RELOAD_

FIGHT FOR FAME

//OBJECTIVE_

The goal of RELOAD is to earn the most fame! Fame is earned through completing achievements, uploading beacons, using and disarming traps, inflicting injuries, helping your teammates, and forcing your opponents to RELOAD!



77 Equipment cards
- 32 1-star equipment
- 30 2-star equipment
- 15 3-star Ex-Tech Equipment



137 Fame tokens
- 30 Injury
- 30 Achievement
- 20 Beacons
- 20 Team Spirit
- 20 Trap
- 2 Crown Event
- 15 Reload



28 Event cards

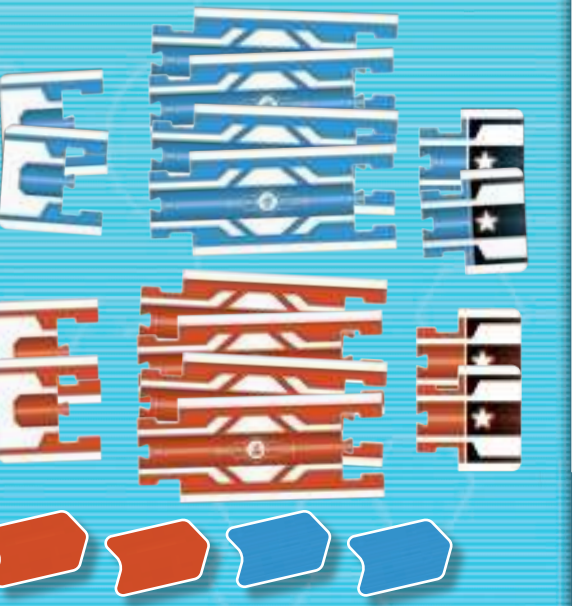
8 Achievement cards
- Full card reference can be found on the player aid.



1 Achievement board



25 Dice
- 20 Black Action dice
- 4 White Shooting dice
- 1 Green Boost die



4 Fame Track sets
- 4 Fame Track start pieces (2 blue, 2 red)
- 8 Fame Track middle pieces (4 blue, 4 red)
- 4 Fame Track end pieces (2 blue, 2 red)
- 4 Fame Track ID filler tokens (2 blue, 2 red)



78 Miscellaneous tokens
- 18 Toxin tokens
- 18 2-star Supply Box tokens
- 16 3-star Supply Box tokens
- 6 Stun tokens
- 6 Heavy tokens
- 6 Zone markers
- 4 Portal tokens
- 1 Dome Token
- 3 Neutral Walls tokens

INCLUDED BUT NOT SHOWN
- 2 Double-Sided Player Aid sheets
- 1 Map Book
- 1 Rule Book



4 Character component sets
- 1 Player board (4 total)
- 1 Character Reference card (4 total)
- 1 Action Reference card (4 total)
- 6 Trap tokens (24 total)
- 1 Hideout token (4 total)
- 1 Fame Track ID token (4 total)
- 1 Character miniature (4 total)
- 3 Wall tokens (12 total)

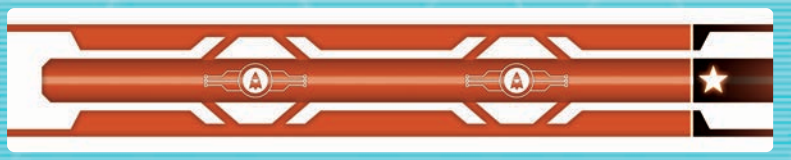


29 Island Hexes
- Full tile reference can be found on page 12.

//SETUP_

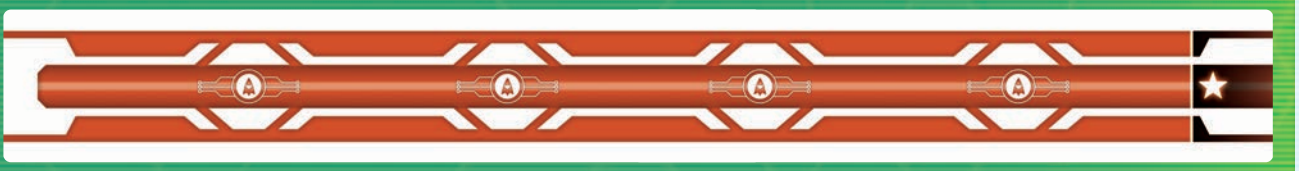
1. GAME MODE

Choose one of the following game modes:



Battle Royale
Every player for themselves! The player with the most fame at the end of the game wins! Battle Royale uses the Standard Fame track (1 Start piece, 2 middle pieces, 1 end piece) shown on the left. If playing with 2 players it is recommended that players use the 2 player Team Royale variant.

Team Royale
Play with 2 characters on each team! It is recommended that this mode be played with 4 players, but it can be played by 2 players, each controlling 2 characters. Team Royale uses the Team Fame track shown on the right (1 Start piece, 4 middle pieces, 1 end piece).



Throughout the rules, modifications or additions to the standard Battle Royale rules will be noted in green boxes like this.

NOTE: If playing a game mode with teams, make sure teammates are seated diagonally from each other, as turn order moves clockwise and teammates cannot have back to back turns.

2. MAP

Choose a map from the map book and take the required hexes from the box and place them in the center of the play area arranged as shown. Add the indicated tokens to the map as shown in the legend located in the top left corner of the map.

For your first game, use the Arcadia map on page 1 of the map book.

Gather 3 Neutral Wall tokens, 14 Beacon Fame tokens, and 4 2-Star Supply Box tokens as shown in the legend at the top of the map. Place these tokens as shown:

- 1 Supply Box token in each Village hex.
- 1 Beacon Fame token in each Jungle, Mountain, and Plains hex.
- 3 neutral walls placed around the Central Tower hex.



