



RULE BOOK

v1.0 - Download the PDF »



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OVERVIEW, COMPONENTS, AND SETUP



OVERVIEW

Welcome to Galmenni

In this land lies magic, mechs, and mystery. You are the heirs to the throne, each possessing a connection with one of the four elemental magics. Because of this, your parents have assigned grizzled old Dobern to be your tutor in the antiquated craft of Mageineering: the merging of magic and machine. Antiquated, that is until today, when the Warlord attacked.

Last night your parents vanished without a trace and today reports arrived from Galmenni's cities that a Warlord attacked and overthrew them with menacing machines. Fires are now erupting in the capitol Seneschal - your home - so Dobern leads you to the only place where he believes you have any hope...the Junkyard. There you will salvage parts to construct your own Juggernaut, hopefully strong enough to defeat the Junk Golems enslaving the populace, and find the Warlord's lair.

But beware, as the adventure unfolds, one of your party will be tempted by the Warlord to betray the rest, and only a great sacrifice may bring them back.

How to Win

Mageineer(s): you win the game by Destroying* the Warlord's Warmach. This final boss is fought after finding the Warlord's lair or all 24 Corruption tokens have been used in a game.

Warlord: The Warlord (non-player-controlled or player-controlled) wins the game by Destroying* all opposing Mageineer Juggernauts.

*See rules about Destruction and Death on pg 34.

Rules Key

Examples are italicized and brown.

NOTES & WARNINGS are red and bold.

Flavor text is italicized in a ribbon of any color and can be ignored for learning game play.

Xd6: When an icon is in-front of a "d6", e.g. "🎲d6" or "⚔d6" this indicates that there is a value in the game being indicated by the icon, and that value is how many d6(six-sided) die should be rolled. *For example seeing 🎲d6 means: check what value the Warlord Power Multiplier(🎲) is currently set to in the game and roll that many dice. So if it was at 2, then roll 2d6 to get your result/outcome.*

COMPONENTS



1. Game Board (1x)
 2. Current Attacker Standee (1x)
 3. Junk Golems (4x)
 4. Junk Golem Tokens (4x)
 5. Closed Gate(🚪):Potion Tokens (4x)
 6. Dispel-Overpower Contest Black Cube or Potion Bottle Mini (1x)
Warlord Power Multiplier Tracker Red Cube or Blood Drop Token (1x)
 7. Travel Tracker (Fuel) Cubes (4x)
 8. Disable(🚫):Potion(🧪) Tokens (7x) and Disable/Three-Potions Tokens (6x)
 9. Corruption(👹):Potion Tokens (23x) and
Corruption:Orbenezer Token (1x - pg. 34)
 10. Shield(🛡️) Tokens (4x)
- Not Pictured: Either Amplify/Augment Player Aid Cards (2x), or
Amplify/Augment Boards (4x)



11. Power Cards (36x - pg. 5)
12. Charge (⚡) Cubes (3x red, 4x green, 4x blue, 3x purple, 5x orange - pg. 6)
13. Double-sided Specialization Cards (4x)
14. Warlord Card (1x - pg. 6)
15. Mageineer Character Boards (4x - pg. 5,35) and Mageineer Standees (4x)
16. d6 Dice (10x)
17. Double-sided Player Aid Cards (4x)
18. Quest Cards (8x)
19. Double-sided Player Mats with Juggernaut and Warmach sides (4x - pg. 35)
20. Mettle (♁) Trackers / 1-♁ / Clear Cubes (40x) and 10-♁ Dark Cubes (4x)
21. Winks for converting cards to the Fire Element (4x)

Hobart

First in line to the throne of Galmenni, Hobart's connection to Wind magics grants him the ability to quickly shock his adversaries. But will his desire for speed, lead to his downfall?

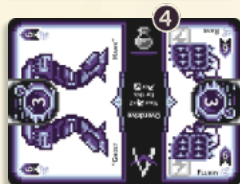
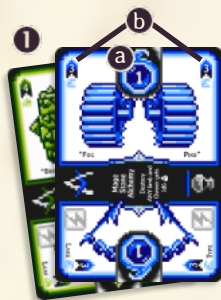
CARDINAL COMPONENT CONCEPTS

Power Cards

The primary, multi-use cards you play. They all have a Base Mettle (♣) power (1-5), a maximum Upgrade (Upg) ♣ power (2-10), an Amplify (⚡) effect, and 1-3 Potions (☘). In addition they are suited to one of four Elemental magics: **Earth** (🌱) • **Water** (💧) • **Wind** (🌀) • **Fire** (🔥). Power cards can be played in the following ways:

1. As a **Juggernaut Leg** where: a) the middle number represents the Base (♣) and b) the corner numbers represent the Leg's Upg (♣) maximum
2. As a **Juggernaut Arm** where: c) the middle number represents the Base (♣) and d) the corner numbers represent the Arm's Upg (♣) maximum
3. As an **Effect** (⚡): used before an Action (👤) or Reaction (🛡️) in Combat (pg. 25)
4. As a **Potion** (☘): for use in or out of Combat.

NOTE: When a Power card is played, it is set to the aspect played, e.g. if played as a Leg it cannot be used as an Arm, ⚡, or ☘ unless it returns to your hand, or the Junk pile, and is then reset.



Mageineer Boards

1. Your Actions (👤) on left side of the board
2. Your Reactions (🛡️) on right side of board
3. Slots for Available Charges (⚡). Slot number also indicates your Power Card hand limit.
E.g. Malcom can hold 4 Power Cards

As you play, you will gain new abilities:

4. Slide chosen Specialization card under the Mageineer board allowing for more ⚡/☘ based on Juggernaut build (see pg. 31)
5. Place Artifact(s) to the left of your board, giving you access to the Passive or ⚡ described on them
6. Place open/unfinished Quests above your board



Charges: Available ⚡ / Positive +⚡ / Negative -⚡

Players will begin the game with no Charges(⚡) (except for Hobart who begins with one ⚡). Gain ⚡ by acquiring a Specialization and leveling it up (via Heroic Feats, pg. 31).




Once gained, ⚡ are in their neutral(Available) state on a player's Mageineer board, but can be used positively for yourself, negatively for your opponent, or for some Specialization abilities.


APPLYING POSITIVE CHARGES(+⚡)

When taking a Focus Charge Action (pg. 26) transfer any of your Available ⚡ to your Juggernaut (placing them in their name area, e.g. "GEMM"). These now count as +⚡ and each adds +1 to your Attack Strength per enabled Arm, and +1 to your Speed per enabled Leg.



APPLYING NEGATIVE CHARGES(-⚡)



This is typically a two turn process but can be sped up through some  effects or Specialization abilities. See the effects of -⚡ on pg 35.

1. Take a Focus Charge Action, transferring your Available ⚡ to your Juggernaut's Arms (one ⚡ per Arm maximum).
2. Take an Action that uses your Attack Strength() against your opponent, and transfer the ⚡ on your Arm(s) to the torso of your opponent. These are now -⚡ for the opponent and have the effect listed on your Mageineer board. This transfer will not happen if your Action is Dispelled or canceled with a "Naut Today", after which the ⚡ on your Arm(s) return to your Available slots.

Warlord Card

After the first Junk Golem is defeated, the Warlord card is randomly drawn by one of the players, becoming the Warlord's Acolyte (unless playing solo in which case the Warlord is non-player-controlled throughout). Being the Acolyte is kept secret until after the second Junk Golem is defeated, then the Acolyte reveals they have the Warlord card. Following this, the Warlord card can pass between players based on their Corruption (pg. 14).



When the Warlord's Lair is found or the Warlord has taken Seneschal, the capitol city, (pg. 32) whoever has the Warlord card will play as the final Warlord boss against the other players' Mageineers. The Warlord will get to take two Actions() on their turn—one for the the Warlord using the unique abilities on the Warlord card AND an  for the Acolyte (former Mageineer) with any abilities they have gained over their adventure.

See more about setting up the Warlord's mech, the Warmach on pg. 22, and Combat against a non-player-controlled Warlord on pg. 23.

SETUP

Junkyard Juggernauts will be setup nearly the same way whether playing multiplayer, or solo.

