

Difficulty

Co op

Solo

Dice Icon Key

Bones (BP) - May use this in your Backup Plan.
: Must use this in your Backup Plan.

Element (I/L/Ctr) - You found # Element(s).

Casing (I/L/Ctr) - You found # Casing(s).

Fuse (I/L/Ctr) - You found # Fuse(s).

Grenades (Ctr) - You have # Grenade(s).

Small Explosion (I) - Do # Dmg to unit on this position and 1/2 Dmg *(round down)* to all units on adjacent positions.

Controlled Blast (I) - Do # Dmg to all Baddies.
Party Backlash (I) - Deal # Dmg to all party members including self.

Smoke (A/AA/Ctr) - The next # times a Baddie targets this unit with an attack and/or Skill, will miss.

Cleanse (I/A/Ctr) - While Cleanse is Active, remove all negative Effect Dice from party, and prevent new negative Effect Dice from being applied to party *(reduce # by 1 at start of your turn)*.

Stunner (I) - Place a Stun Effect Die on this Baddie if its Pt total is equal to *(or less than)* #.

Napalm (BA/Ctr) - At the start of this Baddie's turn, it takes # Dmg X # rounds.
Backlash (I) - Deal # Dmg to self.

Disable (I) - Place a Disable Effect Die on this Baddie if its Pt total is equal to *(or less than)* #.

Multi-Use Parts (I/L/Ctr) - You gain # Components of your choice.

Buff HP (A) - Add # HP to your Prep Area. When taking Dmg, remove from this Buff HP first. If buff reaches 0 *(or is removed)*, Exhaust die *(and remove all Buff HP)*.

Loot (I) - Immediately draw # Loot.

Bigger Boom (I) - Increase the Dmg of your Frag and Big Boom grenades by #.

Intact Grenade (I) - Increase your Boom Counter by #.

Holy Hand Grenade (I) - Add the Holy Hand Grenade Consumable Die to your Gearloc mat.

Element 325 (L) - Apply to Holy Hand Grenade right before using it.

Holy Hand Grenade (I) - Deal # Dmg. Use white numbers unless Element 325 is applied. If 325 is applied, use teal numbers. *(refer to Small Explosion & Controlled Blast)*.

BOOMER

○: Starts on Gearloc mat ★: Not reliant on other Skills to train
Initiative Die Numbers: 2, 3, 4, 4, 5, 6

Scavenger - The key to Boomer's usefulness lies in her ability to find the parts she needs to construct her grenades. Combine 1 Element, Casing, and Fuse to uptick your Boom Counter by 1.

- ○ **Element:** 1 1 1 2 2 3
- ○ **Casing:** 2 2 2 2 2 3
- ○ **Fuse:** 3 3 3 3 3 3
- ○ **Boom Counter:** 4 0 1 2 3 4 4
  See back for details

Grenadier - All of Boomer's Skill damage comes from this profession. Each of these Skills will reduce your Boom Counter by 1 when used.

- ★ **Frag:** 5 5 3 5 3 5 3 5 3 5 4
- **Big Boom:** 6 1 6 2 6 1 6 1 6 2 6 2
- ★ **Stunner:** 9 9 5 9 5 9 5 9 5 9 5
- **Napalm:** 10 10 2x1 10 2x2 10 2x3 10 2x2 10 2x1

Utility Bomber - This profession grants 3 non-lethal, but extremely useful, Skills. Each of these Skills will reduce your Boom Counter by 1 when used.

- ★ **Smoke Screen:** 7 7 1 7 1 7 1 7 2 7 2
- ★ **Sonic Cleanse:** 8 1 8 1 8 1 8 2 8 2 8 2
- ★ **Flashbang:** 11 11 11 11 5 11 5

Keen Eye - This line offers grenade components, better grenades, and maybe even the fabled Element 325 to fashion the ultimate bomb.

- ★ **Body Search:** 13 3 13 1 13 1 13 2 13 13
  See back for details
- **Bigger Boom:** 14 14 14 1 14 1 14 1 14 2
- **Search for 325:** 15 15 1 15 15 15 1 15 325

Consumables - It's all about leaving a memorable *impression* on your enemies.

- **Bag'a Booms:** 12 1 12 1 12 2 12 3 12 1 12 2
- **Holy Hand Grenade:** 16 1-2 16 1-2 16 2-4 16 2-5 16 3-6 16 3-6
  See back for details

A - Used in an Active Slot.
AA - Used in ally's Active Slot.
BA - Place die on Baddie (Active).
BP - Used in Backup Plan.
Ctr - Used as a counter.
I - Used instantly.
L - Used in a Locked Slot.

BOOMER

Throw first, talk later. Boomer is an incredible asset to your party's overall damage output. With hard hits that hurt multiple Baddies as well as some very useful crowd control, Boomer can easily level enemy lines if you manage her grenades well.

Backup Plan Breakdown

He's got such a cute little bum on him! And when he acts so angry...sigh!

1 ✠ **Throw Odds** - Thump target for 1 Dmg.

2 ✠ **Search Again** - Re-roll any 1 Scavenger Die just rolled.

3 ✠ **Bluff Bomb** - Select any occupied position. That unit is immediately repositioned to an adjacent position of Boomer's choice.

4 ✠ **Throw Ends** - Thwack target for 3 Dmg.

5 ✠ **Hide** - Place Untargetable Effect Die on yourself.

6 ✠ **Upgrade to Innate+1!**

Critical Boomer Details

Grenades - Boomer is always looking for Components to make her Grenades. She scavenges for what she needs during battle in the form of **Elements**, **Casings**, and **Fuses**.

Making Grenades - Boomer may roll and place any number of these Components in Locked slots. Once she has at least 1 of each Component, she may decrease an **Element**, **Casing**, and **Fuse** each by 1 and then increase her **Boom Counter** by 1. Boomer now has a Grenade! *The **Boom Counter** itself is never rolled; it is only used to track your available grenades.*

Boomer may create a grenade anytime during her turn. She may create more than 1 at a time as well. However, she can only carry up to 3 grenades at any time. **Elements**, **Casings**, and **Fuses** that are Locked may remain there from battle to battle. As you use up the last of each Component, you must Exhaust that die until next battle. You are free to Exhaust these dice even before they reach 0 *(if you want to go for a higher roll next battle)*.

Tailoring and Using - All Skills from the Grenadier and Utility Bomber professions require a grenade *(**Boom Counter** of at least 1)* to finish their creation. Once you are ready to use one of these Skills, decrease **Boom Counter** by 1, then you may use the grenade Skill of choice *(as long as you have unlocked it)*. Each grenade Skill requires you to select a Baddie, Gearloc, or position you will affect before rolling. You will do this for EACH grenade you roll.

Unlike your other Skills, once any one of your grenades is rolled, you MUST use the rolled result and Exhaust that die for the remainder of battle. These Skills may be effective, but grenades are precious, so use them wisely!

Holy Hand Grenade - If you acquire a **Holy Hand Grenade**, it will be a complete grenade and does not require you to decrease your **Boom Counter**. This still costs Dex to throw. Furthermore, if you have acquired **Element 325**, you may apply it to the **Holy Hand Grenade** to make for an even more effective "Boom" *(teal Dmg numbers will apply rather than white)*.

Friendly Fire - Some Grenades, such as the **Frag** or **Holy Hand Grenade**, may do 1/2 Dmg to all adjacent units. This can include Gearlocs as well, so be careful. Also, beware of grenades with Backlash and Party Backlash effects, as this can also deal Dmg to Gearlocs.

Body Search - Boomer must wait until at least 1 Baddie is defeated before she can roll **Body Search**. This still requires 1 Dex to roll on her turn as normal.

Beginner Build Strat

Stats: You need HP, so do that first. You have plenty of Dex for a few battles, so it's worth it to try to increase your Atk by 1 next. From there, it depends on your party. More HP, a Def, a Dex - all good options.

Skills: Grenades are your bread and butter, but you need Components to make them. While it's tempting to grab up all your DPS, **Frag** is enough to start. Then,strongly consider **Body Search** to keep Components coming in. Also, **Smoke Screen** = peace of mind.

Innate and Innate+1

Innate - Scavenger:

Boomer starts with **Element**, **Casing**, **Fuse**, and **Boom Counter** Skills.

