

# JUGGERNAUT

a dueling game for two players

by Jonathan Leistiko

## Object:

Obliterate your opponent's juggernaut or damage it so severely that your ground forces can approach and overwhelm it.

## You Need

- A bunch of Juggernaut cards to build your Juggernaut deck. You should print out many copies of the Juggernauts card sheets so you can have a wide variety of cards to choose from. Each player needs a Juggernaut deck.
- Assorted polyhedral dice (d4, d6, d8, d10, d12, and d20). Having at least three of each die is ideal.
- Assorted tokens.

## Setting Up

### Way before a game:

Juggernauts is a customizable card game. You bring your own deck of cards to the game and play with it, and your opponent does likewise. You're also allowed to add cards to or remove cards from your deck before you play. Your Juggernaut deck may not have more than 40 cards (20 cards, plus 10 cards per player) once you're done customizing it. You may put as many of any card you want in your deck.

### At the start of a game:

Shuffle your deck. Let your opponent cut it. Put the dice and tokens where everyone can reach them. Conceal a die in your hand. This is your Commander. The number of cards in your Juggernaut's matrix during the game will be equal to the number of faces on your Commander. Once your opponent has also secretly picked a Commander, reveal your Commanders simultaneously.

Draw cards equal to the number of faces on your Commander, plus three. Imagine that there's a grid of card-sized squares on the table in front of you. Lay all but three of your cards out face-down so that each card:  
\* occupies one square in your imaginary grid, and  
\* is adjacent to at least one card.

This is your Juggernaut's matrix. You may keep any of the three remaining cards in your hand or shuffle them back into your deck. Once you've done this, draw until you have five cards.

*(Alternately, your hand size and the number of faces on your commander could be linked as follows:  $d4 = 9c$ ,  $d6 = 8c$ ,  $d8 = 7c$ ,  $d10 = 6c$ ,  $d12 = 5c$ ,  $d20 = 1c$ . This is fair, but may not be \*fun\*. It depends a lot on how advantageous having a large juggernaut turns out to be. It'll also give large juggernaut players a reason to use hand size boosters. This needs to be tested.)*

### **Play:**

If you have to meet a Power requirement at any time during the game and you do not want to (or can not) spend the Power (for an attack, a defense, to retain a card – anything that requires Power), you may discard cards from your hand. Every card you discard reduces that Power requirement by one point. After you've discarded as many cards as you can or want to, draw cards to replace the cards you discarded. You may not discard additional cards to reduce that card's Power cost after you draw replacement cards.

If you run out of cards, you can not draw any more cards. Refrain from shuffling your discards to make a new deck. Continue playing, but ignore any effect that requires you to draw cards.

Juggernauts is a game where both players play simultaneously. You don't have to wait for your turn to do something - you and your opponent act at the same time. Play occurs in rounds. Each round consists of six phases:

- 1) Energize (red)
- 2) Command (orange)
- 3) Activate (yellow)
- 4) Resolve (green)
- 5) Drain (blue)
- 6) Recover (purple)

### Energize

Add a token to your Power Pool. Tokens in your Power Pool are called Power tokens, or just Power. Take care of

any cards or effects that occur during the Energize phase (like gaining or draining additional Power tokens) now.

### Command

Roll your Commander. The number on your Commander tells you which card in your matrix will activate in the next phase. To figure out which card activates, count occupied spaces (spaces occupied by cards, damage tokens, or card tokens) in your matrix, starting with the upper right and reading across, down to the lower left. (Insert detailed explanation here.) The card whose number matches your Commander's roll is your active card; you may look at it if you want to. Take care of any cards or effects that occur during the Command phase (like re-rolling your Commander or rolling additional Command dice) now.

If you do not have an active card by the end of your command phase (this can happen if your Commander tries to activate a damaged sector, a neutralized card, or a card token), put an alert token on your deck. This means that your enemy's ground forces are approaching. Remove all alert tokens when you activate a damaged sector. If you have three or more alert tokens on your deck at the end of a round, enemy troops have infiltrated your juggernaut and taken control. You lose and your opponent wins.

*(Alternate idea: If you roll a damaged sector, your hand size decreases by one. If your hand size is ever zero or less, you lose.)*

### Activate

Flip your Active card face up. If the card has any effects that occur during the Activate phase (like activating other cards), resolve them now. Do the same for any other cards or effects that occur during the Activate phase (like reducing activation costs).

