

Reload

Objective: Be the first player or team to achieve superstar status by earning fame achievements, or have the most fame at the end of the game.

Setup

1. Players choose a game mode to play:

Battle Royale: All players play for themselves.

- If playing with 2 players, it is recommended that players use the 2 player Team Royale variant.

Team Royale: Players are broken into teams with each team controlling 2 characters.

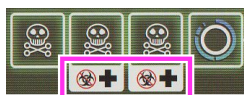
- This mode is recommended for 4 players but it can be played with 2 players, each controlling 2 characters.
- When playing a Team Royale, players of the same team should sit opposite each other; teammates cannot have back-to-back turns.

2. Players choose a map from the Map book to use, assemble the hexes as shown, and then add the indicated tokens shown in the map's legend.

- For a first game, it is recommended that players use the *Arcadia* map.

3. Randomly determine a first player, beginning with the first player and proceeding in clockwise order, each player selects 1 character to play.



- Each player takes an Action Reference card, the Character Reference card for their chosen character, and then follows the setup on the back of their Character Reference card.
- In a Battle Royale game, players use the Auto-Heal side of their Character board; in a Team Royale game, players use the non-Auto-Heal side of their Character board.



The Auto-Heal side of a Character board is denoted with the indicated icons (see left) being present on the Injury Zone of the Character board; if the icons are not present, it is not the Auto-Heal side.

4. Place the tokens and dice near the map to form the supply.
5. Place the Achievement board off to one side of the map.

6. Each player/team sets up their Fame track as follows:

- If playing a Battle Royale with 3 or more players, each player should place a blank Fame Track Filler token (i.e. ) on the leftmost space on their Fame track.
- If playing a Team Royale, players on the same team share a Fame track.
- Each player should place their character's Fame Track ID tokens (i.e. ) on the left side of their Fame track, to the right of the blank Fame Track Filler token if one is present. In a Team Royale game, both character's Fame Track ID tokens are added to the start of their shared Fame track.



Battle Royale



Team Royale

7. Separate the cards by type, as shown by the card backs, and setup each deck as follows:


Event Deck Setup: Randomly select the specified number of Event cards listed for the number of players, add 2 Supply Drop cards, and then shuffle them into a face-down deck; return the unused Event cards to the box:

2 Players: 14 Event cards

3 Players: 16 Event cards

4 Players: 18 Event cards

Achievement Deck: Shuffle the Achievement cards into a face-down deck and place it on the deck space of the Achievement board.

- Reveal the top 3 cards of the Achievement deck, place them on the spaces to the right of the deck on the Achievement board, and then place 1 Achievement Fame token () below each Achievement card.

Equipment Cards: Shuffle the 1-Star, 2-Star, and 3-Star Equipment cards into 3 separate face-down decks and place them near the supply.

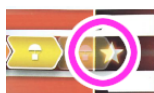
8. Each player draws 2 cards from the 1-Star Equipment deck; they choose one card to keep, placing it face-down in the Backpack space of their Character board and discard the other face-down into the 1-Star Equipment discard pile.

End of Game

The game ends in the following situations:

A Player or Team Achieves Superstar Status: 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 and that player or team is declared the winner.

- Achievements are not awarded in the case of this win condition.




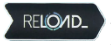
Once a player's/team's Fame tokens cross the line with the star after it (see left), they have achieved Superstar Status.

The Last Event Card was Resolved: The game is played until the end of the round, ensuring that each player gets an equal number of turns, Achievements are awarded, and then a winner is determined.

Achievements: End of game Achievement cards () are awarded to the player or team that fulfils the criteria of the card.

- Achievement cards are awarded from left to right.
- If there is ever a tie for an Achievement card, all players or teams that tie for the listed criteria earn the Achievement.
- Players/teams cannot achieve the alternate win condition, *Superstar Status*, from Achievements awarded during this step.

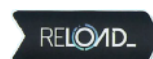
Determining a Winner: After Achievements have been awarded, players/teams compare the final positions of the Fame tokens on their Fame tracks. The player with the most Fame wins the game.