Innate+1 - Resourceful Scavenger:

In addition to **Scavenger** benefits, Boomer also may add +1 to each of her **Element**, **Casing**, and **Fuse** roll results before Locking the dice *(increase die by 1)*. On a ✠ roll, she may uptick that Component to 1.

Effect Dice Definitions

Disable Effect - This unit's Skills are suspended *(lasts entire battle)*.

Stun Effect - This unit loses its next turn *(negative Effects still apply)*.

Untargetable Effect - Until the start of this unit's next turn, it cannot be targeted by opposing units *(Baddies with no target on the Battle Mat will not move)*.



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Dice Icon Key

Bones (BP) - May use this in your Backup Plan.

Heal (I) - Heal any Gearloc for # HP.

Heal Assist (I/L) - A rolled **Med Kit** or **Med Pack** die result may be multiplied by #.

Melee Atk Dmg (I) - Deal # Dmg to target.

Revive (I/A/AA) - Restore a KO'd Gearloc to # HP. If this die is in an Active slot, it triggers automatically if KO'd.

Reroll Heal (I/L) - A rolled **Med Kit** or **Med Pack** die may be re-rolled # time(s).

Loot (I) - Immediately draw # Loot.

Poison Jar (I) - Place a # Poison Effect Die on your target.

Poison Dart (I) - Place a # Poison Effect Die on any Baddie.

Tainted Mixture (I) - Deal # True Dmg to self. You must use this result and Exhaust this die *(unless you have a way to re-roll it)*.

Buff HP (A/AA) - Add # HP to a Gearloc's Prep Area. When taking Dmg, remove from this Buff HP first. If buff reaches 0 *(or is removed)*, Exhaust die *(and remove all Buff HP)*.

Buff Atk (A/AA) - Add # to a Gearloc's Atk Stat. Lasts entire battle.

Neg-i-zap (I) - Deal # True Dmg to any Baddie.

Pos-i-zap (I) - Restore a KO'd Gearloc to # HP.

Energy Cells (L/Ctr) - Reduce Ctr by 1 to roll your **Zappack** or to use **Overcharge** Backup Plan.

Reroll Buff (I/L) - A rolled **Stim Kit**, **Chem Kit**, **Stim Belt**, or **Stim Lethal** die may be re-rolled # times.

Recover (A/AA) - At the start of selected Gearloc's turn, it heals for # HP. Lasts entire battle.

Booster Shot (A/AA) - At the start of selected Gearloc's turn, it heals # **Buff HP**. Lasts until Buff HP is depleted.

Perma-HP Buff (I) - Permanently increase any Gearloc's Health Stat Die by #.

PATCHES

★: Not reliant on other Skills to train
Initiative Die Numbers: 3, 3, 3, 3, 4, 4

Combat Medic - The safest way to keep yourself and your party alive, this profession has it all. Get your main line of healing skills, the best weapons, and a way to resuscitate your party.

- ★**Med Kit:** 1 1 1 1 1 1
- **Fast Hands:** 2 2 2 2 2 2
- **Bone Saw:** 3 3 3 3 3 3
- **Med Pack:** 7 7 7 7 7 7
- **Zappack:** 11 11 11 11 11 11
  See back for details

Forester - This profession is a mixed bag, but is hard to pass up for its healing benefits, valuable poisons, and the occasional loot!

- ★**Nutrients:** 5 5 5 5 5 5
- ★**Toxins:** 6 6 6 6 6 6

Stim Stacker - Oftentimes, more risk means more reward. The Stim Stacking profession is no exception! Some of these skills can backfire, but they can also greatly ramp up your party's health and effectiveness.

*Surgeon General of Daelore's Warning: Stim Stacking may cause an untimely death.

- ★**Stim Kit:** 9 9 9 9 9 9
- **Chem Kit:** 10 10 10 10 10 10
- **Distiller:** 13 13 13 13 13 13
- **Stim Belt:** 14 14 14 14 14 14
- **Chain Reactor:** 15 15 15 15 15 15
- **Stim Lethal:** 16 16 16 16 16 16

Consumables - Acquire these beauties in loot or by trade!

- **Liquid Life:** 4 4 4 4 4 4
  See back for details
- **Poison Dart:** 8 8 8 8 8 8
- **E-Cells :** 12 12 12 12 12 12
  See back for details

A - Used in an Active Slot.
AA - Used in ally's Active Slot.
BP - Used in Backup Plan.
Ctr - Used as a counter.
I - Used instantly.
L - Used in a Locked Slot.

Backup Plan Breakdown

I've calculated our odds, and I'm happy to say... I should only have to bring two of us back from the brink of death.

1 -

2 **Heal Gearloc** - Heal any Gearloc for 1 HP.

3 **Needle Jab** - Stick target for 2 Dmg.

4 **Fortunate Discovery** - Select a Consumable Die and place in its Skill slot. It is now available for use.

5 **Overcharge** - Reduce E-Cells by 1. Electrify any Baddie for 4 True Dmg.

6 **Upgrade to Innate+1!**

PATCHES

This Gearloc cares only for the welfare of his party. Using a variety of methods, Patches is a master manipulator of health and can easily sustain a party though the worst and longest of battles. He also isn't half bad with a bone saw...smooth edges!

Beginner Build Strat

Stats: A Dex and another Atk Die are your first priorities. After that, look at increasing your HP before going back for more Atk or Def. You can get quite far on only 3-4 Dex.

Skills: **Med Kit** first. Then, **Nutrients** for more sustainability or **Toxins** to help party do some Dmg and to get around Thick Skin. Against hard hitting Baddies, your Stim line is best, though Medic Skills are safer.

Innate and Innate +1

Innate - Recovery:
At the start of your turn, heal yourself for 1 HP.

Innate +1 - Major Recovery:
Instantly and permanently increase Health Stat Die by 1 *(once per Adventure)*. At the start of your turn, heal any Gearloc for 1 HP.

Effect Dice Definitions

Poison Effect - This unit takes True Dmg equal to Effect Die # at the start of its turn. After applying Dmg, reduce Effect Die by 1 *(only 1 Poison Effect Die per target)*.

Critical Patches Details

Heals and Buffs - Healing and Buffing are how you keep Gearlocs in battle!

Healing - **Heal** can only raise a Gearloc's current HP up to its max HP. This is important for mitigating True Dmg and resisting Fatigue.

Buff HP - These buffs grant higher HP bonuses and can be stacked *(as long as there is room on the Active slot)*. **Buff HP** is important for taking large amounts of Dmg, and Def is applied before removing this type of HP.

Reviving a Gearloc! - You have two ways to bring a Gearloc back into battle. Either you can earn and roll **Liquid Life**, or you can train **Zappack** and also earn **E-Cells**.

When a Gearloc is revived, set its HP to the # shown on **Revive/Pos-i-zap** and re-join the battle at the end of the current round. Remember, anytime a Gearloc enters the battle mat after Round 1, it will assume a starting Gearloc position and be placed at the top spot of the Initiative Meter!

Liquid Life - When using **Liquid Life**, you may roll and apply **Revive** to any Gearloc in play or already KO'd. If the selected Gearloc is already KO'd, Exhaust **Liquid Life** immediately and bring the Gearloc back into play at the end of that round. If a Gearloc receives **Revive** while still in play *(die is placed in a Gearloc's Active slot)*, the Skill will trigger after that Gearloc is KO'd *(after that turn is over)*. Exhaust **Liquid Life** at this time, clear all Effect Dice, and set new HP at # shown on **Revive** icon. Gearloc stays in its Prep Area until it re-enters the battle at the end of the current round.

E-Cells - Roll when acquired, and place in Locked Slot. Reduce **E-Cells** by 1 each time you use **Overcharge** or choose to roll **Zappack**. When using **Zappack**, the **Neg-i-zap** result is used on Baddies, and **Pos-i-zap** is used on Gearlocs. **Pos-i-zap** may only be used to revive Gearlocs that are already KO'd. This works just like **Revive** does on a KO'd Gearloc.



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Dice Icon Key

Bones (BP) - May use this in your Backup Plan.

Reusable Bones (BP) - May use this in your Backup Plan. After use, place back in its Skill slot.