### Resolve

Resolve the effects of any active cards in your matrix. All cards in all matrices (that's the plural of matrix) resolve simultaneously. This may be a little confusing at first, so here's a few examples:

- \* A card that's just been activated that is being attacked still gets to generate its effect. For example: If you activate an attack card that's being targeted by your opponent's attack, you still get to launch your attack.
- \* A card that modifies adjacent cards (how much power you have to spend or how many times you roll for defense, for example) takes effect before those cards resolve (attack, defend, or are destroyed).
- \* A card that tokenizes can not be used during the resolve phase that is is revealed. It turns into a token during the Drain phase, and you can't use it until it has turned into a token. This also means that an attack can destroy a card that tokenizes before it tokenizes. (*I may want to change this rule.*)

- \* A card that repairs damage can repair damage that exists at the start of the resolve phase, but can not repair damage that your opponent's attack will deal during the resolve phase. Because everything happens simultaneously, by the time your opponent's attack has dealt damage, your repair team is done doing its work.
- \* If you repair a space, remove the damage token and replace it with a card token. If that space was targeted with an attack, resolve the attack next. If the attack does not destroy the space, replace the card token with a card from your hand and draw a card to replace it.

### Attacks

First level attack (0 Power):

- \* one attack, opponent rolls one die to determine targeted card

Second level attacks (3 Power):

- \* one attack, opponent rolls two dice to determine targeted card - you pick one, or
- \* two attacks, opponent rolls one die for each attack to determine targeted card

Third level attacks (8 Power):

- \* one attack, opponent rolls three dice to determine targeted card - you pick one, or
- \* one first-level attack and one second-level attack

If you're launching an attack, select an attack level, spend the required Power, then have your opponent roll his or her Commander the number of times indicated. Put a targeting token on each card that's targeted to make it easier for your opponent to remember what cards he or she needs to defend.

### Neutralization

If an attack neutralizes a card, do not replace the card with a damage token if defense fails. Instead, turn the card face-down (if it is not already) and put a neutralization token on it. If you're trying to activate a card with a neutralization token on it, you have two options:

- 1) Remove a neutralization token instead of activating the card. Removing a neutralization token does not count as activating a card and may cause you to gain an alert token during the Command phase.
- 2) Pay three Power and remove a neutralization token. You may do this as many times as you want to. If you remove the last neutralization token this way, you may activate the card.

### Defense and Damage

First level defense (0 Power): Roll three times

Second level defense (3 Power): Roll 5 times

Third level defense (8 Power): Roll 7 times

If one of your undamaged spaces is targeted by an attack, select a defense level, spend the required Power, then roll your Commander the number of times indicated. If any roll shows your card's position, the

card survives. Otherwise, discard the card and replace it with a damage token.

Remember to account for any affects that take effect when resolving attacks (like bonuses to Defense from adjacent active cards).

If you have a card that requires power for a first-level defense and you don't want to spend any power, you can use a zero-level defense. Roll your Commander once. If you do not roll your card's position, discard it and replace it with a damage token.

### Drain

Cards that tokenize move to the side of your Juggernaut for later use. Cards you pay the price to retain stay face-up where they are. Move any other cards you activated to your discard pile.

### Recover

Add one card to your matrix for every card you removed from your matrix during the Drain phase. Draw a card after each card you play. You can play cards anywhere in your matrix; you don't have to play a card in the space that the card it's replacing occupied. Your cards must form a contiguous mass when the recover phase is done.

### **Winning:**

If you have three or more alert tokens on your deck or all spaces in your matrix are filled with damage tokens, the game ends and your opponent wins. If you both lose, the game is a tie.

### **Variants:**

Asynchronous Play - The player with the Commander with the fewest faces goes first. If tied, choose randomly. Just take turns; everything else is unchanged.

Double Command - Each player rolls two Commanders during the Command phase and picks one to use. This is a good variant to use if you're feeling frustrated with the amount of control you have over your Juggernaut.

### **Origin and Credits:**

Over the last decade or so, I've tried several times to design and implement a customizable, non-collectible card game, with varying degrees of success. This is the first one that's actually made it all the way to completion. Interestingly, it's also radically different from all of its predecessors.

It's worth noting that (because I thought of the game's mechanics before I thought of the theme for the game) I had a lot of trouble settling on what the theme/genre would be. The two front-runners were battling juggernauts (which is what you have now) and rival city-states engaging in espionage and trade wars. As rival city-states, attacks would represent espionage, sabotage, and actual warfare. Defense would be counter-espionage, security, and traditional defenses. Power would represent money, political clout, and natural resources. I'm still not convinced that I made the right choice. That said...

Go to your library or local comic shop and read "Gear" by

Doug TenNapel. The mecha in that graphic novel are similar to the Juggernauts I'm envisioning in this game. Heck, go out and read everything you can that Doug has made. (He's the guy who created Earthworm Jim.) Excellent, excellent stuff. I'm especially fond of his graphic novel, "Creature Tech". I enjoy his angular, high-contrast art; his recurring mantis-themed characters; and his use of unusual situations as stages for moral and ethical questions.

