
TOO MANY
BONES
A DICE BUILDER RPG
Rulebook
Version 1.0.1

A Note From Josh & Adam:

Too Many Bones has been a humbling endeavor for us both. Never before have we experienced this level of support and encouragement throughout the game-making process. Our backer community support has been second to none and has fueled us to make this game stand out in every way possible. Everyone involved has given more effort than we were ever expecting. We want to personally thank our artist, Anthony LeTourneau; our writer, James Boutilier; our jack of all trades and social media man, Josh Wielgus; and an orc horde of others who donated their time and talents to proof and playtest this unique take on dice strategy. We hope the amount of care and attention to detail invested into this game is apparent. It remains our goal, to steadily improve the quality standard for board gaming. We think this game sets the bar high. Enjoy!

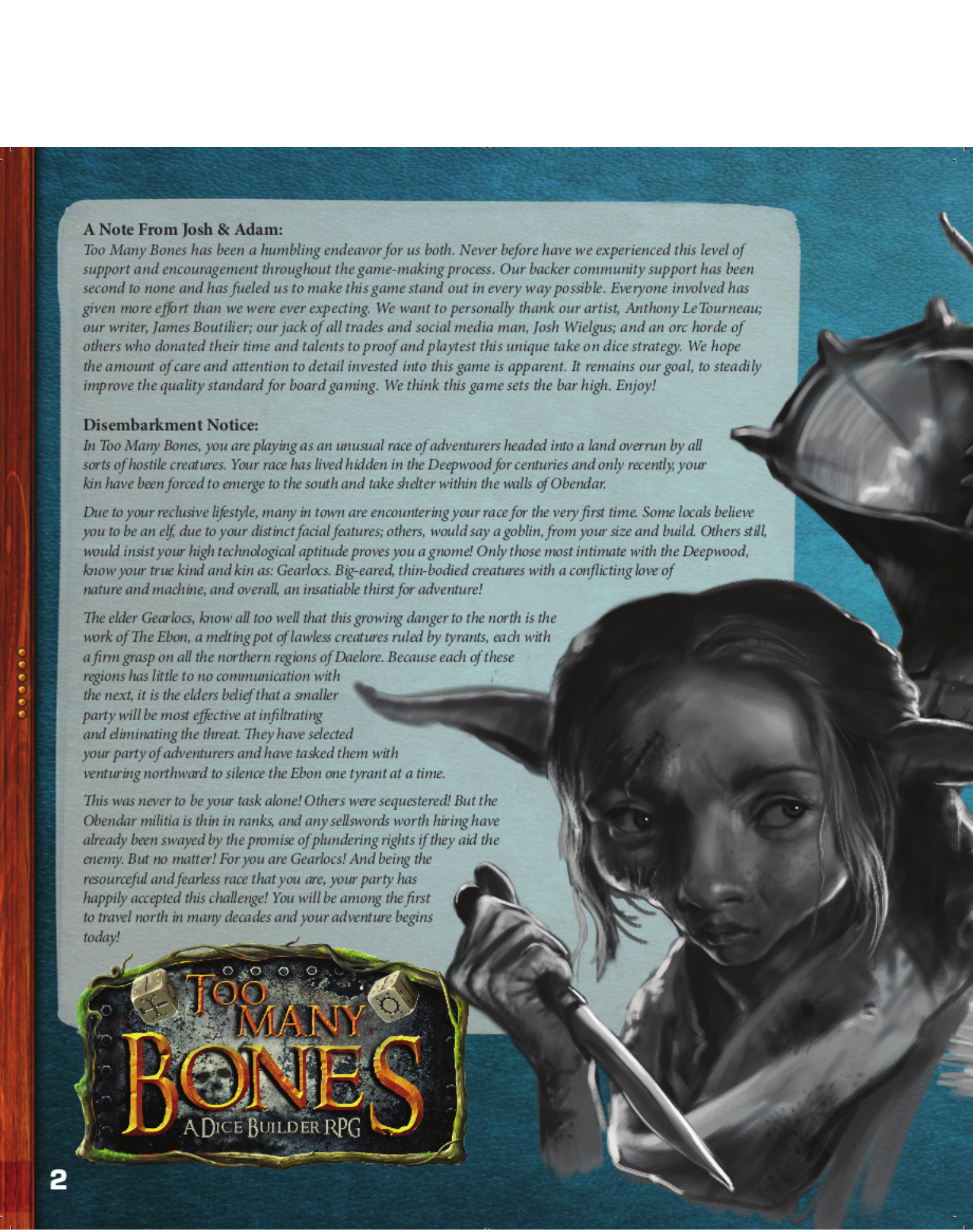
Disembarkment Notice:

In Too Many Bones, you are playing as an unusual race of adventurers headed into a land overrun by all sorts of hostile creatures. Your race has lived hidden in the Deepwood for centuries and only recently, your kin have been forced to emerge to the south and take shelter within the walls of Obendar.

Due to your reclusive lifestyle, many in town are encountering your race for the very first time. Some locals believe you to be an elf, due to your distinct facial features; others, would say a goblin, from your size and build. Others still, would insist your high technological aptitude proves you a gnome! Only those most intimate with the Deepwood, know your true kind and kin as: Gearlocs. Big-eared, thin-bodied creatures with a conflicting love of nature and machine, and overall, an insatiable thirst for adventure!

The elder Gearlocs, know all too well that this growing danger to the north is the work of The Ebon, a melting pot of lawless creatures ruled by tyrants, each with a firm grasp on all the northern regions of Daelore. Because each of these regions has little to no communication with the next, it is the elders belief that a smaller party will be most effective at infiltrating and eliminating the threat. They have selected your party of adventurers and have tasked them with venturing northward to silence the Ebon one tyrant at a time.

This was never to be your task alone! Others were sequestered! But the Obendar militia is thin in ranks, and any sellswords worth hiring have already been swayed by the promise of plundering rights if they aid the enemy. But no matter! For you are Gearlocs! And being the resourceful and fearless race that you are, your party has happily accepted this challenge! You will be among the first to travel north in many decades and your adventure begins today!





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We consider this rulebook a living document and may continue to add and update as necessary with new expansions and content. Latest versions will be posted here: toomanybones.com/rules

You may notice YouTube icons in various places throughout this rulebook. Wherever this icon appears, it means we have created a video explaining that subject.

To view it, visit our YouTube channel at:
www.youtube.com/chiptheorygames
and search that word or phrase. Happy viewing!

BOX CONTENTS



Battle Mat



x4 Gearloc Chips



x4 Lane Markers



Day Counter



x65 Health Chips



x28 1 PT Baddies



x20 5 PT Baddies



x7 20 PT Baddies









x4 Gearloc Mats



x6 Special Encounters



x30 Party Encounters



x12 Solo Encounters



x12 Tyrant Encounters



x40 Loot



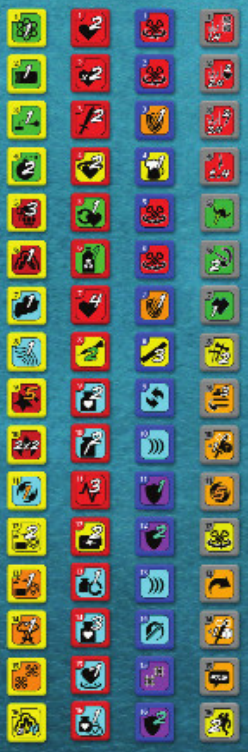
x20 Trove Loot



Day Counter Card



Tyrants
x7 Cards
x7 Chips
x7 Dice



x64 Gearloc Skill Dice



x8 Effect Dice



x16 Stat Dice



x4 Gearloc Initiative Dice



x4 Baddie Initiative Dice



x12 Atk Dice



x18 Def Dice



x4 Lockpicking Dice



Marker



Round Counter

D6



x4 Dice Storage Trays



x5 Reference Sheets

OBJECTIVE

Game Objective

Your task is easy...according to the Gearloc Council. Simply reach and defeat the selected Tyrant within its day allotment to win.