Tie-breaker: In the event of a tie, the tied players/teams that have earned the most Achievement () Fame tokens win the game; if still tied, the tied players/teams that have earned the most Reload () Fame tokens win the game, and if still tied, the tied players/teams share the win.

Absolute Scoring: The winner is determined by the cumulative length of the Fame tokens on players/teams Fame tracks; if there is disagreement or uncertainty over a player's/team's final score, the following Fame point values can be used:



Achievement: 3 Fame



Reload: 7 Fame



Beacon: 4 Fame



Team Spirit: 2 Fame



Event: 4 Fame




Trap: 2 Fame



Injury: 3 Fame

Dice

There are 3 types of dice in *Reload*; each die has the values 1 – 5 and a Skull ().

Action Dice: Players take actions by assigning Action dice to action spaces on their Character board or Equipment cards.



- When a player takes an action, they assign an Action die to the leftmost available space for the action they want to take and set the value of the die to the number shown on that space.
- Players keep their unassigned Action dice in the Defense Pool on their Character board.
- Each player starts the game with 5 Action dice; the number of available dice each player has will be reduced as their character sustains Injuries.

Boost Die: The Boost die is a temporary Action die that players can gain during their turn by using some Equipment cards.



- The Boost die cannot be used to take an Injury.
- The Boost die cannot be rolled during a Combat action.

Shooting Dice: Any time a player takes a Ranged Combat action, they roll Shooting dice; the number of Shooting dice the player is to roll is indicated on the Equipment card being used.

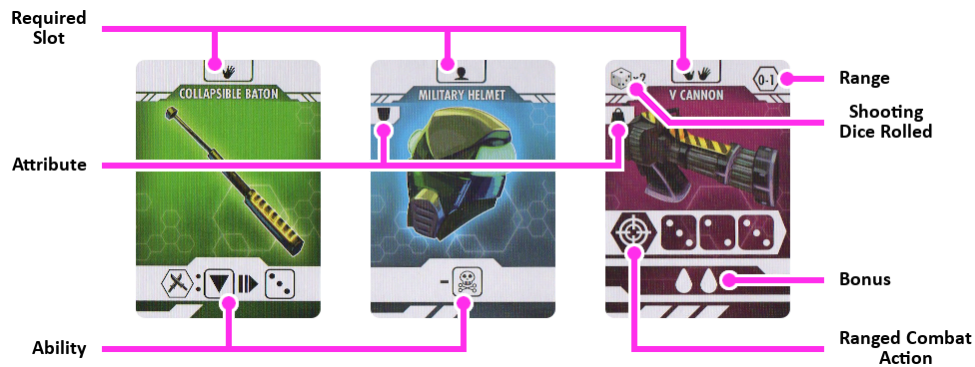


- Some Equipment cards and abilities can affect the number of Shooting dice a player can roll, however a player can never roll more than 4 Shooting dice during a Ranged Combat action.

Equipment Cards

Players start the game with and acquire different types of Equipment cards over the course of a game.

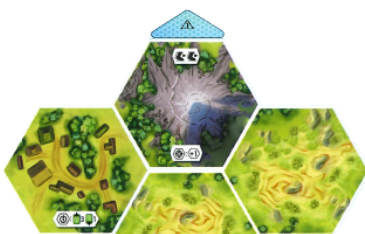
- Players are limited to having a maximum of 2 hands, 1 torso, and 1 head Equipment card equipped at a time.
- There is no limit to the number of face-down Equipment cards a player can have in the Backpack.




Special Item Cards: Special Item cards can never be equipped and in order to use them, a player must play them directly from their Backpack using a free action.

