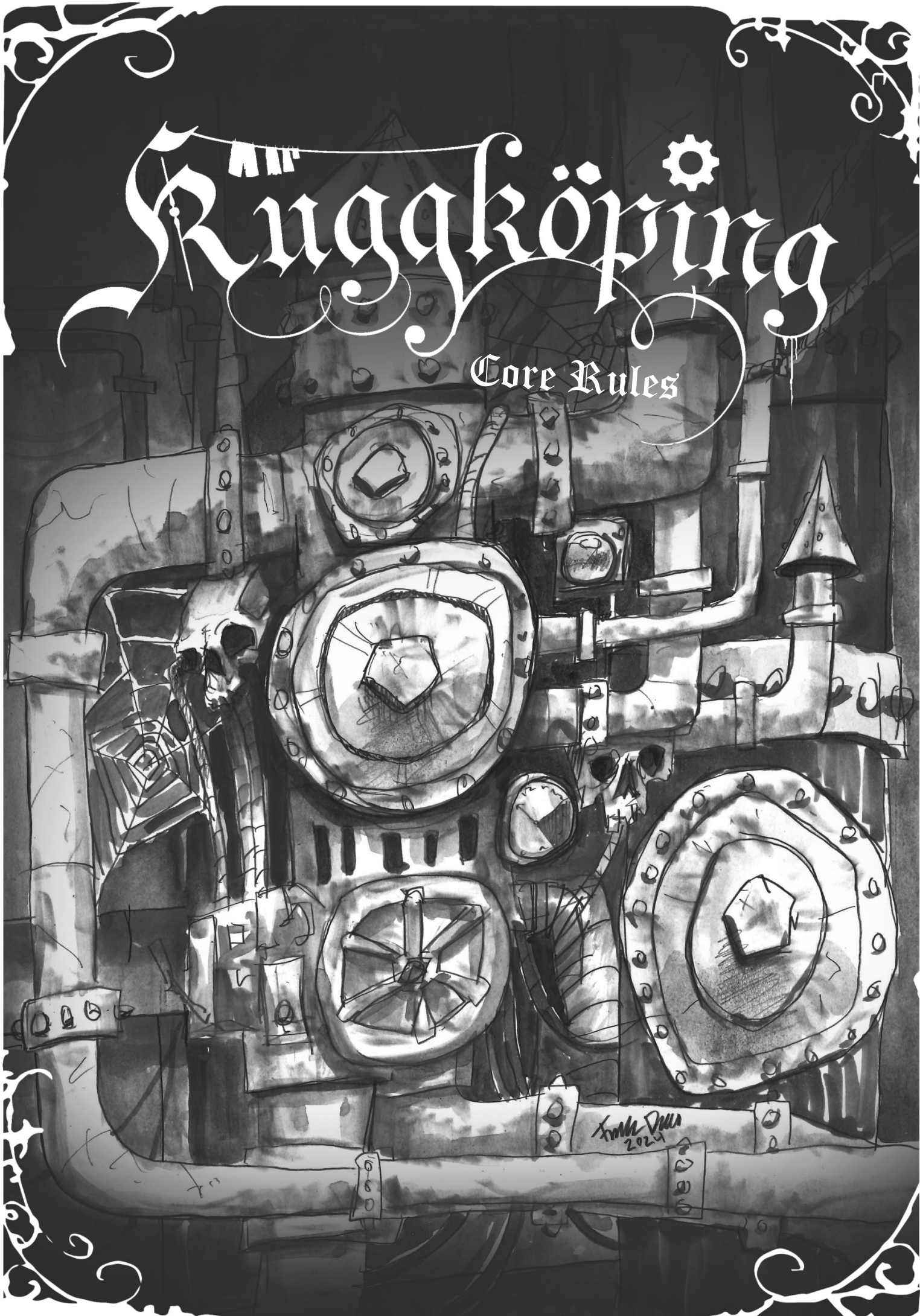
