



RULE BOOK

v1.1 - [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.

The King and Queen have vanished, and reports have arrived that a Warlord has overthrown Galmenni's cities 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 cities, and then 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.

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

Requirements

Players: 1–4 • Time: 45min–4hrs (player count dependent) • Age: 12+



Recommendation

Keep a “Player Aid” card nearby (specifically side b), or a copy of this Rule Book's back cover, to reference the meanings of icons used in this Rule Book (e.g. ).




Rules Key

Examples are italicized and brown.

NOTES & WARNINGS are red and bold.

Icon in front of a d6 e.g. “d6” or “d6” means:

The icon's current value dictates the number of d6(six-sided) dice to roll.

For example a “d6” means to check the game's current value of the Warlord Power Multiplier() and roll that many dice. So if  was currently at 2, then roll 2d6 to get your result/outcome.

Game lore is italicized in colored ribbons and can be ignored for learning game play.

COMPONENTS



1. Game Board (1)

2. Current Attacker Standee (1)

3. Junk Golems (4)

4. Junk Golem:Potion(☼) Tokens (4)

5. Closed Gate(⚡):☼ Tokens (4)

6. Dispel-Overpower Contest Black Wood Cube (1) and Warlord Power Multiplier Tracker Red Wood Cube (1)

7. Travel Tracker (Fuel) Cubes (1 green, 1 blue, 1 purple, 1 orange)

8. Disable(⚡):☼ Tokens (7) and ☼:Three-Potions Tokens (6)

9. Corruption(☼):☼ Tokens (23) and ☼:Orbenezer Token (1)



10. Shield(☼) Tokens (4)

Not Pictured: Amplify/Augment Player Aids



11. Power Cards (36)



12. Charge(⚡) Plastic Cubes (3 red, 4 green, 4 blue, 3 purple, 5 orange)

13. Warlord Card (1)

14. d6 Dice (10)

15. Mageineer Character Boards (4) and Standees (4)

16. Two-sided Specialization Cards (4)

17. Quest Cards (8)



18. Two-sided Player Aid Cards (4)

19. Two-sided Player Mats with Juggernaut and Warmach sides (4)

20. Mettle(☼) Trackers:
1x☼ Clear Plastic Cubes (40) and
10x☼ Dark Plastic Cubes (4)

21. Orange plastic Winks for
converting cards to the Fire
Element (4)



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?

SETUP

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

Game Board Setup

1. Shuffle the 36 Power cards (P), then make a messy card pile on the Game Board at the Galmenni Junkyard, alternating cards between face-down and face-up (start with either). Do this in the following amounts:

- 1 or 2 player: 12 P
- 3 player: 18 P
- 4 player: 24 P

2. From the remaining P, take the player count-1, and shuffle with the Warlord card. Set these face-down, under the Game Board's Acolyte Stack arrow. The P left are neatly stacked face-down in the Game Board's Draw Pile area.

NOTE: If Draw Pile depleted, reestablish with shuffled Junk pile

3. Place the four Junk Golem cards face-up on their associated city areas, and the four 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 Game Board's Quests area.

6. Place the black wood cube at bottom of the Dispel-Overpower Contest track. If you are playing solo or new to the game, place the red wood cube at the bottom of the Warlord Power Multiplier (WPM) track, otherwise place it on the top "1" space of the WPM track.

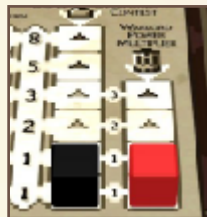
7. Shuffle/mix the Corruption (C) token having the Orbenazer back with the other C tokens having Potion (P) backs, so that the one with the Orbenazer is randomly placed in one of the four C stacks. Then place six tokens, C face-up, in each of the four C slots at the bottom of the Game Board.



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



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

8. Place the Disable (D) tokens on the left most D slot at the bottom of the Game Board, and the D marked with "3" on the right most D slot.
9. Place four Shield (S) tokens in their slots to the side of the D tokens.



How the bottom of the Game Board should look after steps 7-9.

Player Setup

1. 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).
2. Player(s) take the Standee, Fuel cube, and Charge (C) cubes associated with their Mageineer. Also take four Mettle (M) /Clear cubes, and one Player Aid card.

Mageineer Boards

1. Your Actions (A) are on left side of the board
2. Your Reactions (R) are on right side of board
3. Slots for Available Charges (C) earned, with their unique status effect listed underneath. Number of Slots also indicates your **Power Card hand limit**.
For example, Malcom (right) can hold four Power Cards



As you play, you will gain new abilities:

4. Once acquired in the game, slide chosen Specialization card under the Mageineer board allowing for more A/R based on your Juggernaut's build
5. Once acquired in the game, place Artifact(s) to the left of your board, giving you access to the Passive or A/R described on them
6. Place open/unfinished Quests you start above your board



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.

HOW TO PLAY



PLAY STRUCTURE OVERVIEW

Junkyard Juggernauts is played over three main phases: Starting Out, Adventuring, and Confronting the Warlord, each having the following stages:

STARTING OUT

The goal of this phase is to have a built Juggernaut. Players do this by:

- Taking turns Salvaging (drafting) cards over two rounds
- Simultaneously building their Juggernaut from their drafted cards

ADVENTURING

First determine turn order, based on the player's Juggernaut with the fastest speed. Then players will loop through these steps with the goals of strengthening their Juggernaut/abilities AND finding the Warlord's Lair:

1. Take turns Traveling to Locations on the map
2. In the same turn order, choose one C.A.M.P. map action for their Location. C.A.M.P. standing for: C.omplete a Quest, A.ugment your Juggernaut, M.eet the Locals, and P.atrol the Bounds.
Patrolling the Bounds, and Meet the Locals of an Enslaved City, will require Combat (this has its own dedicated section, after How to Play).
 - In a multi-player game, a player randomly becomes the Warlord's Acolyte (via card draw) after the first Junk Golem is destroyed
 - After the second Junk Golem is Destroyed, the Acolyte player reveals they are the Warlord's Acolyte, and searching commences for the Warlord's Lair.
3. Corruption spreads overnight, as the day is over once all players have completed their C.A.M.P. actions.
4. Repeat 1-3 above until Confronting the Warlord is triggered.