Each map shows the quantities of each tile required on the left side of the page. Specific components placed on those tiles, such as Supply Box tokens and Beacon Fame tokens, should be placed on each tile as indicated. Tokens that have a non-uniform setup, such as Portal tokens, are shown directly on the map where they should be placed. The colored borders shown in the map book do not appear on the actual tiles; they simply aid in setup.

3. CHARACTERS

Battle Royale uses the Auto-Heal side of the Character board, see page 4.

Team Royale uses the non-Auto-Heal side of the Character board.



Determine the First Player in a manner of the players' choosing, then starting with the First Player and proceeding in clockwise order, each player selects 1 character to play. They then take the set of reference cards for that character and follow the setup instructions on the back of their character reference card.

4. PLAY AREA SETUP

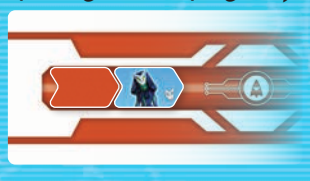
Setup the play area as shown on page 3.

A. Tokens and Tracks

A1. Create a supply of tokens and dice.

A2. Place the achievement board off to one side of the map.

A3. Depending on the chosen game mode, setup the fame track as shown above in step 1. Players should then place their Character Fame Track ID tokens at the starting end of their fame track. *(A Battle Royale is shown in the setup diagram on page 3.)*



Battle Royale



Team Royale

NOTE: Players should use the blank Fame Track filler tokens, as shown above, when playing Battle Royale with 3+ players.

B. Cards

Separate the cards by back and set each deck up in the following ways:

B1. Event Deck Setup - Create the event deck based on the table below:

2 Players: 2 Supply Drops + 14 random events
3 Players: 2 Supply Drops + 16 random events
4 Players: 2 Supply Drops + 18 random events
Place the deck facedown and return all unused event cards to the box.

B2. Achievement Cards - Shuffle the deck and place it facedown in the deck space on the achievement board. Place the top 3 cards faceup on the achievement board spaces to the right of the deck and place 1 Achievement Fame token in the space below each faceup achievement card.

B3. Equipment Cards - Shuffle each deck and place them facedown near the play area. Should any of the equipment decks ever run out of cards, shuffle its discard pile to form a new deck. Deal starting equipment to each player.

You are now ready to play!

A1

A2

B2

B3

B1

A3



STARTING EQUIPMENT

All players draw 2 1-star equipment cards, keep 1, placing it facedown in their backpack to the right of their character board and discard the other.





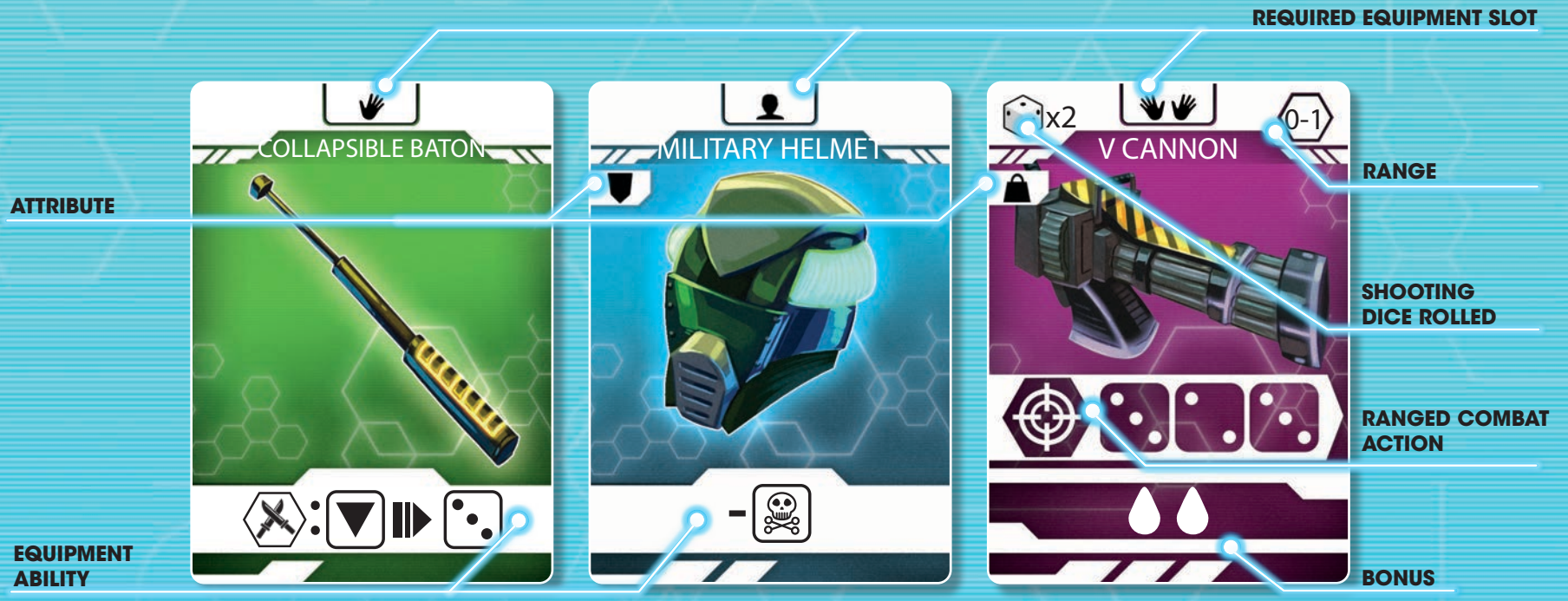






//EQUIPMENT_

Players acquire many different types of equipment during a game of RELOAD. While there is no limit to the number of equipment cards a player can carry facedown in their backpacks, players are limited to having 2 hands, 1 torso, and 1 head equipped at a time. **Attributes, abilities, and bonuses indicate what the equipment does and when it can be used. See the player aid for explanations of the iconography on equipment.**



//CHARACTER BOARD_



//DICE_

There are 3 types of dice in RELOAD: Action, Boost, and Shooting. All dice regardless of type have the same values, 1 thru 5 and skull.