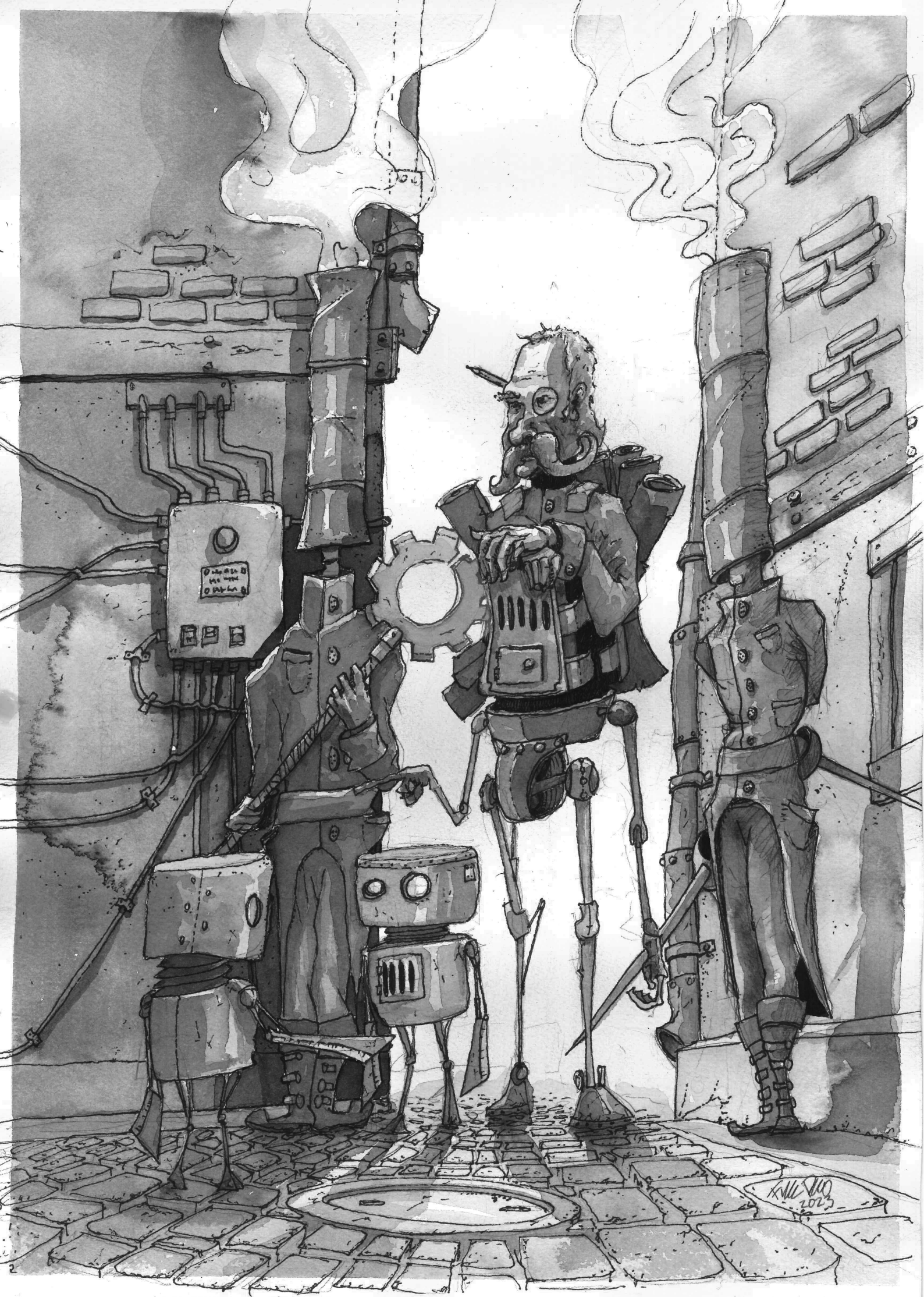


