

1920 + EXPEDITIONS DUEL OF MELOCH

RULE SUMMARY

with all aspects of Gears of Corruption (other than the Corrupted Mech module)

SETUP

1. Select (or randomly gain) a mech mat and its matching mech miniature. Also gain 4 stars and a Power Dial.
2. Gain all starting resources as indicated on the matching mech card (if you don't have the mech cards from Gears of Corruption, start with 3 guile , 3 power , and 1 hero worker ). Your hero worker counts as all worker colors for all situations and abilities.
3. Gain a random character card and its matching companion card in your hand (left of mech mat).
4. Place your action token (cube) on "Refresh."
5. Randomize the 9 map tokens and place 1 face down on each of the 6 indicated locations (icon overlapping with the location number). Set the remaining map tokens aside face down.
6. Randomize the 12 corruption tokens in Duel of Meloch and stack 2 face up on each of the 6 indicated locations.
7. Place the coins and workers in the supply.
8. Shuffle the discovery cards into a single face-down deck beside the board. Place 1 card from the deck face up on (or near) each of the 2 lakes.
9. You take the first turn.
10. Place your mech on your home base ()

GAMEPLAY STRUCTURE

On your turn, do ONE of the following:

- If the action token is on "Refresh," shift it along the red arrow to the blank square and take all 3 actions (**MOVE**, **PLAY**, and **GATHER**) in any order.
- If the action token is on the blank square next to "Refresh" or within the box , shift it to to cover Move, Play, or Gather, and take the two uncovered actions in any order.
- If the action token is within the box , you may shift it to "Refresh" and perform a **REFRESH** action: Reclaim all placed workers to your mat and active cards (from the right side of your mat) to your hand (on the left side of your mat).



ACTION: MOVE

Move your mech 1–3 spaces. This may be through occupied locations but must end on a different location than where you started the move.

If you move to a location with a map token, end your move action and gain the bonus on the back of the map token.

ACTION: PLAY

Play 1 card from your hand (left side of the mech mat) to your active row (right side of the mech mat). Then, in either order:

CORE VALUE: Gain the power  and/or guile  in the upper left of the card, including conditional bonuses for glory  or melded meteorites .

ABILITY: Optionally place an available, matching-color worker to activate the card ability (if you meet all the listed conditions). Hero workers may be placed as any color worker. Each card can hold only one worker. Item cards  have instant (above the worker icon) and ongoing (to the right) benefits.

ACTION: GATHER

Gain the uncovered benefits shown at the bottom of your mech's location tile.

If the benefits are separated by a slash (/), you must choose one, not both.

KEY TERMS & ICONS

ACTIVATE: Use a card ability without placing a worker.

ACTIVATE ( ): Activate an adjacent face-up card once.

BOAST (): Place one star on an empty space on the Triumph track for which you meet the requirement printed on your side.

CONTROL: A card in your hand or active row (not tucked).

DISCARD/GAIN (CARD): Place the card in your active row. Do not gain the core value or activate its ability. If you gain a card but the deck of cards is empty, shuffle the sweep pile to form a new deck.

DISCOVERY CARDS: Item, meteorite, and quest cards.

FACE-UP CARD: A face-up discovery card on the board.

GAIN: Obtain the listed benefit:

- face-up cards (gain, then replace from deck):
 any,  item,  meteorite,  quest, or  adjacent discovery card
-  top discovery deck card or  draw 2, keep 1, discard the other into the sweep pile
-      one matching worker from the supply (if available)
-  a map token from the supply
-  power or  guile
-  1 benefit from an adjacent location

MELD (): Tuck a meteorite card you control under the bottom of your mat (reclaim any worker on it) to show its benefit. Gain the benefits on all melded meteorites (including the new one). Max 4 melds.

PLAY (): Play a card from your hand.

PREVIOUS: The card to its left in the active row.

REFRESH (): Perform “Refresh” without moving your action token.

RESCUE ( ): Place a card from your active row into your hand (reclaim any worker on it).

SOLVE (): Your mech must be on the location matching the quest card. Spend the Solve cost on the quest card above the red arrow to gain the benefits below, then tuck the card under the top of your mech mat (reclaim any worker on it) to show the top left icon. Max 4 solved quests.

SWEEP (): Discard to the sweep pile any face-up discovery cards and replace them from the deck.

TRASH: Remove the card from the game.

UPGRADE (): Tuck an item card you control under the right of your mat (reclaim any worker on it) to show its ability. Gain the “whenever” ability as a permanent ongoing ability. Max 4 items.

VANQUISH: Pay the cost (power or guile) of the topmost corruption token at your location and claim the token OR initiate combat. May repeat as able. Removing the last corruption uncovers a Gather benefit.