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STEAM WATCHERS

MARC LAGROY



INTRODUCTION



Steamwatchers is set in 'Europa', a continent caught in the grip of an ice age that followed a sudden rise in sea levels. Nomadic clans struggling for survival in this punishing climate depend on the huge columns of steam that mysteriously appear at regular intervals across the continent. These columns foreshadow localized surges in subterranean geothermal activity, thawing the soil enough to support food crops. These oases of heat are vital to the survival of humanity, but are only short-lived. To make things worse, a strange malady spreads in their vicinity. The Bane affects both mind and body, and no cure exists to date. Clans must manage this sickness to endure.

Steamwatchers is a 2- to 5-player game in which you play as the leader of a nomadic clan vying for control over a continent's resources, in a scenario that lasts between 3 and 5 rounds.

AIM

The winner is the clan with the most geothermal resources under its control at the end of the last round. However, a clan may also establish its supremacy before then, securing an early victory by fulfilling certain conditions specific to the scenario.

GAME COMPONENTS

Components (general)

- This rulebook
- 1 game board



- 45 general tokens

<p>1 Conclave overlay tile (5i / 2i)</p>	<p>7 Target Area tokens</p> <p>Neutral side</p> <p>Clan side</p>
<p>2 Title tokens</p> <p>Legate</p> <p>Primus</p>	<p>35 Quarantine tokens</p>

- 60 pure algofuel barrels
 - 32 contraband algofuel barrels
 - 10 Morale cubes
-

- 1 Death & Exile / Round Tracker tile



- 45 Steam Column levels (15 tops and 30 levels)



Steam column with 1 level

Steam column with 2 levels

Steam column with 3 levels

- 6 Deployment cards



Facedown

Faceup

- 49 Steam Column cards



Facedown

Faceup

- 3 Scenario cards (The Reliquary, Ruins, Miracle Algae)



- 18 Archon cards



Facedown

Faceup



Components (Clan)

- 7 Clan boards



- 7 Ambassador tokens



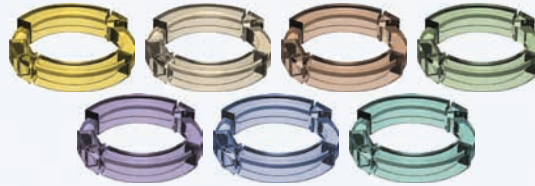
- 22 Careeners' Contract tokens



- 7 Geothermal Resources Level markers (+ stickers)



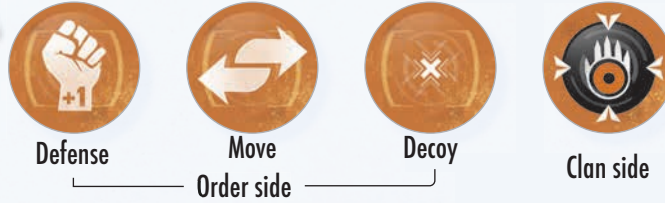
- 7 Supply markers



- 7 Incubation markers



- 70 Order tokens
(10 per clan: 4 Defense tokens, 3 Move tokens, 3 Decoy tokens)



- 35 Special Action tokens



- 20 clan beacons
- 78 buildings
 - 43 farms
- 15 turrets



- 7 Combat dials (assembly required)



- 112 base soldier and elite soldier miniatures

HIGHLIMMER APOSTLES



Base soldier

Elite soldier - Idol

RHÔNE CONGLOMERATE



Base soldier

Elite soldier - Skybreaker

MENRÂU



Base soldier

Elite soldier - Sower

FREE FLEET



Base soldier

Elite soldier - Darter

RHEIN-STAMM



Base soldier

Elite soldier - Iotunn

WESTERN ALLIANCE



Base soldier

Elite soldier - Jeep

CATABATIANS



Base soldier

Elite soldier - Erinye

- 7 Player Aid cards



GENERAL CONCEPTS

This section describes *Steamwatchers'* core game concepts, which will help you understand the rest of the rules.

■ Scenarios

Each game of *Steamwatchers* is framed by a scenario. Scenarios are played in 3 to 5 game rounds.

■ Units

Each clan's armed forces are represented by miniatures referred to as units. There are two types of units: base soldiers and elite soldiers. Elite soldiers have special abilities, specific to each clan.

The  symbol is sometimes used to indicate a unit's strength.

■ Buildings

There are three types of buildings: beacons, turrets and farms. Buildings cannot move, and do not need to be supplied.

Once an area's building capacity (max. 2) has been reached, you must destroy one of the two existing buildings if you want to erect a new one.

Destroyed buildings are removed from play and put back in the box.

■ Components and supplies

The game includes two types of components: general and clan-specific.

• Clan components and clan supply

During the game, all components (i.e. units, buildings and tokens) in your clan's color are placed next to your clan board, forming your 'clan supply'.

• General components and general supply

During the game, all unused components are placed next to the game board, forming the 'general supply'.

• Death & Exile / Round Tracker tile

Units placed on the Death & Exile tile are not included in either the clan or general supply, and can no longer be used. They may have an impact on the endgame.

The bottom section of this tile features a round tracker.

• Back in the box

Any components put back into the game box are not included in either the clan or general supply, and cannot be used again during the game.

■ Limited material

Game components are limited: if you are allowed to play a particular component but none are available, you cannot play anything else instead.

■ Components and rules

Some effects indicated on components (such as Archon cards, clan boards or Scenario cards) contradict or modify the normal *Steamwatchers* rules. These effects take precedence over the rules, with the exception of *the limited material* rule.

■ Game board

■ Areas

The game board is divided into areas, each characterized by a particular type of terrain: plains, mountains or an ice floe.

Plains and mountain areas that are adjacent to an ice floe area are said to be coastal.

Mountain areas affect some movements.

Ice floe areas contain Contract spaces. These are meant for Careeners' Contracts, which enable seafaring.

• Controlling an area

A clan controls an area if it is the only clan with one or more units or a Beacon token in that area.

