



WHERE ANCIENT ALIEN TECHNOLOGY IS MAGICK

# GRID TRAVELER

# MAGICK JOURNEY

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**GRID Traveler: Magick Journey Rulebook** is a work of instructions. Its sole purpose is to help guide players through a world of make believe. The characters, incidents, and dialogs are products of the author’s and players’ imagination and are not to be construed as real. Any resemblance to actual events or persons, living or dead, is entirely coincidental.

A Mythical Legends Publishing, First Edition Print

Copyright © 2017 by J Carrell Jones  
First published by Mythical Legends, 2017  
Publisher@mythicallegends.com  
<http://mythicallegends.com>

ISBN-10: 1-943958-81-5  
ISBN-13: 978-1-943958-81-8

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**Printed in the United States of America**

9 8 7 6 5 4 3 2 1

# GRID Traveler: Magick Journey

## INTRODUCTION

In the GRID Traveler Universe, Magick is possible because of Advanced Ancient Alien Nano Technology (A<sup>3</sup>NT). Centuries ago, a semi-secret religious society, known as The Most High Goddess, integrated itself in all aspects of human society. Their goal was to discover the origin of Magick and once humans ventured out into space they eventually did find the origin.

In our distant history, aliens visited Earth. The Aliens performed what humans perceived as magick, which created our belief in magick and the arise of The Most High Goddess. Magick Journey begins about a hundred years into the future at the end of the GRID Traveler Trilogy series. The board game is an alternate history in which some of the main characters of the book have become powerful Necronians that visit their “present” timeline of the main game characters. Some characters are portrayed as regular players AND Necronians.

For game play - The ultimate goal is to use Nanytes given to you by the Necronians, collect different types of materials from different regions, and use magick to defeat your fellow players.

### Game setup

Each player starts out with a Persona, a Cruiser and a Necronian mentor. Each Necronian has specialty Magick skills, which is given to the player. Some Necronians favor plasma balls, some fireballs, while some specialize in creating elemental energy, while still others are good

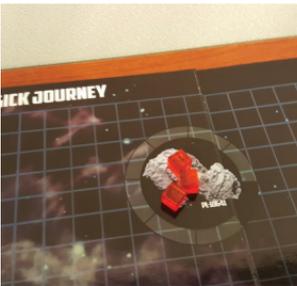
at dematerializing items and absorbing what is left over. Visiting other seeded Necronian planets and regions offers a player the chance to pick up materials needed to perform magick. Also, other players may attack your ship in route or orbiting a planet. If you find yourself on the same planet as an opponent you'll either have to fight, flight, trade, or die. **Note:** Multiple players may gang up on a single player.

## Playing the Game

Each player rolls the eight sided die. The player with the lowest number is the player one. After Player one's turn, play proceeds clockwise.

### Setting up -

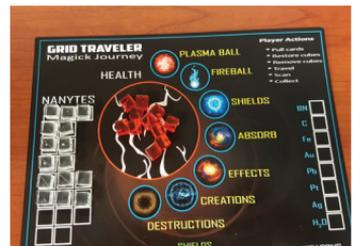
Player one pulls a top card from the Persona and Cruiser decks after each deck has been thoroughly shuffled. Player one will also choose a Player mat that corresponds to their Cruiser card.



Players will place up to five cubes on each planet/region, except the Star.

Players will place the number of cubes equal to what their Necronian mentor has for nanytes on the Player mat in the Nanytes circle.

Players will place ten cubes plus



additional cubes equal to what is on the Persona card for Health on the Health circle on the Player mat.



During game play, players will place a cube on a Magick skill spot when all necessary materials have been acquired. Note: Magick skills share materials. There is no

need for each skill to have their own material. For example, one carbon material card is good for all Magick skill cards requiring carbon.

Once all players have a Persona Card, a Cruiser card, a Necronian, Player mat, and cubes placed in the appropriate spots the game begins.

### ***Player's first turn -***

Place Cruiser in the center of the Star.

Pulling a DITFOI card is ***optional***.

Pull a Magick card.

Pulling a Whisper card is ***optional***.

If Whisper card is an Overreach, play immediately. A Whisper card is in play for 5 full game/Magick combat turns. Whisper card will be discarded after five turns.

If Whisper card is not an Overreach, player may play card at the beginning of a Magick combat turn.

Roll D8 die for travel count around Star and move Cruiser that number of die roll.

Decide on a region or GRID point to travel to once the Cruiser has made one orbit around the Star.