Rage Progress (A/Ctr) - Shows your current Rage. **See back for details.*

Breakdown (I) - If Breakdown is showing at end of turn, reset Active Rage Die to 1.0.

Execute/Advance (I) - Choose to Execute a Baddie or Advance your Active Rage Die.

Execute (I): Instantly defeat an adjacent Baddie up to a 1 Pt *(Tier 1)*, 5 Pt *(Tier 2)*, or 20 Pt *(Tier 3)*.

Advance (I): Exchange Active Rage Die for the next Tier Rage Die *(start at 2.0 / 3.0)*.

Rage Benefits (I) - You may Exhaust Rage early to gain: # ⌘, # HP *(up to full)*, or # Dmg to target.

Anger Management (I) - Increase or decrease Active Rage Die by #.

Steal Axe (I) - Add # to your **Axe Collector** Die.

Poison Armor (A) - When hit by an adjacent Baddie, you may place a # Poison Effect Die on that Baddie.

Lashback (A) - When hit by an adjacent Baddie, you may do # Dmg in return.

Hardy (A/Ctr) - While Hardy is Active, any turn your HP takes Dmg *(including True Dmg)*, total is reduced to 1. Reduce # by 1 at start of your turn.

Drop Initiative (I) - Move target down # spots on the Ini Meter at the end of this round.

Attack Mods (BA/A) - Alter your or an adjacent Baddie's Atk Stat by # for the battle. : Immediately, you gain an Atk Stat Training Attempt.

Disable (I) - Place Disable Effect Die on any adjacent # Pt *(or less)* Baddie for the battle.

Jump (I) - Place yourself adjacent to any Baddie. You may select a new target.

Taunt (A) - Place a Taunt Effect Die on yourself.

Axe Collector (Ctr) - Deal 2 Dmg to a non-adjacent Baddie once per turn. Each time you use **Axe Collector**, reduce this die by 1.

Party Inspire (I) - All Gearlocs move to the top of the Ini Meter at the end of this round *(maintain current Gearloc order)*.

Disorient All (I) - Place Stun Effect Dice on all # Pt *(or less)* Baddies.

Body Count (Ctr) - Increase Ctr by 1 for each Baddie you personally defeat. Gain # HP when consumed and reset this Ctr to 0.

TANTRUM

○: Starts on Gearloc mat ★: Not reliant on other Skills to train

Initiative Die Numbers: 3, 4, 4, 4, 5, 5

Zerker - Watch Tantrum's Rage Meter rise with each hit he deals or Dmg he takes. Managing this meter correctly can spell doom for the Baddies you face.

- ○ **RAGE!:** *See back for details*
- **RAAAGE!:**
- **RAAAAAGE!:**
- **Anger Management:**

Mimic - One of the most accomplished fighters the Gearloc race has ever seen, Tantrum is a quick study. In no time, he can adapt his own techniques and shape his skills to mimic enemies whose paths he's previously crossed.

- ★ **Like a Wyrm:**
- ★ **Like a Wolf:**
- ★ **Like a Kobold:**

Skirmisher - There's never a dull moment in the life of a Skirmisher. This skill line has just about every trick in the book. Modify your Initiative, improve battle positioning, and even cripple your enemies.

- ★ **Intimidate:**
- ★ **Cripple:**
- ★ **Way of the Wild:**
- **Innervate:**
- **Strengthen:**
- **Way of the Ebon:**

Consumables - Nothing like Loot you can keep comin' back to!

- ○ **Axe Collector:** *See back for details*
- **Horn o' the Zerker:**
- ○ **Body Count:** *See back for details*

A - Used in an Active Slot.
BA - Place die on Baddie (Active).
BP - Used in Backup Plan.
Ctr - Used as a counter.
I - Used instantly.

TANTRUM

Being fearless and having a temper is usually not a good combination, but in Tantrum's case, it's perfect. Don't let his small stature fool you. Tantrum is a powder keg of Dmg just waiting to be ignited. If Tantrum can control his rage, he is perhaps the most devastating Gearloc in the party.

Backup Plan Breakdown

Tink is driving me nuts! Writing this down helps calm...clam...gahhhh!

1. **Get Angry** - Increase *(by 0.2)* your Active Rage Die.
2. **Calm Down** - Decrease *(by 0.2)* your Active Rage Die.
3. -
4. **Axe Collector** - Increase Axe Collector Die to max.
5. **Recoup** - Heal for 4 HP.
6. **Upgrade to Innate+1!**

Critical Tantrum Details

Rage - Tantrum relies on managing his Rage to be effective. He starts with **RAGE** *(Innate)* Skill Die, and he may unlock **RAAAGE** and **RAAAAAGE** to increase effectiveness. Before battle, Tantrum sets **RAGE** on an Active Skill slot. As he advances to the next Active Rage Die, he swaps the dice *(keeping just 1 Active Rage Die in an Active slot)*.

Each time Tantrum makes an attack *(once per turn)*, he *must* increase his Active Rage Die by 0.2. Also, Tantrum *must* increase his Active Rage Die *(also by 0.2)* for every HP that he loses. Any time on Tantrum's turn he may trigger his Rage *(learn the benefits showing)* and Exhaust this die. Be careful, an Active Rage Die maxes out at its highest value and Tantrum will not be able to Advance it *(or Execute)* until he calms down to these symbols.

Should he complete his turn and the Active Rage Die is maxed *(showing a "Breakdown" symbol)*, he must reset to Active Rage Die 1.0 and start all over again. Any time Tantrum chooses to use an Active Rage, he must Exhaust that die. If he Exhausts **RAAAGE** or **RAAAAAGE**, he is able to start again at Active Rage Die 1.0 *(make this die Active)*, though he won't be able to advance this far again. Once **RAGE** has been Exhausted, he will no longer gain Rage this battle.

Each Rage Skill Die has an "Execute" on it. At any time during his turn, if his Active Rage Die is showing this symbol, he may instantly defeat an adjacent Baddie. How tough a Baddie he can defeat, is determined by which Rage Die is Active. Tier 1 **RAGE** defeats a 1 Pt Baddie. Tier 2 **RAAAGE** defeats a 5 Pt *(or less)* Baddie. Tier 3 **RAAAAAGE** defeats a 20 Pt *(or less)* Baddie.

Axe Collector - **Axe Collector** starts on your mat at value: 0. It will remain on your mat for the entire adventure and is used to track your available Axes. Downtick **Axe Collector** by 1 to do 2 Dmg to any non-adjacent Baddie. This is usable only once per turn. The **Axe Collector** *(Backup Plan)* or a Fortunate Discovery Loot maxes your Skill to 3 Axes. If you acquire an Axe within the Mimic profession, uptick **Axe Collector** by 1.

Body Count - **Body Count** starts on your mat at value: 0. It will remain on your mat for the entire adventure and is used to track your defeated Baddies. Increase **Body Count** by 1 each time you personally defeat a Baddie. On your turn, if **Body Count** is greater than 0, you may "Consume" this number and gain it in HP *(cannot exceed max HP)*. After consumption, **Body Count** is reset to 0. Fortunate Discovery Loot has no effect on **Body Count**.

Beginner Build Strat

Stats: Get HP to 5 or 6, then take your Dex to at least 4 so you can roll Atk Dice along with your Skills. After that, focus on Training Atk. If you are playing solo, prioritize 1 or 2 Def Dice before more Dex.

Skills: Start with **Like a Kobold** to help you stay fighting longer, then add **Cripple** or **Way of the Wild** to debuff your opponents. Once you get a feel for **RAGE**, you should upgrade to **RAAAGE** to increase its effectiveness.

Innate and Innate+1

Innate - Rage:

Tantrum starts with Skill: RAGE. Before battle, RAGE is placed in Active slot and set at 1.0.

Innate+1 - Fearless Rage:

In addition to his **Rage** benefits, Tantrum also ignores all Breakdown occurrences.

Effect Dice Definitions

Disable Effect - This unit's Skills are suspended *(lasts entire battle)*.

Poison Effect - This unit takes True Dmg equal to Effect Die # at the start of its turn. After applying Dmg, reduce Effect Die by 1 *(only 1 Poison Effect Die per target)*.

Taunt Effect - Until the start of this unit's next turn, adjacent opposing units must attack this unit *(units with multiple targets will attack this unit multiple times)*.

