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WARRIORS of JOGU

FEINT

Conflict has broken out in the land of Jogu as different factions vie for access to Saiur, an energy-generating liquid which can transform the economies of these Jogu inhabitants. In this time of conflict, which faction can apply the art of war, master the trick of deception, and emerge victorious?

GAME COMPONENTS

- 1 Location Board



- 1 Scoring Board



- 1 current-round marker, 1 end-game marker, and 10 victory point markers (double-sided)



- 2 Morale markers



- 1 start player marker



- 10 stay tokens



- 20 location markers



- 20 Location Cards, consisting of:

10 Location Cards for player A
10 Location Cards for player B

(each player having 2 each of Locations 2, 3, 4, 5, and 6)



- 200 Faction Cards

(5 faction decks, each of 40 cards)



SETUP

2

Place the current-round marker on the first space of the round track on the Scoring Board.

8

The player whose faction deck has a lower initiative (refer to the table at the bottom right) is the start player for the first round of the game. Give them the start player marker.

7

Each player takes a set of Location cards (two each of Locations 2, 3, 4, 5, and 6), shuffles them and places them face down to form their Location Draw Pile. Leave space next to it for a Location Discard Pile.

1

Place the Location Board in the middle of the table, and place the Scoring Board nearby.



5

Place the two Morale markers on space "23" of the Morale track on the Scoring Board.

3

Place the end-game marker on the eighth space of the round track on the Scoring Board.

6

Each player chooses a faction deck, shuffles it, and places it face down to form their Faction Draw Pile. Leave space next to it for a Faction Discard Pile.

4

Place the victory point markers next to the Scoring Board.



Initiative Table

1 Society of Engineers	4 League of Agents
2 Gang of Mibits	5 Guards of Keion
3 Tribe Wu	

FLOW OF PLAY

A game is played over a series of rounds (typically seven rounds, unless a special ability changes the number of rounds). Each round consists of the following phases, performed in the following order:

1 Reinforcement phase

Each player may discard any number of Faction Cards from their hand to their Faction Discard Pile. Then, each player draws from their Faction Draw Pile until they have 7 Faction Cards in hand.

2 Scout phase

Each player draws a Location Card from their Location Draw Pile. This Location Card indicates a Location on the Location Board where a battle takes place this round. After looking at their Location Card, the player places it face down in front of them without showing it to the other player. Therefore, each player knows the Location of one of the battles, but does not know the Location of the other (which is often a different Location but could also be the same one). A player may look at their own Location Card at any point during the round.

3 Deployment phase

Beginning with the start player and alternating, players take turns. On a player's turn, they **must** either:

A) **Play a Faction Card from their hand into one of the Locations.**

or

B) **Pass.**

The number in the upper left corner of a Faction Card indicates that card's Strength. Each Location has a Capacity of 10 Strength in total (counting the Strength values of all cards in the Location from *both* players).

A Faction Card may not be played into a Location if this would exceed the Capacity of 10.

The Patriot may be played into Location 2, but not into Location 5, since that would exceed the capacity of 10.



Once a player has passed, they may no longer play Faction Cards this round. The other player may continue to play Faction Cards until they pass.

When both players have passed, the Deployment phase ends.

The Location markers are provided for tracking the Location Cards remaining in each player's Location Draw Pile, and do not affect gameplay. During setup, each player places 2 Location markers on his side of each Location, on the Location Board.

If a player's Faction Draw Pile is empty, they draw no more Faction Cards (the Faction Discard Pile is not reshuffled).

If a player's Location Draw Pile is empty, they reshuffle their Location Cards from their Location Discard Pile to form a new Location Draw Pile.

Note: Some Faction Cards (from the expansion) have a Strength of 0. These CAN be played into a Location that is already at Capacity, because the card will not exceed the Capacity.

Note: Through some special abilities, there may be greater than 10 Strength in a Location. In this case, you may **NOT** play any card (even one with Strength 0) into that Location, because it would then exceed the Capacity (even though it is not the played card that caused the Location to be above Capacity).

↓ When a Faction Card is played into a Location, if it has a special ability marked with ↓, that ability is resolved immediately.

→ A Faction Card with a special ability marked with → must be played a certain way or satisfy some requirement in order to be played.

Special abilities with this icon are triggered during Resolution phase. For full details of these, see the appendix.

Some card effects can cause a Location to become a Battle Location. Each Battle Location is only counted once during Resolution Phase, even if multiple effects cause the same Location to become a Battle Location.

If you are using Location markers to track the remaining Location Cards in the Location Draw Piles, remove the Location markers from the Location Board according to the Location Cards revealed.

4 Resolution phase

This phase consists of 4 steps:

1. Determine Battle Location(s): Both players reveal their Location Cards drawn earlier this round. These cards indicate which Location(s) are Battle Location(s): the Location(s) players will have battles in. If both players reveal the same Location, there is only one Battle Location this round, and it is only counted once.