GAME SET-UP

Let's start by setting up for your adventure. Place the Battle Mat in the center of your play area.

Tyrant and Day Counter

Select a Tyrant based on the length of game you'd like to play or draw one at random (you may look at both sides and familiarize yourself with its Skills and Tyrant Die effects). Games can range from 1-4 hours depending on the Tyrant and number of Gearlocs. Place the Tyrant's Card, Chip, and Die to the left of the Battle Mat.

Place the Day Counter Card and Chip (set to 1) directly below your Tyrant Card.



Encounters

Find any Tyrant Encounters (blue) associated with that Tyrant (1-3 cards and labeled with the Tyrant name at the bottom of the card) and set those aside. Place other Tyrant Cards in the game box.

Shuffle the General Encounter Deck (green), or Solo Encounter Deck (green and labeled "Solo" at the bottom) if playing with only one Gearloc, and draw Encounter Cards equal to the (#) shown on your Tyrant Card minus 3 cards. Shuffle these together with the Tyrant Encounter Card(s) you set aside, and place them all to the left (story side up) of the Battle Mat as shown. Place other Encounter Cards in the game box. In rare instances where you run out of Encounters, you may replenish your Encounter Deck from the box.

Finally, find Special Encounters 001-003 and place them, in order, on top of your newly created Encounter Deck. Place other Special Encounters in the game box (keep these accessible, as you may need them later on).

Loot & Trove Loot

Shuffle all Loot and Trove Loot cards and place both decks (chest side up) to the right of the Battle Mat. Take the 4 Lockpicking Dice and place them nearby.

Baddies

Using the Baddie Type icons ( ) shown on your Tyrant Card, find all Baddies of these types. Flip them face down, shuffle, and create 1Pt, 5Pt, and 20Pt Baddie "Active Stacks". Place these stacks above the Battle Mat. Place other Baddie Chips in your game box (on occasion, you may need to access these Baddies for a specific Encounter). If you ever run out of Baddies in an Active Stack, reshuffle defeated Baddies.

Place a few stacks of 8-10 Health Chips to the right of your Baddie Active Stacks as shown.

Gearlocs

Each player chooses a Gearloc and places their selected Gearloc Mat, Gearloc Chip (with [#] of Starting Health Chips underneath it), Initiative Die, and Stat Dice as shown. Adjust mat placement to your liking based on party size.

Find your Gearloc's 16 Skill Dice and place them in a Storage Tray near your Gearloc Mat (the tray covers work great for storing Atk and Def Dice near each Gearloc as well).

Using your Gearloc Reference Sheet (front right column), look for any Skills with a circle ( ) next to its name. Your Gearloc starts the game with these Skills (find the Skill names on your Gearloc Mat and then place the Skill Dice with corresponding numbers into those slots on your mat). These dice are usually Counters (meaning the side facing up on your mat is important). Start these dice with their "0" side showing, if possible.

Other Components

Gather some Atk Dice (6-10), Def Dice (10-12), and Effect Dice (2-4 of each type), and place them below the Battle Mat. Set the black D6 in this area as well.

Place the 4 Lane Marker Chips above the Battle Mat as shown. Do the same for the 4 Baddie Initiative Dice.

Lastly, place the Round Counter Die at the top of the Initiative Meter on the Battle Mat, set to R1.

You are ready for your adventure!

GEARLOC MAT

Before you draw your first Encounter, let's go over some of the different components within TMB, starting with the Gearloc Mat.



1. Stat Area

- Each Gearloc has 4 Stats: Health, Dexterity, Attack, and Defense.
- Each Stat consists of a Starting Stat (printed number on the mat) which can be increased by placing a Stat Die in the corresponding Stat Dice slot during the game. The Starting Stat plus the value of the Stat Die equals the current (Max) Stat of your Gearloc.
- You can upgrade these stats using Training Points ( ) from completing Encounters.
- A Training Point gives you 1 Training Attempt for any Stat (or Skill).
- If a Training Attempt is successful, place (or increase by 1) a Stat Die in the slot next to the Starting Stat to reflect the new modified number (Stat Dice cannot go higher than 6).
- Stat Dice from Training remain throughout the adventure.

Health (HP)

- Your HP is the number [#] of Health Chips your Gearloc currently has stacked under their Gearloc Chip.
- HP cannot exceed its [Max] Stat (excess healing or regen is lost). *Buff HP is separate from your HP and is therefore handled differently. Your individual Gearloc Reference Sheet will give specifics if they have a Buff HP Skill.
- An HP Training Attempt will always succeed. After Training in HP, add 1 HP to your Gearloc (in addition to increasing the HP Stat Die).
- Losing your last HP means you are Knocked Out (KO'd). Remove your Gearloc, its Initiative Die, and all slotted Active, Locked, and Backup Plan dice from the Battle Mat (use Recovery Phase to replenish to full HP).

Dexterity (Dex)

- Your Dex is the total [#] of dice you may roll each turn (any combination of Atk, Def & Skill Dice).
- A Dex Training Attempt will always succeed.
- Dex may also be spent to move your Gearloc on the Battle Mat (costs 1 Dex per position).

Attack (Atk)

- Your Atk Stat is the [#] of Atk Dice ( ) you have available to roll each turn.
- Each Atk Die costs 1 Dex to roll in battle.
- An Atk Training Attempt requires you to roll your current Atk (Starting Stat + Stat Die). If no are rolled, you are successful. If unsuccessful, there is no Atk Stat increase and you must spend this Training Point elsewhere.

- Atk Dice must have a target before they are rolled (one target only).
- Each rolled is [#] damage (Dmg) that may be applied to target (can be combined with other rolled Dmg).
- Each rolled may be used in your Backup Plan (does not reduce [#] of Atk Dice available to you in future turns).

Defense (Def)

- Your Def Stat is the [#] of Def Dice ( ) you have available to roll each turn.
- Each Def Die costs 1 Dex to roll in battle.
- A Def Training Attempt requires you to roll your current Def (Starting Stat + Stat Die). Any rolled are rolled once more. If no are rolled after the second roll (or first), you are successful. If unsuccessful, there is no Def Stat increase and you must spend this Training Point elsewhere.
- The total Def Dice currently in Active slots will reduce available Def Dice for rolling this turn (e.g. Boomer has a Def stat of 2. She rolls both Def Dice on her turn and gets a 1 and a 2 result. She chooses to place both dice in her Active slots. Later in the round, a Baddie attacks her for 1 Dmg, so she chooses to remove the 1 Def from her Active slot. It's now her turn again, but because she still has a Def Die in her Active slot, she can only roll 1 Def Die this turn).
- Each rolled may be placed in an Active slot.
- The total [#] of in your Active slots is the [#] Atk Dmg you may prevent. Decrease by this amount (in the example above, Boomer had the choice between reducing a 2 Def to 1 or simply removing the 1). Def Dice must be used for all incoming Dmg (except True Dmg) first before removing HP.
- Each rolled may be used in your Backup Plan (does not reduce [#] of Def Dice available to you in future turns).

Innate & Innate+1

- Each Gearloc starts with a unique talent (Innate) and can use it throughout their adventure. Use your Gearloc Reference Sheet to learn more about what it can do.
- Your Gearloc's Innate can be upgraded by using 6 on your Backup Plan. This also lasts the entire adventure and its effects are explained on your Gearloc Reference Sheet.
- Play with the non-star side of your Gearloc chip face up until you upgrade to Innate+1, then flip it!

Attack Form (Ranged / Melee / Melee-Ranged)

- This determines how your Gearloc can attack. Melee (& Melee-Ranged) Gearlocs can only target adjacent units when attacking (rolling Atk Dice). Ranged Gearlocs can target any unit.
- Your form also determines your Gearloc's Battle Mat starting position options in battle (discussed on page 13).



Unlike Skill Dice, Def and Atk Dice are never Exhausted and are available to you every turn..unless of course you meet a golem..or maybe a bog wyrm. In which case, I've got this, just stay behind me! My point is, Atk and Def stats are important! Roll these dice and use them often!