Stun Effect - This unit loses its next turn *(negative Effects still apply)*.



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○: Starts on Gearloc mat ★: Not reliant on other Skills to train
Initiative Die Numbers: 3, 3, 4, 4, 4, 5

Mechanist - The best mechanists are small in size, enabling them to easily reach any part of their bot. They're also quite handy with a wrench!

- ★ Small Profile:
- ★ Cog 'n' Spanner:

Robotics - A bot builder is only as good as the bot he builds and the improvements he makes along the way.

- ○ Build 1.0: See back for details
- ○ Spiderbot 1.0:
- Spiderbot 2.0:
- Build 2.0:

Accessorizer - Attachments allow you to express yourself through your bot. Let Baddies know you'd rather blow out their eardrums with an air horn than shoot them down with a turret. Scratch that. Why not do both?

- ★ Air Horn:
- ★ Armor Plating:
- ★ Protect Mode:
- ★ Prodder:
- ★ Alternator:
- ★ Fifth Leg:
- ★ Firing Arm:
- ★ Sense-o-matic:

Consumables - Better bots and better ways of keeping them ticking.

- Gizmo:
- Spiderbot 3.0:

Dice Icon Key

Bones (BP) - May use this in your Backup Plan.
: Must use this in your Backup Plan.

Skill Disable (I) - Place this die on a # Pt *(or less)* Baddie adjacent to Bot. Baddie's Skills are suspended until the start of your next turn.

Bot Defense (Bot/Ctr) - Blocks # incoming Dmg to Bot.

Intercept (A/AA/Ctr) - Bot becomes the target for the next # attack(s) the selected Gearloc receives *(reduce # by 1 after each attack)*.
(I) - Heal Bot for # HP.

Hide (I) - Place Untargetable Effect Die on yourself.

Hide Behind (AA/Bot) - Place on an adjacent ally. You are Untargetable while adjacent to that ally *(place Untargetable Effect Die on yourself)*. If either unit moves or is KO'd, Exhaust this die and remove the Effect Die.

Displace (I) - Push adjacent Baddie directly away from Bot if position is available *(Bot moves to Baddie's previous position)* and do # Dmg.

Bot Build (I/Dir) - Using rolled result, place in Slot #6 and then turn the die to point to Attachments you want available for your next Bot build. Once the Bot is deployed, Exhaust this die. Build 2.0 offers a greater range of Attachments to choose from. ***See back for details.***

Battery Boost (I) - Increase your Bot's battery by #.
(I) - Heal Bot for # HP..

Blunt Object (I) - Place a Stun Effect Die on any # Pt *(or less)* Baddie.

Leap (I) - Place Bot on any Battle Mat position. Bot may select a new target.

Firing Arm (I) - Deal # Dmg to any non-adjacent Baddie.

Baddie Sensor (L) - Place this die along with a Bot Die from your Prep Area *(at its current Power)* in Locked slots. At the start of every day, reveal a # Pt *(or less)* Baddie in its Active Stack. You may cycle it to the bottom of the stack. Reduce your Bot's Battery Power by 1 after each reveal, and Exhaust both Locked Dice when Battery Power reaches 0.

Self Repair (I) - Heal Bot for # HP.

Bot Base (I/Ctr) - ***See back for details.***

Effect Dice Definitions

Untargetable Effect - Until the start of this unit's next turn, opposing units cannot target it *(Baddies with no target on the Battle Mat will not move)*.

Stun Effect - This unit loses its next turn *(negative Effects still apply)*.

A - Used in an Active Slot.
AA - Used in ally's Active Slot.
BP - Used in Backup Plan.
Bot - Place die on Bot (Active).
Dir - Used as a directional die.
I - Used instantly.
L - Used in a Locked Slot.

TINK

Just like his bots, this old Gearloc keeps going and going. At first glance, many underestimate Tink and write off his bots as more of a nuisance in battle rather than effective combatants. Time and again, however, Tink is the last 'loc standing and proves to be quite the asset to any adventure party.

Backup Plan Breakdown

Just a few more modifications and I'll have my bots doing my adventuring for me.

Tink has a unique Backup Plan. Both he and his Bot have access to certain skills. Tink's skills are in black and his Bot's are in red *(if 2 options, must choose 1)*.

1 **Bot Mod** - Heal an adj/diag Bot for 1 HP, or Exhaust 1 Attachment on an adj/diag Bot to attach any 1 learned Attachment.

2 **Pull Start** - Tink "restarts" an adjacent/diagonal Bot to its starting Battery Power.

Hot Gasket - Bot burns all adjacent units for 1 Dmg.

3 **Self-Destruct** - Bot hits all adjacent units for 3 Dmg. Bot is immediately Exhausted.

4 **Hammer Time** - Tink may either smash an adjacent Baddie for 3 True Dmg or heal an adj/diag Bot for 3 HP.

5 **Spiderbot 3.0** - Select Spiderbot 3.0 and place on your mat. It is now available for use.

6 **Upgrade to Innate+1!**

Critical Tink Details

Targeting and Attacking - Tink is Melee/Ranged which allows you to use any starting Gearloc position at the start of battle. Tink and your Bot are both Melee Gearlocs for attacking purposes. You will choose a target for Tink and a target for your Bot, and they can be different Baddies!

Tink and his Bots - Tink's Bots are ready to use out of the box, but you first need to understand your options *(read your Innate first!)*:

Building a Bot - On your turn, choose an available Spiderbot and place it in your Prep Area with the starting Battery Power *(teal number)* facing up *(+1 if you upgraded your Innate)*. Add to the Prep Area any Attachments you choose, based on the orientation of your rolled Build 1.0 or 2.0 Die and the # of Attachments ( ) your Bot can receive. A Bot does not require a Build Die to be deployed. However, it won't have Attachments.

There is no Dex cost for leaving your Bot *(and Attachments)* in your Prep Area, but once per turn *(using your Innate)*, you may spend 1 Dex to increase this Bot's Battery Power by 1 *(increase Bot Die)*. When ready, deploy your Bot *(Bot Die)* to the Battle Mat on an adjacent or diagonal position to Tink along with # HP *(keep its Attachments in your Prep Area)*. Deploying your Box costs 1 Dex. Exhaust your Build *(1.0 or 2.0)* Die at this time.

Bot Movement and Attack - Once deployed, your Bot is treated as an ally *(may be targeted by Baddies)*. To use your Bot, you must first decrease your Bot's Battery Power by 1 *(once per turn)*. If you cannot, your Bot cannot be used *(Bot Die/HP remain on Battle Mat and can still be targeted)*. If a Bot loses all its HP, Exhaust the Bot Die and its Attachments.

When using your Bot, it may move *(costs Tink's Dex)* and attack *(does not cost Dex)*. When attacking, your Bot automatically deals its # Atk Stat ( ) in Dmg to an adjacent Baddie *(all Bots are Melee)*.

Using Attachments - When using your Bot, you may also use any Attachments you've given it. These still cost Dex to roll; however, they are not Exhausted when used. Once used, they return to your Prep Area *(keep separated from other Bot Building in Prep Area)* and are available next time you use your Bot.

Multiple Bots - While you are only able to have one Bot on the Battle Mat at a time, you can still use your Prep Area to work on building and staging another. This is quite useful in making sure you are ready if a Bot is destroyed. Note: You may only *build* 1 Bot at a time.

Special Bot Notes - Bots are immune to these Effects: Poison, Weaken, Terrify, Stun, and even Fatigue!

Beginner Build Strat

Stats: Get to 4 HP to match your Bot. A Dex Stat of at least 5 will help give you more options, especially in the early rounds. Then, switch to Def Dice for more Backup Plan options!

Skills: Start with **Firing Arm** or **Protect Mode**, depending on your style. Take one more Accessorizer Skill, and then focus on Robotics Skills. Also, learn **Small Profile** if you find yourself getting KO'd often.

Innate and Innate +1

Innate - Bot Builder:

Tink starts with **Build 1.0** and **Spiderbot 1.0** Skills. You may roll and slot *(in #6)* your Build Die *(1.0 or 2.0)* before battle. Set its orientation.