CONFRONTING THE WARLORD

This last phase determines who wins and loses the game with the stages:

- The Warlord's Warmach is created from the Acolyte player's Juggernaut (or if playing solo another random Player mat), and Combat commences
- The Mageineer player(s) win the game by Destroying the Warlord's Warmach. They can also attempt to free the Acolyte from the Warlord.
- The Warlord wins by Destroying all Mageineers not Teamed with the Warlord



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".

STARTING OUT

Overview of What You Will Salvage

Before salvaging in the Junkyard, learn about the multi-use Power cards found there. They have a Base Mettle (♁) power of 1-5, a maximum Upgrade (UPG) (♁) power of 2-10, an Amplify (⚡) effect, and 1-3 Potions (♁). They are also 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
4. As a ♁: for use in or out of Combat.

NOTE: When a ♁ is played, it is set to the aspect played. So if played as a Leg for example, it cannot also be used as an Arm, ⚡, or ♁ unless it returns to your hand, or the Junk pile, which makes it available for any aspect again.

First Salvage Round

First player is the last person to have fixed something, or select randomly. The first player then takes into their hand, 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 is totally obscured by other cards.

After reviewing their taken cards, each player discards 0-3 cards from their hand. Shuffle all players' discards into the ♁ deck (located above the Galmenni Junkyard).

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 six cards in the First Salvage Round.

Building a Juggernaut

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

- Use two ♁ for Arms and two ♁ for Legs. (If aligning to your Juggernaut Torso, the Leg cards will overlap). Add the optional ♁ sleeves as you build. Sleeves are purely for visual aesthetic and do not affect game play.
- After playing a ♁ this way, place one of your four Mettle (♁)/clear cubes on the corresponding track (Left Arm, Left Leg, Right Arm, Right Leg) of your Player mat. The cube is placed on the number equal to the Power Card's Base (♁). However, if the Element of the ♁ and your Mageineer, match, then set the cube at the Power Card's UPG (♁) number.



Cards Sleeved



Example of ⚡ amount based on Card

Earth Arm Element not matched with Wind Mageineer: use Base (♁) of 5.

Wind Leg Element matching Wind Mageineer: use UPG (♁) of 8

- Each Juggernaut side (left/right) must be balanced, that is the Left Arm's Mettle (♣) must be less than or equal to the Left Leg's ♣, and the Right Arm's ♣ must be less than or equal to the Right Leg's ♣. See below:



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 to use in any way a Power Card can be used e.g. as a Potion.

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

ADVENTURING

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 resolving a C.A.M.P. map action.

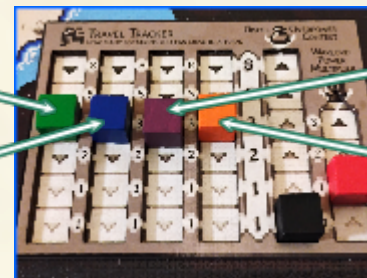
Travel

The 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 ("Start") Location.

For example:

First Player
with highest ♣

Second Player



Third Player

Fourth Player

On your Travel turn, you can move your standee away from your current Location, up to as many Locations away as the number next to your Travel Tracker (Fuel) cube indicates.

For example: at the start of the game players can move up to three Locations away from the Galmenni Junkyard.

After moving your Standee to your destination Location, move your Fuel cube on the Travel Track down one space **(NOT the number of Locations traveled).**



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). 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 Travel to Locations with Closed Gates(🚪), and you cannot Travel through a Location with a Junk Golem token, though you can stop on such a Location.
- You may choose not to Travel and then your Fuel cube will not move down. But if your Fuel cube is on the Travel Track's 8 row, you must Travel.
- Each Location (including your current) on the way to your destination can only be passed through one time. No going in circles or backtracking.

C.A.M.P.

Once all players have Traveled, they resolve one of the C.A.M.P. map actions below, in their Travel turn order:

COMPLETE a Quest: You have come to the end of a side-mission. Do what is needed on your Quest card to achieve its A choice or resign yourself to taking its B choice.

AUGMENT YOUR JUGGERNAUT: Halt 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 resulting difference is added to the Mettle(👹) in your limbs (doubles = 0 📈 added).
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.
- Optionally: Switch any one limb in your Juggernaut with a card in your hand, though your new build must still be valid.

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.

Below and in the following pages are the details for each unique Meeting.
(Patrol the Bounds of C.A.M.P., Corruption Spread, and Adventuring continues on page 18...)



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, but use 3d6 instead of 2d6 (subtracting the smaller result from the sum of the two higher) and perform two 📈 Spreads instead of one.
- Patrol with villager hunters:** Perform a normal Patrol the Bounds, but roll with an extra 1d6 for loot. If no loot found, gain an additional Potion(🍷).



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 below to determine the effect. Results of 1 always cause a Corruption(👹) Spread for each 1 rolled.
- Disband:** Roll Warlord Power Multiplier(👹)d6, and sum the results. Reduce your 📈 by the sum to disband the Brigand camp. Add a 🚫 token to the Location and take a Heroic Feat i.e. select a Specialization card or if already have one, level it up (see more on page 32).
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 any/all of the results, using the 📈 Roll Resolutions table below to determine the effects. Then add a 🚫 token to the Location.

📈 ROLL RESOLUTIONS (BRIGAND CAMP)

Roll of 1: 📈 Spread	Roll of 2: Take two 📈 that are not 📈:📈 tokens
Roll of 3: Nothing happens	Roll of 4: Add four 📈 to your limb(s)
Roll of 5: Take a Shield(🛡️) Token (only one 🛡️ per player)	
Roll of 6: Draw a Power card(🃏) from the Draw Pile. If over your 🃏 hand limit, junk a card.	