Game Board Setup

1. Shuffle the 36 Power cards, then make a card pile on the Game Board at the Galmenni Junkyard in the following amounts, alternating cards between face-down and face-up:

- 1 or 2 player: 12 Power cards
- 3 player: 18 Power cards
- 4 player: 24 Power cards

2. From the remaining Power cards, take a number equal to the player count -1, and shuffle with the Warlord card. Set these by the Acolyte Stack arrow on the Game Board. Any Power cards left go in the Draw Pile area of the Game Board.

3. Place four Junk Golem cards on their associated city areas, at the edges of the Game Board, and Junk Golem tokens on the four Cities' Locations.

4. Place all four Closed Gate tokens on the center Seneschal Location.

5. Shuffle the eight Quest cards and place them face-down in the Quests area of the Player Board.



1) Card Pile representing Galmenni Junkyard for 4 players

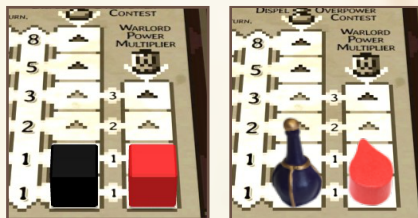


3) Example placement of Port Powers Junk Golem card on Port Powers area and Junk Golem Token on Port Powers Location

Riviera

Born with a heart for adventure at sea, Riviera is connected with the Water magics of Galmenni. Utilizing her Rust effect may turn the tide of battle.

- Place Potion cube/Mini at bottom of the Dispel-Overpower Contest track. If you are playing solo or new to the game, place the cube/Blood piece at the bottom of the Warlord Power Multiplier(♁) track, otherwise place it on the top “1” space of the ♁ track.



6) Placing cubes/minis on Dispel-Overpower Contest & WPM Tracks

- Shuffle Corruption(♁) tokens so that the ♁/Orbenezer token is randomly placed in the ♁ stacks. Then place six tokens, ♁ side up, in each of the four ♁ slots at the bottom of the Game Board.

SUGGESTION: Wash shuffle seven ♁/♁ tokens with the one ♁/Orbenezer token (♁ sides up) on Game Board or play area. Place two in each ♁ slot followed by four additional ♁/♁ tokens on each previous stack of two.

- Place the Disable(⊗) tokens on the left most ⊗ slot at the bottom of the Game Board, and the ⊗ marked with “3”s on the right most ⊗ slot.
- Place four Shield(♂) tokens in their slots to the side of the ⊗ tokens.



What bottom of Game Board should look like after 7-9 above.

Player Setup

- Randomly distribute the Mageineer boards and Juggernaut Player mats to each player. (Alternatively players may elect to snake draft the Mageineers, then the Juggernaut Player mats).
- Player(s) take the Standee, Fuel cube, and Charge(⚡) cubes associated with their Mageineer. Also take four Mettle(♁) /Clear cubes, and one Player Aid card.

NOTE: ⚡ cubes are not put on your Mageineer until they are earned.



Malcom

Though twins with Riviera, Malcom is much more grounded, being attuned to Earth magics of the land. But his meekness beguiles a venomous “bite”.

How to PLAY



1: SALVAGE

First Salvage Round

Determine first player as the last person to have fixed something, or select randomly. The first player then takes six cards from the Galmenni Junkyard pile (created in step 1 of Game Board Setup). Play passes to the left (clockwise) with each player likewise taking six cards.

NOTE: You can take any card where you can touch its face or back, but you can't reposition cards to take one that other cards are totally obscuring.

Then each player discards 0-3 cards from their hand. Place these discards into the Power card deck, and reshuffle it.

SOLO GAME SALVAGE

After taking your six cards, tuck remaining six under the Game Board in the Warlord Build Pile area. Warlord does not participate in Second Salvage Round.

Second Salvage Round

If no cards were discarded skip this round. Otherwise take from the Power card deck, the same number of cards that were discarded, and place them in the Galmenni Junkyard area, face-up.

The last player to have taken cards in the First Salvage Round, draws cards from those face-up, until they have six cards again in hand. Play passes to the right (counter-clockwise) with each player likewise taking from the face-up cards until they have six cards in hand.



Example: Galmenni Junkyard start of Second Salvage Round, Players having discarded five cards in the First Salvage Round.

2: BUILD

All players use the cards in hand to concurrently build their Juggernauts on their Juggernaut Player mats, with the following requirements:

- Use two Power cards for Arms and two Power cards for Legs. (If aligning to your Juggernaut Torso, the Leg cards will overlap). If you have printed off the Power card sleeves, add them as you build. Sleeves are purely for visual aesthetic and do not affect game play.



Cards Sleeved

(Build requirements continued)

- After placing a Power card as a limb, place one of your four Mettle(C)/Clear cubes on the corresponding track (Left Arm, Left Leg, Right Arm, Right Leg) of your play mat. The cube is placed on the number equal to the Power Card's Base (the larger sized numbers on the cards). However, if the Power card's Element matches your Mageineer's, then set the cube at the number equal to the Power Card's Upgraded (numbers in the card corners).
- Each Juggernaut side (left/right) must be balanced, that is the of the left Arm cannot exceed the of the left Leg, and the of the right Arm cannot exceed the of the right Leg. See examples below.



Example: Earth Arm doesn't Match Wind Mageineer: use Base of 5.
Wind Leg matches Wind Mageineer: use Upgraded of 8



Valid Build:
✓ Left: Arm Base 4 < Leg Upg. 8
✓ Right: Arm Base 3 < Leg Base 5



Invalid Build:
✓ Left: Arm Base 4 < Leg Upg. 8
X Right: Arm Base 5 > Leg Base 3



Invalid Build:
X Left: Arm Upg. 8 > Leg Base 4
✓ Right: Arm Base 3 < Leg Base 5

Players keep the two cards left in their hand when their Build is complete.

NOTE: The on your track can never exceed the Upg. amount on the track's respective Power card. Also, though reduction in Combat may make your build invalid, you must fix this as soon as you can, after Combat.

3: FREE THE LAND

The bulk of your game will be in adventuring through Galmenni, ultimately working to find and defeat the Warlord (or Mageineers if you are the Warlord.) To do this, players take turns traveling to the colored icons on the game board (Locations). Then in the same order, players take turns C.A.M.P.ing i.e. resolving a Map Action (see pg. 13).

Travel

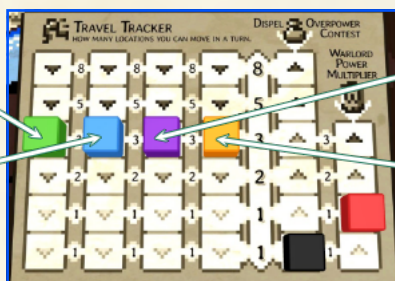
Player with the highest Speed(🐾) i.e. the highest sum of their Legs' Mettle(🐾) goes first. Play proceeds to left (clockwise). Place your Fuel cube on the Travel Tracker in this established play order, along the "3" row. Place your Mageineer standee on the map at the Galmenni Junkyard Location.

For example:

First Player

with highest 🐾

Second Player



Third Player



Fourth Player

On your turn, move your standee to a Location within a distance no greater than the number next to your Travel Tracker (Fuel) cube, so a distance of 8, 5, 3, 2, 1, or 1. Measure the distance by counting the number of Locations away from your current Location, up to and including your destination. After moving your Standee to your destination, move your Fuel cube on the Travel Track down one space (**NOT the number of locations traveled**).



At the start of the game, for example: if a player at the Galmenni Junkyard wanted to travel to the city of Headstone, they could travel via Route 1 (shown at left): through the Lava Road desert route made up of a distance of 3 Locations (Village, Quest, Headstone, and they also take -2🐾 for the damage caused by the sands—pg. 17). But if they wanted to avoid Lava Sands, they could take Route 2 (also left), it would take two turns, one to travel 3 Locations (Brigand Camp, Fixer's Ferry, Fowl Ferry) and the next turn from Fixer's Ferry to Headstone.

TRAVEL LIMITS


- You cannot move *through* Locations with Closed Gates() or Junk Golem tokens, and you cannot move *to* a Location with  token on it.
- When your Fuel cube is on the Travel Track's 8 row, you must move to a different Location. Otherwise you may stay at your current Location.
- You cannot end Travel in the same Location you started from, i.e. traveling in a circle, or moving forward and then back.