Cruisers must enter and exit through the shaded areas only.

On next turn Player may roll to leave orbit, if one orbit has

been completed.

### ***Normal Player turn after first turn (this includes after combat) -***

Remove cube, if any, from Cruiser spot if in recent combat. Only one cube may be removed per turn. Player may decide which spot.

Add one cube to Health, per turn until back up to full strength, if recently in combat and cubes had been discarded

Add one cube to Nanytes, per turn until a maximum of 10 cubes plus the additional Necronian modifier have been reached, if recently in combat and cubes had been discarded.

Pull a DITFOI card, which is **optional**, if there are any left.

Pull a Magick card, if there are any left.

Pull a Whisper card, which is **optional**.

If Whisper card is an Overreach, play immediately. A Whisper card is in play for 5 full game/Magick combat turns. Whisper card will be discarded after five turns.

If Whisper card is not an Overreach, Player may play card at the beginning of a Magick combat turn.

### **Travel to a region**

Roll D8 die and move that number of roll count.

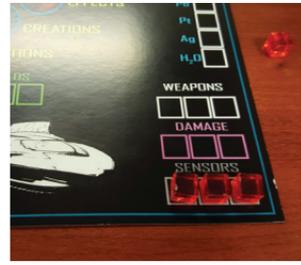
Scan a region once it has been reached and the Cruiser has made at least one orbit

Roll D12 die.

If roll is equal to or less than Sensors number a Material card may be pulled. **Cruisers may only enter or exit a planet/region orbit through the dark shaded area of an orbit.** Remove one cube from planet/region and place in the discard pile. No more material cards may be pulled. Player must reach another destination in order to visit a previously visited planet/region to pull another Material card.

If roll is greater than the Sensors number a Material card

cannot be pulled. Player must wait until next turn to roll against Sensors. Also, subtract 2 points for each cube of damage placed on the Sensors. Orbit a region at least once before pulling a Material card and discarding a Material cube to discard pile.



## Orbit region

Player may decide to remain in orbit. Player must roll D8 travel die on each turn to orbit until player decides to leave region. Once a Material card has been pulled by player, the player may not roll on Sensors or pull another Material card until player has visited another region/planet.

Collect material if successful on Sensors roll.

Trade with another player, if other player(s) are orbiting planet/region.

Fight another player, if other player(s) are orbiting planet/region.

Retreat from another player.

\*\*If players are occupying the same tile or on adjacent tiles they may fight or trade.

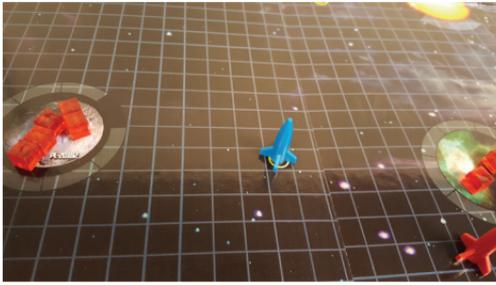
## CRUISER TRAVEL

Roll the D8 die. Add the Cruiser Speed number to the roll and count out the total toward the destination. Subtract 2 points for each cube remaining on the Speed damage placement spot.

If a GRID point is encountered or is the intended destination, player may roll the D12 on Maneuver.

If the roll is equal to or less than Cruiser maneuver number the Play may “jump” to another GRID point that is within





line of sight of the first GRID point.

If the roll is greater than the Cruiser maneuver number the player may continue travel roll count to another destination or

forfeit the rest of the travel roll count. The player may not roll again until their next turn or another player has initiated combat.

**MOD Rule:** As long as Player rolls a success against maneuver the Player may continue “jumping” from one GRID point to another, however, once a roll fails the Player has to remain on the GRID point. All left over travel roll counts are forfeit.

While a Cruiser is traveling, the Cruiser may change direction, except in reverse, without travel roll count penalty. Travel move may be horizontal, vertical, or diagonal.

## SHIP-TO-SHIP COMBAT

Whenever two or more cruisers occupy the same tile, adjacent tiles, or is in a planet/region orbit, the players can fight, trade, or move on. Fighting, of course, means the objective is to incapacitate or destroy the opposing ship(s). Players may gang up on other players. In trading, players may exchange Magick cards, Materials cards, and or Whispers cards. During game play a player may acquire duplicate Magick and other cards. Trading allows players to get rid of unwanted or redundant cards. Move on, or Flight, is just that. Players agree to not fight or trade and continue their journey. Once combat begins with two or more players, all other players may continue the game with regular turns after each combat

turn. Players who are left in the game, not involved in combat, may travel to the combat area. Combat turns are performed before other player turns. For example, Player one and Player five start combat. After Player one and five finish a combat turn, the other players do their move. Once combat between Player one and five are completed regular turns begin.