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

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

- Cleanse:** Flip your 📈 token(s) to its 📈 side, reducing your 📈 by 📈 for every cleansed 📈
- 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:** Flip your 📈 token(s) to its 📈 side, reducing your 📈 by 2 for every cleansed 📈
- Exchange:** Trade your resources for others in the following amounts:
4 📈 → 1 📈 • 3 📈 → 1 📈 • 1 📈 → 6 📈 OR 2 📈



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, and maintaining a valid build.
- Rest & Recharge: Add 3 Mettle(♣) 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 Destroying the Junk Golem there. If multiple Mageineers are at the City, they form a Team and attack together. Follow the table below to setup the Junk Golem.

NOTE: If you don't fight the Junk Golem for your C.A.M.P. on the Enslaved City, e.g. you Patrol the Bounds, you must also do a Corruption(♣) Spread.

SETUP JUNK GOLEM	
1	Set Junk Golem card to side of Game Board. Flip Junk Golem token on this 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. The first is placed as the Golem's Legs, the others are placed as Arms. If there are no cards available, roll 1d6 and this acts as the ♣ 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" area of the card. c. All ♣ from a and b above is then multiplied by the ♣ 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 Positive BLOOD Charge(♣) to Golem if indicated by "Junk Golem" area of the card.

Once setup complete, proceed to Combat Steps on page 24

Example of initial setup of the Headstone Junk Golem, having:
1 Base ♣ for Legs,
4 Base ♣ for left Arm, and
10 UPG ♣ for right arm (because Element of right arm matches Junk Golem Element).

Junk Golem's ability also doubles Arm ♣ due to of "2x to Arm ♣" giving them 8 and 20 ♣ (shown with 18 clear 1x ♣ cubes and 1 10x ♣ cube) and starts the Junk Golem with 1 Blood Charge(♣)

Assuming the ♣ is at 1, the Junk Golem has 1 ♣, 28 ♣, and 1 ♣

Destroying Junk Golems & the Warlord's Lair

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

FIRST CITY FREED

Story Moment (read aloud): 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.

All players (when not playing solo) draw from the Acolyte Stack created in step 2 of Game Board Setup. This makes the player who draws the Warlord card, secretly the Acolyte of the Warlord. Players (including solo player) follow table section "If Lair Remains Elsewhere" below.

SECOND CITY FREED

Story Moment (read aloud): 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.

Acolyte player reveals they have the Warlord card (ignore if playing solo). Junk Golem Slayer rolls 1d6 and if a "1" is rolled, the Warlord's Lair is found, otherwise it remains elsewhere—follow table below in either case.

IF WARLORD LAIR FOUND	IF LAIR REMAINS ELSEWHERE
All Mageineers finish their C.A.M.P. action, if not done. Then Mageineers are instantly transported to the lair. Proceed to "Confronting the Warlord" on page 20.	Mark City as Cleared of the Warlord's lair with a clear cube. Remove one Closed Gate(♣) from Seneschal and move Warlord Power Multiplier cube up one space.

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 table above to resolve).

FOURTH CITY FREED

Junk Golem Slayer rolls 3d6 and if at least one "3" is rolled the Warlord's Lair is found (see table above to resolve).

If the Lair is not found in the fourth city, the Warlord has overtaken Seneschal! All Mageineers finish their C.A.M.P. action if not done, then are instantly transported to Seneschal, and proceed to "Confronting the Warlord" on page 20.



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.



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 capitol and closed adjoining roads to all travelers.*

Remove the Closed Gate(🚪) tokens to reenter and travel through Seneschal.

- **Seneschal Closed** - Remove a 🚪 token when a City is cleared of having the Warlord's Lair, or when the A option for a Quest has been completed. This gives the Seneschal marshal assurance that you are the heirs to the throne and not impostors.
- **Seneschal Open:** Acts like a Freed City when all 🚪 tokens are removed, AND can cleanse Corruption(👹). Freely flip any of your 👹 to Potions(🧪)



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 cannot or will not 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 🚪 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 i.e. select a Specialization card or if already have one, level it up (see more on page 32).
4. If choosing B, or you must take the B option, complete any other instructions for option B on the Quest card. This ends the Quest.



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

Bitter Run river acts as a road between the two Ferry Locations. When playing as a Water(🌊) Mageineer, the two Ferries count as one Location for Travel, not two. Otherwise only an Augment or Patrol C.A.M.P. action can be done here.



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

The tunnel acts as a road between the two pass entrance Locations. When playing as an Earth(🌋) Mageineer, the two entrances count as one Location for Travel, not two. Otherwise only an Augment or Patrol C.A.M.P. action can be done here.

Additional Areas



LAVA ROAD

When traveling through Lava Road in either direction, reduce your Mettle(👹) 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 Corruption(👹) 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, 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.

...C.A.M.P. continued from page 13

PATROL THE BOUNDS: Suspecting this place will be attacked, you decide to patrol its boundaries. A good thing, you always seem to find a Beast! If you are taking this action, follow the table below to setup the Beast.

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 on the top card's Legs, and the right name on the bottom card's Legs. If there are no cards available, roll 1d6 and this acts as the 🧪 for the limb(s), with an Element matching the Location's Element.
2. Determine 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 Warlord Power Multiplier(🧪)
 Place 🧪 cubes next to the Arm and Leg cards, in the amounts determined.
4. 🧪 of Leg is Beast's Speed(🏃), and 🧪 of Arm is Beast's Attack Strength(👊)

Once setup complete, go to Combat Steps on Page 24



Example of a "Ember Spider" with 2 🧪 and 3 🧪 if 🧪 is at 1

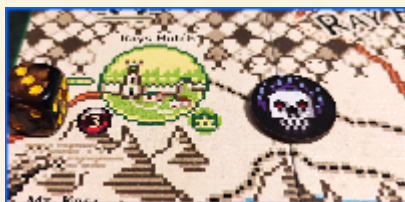
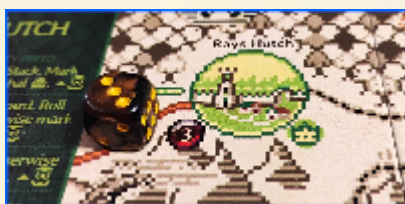
C.A.M.P. LIMITS AND TRADE

- 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 tokens, Artifacts, Open Quests, and cards in hand (except the Warlord card).