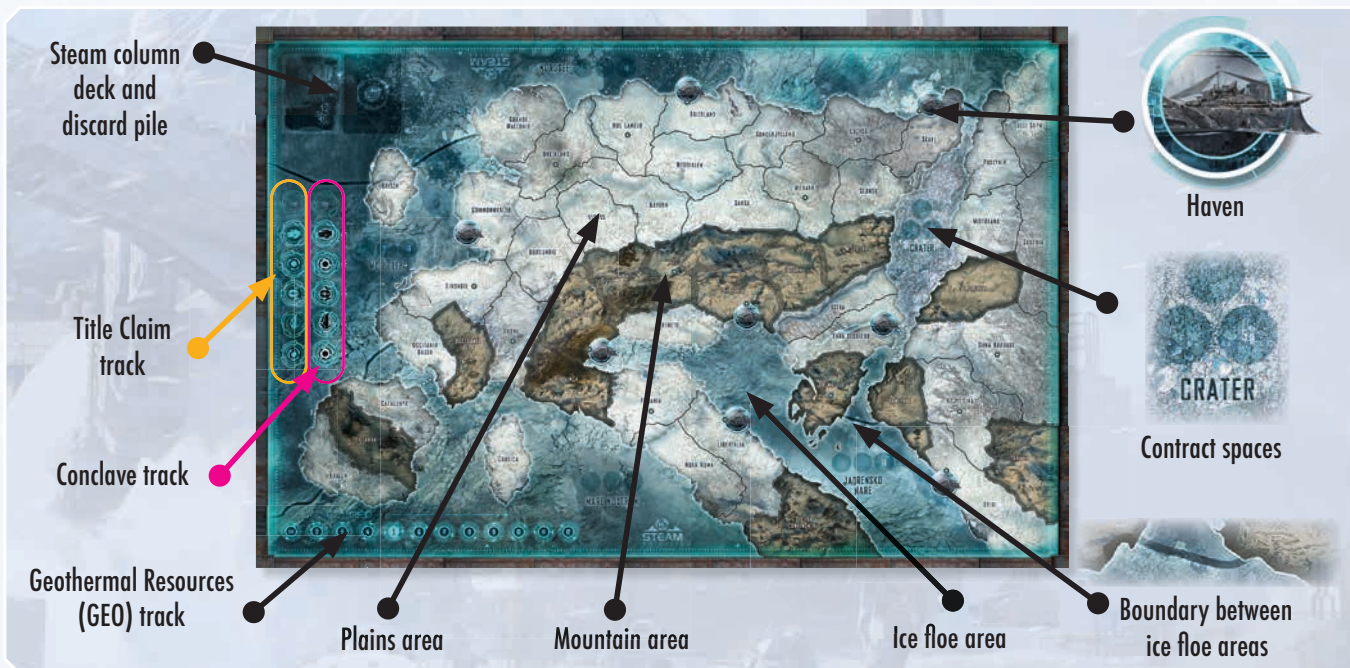
• Area capacity

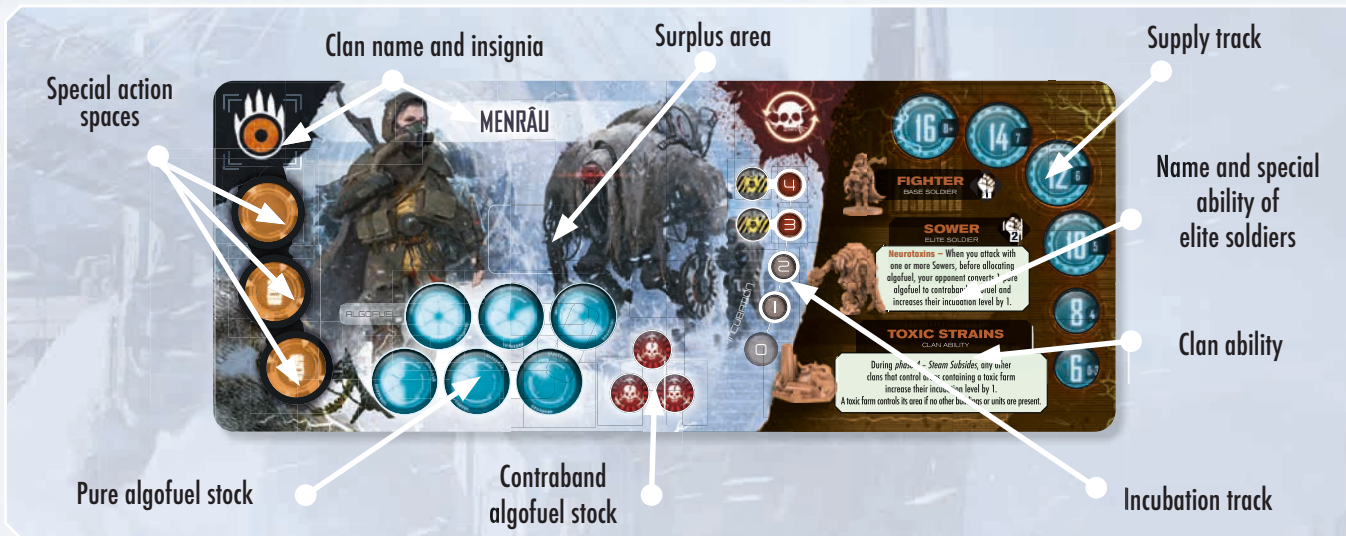
A plains or mountain area can **never** contain more than 5 units of a particular clan, and no more than 2 buildings. This limit is known as the 'area capacity'.

Ice floe areas cannot contain units or buildings. They cannot be controlled by a clan.

■ Havens

Areas that contain havens allow clans to negotiate contracts with the Careeners. Seafaring is not possible without a contract. You control a haven by controlling the area in which it is located.





■ Conclave track

This track allows players to choose a title representing their role within the Conclave. It also determines the play order. Each title provides a special ability. The Title Claim track allows players to reserve a title for the next round.

■ Geothermal Resources (GEO) track

This track shows the quantity of geothermal resources (or GEO) under your control at the start of the round. These resources are obtained from two main sources: farms and steam column levels. Each player's level is shown on the game board by a Geothermal Resources Level marker, the position of which is updated at the end of each round.

Your Geothermal Resources Level determines your ability to supply your army.

■ Steam Column deck

This deck contains the Steam Column cards. Cards are discarded faceup, but players are not allowed to search the discard pile.

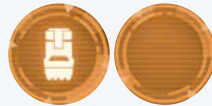
■ Steam columns

Steam columns generate GEO, but they can also infect you with the Bane. When instructed to place a steam column in an area that already contains one or more steam column levels, simply add levels to the existing column. Columns can have a maximum of five levels, and there can be no more than one column per area.

■ Clan board

Each clan board is unique. It describes the special abilities of your clan and its elite soldiers.

■ Special action spaces



This is where Special Action tokens are placed. They may be free to use, or they may cost 1 algofuel.

■ Algofuel stocks

Two types of algofuel exist: pure algofuel and contraband algofuel. If the type is not specified, you may use either.

Whenever you collect algofuel, place it on a free space in the relevant stock. Players replenish their stocks at the end of each round.

■ Pure algofuel stock



These spaces are where you store any barrels of pure algofuel available during the current round.

■ Contraband algofuel stock



These spaces are where you store barrels of contraband algofuel. They are included in your stock of algofuel available for the round. Using them can be a risky business, however...

■ Surplus area

This is where you keep any surplus algofuel collected during a round. You may spend it at will, but at the end of the round, any remaining surplus is removed and returned to the general supply.

■ Supply track

The marker on this track shows how many units you can supply at the end of the round, based on your GEO level.

■ Incubation track

The marker on this track shows the progression of the Bane and its effects on a clan. The marker is returned to the '0' space at the end of each round.

■ Quarantine tokens



Quarantine tokens generated by a high incubation level condemn spaces on your Clan board. They can limit your army supply capacity and your pure algofuel stock, and restrict access to special actions.

■ Order tokens

Each round, players can maneuver their armies by placing Order tokens facedown on the game board. All tokens are then revealed **simultaneously**, and activated one by one.



SETUP

1 Game area

Put the game board in the center of the table, position the Death & Exile tile within easy reach and place the Round Tracker token on 0. Shuffle the Archon deck and place it facedown near the board. Together, the players choose which scenario to play and read its special rules. The scenarios can be found on pages 16-20.

With 2 or 3 players, remove the 10 Steam Column cards corresponding to the areas located east of the Crater (i.e. Epiri, Trakija, Vojvodina, Sandzak, Duna Barrage, Gagauziya, Skuthia, Mistreana, Pustynia and Lulli Sapmi), as well as the Deployment 3 card. These areas will be inaccessible during the game. Put 5 turrets back in the box. They will not be used during the game.

Shuffle the Steam Column cards, form a deck and place it facedown on the designated space on the board. Set up the number of initial steam columns indicated in the scenario. Do this by revealing the top card in the Steam Column deck. If this card relates to a deployment (see *Steam Column cards* inset, p. 7), ignore it and reveal another one. Place the number of steam levels shown on the card. Shuffle any deployment-related Steam Column cards back into the deck.

5 players: Add the Conclave overlay tile, 5i side up, at the end of the Conclave track, extending it.

2 players: Place the Conclave overlay tile, 2i side up, on the Primus space, concealing it. This space will not be available during the game.

Note: For your first game, we recommend the "War Returns" scenario. We have also included a tutorial scenario (Steamwatching 101), for new players, or to help you master the gameplay mechanics.