Ruggköping

Core Rules





The Lore

The endless city

Did you know that in 1739, an endless city appeared in the heartland of Sweden?

Let me tell you, Kuggköping was the name it was given. Overnight, the strange city of steam appeared, replacing an old forest, and, like that, the world had changed forever.

Festering machine tumours and corrosive mutations started to spread among all life forms. Altering and corrupting until anything and anyone was a twisted bio-mechanical alteration of its former self.

People flocked to the strange city in search of weird gadgets and strangegizmos, fuelling an endless loop of expeditions and looting.

After the Swedish King got lost within the city, a new power stepped in to take his place.

Maps to find your way around the city became a highly valued resource, and as a result, the Cartographer houses seized control over the city.

Most warbands align themselves with the big houses; the warbands keep all loot they can find, and the houses seize control of newly discovered streets and districts.

It might surprise you, but the world is still a familiar place. A bit weird perhaps, certainly a lot has changed. But people still live lives and muck about with...things people normally muck about with.

This is Kuggköping, I hope you will enjoy your stay!

Strange mutations

Kuggköping is home to many strange things. The corrosive nature of the city affects everyone differently. Even if semi-normal people still exist, it is not uncommon for citizens to morph and evolve into weird, machine-mutated hybrids. The arrival of the city also lured things from myth and legend into its embrace.

Svamlings:

Bipedal Mechno Fungus people.

Crap Scrapers:

Junk hoarders, fused with all their loot, resemble walking scrap piles.

Mechno Folk:

Augmented people...basically most humans.

Gutterspawn:

Machine fish-people...Fish machines...people fish?

The Draugar:

The undead machine-people. From rust and decay, they rise again.

Slab botz:

Living machines, robots...Bip Bop Bip Bop?

Trolls:

Trolls, as you would expect them, but often augmented.

Gnoblins:

Goblins and Gnomes, they don't necessarily fight together or have anything in common. Red hats or sharp teeth don't matter; they are wicked little creeps.



Did you know that some individuals end up in certain factions through ignorance. Like the poor man "Snoka Pär" and his family. They were forced to live decades with the Trolls because of their big noses. Others prefer to join different factions because of association. Like the anarchistic Gnomes that live and fight like common Street Pirates.

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Overview

Credits

Special thanks to:

Johannes "Berget" Bergman.

Emilie "Honey bun" Stein.

Game version

Release version, 1h

Game Master

- You are your own game master and are in control of what is right and wrong in the game. The rulebook is a guide or a collection of suggestions.
- If a rule doesn't make sense to you, you have the power to change it or disregard it.
- The ultimate goal of the game is to have fun and enjoy the adventure!

Number of players

1-2 players.

Models and Immersion

Models & Bases:

At its heart, Kuggköping is a miniature skirmish game where the player uses 28mm scaled miniatures and models representing Characters, enemies, and buildings. It is recommended to mount each model on a base (square or round).

Grid-spaced game board:

The game is designed for a grid-spaced game board, similar to a chessboard. The recommended board size is 8x12 spaces, where each space is a 30x30mm square. However, there are rules for playing on a more traditional game table without a grid, making movement and measurements with a tape measure.

Using Markers Instead of Models:

On a grid board, players may use markers instead of miniatures (chess pieces work too). This is a great option when models are not available.

Play Your Way:

The goal is fun, and fun is different for everyone. Whether you are new to board games or a veteran miniature gamer, set up and play in the way that suits you best.

Playing the game

Kuggköping is a low model count, Skirmish game about exploring and looting within the endless city. Things are a little weird and a little loony. The game is primarily designed to be a "pick your own adventure" game. Play it solo or cooperatively with a friend.

On the streets of Kuggköping, the odds are stacked against you. Your little street gang is few in numbers and has limited resources. You will be faced with many dilemmas that either lead to victory or failure.

Select your actions carefully and plan your next step; you must increase your odds where you can and capitalize on opportunities where they present themselves. Positioning and managing your actions and "Tinker dice" will be key to achieving victory.