Overnight Corruption Spread

Once all players have Traveled & C.A.M.P.ed, the day is done and Corruption (👤) randomly spreads over night, influenced by the Warlord Power Multiplier (👤). Determine where 🧟 is placed in the following way:

- Any 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.
- Place 🧟 amount of 🧟 tokens on the roads between Locations, connected to the 🧟 origin. 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 play mat.

🧟 can be cleansed, i.e. converted into Potions (🧪), at Elderkin Ark, Ashley's Haberdashery, and Seneschal.

Warlord

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



Corruption Influence on the Warlord Card

After the Warlord card is revealed, it can be passed to another player based on comparing the 🧟 of each player; 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's Acolyte), the Warlord card will get passed to the Malcom player because Malcom has four 🧟 compared to Riviera's two 🧟.

CONFRONTING THE WARLORD

The Warlord confrontation is triggered by 1 of 3 events:

- The Warlord's Lair is found (Mageineers attack first)
- The Lair remains hidden after the fourth city is freed (Warlord has taken Seneschal, so gets to attack first)
- All Corruption stacks exhausted (Warlord has corrupted Seneschal, so gets to attack first).

When one of these occur, whoever has the Warlord card will play as the Warlord & Acolyte against the other Mageineer players. The Warlord takes two Actions (👤) on their turn (a Game Controlled Warlord takes a single 👤):

- One 👤 with the Warlord's unique abilities from its card (also in greater detail on page 36). This 👤 can be done first or second after...
- One 👤 with the Acolyte's abilities they had and gained as a Mageineer over their adventure.

The table on the next page shows how to setup the Warlord's Warmach, and following this, the outcome of Combat with the Warlord will determine the game winner(s).

SETUP WARLORD WARMACH

- 1 **Game Controlled 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.

Player Warlord: Take Mettle (👤) 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. Replace your limbs in their corresponding slots, and add any additional cards from the Warlord Build Pile(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.



Hobart player as the Acolyte, flips over their Chonk Player mat and reassembles their Juggernaut's limbs on the Warmach using clear cubes to signify each limb's

- 2 Limbs from WBP get 👤 cubes equal to Warlord Power Multiplier(👤) + Base 👤 of the limb.

- 3 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 the 👤:

- 👤 of 1: Flip all tokens, becoming Potions(👤) for Warlord's use. If the Orbenezer is revealed here (or in 👤 of 2, 3 below), Warlord uses it as described on page 36.
- 👤 of 2: Flip half the tokens collected (rounded up), becoming 👤 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 👤, contributing to the Attack Strength(👤) & Speed(👤) 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.



Completed Warmach with three new limbs from three cards in the WBP, each having 👤 equal to their Base 👤 + 👤 (which for this example is at 3). 👤 at 3 also means all 👤 tokens from the board/ Acolytes 👤 area, stay on their 👤 side and are treated as 👤 for the limbs they are placed by.

- 4 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.

Once setup, proceed to Combat Steps on page 24

Winning the Game (After Final Confrontation)

IF THE WARLORD'S WARMACH IS DESTROYED, THEN THE WARLORD IS DEFEATED AND THE MAGEINEERS WIN THE GAME!

(Warlord Team members do not have to be Destroyed, just the Warmach).

Based on the following conditions, read aloud the associated game ending:

- **CONDITION:** Only one Mageineer is unslain when the Warlord is defeated (also counts as Solo win condition).
ENDING: As the dust clears from the final assault, you see the Warlord pinned under the crumbled Warmach, the villain's pained chortles causing unease as you approach. But just before you can make an arrest, your foe disperses into an acrid cloud, blowing west. A chilling voice hisses on the air, "I will return..."
- **CONDITION:** Multiple Mageineers were unslain, but the Acolyte was not freed or was freed and at least one Mageineer was slain.
ENDING: A stench and acrid mist rise from the Warmach, while an ooze of magic and blood, seep from it's broken husk. A hurried search reveals the Warlord wheezing under the wreckage, leading to their quick capture. In the days following, the Warlord is tried for the murder of your sibling(s) and parents. Though imprisoned deep in the dungeons of Seneschal, the loss the Warlord inflicted haunts you few survivors, long after the return of Galmenni's peace.
- **CONDITION:** All Mageineers, including freed Acolyte, were unslain
ENDING: Only smoke rises from the Warlord's defeated Warmach. But then two figures appear, approaching from the shadows of its shattered hulk. You Amplify your Juggernauts, ready for this new threat...only to be overjoyed recognizing them as the King and Queen, your parents! After celebrating their return, they become downcast. Ashamed, they admit to being tempted by an agent of the Warlord. Succumbing to the enticement, the Warlord gained 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.

IF ALL MAGEINEERS, NOT TEAMED WITH THE WARLORD, HAVE THEIR JUGGERNAUT(S) DESTROYED, THE WARLORD WINS THE GAME!

Based on the following conditions, read aloud the associated game ending:

- **CONDITION:** All opposing Mageineers are defeated
ENDING: You truly believed your family unity and honor would be enough to defeat the Warlord. But with the life leaving the last of the Mageineer's eyes after the Warlord's final Barrage, all hope leaves as well. 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.
- **CONDITION:** One or more Mageineers joined the Warlord, and all others slain
ENDING: A talent for tempting their enemies, is only eclipsed by the Warlord's craft in crushing all others in the their quest for power. And with all rivals broken, Galmenni's land turns to darkness, and her peoples' hearts to stone.

COMBAT

COMBAT STEPS

Follow the table below to carry out Combat with Beasts, Junk Golems, and the Warlord. On the following pages these systems are explained further.