Space for '5 players' (5i) overlay tile

Space for '2 players' (2i) overlay tile

Rhône Conglomerate clan supply

General supply

Contract spaces in Mare Nostrum



2 Choosing clans and titles

Put the Primus and Legate tokens on the matching spaces on the Conclave track.

Randomly pick a first player. This player gathers the clan boards and picks a clan to play during the game, collecting the matching board and all components relating to their chosen clan.

Next, they place their Ambassador token on a free space on the Title Claim track, next to the title they want for the first round.

Lastly, they pass the remaining clan boards to the player to their left, who chooses in the same fashion, and so on until each player has picked a clan and a title.

3 Deployment and clan setup

The last player to choose their clan board takes the Deployment cards and selects one. This card indicates the three areas to which they will deploy.

They then allocate the starting forces shown on the back of their clan board freely, subject to area capacity limits (see *Area Capacity*, p. 4). Stack the three steam column levels to form a single column and place it in one of the deployment areas.

Note: *If a player has chosen Deployment card 6, they place one of their Careeners' Contract tokens on a space in the Mare Nostrum, keeping the Deployment card in their clan supply (as a reminder that they can maintain a contract in the Mare Nostrum at no cost).*

Lastly, they pass the remaining Deployment cards to the player to their right, who repeats the process. Continue until all players have deployed their units.

HAND

During the game, each player assembles a hand of cards which are kept secret from the other players. Only the number and type of cards in a player's hand are public information.

. Game board

Players position their Geothermal Resources Level marker on the fifth space on the Geothermal Resources track.

. Clan board

Each player sets up their clan board by placing:

- a barrel of algofuel of the designated type (i.e. pure or contraband) in each free space in their two algofuel stocks;
- their Incubation marker on the '0' space on their Incubation track.
- their Supply marker on the '10' space on their Supply track.

STEAM COLUMN CARDS

Steam Column cards marked with a number are intended for one of the deployment areas (in this case, area 5). Cards with no number are not assigned to a deployment area.

The area of the game board where the steam column appears is shown in red.



Number of levels (2) in the deployed column

Name of the area where the column appears (shown in red)

GAME SEQUENCE

A game of *Steamwatchers* is played over a number of rounds, depending on the chosen scenario. Each round consists of several game phases:

- 1 – Conclave
- 2 – Order Planning
- 3 – Order Activation
- 4 – Steam Subsides
- 5 – Whiteout

Phase 1 – Conclave



card
STEAM COLUMN

The first player on the Conclave track moves the Round Tracker token forward one space. Then, in the order shown by the Conclave track, each player moves their Ambassador token from the Title Claim track to the matching title space on the Conclave track.

Example: During the previous round, Mark (playing as the Free Fleet) laid claim to the Careeners' Legate title. In the current Conclave phase, he takes the Legate title by moving his token to the Conclave track.

Title Claim track & Conclave track



Title tokens (Legate and Primus)

When a player moves their Ambassador token to take a title on the Conclave track, they immediately trigger the following special ability:



Watcher (*no related token*): Draw 3 cards from the Steam Column deck into your hand. Discard a Steam Column card from your hand, placing it faceup on the discard pile. Then place a steam column in the corresponding area, with the number of levels shown on the discarded card. As you can see, whenever you become the Watcher, you will keep two extra cards in your hand, increasing your options if you take the title again later.

IMPORTANT: For each Watcher title that was not taken during the round, draw the top card from the Steam Column deck, place it faceup in the discard pile and form a column in the area shown on the card.



Careeners' Legate: Collect the Legate token and place it in an ice floe area. This token is treated as one of your contracts (but does not take up a contract space). You are unaffected by any movement restrictions imposed on that ice floe by the Archon.



Archon (*no related token*): Draw 3 cards from the Archon deck and add them to your hand. Choose one, read it and place it faceup next to the Archon deck. The card will remain in effect until covered by another Archon card.

IMPORTANT: If the Archon title has not been taken, the effects of the Archon card from the previous round continue to apply. Apply the card's 'when played' (↓) effects again, ignoring the bonus granted to the Archon.



Primus: Collect the Primus token and place it on any space on the Title Claim track except Primus (see *Pass for the round*, p. 9). None of the other players can claim the title selected during *phase 3 – Order Activation* until you pass.

Also place 1 base soldier from your supply in this area or an adjacent area under your control.

Phase 2 – Order Planning

During this phase, all players **simultaneously** place their Order tokens face down on the board, then reveal them **simultaneously**.

Placing Order tokens

Simultaneously, each player places one facedown Order token in each area that contains one or more of their units (i.e. base soldiers or elite soldiers). The effects of these Order tokens are resolved during the next phase. Each area can only hold one Order token.



ORDER tokens - Facedown side

Note: Buildings are not units, and do not allow you to place Order tokens in their area if no units are also present.

When an Order token has been assigned to all eligible areas, move on to *Revealing Order tokens*. If a player controls more areas than they have Order tokens, they must leave some areas without a token. These areas will not be activated.

There are three types of Order tokens: Move tokens, Defense tokens and Decoy tokens.



■ Revealing Order tokens

Players **simultaneously** flip all Order tokens on the board to reveal their Order side.

 Any revealed Decoy tokens are returned to the relevant clan supply.

Note: *Decoy tokens help you disguise your intentions when you control more than 7 areas. They may also be used in other ways in some scenarios.*

■ Phase 3 – Order Activation

■ Activating Order tokens

During this phase, players take turns to activate one of their Order tokens, engaging in combat where applicable.

In the order shown by the Conclave track, each player must either:

- activate one of their revealed Order tokens, perform one of its actions and then return it to their clan supply (see *Order tokens*, p. 11);
- pass for the round.

IMPORTANT: An Order token must always be resolved entirely before the next player on the Conclave track can activate one of their Order tokens.

Order tokens in areas that no longer contain any units are returned to the owner's clan supply.

■ Passing for the round

You may pass if you are unable to activate any more Order tokens, or do not want to.

When you pass:

- collect any Move tokens still on the board. Your Defense tokens remain on the board and continue to provide their combat bonus. You may still use them to provide support (see *Support*, p. 14), but can no longer activate them;
- claim a title for the next round by moving your Ambassador token from the Conclave track to the Title Claim track. Your choice of title is subject to certain restrictions.

• **If you are the Primus:** Place your Ambassador token on a space on the Title Claim track that either has no Ambassador token on it or is occupied by the Primus token. After placing your Ambassador token, remove the Primus token from the Title Claim track and place it in your clan supply;

• **If you are not the Primus:** Place your Ambassador token on a free space;

• You are not allowed to choose the space matching your current title unless you have no other choice (ie. because it is the last free space).

IMPORTANT: The Watcher title in the first position on the Conclave track is not the same as the one in the fourth position. A player with a Watcher title in the current round is allowed to claim another Watcher title when they pass.

Example: *Sabrina (Menrâu) decides to pass for the round. After removing her unactivated Move tokens from the board, she must now place her Ambassador token on a free space on the Title Claim track. As she was the first player to pass, she has plenty of options, but she cannot claim the Archon title (as the Primus token is already on that space) or the Watcher 4 title (because players are not allowed to claim the title they already have). She therefore decides to claim the Watcher 1 title.*



Play proceeds until all players have passed for the round.

■ Phase 4 – Steam Subsides

In the order shown by the Conclave track, each player removes one level from all steam columns in areas under their control. When a steam column has lost its last remaining level, a farm can be built in that area.

A clan's incubation level may or may not increase, depending whether it has units present in areas where steam is subsiding.

1 No units in the area

The players begin by removing a level from each column located in areas of the board with no units present. These areas are not affected by incubation.

Note: *This includes any areas controlled only by a beacon or a Menrâu toxic farm, which are buildings rather than units.*

2 Areas controlled by one or more units

Each player removes (in any order) one level from each column located in an area controlled by one or more of their units:

• **If the steam column has two or more levels:** remove one and return it to the general supply. Then increase the incubation level on your clan board by 1 (see *Incubation level*, p. 16).

