

REBELS OF RAVENPORT

RULEBOOK



**SECRET WEAPON
GAMES**

GAME OVERVIEW

It's a troubled time in the town of Ravenport. A band of monsters has pressed past the guards at Bronze Valley South and made a new home in the once peaceful seaside town. Most of the villagers run in fear of the monsters and their powerful overlord, but not all are so timid. Small forces are resisting the rule of the intruders, taking down the monsters one by one. As they fight, they gain reputation throughout the town and attract new heroes to join their cause.

These are the Rebels of Ravenport.




GAME SETUP

(STANDARD MODE)

- 1 Each player chooses one of the six starting guilds which are indicated by colored flags on the top right corners of the cards. The four starting cards are:
 - Guild Leader
 - Youth of Ravenport (Female)
 - Youth of Ravenport (Male)
 - Tome of Influence

Players individually choose to use their Guild Leaders on Side A (standard powers) or Side B (asymmetric powers). The side remains unchanged for the entire game. Remove the unused starting guild cards from the game.

- 2 Each player begins with 3 Reputation Tokens .

- 3 Place all remaining Reputation Tokens in a pile.

- 4 Shuffle the deck of Rebel & Artifact cards (do not include the monster cards), place the deck on the leftmost card slot of the game board, and deal out 5 cards face up on the other card slots.

- 5 Create the Victory Point pool by adding to the table 10 x the number of players, and remove the remaining Victory Point tokens from the game.

2 players - 20x  4 players - 40x 
3 players - 30x  5 players - 50x 
6 players - 60x 

You are now ready to begin the game!

STANDARD MODE SETUP

(THREE PLAYER EXAMPLE)



PLAYER 2 GUILD



PLAYER 3 GUILD



4



PLAYER 1 GUILD



TURN SEQUENCE

The game begins with whichever player won the last game.

Step 1: Declare a monster to attack

Step 2: Roll the three dice to determine your total damage

Step 3: Gain Victory Points & Reputation if succesful

Step 4: Spend Reputation tokens to acquire one card

During your turn: use *Tome of Influence* & other card powers

Example of a turn: Jason declares that he will attack the Demoness. He rolls the three dice and gets 1 - 4 - 6.



0 damage



1 damage
dealt by
Youth of Ravenport



2 damage
dealt by
Guild Leader

Total damage: $0 + 1 + 2 = 3$

Rebels deal this much damage
(when you roll this number.)





Some Rebels have abilities
which are described here.

To defeat the monster, you must deal
this much damage (or more).



These are the rewards for
defeating the monster.

His total damage is 3, which is enough to defeat the Demoness. He takes one Victory Point  and four Reputation tokens . He spends 3 of his Reputation tokens to acquire the Artifact card *Runes of Fate II*, places it face up in front of him, and then replaces the empty card slot on the board with the top card from the deck.

Artifact powers can be used in any order on your turn as specified on the card.



This is the Reputation cost to buy a card from the board.

Jason suspects that his opponent Sam will want to buy the *Bronze Valley Deserter* card, so he uses his *Tome of Influence* power to discard it from the board and again replaces the empty card slot.

His turn is now over, and he passes the dice to the left.

WINNING THE GAME

There are two ways for the game to end:

1. Defeat The Overlord. To do this, you must assemble a powerful guild, attack The Overlord, and deal at least 12 damage. If successful, you win the game!



2. Deplete the Victory Point pool. Once the final Victory Point has been taken, the player with the most total points (Victory Points + Guild Points) wins the game.

Victory Points – gained by defeating monsters and with various card abilities.



Victory Points

Guild Points – each Rebel and Artifact card is worth 1 or 2 Guild Points, indicated on the star on the card's right side.



INTERMEDIATE MODE

Follow the same setup and rules of standard mode. Shuffle the monster deck and deal four monster cards over top of the five middle monsters, leaving the Goblin and The Overlord exposed. Place the monster deck above the board.

In intermediate mode, players are also competing over the monsters they fight. Players may attack any of the five visible monster cards (the four on the board and the top card of the deck). They may also attack the Goblin or The Overlord, as in standard mode. Defeated monster cards will form a discard pile (separate from the Rebel and Artifact discards). Players can also use their *Tome of Influence* to discard any visible monster card. When discarding a monster card from the board, replace the open slot with the top card of the deck.



ADVANCED MODE

Follow the same setup as intermediate mode, but flip the monster deck so the side with the monster effects is showing.

Seven of these monster effects will trigger when a player attacks and defeats the monster. Three of the effects trigger when a player attacks but fails to defeat the monster. Resolve monster effects in Step 3 of the turn, simultaneous with acquiring Victory and Reputation tokens.

When setting up the monster deck, the group may decide as a whole to not utilize certain monster powers. Simply flip those monster cards to the opposite side (no power shown), and then shuffle the monster deck without altering their orientation. The monster power distribution can also be randomized by deliberately changing the cards' orientation while shuffling.



ADDITIONAL NOTES

-Rebels deal their damage for each die roll that matches their number. You can deal 6 damage with just the *Guild Leader* if he hits on all 3 dice!

-Discarded cards are placed in a pile off the board. In the event the deck is depleted, reshuffle the discards to form a new deck. This goes for both the Rebel & Artifact deck and the Monster deck.

-All card powers stack. For example, if you recruit two *Unruly Ruffians*, then you can exchange 6 Reputation for 4 Victory Points on one turn.

-When acquiring multiple *Midward Merchants*, the least you can pay for a card is 0. You are still limited to acquiring one card per turn.

-The game is over at the end of the player's turn who draws the final Victory Point. If that player earns more Victory Points than remains in the pool, the excess is forfeited.

-All Rebel powers can be used each turn. They do not need to be triggered by the dice roll.

VARIANT RULES

Try Rebels of Ravenport with any of these variants!

Victory Point Count - Players may modify the Victory Point count to the amount that works best for their group. The most fun games have the potential to end on either an Overlord defeat or victory point pool depletion, so the length of the game can be increased or decreased by adding or removing victory points from the standard 10 per player.

Action Points - players are granted two *action points* every turn. The actions are **attack a monster** or **buy a card**. By utilizing this variant, players can choose to attack two monsters or buy two cards in the same turn, rather than one of each. In addition, the Bodegk Vagrant card grants +1 action point per turn rather than its stated ability. Increase its cost to 10 Reputation.

Shy Monsters - in Intermediate or Advanced mode, discard the attacked monster card even if it is not defeated. This allows for more strategic plays in denying them the opportunity to fight specific monsters.

Team Play - create teams of 2 or 3 players and follow the rules as normal. Players may give one teammate up to 2 reputation tokens on their own turn. Players may forgo their *buy a card* action to instead give, receive, or exchange guild cards with a teammate. The first team to defeat the Overlord wins, or the team with the most collective Victory Points wins.

REBELS OF RAVENPORT



2-6 Players



Ages 12+



30 Minutes