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*TMB Rules Reference* is a game aid for  
**Too Many Bones** by Chip Theory Games

## Version 1.0

July 28, 2017

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Version	Description
1.0	Initial release.
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# TMB RULES REFERENCE

Version 1.0

Red Text indicates implied rules but not officially unconfirmed.

## SETUP

- Set up the optional Adventure Map with the heroes starting in Obendar.
- Set the day counter chip to 1.
- Set up the Battle Mat with the Round Counter die set to R1.
- Put the chip and die for each Lane off the Battle Mat.
- Choose a Tyrant and return the other Tyrants to the box.
  - Put the selected Tyrant's chip on the optional Adventure Map. (The # of spaces from Obendar = Progress Points for Tyrant.)
  - Put the Tyrant's die on its chip.
- Select the Baddie Types that are listed on the Tyrant chip.
  - Group the Baddie chips by points.
  - Shuffle each group.
  - Put the chips face down in 1, 5 & 20PT stacks.
- (Optional) Put a stack of health chips near the stacks of Baddie chip stacks. Use these when placing Baddies on the Battle Mat.
- Set up the Encounter deck.
  - Get all the Tyrant's Encounter cards (blue).
  - Shuffle the General (or Solo if playing 1 Gearloc) Encounter cards, and draw cards equal to the deadline number  (on the Tyrant Card) minus 3.
  - Shuffle General/Solo & Tyrant Encounter cards.
  - Place Special Encounters 001-003 on top of the shuffled Encounter deck.
- Shuffle the Trove Loot cards, shuffle the Loot cards, and put each deck by the Battle Mat.
- Select a Gearloc for each player.
  - Put the Gearloc mat in front of each player.
  - Get the Gearloc's dice tray and put near the player.
  - Get the Gearloc's character reference sheet.
  - Get the Gearloc's Initiative die. Put above the character mat.
  - Get the Gearloc's Stat Dice. Put above the character mat.
  - For any Skills with a circle on the character sheet, put the corresponding Skill die in the same number slot on the character mat.
  - Give the Gearloc its starting health chips.
  - Put the Gearloc's chip on top of its health chips. The side with the star is face down.
- Decide on Adventurer difficulty level, and give each Gearloc the appropriate bonuses.

Difficulty	HP	Training Points	KO
Greenhorn	+2 on Day 1	+1 on Day 1	Locked dice are not removed.
Casual	+1 on Day 1	+1 on Day 1	Play as normal
Seasoned	No bonus	No bonus	Play as normal

## PHASES

- New Day.**  
Rotate (increase) Day Counter 1 day (skip this for Day 1).
- Encounter Phase.** See **Encounters**.
  - Draw an Encounter and read it to the party.
  - Pick a choice and attempt to successfully complete it.
  - If successful, go to the Reward Phase.
  - If unsuccessful, skip Reward Phase & go to Recovery Phase.
- Reward Phase.**
  - Gain your Choice rewards and any general Encounter rewards.
  - If rewards include Loot or Trove Loot, draw them now. See **Loot**.
  - If rewards include Training Point(s), use them now. See **Training**.
  - If rewards include Progress Point(s), record your progress now.
- Recovery Phase.**
  - At any time during Recovery, trade any number of Loot & Trove Loot among your party.
  - Make a Lockpicking Attempt. This can be on your Trove Loot or someone else's. See **Lockpicking**.
  - Individual Options. Each Gearloc may choose 1:
    - ❖ **Rest and Recover:** Heal to full HP (Health on character mat). See **Health**.
    - ❖ **Search for Better Loot:**
      - Discard 1 Loot (including Trove) that's in your Loot area.
      - Roll 6 Atk Dice.
      - For each Bone rolled, reveal a Loot card (not Trove loot). If no Bones are rolled, you lose the discarded Loot card.
      - Keep 1 of the revealed Loot cards.
      - Discard the other revealed Loot cards.
    - ❖ **Scout the Area:** Roll a D6.
      - **1-3:** Reveal a 1Pt Baddie;
      - **4-5:** Reveal a 1Pt or 5Pt Baddie;
      - **6:** Reveal a 1Pt, 5Pt, or 20Pt Baddie.
      - When a Baddie is revealed, you may leave it face up on top of the stack or put it on the bottom of its stack.
      - Each Gearloc can scout the same stack.
 See **Scouting**.

## COMBAT

### BATTLE SETUP

- Trigger "before battle" effects & Skills (like Tantrum's Rage Skill).
- Use Encounter Card to build your BQ. See **Battle Queue**.
- Place top Baddie from BQ in its appropriate Lane and Battle Mat position (also its HP, Lane Marker, and Initiative Die). Continue placing Baddies until there are 4 on the mat or the BQ is empty. See **Initiative** and **Position**.
- Roll Gearloc Initiative Dice. Add them to Ini Meter.
- Place Gearlocs from their Prep Area onto Battle Mat in appropriate positions (with existing HP).
- Set Round Counter Die to R1.
- Trigger "start of battle" effects and Skills (like Picket's Shield Wall).

### BATTLE QUEUE (BQ)

- Determine Baddie Points: Current Day x # of Gearlocs in Party.
- Factor in any other Encounter requirements or Skill modifica-

- tions that could affect this number. Sometimes this can affect your Baddie Pts total BEFORE you draw your Baddies
- Draw Baddies to equal Baddie Pts using highest Pt Baddies when possible. **Example:** 12 Baddie Pts = 2 5Pt Baddies + 2 1Pt Baddies.
  - Stack 'Em from highest to lowest. **Example:** 2 1Pt & 2 5Pt Baddies would be stacked top-down: 5, 5, 1, 1.

## COMBAT ROUND

- Increase the Round Counter Die by 1. (Skip for Round 1.)
- Trigger any start-of-round Skills or Effects (such as Fatigue).
- Each Gearloc & Baddie take its turn.
- Add Revived Gearlocs & Baddies from the BQ to the Ini Meter and Battle Mat. See **Initiative Dice During Battle**.

## BADDIE TURN

- Effects Trigger:** Resolve applicable Effect Dice sitting on the Baddie chip (such as Bleed, Poison, Disable, etc.).
- Determine Baddie's Target(s).** See **Targeting**.
- Move:** Move Baddie if Melee and not adjacent to an opposing unit (up to 2 adjacent positions toward closest Target. See **Movement**).
- Skills:** Any Skill for this Baddie that does not list a specific time it happens, should be resolved now, if possible.
- Roll Dice:** Roll all of Baddie's inactive Def Dice and also roll its Atk Dice (only if target is within attack range). See **Attack Dice** and **Def Dice**.
- Resolve the Roll:** Place rolled Defense dice on Baddie, apply total rolled Atk to target, and resolve any Bones-triggered Skills.
- Gearlocs React:** Trigger Gearloc Skills if they apply!