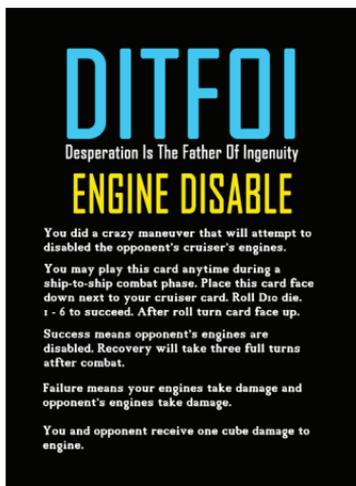
## SHIP COMBAT TURN

Players roll D8 die. The lowest roll wins.

## COMBAT TURN

**Combat Player one** may roll the D12 for attack or play a DITFOI card (Desperation Is The Father Of Ingenuity).

## DITFOI PLAY



Player rolls D8 Die.

A successful roll is 6 or less. A failed roll is 7 or 8.

If roll was successful the opponent's Cruiser component, as noted on the DITFOI card, has been disabled. Use three yellow cubes.

If roll did not succeed the Player's Cruiser component, as noted on the DITFOI card, takes a hit and receives a cube. If a

Cruiser component receives three cubes it is disabled.

Player may continue with attack or retreat. If Player retreats Combat has ended and Player will announce destination and roll the D12 die for travel roll count.

Opponent may pursuit player.

Opponent will roll D8 die.

If Opponent can not come within one tile of player after three turns Combat turn ends and Normal play starts.

Normal play starts after Combat Players finish new move and the next Player's turn starts.

DITFOI card is discarded for the remainder of the game.

### **ATTACK PLAY**

If D12 die roll is equal to or less than the Weapons number the attack hits the opponent's Cruiser

If die roll is greater than the Weapons number, the roll failed.

**Combat Player two** will roll the D12 for defense

If die roll is equal to or less than Shields number the Cruiser will not receive a hit.

If die roll is greater than Shields number the Cruiser takes a hit and a cube is placed on the Shields spot on the Player mat.

**Combat Player two** may roll the D12 for attack or play a DITFOI card

### **DITFOI PLAY**

Player rolls D8 Die.

A successful roll is 6 or less. A failed roll is 7 or 8.

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### **ATTACK PLAY**

If die roll is equal to or less than the Weapons number the attack hit the opponent's Cruiser

If die roll is greater than the Weapons number, the roll failed.

**Combat Player one** will roll the D12 for defense

If die roll is equal to or less than Shields number the Cruiser will not receive any hits

If die roll is greater than Shields number the Cruiser takes a hit and a cube is placed in the Shield spot on the Player mat

### **END COMBAT TURN**

Keep Combat turns going until someone has been defeated or a player made a successful retreat.

Shields, or any Cruiser component, is damaged when there are a total of three cubes received.

Once Shields are disabled, the next component to take attack hits is the Cruiser Damage and the other Cruiser components.

### **CRUISER DAMAGE**

Combat turn now focuses on Cruiser Damage. If a Player's die roll is greater than the Damage number the Damage spot gets a cube. Player must then roll D20 die on each component. A failed roll means the component receives a cube. Once a component receives three cubes it is disabled.

Once Cruiser Damage receives five cubes the Cruiser, in Standard game play, has been destroyed and Player cannot continue.

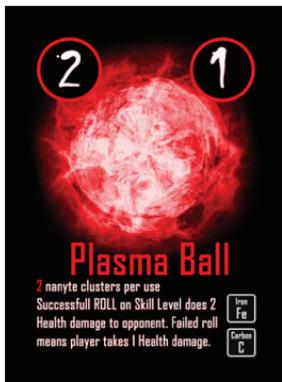
The winning Player may take the losing Player's Material cards. Their Necronian, Magick Skills card, and cubes are returned to their respective piles with the Magick Card deck reshuffled.

Normal play starts with the winning Player announcing next move. Winner may start regular play action.

If combat is ended by a DITFOI card play with one player retreating then normal game play starts. Players may remove ONE cube from a Cruiser's component spot per turn. It does not matter which cube is removed. It is up to the Player.