Thanks to Brandon W. for play testing. Thanks to Aaron B. for hosting Monday Night Games Night. (*Add this when it's happened: Thanks to Sharon for editing, proofreading, and tolerating my late-night ramblings about game mechanics.*)

As of April 7, 2006, this game is incomplete. That's why there are italicized comments sprinkled throughout the rules. This "pre-release" PDF version of Juggernauts is only available as a download from the Board Game Designer's forum (<http://www.bgdf.com/modules.php?name=Downloads>). This pre-release version of Juggernauts was made available to the members of the BGDF specifically so they could play it and offer feedback on it; it is not intended for mass distribution. If it's later than June 15th, 2006 and you're playing with these rules and cards, or if you got this version from somewhere other than the BGDF, I strongly encourage you to check out the games section at <http://www.invisible-city.com/>. Odds are you'll find the most up-to-date version of the core cards and rules there.

<p>Multifunction Combat Turret</p> <p>Attack (standard) Defend (standard)</p> <p>Retain: 1 power</p>	<p>Diamond-Carbide Chainblade</p> <p>Attack (-1 cost) 0 / 2 / 7 Defend (+1 cost) 1 / 4 / 9</p>	<p>Spiked Demolition Ball</p> <p>Attack (-2 cost) 0 / 1 / 6 Defend (+2 cost) 2 / 5 / 10</p>
<p>Phased Plasma Array</p> <p>Attack (-3 cost) 0 / 0 / 5 Defend (+3 cost) 3 / 6 / 11</p>	<p>Beamed Power Transmission</p> <p>Gain 3 power</p>	<p>Armored Cannon</p> <p>Defend (-1 cost) 0 / 2 / 7 Attack (+1 cost) 1 / 4 / 9</p>
<p>Hardened Chaingun Nest</p> <p>Defend (-2 cost) 0 / 1 / 6 Attack (+2 cost) 2 / 5 / 10</p>	<p>Spiked Shield</p> <p>Defend (-3 cost) 0 / 0 / 5 Attack (+3 cost) 3 / 6 / 11</p>	<p>Linked Systems Array</p> <p>3 Power: Activate 2 adjacent cards. 8 Power: Activate 3 adjacent cards. 16 Power: Activate 4 adjacent cards.</p>