## GEARLOC TURN

- Loot:** Unless otherwise specified, use Loot anytime during your turn.
- Effects Trigger:** Resolve applicable Effect Dice on the Gearloc chip.
- Move:** May use # Dex to move # adjacent spaces. See **Movement**.
- Determine Target if Attacking:** If your roll has dice requiring a target, select target before your roll. See **Targeting**.
- Select and Roll Dice:** Dex not used for movement represents how many dice may be rolled from your pool. Your pool is your current Atk, Def (minus any Def Dice in an Active slot), and available Skill dice. See **Attack Dice** and **Def Dice**.
- Resolve the Roll:** You do not need to use the result of any dice roll unless the Profession or icon rules state otherwise. Unused Skill Dice are returned to their slot. After rolling, do any in any order:
  - ❖ **Resolve Target Dmg & Effects:** Total and apply rolled Dmg, and any other Dmg results or effects from your Skills, to your target.
  - ❖ **Resolve Non-Target Dmg & Effects:** Use Skills that apply to non-Target Baddies or Instant Skills that do not apply to Baddies.
  - ❖ **Allocate Active, Locked, Backup Plan (BP) Dice:** You may place any rolled Def into open Active slots. You may place any applicable Skills into your Active (or Ally Active) and Locked slots. You may place Bones in BP slots as desired.
  - ❖ **Use Backup Plan:** See **Bones & Backup Plans**.
- Baddies React:** Applicable Baddie skills trigger.

## BATTLE RESULTS

At the end of battle,

- ❖ Remove dice from the Backup Plan and Active areas (and return dice to the Skill slots or to the Atk and Def dice pools).
- ❖ Return exhausted dice to skill slots, and remove Effect Dice.
- ❖ If successful, put Gearlocs with remaining HP in their Prep Area and move to **Reward Phase**.
- ❖ If unsuccessful, put KO'd Gearlocs on their Prep Area. Put undefeated facedown in their Active Stack. Move to **Recovery Phase**.

# REFERENCE

## ACTIVE DICE

- ❖ Put the following types of dice in the Active Dice slot:
  - ✦ Rolled Def Dice
  - ✦ Active Skill Dice effects
  - ✦ Ally Active (AA) Skill Dice effects (by other Gearlocs)
- ❖ Specific Active and Ally Active Skill Dice effects are explained on the Gearloc Reference Sheets.
- ❖ Dice remain in the Active slot until they are used or removed. Players can also remove dice from Active slots to free up space.
  - ✦ Skill Dice are Exhausted when used (unless otherwise stated).
  - ✦ Regular Def Dice return to the dice pool when used. They are not exhausted unless specified otherwise.
- ❖ Dice in the Active slot must be cleared
  - ✦ at the end of battle
  - ✦ if Gearloc is KO'd
- ❖ Def Dice in the Active slot reduce the number of Def Dice that you can roll on your turn.
- ❖ Def Dice in the Active slot do not count against your Dex.
- ❖ On her turn, a player can choose to remove Def Dice from the Active slot and reroll them.

## ADVENTURE

- ❖ An Adventure has 1 Tyrant and lasts multiple days.
- ❖ Each day has several Phases. See **PHASES**.
- ❖ Each day has 1 or more Encounters, which are described on Encounter Cards.
- ❖ To win an Adventure, players must defeat the Tyrant before the end of the day indicated by the on  the Tyrant card.
- ❖ Players lose the adventure if they don't defeat the Tyrant in time.

## ALLIES

- ❖ Gearlocs and Baddies can each have allies.
- ❖ A Baddie's allies are other Baddies.
- ❖ A Gearloc's allies can be other Gearlocs, pets, or bots. A pet **or bot** can be an ally, but it is not a Gearloc.

## ATTACK DICE

Attacking is the act of rolling Atk Dice (white) on a target. Rolling Skill dice is not an Attack even if Skills do Dmg.

Gearlocs and Baddies share the same Attack and Defense Dice.

- ❖ The Atk Stat is the # of Atk Dice you can roll each turn.
- ❖ Each Atk Die costs 1 Dex to roll in battle.
- ❖ Select a single, valid target before rolling Atk Dice (1 target only).
- ❖ Melee units (Gearloc or Baddie) DON'T roll Atk dice if not adjacent to a target (to possibly get Bones).
- ❖ Each rolled  shows the number of Dmg that may be applied to target. It can be combined with other rolled Dmg.
- ❖ You can choose not to apply rolled Dmg.
- ❖ If a Baddie can attack multiple targets, roll the Atk Dice for each target separately. But roll the Baddie's Def or Skill Dice once.

- ❖ Each rolled Bone  may be used in your Backup Plan (BP).
- ❖ Atk Dice used in your BP is then a Bone die.
- ❖ Atk Dice in your BP don't reduce the # of Atk Dice you can roll.
- ❖ When required to remove dice from Active or Locked slots, Atk Dice return to the dice pool & aren't exhausted unless specified.
- ❖ Unlike Skill Dice, Atk Dice aren't Exhausted & are available every turn unless a Baddie skill or Encounter states otherwise.
- ❖ An attempt to train Atk Dice Stat requires you to roll your current Attack (Starting Stat + Stat Die).
  - ✦ Roll current Atk Dice.
  - ✦ If no Bones are rolled, increase Atk Die by 1.
  - ✦ If a Bone is rolled, don't raise Atk Stat, and you must spend this Training Point elsewhere.

See **Training** and **Bones & Backup Plans**.

## BATTLE

- ❖ A Battle is one possible option in an Encounter.
- ❖ A Battle is determined by the party size and your adventure progress. See **Battle Queue (BQ)**.
- ❖ A Battle has Rounds (in which every Gearloc and Baddie on the Battle Mat have a turn). See **Combat Round**.
- ❖ Gearlocs win a Battle if at least 1 Gearloc is on the Battle Mat after all the Baddies are defeated.

## BLEED EFFECT

- ❖ A unit with the Bleed Effect Die suffers 1 True Dmg at the start of its turn. It does not stack.
- ❖ Bleed lasts for an entire battle.

## BONES & BACKUP PLANS (BP)

Bones are misses. Most dice have 1+ sides with a Bones icon. You can use Bones in your BP but don't have to (except for the Red Bones on certain Skills Dice which must be used in the BP).

- ❖ Bones remain in your BP until used.
- ❖ Bones must be cleared at end of Battle or if KO'd.
- ❖ Atk and Def Dice in your BP do not count against your Dex and don't reduce the Atk or Def Dice that you can roll.
- ❖ Spend 6 Bones to upgrade to Innate +1 Skill. See **Innate Skill**.

### Bones

- ❖ A maximum 5 total Bones (not dice) may be stored within the BP from turn to turn.
- ❖ Line the Bones dice in the BP from left to right in the order they are earned.

### Multi-Bones Dice

- ❖ These take up multiple slots on the BP. Skip slot spaces.

### Backup Plan Skills

- ❖ Use only 1 Backup Plan Skill per turn.
- ❖ The cost of using a BP Skill varies from 1-6 as shown on Gearloc Mat & Reference Sheets.
- ❖ Remove the number of Bones that a BP Skill requires.
  - ✦ Atk & Def Dice used in a BP return to the dice pool.
  - ✦ Skill Dice used in a BP must be Exhausted.
  - ✦ If the BP Skill uses only a part of a Multi-Bones Die, the entire die must be used, and unspent Bones are lost.
  - ✦ Use Bones from left to right. Shift unused Bones to the left.