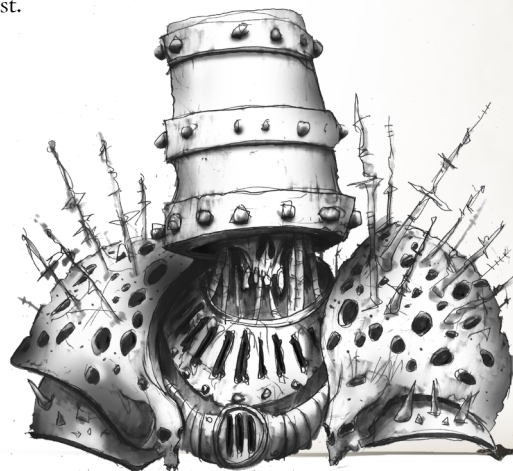
Designers note: *There are optional rules to adjust difficulty in the game. If this is your first time playing the game, it might be a good idea to play on easy mode, just to get familiar with all the game mechanics.*

Victory condition

The core rules of Kuggköping are played with the Campaign machine. The Campaign machine is designed to allow the player to pick their own adventure. A campaign is built around 3 missions. The player must succeed with the victory condition in each mission in order to win the campaign.

Design

This game is a labor of love and passion. All its content has been designed and created by me, Fredrik Permo, between the years 2019 and 2026. All written material, ideas and mechanics, comes from my own head. AI has not been used to generate art, story or game mechanics. It has only served as a "sounding board" for brainstorming and as a tool for spell-checking and grammar correction.



Optional Rules

Not using a grid-spaced board

If the player does not want to use a grid-spaced game board when playing Kuggköping, the player is not forced to. The player can still measure ranges and distances in spaces, but will use the model's base as the measuring tool or a tape measure.

Performing movement:

- Use a tape measure. 1 space equals 1 inch. Or...
- Simply lift the model up and move it 1 base size away from its previous position for each space the model will move ("hoping" it along its designated path).

Measuring ranges:

- Use a tape measure. 1 space equals 1 inch. Or...
- Use a spare 32mm base and measure range and movement in the same way ("hoping" it along its designated path). Or...
- Estimate the range based on the model's base size by measuring with a finger or "eying it."

Movement and range values should be seen as indications/recommendations rather than the law. If a movement step is a few millimetres off, it is close enough. Measuring ranges with a tape measure should be as simple as holding it above the model and note that the model is "about" in range or not.

If playing two players, both players must agree upon how to measure ranges before the game starts.

Keep it fair and keep it fun.

Game board size is recommended to be 12 x 12 inches (30x30cm) or the same size as a standard A4 paper.

How to measure movement with a tape measure,



A model may move 360 degrees in any direction. All terrain rules found in this rule book also apply to games that do not use a grid-spaced game board.

Deployment, edge deployment zones are 1 base size or 2 inches in from the board edge.

Adjacent, when a rule says "adjacent," it means in base contact.

Same space, if a model is called to "enter the same space" as something else, it means the model must be in base contact with it.

Occupying a space, when not playing on a grid-spaced game board, the model's space is considered to be its own base.



Agendas

When warbands enter the city, strange alliances between cartographer houses are common, but behind polite manners, each house pursues its own agenda.

In cooperative games, players may add agendas to introduce a competitive layer. Each player must balance the mission objectives with their personal agenda. At the start of the campaign, each player rolls 1D6 to receive an agenda from the list below. When an agenda is completed, the player gains its victory points and rolls for a new agenda directly. The player with the most points at the end of the campaign is the winner.

Remember: *Actions that state that the target of an action is an enemy model may not be used to target a friendly Character.*

1. Claim 3 Gizmos, 2 VP.
2. Kill 1 Enemy Bell-Man, 3 VP.
3. Claim more Gizmos during a mission than the other player, 4 VP.
4. Have 6 Tinker Dice in the pool, 3 VP.
5. An opponent's Character is killed during the game, 8 VP.
6. Pick any agenda from the list.

Adjust difficulty

If you find your games too hard or easy, you can adjust the difficulty for any mission.

Easy (Newcomer): The player does not choose a Cartographer faction to align the warband to or add enemy faction rules or scenario rules to the mission.

Normal (Citizen): The mission is played as normal according to the core rules.

Hard (Street-smart): Roll randomly and apply 1 of the following rules to the game.

1-2, Tinker dice used to influence rolls or for momentum costs +1 Tinker dice to be used.

3-4, Enemies add +1 action dice and Grit.

5-6, Decrease the turn number of all missions by 1.

Very hard (Street dweller): All of the Hard rules are applied to the game.