• **If the steam column has only one level:** remove it and return it to the general supply. Then increase the incubation level on your clan board by 1 and, optionally, spend 1 algofuel to build a farm in the area that contained the steam column.

ALGOFUEL, CONTRABAND and SURPLUS



Algofuel: during the game, you spend algofuel from your stocks. Spent algofuel barrels are returned to the general supply.

Contraband algofuel: whenever you spend contraband algofuel, each spent barrel immediately increases the incubation level on your clan board by 1 (see *Incubation level*, p. 16).

Surplus: some gameplay effects grant you surplus algofuel. Place it in the surplus area on your clan board. This area is cleared at the end of each round (see *phase 5 – Whiteout*, p. 10).

Phase 5 – Whiteout

During this step, players simultaneously prepare for the next round. This is also the phase during which a player can win the game.

1 Geothermal resources

Each player updates their geothermal resources (GEO) level to calculate your GEO level, add together:

- the number of **farms** in areas you control;
- the number of **steam column levels** in areas you control;
- any points scored as a result of special rules applicable in the scenario.

Reposition your marker on the Geothermal Resources track to show your new GEO level.

2 Victory

• **If the scenario includes a supremacy victory condition**, check whether a player meets the condition, in which case, they win the game instantly. If multiple players satisfy the victory condition, the player with the fewest Quarantine tokens on their clan board wins. If there is still a tie, the first tied player on the Conclave track is declared the winner.

• **If none of the players has secured a supremacy victory by the final round**, the game ends. Each player adjusts their GEO total by removing 1 GEO from their score for every two units from their clan present on the Death & Exile tile. Then compare the players' GEO totals. **The player with the most GEO wins.** In the event of a tie, the player with the fewest Quarantine tokens on their clan board wins. If there is still a tie, the first tied player on the Conclave track is declared the winner.

3 Preparation for the next round

• Algoduel

Each player resets the algoduel stocks on their clan board, placing a barrel of the appropriate type of algoduel on each free space. Any barrels of algoduel in the surplus area are returned to the general supply.

Note: Any Quarantine tokens on these spaces restrict the quantity of pure algoduel that can be stored.

• Army supply capacity

On your clan board, place your Supply marker on the space matching your new GEO level. This army supply limit determines the maximum number of units that you can keep on the game board.

SUPPLY TRACK



GEO level at end of round

Supply limit:
maximum number of units
supplied at end of round

Note: Any Quarantine tokens on these spaces restrict the number of units you can supply.

Then count how many units you have on the game board. If this number exceeds your supply capacity, begin removing your clan's units from the game board until you comply with the limit. You may choose freely which units to remove.

IMPORTANT: The supply limit is only checked at this step. At all other times you may exceed the limit.

4 Upkeep

- In the order shown by the Conclave track, players decide which **Careeners' contracts** to keep, spending 1 algoduel per contract. Return any contracts that are not kept to the clan supply (see *the Barter with the Careeners special action*, p. 13).
- Each player collects any **Order tokens** still on the game board and returns them to their clan supply, along with any **Special Action tokens** still on their clan board.
- Remove all **Morale cubes** from the board.
- Return the **Legate token** to the Conclave track.

A new round can now begin!

ELIMINATING A CLAN

Although not generally in the players' best interest, a clan may be eliminated as a result of having no units left on the game board. If this happens, remove that clan's Ambassador token, Geothermal Resources Level marker, beacons and Careeners' Contracts from the board.





ORDER TOKENS

During *Phase 3 - Order Activation*, players activate two types of Order tokens (Move and Defense), or pass for the round. Activating an Order token lets you perform a basic action or one of the special actions associated with that order.

When you activate an Order token, you will remain the 'active player' throughout the activation of that order, until another player activates one of their Order tokens. The area containing an activated Order token is the 'active area'.

After performing the action on your Order token, return it to your clan supply. Now the next player in the order shown on the Conclave track may activate an Order token or pass for the round.

• Note on special actions

Each special action requires you to place the matching Special Action token on a free special action space on your clan board. The number of special actions you can perform is limited by the number of free spaces on your clan board and the number of tokens of each type in your clan supply. Using a special action space either costs 1 *algotfuel* (shown on the clan board) or is free (if nothing is indicated).

Move token effects

You may move any or all of your units in the active area as you like. To make a movement, select one or more of your clan's units in the active area and perform either the Move basic action or the Forced March special action.

After moving as many units as you like, initiate combat wherever your units have entered areas occupied by enemy units (from another clan).

Note: *You may choose not to move any units.*

• Deploying a beacon



At any time while activating one of your Move tokens, you may deploy a beacon in any area under your control. Place a beacon from your supply in the chosen area. This beacon allows you to keep control of that area even if all of your units have left it.

Note: *A beacon is a building. If you deploy a beacon in an area that has already reached its capacity, you must remove one of the existing buildings and put it back in the box.*

■ Move (basic action)

The Move basic action enables a unit or group of units to move on land or perform a seafaring movement:

• Moving on land

Moving on land, the selected unit or group of units can travel to an adjacent plains or mountain area.

STRAITS

A strait (● ● ●) links two plains and/or mountain areas. These areas are then considered to be adjacent.

Strait example:



• Seafaring

Seafaring enables a unit or group of units to move from one coastal area to another coastal area across an ice floe area. Your clan must have

a contract for that ice floe area, which must be adjacent to both coastal areas (see *Careeners' Contract* p. 13).

If your clan has a contract covering multiple ice floe areas, treat them as a single ice floe area when seafaring.

When seafaring, you cannot end your movement in a coastal mountain area.

■ Forced March (special action)



A Forced March allows the selected unit or group of units to move by two **contiguous plains areas**. You cannot use a Forced March to move through or into an ice floe or mountain area.

Forced March special action cannot be used to move through an area controlled by enemy units, or to exceed an area's capacity, even temporarily.

■ Initiating combat

When the active player has resolved all desired effects of the activated Move token, combat is initiated in each area occupied by one or more enemy units into which the active player moved their units.

The area remains under the defender's control until the winner has been determined (see *Combat* p. 14).

If a group of units moves into or through an area that contains another clan's beacon **but no units**, there is no combat. Simply remove the beacon from play and put back in the game box.

When the active player has resolved all desired effects of the activated Move token and resolved any combat, the next player in the order shown by the Conclave track can activate one of their orders.





MOVEMENT EXAMPLE

Steve (playing the Highglimmer Apostles) wants to attack Sabrina (Menrâu) in Rhône, using his units stationed in Occitania Bassa, which is 2 areas away by land:

- He cannot use the Forced March special action to cross Occitania Alta (which he controls), as Forced March does not allow movement through mountain areas.
 - He cannot use the Forced March special action to cross Gironde, as Forced March does not allow movement through areas controlled by enemy units.
- ① Accordingly, he decides to use his Contract token in Mare Nostrum (and the access that it grants to the ice floe area) to send 3 units to fight in Rhône.
 - ② Before resolving this combat, he finishes activating his Move token by sending a unit into Occitania Alta to strengthen his position. He also uses his Contract token in Mor Irez to send a unit to Breizh.
 - ③ In order to retain control over Occitania Bassa, which no longer contains any units, he decides to deploy one of his beacons.





Defense token effects

When you activate a Defense token, choose one of these four actions:

- Build a turret (basic action);
- Wait (basic action);
- Mobilize (special action);
- Barter with the Careeners (special action).

■ Build a turret (basic action)

You can fortify the active area by placing a turret on it.

In combat, a turret increases the defender's extra strength by 2 (see *Combat*, p. 14).

The turret has no effect if there are no **units** in its area.

■ Wait (basic action)

Set up camp and wait in your current location. The next player may activate one of their Order tokens.