Action Dice:
In RELOAD, players use action dice to take actions by assigning them to action spaces on their character board or Ranged Attack action on equipment. To take an action, a player assigns an action die to the leftmost available space for the action they wish to take and sets its value to that of the space. All players start with 5 action dice, but the number available to a player may change as they gain and lose injuries. Unassigned action dice are kept in the players' defense pool.



Boost Die:
In RELOAD, the boost die is a temporary action die that players can gain during their turn through some equipment cards. While a player has the boost die they can use it as if it were an action die with the following restrictions:

- The boost die cannot be taken as an injury.
- The boost die cannot be rolled in combat.



Shooting Dice:
In RELOAD, any time a player takes a Ranged Combat action they roll shooting dice. The number of shooting dice rolled is indicated on the equipment card they are using to take a Ranged Combat action. Additionally some equipment and abilities can affect the number of shooting dice rolled. A player can never roll more than 4 shooting dice in a Ranged Combat action.

//FAME AND ACHIEVEMENTS_

FAME
While the megacorps care about the profitability and viability of their new weapons systems and tech, the contestants only care about winning the adoration of the crowd! For the players, fame is the name of the game, and the most famous player or team at the end of the game is the winner! Players earn fame, represented by Fame tokens when they do things that excite the audience. Players add Fame tokens that they gain to their Fame Track.





ACHIEVEMENTS
There are 2 types of achievements, Next and Most. They are resolved in the following ways:

Next : These achievements are scored during the game, rewarding the next player or team who fulfills their condition. The player who fulfills the condition takes the card, adds all Achievement Fame tokens below it on the Achievement board to their Fame Track, and replaces the card with a new one from the top of the deck.

Most : These achievements are scored during the End of the Game, rewarding the player or team who fulfills their condition. During the End of the Game, these are awarded one at a time, starting with the leftmost achievement.

//HEXES_



HEX RESTRICTIONS
The space at the top of a hex is where any hex restrictions appear. Restrictions are passive effects that affect the availability of actions and/or additional action requirements.

HEX ATTRIBUTES & ABILITIES
The space at the bottom of a hex is where hex abilities and attributes, if any, appear.

Abilities are active effects, typically initiated with an Activate action; a player can take the required action to resolve the hex's effect.

Attributes are passive effects that players always gain the benefit of without having to spend an action.

ZONES & ZONE MARKERS
At the edge of each outermost hex on the map is a Zone Marker indicating that tile and it's adjacent tiles comprise that particular zone. Each zone shares a hex with both of its adjacent zones. The zone number is referenced when rolling to parachute in and resolving Event cards.



//GAMEPLAY_

RELOAD is played over a number of game rounds, with each player taking one turn per round.

GAME ROUND
A round begins with the First Player taking their turn and ends after the last player in turn order completes theirs. The game ends at the end of the round, in which the last Event card is revealed or when a player or team achieve superstar status.

NOTE: If a player's or team's Fame tokens overlap any part of the Superstar zone at the end of their Fame Track, the game ends immediately, with that player or team winning. No further turns are taken or effects resolved.



//PLAYER TURN_

During a player's turn, they are considered to be the active player. Each player's turn consists of 3 phases resolved in the following order:
1. Start Phase
2. Action Phase
3. End Phase

1. START PHASE
The Start Phase is when the player prepares for their upcoming turn. The player places all of their action dice not in their injury zone into their defense pool. These action dice are unassigned and available for use by the player during this turn. Perform these steps in the following order during each player's Start Phase:

1.1 Parachuting
If a player's miniature is not on the map at the start of their turn, they must parachute onto the map follwing these steps:

1. A player must target either the Central Tower or a hex adjacent to it and places their miniature on it.
2. They roll 2 dice, and compare the results with the zone markers around the edges of the map to determine how drift affects their ability to land in their targeted hex.
   - If they rolled values matching the same zone, they land on the targeted hex. *(example: both dice rolled a 1.)*
   - If they rolled values matching directly opposite zone markers, they land on the targeted hex. *(example: a 2 and a 5 are rolled.)*
   - If they rolled values matching neither the same nor directly opposite zones, the player must choose to move their character 1 hex towards a zone marker matching the value of one of the rolled dice.

1.2 Choose Equipment
The player decides which of their equipment cards they will equip for the turn, placing them in the equipment slots at the bottom of their character board. The player must use the equipment they choose at this time for the remainder of their turn. The only exception to this is when a player gains new equipment during their turn in which they may equip the newly acquired equipment card at that time. A player cannot replace an equipment card with an action die assigned to it.

Players are limited to 1 head, 1 torso, and 2 hands equipped at one time. When a player unequips an equipment card it is placed in their backpack. Special Items do not have required equipment slot icons at the top of their card and can only be used directly from the player's backpack. All equipment card in the player's backpack are kept facedown hidden from other players.

2. ACTION PHASE
The active player takes actions by assigning dice to action spaces on their character board and equipment cards, and taking free actions. **Dice are NOT rolled, they are assigned to action spaces with the die value set to match the value of the space.**

2.1 Unrestricted Actions
Unrestricted actions are actions that can be taken whether or not a player is in the same hex as an opposing player.



RUN
A Run action allows a player to move into an adjacent hex.