Using a DITFOI card does not mean the Player has to retreat.

## MAGICK COMBAT



As the game progresses, players will acquire different types of cards. In the event players find themselves on the same planet they may, as in Ship-to-Ship play, fight, trade, or move on.

In fight, each player will place all capable Magick skill cards face up. A Magick skill card is made capable when the Player has the appropriate Material cards. NOTE: Magick Combat may only be done on a "planet". Each Magick skill uses Nanytes in order to work. Once Nanytes are used up the Magick skill will use Health points. One Health point cube equals one Nanyte cluster.

Players roll D8 die. The lowest roll wins.

## NECRONIAN HELP CARD

### WEAKEN

This card may be played anytime, however, you must play this card at the start of your play.

Pick an opponent. Their Magick skills get a -3 for 3 turns. They lose 3 million nanytes.

This card may not be used for another 5 turns.

### WEAKEN

## COMBAT TURN

**Combat Player one** announces Magick card they will use.

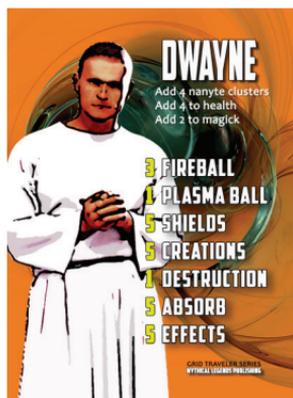
The Player may roll the D12 die for attack or play a whisper card.

If Whisper card is used, place card face up. The card will stay in effect for three full combat turns. Discard Whisper card after three combat turns.

## ATTACK PLAY

If die roll is equal to or less than the Player's Magick skill level the attack was successful. The skill level number is the initial Necronian skill level plus the added magick points from the Persona and Necronian card.

If die roll is greater than the Player's Magick skill level the roll failed. Remove the number of cubes, as stated on the Magick skill card, from Health.



**Combat Player two** announces Magick card used to defend and rolls the D12 die.

If die roll is equal to or less than the Player's Magick skill level the block was successful, however, if the attacker's Magick card hit points is higher than the Player's Magick card hit points, the Player must remove the number of cubes, from Health, that is the difference between the two hit points. The skill level number is the initial Necronian skill level plus the added magick points from the Persona and Necronian cards.

If die roll is greater than the Player's Magick skill level the roll failed. Remove the number of cubes, as stated on the Magick skill card, plus the number of hit points from the attacker's Magick skill card from Health.

**Combat Player two** announces Magick card they will use. The Player may roll the D12 die for attack or play a whisper card

If Whisper card is used, place card face up. The card will stay in effect for three full combat turns. Discard Whisper card after three combat turns

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If die roll is equal to or less than the Player's Magick skill level the attack was successful. The skill level number is the initial Necronian skill level plus the added magick points from the Persona and Necronian cards.

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If die roll is greater than the Player's Magick skill level the roll failed. Remove the number of cubes, as stated on the Magick skill card, plus the number of hit points from the attacker's Magick skill card from Health.

## END COMBAT TURN

Keep playing Combat turns until a player has been defeated.  
NOTE: More than two players may participate in combat.  
Just add Attack Play sequence for **Combat Player three**, etc.

NOTE: Zero Health points/cubes equals Player death.

# MAGICK CARD

There are seven types of Magick

- Fireball
- Plasma Ball
- Shields
- Creations
- Destructions
- Absorb
- Effects

Each Magick has advantages and disadvantages. The important thing to remember, GRID Traveler: Magick Journey is you fight, trade or flight. Magick is a means to success, and thus you survive. With apologies aside, there has to be a last standing Most High winner.



Damage points to your opponent's health if roll is successful

Damage points to your health on a failed roll

3

2



# Fireball

3 million nanytes per use  
Successfull ROLL on Skill Level  
**SPECIAL:** Shields are passive defense  
If failed roll of this Skill, roll on shield

Water  
 $H_2O$

Iron  
Fe

Carbon  
C

Type of Magick

Instructions and criteria

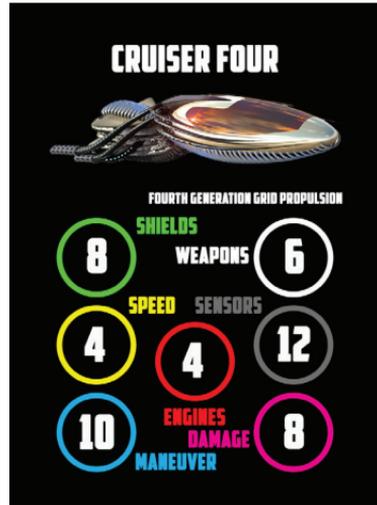
Material(s) needed for the magick to work

# CRUISER CARD

The Cruiser Stats:

- Damage
- Shields
- Engines
- Speed
- Weapons
- Maneuver
- Sensors

The Cruiser's first move is with a die roll.