## BOTS

- ❖ Only 1 bot can be on the Battle Mat at one time.
- ❖ You can build only 1 bot per turn.
- ❖ You can have more than 1 bot in your Prep Area.
- ❖ Tink and bots share the same turn. The player decides the order in which the bot and Tink act.
  - ✦ Because they act on the same turn, certain Baddie skills either affect Tink or a bot once per turn.  
Example: Thick Skin reduces only the first attack by 1.
- ❖ When a bot is built, place it on the character mat's Prep Area.
  - ✦ Add any Attachments to the Prep Area, based on the Build Die result and the # of Attachments a bot can have.
  - ✦ A bot can remain in the Prep Area without Dex cost.
  - ✦ While the bot is in the Prep Area, you can spend 1 Dex to increase its Power by 1.
- ❖ To deploy a bot costs 1 Dex.
  - ✦ Place a bot adjacent (orthogonally or diagonally) to Tink.
  - ✦ Include the bot's Health chips.
  - ✦ Keep Attachments in the Prep Area.
  - ✦ Exhaust the Build die.
  - ✦ Deploying doesn't require a Build Die, though it won't have Attachments.
  - ✦ Bots can act the same turn they are deployed (unlike pets).
- ❖ After a bot is deployed, it is an ally. Baddies can then target the bot.
- ❖ To use a bot, decrease its Battery Power by 1 (once per turn).
- ❖ If Battery Power is 0 at the start of its turn, a bot can't activate its Backup Plan, move, use an Attachment, or Attack.
  - ✦ The Bot Die & HP remain on the Battle Mat.
  - ✦ The bot can still be targeted.
- ❖ You can use Attachments when using a bot.
  - ✦ Rolling an Attachment Die costs 1 Dex.
  - ✦ Attachment Dice aren't exhausted when used.
  - ✦ After used, return Attachment to Prep Area (separate from other bot building).
    - ✦ An Attachment Die can be rolled only once per turn.
- ❖ Bots move 1 position at the cost of 1 Dex from Tink.
- ❖ Bot attacks do not cost Dex.
  - ✦ Bots are melee.
  - ✦ Bots must select a target before attacking. It can be different than Tink's target.
  - ✦ Bot automatically deals its Atk Stat to its target.
- ❖ When a bot loses all its HP, exhaust the bot die & its Attachments.
- ❖ Bots are immune to Fatigue, Poison, Stun, Terrify, and Weaken.
- ❖ If Tink is KO'd, bots remain on the Battle Mat.
  - ✦ They can attack as long as they have Battery Power.
  - ✦ They can't move or use Attachments (because Tink's Dex is no longer available).
  - ✦ They can be targeted.
  - ✦ Any bot and Attachments in the Prep Area are exhausted.

See **Companions** and **Pets**.

## BREAK (BADDIE SKILL)

- ❖ Only Atk Dice (not any other types) that are used to lower the unit's HP are exhausted.
- ❖ If Atk Dice are used in a Backup Plan to use a BP skill to deal damage, those dice in the BP are not exhausted. When used in BP, Atk Dice are Bones.
- ❖ Any dice used to remove Def Dice are not removed.
- ❖ Exhausted Atk Dice reduce the number of Atk Dice that you can roll for the rest of the encounter.
- ❖ You can choose not to apply an Atk Die to save the die and try to roll higher later.
- ❖ Pet and Bot auto attacks are not affected.
- ❖ Exhausted dice are recovered after the battle or if a skill or card restores exhausted dice.

See **Exhausted Dice**.

## CARELESS (BADDIE SKILL)

- ❖ Causes the attacking unit to lose 1 HP when a Bone is rolled.
- ❖ Used only once per turn. Multiple Bones during a single turn do not trigger Careless more than once.

## COMPANIONS

Pets are Companions. See **Pets**.

## COMPOUND (BADDIE SKILL)

- ❖ If a unit has the Compound Skill, its Atk Stat is equal to the current round number. In R1, it has 1 Atk Die. In R3, it has 3 Atk Dice.
- ❖ For Fatigue rounds, Compound is 5.
- ❖ Compound is a Skill and can be nullified (for example, Disable).

## CONSUMABLE DICE

- ❖ A Consumable Die is a special kind of Skill Die: It is not exhausted after it's used. You can potentially use a Consumable Die more than once in an Encounter or Battle.  
Examples: Ghillie's Cameo Die, Picket's Orcish Ale, Patches' E-Cell.
- ❖ Consumable Dice aren't gained from Training Points but are acquired through Loot or certain Backup Plans.
- ❖ Some Gearlocs start with certain Consumable Counter Dice on their character mats. Example: Tantrum's Body Count Die.
- ❖ When you acquire a Consumable Die, take it from your Storage Tray and place it on your mat.
- ❖ When a Consumable is used:
  - ✦ Remove it from your character mat.
  - ✦ place it in your Storage Tray.
  - ✦ A few Consumables remain on your mat as a counter throughout your adventure.

## CORROSIVE (BADDIE SKILL)

- ❖ First, use Def Dice in the Active slot to reduce the Baddie's damage. THEN, exhaust Def Dice that remain in the Active slot. (Put them to the side of your character mat to track them.)
- ❖ Similar to Break, your exhausted Def Dice reduce the number of Def Dice that you can roll for the rest of the encounter.
- ❖ Affects only Def Dice, not Skill Dice.
- ❖ Exhausted dice are recovered after the battle or if a skill or card restores exhausted dice.

## DAMAGE

- ❖ Damage must first remove Def Dice with Shields (either in a Gearloc's Active slot or on a Baddie). Then, any remaining Damage reduces a target's HP.
- ❖ Damage can come from Attacks or Skills.
- ❖ True Damage is always specified (such as Fatigue). Otherwise it is regular damage.
- ❖ True Damage bypasses Buff HP, active Def Dice, and Skills (such as Thick Skin).

## DANGEROUS DARTS

You'll play Darts after meeting the Mohlnor, and other Encounters. Each Gearloc competes in their own Dangerous Darts challenge.

To win, remove all of your opponent's HP.

- ❖ **Win:** Gearloc may draw 2 Loot.
- ❖ **Loss:** Gearloc must discard 1 Loot (if they have one).

**Playing Darts:**

1. Each player & opponent start with 10 HP.
2. Player must choose 3 dice but no more than 2 of any kind: Atk Dice, Def Dice, or Status Effect Dice (Poison, Weaken, Stun). Players use the same dice for the entire Darts game.
3. Non-Gearloc opponents always use 2 Atk Dice & 1 Effect Die.
4. Your opponent starts by rolling their 3 dice.
5. Gearlocs always go second.
6. Take turns rolling available dice.
7. Apply rolled Def Dice to self.
8. Deal Dmg and apply rolled Status Effect Dice to opponent.
9. Bones are used for the Dangerous Darts Backup Plan. They must be used in the same turn they are rolled: They can't be saved:
  - ❖ **1 Bone** — Remove an applied die from self or opponent (Effect or Def).
  - ❖ **2 Bones** — Stun opponent until the start of your next turn.
  - ❖ **3 Bones** — Instant knockout. You win.

## DEFENSE DICE

Gearlocs and Baddies share the same general Defense Dice (white).