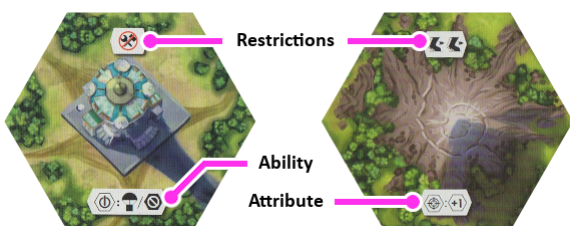
- Special Item cards can be identified by a lack of a required slot at the top of the card (*i.e. no hand(s), torso, or head icon*).
- Special Item cards can only be played during a player's own turn unless the card shows an ANY '!' attribute.

Hexes and Zones




Zones & Zone Markers: At the edge of each of the outermost hexes of the map is a Zone marker () indicating that the tile and the 3 adjacent tiles make up that particular zone.

- Each zone shares one hex with each of its neighbouring adjacent zones.
- Zone numbers are referenced when a player needs to parachute their character onto the map, and when resolving some Event cards.

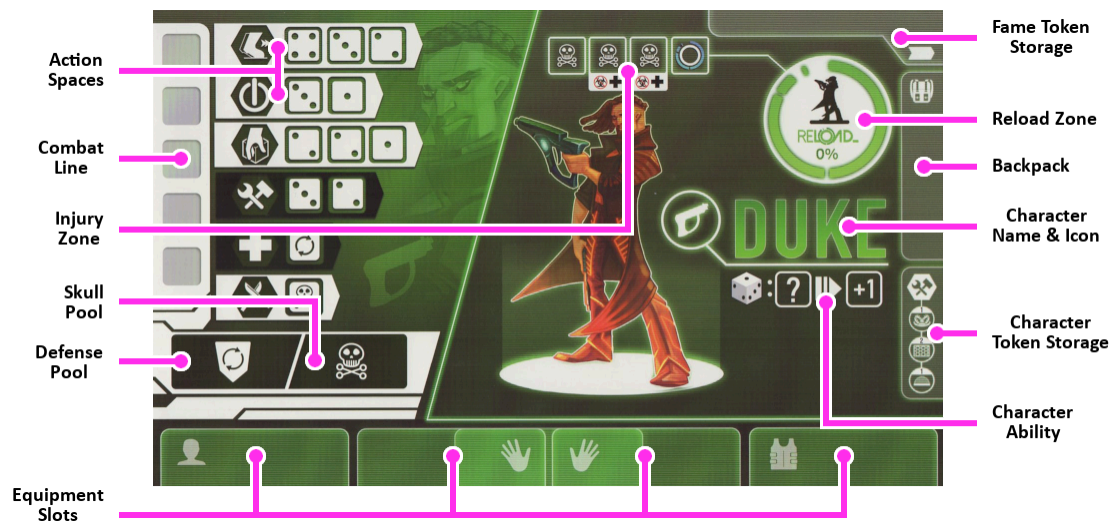



Restrictions: Restrictions, if present, are passive effects that affect which actions can be taken and/or additional action requirements.

Abilities: Abilities are active effects that typically require a player to spend an Activate action () to resolve the hex's effect.


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


Character Boards



Action Spaces: A player assigns their Action dice () of matching values on their turn to these spaces to take the corresponding actions.


Combat Line: During Combat actions, the dice of the attacker's and defender's Combat Lines will be directly compared, from top-to-bottom to determine the outcome of combat.

Injury Zone: Players place their Action dice () on these spaces when they take Injuries; once all 4 spaces contain dice, the player is momentarily eliminated from the map and forced to Reload (respawn).

Skull Pool: An area to store dice that show a Skull symbol () when instructed to. Skulls aid in attacking and defending during Combat actions.

Defense Pool: Dice the owner has available to roll to aid in their character's defense when being attacked.

Equipment Slots: Players place the cards that their character currently has equipped below the corresponding spaces; these are Equipment cards they currently have to use/benefit from.

Fame Token Storage: Any Fame tokens (i.e. ) a Character picks up are placed in the Fame Token Storage area.

Reload Zone: When a character sustains their maximum number of Injuries their Miniature is removed from the map and placed onto this spot, ready to Reload on the player's next turn.


Backpack: Players store any Equipment cards their character does not have equipped and any Special Item cards face-down in their Backpack.