DETERMINE FIRST ATTACKER

Mageineers will attack first unless: a Beast's Legs Element does not match the Mageineer, the Mageineer is attacking the Port Powers Junk Golem, or the Warlord has taken Seneschal.

PLAYER ATTACKER(♣) TURN—HIGHEST SPEED(♣) ON TEAM STARTS

1-Amplify(♣)	May play ♣ from hand. If done this will trigger possible ♣ rolls for players & foes
2-Action(♣)	Take one ♣ for your Mageineer (and another one if you are the Warlord): <ul style="list-style-type: none"> Common ♣: Total Attack, Targeted Attack, Focus Charge, or Renew Ability ♣: From your acquired Specialization or Artifact Card Special ♣: Reckless Rebuild, or Sacrificial Atonement (Mageineer only)
3-Reaction(♣)	NP ♣ will take the first achievable ♣ from ordered options below: <ol style="list-style-type: none"> Use Shield(♣) for Mettle(♣) loss over five. Reduce ♣ by five and remove ♣ Use Potion(♣) to Dispel Speed Block Counter Attack if NP has BLOOD Positive Charge(♣) NP ♣ takes no ♣ if ♣ does not Damage(DMG) ♣, but NP does take a free Focus Charge(♣) with BLOOD ♣ amount equal to Warlord Power Multiplier (♣)
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 ♣

NP ATTACKER(♣) TURN—START HERE IF MAGEINEER IS NOT THE FIRST ATTACKER

	NP ♣ DOES 1 OR 2 BASED ON ♣ IN ARMS (If NP's ♣ targets a player, it targets the player who last took an ♣)
1-♣ If NP has ♣ in Arm(s)	NP starts by taking ♣ Selection 1-3 that matches ♣. Each subsequent ♣, NP does next Selection in sequence. <p>Selection 1: Renew if Disabled(♣) and has ♣</p> <p>Selection 2: Beast: Total Attack Junk Golem: Focus Charge if BLOOD ♣ less than ♣ Warlord: Barrage Attack (solo player counts as two targets)</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 putting BLOOD ♣, onto Arm(s).</p>
2-♣ If NP has no Arm ♣	Destructive Ram: DMG ♣ by ♣ Leg ♣ (even if 0) + sum of ♣d6 result(s). This Destroys limbs of ♣, proceed to Combat Wrap-ups (next page).
	PLAYER ♣ TAKES ONE OF THEIR AVAILABLE ♣
3-Switch	If ♣ limbs not all Destroyed, ♣ becomes the ♣ and ♣(s) becomes ♣(s)

If Warlord's Warmach Destroyed, see page 22 for end of game. If Beast, Junk Golem, or player's Juggernaut is Destroyed, proceed to respective Wrap-up/Destruction steps on page 31. Beast's cards that defeated Player, are put in the Junk Pile. Junk Golem that defeated Player(s) is reset to initial state.

COMMON COMBAT TERMS

TERM	EXPLANATION
⚔ ATTACKER	The player or game-controlled foe who takes an Action(⚔), usually negatively affecting a Defender.
🛡 DEFENDER	The player or game-controlled foe targeted by an ⚔ and who may take a Reaction(🛡) in response.
💪 METTLE	This counts as both the power and vitality of Arms & Legs, defining a combatant's Attack Strength from Arm 💪 or Speed from Leg 💪
DAMAGE (DMG)	The reduction of 💪 to a combatant's limb(s)
👊 ATTACK STRENGTH	The sum of all a combatant's Arm 💪
👉 SPEED	The sum of all a combatant's Leg 💪
⚡ CHARGE	Mageineers/Warlord: use their Available ⚡ as positive(+⚡) to boost their 🛡 and 🛡, or as negative(-⚡) status effects on their foes. Junk Golems: use the ⚡ on their card for Specials and Counter Attacks. Greater detail about ⚡ is on page 30.
📜 AMPLIFY EFFECT	An effect played from a card in hand before an Action or Reaction
🚫 DISABLED	The Element and 💪 of an Arm or Leg no longer counts toward 🛡, 🛡, 🛡, or Artifacts. If a 🚫 limb takes DMG, it is Destroyed, regardless of its current 💪 amount.
DESTROYED LIMB	When a limb's 💪 is at 0 or is 🚫, and takes DMG, 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.
DESTROYED COMBATANT	When all the limbs are Destroyed of a Juggernaut, Beast, Junk Golem, or Warmach, that combatant is Destroyed.
SUMMONED CREATURES	Summons (like Imps & Walls) act according to summoning instructions. They are Combatants the Summoner controls, but the Summoner cannot use 📜 or Potions on Summon's behalf.



PLAYING AMPLIFY 📜 CARDS

Prior to your Action(⚔) and prior to your Reaction(🛡), you may play a Power card from your hand for its Amplify(📜) effect, which also makes the card's Elemental magic surge across Galmenni, causing:

1. Every player and current foe, even if not in Combat, rolls 1d6 for each enabled Arm and Leg in their build that matches the Element of the 📜 card. The Mageineer that matches the Element of the 📜 card rolls an extra 1d6.
2. Players select one d6 result from their personal rolls; a non-player foe takes 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 continue with Combat.

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

📜 ROLL RESOLUTIONS (COMBAT)	
Roll of 1: Disable(🚫) one of your limbs	Roll of 2: Take two Potions(🧪) not from Corruption stacks
Roll of 3: Restore(🔄) one of your Used 📜 Cards back to your hand immediately	Roll of 4: Increase your limb(s) by four Mettle(💪)
Roll of 5: Take a Shield(🛡) Token (only one 🛡 per player/foe)	
Roll of 6: Draw a Power card(📜) from the Draw Pile. If over your 📜 hand limit, junk a card.	

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 a 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 Defender(♣) by your Attack Strength(♣). If not Dispelled, also transfer all Charges(♣) on your Arms to the ♣'s torso. Player ♣ chooses how Mettle(♣) reduction is distributed. Non Player(NP) ♣'s ♣ is reduced one limb at a time in a clockwise manner, starting with their right most Leg.