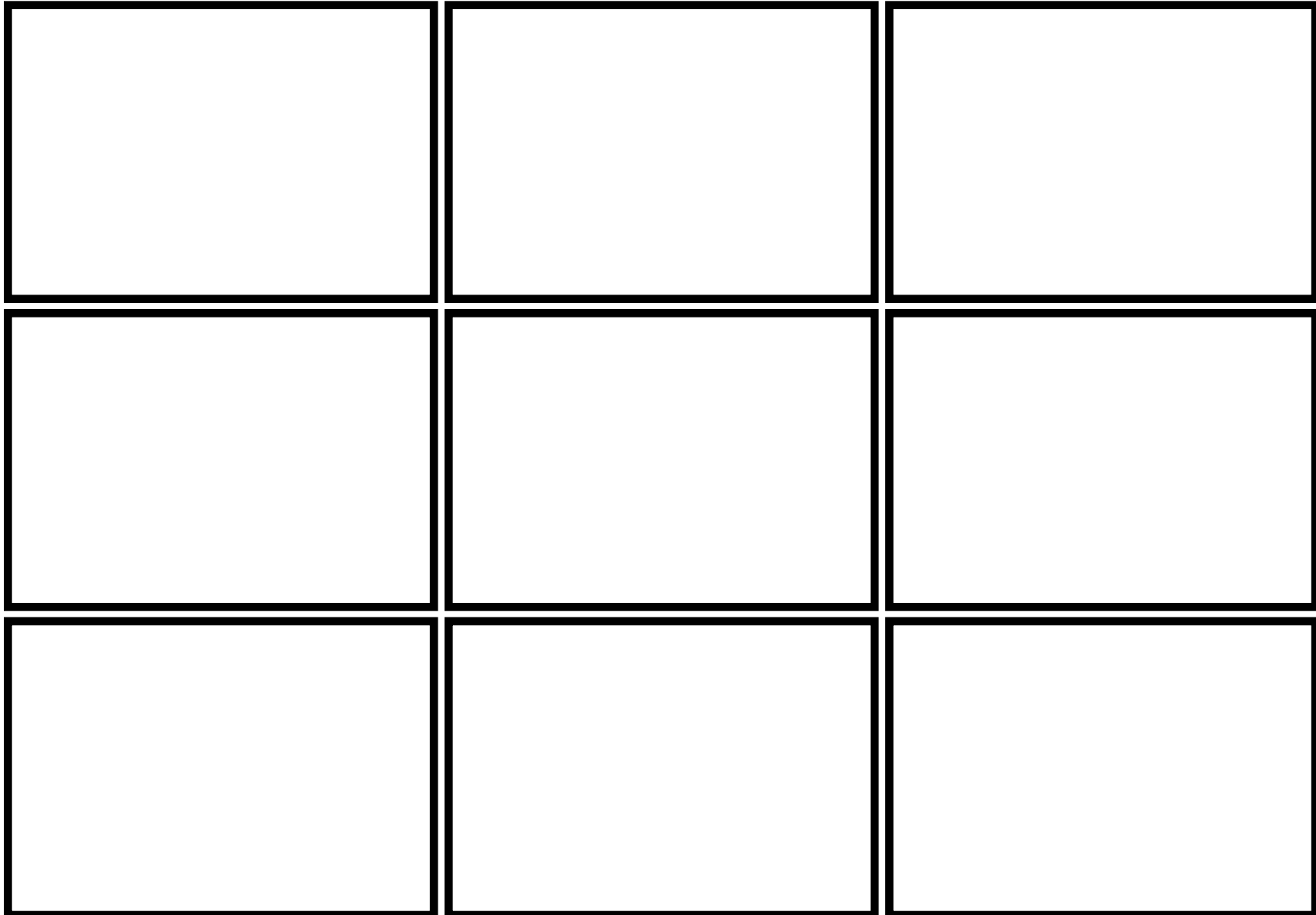
<p><b>B-Class Secondary Generators</b></p> <p>All adjacent cards cost 2 less power to activate.</p> <p>Retain: 1 power</p>	<p><b>Command Report</b></p> <p>Tokenize: Discard to roll one extra time in the Command phase and select the result you want.</p>	<p><b>Targeting Report</b></p> <p>Tokenize: Discard to have your target roll an extra time (for hit location) and select the roll you want.</p>
<p><b>Defense Report</b></p> <p>Tokenize: Discard to roll two extra times for a card's defense.</p>	<p><b>Kinetic Shield Generator</b></p> <p>All adjacent cards roll one extra time for defense.</p> <p>Retain: 1 power</p>	<p><b>Initiate Transformation Sequence!</b></p> <p>Immediately after replacing this card during the Drain phase, you may rearrange all cards and damaged zones in your matrix.</p>
<p><b>Repair Team</b></p> <p>3 Power: Remove 1 damage token 8 Power: Remove 2 damage tokens 16 Power: Remove 3 damage tokens</p>	<p><b>Intelligence Report</b></p> <p>Tokenize: Discard during the Energize phase to either: a) Look at all cards in your opponent's matrix, <i>or</i> b) Look at your opponent's hand.</p>	<p><b>Research Report</b></p> <p>Tokenize: Discard during the Recover phase to draw three cards, then shuffle three cards back into your deck.</p>



<p><b>R&amp;D Breakthrough</b></p> <p>Tokenize: Discard during a recover phase to go through your deck, take a card from it, then reshuffle your deck.</p>	<p><b>Solar Battery Array</b></p> <p>+1 Power per turn</p> <p>Retain: 0</p>	<p><b>Communications Array</b></p> <p>+1 hand size</p> <p>Retain: 0</p>
<p><b>Rapid Response Team</b></p> <p>Tokenize: Discard to re-roll any roll you make.</p>	<p><b>EMP Grenade Launcher</b></p> <p>Attack (-3 cost) 0 / 0 / 5 Defend (standard)</p> <p>Damage: Neutralize targeted card.</p>	<p><b>Recovery Team</b></p> <p>Tokenize: Discard to take a card of your choice from the discard pile instead of drawing the top card from your deck.</p>
<p><b>Anti-Infantry Systems</b></p> <p>Tokenize: Discard to remove an alert token from your deck.</p>	<p><b>Targeting Systems</b></p> <p>All adjacent attacks roll one extra time for hit location. You choose which roll to use.</p> <p>Retain: 1</p>	<p><b>EMP Squad</b></p> <p>Tokenize: Discard during the Drain phase to deactivate an active card in your opponent's matrix.</p>



<p><b>Command Aide</b></p> <p>Tokenize: Discard and spend three Power to take an extra Command phase action.</p>	<p><b>Infiltration Team</b></p> <p>Tokenize: Place this card next to your opponent's deck during the Drain phase to reduce your opponent's hand size by one.</p>	<p><b>Hacker Team</b></p> <p>Tokenize: Discard at the end of the Recover phase to spend any amount of Power. Your opponent must discard one card for every Power you spent.</p>
<p><b>A-Class Secondary Generators</b></p> <p>All adjacent cards cost 1 less power to activate.</p> <p>Retain: 0 power</p>		



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