2. Calculate Strategy Rating: For each Faction Card a player has in each Battle Location, multiply the Strength of that card by the Location number of that Location, and add this value to that player's Strategy Rating. Faction Cards played to non-battle Locations contribute nothing to a player's Strategy Rating this round.

The player with the higher Strategy Rating wins the round. In case of a tie, the start player of this round wins the round.



The two Battle Locations for this round are Locations 2 and 5. May has 6 strength in Location 2, giving a Strategy Rating of 12, and a total of 4 Strength in Location 5, giving a Strategy Rating of 20. Her total Strategy Rating is 32. Her card in Location 3 is not counted.

David has a total of 3 strength in Location 2, giving a Strategy Rating of 6, and a total of 5 Strength in Location 5, giving him a Strategy Rating of 25. His total Strategy Rating is 31. His cards in Location 3 and 6 are not counted.

May wins this round.

3. Place Victory Point Marker: The winning player places a victory point marker in their player color face up on the space occupied by the current-round marker on the Scoring Board.



4. Lose Morale: The losing player sums up the Morale value of all of their Faction Cards at all Locations, and reduces their Morale on the Morale track by this amount. If a player's Morale reaches 0 (or would go to less), they immediately lose the game. The winning player does not lose any Morale.

The Morale value of a Faction Card is shown at the bottom of that card.

Tracking Morale: a player's Morale is tracked by their Morale marker on the Morale track. A player's Morale is not limited. Through special abilities, a player's Morale may exceed 30. In that case, flip their Morale marker to the side showing "30" and track any excess on the Morale track.

5 Cleanup phase

Each player removes all the Faction Cards they played to the Location Board and places them in their own Faction Discard Pile. Each player's Location Card for this round is also discarded to their Location

Discard Pile.

Move the current-round marker to the next space of the round track.

The player with the start player marker passes it to the other player.

END OF GAME

If at any point during the game, a player's Morale reaches zero, the other player immediately wins the game.

Otherwise, at the end of the round, if the current-round marker and the end-game marker are on the same space of the round track (usually at the end of the seventh round), and both players still have Morale

left, then the player with the most victory points on the round track wins the game.

When playing with factions from the expansion, it is possible for the game to last eight, nine, or ten rounds. It is therefore possible for players to tie on victory points. In case of a tie, the player who won the final round wins the game.

APPENDIX

Ability Reference






Unless specified otherwise, any effect of a card must be carried out if possible.

Instructions after a colon (:) are carried out only if the instructions before the colon are executed.

If effects from multiple cards are triggered at the same time, the active player (player playing a Faction Card) decides the order the effects are carried out.

Definitions:

In play: A Faction Card that is at a Location.

-  This ability restricts how a Faction Card may be **played**.
-  This ability is triggered the moment the Faction Card is **played** into a Location.
-  This ability is triggered at the time described in the ability itself.
-  This ability is triggered during the Resolution phase.
-  This Faction Card is immune to effects (positive and negative) from other Faction Cards. However, this does not affect abilities that draw or **play** cards.



Guardian Angel



Place 1 Stay token on this card.
During the Cleanup Phase, a Faction Card with one or more Stay tokens on it is not removed. Instead, one Stay token is removed from the card. This means that the card will be in play at the start of the next round.

Explorer



Look at the top card of your Location Draw Pile.
This allows you to know what your Location Card will be next round. Do not show your opponent.

Dragoon



Location 2 is a Battle Location.
If one or both of the Location Cards revealed this round is Location 2, Location 2 still counts only once during the Resolution Phase.

Knight



This Faction Card is playable only to Location X (e.g. 2, 3, 4, 5, or 6).
Protected.
The Knight can be **played** only to the Location indicated on the card (2, 3, 4, 5, or 6).

Punisher



This Location is NOT a Battle Location.
The ability of the Punisher overrides the Location Cards and the Dragoon. So if the Dragoon is in play, and a Punisher is at Location 2, Location 2 is **not** a Battle Location during the Resolution Phase.

Patriot



Reveal your current Location Card.
This allows your opponent to know what your Location Card is this round.

Master of Fire



Lose 2 Morale.
If this lowers your Morale to zero or less, you immediately lose the game.

Master of Wind



Playable only to empty Locations.
An empty Location is a Location where neither player has any Faction Cards in play.

Master of Earth



Gain 1 Morale per spare Capacity at this Location.
During the Resolution Phase, gain X Morale, where X is the Capacity at the Location (usually 10) minus the total Strength of Faction Cards from both players at that Location.

Conjurer



Choose 1 Faction Card from your Faction Discard Pile and **play** it.
Play the card just as if you **played** it from your hand, applying all restrictions and effects. If you have no Faction Cards in your Faction Discard Pile when you **play** this card, it has no effect. This special ability can **play** protected cards, such as the Storm Prodigy.