TARGETED ATTACK

Name a limb of the ♣ to DMG with your ♣, but DMG is adjusted by 1d6 result:

- Roll 1: Miss! ♣ limb takes no DMG. (No ♣ transferred to ♣)
- Roll 2-5: Hit. ♣ limb takes normal DMG. (Transfer Arm ♣ to ♣)
- Roll 6: Critical! ♣ limb take double DMG! (Transfer Arm ♣ to ♣)

NOTE: If Dispelled or ♣ limb Destroyed, no ♣ transferred to ♣

FOCUS CHARGE

Move any of your Available ♣ to your torso(♣), making them Positive Charges(♣). You can also put Available ♣ on your Arm(s), then your next undispelled Action using ♣, will put them on the ♣ as Negative Charges(♣). Lastly, you can take all your ♣/-♣ back into your Available ♣ pool.

NOTE: NPs by default Focus Charge to ♣, not Arms

RENEW

Pay one Potion(♣) to remove all your Disables(♣) or up to two ♣ on your ♣

NOTE: This does not trigger ♣ based ♣ effects when ♣ are being removed.

COMMON COMBAT REACTIONS

DISPEL

Pay one ♣ to cancel Attacker's(♣) ♣ triggering Dispel-Overpower Contest

SPEED BLOCK

If your Speed(♣) is greater than ♣ of the ♣, you put a ♣ on your limb with highest current ♣, and take no DMG. ♣ on ♣ arms are still transferred to you.

COUNTER ATTACK

After taking DMG, remove ♣ off your ♣ and reduce ♣ of ♣ by 3× ♣ removed.

NOTE: Counter Attacks and other ♣ that reduce ♣ can be Dispelled by ♣ if they pay a ♣, triggering a Dispel-Overpower Contest.

USE SHIELD

Remove a Shield(♣) token from your ♣ and DMG to you from ♣ is reduced to five.

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 cube on the DOC track at bottom of game board, up by one space.
2. The player/foe who's ♣/♣ was Dispelled, may Overpower the Dispel by paying the amount of ♣ indicated by the number to the left of the DOC cube. If paid, move the cube up again by one space.
3. The player/foe who initiated the contest may pay the amount of ♣ indicated by the new number to the left of the cube. If paid, move the DOC 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 cube to the bottom of the DOC track.



Dispel-Overpower Contest Track at default 1 spot

WARNING: Winning the DOC can still be overcome if the player losing the contest, plays a "Naut Today!" Amplify(♣) card, which can be played even at the end of the contest, if that player has not already played an ♣ prior to their current ♣/♣. This will then cancel the desired outcome of the DOC 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 DOC 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 DOC cube up one space to the "2" spot. Player pays two ♣ to Dispel the Overpower, continuing the Contest, and moving the DOC 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 desired outcome of Dispelling the Junk Golem's ♣ since the Player was the last to pay ♣



SPECIAL COMBAT ACTIONS

Special ⚡ cannot be Dispelled but Damage from them can be Speed Blocked.

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 an Arm is rebuilt in this way, its Mettle(⚡) cannot exceed the same side's Leg ⚡

JUNK GOLEM SPECIALS

When Junk Golems are taking their Special ⚡ (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 Only)

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 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 as the Warlord.** The freed Mageineer (former Acolyte) is used by the player that freed them, choosing ⚡ and Reaction(⚡) 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 a now Game Controlled Warlord!** The player plays as the freed Mageineer themselves. They have ⚡ equal to their Available Charges(⚡), which also represent their Attack Strength and Speed. Remove one ⚡ when taking any amount of Damage. Once all their ⚡ are gone, 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, with 6 limbs at the time, rolls 6d6, with results of: ⚡⚡⚡⚡⚡⚡ making for a total ⚡ count of three. The Warlord having more 4s, keeps the Acolyte and Sacrificial Atonement ends.

USING CHARGES

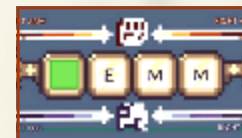
Players will begin the game with no Charges(⚡) (except for Hobart who begins with one ⚡). Gain ⚡ by acquiring a Specialization and leveling it up via Heroic Feats (for details on Heroic Feats, see page 32).



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(+⚡)

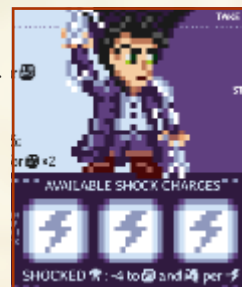
When taking a Focus Charge Action(⚡) transfer any of your Available ⚡ to your Juggernaut (placing them in their name area, e.g. "GEMM"). These now count as +⚡ and each adds +1 to your Attack Strength(⚡) per enabled Arm, AND +1 to your Speed(⚡) per enabled Leg (lasting until removed).



APPLYING NEGATIVE CHARGES(-⚡)

This is typically a two turn process but can be sped up through some ⚡ effects or Specialization abilities.

1. Take a Focus Charge ⚡, transferring your Available ⚡ to your Juggernaut's Arms (one ⚡ per Arm maximum).
2. Take an ⚡ that uses your ⚡ against your foe, and transfer the ⚡ on your Arm(s) to the torso of your opponent. These are now -⚡ for the opponent and have the following effects (also listed on your Mageineer board)
 - **Hobart has the SHOCKED Effect:**
For each SHOCK -⚡ on an opponent, their ⚡ and ⚡ are reduced by 4
 - **Riviera has the RUSTED Effect:**
For each RUST -⚡ on an opponent, they Disable(⚡) 1 of their limbs after taking their ⚡
 - **Malcom has the ENVENOMED Effect:**
Prior to their ⚡ for each ENVENOM -⚡ on a foe, their ⚡ is reduced by 1d6 (⚡ is reset after their ⚡)
 - **Saffron has the BURNED Effect:**
For each BURN -⚡ on a foe, they reduce their ⚡ by 2 after taking their ⚡



NOTE: The transfer of -⚡ onto a foe 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.