- ❖ The Defense Stat is the # of Def Dice that you can roll each turn. You don't have to roll any Dex Dice if you chose.
- ❖ Each Def Die costs 1 Dex to roll in battle.
- ❖ Each rolled Def Die with a Shield may be placed in the Active slot. (This is your choice. For example, you might want Bones.)
- ❖ The total number of Def Dice currently in Active slots reduce the number of Def Dice that you can roll on your turn. Def Dice in the Active slot do not count against your Dex.
- ❖ Each rolled Bone may be used in your Backup Plan (BP).
- ❖ Def Dice in the BP doesn't reduce the # of Def Dice that you can roll.
- ❖ The total # of Shields on Def (and possibly Skill) Dice in your Active slots is the # Atk Dmg you may prevent. Decrease damage by this amount.
- ❖ Def Dice must be used for all incoming Dmg (except True Dmg) before removing HP.
- ❖ If a Baddie can attack multiple targets, roll the Atk Dice for each target separately. Roll Def or Skill Dice once per turn.
- ❖ When required to remove dice from Active or Locked slots, Def

Dice are returned to the pool & not exhausted unless specified.

- ❖ Unlike Skill Dice, Def Dice aren't Exhausted and are available every turn unless a Baddie skill or Encounter states otherwise.
- ❖ To free up space, you may remove (Exhaust if Skill Die) dice from Active or Locked slots at any time during your turn. You can then reroll these Def Dice.
- ❖ If the Def Dice pool runs out (from dice on Baddies, Gearlocs, or in Backup Plans), players should exchange Def Dice in their Backup Plans for Atk Dice.
- ❖ An attempt to train Def Dice Stat requires you to roll:
  - ✦ Roll current Def Dice (Starting Def Stat + Stat Die).
  - ✦ Reroll any Bones 1 more time.
  - ✦ If no Bones are rolled, increase Def Die by 1.
  - ✦ If a Bone is rolled, don't raise Def Stat, and you must spend this Training Point elsewhere.

## Baddies

- ❖ Place rolled Def Dice with Shields on the Baddie.
- ❖ The Def Die is in use and is not rolled until it is available (when it is removed to prevent damage).
- ❖ If a Baddie has multiple Def Dice of different values (2, 2, 1), you can apply damage to reduce any Def Die of your choice.
- ❖ Baddies don't reroll Active Def Dice. Leave at current value.

See **Training**.

## DEXTERITY

Dex is used to move Gearlocs and to roll dice each turn.

- ❖ Dex is the total # of dice that you can roll each turn: Any combination of Atk, Def & Skill Dice.
- ❖ To move a Gearloc (or bot), spend 1 Dex per 1 position.
- ❖ Atk and Def Dice in your BP do not count against your Dex.
- ❖ Def Dice in the Active slot do not count against your Dex.
- ❖ A Dex Training Attempt always succeeds.

See **Training** and **Movement**.

## DISABLE

- ❖ Suspends a unit's Skills for the remainder of a battle.
- ❖ Depending on the specific Skill, Disable applies to a target or to any adjacent unit (such as Tantrum's Way of the Wild).

## DIVE (BADDIE SKILL)

- ❖ If unit has a Flight Effect Die on it at the start of its turn, immediately place the unit adjacent to the weakest available enemy unit and target it.
- ❖ If the weakest target has more than 1 adjacent position, choose the one to move the Dive unit to.
- ❖ If a Baddie is already adjacent to a Gearloc (even if the weakest), you can move the Baddie to a different position that is adjacent to the same Gearloc.

## EFFECT DICE

- ❖ Place an Effect die on a unit's Chip to show an Effect is Active.
- ❖ These are the only dice placed on Gearloc Chips.
- ❖ Clear Effect Dice after a battle ends.
- ❖ If a battle ends before a Gearloc with an Effect Die has a turn, the Gearloc does not suffer the effect.

## ENCOUNTERS

- ❖ Encounters are daily situations your party must overcome as they make their way to face the Tyrant.
- ❖ At the start of each day, draw an Encounter Card and read it:
  - ✦ The front of the Encounter card describes a situation that faces your party.
  - ✦ The back side lists your choices and the effects those choices have on the Encounter.
  - ✦ Some Encounters have rewards regardless of which option you choose. This reward is shown in the bottom right of the card.
  - ✦ Each choice can have different rewards (in addition to the possible Encounter reward).
- ❖ Your party must choose one of the listed options.
- ❖ You must successfully complete an Encounter to earn its rewards (such as Progress Pts, Loot, and/or Training Points).
- ❖ A battle is successful if at least 1 Gearloc remains on the Battle Mat after all Baddies are defeated.
  - ✦ Place all Gearlocs with their remaining HP (or just their Gearloc chips if KO'd) on their Gearloc Mat Prep Area.
  - ✦ Move into the Reward Phase. See **PHASES**.
- ❖ If an Encounter is unsuccessful (Peaceful or Battle), your party does not gain any rewards and must immediately move into the Recovery Phase.
 

If a battle is unsuccessful:

  - ✦ Clear the Battle Mat.
  - ✦ Place Gearlocs (with their health at the end of the Encounter) on their Gearloc Mat Prep Area. They are not healed, and they start the next Encounter wounded.
  - ✦ Place any undefeated Baddies face down on the bottom of their appropriate Baddie stacks.
  - ✦ Move into the Recovery Phase. See **PHASES**.
- ❖ Most regular encounters are discarded whether you succeed or fail. But some encounters are not passable until you succeed.
- ❖ Tyrant Encounters remain in play until you beat the Tyrant within the day limit. Defeating all Baddies in a Tyrant Encounter is not required to win the Encounter.
- ❖ The Encounter Deck is visible, so you can see whether the next Encounter is Green (General or Solo) or Blue (Tyrant). If you want total surprise, you can cover the deck.

Icon	Type	Training Points
	Encounter Choice	Battle: Defeat to gain rewards.
	Encounter Choice	Non-battle: Might require success.
	Reward	Each Gearloc gets 1 Loot.
	Reward	Party draws # of Loot.
	Reward	Each Gearloc gets 1 Trove Loot.
	Reward	Party get # of Loot.
	Reward	Each Gearloc gets 1 Training.
	Reward	Party gets # Progress Points.

## ENGULF (BADDIE SKILL)

- ❖ If a unit has the Engulf skill, all its rolled Dmg hits its target and all units adjacent to the target.
- ❖ Engulf can damage allies as well as enemies.
- ❖ Engulf attack dice can exhaust by the Break skill.
- ❖ A Baddie with Engulf can damage itself if adjacent to target.

## EXHAUSTED DICE

- ❖ When Skill Dice are used, they must be Exhausted (unless otherwise noted).
- ❖ Exhausted Dice are stored to the left of the Gearloc Mat for the remainder of the current battle.
- ❖ Exhausted Dice are no longer available for the current battle.
- ❖ Atk and Def Dice are typically not exhausted. But some skills, such as Break, can exhaust them.
- ❖ All Exhausted dice are unexhausted after battle.
- ❖ Baddie Skills may force you to Exhaust Atk or Def Dice. Each die Exhausted in this way reduces your Atk or Def Stat by 1 for the battle.
- ❖ When required to remove dice from Active or Locked slots, Skill dice are exhausted unless specified otherwise.
- ❖ To free up space, a player may remove dice from Active or Locked slots at any time during their turn. Skill Dice removed this way are exhausted.