Resolve Your Map Action (C.A.M.P.)

Once all players have Traveled, players complete one of the Map Actions below (Complete, Augment, Meet, or Patrol) in their Travel turn order.

COMPLETE a Quest: You have come to the end of a side-mission.

Do whatever is needed on your Quest card to achieve your A or B choice. See more about how this removes Gate tokens and earns you Heroic Feats on pg. 16

AUGMENT your Juggernaut: Pause your journey to rest and fine-tune your Juggernaut's magical machinations—a semi-selfish act causing Corruption().


- Roll 2d6 and subtract the lower result from the higher. The difference becomes the number to add to the  in your limbs.
For example: Rolling a 5 and 2 would garner you three  (5-2=3). Advance the  in one limb's track by three, or multiple limb tracks by a sum total of three.
- Move your Fuel cube up two spaces.
- Add  as outlined in Overnight Corruption Spread on next page.
- Optionally: Switch any one limb in your Juggernaut with a card in your hand, (following Juggernaut Build rules, pg. 10-11)

MEET the Locals: Whether it is freeing an enslaved city or beginning a quest, engage with whatever unique people or thing is at your Location.

- Carry out your Location's specific Meeting (see pg. 15-17).

PATROL the Bounds: Suspecting this place will be attacked, you decide to safeguard it by patrolling its boundaries. A good thing, you find a Beast! Proceed to Combat: Setup Beast on pg. 21.

C.A.M.P. LIMITS AND TRADE

- When a player picks Meet the Locals, and it Disables () the Location, any other players currently on the same Location can no longer choose Meet the Locals for their C.A.M.P. action.
- After C.A.M.P.ing, players on the same Location may freely trade cards in hand (except the Warlord card), tokens, Artifacts, and even Open Quests.

Overnight Corruption Spread

Once all players have Traveled & C.A.M.P.ed, Corruption(☠) spreads over night. Determine where ☠ is placed in the following way:

1. A player rolls 1d6, matching the result with the number by one of the Cities or by the Galmenni Junkyard on the map (1-5). This is the origin of the ☠, continue to step 2 below. If however a "6" is rolled no ☠ spreads.
2. Place Warlord Power Multiplier (☠) amount of ☠ tokens on the roads between Locations, connected to the ☠ origin, one ☠ token per road. If a ☠ token is already on the road next to the ☠ origin, then place the ☠ token on the next adjacent road without ☠

OVERNIGHT CORRUPTION LIMITS

- Only one Corruption per road can be added
- Corruption is added only to Roads (dashed lines connecting Locations) and not Trails (brown lines usually connecting Locations)

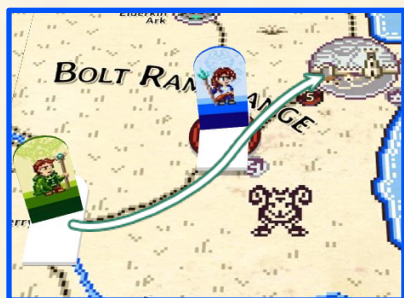
Removing Corruption

When you Travel, you may elect to remove all or none of the ☠ tokens along the route you take to your destination. If you decide to remove all the ☠ tokens on your route, place them in the ☠ area of your Juggernaut Player mat. ☠ can be converted into Potions(☼) at Elderkin Ark, Ashley's Haberdashery, and Seneschal (pg. 16, 17)

Corruption Influence on the Warlord Card

After the Warlord card is revealed (see more on pg. 32), it can be passed to another player based on comparing the ☠ each player has; the Warlord card passing to the player with more ☠ tokens. This comparison happens when the players pass by one another during Travel or end Travel in the same Location.

For example if the Malcom player Travels passed Riviera (who is currently the Warlord Acolyte), the Warlord card will get passed to the Malcom player because Malcom has four ☠ compared to Riviera's two ☠



Meeting the Locals at Locations



Brigand Camps *Though Galmenni has enjoyed a long peace, pockets of bandits and brigands dwell in the kingdom.*

Meet with the camp brigands, if the Location is not Disabled (🚫), choosing one:

- **Debauch:** Either pay one Potion (🧪) to gamble, or -2 Mettle (👊) to brawl, with the brigands. Roll 3d6, and take two of the results, using the Amplify (📈) Roll Resolutions table on pg. 25 to determine the effect. Ignore a result of 3, and a result of 1 causes a Corruption (👹) Spread (pg. 14).
- **Disband:** Roll Warlord Power Multiplier (🎲) d6, and sum the results. Reduce your 🧪 by the sum to disband the Brigand camp. Take a Heroic Feat (pg. 31) and add a 🚫 token to the Location.
For example: the 🎲 is 2, so roll 2d6 resulting in a 4 & 2. Reduce your 🧪 by 6.
- **Warlord's Acolyte:** As the acolyte, the brigands fear you, scattering at your presence, leaving their supplies. Roll 3d6, and take two of the results, using the Amplify (📈) Roll Resolutions table on pg. 25 to determine the effect. Then add a 🚫 token to the Location.



City *The cities of Galmenni have been Enslaved by the Warlord's Junk Golems, and the people need you to save them!*

The cities of **Rays Hutch**, **Port Powers**, **Swift**, and **Headstone** are either Enslaved by a Junk Golem or are Freed.

Meet with the locals of a Freed City (no Junk Golem token)

- **Optionally:** Switch any/all the limbs in your Juggernaut with cards in your hand (following Juggernaut Build rules, pg. 10-11).
- **Rest & Recharge:** Add 3 🧪 to your limb(s) and move your Fuel cube up three spaces.

Meet and fight the Junk Golem of the Enslaved City

- **Attempt to free the Enslaved City by Attacking the Junk Golem there.** If multiple Mageineers are present on the City, they attack together. See pages 21, 23, 24 for Junk Golem Combat.



Village *One of Galmenni's hamlets is an ideal place for Augmenting, or to get help Patrolling for Beasts.*

Meet with the Villagers and choose one option below:

- **Augment with Villager offerings:** Augment your Juggernaut (pg. 13), but use 3d6 instead of 2d6 (subtracting the smaller result from the sum of the two higher) and perform two 🧪 Spreads (pg. 14) instead of one.
- **Patrol with a hunting party:** Perform a normal Patrol the Bounds, but roll with an extra 1d6 for loot (pg. 24). If no loot found, gain an additional 🧪



Quests *Throughout Galmenni you will find folk that need assistance. Helping is rewarded, but at what cost? You must decide.*

Meet with the Quest giver if the Location is not Disabled(🚫), and do the following:

1. 📍 this Location. Reveal the top Quest deck card and read the Quest aloud.
2. Choose the A/"Heroic" or B/"Safe" option from the card's bottom to pursue.
3. If choosing A and it requires travel (indicated by an icon at the top of the Quest card), place the Quest card above your Mageineer board where it says "Open Quest" until you have completed it. If no Travel is needed, you may Complete the Quest on any Location for your next C.A.M.P. Keep in mind:
 - There is no time or travel limit to consider to Complete a Quest. However, if you participate in attacking a Junk Golem, or start a new Quest, you will immediately end the Open Quest, taking its B option.
 - When taking the Complete Quest, C.A.M.P. map action, complete any requirements for the A option on the Quest card. If you then decide to decline, or can't meet the requirements, immediately take the B option on your current open Quest, ending the Quest.
 - If all the A option requirements are met, take one Closed Gate(🚪) token from Seneschal and place it on its 🚪 side in your 🚪 area, receive any reward/boon described on the Quest card, and take a Heroic Feat (pg. 31).
4. If you choose, or must take the B option, complete any other instructions for option B on the Quest card. This ends the Quest.