Note: *This action can be a useful delaying tactic, but should be used sparingly: you lose a valuable opportunity to act and your Order token will be removed, weakening your defense!*

■ Mobilize (special action)



To perform a Mobilize action, place a Mobilize token in a free special action space on your clan board.

Mobilize lets you:

- either recruit up to 2 base soldiers from your clan supply. You may place these soldiers freely in the active area and/or any adjacent areas that you control;
- or recruit 1 elite soldier from your clan supply. Place this unit in the active area or an adjacent area that you control.

A Careeners' Contract placed in an ice floe area does not allow you to Mobilize from one coastal area to another, as the areas are not considered to be adjacent.

Note: *You can use a Mobilize action to place units in an area containing an Order token. These new units can be affected by the Order token in that area, when it is activated.*

■ Barter with the Careeners (special action)



To barter with the Careeners, place your Barter token on a free special action space on your clan board.



For each haven under your control, place a Careeners' Contract token from your supply on a free contract space in an ice floe area. Your clan now has a contract for that area. You now may perform seafaring movements through that ice floe area.

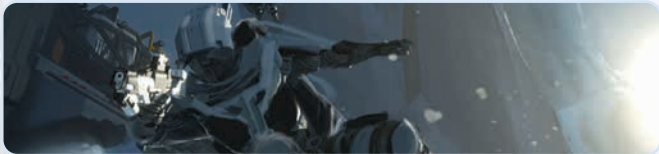
Note: *The same clan may place multiple contracts in the various free spaces in an ice floe area.*

If you have no more Careeners' Contract tokens in your supply, this special action lets you move one of your contracts already placed on the board to a different free space in another ice floe area.

Example: *Valentine controls two havens, entitling her to place two Careeners' Contract tokens on the board. She chooses the Mor Inez and Mare Nostrum areas. She can now travel from Padania to Breizh in a single seafaring movement.*

With 5 players: A third space is available in each ice floe area.





COMBAT

When the active player has finished making movements by activating their Move tokens, combat is initiated in each area containing one or more enemy units.

If more than one combat is initiated during the same action, the active player chooses the order in which they are resolved.

In combat, the active player is the attacker and their opponent is the defender.

Combat takes place in three steps:

■ Step 1 - Calculate the base strength

A player's base strength is equal to their army strength plus their extra strength.

■ Army strength

Calculate your army strength by adding together the strengths of each of your units involved in the combat:

- each base soldier is worth 1 strength.
- each elite soldier is worth 2 strength.

■ Extra strength

Extra strength may be granted by:

• Defense tokens

A Defense token in the combat area grants the defender 1 extra strength.

• Turrets

Each turret in the combat area grants the defender 2 extra strength.

• Morale cubes

A Morale cube in the combat area grants the defender 2 extra strength.

• Support

The attacker and/or defender may support their troops by returning one or more of their clan's remaining Order tokens in adjacent areas to their supply. An area that provides support in this way adds its army strength to the supported force as extra strength.

IMPORTANT: An elite unit supporting an attacker or defender does not grant it the elite unit's special abilities.

The activated Move token that triggered the attack cannot also be used to provide support for the attacker.

A Careeners' Contract placed in an ice floe area does not allow you to support one coastal area from another, as the areas are not considered to be adjacent.

IMPORTANT: Units supporting an attack or defense do not move. They are not affected by the combat outcome.

The attacker declares their base strength first, followed by the defender.

■ Step 2 – Battle and winning

■ Algotfuel allocation and final strength

When both players have announced their base strength, each player uses their combat dial to secretly allocate an amount of algotfuel to invest in the coming battle. (The amount must be available in their stocks and surplus.)

Players simultaneously reveal their dials and spend the chosen quantity of algotfuel.

Each combatant adds 1 strength per algotfuel spent to their base strength. The resulting total is the final combat strength.

■ Determining the winner

The player with the highest final combat strength is the winner. The other player is the loser. In the event of a tie, the attacker wins.

■ Step 3 – Combat outcome

■ Consequences for the loser

The loser removes two of their units engaged in the combat and returns them to their clan supply.

If the defender lost, they must (where applicable) remove their beacon from the attacked area and put it back in the box, and return their Order token to their clan supply. The loser's remaining units are routed and must flee to a single area under the loser's control, obeying the normal rules relating to moving on land and seafaring. Any fleeing units unable to reach a valid area must be removed by the loser and returned to the clan supply.

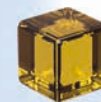
If the attacker lost, immediately return their remaining troops (at no cost) to the area in which the Move token was activated. Where applicable, the defender keeps their Order token.

Fleeing units must not cause the destination area's capacity (5 units) to be exceeded. Return any excess fleeing units to your clan supply.

■ Consequences for the winner

The winner takes or retains control of the area. They may choose whether to keep or destroy any remaining buildings in the conquered area. Destroyed buildings are put back in the box.

Place a Morale cube in the newly conquered or successfully defended area.



MORALE CUBE

A Morale cube in an area grants the defender 2 extra strength. You cannot move Morale cubes, or place one in an area that already has one. Morale cubes are returned to the general supply during *phase 5 - Whiteout* of each round.

After resolving all combat, the active player returns their Move token to their clan supply.

COMBAT EXAMPLE

After activating his Move token and completing his troop movements from Occitania Bassa, Steve resolves the combat he initiated in Rhône (★).

① As the attacker, Steve announces his base combat strength first. He has an army strength of 4 (2 base soldiers (2x1) + 1 elite soldier (2)). However, he decides that his 2 base soldiers stationed in the adjacent area of Occitania Alta are going to provide combat support. He therefore removes the Order token from that area (✕) and adds 2 extra strength. His base strength is now 6 (4+2).

Sabrina cannot use her base soldier in Gironde for combat support, as she has already played her Order in that area. She also decides not to use her soldier in Provença in a support role, as she wants to use that Order token later. As a result, she announces a base combat strength of 6 (3 army strength (3x1), plus 1 extra strength from the Defense token and 2 extra strength from the turret).

Steve and Sabrina may now use their respective combat dials to secretly allocate the quantity of algofuel that they intend to commit to the combat, revealing their dials simultaneously. Steve allocates 5 and Sabrina commits 3.

Steve's final combat strength of 11 (6+5) is enough to win this battle against Sabrina, who had a final strength of 9 (6+3).

② Each combatant spends the allocated quantity of algofuel. Next, Sabrina must remove two of her defeated units and the Defense token from the attacked area, returning them to her clan supply. The surviving unit may flee to either Gironde or Provença. Sabrina picks Gironde.

③ Flushed with his capture of Rhône, Steve places a Morale cube in the area; he opts not to destroy the turret (which is now under his control). He then removes the Move token from Occitania Bassa (✕), signaling the end of the activation sequence.





INCUBATION LEVEL AND EFFECTS

■ Bane incubation level

The incubation level increases during the game:

- when you spend barrels of contraband algofuel;
- when you control steam columns that shrink during *phase 4 - Steam Subsides*;
- when resolving scenario effects or an Archon card.

■ Effects associated with your incubation level

Whenever a player's Incubation Level marker is moved up, immediately apply the effect corresponding to its new position on the track. If a player's marker is moved up multiple spaces, also apply the effect of each space through which it passed.

There are three types of spaces on the Incubation track:

- 1 **Bane Resistance:** No effect.
- 2 **Quarantine:** Generate and place a Quarantine token on your clan board.
- 3 **Death & Exile:** Remove one of your units from the board and place it on the Death & Exile tile. This unit is no longer part of your clan supply. From now on, whenever your incubation level increases, apply the Death & Exile effect instead. Units removed as a result of the Death & Exile effect can affect the

endgame, by causing geothermal resources to be deducted when calculating the final score (see *Endgame and Victory*, below).

When resolving the Death & Exile effect during a combat, you are not allowed to choose one of the combatant units unless you have no other choice.