See **Skill Dice**.

## FATIGUE

- ❖ After R5 in a battle, the Fatigue rounds continue until the battle is completed.
- ❖ At the start of each round, all units on the Battle Mat lose 1 HP
- ❖ This is not counted as any specific type of Dmg.
- ❖ Fatigue damage cannot be blocked or defended.

See **Initiative**.

## FLIGHT (BADDIE SKILL)

- ❖ After a unit with Flight attacks, place a Flight Effect Die on it.
- ❖ If the unit has a Flight Effect Die when it attacks, remove it.
- ❖ Units only gain Flight if they attack (roll Atk Dice). Flight activates after an attack.
- ❖ The Baddie cannot be targeted while in flight, but it can still take damage. **Example:** If you have something that allows you to do damage to units beside your target, such as Engulf.

## HARDY (BADDIE SKILL)

- ❖ Unit with Hardy can take only 1 HP of damage per *turn* (not *round*). Each Gearloc can attack & reduce HP by 1 on their turn.
- ❖ True Damage is also reduced to 1.
- ❖ If a Gearloc has Hardy, each Baddie can do 1 Dmg on its turn.
- ❖ This is different from Thick Skin, which reduces damage BY 1, not TO 1.

## HIT

- ❖ A Hit has 2 requirements: Uses the Atk Dice and causes at least 1 Dmg to target.
- ❖ An attack that removes Def Dice from the target without reducing HP is not a Hit.
- ❖ Skills do not hit though they can cause damage. **Example:** Bonesaw damage doesn't count as a hit.

## HEALTH

Your current HP is the number of Health Chips your Gearloc currently has stacked under their Gearloc Chip.

- ❖ HP cannot exceed its Health Stat. Excess healing is lost.
- ❖ An HP Training Attempt always succeeds. For each 1 Training Point in Health:
  - ✦ Add 1 HP to your Gearloc.
  - ✦ Increase the HP Stat Die by 1.
- ❖ When your last HP is lost, you are Knocked Out. See **KO**.

## Buff HP

- ❖ **Buff HP** goes in a Gearloc's Prep Area and is not related to a Gearloc's HP.
- ❖ Buff HP does not protect from True Damage, such as Poison.
- ❖ When determining the weakest or strongest targets in battle, don't include Buff HP. Use the current health of units.
- ❖ HP Buffs can be stacked as long as the Active slot has room for the Skill Die that gives the Buff HP.
- ❖ Remove Shields on Active Def Dice before removing Buff HP.
- ❖ Heals affect HP (not Buff HP) and cannot exceed Max HP.
- ❖ Reducing Buff HP does not increase Tantrum's Rage.
- ❖ Buff HP from a Skill Die is cleared at the end of a battle.
- ❖ Buff HP from an Encounter Card, such as Gearlocs Need Food Badly, remains in the Gearloc's Prep Area after battle ends.

See **KO** and **Revive**.

## INITIATIVE

### Ini Meter

- ❖ For combat, the Ini Meter tracks the current round and turn order.
- ❖ The Ini Meter includes the Round Counter Die and the Initiative Dice for each Gearloc and Baddie on the Battle Mat.
 

At the start of battle:

  - ✦ Place the Round Counter Die at the top of the Ini Meter with R1 showing.
  - ✦ Add Initiative Dice for Gearlocs & Baddies as described below.
- ❖ A round is when each Baddie and Gearloc complete their turn.
- ❖ Increase the Round Counter Die by 1 at the start of each round.
- ❖ After R5, the Fatigue rounds occur until the battle is completed. See **Fatigue**.

### Initiative Dice Placement (for R1)

- ❖ Baddies' Initiative is shown below the  on their Baddie Chip.
  - ✦ Turn a Baddie's Lane Initiative Die to this #. **Example:** If a Baddie with 3 Initiative is in Lane 1, use the blue Lane 1 Initiative Die, and set it to 3 on the Ini Meter.
  - ✦ Place the Initiative Die of each Baddie in the Ini Meter (highest on top in descending order).
  - ✦ Ties between Baddies are decided by their Lane numbers. **Example:** A Lane 1 Baddie goes above/before a Lane 2 Baddie.
- ❖ Each player rolls their unique Gearloc Ini Die to determine their spot on the Ini Meter.
- ❖ For any tie with a Gearloc, the party chooses who goes first.

### Initiative Dice During Battle (R2 and beyond)

- ❖ After using initiative to determine order in R1, the initiative # no longer matters.
- ❖ During battle, Skills can modify the Ini Meter, but always in rela-

tion to other units' current spot on the Ini Meter.

**Example:** Tantrum can drop a Baddie 3 spots on the Ini Meter.

- ❖ After R1, units that enter the battle always enter at the top or bottom spot of the Ini Meter (at the end of a round).
  - ✦ All 1Pt & 5Pt Baddies enter at the bottom spot of the Ini Meter. Ties are decided by their Lane numbers.
  - ✦ All Gearlocs, Tyrants, and 20Pt Baddies enter at the top spot of the Ini Meter. For ties with Gearlocs, the party decides.

## INNATE TALENT

- ❖ Each Gearloc starts with a unique Innate talent.
- ❖ An Innate Talent can be upgraded with 6 Bones. Fill your BP with Bones, and on the 6th rolled Bone, you can upgrade to Innate +1.
- ❖ Upgraded Innate Talents last for the entire adventure.
- ❖ After upgrading, turn your Gearloc chip to the side with the stars around the edge.

## INSPIRE # (BADDIE SKILL)

- ❖ The next Baddie in the Ini Meter immediately takes its turn after this unit.
- ❖ Move the next Baddie's initiative die in the Ini Meter immediately below this unit's die.
- ❖ The next Baddie gets the # of additional Atk Dice shown in the Inspire # skill.
- ❖ Even if it didn't move in the Ini Meter, the Baddie gets the extra Atk Dice.
- ❖ If the Baddie with Inspire is at the bottom of the Ini Meter, then no other Baddie moves or gets extra Atk Dice.

## KO

- ❖ When KO'd,
  - ✦ Remove the Gearloc's chip, health chips, and Initiative Die from the Battle Mat and place them in your Gearloc's Prep Area.
  - ✦ Remove all slotted Active, Locked, and Backup Plan dice from the character mat.
  - ✦ Remove Effect Dice from the Gearloc's chip.
  - ✦ Removed Skill dice are exhausted.
  - ✦ Loot stays with you but is not usable while you are KO'd.
- ❖ KO does not restore exhausted dice.
- ❖ Gearlocs avoid KO if they have Liquid Life in their Active slots.
- ❖ Gearlocs can be revived and return to the Battle Mat.

See **Health** and **Revive**.

## LASHBACK # (BADDIE SKILL)

- ❖ After a unit with Lashback is attacked by an adjacent unit, it deals the # in Dmg to the unit.
- ❖ Ranged units do not suffer Lashback.
- ❖ It doesn't happen after a killing blow.
- ❖ Lashback can cause a Lashback reaction, but each Lashback can activate only once. It cannot create a loop effect.