Elderkin Ark *Much mystery surrounds this shrine, but legend tells of the Four Elemental Spirits meeting here to glorify their Creator.*

Meet with the holiness of Elderkin Ark and choose one option below:

- **Cleanse:** Convert 1 🧊 into 1 🌿, reducing 🧊 by 🧊 for every converted 🧊
- **Sacrifice Arm:** Junk one Arm from your Juggernaut for one of the following: 3 🧊, 7 🧊, or 1 Charge(⚡)




Ashley's Haberdashery *At the northern cross roads you might have a notion to wash-up or trade at this hat-less Haberdashery.*






Meet with Ashley and choose one option below:

- **Cleanse:** Convert 1 🧊 into 1 🌿, reducing 🧊 by 2 for every converted 🧊
- **Exchange:** Trade your resources for others in the following amounts:
4🧊 → 1🧊 • 3🧊 → 1 Power card • 1 Power card → 6🧊 OR 2 🧊




Seneschal *The capitol city of Galmenni was your home until Dobern led you down to the Junkyard. Since then, the city marshal has locked down the city and closed adjoining roads to all travelers.*

Meet with your subjects in Seneschal when open, otherwise work to remove the  tokens.

- **Seneschal Closed** - Cannot travel to or through Seneschal while a  token is on it. Remove a  token when a City is cleared for the Warlord's Lair, or when the A option for a Quest has been completed. Doing these gives the Seneschal marshal assurance that you are the heirs to the throne and not impostors.
- **Seneschal Open:** With  tokens all removed, do one or both options below:
 - **City Center:** Take a Meet the Locals map-action for Cities or Villages.
 - **Free Cleanse:** Convert any number of  into .




Ferry *Though chartered an age ago, these Ferries are still vital to traversing the caustic Bitter Run river.*

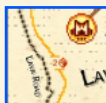
Each Ferry counts as one Location and makes Bitter Run river between them, a road. When playing as a Water() Mageineer, traveling between the two Ferries count as one Location, not two.





R.R. Pass *Built by the Ancients, those who traverse the only pass through Galmenni's maw of mountains say its like traveling through time.*

Each entrance of this pass, counts as one Location. When playing as an Earth() Mageineer, traveling between the two entrances, count as one Location, not two.

Additional Areas





LAVA ROAD

When traveling through Lava Road in either direction, reduce your  by two, unless you are a Fire() Mageineer.



BLIGHT'S BOG ROAD

When traveling the road between Elderkin Ark and the coastal Village, add a  token on two uncorrupted roads nearest the Bog, unless you are a Wind() Mageineer.



GALMENNI JUNKYARD

If missing a limb, take the top card of the Junk or Draw Pile. Put this card immediately in place of the missing limb.

Note: If this new limb makes your Build invalid (pg. 11), rebuild your Juggernaut to be valid and skip your next Travel/C.A.M.P. turn, but still move your Fuel cube down one space.



COMBAT



COMMON COMBAT TERMS

⚔ ATTACKER

The player / non-player character (NPC) who takes an Action(⚔), usually negatively affecting a Defender.

🛡 DEFENDER

The player / NPC targeted by an ⚔ and may take a Reaction(🛡) in response.

⚔ METTLE

This counts as both the power and vitality of Arms and Legs, defining a combatant's Attack Strength from Arm ⚔ or Speed from Leg ⚔

🛡 ATTACK STRENGTH

The sum of all a combatant's Arm ⚔

🛡 SPEED

The sum of all a combatant's Leg ⚔

⚔ CHARGE

These exist in a neutral form as Available on a Mageineer once earned.

⚔ can be positive(+⚔) and negative(-⚔). Return to pg. 6 for more detail.

+⚔ on Junk Golems act as described above but are removed by their Specials and Counter Attacks.

🛡 AMPLIFY EFFECT

An effect played from a card in hand before an ⚔ or 🛡

🛡 DISABLED

The Element and ⚔ of an Arm or Leg no longer counts toward 🛡, 🛡, 🛡, or Artifacts. If a 🛡 limb takes a reduction in ⚔, it is Destroyed, regardless of its current ⚔ amount.

DESTROYED LIMB

When a limb's ⚔ reaches 0 or is 🛡, and continues taking ⚔ reduction, it is removed from combat. Flip card face down for Beasts and Junk Golems, and place card in the Junk Pile for Mageineers and the Warlord.



Saffron

Though the youngest Mageineer, Saffron's thirst for wisdom, and affinity for Fire magics, helps her to discern when to fight fires, and when to ignite them.

COMBAT SETUPS

SETUP JUNK GOLEM

- 1 Set Junk Golem to side of Game board. Flip Junk Golem token on city to its Potion(☹) side and place on Junk Golem for its use. Add more ☹ to Junk Golem until its ☹ count equals the Warlord Power Multiplier(☹).
- 2 Flip over the top three cards from the Draw Pile, first placed as the Golem's Legs, others placed as Arms. If there are no cards available, roll 1d6 and this acts as the Mettle(☹) for the limb(s), with an Element matching the Junk Golem's.
- 3 Determine the Golem's ☹:
 - a. If the limb's Element matches the Golem's, use the Upg ☹ amount, otherwise the Base ☹
 - b. Apply any effect to ☹ from the "Junk Golem Gains" area of the card.
 - c. Multiply all ☹ from a and b, by the ☹ amount.
 Place ☹ cubes next to each limb card, in the amounts determined above.
- 4 ☹ of Leg is Golem's Speed(☹). Combined ☹ of Arms is Golem's Attack Strength(☹).
- 5 Add BLOOD Charge(☹) to Golem if indicated by "Junk Golem Gains" area of the card.

Proceed To Combat Steps (pg. 23)



Example of initial setup of Headstone Junk Golem with 1 Base ☹ for Legs, 4 Base ☹ for left Arm and 10 Upg ☹ for right arm (because Element of right arm matches Junk Golem Element).

This equates to 14 ☹ and 1 ☹ if ☹ is at 1

SETUP BEAST

- 1 Flip over the top two cards from the Draw Pile, placing them with the Arm of first connected to the Leg of the other. For flavor, the beast's type is the left name by the legs of the top card, and the right name of the legs on the bottom card.
- 2 Determine the Beast's ☹ by doing the following in order:
 - a. If the two cards' Elements match, use the Upg ☹ amount for both Arm and Leg, otherwise the Base ☹ is used for both
 - b. Multiply all ☹ by the ☹ amount.
 Place ☹ cubes next to the Arms and Legs card, in the amounts determined.
- 4 ☹ of Leg is Beast's ☹ and ☹ of Arm is Beast's ☹

Proceed To Combat Steps (pg. 23)



Example of a "Sea Python" with 3 ☹ and 3 ☹ if ☹ is at 1

SETUP WARLORD

1	<p>NPC Warlord: Randomly take a Player mat, flipping it to the Warmach side, and place the first seven cards (or as many as there are, if under seven) from the Warlord Build Pile(WBP) into the limb slots of the Warmach starting with all three Leg slots, then Arm slots.</p> <p>Player Warlord: Take 🎲 cubes in the amount of each of your limbs' current 🎲 value, placing them by each limb, off the Player mat. Clear your Player mat while maintaining the arrangement of your limbs and flip the mat from the Juggernaut side to the Warmach side. Re-place your limbs in their corresponding slots, and add any additional cards from the WBP starting with the third Leg slot, until all slots are filled or cards are depleted from WBP. If there are cards still left in the WBP, they go into the Warlord's hand.</p>
2	Limbs made from WBP get 🎲 cubes equal to 🎲 PLUS Base 🎲 of the limb.
3	<p>Collect all Corruption(🎲) on roads, and remaining Junk Golem & Closed Gate tokens on Game board. Player Warlord also collects 🎲 tokens from their 🎲 area. Then based on 🎲:</p> <ul style="list-style-type: none"> 🎲 of 1: All tokens are flipped and become 🎲 for Warlord's use. If Orbenezer is revealed here (or in 2, 3 below), Warlord uses it as described on pg. 34. 🎲 of 2: Half the tokens collected (rounded up) are flipped and become 🎲 for Warlord's use. The other half stay on the non-🎲 side and are evenly distributed to all the Warmach's limbs, counting as extra 🎲 and contributing to the 🎲 & 🎲 of the Warlord. When these are removed from limbs, they become 🎲 for the Warlord's use. 🎲 of 3: All collected tokens remain on their non-🎲 side and are evenly distributed to all the Warmach's limbs, counting as extra 🎲 and contributing to the 🎲 & 🎲 of the Warlord. When these are removed from limbs, they become 🎲 for the Warlord's use.
4	<p>Player Warlord draws one extra card from the Draw pile for every other player in the game. If there are not enough cards in the draw pile, each player gives the Warlord one of their personal 🎲 tokens instead, if they have any. If only playing against one Mageineer, draw no cards, and take no 🎲 from the Mageineer player.</p>
Proceed To Combat Steps (pg. 23)	

NOTE: Be aware of how the Acolyte can be freed from the Warlord in the final battle via Sacrificial Atonement on pg. 27














COMBAT STEPS

Mageineers attack first except against: Port Powers Junk Golem, Beast with Leg Element not matching Mageineer, or Warlord with total hidden Lair or all Corruption stacks exhausted. See example Combat on pg. 37-38.