GEARLOC MAT CONT.



2. Exhausted Dice Area

- 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 and are no longer available to you. 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.

3. Prep Area

The picture of your Gearloc also serves as a staging area for certain components throughout the game.

- This is where your Gearloc Chip stack with its current HP sits when not in battle.
- If your Gearloc receives Buff HP, it is placed here.
- Some Gearlocs even use this area for staging certain Skills before they are used in battle.

4. Skills Area

Skill Dice

- 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 (◉).
- Skills are learned through Training Points. When you train/unlock a Skill, locate 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).
- A Skill Training Attempt will always succeed.
- Skills are usable only once per battle (unless otherwise noted). Exhaust each Skill Die after use.
- Once trained/unlocked, Skill Dice are usable throughout the adventure.
- Each Skill Die side has an icon that can be matched to your Gearloc's Reference Sheet to find out how this icon functions. It also shows where this die may be placed once rolled (i.e. Active [A], Locked [L]).



How Skill Dice function can vary greatly. Some are immediately resolved, while others are placed onto your Active Slot, waiting to be triggered. A few Skills even go onto your Locked Slots, where they may remain for the entire adventure, or until you choose to use them! To learn more about how each Gearloc's Skills work, read about them on the Gearloc Reference Sheets.

Professions

- A profession is a set of Skills unique to your Gearloc. Professions are listed in the top right corner of the Stat Area and its 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.
- Some Skills will have arrows pointing to them and do not have a ★. 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.

Consumables

- Consumable Dice cannot be gained using Training Points and are instead acquired through Loot or certain Backup Plans. *Some Gearlocs even start with certain Consumable Counter Dice on their mats.
- When you acquire a Consumable Die, take it from your Storage Tray and place it on your mat.
- Once a Consumable is used, it is removed from your mat (place back in your Storage Tray). *A few Consumables are the exception to this rule and remain on your mat as a counter throughout your adventure.

5. Backup Plan (BP)

Backup Plan Skills

- Only 1 Backup Plan Skill may be used per turn.
- The cost of using a BP Skill varies from 1-6 as shown on Gearloc Mat & Reference Sheet.
- Remove [#] to use a BP Skill that costs [#]. from Atk & Def Dice are simply removed, but Skill Dice used in this way must be Exhausted.

Managing Bones

- Up to 5 total may be stored within the BP from turn to turn.
- Line up from left to right in the order they are earned.
- Use from left to right. Shift unused all the way left.
- may remain in your BP until used and must be cleared at the end of battle or if KO'd.

Multi-Bones Dice

- These take up multiple slots on the BP (skip slots to show this).
- If the BP Skill uses up only part of a multi-Bones Die, the entire die is used and any unspent are lost.

Upgrading to Innate+1

- It takes the use of 6 to upgrade to a Gearloc's Innate+1.
- Flip over Gearloc Chip (to stars side) for the rest of the adventure to indicate this upgrade!

Bones are misses, sort of. You will find that the vast majority of the dice that you roll may have one or more sides with the Bones icon. Oftentimes, these are an undesired result of the dice you rolled. However, they play a pivotal role in your decision-making process. You will always have the option of putting Bones into your Backup Plan.





6. Active Slots

- Place rolled Def Dice and Active (A) Skill Dice effects here. Ally Active (AA) Skill Dice effects are also placed in this area (by other Gearlocs). Specific Active and Ally Active Skill Dice effects are explained on the Gearloc Reference Sheets.
- Active Dice remain here until used and must be cleared at the end of battle or if Gearloc is KO'd.
- Skill Dice in these slots must be Exhausted when used (unless otherwise stated).

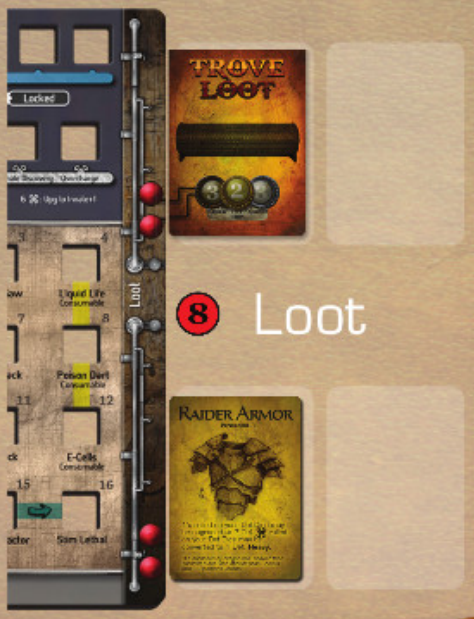
7. Locked Slots

- Place rolled Locked (L) Skill Dice effects here.
- Locked Dice remain here from battle to battle until used. These dice must be cleared if Gearloc is KO'd.
- Skill Dice in these slots must be Exhausted when used (unless otherwise stated).

Important: To free up space, a player may remove (Exhaust if Skill Die) dice from Active or Locked slots at any time during their turn.

8. Loot Area

- When a Gearloc earns Loot or Trove Loot, they can store it to the right of their Gearloc Mat.
- Each Gearloc can hold up to 4 Loot & Trove Loot (when drawing 5th or more, choose 4 to keep, discard remaining).
- Loot fully explained on Page 16.



BATTLE MAT

One step closer to playing TMB! Now, let's tackle the Battle Mat. This is where all the action happens when you start taking on those Baddies!

1. Initiative Meter (Ini Meter)

In battle, a single turn from each Baddie and Gearloc makes up 1 full round. The Ini Meter tracks the current round and whose turn it is. It also gives you a visual forecast of who will be attacking next and in what order. Initiative is built downward on the meter from highest (going first) to lowest (going last).

- The Round Counter Die goes on the top of the Ini Meter, starting with R1.
- Increase this die to R2, R3, etc. at the start of each new battle round.
- After R5, the (Fatigue) rounds occur 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 and cannot be blocked or defended against in any way).



Initiative Dice Placement (setting up for R1 of battle)

- Baddies have their Initiative ( ) indicated on their Baddie Chip. A Baddie Initiative Die is used to represent this [#] on the Ini Meter (e.g. 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). Any tie between Baddie Initiative is then decided by their Lane priority (a Lane 1 Baddie would go above/before a Lane 2 Baddie).
- Each player rolls their unique Gearloc Ini Die to determine their spot on the Ini Meter. For any Initiative tie that involves a Gearloc, the party chooses who goes first.



Initiative Dice During Battle (R2 and beyond)

- After initial Initiative placement is set for Gearlocs and Baddies, the [#] on these dice no longer matters. During battle, certain Skills can modify the Ini Meter, but always in relation to other units current Ini Meter "spots" (e.g. Tantrum can drop a Baddie 3 spots on the Ini Meter).
- Units that enter the battle after R1 will always enter at the top or bottom spot of the Ini Meter. All Gearlocs, Tyrants, and 20Pt Baddies enter the Battle Mat at the top spot of the Ini Meter (again, Ini [#] is disregarded). All 1Pt & 5Pt Baddies enter the Battle Mat at the bottom spot of the Ini Meter. Follow R1 rules for any ties.
- Units with their Initiative spots modified during the round will take their new spots only after the round is complete (feel free to shift their Initiative Dice to the side as a reminder).

2. Baddie Starting Positions

Use the colored positions for Baddies. Melee Baddies start on ✕ positions; Ranged Baddies start on ⤫ positions; The first Baddie to enter the Battle Mat goes in Lane 1 ( ). The 2nd Baddie, Lane 2, etc. As Baddies move, they may change Lanes; therefore, place a Lane Marker Chip (matching its starting Lane color) under each Baddie when it enters battle.

3. Gearloc Starting Positions

Use the grey positions for Gearlocs. Melee Gearlocs start on ✕ positions; Ranged Gearlocs start on ⤫ positions; Melee-Ranged Gearlocs start on either. Gearlocs may start on any Lane and may even double up on a single Lane.

4. Movement

When moving, Gearlocs and Baddies can only move to adjacent positions (not diagonal) and never "thru" other units. Baddies with ( ) can move diagonally.