Setup

Setup the game

- Pick 3 Characters.
- Select 1 Character to be the Foreman.
- Pick a Cartographer Faction to align with.
- Add 1 positive and 1 negative trait.
- Add 3 Tinker dice to the Tinker dice pool.
- Pick a campaign (back in the book).

Setup the mission

- See the campaign for more information.
- Start the first turn.

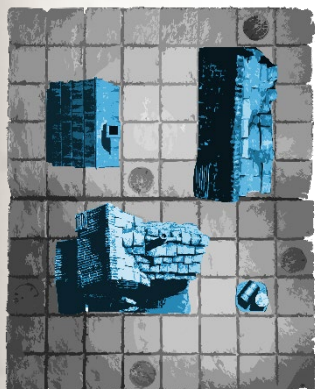
The turn

- Start of turn. (apply start of turn effects).
- Alternate activation between Characters and enemy models.
- End the turn (apply end-of-turn effects).

Setup game board

- The game is primarily meant to be played on a grid-spaced game board (square grid). Measured in spaces.
- Recommended board size: 8x12 spaces. 1 space equals 30mm x 30mm (or whatever you want).

A player can use custom-built boards, lines on paper, a chessboard, or similar. It is recommended to use a lot of terrain in each game. Small street corridors and few open spaces will allow for interesting games, forcing characters to climb buildings and to manoeuvre around obstacles and enemies. The following are some examples of how to place terrain on the game board.



Did you know? For most people, the city is its own entity. A living thing. Something between a god and a force of nature. It changes anyone who is worthy and brings changes for a higher purpose.

Game Mode:

Solo Play:

- The player selects 3 Characters that form the player's warband.
- Players face enemy models controlled by the game.

Co-op Play:

- Each player selects 2 Characters.
- Players share the same warband.
- Both players may align with different Cartographer factions.
- Players control their own part of the warband and may assign their own Foreman to their part and have individual Tinker dice pools.
- Add +1 Grunt model to each game.
- Both players win or lose together and will face enemy models controlled by the game.

Character creation

Character Creation:

- A Character is a miniature or marker chosen by the player.
- Models must be mounted on a base (recommended 20-40mm, if using 28mm miniature models).
- Each player selects their characters from the Character Archetype List. The same character archetype may not be picked twice unless your warband already contains one of each.

Warband Setup:

- Assign one Character to be the Foreman.
- Choose a Cartographer faction to align the warband to and pick 1 positive and 1 negative trait from the selected faction.

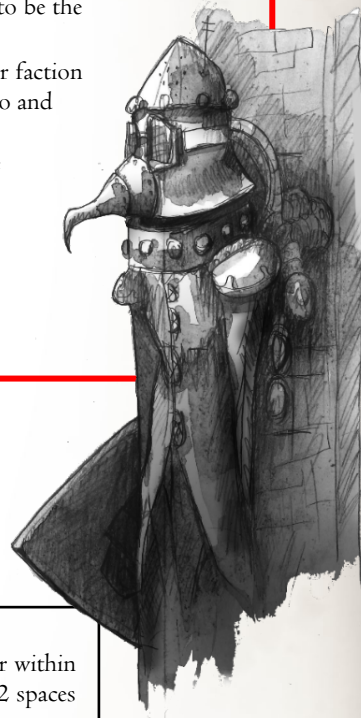
Character Sheet:

- Record profile values, abilities, Gadgets, and other key effects on a character sheet.

Foreman

If a character has been given the Foreman title, the Character receive the following special action.

Point and shout. This character targets another friendly character within line of sight, pushing the target 2 spaces in any direction.



Character Archetypes

Crack Shot

Move 3 Range 6

Action dice 2 (5+) Defence 5+ Grit 2

Special ability: Bulls eye: Each time this character kills an enemy model, increase the number of Tinker dice by 1.

Special action:

<i>Aim</i>	If the next action is an attack action made 2 spaces or more away, the model hits on (3+).
<i>Cheeky shoot</i>	This model may make a push of 1 in any direction and 1 attack. The player decides if the character makes the push before or after the attack.