COMBAT STEPS	
	PLAYER ATTACKER(♣) TURN (HIGHEST SPEED STARTS)
1-Amplify(♣)	May play ♣ from hand. (pg. 25)
2-Action(♣)	Take one ♣ for your Mageineer (and another one if you are the Warlord) like: <ul style="list-style-type: none"> • Common ♣ on player's Mageineer board, extra ♣ on player's Specialization or Artifact card, or Renew ♣ • Reckless Rebuild ♣ • Sacrificial Atonement ♣ against the Warlord (pg. 27)
	NPC DEFENDER(♠) REACTS(♣) TO PLAYER ♣ (PLAYER ♠ DECIDES OWN ♣)
3-Reaction(♣)	NPC ♠ will take the first achievable ♣ from ordered options below: <ol style="list-style-type: none"> a. Use Shield(♣) for ♣ loss over five. Reduce ♣ by five and remove ♣ b. Dispel (pg. 26, 28). c. Speed Block (pg. 26). d. Counter Attack if NPC has BLOOD ♣ (pg. 26). <p>NPC ♠ takes no ♣ if ♣ does not reduce ♣ but does take a free Focus Charge(♣) with BLOOD ♣ amount equal to Warlord Power Multiplier (♣)</p>
4-Next ♣	The next Player in Combat on ♣'s team that has not taken an ♣, becomes the next ♣. Repeat 1-3 above until all players on same team have taken an ♣
5-Switch	If ♠ limbs not all Destroyed, ♣(s) becomes the ♠(s) and ♠ becomes ♣
	NPC ATTACKER(♣) TURN
	NPC ♣ DOES 1 OR 2 BASED ON ♣ IN ARMS
1-♣ If NPC has ♣ in Arm(s)	NPC takes ♣ Selection matching ♣. Each subsequent ♣, NPC does next Selection in sequence. <p>Selection 1: Renew if ♣ and has ♣</p> <p>Selection 2: Focus Charge if has fewer BLOOD ♣ than ♣ (Beasts Total Attack)</p> <p>Selection 3: Beast: Lunges reducing ♣ by Beast's Attack Strength(♣)+ ♣ Junk Golem: Special if has BLOOD ♣, then remove BLOOD ♣ Warlord: Barrage Attack (solo player counts as two targets)</p> <p>If ♣ Selection above can't be done: Beast/Junk Golem will Total Attack. Warlord will Vampiric Clutch then Focus Charge with BLOOD ♣, onto Arm(s).</p>
2-♣ If NPC has no Arm ♣	Destructive Ram: Reduce ♣ by ♣ Leg ♣ (even if 0) + sum of ♣d6 result(s). This Destroys limbs of ♣, proceed to Combat Wrap-ups (next page).
	PLAYER DEFENDER(♠) REACTS(♣) TO ♣
3-♣	Take one of player's available ♣
4-Switch	If ♠ limbs not all Destroyed, ♣ becomes the ♠ and ♠(s) becomes ♣(s)
If all limbs of Beast, Junk Golem, or Warlord are completely Destroyed, proceed to respective Wrap-up on next page. If all Players' limbs Destroyed, follow Destruction rules, pg. 34. Beast's cards that defeated Player, are put in the Junk Pile. Junk Golem that defeated Player(s) is reset to initial state.	





COMBAT WRAP-UPS



COMBAT WRAP-UP: BEASTS & JUNK GOLEMS	
	CLEAN-UP: ALL
1	Remove all Disable() tokens from player Juggernaut(s).
2	Return any Used  card(s) to players' hand, and player's  to Available slots on Mageineer board.
3	Any  that were used in Combat, are removed from the game (not returned to stacks)
4	Add  token(s), equal to the  number, onto the defeated Beast/Junk Golem.
	WRAP-UP: JUNK GOLEM
1	Player that dealt the final blow to slay the Junk Golem is the Slayer.
2	All players who reduced Junk Golem's  earn a Heroic Feat (pg. 31)
3	Slayer distributes the loot items below either all to themselves, or divided up in any way they see fit to themselves and the other players that were in combat: <ul style="list-style-type: none"> • One of the Junk Golem's limb cards (goes into player's hand) • The Potion(s) on the Junk Golem from Clean-up • The Victor's Boon on each Junk Golem card (card is tucked under the player's mat) <i>For example, you as the Slayer could take all the loot for yourself, take none of it—giving it to everyone else, or take some items while distributing others.</i>
4	For the Junk Golem's remaining two limbs: place the one with lowest Upg.  in the Junk pile, and set aside the other in the Warlord's Build Pile(WBP) area. If the same Upg.  randomly put one in the Junk Pile and the other in the WBP.
5	Follow instructions for Finding the Warlord's Lair (pg. 32)
	WRAP-UP: BEASTS
1	Player may swap a card in hand with one of the Beast's cards.
2	Roll  d6 for loot. If at least one result equals the current  then draw a Quest card and put it in your hand if an  or by your Mageineer if an Artifact. Otherwise take the  on the Beast placed there from CLEAN-UP: ALL step 4.
3	Place cards of Beast in the Junk Pile.

WARLORD WRAP-UP AND ENDING CONDITIONS	
READ PG 28 BASED ON CONDITIONS	END GAME CONDITIONS
OMW	One Mageineer Wins: Only one Mageineer is alive (not slain) when Warlord defeated (also counts as Solo win condition).
MMW	Multiple Mageineers Win: More than one Mageineer alive (not slain) when Warlord defeated, but Acolyte not freed from Warlord.
MAW	All Mageineers Win: All Mageineers, including freed Acolyte, are alive (not slain) when Warlord defeated.
OML	One Mageineer Defeated: The solo Mageineer is defeated, unable to thwart the Warlord.
MML	All the Mageineer's Defeated: All Mageineers are defeated by the Warlord, with or without the Acolyte.












PLAYING AMPLIFY CARDS






























Prior to your Action () and prior to your Reaction () , you may play a Power card from your hand as an Amplify () effect, the card's Elemental magic surges across Galmenni, causing:

1. Every player/NPC rolls 1d6 for each enabled Arm and Leg in their Juggernaut that matches the Element of the  card. The Mageineer that matches the Element of the  card rolls an extra 1d6.
2. Players select one of the d6 result from their personal rolls; NPC's take the highest d6 result rolled for them. All effects associated with the chosen rolls are immediately applied, using the  Roll Resolution table (below).
3. Apply card's  effect (Effect Breakdown below) then proceed with Combat.

Place the  card in the Junk Pile immediately after its effect is applied. However, if your Mageineer's element matches the  card's Element, place the card below your Juggernaut Player mat instead (this card is considered Used) until Combat is over, and then it is Restored to your hand.












ROLL RESOLUTIONS

Roll of 1: Disable() one of your limbs	Roll of 2: Take two Potions() that aren't  :  tokens
Roll of 3: Restore() one of your Used  Cards back in hand immediately	Roll of 4: Increase your limb(s) by four Mettle()
Roll of 5: Take a Shield() Token. The next  reduction you take over 5, becomes a reduction of 5, then remove  Token. Only 1 shield per player/NPC.	
Roll of 6: Draw a Power /  card from the Draw Pile	





Power Card: Base  / Upgraded 	 EFFECT BREAKDOWN
1/2	Battle Rage: Double your Attack Strength () for your following 
1/3	Mage Stone Alchemy: Destroy ANY limb. Limb owner gets 1d6 number of 
2/4	Fairy Aid: Restore Base  +1 to all your limbs or all limbs of an teammate.
2/5	Systems Purge: Remove all  from limbs and Charges() from torso()
3/6	Overdrive: Double your Speed () for your following  or 
3/7	Magic Leak:  ANY limb. Owner of  limb rolls 1d6 and applies its effect as though it were an  roll.
4/8	Binding Blitz: Place up to two of your team's available  (including yours) on an opponent's  . Beasts cannot be targeted by this.
4/9	Drums of War: Roll 4d6, then: <ul style="list-style-type: none"> • If you rolled two-of-a-kind (2-OaK), gain one additional  if you are the Attacker() or one additional  if you are the Defender() . • If you rolled three-of-a-kind (3-OaK), gain two additional  as the  or two additional  as the 
5/10	Naut Today: Cancel  ,  , or  . Can only be canceled with another "Naut Today!"