Orientation Options (for this die side)

● = Usable Attachment slots

In battle, you may roll or re-roll a Build Die *(1 Dex cost)* to allow for new Attachment options.

Once per turn, Tink may also spend 1 Dex to increase the Battery Power of a Bot in his Prep Area by 1.

Innate +1 - Wise Bot Builder:

In addition to **Bot Builder** benefits, all Bots start with +1 Battery Power when placed in Tink's Prep Area.

Sense-o-matic Skill

Sense-o-matic allows you to do some scouting outside of combat, but it means committing a Bot and this Attachment to the task during a battle. While in your Locked slot, the Bot is not usable for anything but scouting. Like other Locked slot skills, you can Exhaust your Bot at any time if you want to call it back to you. Good luck!



DIFFICULTY

CO OP

SOLO

Dice Icon Key

Bones (BP) - May use this in your Backup Plan.
: Must use this in your Backup Plan.

Spikes (T) - Do # True Dmg. Move unit to an adjacent lane of Trap position if open.

Snare (T/BA) - Reduce Atk Stat of this unit by # for the battle.

Rut (T) - If triggered by a # Pt *(or less)* Baddie, it cannot move any further this turn.

Multi-Arrow (I) - # of your rolled Atk Dice also hit a 2nd Baddie of your choice.

Displace (I) - Move any Baddie 1 position in the direction of an arrow on the die *(set die upright)*.

Marked (I/BA) - Place on any Baddie. This Baddie takes x2 Dmg from all Atk Dice this turn or the next time it is Attacked *(by ally)*.

Camo (L) - When preparing the BQ, modify total Baddie Pts by # Pts.

Piercing Arrow (I) - Do # Dmg to target's Active Def only. This arrow also suspends **Thick Skin** for this turn.

Return Fire (A) - Any time a non-adjacent Baddie targets you, roll # Atk Dice in return Dmg instantly. Lasts entire battle.

In the Zone (I) - Earn +1 Dmg on the first roll of this die. Choose to deal earned Dmg to your target or roll die again. If you tie or roll under previous #, earn another +1 Dmg. Repeat this choice. On a failed roll, all earned Dmg from this die is lost.

Pet Reroll (I/L) - Re-roll any rolled Companion Die up to # times.

Best Companion (I/L) - Set a rolled Companion Die to any side.

Markers - These icons show which Companions can perform the rolled **Command**.

Dive Bomb (I/L) - Place Companion adjacent to any Baddie and deal 3 Dmg to it.

Frenzy (I/L) - Companion immediately takes a turn.

Draw Blood (I/L) - Place Bleed Effect Die on an adjacent Baddie.

Pounce (I/L) - Place Companion on any position and deal 2 True Dmg to an adjacent Baddie.

Sacrifice (I/L) - Place Stun Effect Die on and adjacent Baddie. Exhaust Companion Die.

Growl (I/L) - Place Terrify Effect Die on an adjacent Baddie.

GHILLIE

★: Not reliant on other Skills to train
Initiative Die Numbers: 3, 4, 4, 5, 5, 6

Trapper - This unique skill set allows Ghillie to set traps before the battle even begins. Start strategizing!

- ★ **Rusted Spikes:** 1 1 1 1 2 2
- ★ **Woven Snare:** 2 2 -1 -1 -2 -2
- ★ **Hidden Rut:** 3 5 5 5 20 20
  See back for details

Ranger - Manipulate the battlefield with skills only learned from years hunting in the Deepwood.

- ★ **Multi-Arrow:** 5 1 1 1 2 2
- **Brute Buster:** 6 6 6 6 6 6
- **Marked Enemy:** 7 7 DMG x2 DMG x2 DMG x2 DMG x2

Marksman - Upgrade your arrows and efficiency to skills that are all about hitting Baddies more effectively...over and over and over again!

- ★ **Piercing Arrow:** 9 2 9 3 9 3 9 4 9 5 9 5
- ★ **Return Fire:** 10 10 1 10 1 10 1 10 1 10 2
- **In the Zone:** 11 1 11 2 11 3 11 4 11 5 11 6

Zoolinguist - Talking to animals is simple. Commanding animals and getting them to listen? Much more difficult.

- ★ **Call Falcon:** 13 13 13 13 13 13
- ★ **Call Tiger:** 14 14 14 14 14 14
- ★ **Call Wolverine:** 15 15 15 15 15 15
- ★ **Command:** 16 16 16 16 16 16

Consumables - Get your hands on these as quickly as possible!

- **Extra MechLeg:** 4 4 4 4 4 4
- **Camo:** 8 8 8 8 8 8
  See back for details
- **Bait:** 12 12 12 12 12 12

Companions (I) - Place # ♥HP on any adj/diag position *(place this die on top)*. This Companion takes its turn right before Ghillie each round.
See back for details.

A - Used in an Active Slot.
BA - Place die on Baddie (Active).
BP - Used in Backup Plan.
I - Used instantly.
L - Used in a Locked Slot.
T - Placed as Trap on open position.

Backup Plan Breakdown

I know there's a better route we could be taking! I just need to find it!

1. **Switch Targets** - Select a new target before applying any dice to your initial target this turn.
2. **Split Targets** - Select a new target after applying at least 1 die to your initial target this turn.
3. **Fortunate Discovery** - Select a Consumable Die and place in its Skill slot. It is now available for use.
4. **Lure Away** - Remove any 5 Pt *(or less)* Baddie from Battle Mat. Place it on bottom of BQ.
5. **Broadhead** - Deal 5 Dmg to your target!
6. **Upgrade to Innate+1!**

Critical Ghillie Details

Traps - Ghillie's traps are unique and function differently than most Skills, as they are placed before battle and do not cost Dex to roll.

Placement - Traps must be placed on Battle Mat positions before the battle begins. These can be placed on any position, but remember that even Gearlocs can trigger them *(by moving to that position)*, so be careful not to box your party in.

Triggering - Traps are rolled after they are "triggered." A trap is triggered when a unit first occupies the position where the trap is placed. Baddies cannot target or avoid traps.

If a trap is triggered during the initial Battle Mat setup, finish placing all Baddies onto Battle Mat before rolling any traps that were triggered. If multiple traps were triggered, you may roll *(and follow its instructions)* for each trap in any order *(sometimes creating a multi-trap combo)*. Traps remain on the Battle Mat until triggered.

Hidden Rut - This trap will stop a Baddie in its tracks. To effectively use **Hidden Rut**, try placing it 1 position away from a Baddie. The higher the Baddie Pt, the lower chance of this triggering successfully. If the roll is higher than or equal to Baddie Pt, the trap is successful and the Baddie stops moving. If the roll is lower than the Baddie, the trap is Exhausted with no effect.

Companions - If learned, Ghillie may roll *(costs Dex)* a Companion Die *(or 3)* during his turn to attempt to "call" it onto the Battle Mat *(placed on an adj/diag position to Ghillie with its # ♥ HP underneath)*. Each Companion Die side varies a little in HP, Atk, and some have a ◆ Dex cost *(of 1)* that must be spent at the start of Ghillie's turns to keep the Companion in play. If Ghillie does not pay the Dex cost, the Companion Die is Exhausted immediately.

All 3 Companions are Gearloc allies *(can be targeted by Baddies)* and are Melee units. The Companion takes its own turn, right before Ghillie. Any time it's Ghillie's turn on the Ini Meter, the Companion goes first. On its turn, each Companion may move 2 positions *(does not cost Dex)* and perform an auto-attack of # 🗡 Dmg *(also does not cost Dex)* to an adjacent Baddie. Ghillie may have more than 1 Companion on the Battle Mat at a time! Also note, Ghillie's **Command** Skill is used on Ghillie's turn, prompting the Companion to act immediately.

Each Companion has 1 Skill that makes them unique. Check these out in the key to the right. You can find the definitions to these Skills on the General Reference Sheet *(Baddie Skills and Encounter Terms)*.

Camo - Roll this Skill when aquired and keep in a Locked slot until used. Use *(and Exhaust)* **Camo** when facing a battle Encounter with BQ: Baddie Pts.

GHILLIE

With eyes as big as zelfey fruits, Ghillie is the most "aware" Gearloc in your party. His heightened senses give him the ability to stay one step ahead of his enemies before and during battle. His traps and companions make him a well-rounded fighter and one of the strongest for solo adventuring.