If a player is on a hex with a portal token, they may move directly to another hex with a portal token using a single run action.



ACTIVATE
An Activate action allows a player to use a single activate ability on their current hex. *A full hex reference can be found on page 12.*



LOOT
A Loot action allows a player to pick up 1 Supply Box token or pick up 1 Fame token on their current hex.

When a player opens a Supply Box token, they remove it from their current hex, draw 2 cards from the matching equipment deck, keep 1 card, and discard the other near the corresponding deck.





When a player picks up a Fame token, it is placed the Fame token storage section on their character board.



1 *Korat begins her turn in the jungle hex. For her first action she takes a Run action to move into the mountain hex. The hex restriction on the mountain requires her to assign 2 Run actions to move into the space.*

2 *For her second action she take a Loot action to pick up the Beacon Fame token, placing it in the Fame token storage space on her character board.*

3 *For her third action, she takes another Run action to move up to the village hex.*

4 *For her fourth action, Korat take an Activate action to resolve the ability of the village hex. She draws 3 1-Star Equipment cards, discards 1 and keeps the remaining cards. She chooses to equip 1 of the equpment cards and places the other in her backpack.*

With no more action dice available, her turn is finished and she moves to her end phase.

2.2 Restricted Actions

Restricted actions are actions that cannot be taken by a player while in the same hex as an opposing player. Restricted actions can be identified by their black action frame.

BUILD

A Build action allows a player to do 1 of the following:

- Place 1 of their traps facedown on their current hex if there is no trap currently in the hex.
- Place or move their hideout to their current hex if there is no hideout currently in the hex.
- Place or move up to 2 of their walls along vacant edges of their current hex.
- Demolish 1 hideout or 1 wall on the edge of their current hex, returning it to the owner or supply.

A player that builds a trap in the same hex as their teammate scores a Team Spirit Fame token.

HIDEOUTS

A player who ends their turn in the same hex as their hideout, a hideout belonging to a teammate, or the dome gains the following effects:

- Places the lowest value die on their combat line into their defense pool.
- Safe from toxin.



If a hideout is removed from the map, return it to the player's supply or token supply.

NOTE: Players cannot gain the benefit of both The Dome and their own or teammate's hideout. Only one hideout is resolved at the end of a player's turn.

WALLS

Walls run the full length of the edge of the hex on which they are placed. Players cannot move or shoot through walls except those belonging to them or their team.

If a wall is removed from the map, return it to the player's supply or token supply.



NOTE: Rules covering walls and their effect on determining line of sight, is covered in the Ranged Combat action section on page 8.

Teams share the same supply of walls. Regardless of player count there is a limit of 6 wall per team.

TRAPS

Anytime a player enters a hex with a trap belonging to an opposing player, they must immediately resolve the trap by choosing either paper, rock, or scissors. The trap is then flipped over and resolved as follows:



- **Disarm (The player beats the trap):** The trap is returned to its owner facedown and has no effect. The player adds 1 Trap Fame tokens to their Fame Track.
- **Ensnare (The player ties the trap):** The trap is returned to its owner facedown and the player cannot take any further Run actions this turn. The trap owner adds 1 Trap Fame token to their Fame Track.
- **Injure (The player loses to the trap):** The trap is returned to its owner facedown and the player takes 1 injury. The owner of the trap adds 1 Trap Fame token and 1 Injury Fame token to their Fame Track. If the trap caused the player to RELOAD, the owner of the trap adds 1 RELOAD Fame token to their Fame Track instead of 1 Injury Fame token.

HEAL

A Heal action allows a player to heal themselves or a teammate. When a player is healed they take a number of dice from their injury zone and place them in their defense pool.

To take a Heal action, a player targets either themselves or a teammate, they then roll one of their available action dice and place it on their Heal action space. Then, based on the target resolve the Heal action as follows:

- If a player targeted themselves, they heal 1.
- If a player targeted their teammate, their teammate heals 2.

A player that heals their teammate scores a Team Spirit Fame token.

A player that rolls a skull value when taking a Heal action increases the amount healed by 1.

NOTE: Dice placed in the active player's defense pool are immediately available for use during their turn.

2.3 Character Actions

These are actions that are specific to certain characters and can only be taken by the player controlling them. These actions often still require the player to assign an action die to their space on the character board.

2.4 Free Actions

These actions do not require assigning an action die to perform but must be taken while the player has at least 1 unassigned action die unless otherwise indicated.

Special Items

Special items can be identified by their lack of a required equipment slot at the top of the card. These items can never be equipped and must be used from a player's backpack by taking a free action. Special items can only be used during the player's turn unless the card has the ANY (!) attribute as shown on the Pain Killer special item card.



Equip a Teammate
Once per turn before or after resolving an action, a player can give, take, or exchange with a teammate 1 Beacon Fame token or any 1 piece of equipment from a player's backpack.

2.5 Combat Actions

Combat actions in RELOAD, split into Ranged and Close combat, are taken by players trying to injure their opponents or force them to RELOAD. Ranged Combat actions allow a player to attack an opposing player without risk of being injured. Close Combat actions allow a player to target an opposing player in the same hex with the added risk of retaliation. If at any time during the resolution of a Combat action a player is forced to RELOAD, the combat action ends immediately.

RANGED COMBAT

To take a Ranged Combat action all of the following conditions must be true:

- The active player has an equipment card with a Ranged Combat action equipped with an available action space.
- The target is within the range of the weapon.
- The active player has an unobstructed line of sight to the target.

LINE OF SIGHT (LOS)

To determine if a player has line of sight on another character, they must demonstrate at least 1 shortest possible path to the target without being obstructed by a neutral wall, wall belonging to an opposing player, or wall belonging to an opposing team.