COMMON COMBAT ACTIONS





TOTAL ATTACK

Damage(DMG) the , reducing their  by the  of the . Also transfer all  on 's Arms to the 's torso, if Total Attack not Dispelled. Player  chooses how  reduction is distributed. NPC 's  is reduced one at a time in a clockwise manner, starting with their right most Leg.










TARGETED ATTACK

Name a limb of the  then DMG it by  of the . Reduction of limb's  is adjusted by 1d6 result:

- Roll 1: Miss!  limb  is not reduced.
- Roll 2-5: Hit.  limb  is reduced by 
- Roll 6: Critical!  limb  is reduced by double 





NOTE: If not Dispelled and  limb not Destroyed, transfer  on  Arms to 's torso.

FOCUS CHARGE

Move any of your Available  to your  (making them ) and/or your Arms (next un-dispelled Attack transfers Arm  to  as ). Alternatively, remove all your /- putting them back into your Available  pool.




NOTE: This is the same for NPCs but they never Focus Charge to remove /-.

RENEW








Pay one Potion() to remove all  from your limbs or up to two  from your .

COMMON COMBAT REACTIONS

DISPEL

Pay one  to cancel / triggering Dispel-Overpower Contest (pg. 28)





SPEED BLOCK





If Speed() of  is greater than  of ,  puts  on their limb with highest  and takes DMG

COUNTER ATTACK

After   is reduced, remove  off  and reduce  of  by 3x  removed.




SHIELD

Remove a Shield() token from  and  of  is only reduced by five.






NOTE: Counter Attacks and other  that reduce  can be Dispelled by  by paying one  and triggering Dispel-Overpower Contest (pg. 28).

SPECIAL COMBAT ACTIONS

RECKLESS REBUILD














Randomly pick, or have another player pick, a card from your hand. Place this card as a limb in an empty limb slot of your Juggernaut() . If the limb is an Arm and would exceed same side Leg , set Arm  to match Legs.


JUNK GOLEM SPECIALS










When Junk Golems are taking the Special Action() (number 3 in their  Selection sequence), follow the “Special” instructions listed on the card, and then remove the Junk Golem’s positive BLOOD Charges() making them Available for a Focus Charge. The only exception to this is the Rays Hutch Junk Golem where the BLOOD  are removed to denote the Golem’s summoned wall(s) - once these are Destroyed they become Available again for a Focus Charge .

SACRIFICIAL ATONEMENT (Mageineer against Warlord)








When the Warlord has an Acolyte, Mageineers can attempt to free the Acolyte from the Warlord, at a cost. Follow the steps below:

1. Destroy any one of your limbs but note the current  of that limb.
2. Mageineer rolls 1d6 for each  of the sacrificed limb in step 1. The Warlord rolls 1d6 for each limb in their Warmach.
3. Compare for who rolled the most “4”s. If the Warlord rolled the most 4s, the Acolyte stays with the Warlord, and Sacrificial Atonement ends. Otherwise (even if tied or no “4”s rolled at all) the Acolyte is freed from the Warlord's control. Warlord player may choose A or B:
 - A. Continue playing as the Warlord. The freed Mageineer (former Acolyte) can be used by the player that freed them, choosing / from their own Mageineer OR the freed Mageineer (not both).
NOTE: The freed Mageineer retains any  and Specialization they possess, but not Quest Rewards, Power Cards, and Potion tokens.
 - B. Join with the Mageineers against the Warlord! The player plays the freed Mageineer as a summoned character with no limbs but with  equal to their Available , which also represent their  and . Remove one  when  is reduced for any amount. Once 0  are left, the former Acolyte is slain.
NOTE: The freed Mageineer retains any , Specialization, and one random Power Card/Quest Reward they possessed as the Acolyte, but not Potion tokens.

For example: The Mageineer sacrifices their leg with 8 , so they roll 8d6, with results of:

        making for a total  count of two.

The Warlord, having 6 limbs at the time Sacrificial Atonement is used, rolls 6d6, with results of:

      making for a total  count of three. The Warlord having more 4s, gets to keep the Acolyte and Sacrificial Atonement ends.

DISPEL-OVERPOWER CONTEST (DOC)

When a Potion(☼) is played to Dispel an Action(⚔) or certain Reactions(⚡), this immediately triggers a Dispel-Overpower Contest. Do the following to determine the Contest victor:

1. Move the potion mini/cube on the DOC track at bottom of game board, up by one space.
2. The player/NPC who's ⚔/⚡ was Dispelled, may Overpower the Dispel by paying the amount of ☼ indicated by the number to the left of the mini-potion/cube. If paid, move the mini-potion/cube up again by one space.
3. The player/NPC who initiated the contest may pay the amount of ☼ indicated by the new number to the left of the mini potion/cube. If paid, move the mini potion/cube up again by one space.
4. Repeat 2 and 3 above until one combatant cannot or will not pay more ☼ into the Contest, or eight ☼ are played for the last spot of the DOC track. In either case, the combatant that last paid ☼ wins their desired outcome (a Dispel, or an Overpower). Reset DOC track mini potion/cube to track's bottom.



Dispel-Overpower Contest Track at default 1 spot

WARNING: Winning the DOC can still be overcome if the opposing player, plays a "Naut Today!" Amplify card, which can be played even at the end of the contest, and will nullify the Dispel/Overpower of the winner, unless they too play a "Naut Today!" Amplify card.

Example DOC: Junk Golem uses Total Attack ⚔ against Player. Player pays one ☼ to Dispel the Junk Golem's ⚔, triggering DOC, and mini potion/cube moves up one space from bottom "1" to the top "1" spot. Junk Golem having one ☼ pays it to Overpower the Dispel, continuing the Contest, and moving the mini potion/cube up one space to the "2" spot. Player pays two ☼ to Dispel the Overpower, continuing the Contest, and moving the mini potion/cube up one space to the "3" spot. The Junk Golem being out of ☼ cannot pay three ☼ to Overpower the second Dispel, concluding the Contest with the Player winning their outcome of Dispelling the Junk Golem's ⚔ since the Player was the last to pay ☼. Reset the mini potion/cube on the DOC track to the bottom "1" space.

GAME PROGRESSION



STORY MOMENTS

Mid-Game

- **SM1:** After successfully setting up camp you notice something strange on the path ahead. You leave your troupe and Juggernaut to investigate...to your prospering or peril. (Continue game steps on pg. 32)
- **SM2:** The freedom of more people fills all the Mageineers with elation, a feeling quickly choked by a vision of red and shadow becoming the visage of one of their very own. (Continue game steps on pg. 32)

End-Game

- **OMW:** Blind with rage, the Warlord is pinned by falling pieces of the crumbling Warmach. As the dust clears you hear pained laughs coming from the rubble. Cautiously approaching, you see it is the Warlord's chortles. Before you can make an arrest their figure disperses into an acrid cloud, blowing west. A chilling voice hisses on the air, "I will return..."
- **MMW:** An acrid smoke and stench rises from the Warmach, an ooze of magic, and most likely blood, seeping out of it's broken husk. You hear wheezing and look to find the Warlord pinned under the wreckage. With your combined effort, you capture the menace. In the days following, the Warlord is tried for the murder of your sibling(s) and your still missing parents. Though imprisoned deep in the fiery dungeons of Seneschal, the loss the Warlord inflicted, haunts you, the survivors, even after the restoration of Galmenni's peace.
- **AMW:** The Warlord's Warmach is defeated, only smoke rising from it. But then you see two figures approaching out of the shadows of its shattered hulk. You Amplify your Juggernauts, ready for this new threat...only to finally recognize they are the King and Queen, your parents! After celebrating their return, they become downcast. Ashamed, they admit that they were tempted by an agent of the Warlord and succumbed to the enticement. This gave the Warlord power to transform them into the beastly Warmach. However the atonement of your sibling created a righteous cascade against the Warlord's magic. The death your parents would have had alongside the Warlord, was swallowed up in victory—a victory celebrated with feasting and joy throughout Galmenni.
- **OML:** First the King and Queen, and now you... The Warlord's ability to crush all in their way, is only outdone by their lust for power. A power that will see all Galmenni turned to darkness...of land and heart.
- **MML:** You truly believed your family unity and honor would be enough to defeat the Warlord. But with the life leaving the last of the Mageineers' eyes from the final Barrage of the Warlord, all hope is gone. Now the reign of the Warlord begins, sitting on the throne of Galmenni, exercising dominance over the people, and preparing the way for a worse evil to come.

