Regalia Cards would still apply.

Example: For a 2-player variant game on Sparks! difficulty against Limelight in Babilar, Limelight would start with 10 research on each City District Track and a health value of 25 (per Babilar Setup). The Limelight Power Tables and Power Dice would still be used.

DIFFICULTY ADJUSTMENTS

Based on community feedback, we've come up with an easy-to-use variant that accommodates a wider range of difficulties.



VARIANT SETUP

For a more casual experience, begin the game with +\$1 Money per Reckoner.

For a more intense experience, add the **Difficulty Adjustment Token** next to the Yellow Action Track on the Boss Adjustment Board. Use the side with Attack Population -1 for one-step up and the side with Attack Population -2 for the most intense Reckoners experience. Each round, add the Epic Action shown on the Difficulty Adjustment Token to the effects of the Boss Epic's Yellow Action Track.

CAMPAIGN MODE

Thanks to our Kickstarter backers, we've included a new way to enjoy The Reckoners.

See the Campaign Mode Sheet or visit https://nauvoogames.com/the_reckoners_steelslayer for more details.

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