1. *Korat has LOS on both Duke and Blitz. Korat's wall does not block her own LOS.*
2. *Blitz has LOS on Duke and Korat. There are 2 paths to Duke, 1 is blocked by Korat's wall the other is unobstructed.*
3. *Duke has LOS on Blitz. There are 2 paths to Blitz, 1 is blocked by Korat's wall the other is unobstructed. Duke does not have LOS on Korat, her wall obstructs the shortest path.*

1. ROLL STEP

Players roll their dice and apply modify effects, if any.

- The active player rolls the number of shooting dice shown on the equipment card being used. After applying modify effects to their rolled dice, if any, they then place their shooting dice with skull values into their skull pool and arrange their numeric values on their combat line with the values ordered from highest to lowest.
- The target player rolls all of the action dice in their defense pool. After applying modify effects to their rolled dice, if any, they then place their action dice with skull value into their skull pool and arrange their numeric value on their combat line with the values ordered from highest to lowest.

2. SKULLS STEP

Players compare skull pools.

- If the active player has the most skull values, adjusted for armor effects: starting with the lowest value die on their combat line, the target player takes 1 injury for each skull value in excess of their own.
- If the target player has the most skull values, adjusted for armor effects: starting with the lowest value shooting die on their combat line, the active player returns 1 shooting die to the supply for each skull value in excess of their own.



Referencing the LOS example above, Korat, as the active player, takes a Ranged Combat action using her equipped Combat Shotgun targeting Blitz. She rolls 3 shooting dice as shown on the card, getting 5, 2 and a skull. She places the skull in her skull pool (1) and the 5 and 2 on her combat line (2)



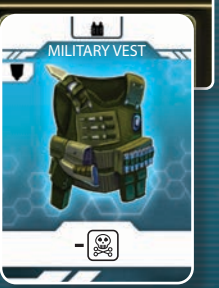


Blitz, as the target player, rolls the 1 action die in his defense pool (3) getting a 2. He blends the die to his combat line, pushing the 1 value action die to the bottom (4).





Korat and Blitz compare skull pools. Korat has 1 die showing a skull value in her skull pool (1). Blitz has 0 dice showing a skull result, however he has a Military Vest equipped, which has the armor attribute, allowing him to resolve its ability reducing the total number of skulls in Korat's skull pool by 1. Making the final total 0 skulls for Korat and 0 Skulls for Blitz.



3. **COMBAT STEP**

Starting from the top, players compare combat lines one set of dice at a time.

- If the active player's shooting die is of greater value than the target player's action die, the target player places their losing die into their injury zone.
- If the target player's action die is of greater than or equal value to the active player's shooting die, nothing happens.
- For each unopposed shooting die, if any, the target player takes 1 small injury reducing the value of the lowest die on their combat line by 1 for each small injury taken.



Korat and Blitz compare combat lines starting with the top set, 5 versus 4. Korat's 5 value shooting die is greater than Blitz's 4 value action die so Blitz take the die as an injury (1). The next set, 2 versus 4, is compared. Blitz's 4 value action die is greater than Korat's 2 value shooting die so nothing happens.

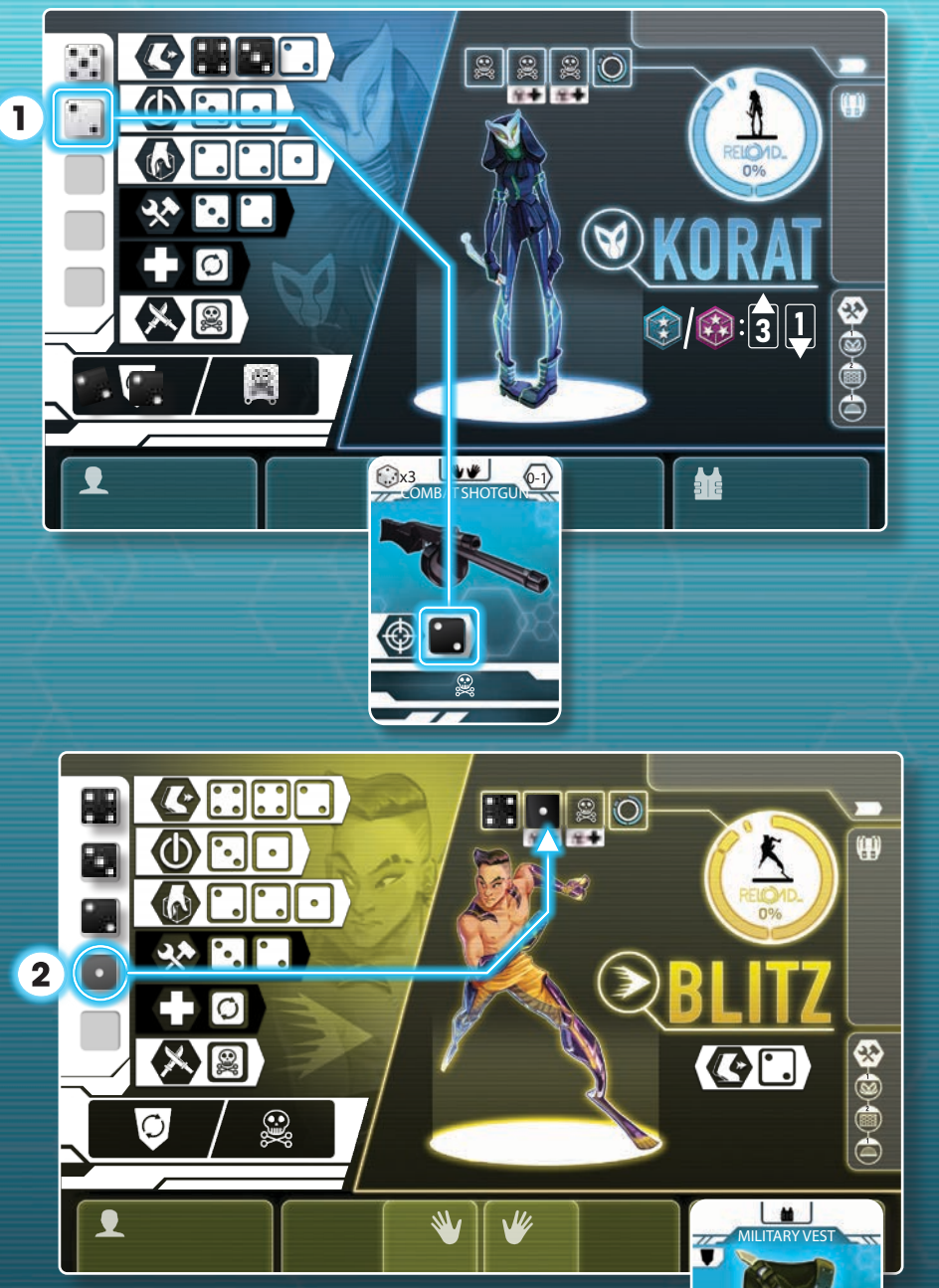
There are no further shooting dice to compare against action dice so the combat phase ends and players move to the bonus step.