HEROIC FEATS & SPECIALIZATIONS

HEROIC FEATS

There are three ways that players can gain Heroic Feats, a.k.a a level-up, throughout the game:

- Slaying or reducing the Mettle(♁) of a Junk Golem that is slayed.
- Completing a Quest heroically, i.e. completing the A option of a Quest
- Disbanding a Brigand Camp

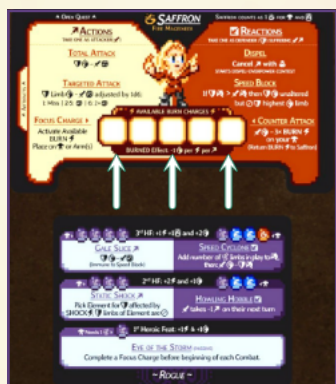
When you achieve your first Heroic Feat you can pick from any of the available Specialization cards. Subsequent Heroic Feats unlock more possible abilities (see below).

SPECIALIZATIONS

Eight Specializations (two per card) that can be picked during the course of play. Specializations do not have to match the Element of your Mageineer, though this will make the Specialization abilities more accessible.

NOTE: Once picked, your Specialization cannot be changed.

Upon choosing your Specialization, tuck the card under your Mageineer board so that only the “1st Heroic Feat” section is shown, and take the level-up bonus in the middle of the card.



Example of player choosing the “Rogue” Specialization(left) and tucking it under the Saffron Mageineer board, gaining the level up bonus of +1 Charge(♁) and +1 Mettle(♁) (below).



For every Heroic Feat that is achieved after the first, move your Mageineer board up (or Specialization card down) to show the next bar of abilities and next level-up bonus. Once three Heroic Feats have been achieved a player will have access (though not capacity) to all their Specialization’s abilities.

To be capable of using a Specialization ability, your Juggernaut must have the corresponding limb Element(s), shown by the Element Orbs above the ability.

NOTE: Mageineers themselves count as an orb of their respective Element, for these abilities.

FINDING THE WARLORD'S LAIR

After each Junk Golem is defeated (city freed) follow the instructions below (also summarized on the Game board under each Junk Golem card).

FIRST CITY FREED—RETURN HERE AFTER STORY MOMENT SM1 (pg. 30)

All players (when not playing solo) draw from the Acolyte Stack (created in step 2 of Game Board Setup on pg. 7), making the player who drew the Warlord card, secretly the Acolyte of the Warlord. Players (or player if solo) follow Lair Remains Elsewhere steps below.

SECOND CITY FREED—RETURN HERE AFTER STORY MOMENT SM2 (pg. 30)

Acolyte player reveals they have the Warlord card (ignore if playing solo). Junk Golem Slayer rolls 1d6 and if at least one “1” is rolled the Warlord's Lair is found, otherwise it remains elsewhere (see below for next steps).

THIRD CITY FREED

Junk Golem Slayer rolls 2d6 and if at least one “2” is rolled, the Warlord's Lair is found, otherwise it remains elsewhere (see below for next steps).

WARLORD LAIR FOUND	LAIR REMAINS ELSEWHERE
All Mageineers finish their C.A.M.P. action, if undone. Then Mageineers are instantly transported to the lair. Begin Warlord Setup and Combat (pg. 22, 23).	Mark the City as Cleared of the Warlord's lair with a clear cube. Remove one Closed Gate(🚪) from Seneschal and move Warlord Power Multiplier(🔱) token/cube up one space.

FOURTH CITY FREED

Junk Golem Slayer rolls 3d6 and if at least one “3” is rolled the Warlord's Lair is found (see steps above).

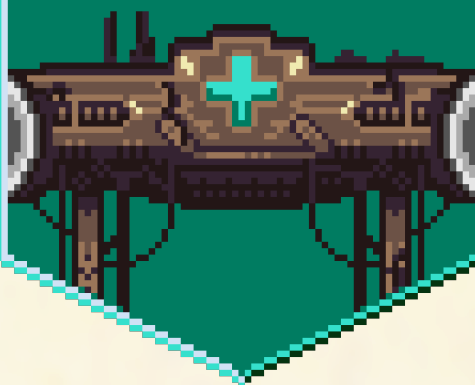
If the Lair is not found in the fourth city, the Warlord has successfully overtaken Seneschal! All Mageineers finish their C.A.M.P. action if undone, then are instantly transported to Seneschal and begin Warlord Setup and Combat. The Warlord attacks first (pg. 22, 23).



Warlord

Not much is known about this evil. Some think the warlord is a Lady from the swamps of Ice Belly, or perhaps a vassal Lord to the prince of Sky Mist.

ADDITIONAL RULES AND APPENDIX



ORBENEZER TOKEN

This unique object is on the back of a Corruption token. When a player cleanses their token and discovers the Orbenezer, it immediately becomes an extra limb (usually placed at the top of their play mat). It has a Base Mettle of a 1d6 result, can be upgraded to a max of six, and its counts toward & Speed. The Orbenezer also counts as ALL the Elements for Amplify rolls and Specialization abilities. When Destroyed, it is discarded.

DESTRUCTION AND DEATH

Mageineers

If all the limbs of a Mageineer's Juggernaut are Destroyed, what happens next depends on the context for the Destruction. See Below:

CONTEXT: FINAL CONFRONTATION WITH WARLORD

Not only is your whole Juggernaut Destroyed, but your Mageineer is also slain. Evenly distribute any cards in hand, randomly to all other players, with any remainder going in the Junk Pile. Limb cards also go to the Junk Pile while Potions and Artifacts are discarded.

When all Mageineers, not teamed up with the Warlord, have their Juggernaut destroyed, the Warlord wins the game!

CONTEXT: FIGHTING BEAST OR JUNK GOLEM

Your Mageineer survives the Juggernaut destruction, regrouping as follows:

1. Place all your limb cards and all but two cards in your hand (which you can pick) on the bottom of the Junk Pile. Keep the Artifacts, Corruption, and Potions acquired.
2. Set your Fuel cube on the 3 row of the Travel Tracker, and use your next Travel turn(s) to get back to the Galmenni Junkyard. Your Fuel cube stays at 3 until you reach the Galmenni Junkyard, but you do not C.A.M.P. at any Locations or clear Corruption along the way.
3. Once at the Junkyard, take the top four cards of the Junk or Draw Pile and build a new Juggernaut (following Juggernaut Build rules, pg. 10-11)
4. Subsequent turns are treated normally.

Warlord

When the Warlord's limbs are all Destroyed and there is no Acolyte to sacrifice, then the Warlord is defeated and the Mageineers win the game!

NOTE: Only the Warlord's limbs have to be Destroyed for the Mageineer(s) to win, not all members of the Warlord's team.

APPX I: JUGGERNAUT AND MAGEINEER ABILITIES



Player Mat

These double-sided mats are for constructing your Juggernaut & Warmach. They are also used to track your Mettle(🎲), apply positive/negative Charges(+/-) and keep your game items.

Juggernaut/Warmach specific abilities below:

Chonk: Can move one extra Location over current amount, i.e. 9, 6, 4, 3, 2, 2. Also breaks any ally ties.

Gemm: Roll one extra d6 when you are making an Amplify(🎲) roll. Also breaks ally ties if Chonk not an ally.

Hunk: When using Counter Attack Reaction(🎲), take 3 less 🎲 reduction for each +/- used in your Counter Attack.