**Speed** means the Cruiser is able to travel that many tiles across the board plus the die roll. Right, left, and diagonal moves are allowed. There are three types of cruisers: first, second, and third generation. Subtract 2 points for each cube of damage.

A first generation cruiser is capable of traveling a great distance on one die roll, however, the chance to maneuver in mid-flight to enter a GRID point is low.

A second generation cruiser is capable of traveling only a short distance on a die roll, however, they are highly maneuverable.

A third generation cruiser is capable of traveling a decent distance with better than first generation cruiser maneuverability.

**Maneuver** allows a cruiser to stop mid destination and

attempt to enter a GRID point. Die roll for Maneuver number or lower. If the player makes the roll the Cruiser stops on the GRID point and jumps the cruiser to another GRID point that is within “line of sight” of the first GRID point. Failure on die roll means Cruiser may continue with travel roll count or wait for next turn to attempt to enter the GRID point. Subtract 2 points for each cube of damage.

**Damage** is the amount of hit points a Cruiser can take after Shields have been disabled. Once Damage starts to take hits the Player has to roll on the other Cruiser components to see if they take damage. Five damage cubes mean the Cruiser has been destroyed and the player is out of the game.

**Shields** are the cruiser’s main defense. It absorbs hit points from opposing cruiser’s weapons. Once Shields have been disabled Damage and other Cruiser components take the hit points.

**Weapons** allow a cruiser to inflict damage on an opposing cruiser. Subtract 2 points for each cube of damage.

**Engines** points are set as the amount of damage they can take. Once Engines are disabled the Cruiser is unable to travel.

SPECIAL NOTE on the difference between first and second generation cruisers.

First generation cruisers travel using long wave GRID propulsion. Second generation cruisers use short wave GRID propulsion.

Long waves means you can go very long distances on a die

roll, however your maneuver is very low to 0. Short wave engines are the opposite. You'll have high maneuverability but will only travel short distances at a time.

**Sensors** allow a player to acquire material from a planet. The player rolls a die. If the roll matches the cruiser's sensor number or is lower the player may pull one Material card. Subtract 2 points for each cube of damage.

# PLAYER MAT

**Player Actions** are the sequence of actions a player has available during a regular turn: draw a Magick card, draw a DITFOI (optional), draw a Whisper card (optional),

**GRID TRAVELER**  
Magick Journey

**PLASMA BALL**  


**FIREBALL**  


**SHIELDS**  


**ABSORB**  


**EFFECTS**  


**CREATIONS**  


**DESTRUCTIONS**  


**Player Actions**

- Pull cards
- Restore cubes
- Remove cubes
- Travel
- Fight
- Trade
- Scan
- Collect

**HEALTH**



**NANYTES**


**COUNTER**


**SPEED**

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**ENGINE**

--	--	--

**MANEUVER**

--	--	--

**SHIELDS**

--	--	--

**DAMAGE**

--	--	--	--

**WEAPONS**

--	--	--

**SENSORS**

--	--	--



20

if after magick combat place a red cube on Health and a clear cube on a Nanyte spot, remove a cube from a Cruiser component if damaged or disabled. If a Cruiser component was damaged by a DITFOI action it cannot be used until all three yellow cubes have been removed. Roll to travel unless you wish to remain stationary. If you reach a destination adjacent to or on a tile with an opponent you may fight, trade, or do nothing. Once you reach a region and have completed one orbit - an orbit takes 8 moves, you may roll on Sensors to scan. A successful roll means draw a Material card and remove a cube from the region. No cubes, no material.

**Health** is where the red cubes are placed.

Once you collect a material card place a red cube on the corresponding **MATERIAL** spot. NOTE: This is optional.

The **Counter** section is for tracking turns on certain actions, like a Whisper Help card. Use red or clear cubes.

When all the necessary Material cards have been collected, for a Magick skill card the player has, place a cube on the appropriate Magick skill spot. NOTE: This is optional.

Use red cubes for Cruiser component damage.