4. **BONUS STEP**

For each shooting die value that matches the value of an action die assigned to the equipment card being in the Ranged Combat action, resolve the weapon bonus effect.

5. **CLEANUP STEP**

Return all shooting dice to the supply and any action dice in the target player's skull pool to their defense pool. Players gain any Fame tokens earned in this combat.



Korat checks for weapon bonuses by comparing the values of her shooting dice to all of her action dice assigned to the card she used during this combat (1). Her 2 value shooting die matches the 2 value action die assigned to the card so she can trigger the bonus once. The bonus effect of the Combat Shotgun deals 1 injury. Blitz moves the lowest value die on his combat line to his injury zone. (2)

The combat is now over. Korat returns all shooting dice to the supply.

Korat adds 1 Injury Fame token to her Fame Track for dealing 1 or more injuries to Blitz during this combat.

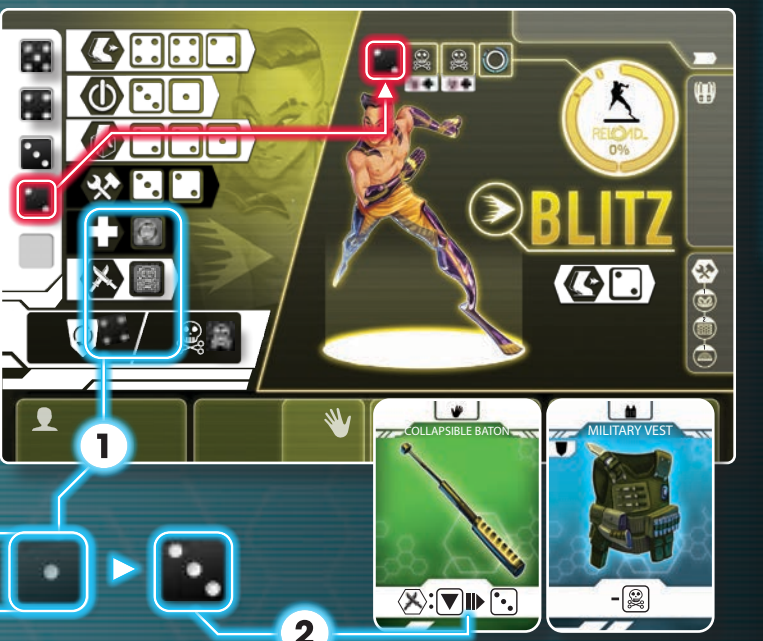
CLOSE COMBAT

To take a Close Combat action, the active player assigns one of their available action dice to the Close Combat action space on their character board. If a player takes a Close Combat action it is always the last action of their turn.

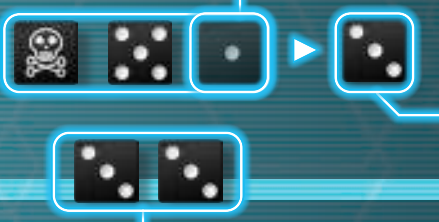


Eager for revenge, Blitz moves into Korat's hex and targets her with a Close Combat Action.

Blitz rolls the action dice in his defense pool and all of his assigned action dice with a skull value (1), getting skull, 5, and 1. Blitz chooses to use the modify ability on his Collapsible Baton to turn his lowest value die into a 3 value die (2). Having applied all of his available modify effects he places his skull value die into his skull pool and arranges his rolled dice with his assigned dice on his combat line, highest to lowest. Leaving him with 1 die in his skull pool and a combat line of 5, 4, 3, 2.



Korat rolls the 2 action dice in her defense pool, getting 3 and 3 (1). She does not have any equipment with a modify effect, so she blends them into her combat line. Leaving her with a combat line of 4, 3, 3, 3, 2.