## LOCKED DICE

- ❖ Place rolled Locked Skill Dice effects in the Locked slots on the character mat.
- ❖ Locked Dice remain in these slots from battle to battle until used.
- ❖ Remove Locked Dice when a Gearloc is KO'd.
- ❖ Skill Dice in these slots must be Exhausted when used (unless otherwise stated).

- ❖ Dice in Locked slots do not count against your Dexterity.
- ❖ Anytime on her turn, a player can remove a dice from Locked slots to free space. Removed Skill Dice are exhausted.

## LOCKPICKING

- ❖ A Lock has 3 types: Lever, Trip, and Force.
- ❖ To unlock them, you must roll Lockpicking Dice (3 Action Dice and 1 Intuition Die). The roll results must be equal to or higher than the number for the Lock type that you're picking.
- ❖ Pick locks from left to right.
- ❖ When opened, a lock stays open for future attempts.
- ❖ You can add dice of the same lock type to pick a lock.
- ❖ Used Action Dice are exhausted for the rest of the attempt.
- ❖ Any Action Dice that aren't used to pick a lock are used to pick the next lock in the same attempt.
- ❖ A lockpicking attempt is over when you have no more Action Dice or you have picked all the locks.
- ❖ The Intuition Die is always rolled with your Action Dice. It is never exhausted.



**Reroll** — Reroll 1 Action Die & the Intuition Die.



**Convert** — Change lock type (L, T, or F) of 1 Action Die & use it.



**Save +1** — Give 1 Action Die +1 & do not exhaust it if used on this lock.

Once per day, you get 2 rolls on a starting lock in an attempt, not just the 1st lock.

- Attempt to pick lock 1.
  - If you fail and this is the first time you've attempted to pick this lock, you may make another attempt to pick this lock.
  - If you succeed, move to lock 2, but any dice used to unlock lock 1 cannot be used for lock 2. (You still roll the intuition die.)
- Attempt to pick lock 2.
  - If you fail, your lock picking attempt is done, but you do not lose your progress. The next time you or another Gearloc attempts to unlock this card, start on lock 2.
  - If you succeed, move to lock 3, but any dice used to unlock lock 1 or lock 2 cannot be used for lock 3. (You still roll the intuition die.)
- Attempt to pick lock 3.
  - If you fail, your lock picking attempt is done, but you do not lose your progress. The next time you or another Gearloc attempts to unlock this card, start on lock 3.
  - If you succeed, you get the Trove Loot!
- On a new turn, attempt to pick the starting unlocked lock.
  - If you fail and this is the first time you've attempted to pick this starting lock, you may make another attempt to pick it.
  - If you succeed, move to the next lock, but any dice used to unlock this lock cannot be used for the next one.

See **Loot**.

## LOOT

- ❖ You are limited to 4 slots of Loot & Trove Loot per Gearloc at any time.
  - ✦ When drawing Loot that takes a 5th slot or more, choose 4 slots worth of Loot and Trove Loot to keep. Then, discard remaining Loot cards.

✦ Unopened Trove Loot uses 1 loot slot.

- ❖ **Heavy:** Counts as 3 Loot.
- ❖ **Permanent:** Do not discard when used.
- ❖ **Backup Plan Extensions** grant additional BP Skills that you may use Bones for. Using this counts as your Backup Plan for this turn.
- ❖ Turn a Loot card with multiple uses to show it has been used. Start with the highest #.
- ❖ After completely using Loot card, discard it.
- ❖ If multi-use Loot has been partially used, you can still use it to search for better Loot during Recovery.
- ❖ During battle, if not specified otherwise, Loot & Trove Loot must be used on your turn.
- ❖ Trove Loot should remain chest side up until it is unlocked after successful Lockpicking.
- ❖ You cannot look at Trove Loot before picking all its locks.
- ❖ Trove Loot and Loot are both Loot.
- ❖ If a card or ability affects Loot, it doesn't affect Trove Loot.

See **Lockpicking**.

## MISCHIEF # (BADDIE SKILL)

- ❖ Before attacking, remove # of dice from target's Active slot.
- ❖ Player chooses which dice to remove.
- ❖ This only happens if this unit attacks. Skill requires a Target to use.

## MOVEMENT

- ❖ Gearlocs and Baddies move to adjacent positions (not diagonal).
  - ❖ Baddies/Tyrants with can move diagonally.
  - ❖ Baddies and Gearlocs can't move through any other units on the Battle Mat. You must always go around.
  - ❖ Move a Baddie in any way you want towards your Gearloc and kite him from a distance.
  - ❖ If a Baddie has multiple spots adjacent to a Gearloc, the player can choose which spot it moves to.
  - ❖ Melee Baddies move to the closest Gearloc to target.
    - ✦ They move the fewest possible positions, even 0 positions if already next to a target.
    - ✦ Melee Baddies don't move from an adjacent Gearloc or Gearloc ally to attack another target.
    - ✦ If 2 targets are valid, the Baddie targets the weaker or stronger one based on its target preference at the bottom of its chip.
    - ✦ If there is a tie in HP, players choose.
  - ❖ If a target has no open adjacent positions, Baddies don't move.
  - ❖ Gearlocs must move before attacking.
  - ❖ A Gearloc's movement is optional. You can skip movement and attack an adjacent Baddie. You cannot move after attacking.
  - ❖ If a Baddie cannot target a Gearloc or ally on the Battle Mat, it cannot move. **Example:** Only 1 Gearloc is on the mat and has the Untargetable effect.
  - ❖ Pets move up to 2 positions. Pet movement doesn't cost Dex.
  - ❖ Like Gearlocs, bots must spend 1 Dex (Tink) to move 1 position.
- See **Targeting**.

## PERSISTENT (BADDIE SKILL)

- ❖ Place card with Persistent next to the Tyrant & follow instructions.
- ❖ Add the most recently defeated Goblin-type Baddie to **the bottom** of the BQ.

## PETS

Pets are both Companions and Gearloc Allies.

- ❖ Pets are melee.
- ❖ Pets do not attack in the same round that they are spawned. They need a round to get their bearings.
- ❖ A pet take its own turn before the Gearloc owner:
  - ✦ Move 2 positions (which doesn't cost Dex).
  - ✦ Perform an auto-attack (# of Dmg shown on pet die) to an adjacent Baddie.
- ❖ Each Pet has its own turn. In the case of Hardy, each pet can do 1 Damage.
- ❖ Pet attacks aren't affected by Break.
- ❖ If you have 2+ pets on the map, you choose the order in which they act.
- ❖ Each Pet has 1 unique Skill.
- ❖ Best Companion & Command Skills each affect only 1 pet.
- ❖ If rolling the Command Die results in Frenzy, a Companion can possibly act twice in one round (once before the owner and again after) or act when it's spawned.
- ❖ Baddies can target pets.
- ❖ To keep pets in play, Chillie must spend the Dex cost for each pet on the map at the start of Chillie's turn.
- ❖ If Chillie cannot or does not pay the Dex cost, the Companion Die is immediately Exhausted.