BADDIES

Baddies represent the opposition you will face during your adventure. Each Baddie comes with its own chip and stats.

1. HP
This is the number of Health Chips placed beneath a Baddie when it enters the Battle Mat.

2. Initiative
This determines its starting spot on the Ini Meter. A Baddie Initiative Die is used to indicate this.

3. Attack Form
Melee Baddies ( ) can only attack adjacent (not diagonal) opposing units. If none exist, they cannot attack this turn. Ranged Baddies ( ) can attack any opposing unit, regardless of mat position.

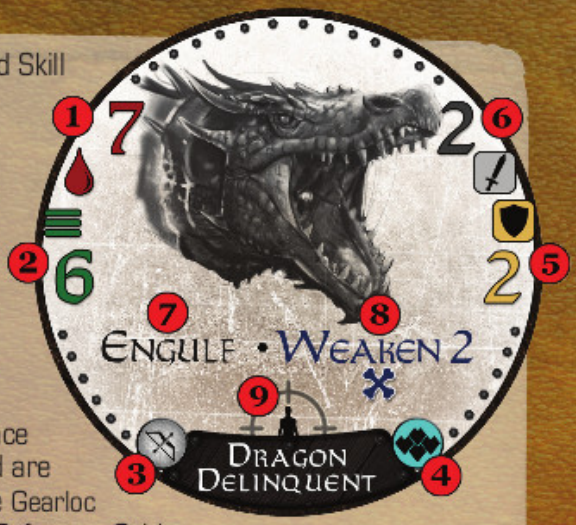
4. Creature Type
Trolls Scales Bogs
Orcs Goblins Beasts

5. Defense
This is the number of Def Dice this Baddie rolls on its turn (minus any active Def Dice). Rolled is applied to top of Baddie chip (making it active). A Baddie does not need a target in range to roll its Def Dice.

6. Attack
This represents the number of Atk Dice this Baddie rolls against its target on its turn. Total rolled is [#] Dmg done to target. If Baddie has multiple targets, these dice are rolled separately for each.

7. Skills
These Skills (in black) are always in effect. Refer to the Gearloc Adventuring Reference Guide for a list of Baddie Skills and how they work.

8. BP Skills
These Skills (in blue with icon) trigger if a Baddie rolls at least the # of shown on the Baddie chip from all its Atk and Def Dice rolls combined this turn. Rolled do not carry over to the next turn.



If a triggered Skill requires a target and the Baddie has multiple targets, party may choose.

These Skills can only be triggered once per turn and are listed on the Gearloc Adventuring Reference Guide.

9. Target(s)
Target ( ) determines which unit(s) this Baddie is pursuing and attacking. Melee Baddies always pursue the "closest" (route with fewest positions) . Ranged Baddies don't move so they just attack their . Some Baddies will attack multiple targets (shown by [#] figures within the icon) but will not attack the same target more than once per turn. A Baddie will attack either the weakest ( ) target (opposing unit with lowest HP) or the strongest ( ) target (opposing unit with highest HP). Party chooses on ties.

10. Diagonal Movement
Baddies/Tyrants with can move diagonally.

11. Extra Baddies
A Baddie with or adds this many 5Pt Baddies to the top of the Battle Queue when it enters the Battle Mat.



Movement
All melee Baddies move up to 2 positions toward their on their turn before attacking (if possible).

Baddie Points (Pts)
There are 4 types of Baddies: Tyrants, 1Pt, 5Pt, and 20Pt Baddies. They are identified by their image or [#] Pts on the back of the Baddie chip.

TYRANTS

Reaching and defeating the Tyrant is your main objective in Too Many Bones.





Tyrant Card

A Tyrant Card front gives information about that Tyrant and shows the Creature Types you are to use for this adventure. It also lists the Progress Points needed in order to challenge the Tyrant. While you are not required to challenge the Tyrant the day after earning the required , you must defeat the Tyrant before its is exceeded in order to win.

The back of the Tyrant Card instructs you on how to set up the Battle Mat for the Tyrant battle and explains each Skill the Tyrant has, including its Tyrant Die. You only need to defeat the Tyrant Baddie to win this battle.

A failed Tyrant battle is handled the same as an unsuccessful Encounter battle and can be tried again if you have enough days for another try.



Tyrant Chip

Each Tyrant has a chip that is used as a Baddie chip in the final battle.

Tyrant Die

Along with its Atk and Def Dice, each Tyrant has a unique Tyrant Die that is rolled each time the Tyrant takes its turn. This die is only rolled once per Tyrant turn.

Tyrant Encounters

Each Tyrant has Tyrant Encounter Cards specific to them. Tyrant Encounter Cards for the Tyrant you are pursuing are always shuffled into your Encounter Deck before your adventure begins.

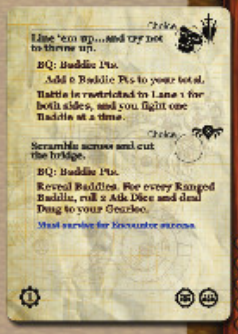


ENCOUNTERS

Encounters are daily situations your party must overcome as they make their way toward their objective. Each day, your party will start by drawing an Encounter Card and reading it aloud. The front of the card presents a situation your party "encounters." The back, lists your choices and the effects those choices will have on the Encounter (you may read the entire card and discuss before deciding).



Your party must choose one of the options offered. These choices will result in a peaceful outcome (no battle) or a battle . Either way, you must successfully complete the Encounter to earn its rewards (usually Progress Pts, Loot, and/or Training Points). Refer to the Gearloc Adventuring Reference Guide for details on all Encounter icons (rewards, etc.). *Be aware that even some peaceful outcomes have success requirements noted on the card.



Specific choices may have rewards listed after that choice. General rewards given for successful completion of either choice are listed at the bottom of the card (left/right corners).

A battle is successful if at least one Gearloc remains on the Battle Mat after all Baddies are defeated. In this case, place all Gearlocs with their remaining HP (or just their Gearloc chip if KO'd) back on their Gearloc Mat Prep Area and move into the Reward Phase. *Game Phases are discussed in detail on page 18.

If an Encounter is unsuccessful (Peaceful or Battle), your party does not gain any rewards and must immediately move into the Recovery Phase. If it was a battle, clear the Battle Mat and place KO'd Gearlocs back on their Gearloc Mat Prep Area and any undefeated Baddies face down on the bottom of their appropriate Active Stacks.

After an Encounter is over, discard it unless it states otherwise, or, if you earned a Progress Point reward, stack this card with the point showing under your Tyrant Card.

Encounter Types

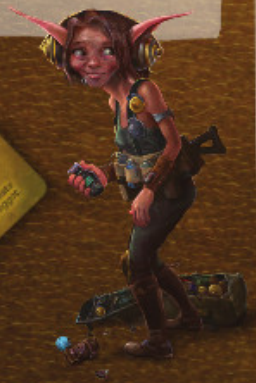
There are 3 types of Encounters in TMB. Special Encounters are used only when instructed in set-up or by another Encounter. Tyrant Encounters are added to the Encounter Deck based on which Tyrant you are facing (see page 5). Regular Encounters come in 2 sets: General and Solo Encounters (indicated on the front at the bottom of each card). Use Solo when adventuring with 1 Gearloc only. Use General for 2 or more Gearlocs.





As you unlock Trove Loot, you can keep track of the locks you've solved by connecting the pipes to your Gearloc mat! One pipe connected means you solved one of the three locks and so on! Solve all three? Success!! Flip it over!