Character Token Storage: An area to store tokens that belong to the corresponding character.


Character Ability: An ability that is unique to the character.


Gameplay Elements

Fame and Achievements: Each player or team has a Fame track that is used to track the Fame points they gain over the course of the game.

- When players gain Fame tokens (i.e. ) , they add the tokens to their Fame track, filling from left to right.

Next Achievements (): Next Achievements are scored during the game when a player or team fulfils the Achievement's condition.

- When a player/team fulfils the criteria of the card, they take the card, adds all Fame tokens (i.e. ) beneath the card to their Fame track, and then fill in the empty space on the Achievement board with the top card of the Achievement deck.

Most Achievements (): Most Achievements are scored at the end of the game.

Line of Sight: To determine if a character has line of sight on another character, they must have at least 1 path to the target that is not obstructed by a Neutral Wall token () or a Wall token (i.e. ) belonging to an opposing player or team.


- A character can see through a Jungle hex however they cannot see a character that is on it.


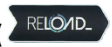


Example: Character 1 can see Character 2 and Character 3 through their Wall token.


Character 2 can see Character 1 and Character 3.

Character 3 can see Character 2 but cannot see Character 1 as the Wall token belongs to an opposing Character.

Injuries: When a player receives one or more Injuries, they place a number of their Action dice () equal to the number of Injuries taken onto the Injury Zone of their Character board.

- Any time a player deals any number of Injuries to an opponent, they add 1 Injury Fame token () to their Fame track regardless of the number of Injuries dealt, unless they cause another player to Reload, in which case they take a Reload Fame token () instead.



Unless stated otherwise (*i.e. when comparing dice during the Combat Step of a Combat action*) **a player determines which die to add to their Injury Zone using the following hierarchy:**


- Dice are added to spaces of a player's Injury Zone from left to right.
 - i) The lowest-value die on their Combat line.
 - ii) Unassigned dice from their Defense Pool.
 - iii) Any assigned Action die () of their choice.

Small Injuries: Small Injuries are different from Injuries; after a player receives a Small Injury, they reduce the value of the lowest value-die on their Combat Line by 1 for each Small Injury taken.




- If a player does not have any dice on their Combat Line, they cannot take Small Injuries.
- If when taking a Small Injury a player is required to reduce a die with a value of '1', that die is instead taken as a normal Injury.
- If a player loses a die to a Small Injury and there are further Small Injuries to be taken, they are applied to the following lowest-value die; this is repeated until all Small Injuries have been taken.

Reload: If all of the spaces in a player's Injury Zone on their Character board are full, the player is forced to immediately Reload by performing the following steps:


- If a player is made to Reload during a Combat action, combat ends immediately.
- The player places all of the Beacon tokens () their character was carrying into their current hex.
 - The player places their character's Miniature onto the Reload Zone of their Character board.
 - The player discards all of the Equipment cards their character was carrying face-down into the respective Equipment discard piles based on their level (*i.e. 1-Star, 2-Star, and 3-Star*).
 - The player draws 2 2-Star Equipment cards, chooses 1 to keep, places it face-down in their Backpack, and then discards the other face-down into the 2-Star Equipment discard pile.
 - The player responsible for causing the final Injury adds a Reload token () to their Fame track.

- If playing a Team Royale game and a player causes an opponent to Reload in the same hex as their teammate, they additionally score a Team Spirit Fame token ().

Hideouts, Traps, & Walls


Hideouts (): A player that ends their turn in the same hex as their Hideout token, a teammate's Hideout token, or the Dome token (), is safe from Toxin () and gets to place the lowest-value die on their Combat Line into their Defense Pool.


- The Dome is effectively a Hideout token that does not belong to any player.
- Players cannot cumulatively gain the benefits of the Dome, their Hideout, and a teammate's Hideout; only one Hideout can be resolved at the end of a player's turn.
- If a Hideout token is removed from the map, it is returned to the owner's token supply, or if the Dome is removed from the map it is returned to the general token supply.