1. ROLL STEP

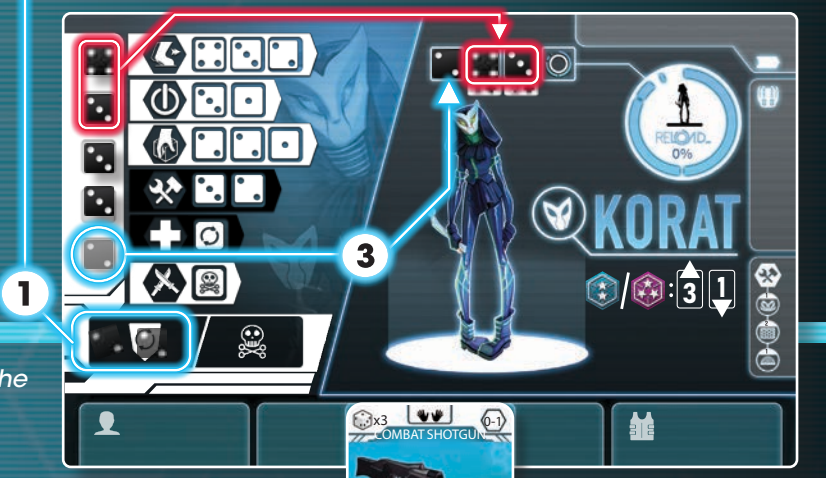
Both players roll all of the dice in their defense pool and any assigned action dice with a skull value. After applying modify effects to their rolled dice, if any, they then place their action dice with skull values into their skull pool. The active player moves any assigned action dice to their combat line and both players blend their numeric values on their combat line with the values ordered from highest to lowest.

2. SKULLS STEP

Players compare skull pools.

- The player with the most skull values, adjusted for armor effects, deals 1 injury to the opposing player, starting from the lowest value die on their combat line, for each skull the player has in excess of their opponent.

Blitz and Korat compare skull pools. Blitz has 1 die showing a skull value in his skull pool. Because Korat does not have any dice with skull values in her skull pool Blitz's Military Vest has no effect. Making the final total 0 skulls for Korat and 1 skull for Blitz. Having 1 fewer skulls than Blitz, Korat takes her lowest value die as an injury; moving her 2 value die to her injury zone.(3)

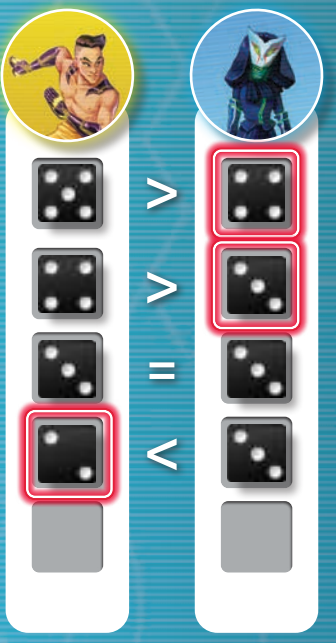


3. COMBAT STEP

Starting from the top, players compare combat lines one set of dice at a time.

- If the a player's action die is of greater value than the opposing player's action die, the player with the lower value die places the losing die into their injury zone.
- If the players' action dice are of equal value nothing happens.
- For each unopposed die, if any, the player without a die to compare takes 1 small injury reducing the value of their lowest die on their combat line by 1 for each small injury received.

Blitz and Korat now compare combat lines starting with the top set of action dice.



1. *Blitz's 5 beats Korat's 4. Korat takes an injury moving the 4 to her injury zone.*
2. *Blitz's 4 beats Korat's 3. Korat takes an injury moving the 3 to her injury zone.*
3. *Blitz's 3 ties Korat's 3. Nothing happens.*
4. *Korat's 3 beats Blitz's 2. Blitz takes an injury moving the 2 to his injury zone.*
5. *There arent any dice to compare in the final set, however if there were a die on either side the player without a die would take 1 small injury, reducing the value of their lowest value die on their Combat Line by 1.*

With no further dice to compare, the combat step is now over.

4. CLEANUP STEP

Players return any action dice in their skull pools to their defense pool. Players gain any Fame tokens earned in this combat.

Blitz and Korat move the action dice in their skull pool to their defense pool.

Blitz and Korat adds 1 Injury Fame token to their Fame Tracks for dealing 1 or more injuries during this combat.

INJURIES
After a player takes 1 or more injuries, they place action dice into their injury zone, from left to right, equal to the number of injuries taken.

Unless specifically instructed otherwise, such as when comparing dice during the combat step as part of a Combat action, the injured player adds action dice according to the Injury Hierarchy:
- Lowest value die on their combat line.
- Any unassigned die from their defense pool.
- Any assigned die of their choice.



Any time a player causes ANY number of injuries, they add 1 Injury Fame token to their Fame Track.

NOTE: If a player causes another player to RELOAD they DO NOT gain an Injury fame, they gain a RELOAD Fame token instead.

SMALL INJURIES
After a player takes a small injury, they reduce the lowest value die in their Combat Line by 1 for each small injury taken.

If a player takes a small injury and they would have to reduce an action die with a value of 1, that die is taken as an injury instead.

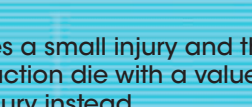
Any time small injuries result in a die being taken as an injury and there are remaining small injuries to be taken, they are applied to the next die in the player's Combat Line with the lowest value until all small injuries have been taken.

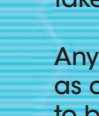
A player without any dice on their Combat Line cannot take small injuries.

RELOAD
If all of the spaces in a player's injury zone are full, the player is forced to RELOAD immediately. If this occurs during a Combat action, the combat ends immediately.

When a player must RELOAD follow these steps:

1. Place all of the beacons the player was carrying in their current hex.
2. Place the player's mini in the RELOAD zone on their character board.
3. Place all equipment the player was carrying in the discard pile matching the equipment type.
4. The player draws 2 2-star equipment cards, keeping 1, placing it facedown in their backpack, and discarding the other.
5. The player responsible for causing the final injury adds a RELOAD Fame token to their Fame Track.