LOOT

In order to have a chance at taking down a Tyrant, your party will need to find some Loot and, if lucky, some Trove Loot along the way. Here are a few details about both:



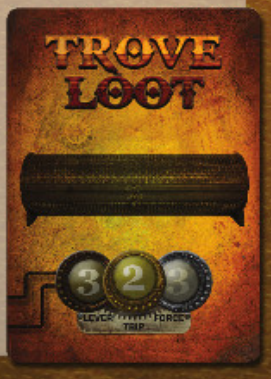
- You are limited to 4 Loot & Trove Loot per Gearloc at any time (when drawing 5th or more, choose 4 to keep, discard remaining).
- Turn a Loot card with multiple uses to show it has been used (start with highest #).
- After fully using Loot card, discard it.
- During battle, if not specified otherwise, Loot & Trove Loot must be used on your turn.
- Trove Loot should remain "chest" side up until it is fully opened through successful Lockpicking Attempts (takes up a loot spot either way).
- **Heavy:** Counts as 3 Loot.
- **Permanent:** Do not discard when used.
- **Backup Plan Extensions** grant additional BP Skills that you may use for. Using this counts as using your Backup Plan for this turn.

Lockpicking



The need for Lockpicking can come from a random Encounter or any Trove Loot you manage to get your hands on. There are 4 Lockpicking Dice used in this process consisting of 1 Intuition Die and 3 Action Dice. You can learn more about how these work on the Gearloc Adventuring Reference Guide.

Each Gearloc will have an opportunity to make one Lockpicking Attempt per day on any discovered Trove Loot during the Recovery Phase. If you manage to solve only the 1st or 2nd lock during an attempt, those locks remain solved, giving you a head start on your next attempt. Also, your Lockpicking Attempt can be used on someone else's Trove Loot instead of your own if you see that as more beneficial.



MISC.

D6 Die (black with pips)
Used for any situation that requires you to "Roll a D6."

Damage Types
Damage (Dmg)
Can be blocked by Def Dice or Skill: Thick Skin.

True Damage (True Dmg)
Ignores Def Dice and Skill: Thick Skin.

Dangerous Darts (DD)
You will most likely be playing DD soon after meeting the Mohlnor, and could be initiated by any one of a number of Encounters. It is advised that your party become familiar with the game and how to play it. You will find the specifics covered on the Gearloc Adventuring Reference Guide.

Day Counter (chip and card)
At the start of each day, rotate this chip by 1. This happens regardless of whether your previous Encounter was successful or not. You must challenge and defeat the Tyrant before the Day Counter exceeds the Tyrant's #.

Effect Dice
These dice are used to help remember when a specific Effect is in use or applied to a unit on the Battle Mat. Place this die on the Baddie or Gearloc Chip to show the Effect is Active. These are the only dice that get placed on Gearloc Chips.

Progress Points (Pts)
Progress Points # represent the party's advancement toward the Tyrant. Stack all successfully completed Encounters, with their # showing, in a neat row to easily reference how many points your party currently has. Once you earn enough Progress Pts to equal or exceed the # shown on your Tyrant, you may choose to face the Tyrant instead of drawing an Encounter during your next Encounter Phase.

Training Points
A Party Training Point ( ) is earned through the successful completion of Encounters. When a is earned, each party member gains a Training Point that can be used toward a Training Attempt of one of their Skills or Stats.

Training HP, Dex, or a Skill will always succeed. However, training in Attack or Defense requires a successful attempt in order to increase this stat. A failed attempt means you will be forced to train in something else with that Training Point. The training process is covered in the Gearloc Mat section (page 8-9) and on the Gearloc Adventuring Reference Guide.

Special Encounter: Mohlnor Traders

Each Gearloc must compete in their own Dangerous Darts Challenge.

Win: Gearloc may draw 2 Loot.

Lose: Gearloc must discard 1 Loot (if they have one).

The origins of Dangerous Darts is not fully known. However, in recent decades, the Mohlnor have latched onto the game and adopted it as a go-to pastime for just about anything. Entertainment? Bartering? Disputes? A game of Dangerous Darts (always rigged in their favor) is the answer!



While most Gearlocs detest the game, sometimes even they have been caught playing to decide party leader status and the like. In those rare cases, younger Gearlocs always go first and dice choosing is done in secret.

GAME PHASES

There are 4 Game Phases within TMB. A reminder of these phases exists under "Adventure Routine" on the Gearloc Adventuring Reference Guide.

1. New Day
- Rotate Day Counter 1 day (skip this for Day 1).

2. Encounter Phase
- 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 the Reward Phase and go directly to the Recovery Phase.

3. Reward Phase
- Gain your Choice rewards and also any general Encounter rewards.
- If rewards include Loot or Trove Loot, draw them now.
- If rewards include Training Point(s), use them now.
- If rewards include Progress Point(s), record your progress now.

4. Recovery Phase
- Trade Loot (including Trove Loot) within your Party. Any Loot! Any amount! To anyone!
- Make a Lockpicking Attempt. This can be on your Trove Loot or someone else's.
- Individual Options (each Gearloc may choose 1):
  - **Rest and Recover**: Heal to full HP.
  - **Search for Better Loot:** Discard 1 Loot. Roll 6 Atk Dice. For each you roll, reveal a Loot card - you may keep 1.
  - **Scout the Area:** Roll a D6. On 1-3: Reveal a 1Pt Baddie; 4-5: Reveal up to a 5Pt Baddie; 6: Reveal up to a 20Pt Baddie. Once revealed, you may leave that Baddie face up on top of the stack or cycle that Baddie to the bottom. *There is no limit to the # of Baddies you can reveal per stack.

This completes your day! Start over at: New Day.

BATTLE SET-UP

Most of the Encounters in TMB will result in a battle ( ) of some sort. Sometimes the Baddies you face are specifically defined on your Encounter Card, but more often, the Encounter will include **"BQ: Baddie Pts"** as part of the battle set-up (use this by default if a battle choice does not mention a BQ). Let's start there.

Battle Queue (BQ)
Every battle must start with the creation of a Battle Queue that contains the Baddies you will be facing for the fight. To build this queue, you must refer to your Encounter Card and then assemble a stack of Baddie chips using your Baddie Active Stacks. Unless you have scouted specific Baddies (which turns them face up), the queue should always be assembled face down so the Baddies are unknown before the battle begins. Also, when creating this queue, greater Pt Baddies should always be placed higher on the stack than lesser Pt Baddies. *If the BQ calls for a specific Baddie or type, search your Baddie Active Stacks first, then out of play Baddies.

Baddie Points
"BQ: Baddie Pts" is a short way of saying you need to create your initial Battle Queue by calculating your Baddie Points (Baddie Pts).

Step 1: Current Day x Number of Gearlocs in Party (i.e. Day 4 x 3 Gearlocs would be 12 Baddie Pts)

Step 2: Draw Baddies to equal Baddie Pts using highest Pt Baddies when possible (i.e. 12 Baddie Pts means 2 5Pt Baddies, and 2 1Pt Baddies).

Step 3: Stack 'Em (i.e. 2 1Pt and 2 5Pt Baddies would be stacked top down: 5, 5, 1, 1).

Easy! Don't forget to factor in any other Encounter requirements or Skill modifications that could affect this number. Sometimes this can affect your Baddie Pts total BEFORE you draw your Baddies (i.e. going from 18Pts to 20Pts has a HUGE effect on which Baddies will be fought). Other times, Baddies are added to your BQ AFTER it's been created. All of this is determined and explained on your Encounter card, so read it carefully!

Battle Set-up Sequence

Now that you understand BQ basics, lets go through the battle setup from start to finish.

1. Trigger "before battle" effects and Skills such as Tantrum's 'Rage' Skill.
2. Use Encounter Card instructions to build your BQ.
3. 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 pages 12-13 for more on Baddie placement and Initiative.
4. Roll Gearloc Initiative Dice. Add them to Ini Meter.
5. Place Gearlocs from their Prep Area onto Battle Mat in appropriate positions (with existing HP).
6. Make sure your Round Counter Die is set at R1.
7. Trigger "start of battle" effects and Skills such as Picket's 'Shield Wall' Innate.

You are ready to battle! Each unit will now take its turn starting with the top initiative spot!

IN BATTLE

Baddie BQ - In Battle

During battle, you may still have Baddies in your BQ (due to having more than 4 Baddies to start or from Skills like "Signal", which calls more Baddies to the fight). These Baddies will not join the battle until there are less than 4 Baddies on the Battle Mat. If that is the case, once the round ends, the top Baddie(s) from the BQ will join and assume the first available Lane Marker(s) and Initiative Dice (see page 13 'Initiative Dice During Battle').