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 Amplify(🔍) card(s) to players' hand(s), and players' Charges(⚡) to Available slots on Mageineer board.
3	Any Potions(🍷) with Corruption(👹) on their front side are not returned to the 🍷 stacks, but can be set aside to be given as additional 🍷 when needed.
4	Add 🍷 token(s), equal to the Warlord Power Multiplier(🔥), to the defeated foe's body.
WRAP-UP: JUNK GOLEM	WRAP-UP: BEASTS
1	Player that dealt the final blow to slay the Junk Golem is the Slayer.
2	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 a player's hand) The Potion(s) on the Junk Golem from Clean-up The Junk Golem card for its "Victor's Boon" (card is tucked under the player's mat)
3	Roll 🎲d6 for loot. If at least one result equals the current 🎲 then put back the 🎲 from Clean-up above, and draw a Quest card as loot instead. Put this card in your hand if an 🎲 or by your Mageineer if an Artifact (you get the reward from the Quest card without having to do the quest, but no Heroic Feat is earned).
3	If a 🎲d6 result did not equal the current 🎲, take the 🎲 put on the Beast during Clean-up.
4	For the remaining two limb cards: place the one with lowest UPG 🎲 in the Junk pile, and the other in the Warlord's Build Pile(WBP) area. If the same UPG 🎲 randomly put one in the Junk Pile and one in the WBP.
4	Place cards of Beast in the Junk Pile.
5	Follow guide on Game Board that was under the Junk Golem card. More detail also in "Destroying Junk Golems & the Warlord's Lair" on page 16.

Juggernaut Destruction

If your Juggernaut is Destroyed in the Final Confrontation with the Warlord, your Mageineer is slain and you are out of the game. Otherwise, regroup as follows:

1. Place all your limb cards and all but two cards in hand (which you can pick) on the bottom of the Junk Pile. Keep 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. At the Junkyard, C.A.M.P. by taking 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.

Wrap-Up: Final Confrontation with Warlord

When combat with the Warlord is concluded, with Warlord or all Mageineer's defeated, go to page 22 for game end instructions.

HEROIC FEATS & SPECIALIZATIONS

HEROIC FEATS

Players can gain Heroic Feats, a.k.a level-ups, by doing one of three things:

- Slaying a Junk Golem, or having Damaged a Destroyed one for at least 1🔥
- Completing a Quest heroically, i.e. completing the A option of a Quest
- Disbanding a Brigand Camp

When you achieve your first Heroic Feat, pick from any available Specialization cards. Subsequent Heroic Feats level up the Specialization (see below).

SPECIALIZATIONS

One of eight Specializations (two per card) is picked upon your first Heroic Feat. Specializations do not have to match the Element of your Mageineer, though this will make the Specialization abilities more attainable.



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🔥 (above).

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.

For every Heroic Feat after the first, move your Mageineer board up (or Specialization card down) to show the next bar of abilities and level-up bonus. After achieving three Heroic Feats all Specialization abilities will be accessible

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.

BASIC COMBAT EXAMPLE

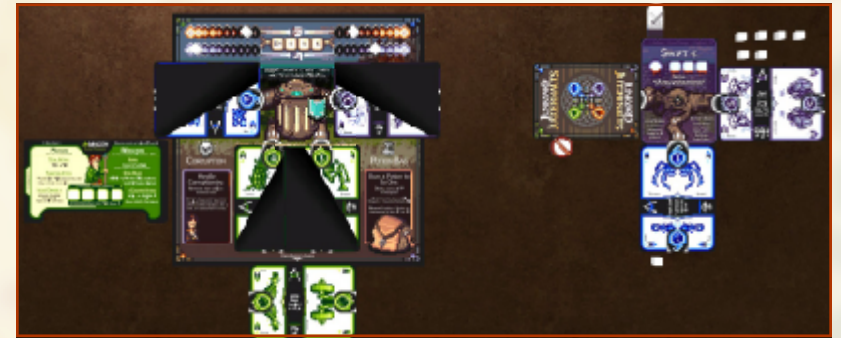
In this example the player is Malcom the Earth Mageineer with the Chonk Juggernaut, beginning Combat with an Attack Strength (♣) of 5, Speed (♣) of 15, 2 cards in hand, and no Potion (♣) tokens. The player is facing the Swift Junk Golem with an ⚡ of 12, ♣ of 6, and 1 ♣




COMBAT BEGINS WITH MALCOM AS THE FIRST ATTACKER

1. Not having much ⚡ Malcom plays a Power card in hand for its "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 and foes 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 Damaging(DMG) the Junk Golem's ♣ by 10 (DMG 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 on the DOC track up by one space, requiring 1 ♣ to Overpower the Dispel.
5. Malcom plays the last Power card in hand for its ♣ to Overpower the Junk Golem's Dispel, moving the DOC cube 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 10 DMG to the Junk Golem's ♣.  
6. The DOC is reset to the bottom "1" space.

7. Because it was Disabled(♣) and took Damage(DMG) from Malcom's Action(♣), the Junk Golem's left Arm was Destroyed, and now the Golem has an Attack Strength(♣) of 6 and Speed(♣) of 1, with no Potions(♣). Malcom's ♣ & ♣ are unchanged but he has no more cards and no ♣. Roles switch with the Junk Golem now being the Attacker(♣) and Malcom the Defender(♣).