Quarantine token

Whenever you reach a Quarantine space on your Incubation track, you must place a Quarantine token on one of the following spaces:



Special action space: place a Quarantine token on a special action space that does not already have one. This limits the number of special actions that you will be able to perform. If the Quarantine token would cover a Special Action token, return the Special Action token to your supply before placing the Quarantine token.



Space in your pure algofuel stock: place a Quarantine token on a space in your pure algofuel stock that does not already have one. If the token would cover a barrel of algofuel, return the barrel to the general supply. This limits your pure algofuel storage capacity.



Space on your Supply track: place a Quarantine token on the highest space on your track. This limits the number of units that can be supplied during *phase 5 - Whiteout*.



ENDGAME AND VICTORY

The game can end two ways:

- either one of the players achieves a **supremacy victory** (defined by the scenario).
- or **the number of rounds** specified by the scenario **have been played**, in which case the player with the most geothermal resources wins.

Victory conditions are always checked during *phase 5 - Whiteout* (see. p. 10).



SCENARIOS

Whenever you play a game of *Steamwatchers*, you must choose a scenario. Scenarios enable more flexible game configurations. For example, if you want a shorter game, pick a scenario that plays in three rounds, such as *Fires of the Old World*. A game designed specially for two players? *Gone with the Singed* is just what you need... A straightforward game? *War Returns* lets you play without any special rules.

The scenario descriptions provide the following information:

4 ROUNDS Maximum number of rounds in the game.

MIRACLE ALGAE — *Offensive*

Scenario name — The keyword gives a clue to the type of game, but has no effect on the rules.

SETUP

This box contains additional game setup information.

For example, it shows how many initial steam columns to place on the board during setup.



Scenario cards

Target Area tokens

Scenarios may modify the setup or introduce additional components, such as Scenario cards or Target Area tokens (to designate particular areas).

SPECIAL RULES

This box describes any additional rules that will apply during the game.

Where applicable, it also defines the victory conditions for a supremacy win.

You will notice that the scenarios portray the *Steamwatchers* world as an unfolding story. The "you" in the narrative refers to the Archon in the first round. However, you are not obliged to play through the scenarios in a particular order; you can replay some and skip others, if you want to! You can also create your own scenarios. Just be careful to ensure that your custom scenarios don't favor one clan over another or upset the game balance.



This step-by-step tutorial will help you familiarize yourself with the rules. Experienced strategy gamers are advised to skip it and begin with the next scenario.

Note that this scenario is not representative of a normal game of *Steamwatchers*.

SETUP

Initial steam columns: 3.

Instead of beginning the game as shown on the back of the clan boards, players deploy all 10 base soldiers, 1 three-level steam column and 2 farms in their respective deployment areas.

Players must not choose the Highglimmer Apostles or the Rhein-Stamm clan for this tutorial.

After picking their clan, players set aside:

- their Barter token;
- their 2 Forced March tokens;
- their 3 Careeners' Contract tokens;
- their elite soldier miniatures.

SPECIAL RULES

During this tutorial:

- the Archon title has no special ability;
- clan abilities are not used.

Each round, before beginning *phase 1 – Conclave*, players review the specific features of the coming round.

Round 1

- Mobilize tokens may only be used to recruit base soldiers.
- You cannot perform the Barter with the Careeners and Forced March special actions.

Round 2

Players collect their **elite soldier** miniatures. In the order shown by the Conclave track, each player places one in an area that they control.

From now on, you may use the Mobilize token to recruit an elite soldier. Elite units have a strength of 2, and have a special ability as shown on your clan board.

Round 3

Players collect the Barter token and three Careeners' Contract tokens for their respective clans;

In the order shown by the Conclave track, each player then places a contract on a free space in an ice floe area.

From now on, you may perform:

- **seafaring movements** (see *Seafaring*, p. 11);
- the **Barter with the Careeners** special action (see *Barter with the Careeners (special action)*, p. 13).

Round 4

All players collect their two Forced March tokens.

You may now perform **Forced March** actions (see *Forced March (special action)*, p. 11).

By the end of this tutorial, you will be ready to enjoy the full *Steamwatchers* experience. Explore Europa, learn the history of its clans and discover the strategic potential of their special abilities! Assume the mantle of the powerful Archon and continue refining your understanding of steam columns. Have fun!



Late one evening, as you look out over the frozen wastelands, you spot a shivering refugee limping toward your camp. Greeting the stranger, you notice a gleaming tattoo on his cheek: surely one of those Undersun cultists... Braving the cold, face exposed, he tells his story and speaks of the Schism.

"I was in the Undersun Basilica when the uprising came. Many of the faithful had gathered for a synod with the cult elders, when suddenly, Archbishop Gehrart burst from the Radiant Chapel, smoking gun in hand. In his eyes, compromise was betrayal, and his response was to massacre most of his fellows and seize the instruments of power. Gehrart is intent on creating a miniature sun that will bathe the world in Highglimmer. I fear his crusade will soon be upon you, Watcher. Take care! Take arms! Do it now!"

SETUP

Initial steam columns: 3.

No special setup.

SPECIAL RULES

None.

3 ROUNDS**FIRES OF THE OLD WORLD — *Offensive***

A group of Careeners has sent the Conclave a sign of goodwill. You do not let your guard down easily, however...

"We found these machines amid the ruins of the Old World", explains the Careener emissary, his one-eyed gaze sweeping the assembled Conclave. "We see no reason to keep such technological marvels to ourselves..."

He then proceeded with a demonstration, casting his rifle, sling and all, into the jaws of a grinder-like contraption attached to the equipment. After a few minutes of scraping and whistling sounds, the one-eyed visitor showed off the result: an articulated metal sleeve device.

"The memory banks of these forgeprinters contain blueprints for 200 objects. We trust the clans will put them to good use."

If the clans had any spare resources, they would surely commit them to the war that has been raging since the Schism...

SETUP**Initial steam columns: 3.**

Each player deploys two additional base soldiers. When deployment is complete, proceeding in the order shown by the Conclave track, players may move up to two of their units into 1 or 2 areas adjacent to their deployment areas.

SPECIAL RULES

When you win a combat, keep one of the killed enemy miniatures. At the end of the game, increase your GEO level by 1 per pair of enemy miniatures thus collected.

4 ROUNDS**MIRACLE ALGAE — *Offensive***

A small Conclave expedition has discovered an abandoned old algofuel tanker truck. What remains of the gutted vehicle's occupants are visible inside, largely eaten away by a strange green algae that has spread over the surrounding area, pushing back the snow. And the good news is...? This slimy emerald-green carpet is covered with mushrooms, flourishing despite the blizzard and the lack of any apparent source of nourishment. Judging from the three Singed to whom you fed samples, the mushrooms are edible. You are able to cultivate these mushrooms and algae, apparently living in symbiosis inside the old tanker, which you carefully fix up. Before long, however, other clans will surely be coveting your find.

SETUP**Initial steam columns: 3.**

Each clan deploys an additional elite soldier.

Place the *Miracle Algae* Scenario card near the game board.

SPECIAL RULES

- When you win a combat, collect the *Miracle Algae* Scenario card from its current location. *Apply its effects* and then place it near your clan board.
- From round 2 onwards, players can claim a **supremacy victory** by reaching a score of 10 or higher on the GEO track.

4 ROUNDS**GONE WITH THE SINGED — *2 players***

One night, the tanker of miracle algae vanished from your camp. Frantic searching drew a blank, and the Conclave's member clans swear they were not responsible. For once, you believe them: they are too afraid to lie.

Which leaves the Singed, that heaving mass of vagrants, scavenging and pilfering to survive. Investigating these wildlings' rustic settlements seems the obvious next step. Unfortunately, you are not the only ones searching...