Place the Baddie in the Lane that matches its Lane Marker and on the position matching its Attack Form. If that position is occupied, the Baddie will instead take the first available Baddie position (starting with Lane 1-4) that matches its Attack Form. Then, it will try lanes of the other Attack Form.

IN BATTLE: BADDIE TURN

Baddie Skills

All Baddie Skills are unique and trigger at very specific times throughout the battle depending on the Skill. Be sure to review all Skills shown on Baddies currently on the Battle Mat so you know when they apply. For Baddie Skills that require a target, that target must be within attack range in order to apply that Skill (i.e. Poison, Corrosive, etc).

Baddie Movement and Targeting

Baddies do not move and can target any opposing unit on the Battle Mat. Baddies may move up to 2 adjacent positions per turn. They will always target and move toward the closest (route with fewest positions) opposing unit. If there is a tie for "closest", use its (discussed on page 14) to determine which unit it pursues. A Baddie will always take the shortest possible route toward a position adjacent to its target. If no positions are available adjacent to any target(s), the Baddie will not move. Or, if already adjacent to an opposing unit, it will not move.

Baddie's Turn Sequence

1. Effects Trigger: Resolve applicable Effect Dice sitting on the Baddie chip (i.e. Bleed, Poison, Disable, etc).
2. Determine Baddie's Target(s).
3. Move: Move Baddie if and not adjacent to an opposing unit (up to 2 adjacent positions toward closest).
4. Skills: Any Skill for this Baddie that does not list a specific time it happens, should be resolved now, if possible.
5. Roll Dice: Roll all of Baddie's inactive Def Dice and also roll its Atk Dice (only if target is within attack range). *If Baddie can target multiple units ( ) and they are in attack range, roll its Atk Dice for each.
6. Resolve the Roll: Place rolled on Baddie, apply total rolled to target, and resolve any triggered Skills.
7. Gearlocs React: Don't forget to trigger Gearloc Skills if they apply!

IN BATTLE: GEARLOC TURN

Gearloc Movement and Targeting

Melee Gearlocs may use [#] Dex to move [#] adjacent positions and target 1 adjacent Baddie each turn. Ranged Gearlocs may use [#] Dex to move [#] adjacent positions and may target 1 Baddie anywhere on the Battle Mat each turn. No 'line of sight' is needed.

Melee/Ranged Gearlocs may use [#] Dex to move [#] adjacent positions and target 1 adjacent Baddie each turn. Use the Gearloc Reference Sheets to learn how these hybrid Gearlocs may target non-adjacent Baddies on the Battle Mat. *Some Gearloc Skills may allow for selecting non-target Baddies, Battle Mat positions, or even multiple Baddies!

Gearloc's Turn Sequence

1. Loot: Unless otherwise specified, use Loot anytime during your turn (even before triggering Effects).
2. Effects Trigger: Be sure to check for Effect Dice on top of your Gearloc chip.
3. Move Gearloc: You may use # Dex to move # adjacent (not diagonal) positions.
4. Determine Target if Attacking: If your roll contains Atk Dice or Skill Dice requiring a target, select your target before you roll.
5. Select and Roll Your Dice: Your remaining Dex represents how many dice you may roll. The dice you may choose from are determined by your current Atk Stat, Def Stat, and available Skill dice (e.g. If I have a current Atk Stat of 2, Def Stat of 1, and 3 available/rollable Skills, I have 6 dice I can choose from to roll. If my Dex is 3 and I did not move this turn, I can only choose 3 of those 6 dice options).
6. Resolve the Roll: *See next section.
7. Baddies React: Sometimes Baddies have Skills that kick in after they are attacked.

Resolving the Roll

Important: As a Gearloc, you do not need to use the result of any dice you roll unless the Profession or rolled icon rules state otherwise. For instance, if you roll Atk Dice successfully and then realize you are attacking a Dire Wolf with Lashback and don't want to hit it yet, you do not need to use your result. Or, if you roll a Med Pack (Patches) Skill Die and the result is a 1HP heal instead of 3HP, you can choose not to heal and place that Skill Die back in its slot on your Gearloc Mat (Dex is still counted for the roll).

After your dice are rolled, feel free to do any of the following, **in no particular order**:

- Resolve Target Dmg & Effects: Total up and apply Dmg and any other Dmg results or effects from your Skills, to your target.
- Resolve Non-Target Dmg & Effects: Some Skills may apply to non-target Baddies. Others may be Instant Skills that do not apply to Baddies at all. Go ahead and use these Skills as desired.
- Allocate Active, Locked & Backup Plan Dice: Place any rolled you want to use into open Active slots. You may also place any applicable Skills into your Active (or a Gearloc's Ally Active) & Locked slots. Also, you may place in Backup Plan slots as desired.
- Use your Backup Plan: You may use your Backup Plan only once per turn. Remove [#] to use BP Skill that costs [#].

EASING INTO TOO MANY BONES

Invading The Ebon is no easy task. In fact, some Gearlocs may struggle finding success even on Day 2 of their adventure! Don't be disheartened! TMB was designed to be quite challenging. When we suggest that first-time adventures should ask the guards for help (on day 2), we mean it! We also understand that it can take some time to fully grasp the intricacies of TMB and each Gearloc. Therefore, we have developed 3 play modes to help you get your feet wet. You may want to start your adventure in the first mode until you find yourself being challenged to a degree that is comfortable for you, and then adjust accordingly.

Greenhorn Adventurer - Use this mode when just starting out and learning the game.

- Add 2 to your Gearloc's HP Stat before starting Day 1.
- Gain 1 Training Point before starting Day 1.
- If KO'd during your Adventure, dice in your Locked Slots are not removed.

Casual Adventurer - Use this mode when you have a basic understanding of the game.

- Add 1 to your Gearloc's HP Stat before starting Day 1.
- Gain 1 Training Point before starting Day 1.

Seasoned Adventurer - Use this mode when you are ready for the true challenge of TMB!

- No candy-coated Gearlocs.
- No training freebies.
- Too Many Bones, straight up.

STOP & READ!!!

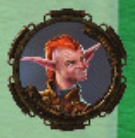


You are through the hardest part! It's now time to learn the rest by jumping into a game of Too Many Bones! For this example, you get the pleasure of playing myself and Picket as we walk you through a real battle! Find our 2 Gearloc Mats and go through the Game Set-up on pages 6 and 7. We are off to take down Drellen, so use him as the Tyrant during set-up! This will be a live battle (meaning we want you to follow along in real time with your game mats as we go through it)! See you shortly!

LIVE BATTLE



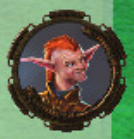
Well hello again! Do you have the play area set up and ready to go? Normally, before you choose a Gearloc, you would want to read over their Gearloc Reference Sheet to better understand how that Gearloc plays - we are all so different! For now, you'll just have to trust me that I'm the best choice. Ha! But enough about me, let's get started!



You may want to select someone in your party to serve as a "Party Leader" to help make those tough decisions that the group cannot decide on. In this example, I shall nominate myself as the most apt leader!



Hopefully you have chosen Drellen as your Tyrant (since that's who we are headed to take down)! Let's check to see if you have your Encounter Deck set up correctly! You should have Special Encounters 001-003, then a total of 8 shuffled Encounters which should include Drellen's Tyrant Encounter. Yes? Awesome!



We will be facing bogs, goblins, and beasts on this adventure. If you have those types shuffled and set as your Active Baddie Stacks, and the Day Counter set at 1, then we are ready to draw our first Encounter! As we go through things, try to mimic as much as possible so you can better understand all aspects of the game!

Day 1

Picket draws the top Special Encounter: "Leaving Obendar". After reading the card, the party chooses to "Shake down a shady peddler!" This is a peaceful encounter with no extra requirements for success. This means they can move right to the Reward Phase. Picket and Boomer each draw 2 cards from the Loot pile. Picket chooses the Infused Incense, and Boomer chooses the Stone Hammer, discarding the others.