Traps (): If a player enters a hex with a Trap token belonging to an opposing player, they must immediately resolve the trap by choosing rock, paper, or scissors; the token is then flipped over and the result is determined by means of a standard game of Rock Paper Scissors.

- Paper beats rock, rock beats scissors, and scissors beats paper.




The player beats the trap – Disarm: The Trap token is returned face-down to its owner and has no effect.


- The player that defeats the trap adds 1 Trap Fame token () to their Fame track.



The player ties with the trap – Ensnare: The Trap token is returned face-down to its owner; the ensnared player cannot take any further Run actions () during their current turn.

- The owner of the trap adds 1 Trap Fame token () to their Fame track.

The player loses to the trap – Injure: The Trap token is returned face-down to its owner and the trapped player receives 1 Injury.

- The owner of the Trap token adds 1 Trap Fame token () and 1 Injury Fame token () to their Fame track, unless they force the player to Reload, in which case they take a Reload Fame token () instead of an Injury Fame token.

Walls (): Players cannot move or shoot through walls except for those that belong to them or their team.

- Walls come in two types, neutral Walls () and player Walls (*i.e.* ); neutral Walls do not belong to any player or team.


- Walls run along the length of one edge of the hex on which they have been placed.
- If a Wall token is removed from the map, it is returned to the owner's token supply, or if a neutral Wall is removed from the map it is returned to the general token supply.
- In Team Royale games, teams share a supply of Wall tokens; each team is always limited to a maximum of 6 Wall tokens per team, regardless of the number of players on the team.

Turn Order (Single player turns in clockwise order)


Reload is played over a series of rounds; during each round, each player takes one turn. The player taking their turn is referred to as the active player.

Equipment Decks: If any of the Equipment decks run out of cards, the corresponding discard pile is to be shuffled into a new face-down deck.

1. **Start Phase:** The active player performs the following steps in order:

Recover Dice: The player places all of their Action dice () that are not in their Injury Zone into their Defense Pool.

Parachute: If the active player's Miniature is not on the map, they must parachute onto the map:

- i) The player must either target the Central Tower hex or a hex that is adjacent to it and then place their miniature on the chosen hex.
- ii) The player rolls 2 dice and compares the result of the roll with the Zone markers () around the edges of the map to determine if and where they will drift when parachuting:


If both values rolled are the same: *i.e. both dice roll a '1'* the character lands on the targeted space; the Miniature remains on the hex on which they were placed.


If both values rolled are on opposite sides of the dice: *i.e. one die shows a '2' and the other shows as a '5'* the character lands on the targeted space; the Miniature remains on the hex on which they were placed.

If the values are neither the same nor on opposite sides of the dice (as per above):
The character drifts; the player must choose one of the dice and move their Miniature 1 hex towards the Zone marker that matches the value of their chosen die.


Choose Equipment: The player chooses which Equipment cards they will equip by placing them under the corresponding spaces of their Character board.

- The player may only use the cards equipped during this step for the remainder of their turn, unless they gain new Equipment cards, in which case they may equip them at the moment they are gained.
- Each character is limited to 1 head, 1 torso, and 2 hands of equipment at any time.

- Special Item cards do not have Equipment Slot icons at the top of the card (*i.e. no hand(s), torso, or head icon*) and cannot be equipped; they are used directly from the player's Backpack.
- The player cannot replace Equipment cards that have Action dice () assigned to them.
- When a player unequips an Equipment card, they place it face-down on the Backpack section of their Character board; these are hidden from other players.

2. **Action Phase:** The active player takes actions by assigning Action dice () to the action spaces on their Character board, Equipment cards, and can take free actions.

- Dice are never rolled to take actions; they are to be assigned to action spaces with the value of the die being set to match value printed on the space of the action being taken.
- When a player takes an action, they assign an Action die to the leftmost available space for the action they want to take.

Equipping a Teammate (*Team Royale games only*): Once per turn, before or after taking an action, a player can give, take, or exchange 1 Beacon Fame token () or any 1 Equipment card from their Backpack with one of their teammates in the same hex as their character.

