



STRATEGY IDEAS from BGG forum

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Surviving the Jack of Diamonds followed immediately by the Queen of Diamonds


Surviving J Diamonds  (Kalannar) followed by Q Diamonds  (Malice)

For arguments sake - lets say the average of all the cards in the deck is a 6.

And in a 2 player - you hopefully have 7 cards each.


So you have an average of 42 points total each

and in 2 players; you have 84 points total.


When you start the encounter with the J 

and you must play 20 points from your pool of 84 in order to kill it .

(I'm just going to ignore Clubs  for this. You'll find out why they become very important later on)

You also will likely receive some damage from J  during the encounter.

Lets say between the 2 of you, you just receive the 10 points of damage that he deals before he dies.

(It'll definitely be more or less then this depending on Spades  played, but for arguments sake we'll say 10 damage total.)

So you have lost 30 points from your pool of 84.


(quite easily more, as you have to discard 10+ points from a hit to survive, and you might deal 20+ points in order to kill it)

Then you face the Q 

You need to do 30 points to kill her.




And we'll say you have to discard 15 points during the encounter to survive.

(Very likely more - as you have to do more damage and therefore you have to survive more rounds of damage).


But for arguments sake - you have used up 45 points to kill the Q 

$30 + 45 = 75$ out of your 84 available points

But wait theres more...


You now face the next Queen. 'Queen #2' - which is a heart/club/spade   , but this is irrelevant.

And you have to play a Diamond  now to survive.

-> So you cannot play a Spade 

So you have to survive the unblockable 15 damage from Queen #2 after your attack

So you have to draw an average of 3 cards to survive this (again assuming the average of all cards is 6)


So you have to play at least a 5 of Diamonds 

You have already played 75 (+) points of your 84


and now you have to play a 5

$75 + 5 = 80$



Leaving only 4 points of leeway - which you have likely already lost due to over damaging or not having the perfect cards to survive the returning damage.

So there is no leeway on how you can survive against 2 consecutive Diamonds 


The take away from this is 2 important factors:


1) Clubs  are a huge help in killing a Diamond.






The higher the Club  the better.

A random Ace of Clubs  or Ace of Spades  will make a significant difference in whether or not you can survive.


2) If you are on the 3rd Jack


And you have not yet encountered the J 




Then the last J is the Jack  .

So you have to kill this 3rd Jack (either   ) with a Diamond  in order to refill your hands before you face the J 

If you enter the J  with less than full hands

then you run the risk that the First Queen is the Q 

and then you are almost guaranteed to lose - as you didn't both start the J  encounter with a full hand of cards.

If you don't encounter J  last, then you might instead get the same scenario with Q  -> K 

You need to deal $30 + 40 = 70$

and survive (say) $15 + 20 = 35$

And then play a 7 to survive the next King

That's 112 points of damage.

Without a Q of Spades  or Q of Clubs  , winning this would be a herculean task.

I hope this helps some people.

Cheers

Simon

Regicide - How to handle the Kings of various suits

Strategy : how to battle the 4 Kings of doom

Updating this with some more stuff after 25 or so more games.

I'll keep referring to the Kings, but the Queens can be very troublesome.

As for the Jacks(Juggernauts) - if you lose to them its probably just because you haven't played enough to figure it out, or you had a bad draw (e.g. no diamonds).

Or you are playing a rule wrong. but look for other posts for these.

King of Clubs♣

This guy is your friend.

He lets you Heal from the discard pile, Draw cards, and play Shields against their massive attack.

Use this guy to replenish and fill players hands with good cards.

His ability to nullify double damage actually works in your favor.

You can keep him around for longer and play low damage cards to ensure you deal damage exactly equal to his health.

Don't use a Jester on these guys.

King of Hearts♥

Ok. Nearly as easy to kill as the King of Clubs.

Not being able to play Hearts can lead you to the end of the game - however after playing about 20 games I have only lost from this occurrence once.

(and boy is it painful! You cant draw cards with an empty Tavern deck, and you can't fill up the Tavern deck when the King or Queen of Hearts is preventing it)

But you can still shield from this Kings massive attack, and you can still draw cards, so this enemy is usually fine.

Only play the Jester if you are in dire need - such as an empty Tavern deck or the need to swap who is playing next.

King of Spades

Now gameplay gets hard.

You have a real chance of losing the game on this guy - and also on the Queen of Spades.

And - more likely - is that you kill this guy, but lose against the next King; because every player has almost no cards in hand.

Some quick maths - if you assume the average number on each of your cards in hand is a 6
and in 4 player you have 5 cards

The 20 damage you receive means that you must discard 3 or 4 of your cards.

And you are playing 1 card (or more) to damage him.

This likely leaves you with 1 card in hand.

If you personally kill the King of Spades, then you are nearly guaranteed to lose against the next King.
So you need to keep a big spade to survive against the next King (or play a Diamond and hope)

And if you survive, then one of your team-mates is likely to have insufficient cards.