8. With the Warlord Power Multiplier(♣) at 1 and Mettle(♣) still in its remaining Arm, the Junk Golem takes Selection 1 ⚡ to Renew. It can't achieve this though because it has no negative Charges(♣), no longer has any ♣ (the ♣ Arm was Destroyed) and doesn't have any ♣. Given this, it takes a Total Attack ⚡, potentially inflicting 6 DMG to Malcom's Juggernaut.
9. Malcom takes the Speed Block Reaction(♣) to absorb the Junk Golem's Total Attack, by ♣ his left Leg (the limb with the most ♣), and thereby takes no DMG. With Action and Reaction over, roles switch again.
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 inflicting 5 DMG on the Arm.
11. There is no ♣ the Junk Golem can take, so its right Arm loses 5 ♣, having 1 ♣ left. Roles switch, with the Junk Golem becoming 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 (the amount equal to the ♣) (right). This gives them +1 to ⚡ (+2 if it had both Arms) and +1 to ♣, and the ability to take their Special. But roles switch and Malcom becomes the ⚡ again. 
13. Malcom sees that his Total Attack ⚡ has enough ♣ (5) to DMG the Junk Golem's remaining 2 ♣, and the other 3 ♣ left is more than enough to Destroy its last two limbs. With no ♣ available to stop the limb Destruction, the Junk Golem is Destroyed and Malcom can proceed to Combat Wrap-up.

ADDITIONAL RULES



WARLORD ABILITIES

In the Final Confrontation the Warlord has the following abilities:

ACTIONS(⚡) AND REACTIONS(⚡)

- **Barrage** ⚡: Damage(DMG) two different combatants in any order, each for Warlord's Attack Strength(⚡). If the target has a Negative BLOOD Charge (⚡), DMG it for your full ⚡. Otherwise if the first target, reduce ⚡ DMG by 5, or if the second reduce ⚡ DMG by 10.



NOTE: Each combatant may attempt to Dispel the part of Barrage targeting themselves, but if successful, it does not Dispel for the other target. A "Naut Today" Amplify(⚡) however will cancel the entire Barrage if played by the first target. If played by the second target, it only cancels Barrage for themselves.

- **Vampiric Clutch** ⚡: DMG one combatant for Warlord's ⚡, and if the target has a BLOOD ⚡, gain same Mettle(⚡) that the target lost. Otherwise only gain ½ the ⚡ lost by target (rounded down).
- **Twisted Temptation** ⚡: After taking DMG, react by tempting a Mageineer Attacker(⚡) to join your Team. Sum(T) the result of 1d6 with the count of your Available Charges(⚡) (both Warlord's & Acolyte's). ⚡ then must choose to either join the Warlord's Team (adding T to their ⚡) OR keep fighting the Warlord (reducing their ⚡ by T).

PASSIVE




- **Sacrifice Acolyte**: When all Warlord's ⚡ is reduced to 0, Warlord and a Mageineer roll 1d6 each. Compare the result of the Mageineer's roll to the Warlord's roll + their Acolyte's Available ⚡. If Warlord's sum is greater than Mageineer's roll, discard the Acolyte, and set all Warmach's limbs to their Base ⚡ otherwise, the Warlord is defeated.
- **Free Focus Charge**: After any Warlord's ⚡ or ⚡ the Warlord may take a free Focus Charge with Available BLOOD ⚡

ORBENEZER ABILITIES


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








JUGGERNAUT ABILITIES

In addition to having areas for tracking your , keeping Corruption() and Potions() , the Juggernauts each have a specific ability:

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 a Combat 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 Damage on a roll of 1. This is in addition to your .


NOTE: The Warmach side has the same ability as its respective Juggernaut side.








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 after player setup. Each time you finish your C.A.M.P. and still have your Quest open, place a  on the last clear road you Traveled over.

ADVANCED JUNK GOLEMS MIX-IN

During Game Setup, remove the four Power cards() with Base Mettle() 5 / Upgrade  10 from the other , and randomly place them under the four Junk Golem cards. During play, when building the Junk Golem take two  from the deck (instead of three) 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.






SPEED INITIATIVE MIX-IN


Attack order is determined at start of Combat, based solely on the Speeds of Combatants (highest Speed is first attacker, then next highest speed, etc.) Once established Attack order does not change during the course of a Combat.

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 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 Amplify() 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.



The Cardinal Song

*Recall the dawn of Galmenni,
when the peoples made merry.
Her King and Queen joyfully wary.
Sovereign images of Othoo.*

*Sublime as ever that hallowed name,
for from Him the four spirits came,
who crafted land, and the seas did tame,
In the holy light of good Othoo.*

*These cardinal spirits pure of deed,
Owl, Fox, Ray, and Ram you'd see,
Yet their shadows cast waste that bleeds
the life from images of Othoo.*

*Now only prophecy remains,
A striking shadow tempts royal names,
Metal grinding, magic biting,
His images restored in lightning,
those belonging to just Othoo.*

THANK YOU FOR PLAYING

GAME DESIGN, PIXEL ART, & GRAPHIC DESIGN

Francisco Ruiz

ILLUSTRATIONS

Paul J. Powers

RULE BOOK EDITING

Michael Fraley

SPECIAL THANK YOU

Ashley Ruiz, my puzzle-piece, for your constant support, asking if I have “prayed about it”, and your sacrificial love.

Griffin Ruiz for being my first play tester, your prayer over this project, and your encouragement.

THANK YOU TO ALL THESE MULTI-GAME PLAY TESTERS
(THE ORIGINAL MAGEINEERS)


Aaron & Ashley Mortensen, Becky & Timothy Smith, Ben Gillespie, Brian Scott, Celeste & Dallas Mora, Danae & Travis Berge, Darrel Hafner, Drake Tungsten, Drew Dodgen, Dustin “He’s kind of a Big Deal” Warford, Esteban Ruiz, Garrett Clay, Griffin Ruiz, Jason Wilkerson, Jeremy Shields, Joe Morgan, John Frutiger, John Rathjen, Josh Tuttle, Katec Ruiz, Ken “Kennethan” Cummings, L.J. Lowery, Lucas Mabry, Mike Fraley, PaulJPowers.com, Qitos Ruiz, and Andrew “YoshiOST”

AND HIGHEST PRAISE

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

Gal 5:1

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  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

 Power Card  Amplify  Restore Used 

 Juggernaut/Junk Golem/Warmach Torso