If a player RELOADs an opponent in the same hex as a teammate they score a Team Spirit Fame token

3. END PHASE
After a player has resolved any actions they can or wish to, they proceed to their End Phase.

Resolve a player's End Phase by following these steps:
1. Return the boost die to the supply, if able.
2. Place all assigned Action dice, with numeric values, on their Combat Line organized from highest to lowest starting at the top.
3. Place all dice, not in the player's Combat Line or injury zone into their defense pool.
4. If the player is in the same hex as their hideout, they place the lowest value die in their Combat Line into their defense pool.
5. If the player is not safe from toxin, they take 1 injury.
6. All **other** players who are safe from toxin and have 2 or more injuries, heal 1 injury.

Players skip step 6 in Team Royale.



Safe from toxin means in a hex without a toxin token/icon or in a hex with a friendly hideout (including the Dome).

//EVENTS_

After a player's End Phase, before the next player takes their turn, the player who just completed their turn reveals and resolves the top card of the event deck. If a player cannot do so, proceed to End of Game. Otherwise, the next player begins their turn.

NOTE: Skip resolving events until the last player has completed their first turn.

The first event will always be resolved before the first player takes their second turn.

//END OF GAME_

The game ends in 1 of 2 ways:

1. A player or team achieving Superstar status. Superstars win the game immediately. Do not award achievements.
2. At the end of a round in which the last event was resolved. Players proceed to awarding achievements.

ACHIEVEMENTS
Each End of Game achievement is awarded to the player or team, if any, who earned it. These achievements are awarded one at a time from left to right. If there is ever a tie for an achievement condition, all tied players or teams earn the achievement.

NOTE: Players or teams cannot earn superstar status during awarding of achievements.

After all achievements have been awarded, if any, players or teams compare the final position of the Fame tokens on their Fame Tracks with the player or team having the most fame winning!

In the event of a tie, the tied player or team that earned the most Achievements Fame tokens wins. If there is still a tie, the tied player or team with the most RELOAD Fame tokens on their Fame Track wins. If there is still a tie, the tied players or teams share the victory, and the crowd anxiously awaits a rematch on the next episode of RELOAD!

Due to the visual storytelling aspect of scoring in RELOAD, the winner is determined by the length of the Fame track tokens a player or team has accumulated. However, if there is any question or dispute about the final score the following is the amount of fame awarded for each type of token:



ACHIEVEMENTS
3 FAME



EVENT
4 FAME



RELOAD
7 FAME



BEACON
4 FAME



INJURIES
3 FAME



TRAP
2 FAME



TEAM SPIRIT
2 FAME

//CREDITS_

Designer: Jean-Marc Tribet, François Rouzé
Illustrator: Jacqui Davis
Graphic Design: Chris Byer
Graphic Design Support: Anthony Questel
Developer: Chris Hamm, Chris Byer
Production: Zongxiu Yao-Charpentier

//HEX REFERENCE_



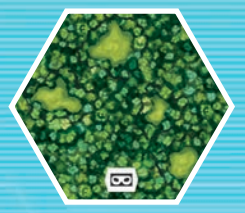
CENTRAL TOWER (1)
- Take an Activate action to score all Beacon Fame tokens the player currently holds OR demolish 1 wall on this hex.
- The Build action cannot be taken on this hex.



COMMUNICATIONS CENTER (1)
- Take an Activate action to place a 2-Star Supply Box token or trap on any hex other than the Communications Center.



H.E.A.R.T. STATION (1)
- Take an Activate action to heal 3 injuries targeting yourself or a teammate in the same hex.



JUNGLE (6)
- A player in a jungle hex gains stealth.
- Players with stealth cannot be the target of Ranged Combat actions unless the active player is in the same hex.



MAZE (1)
- Take an Activate action to build up to 1 wall on any hex AND demolish up to 1 wall on any hex.
- When a player enters this hex they cannot take a Run action for the remainder of their turn.



MOUNTAIN (4)
- Must assign 2 Run actions to enter.
- Increase the maximum range of Ranged Combat actions by 1 hex.



PLAINS (8)
- No Effect.

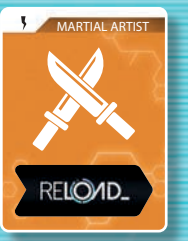


VILLAGE (6)
- Take an Activate action to draw 3 cards from the 1-Star equipment deck. Keep 2 and discard 1.

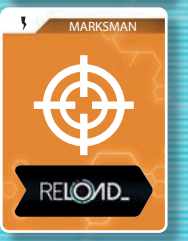


WAREHOUSE (1)
- Take an Activate action to draw 4 stars worth of equipment cards, keep 2 stars worth, and discard the rest.

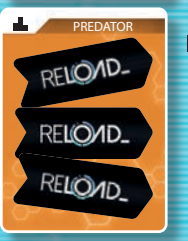
//ACHIEVEMENTS



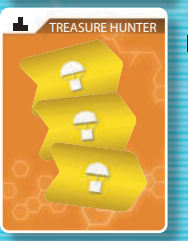
MARTIAL ARTIST
Be the NEXT player to RELOAD an opponent in close combat.



MARKSMAN
Be the NEXT player to RELOAD an opponent in ranged combat.



PREDATOR
At the end of the game the player or team with the MOST RELOAD Fame tokens on their Fame Track.



TREASURE HUNTER
At the end of the game the player or team with the MOST Beacon Fame tokens on their Fame Track.



MECHANIC
Be the NEXT player to earn a Trap Fame token.



JACK OF ALL TRADES
At the end of the game the player or team that has the MOST variety (color) among all tokens on their Fame Track.



COLLECTOR
At the end of the game the player that has the MOST 3-Star equipment cards both equipped and in their backpack.



DOUBLE TROUBLE
Be the NEXT player to gain 2 Injury Fame tokens during the same turn.