Diamonds are a must here.

Or Big Clubs - just to make sure he dies quickly.

Definitely save the Jester for this enemy.

King of Diamonds

Theoretically easier than the King of Spades.

As shielding from the 20 damage means any shield played cumulatively helps all other players.

But not being able to draw any cards can quite easily result in some players having to just 'yield' to survive the incoming damage.

Using a Jester on the King or Queen of Diamonds is certainly a valid play.

I rank this as worse than the King of Spades, as this is how you lose the game.

There is no comeback from not having enough cards, and being unable to draw more cards means you will inevitably lose.

Also - where this King or Queen of Diamonds really becomes a problem, is when they were preceded by a King or Queen of Spades or Diamonds.

Some more maths :

There 4 suits.

Statistically there is actually about a 50% chance that this will happen in your game.

And it can happen more then once (Q Spades, Q Diamonds, K Diamonds).



And this will almost certainly kill you.

So you must always be prepared that the next enemy after a Spade or Diamond is going to be a Spade or a Diamond.

Keep track of what has been and what is probably next.

It can be worth wasting a Diamond to draw a few cards against a (non Diamond) enemy if you know that the next card is 50% likely to be a Diamond.

New additional tactics:

!! Don't discard Diamonds due to damage !!

Say you are taking 5 damage and you have a 5 of diamonds and some other cards in your hand.

Don't discard the 5 of diamonds.

Almost anything else is better then this.

10 of Clubs or 10 of Hearts is better to lose - as the 5 of Diamonds allows you to draw cards that can be more than what you discarded

I'm not sure what the threshold would be as to what is best to discard

But remember that for numbers less then 6 you can discard pairs of them

so Discarding a 2 of diamonds can be wasteful too if you believe you've got a chance of drawing another one.

And the A of diamonds is just a broken card. Its far too useful (A of spades is also very good).

I hope this helps.

I'd love to hear peoples feedback and anything I might have missed.

2 Player is definitely easiest.

4 player seems possible to win.

3 Player is quite hard. It should theoretically be easier then 4 player, as you have more cards each. Perhaps having an expendable Jester makes that much difference.

The 10 commandments of Regicide solo

Here are some strategic tips for playing Regicide solo. These 10 "commandments" or guidelines are ordered from most important to least. So priority is given to a higher commandment should they conflict.

1: ♦ is life: hold on to a 5+ ♦ like dear life. Otherwise you will be forced to play a 🃏 to refill your hand. Don't play your last ♦ just for drawing one or two cards, you could very well end up with a full hand with no ♦.




2: Dread the ♦ Q/K most. When facing a ♦ K or Q, you have to beat that opponent with just the cards in your hand and no more since you are not allowed to draw. You should preserve a big ♣ or ♠ for these enemies. K and Q of ♠ are also dangerous, but not as much : as long as you have ♦ and a healthy tavern you'll be fine.



3: Finish enemies off with exact damage. Having these high powered cards in hands for the next fights is a significant advantage, especially when fighting the Ks as you won't have much downtime to play ♥ and ♦ to redraw Q and K. This is especially true with Q/K of ♣ and ♠ as they significantly accelerate fights.



4: Keep an eye on what the next opponent could be before finishing one off. As long as the ♦ Q/K isn't out, you must finish enemies with a fistful of cards. If the last enemy is a ♣, you should play your ♣ right away and save your ♠ for that fight.




5: 5s are better than 6, 7 and 8s. 5s are the only combo you may actually seek. Other combos are only to be considered if you happen to draw them. 2, 3, 4, 6 and 7s are basically discard fodder and are only valuable in their ability to finish an enemy for exact damage, or if they are the only one of their suit in your hand. Small exception for 6+ ♣ who deal 12+ damage.

6: ♥ Q/K are bait for your best cards. Take it slow and play smaller ♠ and take some damage and refill your hand with small ♦. Keep your best cards for the next fight. Big ♠ are too important for fighting ♦ and ♣ Q/K.

7: Play  earlier. Sometimes you just don't know how many turns it will take to bring the ennemy down. If you can play a  first, take damage and play a  after you should have very high payoff of reducing the ennemy attack. As well as refreshing your hand with a fistful of cards.

8:  powers are best activated as part of combos or Q/K plays.  cards are discard fodder, only exception being the A, 5, 10, J, Q and K cards. Keep an eye on the tavern deck and regenerate it with a combo regularly.

9: Playing an odd numbered card can make exact damage harder.  always deal an even number of damage (except against  opponents). Playing an odd number card can make you miss an exact kill. Sometimes playing the 6 of diamond is better than the 7.

10: Drawing more than 6 cards rarely makes a difference. The 8 of  has the same ability to refill your hand as the Q of . Sometimes the right play is not to play your biggest card but to take it as damage and play the smaller  to refill your hand.