Twig: When losing 🎲 from Attacker's (🔪) Action(🎲) roll 1d6. Take no 🎲 reduction on a roll of 1. This is in addition to your 🎲



Mageineers' Affinities & Effects

Hobart, Riviera, Malcom, or Saffron, each have their own affinity for a magical Element, as well as having a unique status effect they can apply as Negative Charges (-):






- **Hobart:** 🌪️ **Wind Affinity** | **SHOCKED Effect:** For each SHOCK - on an opponent, their Attack Strength(🎲) and Speed(🎲) are reduced by 4
- **Riviera:** 💧 **Water Affinity** | **RUSTED Effect:** For each RUST - on an opponent, they Disable(🎲) 1 of their limbs after taking their 🎲
- **Malcom:** 🌱 **Earth Affinity** | **ENVENOMED Effect:** Prior to their 🎲 for each ENVENOM - on an opponent, their 🎲 is reduced by 1d6 (🎲 is reset after their 🎲)
- **Saffron:** 🔥 **Fire Affinity** | **BURNED Effect:** For each BURN - on an opponent, they reduce their 🎲 by 2 after taking their 🎲




APPX 2: WHAT ABOUTS




"Do I have to take a Specialization that matches the color of my Mageineer?"
No you can pick from any of the Specializations that are available.

"I/we reduced the Warlord player's Mettle to 0 and more Mettle reduction (Damage) can be done. Are their limbs destroyed or do they get to Sacrifice Acolyte and get all their limbs back to their Base Mettle?"

When an Action() reduces the last Mettle() from the Warlord player, Sacrifice Acolyte is immediately triggered (see Warlord card). If the Warlord player is not defeated, the  that triggered Sacrifice Acolyte immediately ends (no additional DMG from it is dealt), and the Warlord's limbs are set to their Base . However, limbs that were Destroyed previous to the  which triggered Sacrifice Acolyte, are not restored.

"I rolled a 3 for my  roll, to Restore a card. Can I restore the card that was just used to trigger the Amplify roll?"


As long as the card triggering the Amplify roll would have normally become Used (i.e. not put in the Junk Pile) then it may immediately be Restored by the Amplify roll that proceeded it after it's effect is completed.

"An  effect is going to Destroy my limb, can I Dispel it or otherwise stop it?"
The only way to stop an  effect is by using a "Naut Today"  card.


APPX 3: NEW GAME+

Add in any or all of these mix-ins to your games of Junkyard Juggernauts for added variety (not recommended for your first play).

PERSONAL QUEST MIX-IN

Take a random Quest card as part of player setup. Each time you finish your C.A.M.P. and still have your Quest open, place a Corruption() on the last clear road you Traveled over.

ADVANCED JUNK GOLEMS MIX-IN

During Game Setup (pg. 7), remove the four Power cards with Base  5 / Upg 10 from the other Power cards, and randomly place them under the four Junk Golem cards. During play, when building the Junk Golem (pg. 21) take two Power cards from the deck, shuffle them with the card under the Junk Golem, and build the Junk Golem with these three shuffled cards.

FULLY SECRET WARLORD MIX-IN



Whoever draws the Warlord after the first Junk Golem battle does not reveal this until Combat with the Warlord (the final confrontation) begins. Nor does the Warlord switch players.

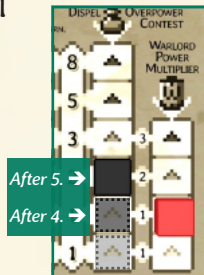
APPX 4 : BASIC COMBAT EXAMPLE












In this example the player is Malcom the Earth Mageineer with the Chonk Juggernaut, beginning Combat with an Attack Strength (⚔️) of 5, Speed (🏃) of 15, 2 cards in hand, and no Potions(🧪). The player is facing the Swift Junk Golem with an ⚔️ of 12, 🏃 of 6, and 1 🧪






























COMBAT BEGINS WITH MALCOM AS THE FIRST ATTACKER

1. Not having much ⚔️ Malcom plays a Power card in hand with the "Battle Rage" Amplify(🔥) effect doubling his ⚔️ from 5 to 10 for his Action(🏃). Also, being an Earth 🌍 card, Earth energy surges across the land. Malcom places the "Battle Rage" 🔥 card in his Used Amplify Cards area. 
2. The surge of Earth energy from the 🔥 triggers all players/NPCs to roll 1d6 for each Earth limb they have attached to their Torso(👤), (Malcom rolling one extra for being the Earth Mageineer). Rolling a 1, 3, and 5, Malcom selects to gain a Shield (🛡️) from the 5. The Junk Golem rolled a 1 so must take the result of a Disable (🛑), applying it to its weakest limb: its left arm with 2 Mettle (🐾).
3. Malcom takes an 🏃, selecting Total Attack, potentially reducing the Junk Golem's 🐾 by 10 (Damage of 5 ⚔️ × 2 from Battle Rage).
4. As a Reaction (👤) the Junk Golem uses their 🧪 to Dispel Malcom's 🏃, triggering a Dispel-Overpower Contest (DOC), and moving the cube/mini on the DOC track up by one space, requiring 1 🧪 to Overpower the Dispel.
5. Malcom plays the last Power card in hand as a 🧪 to Overpower the Junk Golem's Dispel, moving the DOC cube/mini up by another space, now requiring 2 🧪 to Dispel the Overpower. The Junk Golem has no more 🧪 to pay, so loses the contest, giving Malcom his desired outcome of reducing the Junk Golem's 🐾 by 10. 
6. The DOC is reset to the bottom 1 space.








7. Following Malcom's , the Junk Golem's left Arm was Destroyed (having been  and taking  reduction from the Total Attack) and now has  of 6 and  of 1, with no . Malcom's  &  are unchanged but he has no more cards and no . The Junk Golem is now the Attacker() and Malcom the Defender().



8. With the Warlord Power Multiplier() at 1 and  still in its remaining Arm, the Junk Golem takes Selection 1  (pg. 23) to Renew (pg. 26). It can't achieve this though because it has no negative Charges(), no longer has any  limbs (the  Arm was Destroyed) and doesn't have any . Given this, it takes a Total Attack , potentially reducing Malcom's  by 6.
9. Malcom takes the Speed Block  to absorb the Junk Golem's Total Attack, by  his left Leg (the limb with the most ) and takes no Reduction in .
10. Malcom is now the  again and Target Attacks the Junk Golem's right Arm. After rolling a 4 on 1d6 to adjust the outcome, Malcom successfully targets the Junk Golem's right Arm with his normal , potentially reducing the Arm by 5 .
11. There is no  the Junk Golem can take, so its right Arm loses 5 , having 1  left. The Junk Golem now becomes the  again.
12. The Junk Golem now takes Selection 2 in their  sequence, completing a Focus Charge  and adding 1 positive BLOOD Charge() to their torso (an equal amount to the ). This gives them +1 to  (+2 if it had both Arms) and +1 to , and the ability to take their Special (*right*). But now Malcom becomes the .



13. Malcom sees that his Total Attack  has enough  (5) to reduce the Junk Golem's remaining 2 , and the 3  left is more than enough to Destroy its last two limbs. With no  available to stop the Destruction, the Junk Golem is defeated and Malcom can proceed to Combat Wrap-up (pg. 24).

Thank You for Playing

GAME DESIGN, PIXEL ART, & GRAPHIC DESIGN

Francisco Ruiz

ILLUSTRATIONS

Paul J. Powers

RULE BOOK EDITING

Michael Fraley

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AND HIGHEST PRAISE

Father, Son, and Spirit to whom this creation belongs,
and for blessing me with its stewardship.











Gal 5:1

ICON REFERENCE
















ELEMENTS

-  Earth
-  Water
-  Wind
-  Fire

MAP/GAME BOARD

-  Main Mission  Side Mission (Heroic Feat opportunities)
-  Corruption  1– 5 1d6 for  spread origin. No  on 6
-  Warlord Power Multiplier(WPM)  Can't travel to/thru
-  Can't travel thru until Junk Golem defeated

COMBAT

-  Attacker  Defender  Action  Reaction  Mettle  Potion
-  Attack Strength  Speed  Charge  Disable  Shield
-  Amplify/Power Card Token  Restore Used 
-  Juggernaut/Junk Golem/Warmach Torso