Each Gearloc also gains a Training Point. Picket chooses to train in Dex. Training in Dex always succeeds, so he places a Stat Die, set at 1, in his Dex slot. Boomer already starts the adventure with the Element, Casing, Fuse, and Boom Counter Skills (see her Innate), but no specific grenades yet. She decides she wants the option to throw a grenade in her first battle if she can. Boomer trains in Frag Grenade and places the Frag Skill Die (#5) on her mat in the Frag Skill slot. The party also gains a Progress Pt. They place this card with the point showing, under the Tyrant Card to track their progress. Only 5 more Progress Pts (within 9 days) are needed to reach Drellen!



Whew, Day 1 is almost done! Nice work! All we have left is the Recovery Phase! No need for Picket and I to trade loot, and nothing to Lockpick, therefore, we are just down to our individual options. Since we are both full HP and we like our loot, I think we will both opt to 'Scout the area'!...(45 mins pass)...Hah! I beat Picket back! With my roll of 3, I scouted a 1Pt Bog Frog and Picket's dud roll of a 1 uncovered a 1Pt Bog Pole. I like our chances with these 2, no need to avoid them! Time to nap and then get outta here! Rotate that Day Counter to Day 2!

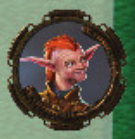
Day 2

After drawing and reading their second Special Encounter: "Hardly out of the Gate', the party decides to go with the first choice: "Hail the guards for help." This choice will result in a battle, and there are some beneficial conditions that go along with their choice.

Note: A battle's difficulty greatly depends on the party size and Baddies you face! Certain days and Baddie combinations can result in a very tough battle! During battle, your Gearloc(s) may be Knocked Out (KO'd) from losing all HP. If there are no surviving Gearlocs at the end of battle (all Gearlocs KO'd), there will be no Progress or Rewards for that day and the Encounter Card is discarded. You will begin the next day (increase Day Counter by 1) by drawing a new Encounter card. Don't give up! Losing a battle (or failing a peaceful Encounter) is part of the adventure!



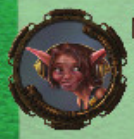
Yes! We are headed into a battle! Every battle is shaped by your party size, total days you've been adventuring, and any modifications in your Encounter. Since their are no specific Battle Queue (BQ) rules on this card, we are going to need to build our BQ by calculating our Baddie Pts. Do you remember how to do that? **Current Day x Number of Gearlocs in Party**. Simple! For us it's Day 2, it's just Picket and I, and there are no other mods, so that's 2 x 2 = 4. Yeah, I just did that in my head. I'm gifted.



Thanks for that, Boomer. *sigh* Now that we know our Baddie Pt total is 4, we need to set up our BQ! We must draw Baddies starting with the largest Pt stack possible. If our total was 6, we would draw a 5Pt Baddie and a 1Pt Baddie to total 6. With 4, however, we will be drawing 4 1Pt Baddies. Remember, the BQ is set up with the highest Pt Baddies on top, in descending order, to the lowest Pt Baddies on the bottom. For us, they are all equal so it will be the Bog Frog, then the Bog Pole, and then 2 Baddies we have yet to see.



Let's see who else we are up against! Normally this part is random, but for this example, prepare your BQ with the following Baddies: Goblin Sandbagger on the bottom, then a Clay Golem, next the Bog Pole, and finish the BQ stack with that big ol' Bog Frog on top! Before listening to anything else Picket has to say, see if you can place these Baddies on the Battle Mat correctly (including Health, Lane Markers, and Baddie Initiative Dice).



No really, STOP reading and try to set up your Battle Mat. Picket will still have something to say when you return...I promise.



Boomer, lighten up! I want to make sure they understand! Remember, up to 4 Baddies can battle at one time. The first Baddie from the top of the BQ will take a Lane 1 Baddie Melee or Range position depending on its Attack Form. The second Baddie will go in Lane 2 and so on. When placing these Baddies on the Battle Mat, first place their HP stack, then the Lane Marker that corresponds to the Lane they are in, and then the Baddie chip itself. Also, set the Baddie's Initiative using the Baddie Initiative Die that matches the Lane it's in.



Ok, ok! Since you're STILL TALKING, I'll add this: If there are more than 4 Baddies in the fight, the rest of the Baddies remain face down in the BQ and off to the side of the Battle Mat. If one of the 4 current Baddies is defeated, the next Baddie in the BQ will come out once the current round ends. Remember, when bringing this Baddie into battle, use the first available Lane Marker and Baddie Ini Die. Now, Picket! No more talking! And you with your hands on this rulebook! Try setting up the Battle Mat and lets see how you did on the next page.

Battling 4+ Baddies Reminder

During battle, if a Baddie cannot enter the Battle Mat because its position is occupied, it will instead take the first available Baddie position (starting with Lane 1-4) that matches its Attack Form. Then, it will try the opposite Attack Form.

Baddie Initiative Reminder

During battle set-up, for each Baddie that enters the Battle Mat, set the corresponding Baddie Ini Die to reflect the Baddie's Initiative, and place it on the Ini Meter. Initiative tie-breakers with Baddies and Gearlocs are decided by the party. If a unit joins the fight after Round 1, it will ignore this starting Ini number and instead be placed at the top or bottom spot of the Ini Meter. 1Pt and 5Pt Baddies start at the bottom spot, 20Pt and Tyrant Baddies start at the top spot.



How did you do? Adjust if you need to! Next, it's time for Picket and I to join! As you can see from the image, Picket has chosen Lane 4. I am going to play it safe and set up right behind him! We had some unlucky Initiative rolls...I blame our party leader. Go ahead and set our chips and Initiative Dice to match the image!

Gearloc Placement and Initiative Reminder

Gearlocs are always placed onto the Battle Mat after the Baddies. All Gearlocs roll their Initiative Dice and place them into the Ini Meter, along with the Baddies, in descending order. Then, each Gearloc is placed, along with their current HP stack, onto a Gearloc position that matches its Attack Form.

Great job! One more thing before we get this battle started! Picket has an Innate Skill that allows him to open with Shield Wall before battle begins! Let's see how he does!

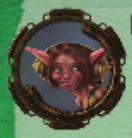
Picket rolls his 2 Def Dice and lands only 1 # and a ⚒; he locks the Def in one of his Active Slots. Shield Wall does not allow the ⚒ to be used, so it is placed back into the dice pool.

Rotten oggots! I usually roll better than that. Ah well, we have help because as Round 1 begins, our Encounter choice condition kicks in! Each Baddie is dealt 1 True Dmg from the Obendar wall guards. Go ahead and remove 1 HP from each Baddie. Now the battle can begin. It looks like the Goblin Sandbagger is first!

This Baddie has Ranged Attack Form, so it does not move and it targets Boomer. The Goblin Sandbagger rolls 1 Atk Die and 1 Def Die. The Atk Die rolls a ⚒ and the Def Die rolls a 1 #. The ⚒ triggers Mischief 1 (defined on the Gearloc Adventuring Reference Guide) which forces Boomer to remove a die from her Active slot. She does not have one, so this does nothing. Also, since the goblin did not roll any Dmg, it does not hurt Boomer. Place the 1 # it rolled on the goblin Baddie chip. The goblin's turn is now over.

Baddie Movement and Targeting Reminder

Melee Baddies may move up to 2 adjacent positions per turn. They will always move toward and attack the closest (route with fewest positions) opposing unit. If there is a tie for "closest", use its ◌ to determine which it pursues. If a Melee Baddie is already adjacent to an opposing unit, it will not move. Ranged Baddies do not move and can target any opposing unit on the Battle Mat.



It's my turn next! Yee-hoo! I'm not going to move, which allows me to use all 3 Dex for dice rolling! It looks like I have 6 dice options to choose from: an Element, Casing, Fuse, 1 Die, and 2 Dice. In order to use my Frag, I need to get my Boom Counter to 1 by finding 1 of each Component! I think I'll target the Bog Pole and will roll 1 Die, 1 Die, and my Element Die. Here we go!