Beginner Build Strat

Stats: Ghillie needs at least 1 Def to start off with. Get HP up to 5-6. Then switch to Dex so you can keep up with your Companion maintenance. Atk is then your focus, especially for longer adventures.

Skills: Grab a Companion unless you have a full party. Also, **Woven Snare** is a nice trap debuff. Then pursue **Marked Enemy** for big Dmg that will aid you or your allies. If you go heavy on Traps, make sure to pick up **Brute Buster** for more control over what trips them.

Innate and Innate+1

Innate - Scout:
Before battle, reveal a Baddie in its Active Stack. You may cycle it to bottom of stack.

Innate+1 - Scoutmaster:
Before battle, reveal up to 2 Baddies in their Active Stacks. You may cycle them to bottom of their stacks.

Effect Dice Definitions

Bleed Effect - This unit takes 1 True Dmg at the start of its turn *(lasts entire battle)*.

Stun Effect - This unit loses its next turn *(negative Effects still apply)*.

Terrify Effect - This unit cannot attack opposing units during its next turn.

Companion Skills

Falcon has Flight *(every other turn)*.

Tiger has Lashback 1.

Wolverine has Hardy.



Difficulty

Co op

Solo

Dice Icon Key

Bones (BP) - May use this in your Backup Plan.
: Must use this in your Backup Plan.

Mislead (I) - Remove a # Pt *(or less)* Baddie from Battle Mat and add to bottom of BQ *(die can only be rolled if Baddies outnumber Gearlocs).*

Lucky Choice (A) - Any turn during which you don't roll s, immediately gain this benefit.

- **Recover** - Heal for # HP.
- **Extra Dmg** - Add # to the total Dmg applied to your target.
- **Extra Def** - Place # Def in an Active slot *(or increase an Active Def die by #).*
- **Extra Bones** - Add # to your Backup Plan.

Improved Training (L) - During any Training Attempt, you may ignore one .

Recover (A) - At the start of your turn, heal for # HP.

Move Mods (A/BA) - Alter movement for you or your target by # *(+Mod does not cost Dex)* for the battle.

Def Dice Mods (A/BA) - Alter Def Dice for you or your target by # *(+Mod does not cost Dex to roll)* for the battle.

Atk Dice Mods (A/BA) - Alter Atk Dice for you or your target by # *(+Mod does not cost Dex to roll)* for the battle.

Dex Mod (A) - Increase Dex Stat by # for the battle.

Minor Lockpick (L) - Add # to an Action Die result during a Lockpick Attempt

Major Lockpick (L) - During a Lockpick Attempt, you may bypass a Lock without using Action Dice.

Complete Unlock (L) - During a Lockpick Attempt, instantly open all Locks.

Longsword (I) - Deal # Dmg to target and place die back in its Skill slot *(cannot be Exhausted).*

Draw Blood (I) - Deal # Dmg. Also, place Bleed Effect Die on target.

Dash (A) - Increase your movement by # *(does not cost Dex).* Lasts entire battle.

Increase Initiative (I) - Move yourself up # spots on Ini Meter at end of this round.

Parry (A) - When a Baddie attacks and/or uses a Skill, you may avoid it.

Extra Turn (I) - Take another turn immediately after completing this one.

Scrambler (L) - Use this die during a Lockpick Attempt *(roll it as a 2nd Intuition Die throughout the attempt).*

Shiny Gem (I/L) - Place on position adjacent to a # Pt *(or less)* Melee Baddie. Baddie will move to *(and stop on)* gem on its next turn. Exhaust gem once reached.

Slingstones (Ctr) - Used for ranged attacks. **See back for details.*

NUGGET

○: Starts on Gearloc mat ★: Not reliant on other Skills to train
Initiative Die Numbers: 2, 3, 3, 4, 4, 5

Gifted - From an early age, Nugget had a knack for finding things. She often seems to locate items without even trying. Luck is clearly on this Gearloc's side!

- ★ **Wildborn:** See back for details
- ○ **Lucky:** See back for details
- ○ **Golden Touch:** See back for details

Keymaster - The eye of a keymaster can spot the most intricate of details. These details can lead to major advantages when exploited.

- ★ **Combat Proficiency:**
- ○ **Keen Eye:**
- ○ **Locksmith:**

Propellist - Using her bolo, dagger, and even her longblade to reach any Baddie at any range, makes Nugget a very competent propellist.

- ★ **Tinkered Bolo:**
- ★ **Longblade:**
- ○ **Nugget's Dagger:**

Discover Loot (I) - Draw 3 Loot cards and keep 1 *(discard the rest).*

Trove Map (I) - Shuffle *Special Encounter - The Ebonite Doorway* into Encounter Deck if not already completed.

Sword Dancer:- This is a battle art form that will catch your opponents off guard and allow you to quickly move from one Skill to the next.

- ★ **Dash:**
- ○ **Tumble:**
- ○ **Side-step:**
- ○ **Dējā Vu:**

Consumables - There are never enough of these to go around, it seems.

- ○ **Scrambler:**
- ○ **Gem Decoy:** See back for details
- ◎ **Slingstones:** See back for details

A - Used in an Active Slot.
BA - Place die on Baddie (Active).
BP - Used in Backup Plan.
Ctr - Used as a counter.
I - Used instantly.
L - Used in a Locked Slot.

Backup Plan Breakdown

Growing up, I was told The Ebon were the sole reason for the lack of technology in our village ..now, I'm not so sure.

1. **Collect Stones** - Increase Slingstones Die by 1.
2. **Revitalize** - Heal for 2 HP.
3. -
4. **Disable** - Add Disable Effect Die to any adjacent 5 Pt *(or less)* Baddie.
5. **Coup De Grace** - At the end of this round, place yourself on top spot of the Ini Meter.
6. **Upgrade to Innate+1!**

Critical Nugget Details

Targeting and Attacking - Nugget is Melee/Ranged, which allows you to use any starting Gearloc position at the start of battle. Also, you may select any Baddie to be your target. **This is important, as it allows you to use Skills such as **Longblade** to reach non-adjacent Baddies.* However, when attacking *(using Atk Dice)*, your target must be adjacent unless you have **Slingstones** you can apply *(see **Slingstones** below)*.

Wildborn - **Wildborn** may only be rolled if there are more Baddies on the Battle Mat than Gearlocs. If this is the case on your turn, roll this die, and apply it to any # Pt *(or less)* Baddie. This Baddie will be added to the bottom of the BQ. Once this Baddie returns to the Battle Mat, it starts with full HP.

Lucky - Before battle, you may place this die, desired side up, in an Active slot. Each time your entire roll is devoid of Bones, your **Lucky** Die triggers, granting you your chosen benefit! This die does not Exhaust when reaping these rewards. Keep in Active slot for entire battle if you wish!

Golden Touch - **Golden Touch** is triggered when Nugget personally defeats a Baddie. The good news is that this does not cost a Dex to roll. Instead, roll immediately after defeating that Baddie. The bad news is that you cannot roll this die unless you personally defeat a Baddie. After rolling, place a successful roll in a Locked slot for Training later on, or place an unsuccessful roll into your Backup Plan *(and try again next battle)*.

Slingstones - **Slingstones** starts on your mat at value: 0. It will remain on your mat for the entire adventure and is used to track your **Slingstones** count. **Slingstones** are needed in order for Nugget to make an attack against a non-adjacent Baddie. When attacking a non-adjacent target, you must downtick the **Slingstones** Die by 1 for each Atk Die rolled against this target *(2 Atk Dice would require 2 Atk Stat, 2 Dex, and 2 **Slingstones**)*. You cannot roll more Atk Dice than **Slingstones** you have available *(you do not need to use all your available **Slingstones**)*. Fortunate Discovery Loot maxes this Skill to 5 Slingstones.

Gem Decoy - Roll this Skill when acquired and keep in a Locked slot until used. Use during battle and Exhaust once reached by a Baddie.

NUGGET

Most Gearlocs are inventors by nature, but these skills have faded as technology has become more and more scarce. Nugget is determined to change this by uncovering every bit of tech Daelore has hidden in its troves and caches. Armed with a longsword and sling, she is quite the skirmisher when loot is nearby!