Free Actions: Free actions (*i.e. using Special Item cards*) do not require the player to assign an Action die to perform the corresponding action.

- In order to take a free action, the player must have at least 1 unassigned Action die unless stated otherwise.


Character Actions: Each character has actions that are specific to that character and which can only be taken by the owner of the character when controlling that character.

- Character actions often require the player to assign an Action die to the corresponding space on their Character board.

Unrestricted Actions: The player can take unrestricted actions, regardless of whether or not their Miniature is in the same hex as that of an opposing player's.





Run: The player can move their Miniature from their current hex to an adjacent hex.

- If a player's Miniature is on a hex containing a Portal token () , they may move it directly to another hex with a Portal token using a single Run action.



Activate: The player can use a single activate ability of the hex their Miniature currently occupies.



Loot: The player can pick up 1 Supply Box token (*i.e.* ) or Fame token (*i.e.* ) from their Miniature's current hex:


Supply Box Token: The player draws 2 cards from the corresponding Equipment deck, chooses 1 card to keep, and discards the other face-down into the corresponding Equipment discard pile.


Fame Token: The player places the Fame token on the Fame Token Storage section of their Character board.

Restricted Actions: The player cannot take restricted actions if their Miniature is in the same hex as an opposing player's.


- Restricted Actions can be identified by the black frame surrounding the action icon.


Build: The player can perform one of the following actions:


Place a Trap: The player places one of their Trap tokens (*i.e.* ) face-down on their Miniature's current hex, providing that the hex does not already contain a Trap token.



- When playing a Team Royale game, if a player builds a Trap in the same hex as a teammates Miniature, that team scores a Team Spirit Fame token ()




Place or Move Their Hideout: The player places or moves their Hideout token (*i.e.* ) into their Miniature's current hex, providing that the hex does not already contain a Hideout token.



- A Hideout token can be placed in the same hex as the Dome ()

Place or Move 2 of Their Walls: The player places or moves up to 2 of their Wall tokens (*i.e.* ) along vacant edges of their Miniature's current hex.

Demolish 1 Hideout or Wall: The player returns 1 Hideout token (*i.e.* ) from their Miniature's current hex or 1 Wall token (*i.e.* ) from along one of the edges of their Miniature's current hex to its owner or the general supply.


Heal: The player targets their character or a teammate's character in the same hex as their own, rolls one of their available Action dice () and places it on the Heal action space of their Character board to heal the targeted character.




- If a player heals their own character, they move one die from the Injury Zone on their Character board to their Defense Pool; if they heal a teammate's character, their teammate moves 2 dice from the Injury Zone on their Character board to their Defense Pool instead.
- If the player rolls a Skull () when taking the Heal action, they heal one extra die (2 dice for their own character or 3 dice for their teammate's character).
- If a player heals their teammate, they score a Team Spirit Fame token ()


- Any Action dice placed in the active player's Defense Pool as a result of healing are immediately available for that player to use.


Combat Actions: Combat is divided into two separate actions, Ranged Combat and Close Combat.


Ranged Combat (): To be eligible to take a Ranged Combat action the player must have an Equipment card equipped that has an available Ranged Combat action space, have a target within range of the card, and have line of sight on the target.


Roll Step: The active player and targeted player roll their respective dice and apply any modifier effects:


The Active Player: Rolls the number of Shooting dice () shown on the Equipment card they are using and then applies any modifiers to their dice before they place their dice:

- Dice showing Skulls () are placed into their Skull Pool.
- Dice showing numbers are placed in descending numerical order on their Combat Line (highest on top, lowest on bottom).



The Target Player: Rolls all of the Action dice () in their Defense Pool and then applies any modifiers to their dice before they place their dice:

- Dice showing Skulls () are placed into their Skull Pool.
- Dice showing numbers are placed in descending numerical order on their Combat Line (highest on top, lowest on bottom).