Boomer rolls 2 Elements, 1 , and 1 (with her Def Die). She chooses to apply the Dmg from the Atk Die to the Bog Pole. With the , Boomer also decides to use her Backup Plan: Throw Odds, which allows her to do an additional 1 Dmg to her target. This means the Bog Pole is defeated. Remove Bog Pole, along with its Lane Marker and Baddie Ini Die, from the Battle Mat and place it in the Defeated Baddies area. Finally, Boomer places her 2 Elements result in one of her Locked slots. She now has 1 of the 3 needed Components toward making a grenade.



Picket! Did you see that? I KNOW you saw that! Nailed that pole right in the kisser with the bolt I was going to use for Frag shrapnel! If you were half as accurate with your sword...hehe...I'll stop there because we are in the middle of a battle! FOCUS! One Baddie down! But no celebrating yet, that Bog Frog is next!

The Bog Frog moves 2 positions towards its closest target (Picket is 3 positions away, and Boomer is 4). Go ahead and move it to either position adjacent to Picket. The Bog Frog does not have any dice to roll, but it does have a Skill that triggers each turn. In this case, place a Poison Effect Die, set at 2, on Picket's chip.

Next up is Picket (it would have been the Bog Pole, but it was defeated before it could have a turn). At the start of Picket's turn, he immediately takes 2 True Dmg (ignoring his Defense) from Poison (remove 2 HP from Picket) and decreases the Poison Effect Die to 1. Since Picket still has a Die in his Active slot, it is not available to roll. Picket chooses to use his Loot: Infused Incense. This adds 2 additional Atk Dice to his roll for no Dex cost. He chooses the Bog Frog as his target since it is already adjacent to him and rolls 3 Dice and 1 Die.

Picket's roll results in a total of 2 , 1 , and 1 . He places the in his Backup Plan, places the Def Die in his Active slot, and applies 2 Dmg to the Bog Frog (remove 2 HP from it).



Don't fret, Boomer, I've got this! This battle is practically over already! That frog will soon take another guard arrow so it be decimated before its next turn. I, of course, am still very healthy, and my awareness of this battle and its remaining dangers is unmatched! Just one more Baddie this round and it's only a...ugh... ouch...a Clay Golem...as I suspected!

The Clay Golem pursues the closest opposing unit. When moving the Clay Golem, there are possibly 2 positions you could move it to (depending on how you moved the Bog Frog). Move the Clay Golem toward Picket.

Note: With the round over, if there was a Baddie still in the BQ, it would enter the Battle Mat at this time using the Lane 2 Marker and Ini Die.

Increase the Round Counter to R2, and remove 1 HP from all Baddies (for the Encounter condition).



OK! With the first round under your belt, it's time for you to play out the rest of the rounds in this battle! See how well you can navigate the remaining Baddie and Gearloc turns. Better read up on what the Clay Golem's Skill "Break" does. It can be nasty! Thankfully, both yours truly and Picket will take our turns first! Good luck!

GETTING TECHNICAL

This game has a lot of details! Here are a few answers to common questions that have come up.

- **Atk and Def Dice Pool: What is a dice pool? What if all Def Dice are in use?**
  Your party shares the same general Attack and Defense Dice (white) that are used by the Baddies. Once in great while, the Def Dice pool may run out (from dice on Baddies, Gearlocs, or in Backup Plans). If a party member runs out of Def Dice to roll, others should exchange Def Dice in their Backup Plans for Atk Dice to accommodate.
- **Attacking: What does it mean to "Attack" (for Baddies and Gearlocs).**
  Attacking is the act of rolling Atk Dice (white) on a target. Rolling Skills is not considered an "Attack" even if Skills do Dmg.
- **Baddie Skills with no "#": Some Skill definitions mention a "#", but I see no "#" on some of the Baddie Chips. Why is this?**
  Skills with no # are considered to be in their most basic form (i.e. Lashback is Lashback 1).
- **Baddie Active Stacks: I had to search for a Baddie in my Active Stacks, what happens now?**
  Some Encounters require you to face a specific Baddie or type, once found, shuffle your Active Stacks (except for any scouted Baddies) and place your scouted Baddies back on top of the stacks.
- **Break and Corrosive: How do they work exactly? Is it different for an individual or group?**
  The Skill "Break" forces you to Exhaust an Atk die that did Dmg to this unit. The act of Exhausting this die reduces your Atk Stat by 1 for this battle. The actual Atk die that is Exhausted is there to remind you of this. Corrosive triggers when this Baddie attacks. At that point, all Def Dice that remain (after applying Dmg) in a target's Active slots must be Exhausted.
- **Encounter Deck is Visible: I can see the color and title of our next Encounter, is that ok?**
  Yes. Most Encounters will still be a surprise. If you want total surprise, you can cover the deck.
- **HP vs Buff HP: What is the difference?**
  A Gearloc's current HP is the amount of Health Chips your Gearloc literally has underneath it. Buff HP goes in a Gearloc's Prep Area and is not related to a Gearloc's HP. When determining weakest or strongest targets in battle, only use HP. Heals in TMB affect HP (not Buff HP) and cannot exceed Max HP.
- **KO'd Gearlocs: What happens when I am KO'd? Can I do anything at all?**
  When KO'd, your Gearloc chip and Initiative Die come off the Battle Mat and are placed in your Gearloc Prep Area. All slotted Active, Locked, and Backup Plan dice are cleared (Exhaust Skills) from your mat. Loot stays with you but is not usable while you are KO'd. Time to get your party some popcorn.
- **Multi-target Target Selection: If a Baddie has multiple targets ( ) or ( ), who will it target first?**
  This Baddie will target the weakest, then the next weakest. On ties, party can choose.
- **Reviving Gearlocs: How does Revive work?**
  Currently there are 2 Revive Skills in TMB, both belong to Patches. Liquid Life, if in a Gearloc's Active slot, will prevent that Gearloc from being KO'd. Otherwise, both Liquid Life and the Zappack allow Patches to bring a Gearloc back into the battle with # HP (as described on the back of Patches Reference Sheet).
- **Rolling Attack Dice: As a melee unit, can I roll Atk Dice (for a chance to roll Bones) even if I'm not adjacent to a Baddie?**
  No. Gearlocs, like Baddies, must have a target within attack range in order to attack (roll their attack dice).
- **Trading Loot while Lockpicking: Can we trade Loot after someone has made a Lockpicking Attempt?**
  Yes. Loot trading can happen any time during your Recovery Phase, even while in the process of Lockpicking.
- **Untargetable Units: Can Untargetable units still be damaged?**
  Yes. Untargetable units cannot be targeted but they can still take damage in other ways.

Further FAQ type questions will be handled on BGG and here: **toomanybones.com/rules**

TMB ADD-ONS



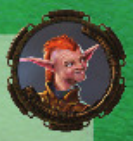
Adventure Map

Track your Days and Progress Points.



TMB Premium Health

65 heavy 11.5 gram HP chips!



You've got to try out some of these Add-ons if you don't already own everything TMB related! If nothing else, please pick up Ghillie, he's such a loner and needs a friend!



Control 'Ur Roll Dice Tray

Unsnaps and lays flat to fit in your game box.



Removable Dice Storage Trays

Locks in and protects up to 40 16mm dice.







Each Add-on Character comes with 1 Die-cut Gearloc Mat, 16 Skill Dice, 1 Initiative Die, 4 Stat Dice, 1 Gearloc Chip, a Removable Dice Storage Tray, and a Reference Sheet!



Significant progress toward better things can rarely be achieved without creating new evils requiring new remedies. So, the cycle of progress goes. New ideas, blind to the past, fuel its evolution until what is - is only a faded remnant of what was.

Daelore knows this pattern well. Its lands and its history have been wounded by the technological pursuits of its inhabitants. Is repair possible? That answer is not yet written. Maybe it will be soon.

What be you, adventurer?
An /evil, or a /remedy?

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