Beginner Build Strat

Stats: Nugget doesn't have a lot of survivability, so first priority is an HP or 2. Then, add at least 1 Stat to Def, Dex, and Atk *(in that order)*. After that, it really comes down to the Tyrant you will be facing and who is in your party, but rarely can you go wrong with Dex.

Skills: **Longblade** and **Tinkered Bolo** are your bread and butter! Next, grab **Dash** for added maneuverability. Think about going for **Keen Eye** to get some Trove Loot in play! If you go this route, do it ASAP to get rolling it sooner!

Innate and Innate+1

Innate - Treasure Seeker:
Whenever you draw Loot(s) as an Encounter reward, draw an extra and discard one.

Innate+1 - Treasure Hunter:
Whenever you draw Loot(s) as an Encounter reward, draw an extra Loot.

Effect Dice Definitions

Bleed Effect - This unit takes 1 True Dmg at the start of its turn *(lasts entire battle)*.

Disable Effect - This unit's Skills are suspended *(lasts entire battle)*.



DIFFICULTY

Co op

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Dice Icon Key

Bones (BP) - May use this in your Backup Plan.

Reusable Bones (BP) - May use this in your Backup Plan. After use, place back in its Skill slot.

Constant Regen (L) - At the start of your turn, heal for # HP. Lasts for entire adventure.

Constant Def (L) - Reduce total Dmg done to you by # *(treated as Def when Locked on Picket for Shield Bash and Shield Shock)*. Lasts for entire adventure.

Constant Move (L) - Any time during your turn, you may move # positions *(does not cost Dex)*. Lasts for entire adventure.

Intercept (AA/Ctr) - You become the target for the next # attack(s) the selected Gearloc receives *(reduce Intercept # by 1 after each attack)*.

Ale (I/A/Ctr) - Set your HP to 1 for # round(s). Picket may not gain or lose HP while Ale is Active *(reduce Ale # by 1 at the start of your turn)*.

Constant Dmg (L) - Add # to the total Dmg applied to your target. Lasts for entire adventure.

Constant Taunt (L) - Place Taunt Effect Die on yourself. Lasts for entire adventure.

Jerky (I) - Heal for # HP.

Switch (I/A) - Any time during your turn, swap positions with an adjacent unit. Also, use with a 2nd to:
- Heal the ally you swap with for 3 HP.
- Deal 3 Dmg to the Baddie you swap with.

Rush (I/A) - Any time during your turn, move yourself 3 positions. Also, use with a 2nd to:
- Deal 3 Dmg to adjacent Baddie after Rush.

Riposte (A) - When attacked by an adjacent Baddie, you may avoid all Dmg and Effects. If you have a 2nd in an Active slot, you may use it to also:
- Deal 3 Dmg to that Baddie.

Advanced Def (A/AA/Ctr) - Prevents # of Dmg *(treated as Def when Active on Picket for Shield Bash and Shield Shock)*.

Improved Def Training (L) - During a Def Training Attempt, you may ignore one .

PICKET

★: Not reliant on other Skills to train
Initiative Die Numbers: 2, 2, 3, 3, 3, 5

Captain - Damage, defense, regen and control! Land a couple of early rolls, and Picket will be reaping rewards for the entire adventure. Get on this line early to maximize its benefits.

- ★ Stand Ground:
- Shield Form:
- Sword Advance:
- Lockdown:

Hero - Only a few short weeks in Obendar and word of Picket's aptitude with a shield has traveled throughout Daelore. With this skill line, Picket is able to easily defend his allies or himself. It's also good for bashing Baddies.

- ★ Confidence:
- Tenacity:
- Bravado:
- Renown:

Protector - Every good tank needs a way to protect those around him. Intercepting Baddies is the best way to ensure your party keeps its limbs.

- ★ Redshirt:
- Intercept:

Warden - A warden is light on their feet and knows a successful battle is all about positioning. Match symbols to manipulate the positions of you and your enemy.

- ★ Switch:
- ★ Rush:
- ★ Riposte:
- ★ Situational Awareness:

Consumables - Valuable items worth acquiring...again and again!

- Orcish Ale: See back for details
- Gobby Jerky:

A - Used in an Active Slot.
AA - Used in ally's Active Slot.
BP - Used in Backup Plan.
Ctr - Used as a counter.
I - Used instantly.
L - Used in a Locked Slot.

PICKET

Picket was born with a shield in his hands, and while he comes off as a bit overbearing at times, those in his party love the confidence and protection he provides. The sword he wields is well known in the land and is easily spotted by the blue topaz set in its hilt.

Backup Plan Breakdown

I've got to get this rag tag bunch of long-ears in line...and fast!

1 -

2 **Shield Bash** - Remove all Def including newly rolled, Active slots, and Locked slots *(Skill Dice removed in this way are Exhausted)*. Do total # of removed Def in Dmg to target.

3 **Do Over** - May immediately re-roll any number of rolled dice once.

4 **Benevolence** - Heal for 2 HP. Also, add a 2 Def Die to Active slot.

5 **Shield Shock** - Perform Backup Plan: Shield Bash. Also, your non-Tyrant target is Stunned. Add Stun Effect Die to target.

6 **Upgrade to Innate+1!**

Critical Picket Details

Professions - Picket's professions are very specific and easy to differentiate from one another. Here are a few things to note:

Captain - All 4 dice in the Captain profession may be Locked for the duration of your Adventure! These dice do not Exhaust when they are used *(except with Def for Shield Bash and Shield Shock)*! Like Active slots, you are welcome to freely Exhaust any Locked Skills to make room for others, or roll them for their Bones! Remember, unless you are playing Greenhorn mode, if Picket has the unfortunate experience of being KO'd, his Locked Skills *(as well as dice in his Active and Backup Plan slots)* will be Exhausted. Don't get too confident!

Hero - Since this is Picket's main source of Def *(and Dmg)*, the timing of **Shield Bash** and **Shield Shock** are very important. Remember, dice from this profession are Exhausted when these Backup Plans are used.

Protector - When using **Intercept**, Picket will want to make sure he can handle taking the incoming Dmg, as this is not optional after **Intercept** is applied. Picket may use his Active and Locked Dice when intercepting these attacks.

Warden - Skills from this profession grant immediate effects when rolled. However, if you manage to pair matching symbols on 2 dice from this profession *(from rolling both dice or from having a die from this profession already in an Active slot)*, it results in an even stronger effect. If you use the combined effect, both Skill dice must be Exhausted. To maximize this profession's benefits, try rolling these dice before you are in immediate need of them. This will allow you to place them in your Active slots until you are able to roll a matching symbol later on in battle.

Orcish Ale - Use **Orcish Ale** as a last resort to buy yourself an extra round or 2. Even True Damage or Fatigue will not affect you during this time. Once **Orcish Ale** is Exhausted *(after rounds are used)*, you do not get your previous HP back and are left at 1 HP!

Beginner Build Strat

Stats: Bump up your Dex to 3 first and foremost. Then, get a point in each of your 4 Stats *(we recommend an order of Health, Atk, Def, and then Dex)*. Depending on party size, you may have to go with more Health next, but your best Dmg comes from your Def Dice, so that should also be a high priority.

Skills: Choose the Captain profession for early game. Once those Skills are learned, move on to the Hero profession to gain some good Def *(and Dmg)*. Grab **Redshirt** if you have any glass cannons in your party!

Innate and Innate+1

Innate - Shield Wall:
At the start of battle, Picket may roll all his Def Dice *(white dice only)* and place rolled Def in his Active slots. For this roll, Bones cannot be placed in Backup Plan.

Innate+1 - Gearloc Wall:
In addition to his **Shield Wall** benefits, Picket may also put rolled Def Dice *(white dice only)* in his Locked slots, even during battle. **Locked Def Dice will not reduce available Def Dice.*

Effect Dice Definitions

Taunt Effect - Until the start of this unit's next turn, adjacent opposing units must attack this unit *(units with multiple targets will attack this unit multiple times).*

Stun Effect - This unit loses its next turn *(negative Effects still apply).*

Gearloc Adventuring Reference Guide

Council Issued. Confidential information. Do not mark up this guide.