Skulls Step (): The active player and target player compare the number of Skulls in their Skull Pools:

- If the active player has more Skulls in their Skull Pool than the target player, adjusted for Armor effects, the target player takes 1 Injury for each Skull in excess of their own, starting with the lowest die on their Combat Line.
- If the target player has more Skulls in their Skull Pool than the active player, adjusted for Armor effects, the active player returns 1 Shooting die () to the supply for each Skull in excess of their own, starting with the lowest-value Shooting die.




Combat Step: Starting from the topmost line and proceeding downwards, the active player and target player compare dice, one Combat Line at a time.


- If the active player's Shooting die () is greater than the target player's Action die () , the target player places that die into their Injury Zone.


- If the target player's Action die is equal to or greater than the active player's Shooting die, nothing happens.
- If the active player's Shooting die is unopposed by an Action die, the target player receives a Small Injury, reducing the value of the lowest-value die on their Combat Line by 1.


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Bonus Step: The active player resolves the Equipment card's bonus effect for each Shooting die that matches the value of an Action die assigned to the card being used for this Ranged Combat action.

Clean-Up Step: The active player returns all Shooting dice () to the supply; any Action dice () in the target player's Skull Pool are returned to their Defense Pool, and players gain any Fame tokens (i.e. ) earned during this combat.

Close Combat (): The active player can attack an opponent that shares the same hex as their character's Miniature.

- If the player takes a Close Combat action, it must be the last action of their turn, regardless of how many unassigned Action dice () they have.


Roll Step: Both players roll all of the Action dice in their Defense pool, any assigned Action dice that show a Skull () , and then apply any modifier effects.

- Both players place any dice that show a Skull into their respective Skull Pool.
- The active player moves any assigned Action dice to their Combat Line.
- Both players place the dice specified above onto their respective Combat Line in descending numerical order (highest on top, lowest on bottom).






Skulls Step: The active player and target player compare the number of Skulls in their Skull Pools, adjusted for Armor effects. The player with the most Skulls deals 1 Injury to the opposing player for each Skull that they have that is in excess of their opponent's.

Combat Step: Starting from the topmost line and proceeding downwards, the active player and target player compare dice, one Combat Line at a time.

- If a player's Action die is of greater value than their opponent's, the player with the lower value die places the losing die into their Injury Zone.
- If both of the player's Action dice are equal, nothing happens.
- For each unopposed Action die, the player without a die to compare it to receives 1 Small Injury, reducing the value of the lowest-value die on their Combat Line by 1 for each Small Injury received.

Clean-Up Step: Both players return any Action dice in their Skull pool to their respective Defense Pools, and players gain any Fame tokens (i.e. ) earned during this combat.

3. **End Phase:** After the active player has resolved their actions, they perform the following steps in order:

- i) If the player has the Boost die () , they return it to the supply.
- ii) The player takes all of the Action dice () they assigned to action spaces on their Character board and moves them onto their Combat Line, organising them in numerical order from highest to lowest (top-to-bottom respectively).
 - When the dice are moved, the player is to ensure they continue to show the same numbers with which they were assigned to the action spaces.
- iii) The player places all of their dice that are not on their Combat Line or in their Injury Zone into their Defense Pool.
- iv) If the player's Miniature is in the same hex as their Hideout (i.e. ) token, a teammate's Hideout token, or the Dome () , they move the lowest-value die in their Combat Line to their Defense Pool.
- v) If the player's character is not safe from toxin they receive 1 Injury.
 - A character is safe from toxin if they are in a hex that does not contain a Toxin token () , Toxin icon, or they are in a hex that contains their Hideout token, a teammate's Hideout token, or the Dome.
- vi) All other players who are safe from toxin and have 2 or more Injuries, heal 1 Injury.
 - This step is skipped if the game being played is a Team Royale.
 - When a player heals their character, they move one die from the Injury Zone on their Character board to their Defense Pool for each Injury healed.
- vii) The player reveals and resolves the top card of the Event deck.
 - This step is skipped during the first round of the game.
 - If the player is unable to do this, the end of the game is triggered.