

CLANK! Legacy

ACQUISITIONS INCORPORATED

Upper Management Pack Components



Omin Dran



Jim Darkmagic



Viari



Môrgæn



Character Boards



40 Starting Deck cards
(10 for each character)

Setup

This expansion is both backward-compatible with *CLANK! A Deck-Building Adventure* and forward-compatible with *CLANK! Legacy: Acquisitions Incorporated* (coming in Fall 2019). Setup is normal for either game, except as noted below:

Each player selects one of the four Upper Management characters and takes the appropriate figure, character board, and 10-card starting deck.

- Place your figure on the normal starting space for your game.
- Place the character board in front of you. Take a set of 30 *Clank!* cubes from the base game and place them on your character board.
- Your unique 10-card starting deck replaces the starting deck from the base game. Shuffle your deck and draw five cards from it for your opening hand.

Note that these character decks are made to be played against each other. They're more powerful than the decks you usually have at the start of a game of *CLANK!* You should not play them against regular starting decks (unless you think someone has been winning too much and deserves a disadvantage, anyway).

Deck Composition

The starting decks for the four characters are:

- **Omin Dran:** 5 Prayer, 2 Stumble, 1 Contract, 1 Cure, 1 Stoneshapery
- **Jim Darkmagic:** 5 Conjure, 2 Stumble, 1 Decipher, 1 Perform, 1 Spellbook
- **Viari:** 5 Loot, 2 Stumble, 1 Acrobat, 1 Evade, 1 Persuade
- **Môrgæn:** 5 Hunt, 2 Stumble, 1 Markswoman, 1 Specialist, 1 Stalk

Playing With

CLANK! A Deck-Building Adventure

Each of the four character decks has its own card similar to Burgle from the base game:

- **Omin Dran:** Prayer
- **Jim Darkmagic:** Conjure
- **Viari:** Loot
- **Môrgæn:** Hunt

In any situation that calls for a Burgle, substitute one of these cards instead.

Example: Master Burglar says “Trash a Burgle in your play area or discard pile.” If you’re playing Viari, you trash a Loot instead.

Playing With

CLANK! Legacy: Acquisitions Incorporated

(Available Fall 2019)

Upper Management prefers to make on-site visits only after a franchise has really proven itself. (But hey, when you’re Upper Management, you’re literally the boss.) It is not recommended to play with the four Upper Management characters until after you’ve completed the campaign. Use during the campaign may result in mild narrative inconsistency. Consult your alchemist.

When distributing a Role card to an Upper Management character, it should replace one of the “Burgle-esque” cards named in the section to the left.



www.penny-arcade.com



www.direwolfdigital.com



www.renegadegames.com

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