SETUP**Initial steam column: 0.**

- Begin by revealing and discarding three Steam Column cards (regardless of whether they relate to a deployment area). In each area shown on these cards, place a Menrâu toxic farm, a turret, a barrel of contraband algofuel and three Menrâu base soldiers, representing the Singed.
- You cannot play the Menrâu clan in this scenario.
- During deployment, you cannot choose Deployment cards that show areas occupied by the Singed.
- When the starting forces have been deployed, proceeding in the order shown by the Conclave track, you may place a base soldier in an uncontrolled area adjacent to your deployment area.

SPECIAL RULES

- Treat the Singed as a neutral clan that you can attack. They do not allocate algofuel to combat. On taking control of an area previously occupied by the Singed, collect the barrel and place it in your surplus area. Then remove one defeated Singed unit (rather than the usual 2) from the area, before moving any fleeing units to an adjacent area that is either uncontrolled or controlled by the Singed. Put any Singed that cannot comply with this rule back in the box.
- Singed farms grant 1 GEO and increase your incubation level by 1, in the same way as Menrâu toxic farms (see Menrâu clan ability, p. 22).

5 ROUNDS

SECRETS OF THE CAREENERS — *Conquest*



Still no sign of the miracle algae. The Singed have admitted their guilt, but are accusing the Careeners of putting them up to it... You summon a Careener emissary to the Conclave. The envoy soon acknowledges the theft, dismissively claiming that they didn't want to distract the clans from their fighting. Stifling the urge to slit the cynical emissary's throat on the spot, you clench your fists behind your back. Careful to keep a level voice, you reply:

"Either you tell us where they took that tanker, or I swear the havens will soon be under new ownership!"

The Careener lets out a rasping laugh, his Adam's apple trembling nervously.

"Go to the havens. It will do you no good."

These words stick in your mind, but the emissary will say nothing more. Still, you have no intention of dropping the matter...

SETUP

Initial steam columns: 3.

- Each player places 1 Quarantine token on a space on their clan board.
- After forming the initial steam columns, one of the players draws 10 Steam Column cards (15 cards in a 5-player game). Shuffle the Ruins Scenario card into these cards and place them all on top of the Steam Column deck.

SPECIAL RULES

- If the *Ruins* card is among the 3 Steam Column cards drawn by a Watcher (or if the card is drawn without a Watcher), draw an additional card to replace it before resolving the effects of the *Ruins* card.
- At the start of each *phase 5 - Whiteout*, players may spend 2 algofuel to remove a Quarantine token from their clan board.
- From round 3 onwards, players may claim a **supremacy victory**:
 - **2-4 players**: control 4 havens.
 - **5 players**: control 3 havens.

5 ROUNDS

THE RELIQUARY — *Offensive*



At last, you have tracked down the Careeners who made off with the tanker: listening to the now cloudy-eyed thieves' ravings, they appear to have discovered that consuming the algae unlocks an altered state of reality.

Moved by your desire for peace, the Conclave agrees to elect a custodian for this most peculiar algae, which nobody has succeeded in cultivating outside the tanker. What the clans will do with this 'reliquary' is their own concern...

SETUP

Initial steam columns: 3.

- Place the *Reliquary Scenario* card near the game board.
- Playing the Highglimmer Apostles clan is not permitted in this scenario.

SPECIAL RULES

- When you use a Watcher title's special ability, play two Steam Column cards instead of one.
- For each Watcher title that has not been picked, draw 2 Steam Column cards and form the corresponding columns.
- From round 2 onwards, at the end of each Conclave phase, the players vote to elect the Reliquary Custodian as follows:
 - Each player has one vote for every two areas under their control.
 - Players negotiate together and then vote simultaneously, designating either themselves or another player who will receive their votes.
 - The player receiving the most votes becomes the custodian of the Reliquary, placing it near their clan board. Ties are broken by the first player on the Conclave track.
- At the end of *phase 5 - Whiteout*, the player(s) with the least GEO receive(s) a barrel of pure algofuel or may place a Careeners' Contract (in the order shown by the Conclave track).

4 ROUNDS

THE PROMISED COLUMNS — *Conquest*



Unsurprisingly, the clans designated 'volunteers' to ingest the miracle algae. Those who survived the trials ended up in an altered state of mind, somewhere between the Singed's rantings and Archbishop Gehrart's visionary folly...

All would speak of the future, foretelling great wellsprings of life and a land unshackled from permafrost. Nobody in the Conclave believes them, and yet their ramblings are weirdly similar...

You really begin to worry on the day that three vast, mile-high steam columns appear; your hapless prophets seem absorbed in pious contemplation, interrupted only by an occasional fit of crazed laughter.

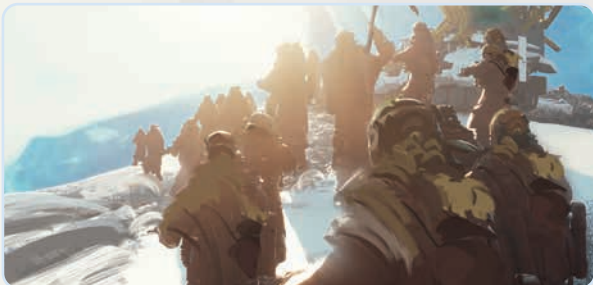
SETUP

Initial steam column: 0.

Remove the Saksas, Istra and Commonwealth cards from the Steam Column deck and put them back in the box. Place a five-level steam column and a Target Area token (neutral side up) in each of those areas.

SPECIAL RULES

- Whenever a steam column appears, add an extra steam level to it.
- During *phase 4 - Steam Subsides*, the incubation level of any players who have units controlling a 4- or 5-level steam column (prior to removing a level) is increased by 3, rather than 1.
- At the end of the game, each area containing a Target Area token grants an extra 2 GEO to the player who controls it.



You have received a message from a group of Careeners seeking to “pass on confidential information of utmost importance”. If the rather cryptic text is to be believed, recent clan activity has disrupted the internal workings of the Careeners, splintering the organization into multiple factions.

The enigmatic message ends with an invitation to meet at a designated time and place, where you will meet the authors... You take suitable precautions, just in case, and wonder whether the other clans have received similar proposals. Could this be some kind of trap?

SETUP

Initial steam columns: 3.

On completing deployment, immediately before *phase 1 – Conclave*, each player draws 3 Steam Column cards and selects one, placing it facedown under their clan board. The hidden card shows the appointed meeting place. Shuffle the remaining cards back into the Steam Column deck.

SPECIAL RULES

- **In rounds 1 to 3:** Before activating an Order token, you may choose to reveal the area containing your meeting place and place the Target Area token matching your clan’s color in that area. Then recruit 2 base soldiers in an area under your control.
- **At the end of the game:** players reveal their meeting place, if they have not already done so. Each player receives:
 - 2 extra GEO, if they control their own meeting place;
 - 1 extra GEO, for each other player’s meeting place under their control.



CLAN DESCRIPTIONS



RHEIN-STAMM



“Together, we are stronger than Great Chill.”

Clan special ability

The Great Host



Great Host token

- One of the Rhein-Stamm clan’s Mobilize tokens, the Great Host, lets you recruit 4 base soldiers (Krikers).
- The Great Host cannot be used to recruit elite soldiers.

lotunn special ability

Massive

Whenever a lotunn attacks, its strength is boosted by 1.





HIGHGLIMMER APOSTLES



"Kneel before the Highglimmer! All shall sing our shining hymn."

Clan special ability

Fanatical legions

- Using special action spaces never costs algofuel.
- The Incubation track of the Highglimmer Apostles is finite: once the last space is reached, ignore any subsequent incubation level increases.

Idol special ability

Convert

When you attack with one or more Idols and win the combat, deploy a base soldier from your clan supply to the combat area or an adjacent area under your control;



FREE FLEET



"May we find new cores and leave Europa to these vermin!"