Storm Prodigy



☛ Your opponent chooses which Location this Faction Card is played to.

☑ Protected.

Your opponent must choose a legal Location for this card, respecting the Location Capacity. If there are no legal Locations, you cannot play this card.

Good-for-Something



☛ Draw 1 Faction Card, then play 1 Faction Card.

You must first draw a card from your Faction Draw Pile AND then play a Faction Card. You do not have to play the same card as you drew. This special ability can draw and play protected cards, such as the Medic and the Trojan Bit.

Gangan Bit



☛ Move all Gang Faction Card(s) at other Location(s) to this Location.

The played Gangan must obey the Capacity of the Location, but other Gangan moved to that Location may exceed the Capacity.

Medic



☛ Place up to 3 Faction Cards from your Faction Discard Pile at the bottom of your Faction Draw Pile.

☑ Protected.

If you have fewer than 3 Faction Cards in your Faction Discard Pile when you play this card, just move all the ones you can. You may choose cards from anywhere in your discard pile, not just the ones on the top. You may not choose cards that are Protected, such as the Medic or the Trojan Bit.

Scrambler



☛ If your opponent plays a Faction Card to this Location, move this Faction Card to another Location.

This effect is not optional. If your opponent plays a card to the same Location as the Scrambler, you must move it.

Trojan Bit



☛ Move 1 of your Faction Cards in play to the bottom of your Faction Draw Pile: draw 1 Faction Card.

☑ Protected.

If you have no other Faction Card in play, no card is moved to the bottom of your Faction Draw Pile, and you don't get to draw a card. This special ability cannot move a Protected card to the bottom of your Faction Draw Pile, but it can draw a Protected card from the Faction Draw Pile.

Smoke-n-Screen



☛ Play this card face down.

When this Faction Card is face-down at a Location, its Strength is 3 for the purpose of calculating Capacity.

Covert Junior Agent



☛ Play this card face down.

When this Faction Card is face-down at a Location, its Strength is 3 for the purpose of calculating Capacity.

Saboteur



☛ Discard the top 2 cards of your opponent's Faction Draw Pile.

Take the top 2 cards from your opponent's Faction Draw Pile and place them in his or her Faction Discard Pile. If they have fewer than 2 cards remaining in their Faction Draw Pile, discard just what you can. If one or more of the cards are Protected, they are returned to the top of your opponent's Faction Draw Pile.

Covert Senior Agent



☛ Play this card face down.

When this Faction Card is face-down at a Location, its Strength is 3 for the purpose of calculating Capacity.

Assassin



- Randomly discard 1 Faction Card from your opponent's hand.

Your opponent shuffles the cards in their hand and you choose one at random. That card (if not Protected) is placed in your opponent's Faction Discard Pile.

Engineer Unit 1



Engineer

- Cannot be played if it would exceed a Capacity of 4. This Faction Card may not be **played** into a Location if, after **playing** this card, the total Strength of all Faction Cards (from both players) at this Location is greater than 4.

Engineer Unit 2



Engineer

- Cannot be played if it would exceed a Capacity of 4. This Faction Card may not be **played** into a Location if, after **playing** this card, the total Strength of all Faction Cards (from both players) at this Location is greater than 4.

Engineer Unit 3



Engineer

- Cannot be played if it would exceed a Capacity of 4. This Faction Card may not be **played** into a Location if, after **playing** this card, the total Strength of all Faction Cards (from both players) at this Location is greater than 4.

Heavy Tower



Tower

- Playable only to Locations with more Engineers than Towers.
- May exceed Location Capacity.
- Protected.

If a Location has one Engineer, you may **play** one Tower there. If a Location has 2 Engineers, you may **play** two Towers there, and so on. **Playing** a Tower may exceed the Capacity of the Location.

Support Tower



Tower

- Playable only to Locations with more Engineers than Towers.
- May exceed Location Capacity.
- Look at the top 3 cards of your Faction Draw Pile. You may place one of them at the bottom of your Faction Draw Pile, even if it is Protected.
- Protected.

If a Location has one Engineer, you may **play** one Tower there. If a Location has 2 Engineers, you may **play** two Towers there, and so on. **Playing** a Tower may exceed the Capacity of the Location.

Bomb Tower



Tower

- Playable only to Locations with more Engineers than Towers.
- May exceed Location Capacity.
- Discard a Faction Card of your opponent at this Location, then discard this Faction Card.

If a Location has 1 Engineer and no other Towers, you may **play** a Bomb Tower there. If a Location has 2 Engineers, you may **play** a Bomb Tower there if there is 1 or fewer Towers there, and so on. **Playing** a Tower may exceed the Capacity of the Location.