## POISON #

- ❖ A poisoned unit takes True Dmg equal to the Effect Die # at the start of its turn. After applying Dmg, reduce the Effect Die by 1.
- ❖ Each unit can have only 1 Poison Effect Die on it.
- ❖ If the Baddie that used Poison is killed, the Poison still does damage the round in which it died, but it is removed the next round because the Baddie can't refresh it.
- ❖ Poison is not cumulative: If a poisoned unit is hit by a different level of poison, turn the existing Effect Die to that #. This means that an existing Poison 2 Die can be set to Poison 1.

## POSITION (STARTING)

### Baddie Starting Positions

- ❖ Use the colored positions for Baddies (lanes 1, 2, 3, and 4).
- ❖ Melee Baddies start on  positions.
- ❖ Ranged Baddies start on  positions;
- ❖ The first Baddie (from the top of the Baddie Queue) to enter the Battle Mat goes in Lane 1. The 2nd Baddie enters in Lane 2, etc.
- ❖ As Baddies move, they may change Lanes. Place a Lane Marker Chip (matching its starting Lane color) under each Baddie chip when it enters battle.
- ❖ If a Baddie's spawn position is occupied, the Baddie takes the 1st available Baddie position (starting with Lane 1-4) that matches its Attack Form (melee or range). Then, it tries lanes of the other Attack Form.

## Gearloc Starting Positions

- ❖ Use the grey positions for Gearlocs.
- ❖ Melee Gearlocs start on  positions.
- ❖ Ranged Gearlocs start on  positions.
- ❖ Melee-Ranged (hybrid) Gearlocs start on either position. (Their general attacks are melee only, but they have some skill dice that allow them to do ranged attacks.)
- ❖ Gearlocs may start on any Lane, and 2 can start in the same lane if one is ranged and one is melee.

## PROFESSIONS

- ❖ A Profession is a set of Skills unique to each Gearloc.
- ❖ They are listed in the upper right of the Stat Area of the character mat.
- ❖ Corresponding Skills are linked by colored lines.
- ❖ You don't have to unlock all Skills in one Profession to start another.

See **Skill Dice**.

## RAGE # (BADDIE SKILL)

If a Baddie with Rage is not at full HP at the start of its turn, it gains the # of additional Atk Dice.

## RAIDING (BADDIE SKILL)

A Raiding Baddie gains 1 extra Atk Die for each additional orc on the Battle Mat.

## RECOVER # (BADDIE SKILL)

- ❖ At the start of its turn, a Baddie with Recover gains # of HP (up to its maximum health).
- ❖ If a Baddie has Recover and an Effect Die (such as Poison), these occur at the start of a turn. The player chooses the order in which these occur.

## REVIVE

Currently there are 2 Revive Skills. Both belong to Patches.

- ❖ Liquid Life, if in a Gearloc's Active slot, prevents that Gearloc from being KO'd.
- ❖ Otherwise, both Liquid Life and the Zappack bring a KO'd Gearloc back into the battle with the # of HP shown on the die.

When a Gearloc is revived:

1. Set its HP to the # shown on the **Revive/Pos-i-zap** result.
2. The Gearloc rejoins the battle at the end of the current round. After R1, it rejoins at the top of the Ini Meter.

**Liquid Life:** When rolling, you may roll & apply Revive to any Gearloc in play or already KO'd.

- ❖ **If KO'd:** Exhaust Liquid Life immediately & bring the Gearloc back into play at the end of that round. Gearloc still suffers effects of being KO'd.
- ❖ **If Gearloc is in play:** Place the die in the Gearloc's active slot. This skill triggers when that Gearloc is KO'd (after turn is over). In this case, the Gearloc avoids having to remove Active, Locked, and BP dice.
  - a. Exhaust Liquid Life.
  - b. Clear all Effect Dice on the Gearloc.
  - c. Set its HP to the # on the Revive result.
  - d. Gearloc stays in its prep area until it re-enters the battle at the

end of the current round.

**Pos-i-zap:** Use to revive only KO'd Gearlocs. It works like **Revive** on a KO'd Gearloc.

See **Health** and **KO**.

## SCOUTING

- ❖ When cycling a scouted Baddie to the bottom of the stack, turn it face down again.
- ❖ If you have scouted one or more Baddies from a stack, and then you have to search the stack for a particular Baddie and then reshuffle, keep the scouted baddies on top and face-up. They remain scouted and do not get reshuffled into the stack.
- ❖ Each Gearloc can scout the same stack of Baddies.

## SHIELD BASH

- ❖ Remove Def dice with Shields in Active and Locked slots. They return to the dice pool but are not exhausted.
- ❖ Remove and exhaust Skill dice with Def Shields in Active and Locked slots.
- ❖ Damage the Target the total number of removed Def Shield dice.

## SIGNAL # (BADDIE SKILL)

- ❖ For each Baddie with Signal #, add only 1 lesser (or lower level) Baddie to the BQ every round.
- ❖ Add the Baddie at the start of the turn for the Baddie with Signal.
- ❖ The # refers to the number of rounds that Signal adds Baddies.  
Example: A 5pt Baddie with Signal 3 adds one 1pt Baddie to the BQ on its turn for 3 rounds of battle.

## SKILL DICE

### Setting up and Gaining Skills

- ❖ Begin your adventure with all Skill Dice in your Storage Tray (out of play), except for any Skills your Gearloc starts with. These have circled bullets  on your Gearloc Reference Sheet.
- ❖ A profession is a set of Skills unique to your Gearloc. Professions are listed in the top right corner of the Stat Area and their corresponding Skills are linked by colored lines in the Skills Area.
- ❖ Starred Skills  (visible next to certain slots in your Skills Area) are always available for training. They have no prerequisite skills.
- ❖ Some Skills will have arrows pointing to them and do not have . These Skills must be learned in order, starting with a Skill and following the arrows. If 2 arrows point to a Skill, only 1 is needed to unlock it.
- ❖ You do not need to unlock all the Skills in a profession before starting another profession.
- ❖ Skills are learned through Training Points.
  - ✦ A Skill Training Attempt always succeeds.
  - ✦ When you train/unlock a Skill, find the numbered die in your Storage Tray that matches the Skill you're training and place it on your mat in its correct slot.
  - ✦ The side showing on Skill Dice in your Skills Area doesn't matter. Counters are often the exception.
- ❖ After trained/unlocked, use Skill Dice throughout the adventure.

### Using Skills

- ❖ When Skill Dice are used, they must be Exhausted (unless otherwise noted).

- ❖ You don't have to use a rolled Skill Die (unless it is a Red Bone). Return the unused Skill Die to the Gearloc's character mat.
- ❖ Some skills specify a valid target. But some (such as Patches' Med Kit) work on any Gearloc, not just an adjacent one.
- ❖ Each Skill is used only once per battle (unless otherwise noted). Exhaust each Skill Die after use.
- ❖ When required to remove dice from Active or Locked slots, Skill dice are exhausted unless specified otherwise.
- ❖ The timing for Skill Dice can vary greatly. See the Gearloc Reference Sheets for details.
  - ✦ Some are immediately resolved.
  - ✦ Others go into your Active Slot, waiting to be triggered.
  - ✦ A few Skills go onto your Locked Slots, where they may remain for the entire adventure, or until you use them.