The Gearloc Council's Guide to **Recovery**

At the end of each day, after your Encounter has been resolved, your party enters the Recovery Phase *(may be done in any order)*:

- **Trade Loot within your Party:** Any loot! Any amount! To anyone!
- **Make a Lockpicking Attempt:** Party members may do this on their own or another Gearloc's Trove Loot *(to help them open it)*.
- **Individual Options** *(each Gearloc may choose one of the following)*:

  Rest and Recover - Heal HP to full.

  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 1 Pt Baddie, 4-5: Reveal up to a 5 Pt Baddie, 6: Reveal up to a 20 Pt Baddie. Once revealed, you may cycle Baddie to bottom of Active Stack.

Learn to play **Dangerous Darts**!

Each player and opponent start with 10 HP. Using only **Atk Dice**, **Def Dice**, or **Status Effect Dice** *(the Poison, Weaken, Stun Effect Die)*, players must choose 3 dice but no more than 2 of any kind. Non-Gearloc opponents always choose **2 Atk Dice** and **1 Effect Die**.

Once dice are chosen, the game begins with your opponent rolling their 3 dice *(Gearlocs always go second)*. Take turns rolling available dice. Apply rolled Def Dice to self. Deal Dmg and apply rolled Status Effect Dice to opponent *(Poison, Weaken [player's choice], Stun)*.

⌘ are used for the Dangerous Darts Backup Plan *(must be used the same turn they are rolled - no storing up!)*. Only Gearlocs may use this!

- ⌘ - Remove an applied die from self or opponent *(Effect or Def)*.
- ⌘⌘ - Stun opponent until the start of your next turn.
- ⌘⌘⌘ - Instant Knockout - You win!

Remove all your opponent's HP to win!

Adventure Routine



I, Boomer, do solemnly swear, to not write on this important guide.

The Art of **Lockpicking**

Any time you are facing a lock, be it on a Trove chest or chains around your ankles, the art of Lockpicking can be put to good use!

You will find that most bindings in Daelore are comprised of 3 Locks: Lever, Trip, and Force. To unlock them, you must roll Lockpicking Dice *(3 Action Dice and 1 Intuition Die)* to equal or surpass the number for the Lock type you are working on. Rolled Action Dice of the same Lock type may be added together to solve a Lock. Used Action Dice are Exhausted for the remainder of the Attempt. Any Action Dice not used to solve your current Lock may be carried forward to the next *(within the same Attempt)*. Your Attempt is over when you have no more Action Dice to apply to a Lock or you solve all Locks.

Unlike Action Dice, the Intuition Die is always rolled with your Action Dice and never Exhausted. This die grants you ways to alter or improve your Action Dice:

- **Reroll** - Reroll 1 Action Die and also the Intuition Die. *Rolled another Reroll? Do it again!
- **Convert** - Change the Lock type *(L, T, & F)* of 1 Action Die and use it.
- **Save +1** - Give an Action Die +1 and do not Exhaust it if used on this Lock.

Locks must be solved from left to right. Locks you open will stay open, even for future Attempts. If you fail to open the **starting Lock** of an Attempt, you are able to make a second Attempt immediately *(once per day)*.

Example: Let's assume you are facing a rather easy Trove Loot: 2 L - 2 T - 2 F. That's 3 Locks, each with a difficulty of 2.

Working left to right, we need to open the 2 L first. Because this is our starting Lock for this attempt, we get 2 chances to roll a total of 2 L or more with our 4 Lockpicking Dice.

A typical Attempt would go as follows:

- Roll all 4 Lockpicking Dice.
- Resolve your Intuition Die result and use it to help you decide which Action Dice you will use on the current Lock *(2 L in our example)*.
- Total the dice you have chosen to use *(only L Dice will work)* and compare them to the Lock. A tie or better is a success, and you may now immediately move to the next Lock. However, you may only roll your unused Action Dice and Intuition Die for this next Lock.
- Locks you open will stay open, even for future Lockpicking Attempts!

Baddie Skills & Encounter Terms

If only we had a record of what these Baddies can do...

Encounter Terms are in Blue.

Break - Any Atk Dice used to reduce this unit's HP must be Exhausted.

Careless - This unit loses 1 HP.

Compound - This unit's Atk Stat is equal to the current round # (= 5).

Corrosive - After this unit attacks (and Dmg is applied), all remaining Def Dice in target's Active slots must be Exhausted immediately.

Dive - If the Flight Effect Die is Active on this unit at the start of its turn, immediately place this unit adjacent to weakest available opposing unit *(and target it)*.

Engulf - All Dmg rolled also hits all adjacent units *(includes friendly units)*.

Flight - After this unit attacks, place a Flight Effect Die on it, or if this effect is already there, remove it. While in Flight, this unit is **Untargetable**.

Hardy - Any turn this unit takes Dmg to its HP *(including True Dmg)*, total is reduced to 1.

Inspire # - The next Baddie on the Ini Meter takes their turn immediately after this unit *(move their Ini Die)* and is granted # additional Atk Dice.

Lashback # - After this unit is damaged by an adjacent opposing unit, this unit will then do # Dmg back, so long as it was not defeated.

Mischief # - Remove # dice *(player's choice)* from target's Active slots before attacking.

Persistent - Place this card next to your Tyrant Card and follow its instructions.

Poison # - Set or reset a Poison Effect Die on target to #. Target takes True Dmg equal to Effect Die # at the start of their turn. After applying Dmg, reduce Effect Die by 1 *(only 1 Poison Effect Die per target)*.

Rage # - If this unit is not at full HP, it gains # additional Atk Dice.

Raiding - This unit gains 1 extra Atk Die for every additional orc on Battle Mat.

Recover # - This unit gains # HP *(up to full)* at the start of its turn.

Signal # - At the start of this unit's turn, add a single lesser Baddie to bottom of BQ *(20Pt signals a 5Pt, 5Pt signals a 1Pt)*. After # Baddies have been added in this way, this Skill no longer triggers.

Stun - Target loses its next turn *(negative effects apply)*. Place Stun Effect Die on target.

Surprise - After setting Initiative for this battle, move all opposing units to bottom of Ini Meter *(maintain their order)*.

Taunt - Adjacent opposing units must attack this unit *(units with multiple targets will attack this unit multiple times)*. Place Taunt Effect Die on this unit until the start of its next turn.

Terrify - After this unit is attacked, place a Terrify Effect Die on the attacking unit until the end of its next turn. If a unit has a Terrify Effect Die on it at the start of its turn, it may not target any Baddies with Skill: Terrify.

Thick Skin # - Ignore the first # Dmg *(no # counts as 1)* this unit would take this turn *(does not ignore True Dmg)*.

Undead - The first time this unit is defeated, place it back on top of BQ. When it re-enters play, it starts with only 2 HP and its Atk Dice Stat is doubled.

Untargetable - Place Untargetable Effect Die on this unit. Until the start of this unit's next turn, it cannot be targeted by opposing units *(Baddies with no target on the Battle Mat will not move)*.

Weaken # - Target must reduce their Dex by # for their next turn. Place a # Weaken Effect Die on target.

How to Encounter a Baddie...

and live to tell about it.

It's simple really; the best way to deal with Baddies is to earn:

Training Points!

Earn these precious points from **Encounters**. With a Training Point, do one of the following:

- Unlock a Skill Die *(place it on your mat)*.
- Increase HP Stat Die by 1.
- Increase Dex Stat Die by 1.
- Make an Attack Stat Training Attempt: Roll your current Atk Dice. No misses? Success! Increase Atk Stat Die by 1.
- Make a Defense Stat Training Attempt: Roll your current Def Dice. Roll any misses one more time. No new misses? Success! Increase Def Stat Die by 1.

Encounter Icons

This Choice will result in a battle.
**Must succeed to gain rewards & Progress.*

This Choice does not result in a battle.
**May still have requirements for success.*

Gain # **Progress Points** for completing this Encounter.

Each Gearloc draws 1 **Loot**.

Draw # **Loot**.
**Party decides how to distribute.*

Each Gearloc gains 1 **Training Point**.

Each Gearloc draws 1 **Trove Loot**.

Draw # **Trove Loot**.
**Party decides how to distribute.*

Encounter Text Colors

Choice Text, Choice Result Text, Flavor Text, Special Instructions

If you like to attack things, you'll probably dislike Golems!