Clan special ability

Careeners' Associate



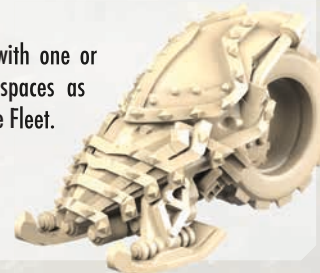
Careeners' Associate token

During initial setup, place your Careeners' Associate token in an ice floe area (it does not take up a contract space). This token functions like a contract, except that it is never moved or removed and requires no upkeep.

Darter special ability

Ice floe raider

Darters treat all ice floe areas with one or more free Careeners' Contract spaces as being under contract with the Free Fleet.



RHÔNE CONGLOMERATE



"The fires of the Old World still smolder. From their embers, we will rekindle the earth."

Clan special ability

Booby-trapped beacons



Booby-trapped beacon

Whenever an opponent destroys one of your booby-trapped beacons, they lose one of the units they moved into that area. Your opponent chooses which unit to destroy, and returns it to their clan supply.

Skybreaker special ability

Suppressing fire

Skybreakers can provide ranged support for plains and/or mountain areas at a distance of up to two areas.





WESTERN ALLIANCE



"Our homeworld is even worse than this one... but not by much."

Clan special ability

Strategic planning

- At the start of the first *phase 1 – Conclave*, draw 2 Steam Column cards to your hand.
- Once per round, instead of activating an Order token, you may discard a Steam Column or Archon card from your hand to skip your turn. The discarded card has no effect.

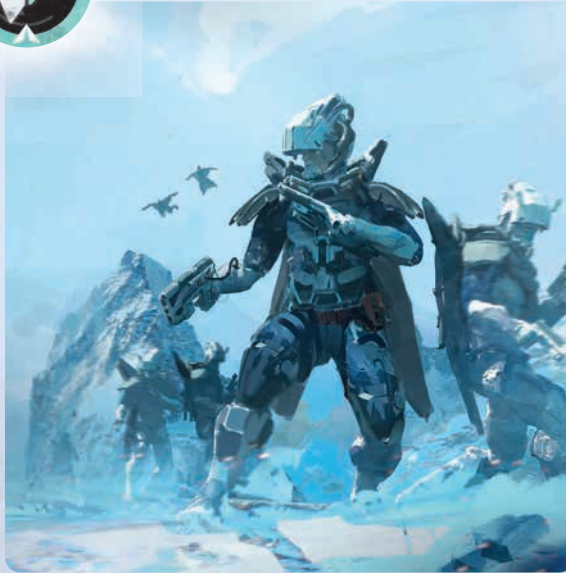
Jeep special ability

Urban guerilla

When attacking with one or more Jeeps, gain 1 extra strength for each building present in the attacked area.



CATABATIANS



"Zeus foretold it. He will lead us until the world is again Cosmos."

Clan special ability

Snowcoaster

The Catabatians treat mountain areas like plains areas.

Erinye special ability

Wings of death

An Erinye-only army on a Forced March may pass through an area occupied by enemy units without triggering combat.



MENRÂU



"The Earth will mend herself. She will be more hospitable, if we care for her."

Clan special ability

Toxic strains



The Menrâu own three toxic farms. Whenever they build a farm (except during initial setup), they may use one of their toxic farms instead.

Toxic farms have the following additional abilities:

- Toxic farm
 - During *phase 4 – Steam Subsides*, any opposing clans that control an area containing a toxic farm must increase their incubation level by 1.
- If a toxic farm is alone in an area (i.e. without an enemy beacon or units), the area is controlled by the Menrâu.

Sower special ability

Neurotoxins

When you attack with one or more Sowers, before allocating algofuel:

- The defender must replace 1 pure algofuel in their stock with 1 contraband algofuel.
- The defender's incubation level is also increased by 1.



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CREDITS

Design: Marc Lagroy.

Project management: Stéphane Gantiez.

Artistic direction: Stéphane Gantiez.

Development: Jean-Baptiste Gaillet, Stéphane Gantiez, Mathieu Rivero.

Artwork: Fabien Delarue, David Demaret, Stéphane Gantiez, Wadim Kashin, Vladimir Motsar, Guillem Pongiluppi.

Miniature sculpting: Irek Zielinski, Olivier Thill.

Layout designers: Stéphane Gantiez, Sandra Tessieres.

Text: Laurent Lucchini, Arnaud Marchand, Mathieu Rivero.

Translation: Mathieu Rivero, Andrew Seaward.

Playtesting: Romain Delavie, Naël Evain, Sébastien Évrard, Jean-Baptiste Gaillet, Louis-Marie Kerberenes, Séverine Krantz, Mike Monnier, Juliette Pompanon, Vincent-Thierry Savidan.

Proofreading: Ben Clapperton, Sam Healey, David Rakoto, Anne Vétillard.

Production manager: Erwann le Torrivellec.

Communication: Helena Tzioti.

Publishers: Léonidas Vesperini, Benoît Vogt.

Message from the designer:



"Steamwatchers owes its existence to the talent, confidence and support demonstrated by Frédéric Cermolacce, Gregory Aubert and Justine Bonne... Thanks a million! I am also grateful to my large, amazing family, and to all my gaming friends who went the extra mile during testing! Special thanks to Fabrice Chazal, Alexandre Poyé, Nicolas Campello and everyone at FAM, the Marseille game designers' association. Last but not least, a big shout-out to all the playtesters (Benoît Terrel front and center!) as well as the Mythic team and their outstanding ambassadors, for all the passion and energy invested in the game."

PLAYER AID

Area capacity: 5 units (base/elite soldiers) + 2 buildings.

GAME SEQUENCE

- 1 Conclave**
Resolve the effect of the title you claimed.
- 2 Order planning**
Place 1 Order token (facedown) in each controlled area.
- 3 Order activation**
In the order shown on the Conclave track, resolve and remove 1 Order token or pass (and claim a title).
- 4 Steam Subsides**
-1 steam column level per area:
 - area controlled by a unit: +1 incubation
 - on removing the final level in an area controlled by a unit, you may spend 1 algofuel to build a farm in it.
- 5 Whiteout**
Calculate your GEO and check the victory conditions. Remove excess units to comply with supply limit. Completely refill algofuel stocks. Pay contract upkeep (1 algofuel per contract).

TITLES

Watcher

Draw 3 Steam Column cards and play 1 Steam Column card from your hand.

Archon

Draw 3 Archon cards and play 1 Archon card from your hand.

Legate

Place the Legate token in an ice floe area. That area is now under contract.

Primus

Recruit 1 base soldier. Block a title on the Title Claim track.

Unplayed titles

Watchers: draw and play 1 Steam Column card.
Archon: resolve the effects of the previous card again (no Archon bonus).

POSSIBLE ACTIONS

Move token	Defense token	Decoy token
Move on land/Seafaring	Build a turret	None
Forced march	Wait	
	Mobilize	
	Barter with the Careeners	

COMBAT

1 Base strength

Calculate, for the attacker and then the defender:

- **Army strength:** 1 per base soldier, 2 per elite soldier
- **Extra strength:** 1 for a Defense token, 2 per turret, 2 for a Morale cube.

Announce and add any support.

2 Battle and winning

Secretly and simultaneously allocate algofuel. 1 algofuel spent = 1 strength.

Calculate the total (base strength + algofuel).

The player with the highest final strength wins. In the event of a tie, the attacker wins.

3 Combat outcome

- **Losers:** return 2 combatant units to your clan supply. Surviving units flee:
 - to a controlled unit that is adjacent or accessible under contract (defender);
 - to the active area (attacker).
 Remove any fleeing units that are unable to comply. Remove the Order token from the lost area.
- **Winner:** take or retain control of the area. Keep or destroy any existing buildings. Place a Morale cube in the combat area (max. 1 per area).