- ❖ When more than 1 Skill triggers at the same time (such as the start of the turn effects), they happen in the order of the player's choosing. **Example:** You choose for the poison to hit before the recover does.
- Fatigue occurs at the start of the round before anyone's turn.**
- ❖ Baddie Skills are unique and trigger at specific times during battle depending on the skill. See the specific Baddie skill in this document.
  - ❖ For Baddie skills that require a target, the target must be a valid target in attack range to apply the Skill.

See **Exhausted Dice**, **Innate Skill**, **Targeting**, and **Training**.

## STUN (BADDIE SKILL)

- ❖ Place Stun Effect Die on target.
- ❖ Target loses its next turn.
- ❖ Negative effects still apply if the Target doesn't have a turn.
- ❖ Remove the Stun Effect Die after the target's next turn.

## SURPRISE (BADDIE SKILL)

- ❖ After setting the initiative order for the current battle, move all opposing units to the bottom of the Ini Meter.
- ❖ Keep the opposing units in their original order.

## TAUNT (BADDIE SKILL)

- ❖ If a Baddie with the Taunt skill rolls a Bone, it triggers Taunt.
- ❖ Place a Taunt Effect Die on the Baddie to show it's triggered.
- ❖ Until the start of the Baddie's next turn, any opposing units adjacent to it (that want to attack) **must** attack it.
- ❖ An adjacent Gearloc can move away from the Baddie and not attack it.
- ❖ Remove the Taunt Effect Die at the start of the Baddie's next turn.

## TARGETING

### Baddie Targeting

- ❖ To determine the weakest or strongest Gearloc, use only its HP (not its Buff HP).
- ❖ For melee Baddies, their target preference is used only when 2 targets are the same distance from a Baddie. Use the Baddies' preference (weakest / strongest) to find which target it moves to.
- ❖ A Baddie does not move in a way to maximize its attacks. **Example:** If a multi-target Baddie is adjacent to 1 Gearloc, it doesn't move to be able to target 2 Gearlocs.
- ❖ When a multi-target Baddie attacks multiple targets, roll the

Attack Dice for **each** target separately.. A Baddie doesn't attack the same target more than once per turn.

- ❖ Ranged Baddies don't move to target or attack because there is no line of sight for range. It uses its target preference.
- ❖ For Baddie skills that require a target, the target must be a valid target in attack range to apply the Skill.

### Gearloc Targeting

- ❖ Gearlocs have only 1 target per turn.
- ❖ On a turn, Gearlocs must use the same target for an Attack, damaging Backup Plan and Skill.
 

If a Skill or Backup Plan has *Target* in the description, it must be used on the same target as the Attack. If it doesn't state *Target*, that skill or backup plan can have a different target.
- ❖ If a target is required, players declare one before rolling dice.
- ❖ Gearlocs must have a target before rolling Atk Dice.
- ❖ For melee attacks, Gearlocs must be adjacent to a target to roll Atk Dice.
- ❖ Ranged Gearlocs can attack any target on the Battle Mat. Line of sight isn't required.

## TERRIFY (BADDIE SKILL)

- ❖ Terrify triggers when a unit with the Terrify skill is attacked (with Atk Dice) regardless if it was damaged.
- ❖ Place the Terrify Effect Die on the attacking unit.
- ❖ A unit with the Terrify Effect Die at the start of its turn cannot attack any Baddie with the Terrify skill.
- ❖ But it can roll non-Atk Dice (including Skill Dice) and move.
- ❖ Remove the Terrify Effect Die after the target's next turn.

## THICK SKIN # (BADDIE SKILL)

- ❖ Thick Skin is a kind of permanent defense die: It absorbs, or nullifies, 1 damage.
- ❖ When resolving damage, first remove Def Dice. Thick Skin does not reduce the damage taken by Def Dice.
- ❖ Each turn (not round), reduce total incoming damage by #. If there's no #, assume 1.
- ❖ Damage done each turn is reduced unless it has already taken damage on that turn. **Examples:** Ghille and a pet have separate turns, so if both attack, Ghille's and the pet's damage is each reduced. But Trantrum and a bot attack on the same turn, so only 1 of their attacks is reduced.
- ❖ Thick Skin does not lessen True Damage or damage taken during Fatigue Rounds.

## TRAINING

- ❖ Earn Training Points from successful Encounters.
- ❖ When a Party Training Point  is earned, each party member gains a Training Point that they can use to attempt to train one of their Skills or Stats.
  - ❖ You can use more than 1 Training Points on the same stat.
  - ❖ Training HP, Dex, or a Skill always succeeds:
    - ✦ Unlock a Skill Die. Place it on your mat.
    - ✦ Increase Health Stat Die by 1.
    - ✦ Increase Dexterity Stat Die by 1.
  - ❖ Training in Attack or Defense requires a successful attempt to increase this stat.
    - ✦ If you fail to train in Attack, you can try to train in Defense.

- ✦ If you fail both Attack and Defense training attempts, use the Training Point to improve your Dexterity, Health, or Skills.
- ❖ Attempt to train your Attack Stat:
  - ✦ Roll current Atk Dice (Starting Stat + Stat Die).
  - ✦ If no Bones are rolled, increase Attack Stat Die by 1.
  - ✦ If Bones are rolled, do not increase Attack Stat Die. Spend Training Point elsewhere.
- ❖ Attempt to train your Def Stat:
  - ✦ Roll current Defense Dice (Starting Stat + Stat Die).
  - ✦ Reroll any Bones 1 more time.
  - ✦ If no Bones are rolled, increase Defense Stat Die by 1.
  - ✦ If Bones are rolled, do not increase Defense Stat Die. Spend Training Point elsewhere.

## TYRANT

- ❖ You don't have to fight the Tyrant the day after earning the required Progress Points ,
- ❖ To win, you must defeat the Tyrant before its  is exceeded.
- ❖ You often need to defeat only the Tyrant Baddie to win the battle.
- ❖ A Tyrant Card front shows information about that Tyrant:
  - ✦ The Creature Types to use for this adventure.
  - ✦ The Progress Points needed in order to challenge the Tyrant.
- ❖ The back of the Tyrant Card
  - ✦ Describes how to set up the Battle Mat for the Tyrant battle.
  - ✦ Explains each Skill the Tyrant has, including its Tyrant Die.
- ❖ A failed Tyrant battle is handled the same as an unsuccessful Encounter battle: Try again if the number of days hasn't exceeded the Tyrant's .

For more about using the Tyrant card to set up the game, see **SETUP**.

## UNDEAD (BADDIE SKILL)

- ❖ When a unit with the Undead skill is **first** KO'd, put it on top of the BQ.
- ❖ When it enters the Battle Mat again, it has only 2 HP but double the Attack Dice.

## UNTARGETABLE (BADDIE SKILL)

Same as explained in Flight. Baddie cannot be a target but can take damage (such as, if an effect damages units beside the target).

## WEAKEN (BADDIE SKILL)

- ❖ Target must reduce Dex by # for the next turn.
- ❖ Place a Weaken Effect Die on the target.
- ❖ Remove the Weaken Effect Die after the target's next turn.