Knuckle Buster

Move 3 Range 1

Action dice 2 (5+) Defence 5+ Grit 4

Special ability: Brawler: If this model makes an attack against an adjacent enemy model, this model hits on (3+).

Special ability: Overextend: If this model kills an enemy model, it may push 1 in any direction after the enemy is removed from the game board.

Special action:

<i>Jawbreaker</i>	If this model is in an adjacent space with an enemy model, the enemy model receives 1 damage. If the action is performed in a counterattack, increase the damage by +1 for each Parry point.
<i>Challenge</i>	Push an enemy model's move value towards this model.

Grenadier

Move 3 Range 4

Action dice 5 (6+) Defence 5+ Grit 3

Special ability: Hack and slash, spray and pray: When this model makes attack actions, it only ever hits on 6+ regardless of any other rules. However, when this model scores a critical hit, 2 additional hits are generated instead of 1. This model only succeeds with action tests if one or more 6+ is rolled, regardless of any other rules.

Special action:

<i>Pipe Bomb</i>	Place a marker in a space anywhere within 4. Any model adjacent to the marker takes 2 damage. If a model has received damage, remove the marker from the game.
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Streetslogger

Move 4 Range 1

Action dice 2 (4+) Defence 5+ Grit 3

Special ability: Clash: If the model ends its move in an adjacent space to an enemy model, the player may push the enemy 1 space in any direction; the enemy receives 1 damage on top of any other damage for being pushed into things.

Special action:

<i>Slog it</i>	The model moves 2 spaces, or it makes a jump between 2 elevated areas that are 1-4 spaces apart, or makes a climb, disregarding the number of levels (no move test).
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Data Mage

Move 3 Range 1

Action dice 2 (5+) Defence 5+ Grit 3

Special action:

<i>Bots</i>	Place 1 Bot in an unoccupied adjacent space to the character. The bot has the same profile as an enemy grunt model and activates as part of the player warband. When the bot activates, roll on the enemy activation list and carry out the rolled action. The friendly Bot are part of the player warband for as long as it is alive or until the end of the mission. If the Bot claims a Gizmo, the Mage receives the reward (the bot is not turned into a Bell-Man). Bots can only use Tinker dice to re-roll dice. Only 2 Bots may be on the board at the same time.
-------------	--

Gofer

Move 3 Range 1

Action dice 1 (5+) Defence 5+ Grit 2

Special ability: Backstabber: If another model ends a push in an adjacent space to this model, this model may deal 2 damage to that model. Add +1 damage if the *Blade* gadget is equipped. Add +1 damage if the *Extra Blade* quirk is equipped.

Special ability: Servant: Directly when another character has been knocked down, the player may discard 1 Tinker dice to place this Character into an adjacent space with the knocked down Character.

Special action:

<i>Insignificant</i>	The model may not be the target of an Enemy model's actions unless it is the only model that is in an adjacent space to the enemy model.
----------------------	--

Move = The maximum number of spaces the model may move when making a move action.

Range = The maximum number of spaces between the model and its target, when attacking.

Action Dice = The number of D6 rolled when attacking. The number in brackets is the hit value per die to hit for the model.

Defence = The lowest number a model needs to roll to remove 1 point of damage.

Grit = If the model takes damage the Grit is decreased by the same amount. If the model has a Grit of 0, it is killed.

Special ability = A game effect only available to the Character that is applied if the specified circumstances are fulfilled.

Special action = A special action only available to the Character.



Cartographer factions

Each warband must pick a cartographer faction to align with. Each faction has 2 positive traits and 2 negative traits. The player must pick 1 positive trait and 1 negative trait that are applied to the whole warband.

The Scribes

The youngest Cartographer house to enter the city. A poor organization that has not accumulated as much wealth as the other houses. How they survive is a mystery.

- **Resourceful, Positive Trait:** Instead of collecting a Gizmo reward, the character that claims the Gizmo may heal 2 previously lost Grit instead.
- **Tenacious, Positive Trait:** If a Character gets knocked down, all enemy models in adjacent spaces receive 2 damage.
- **Inexperienced, Negative Trait:** If a Character rolls a 6 when rolling its defence roll, it does not remove an additional point of damage.
- **Easy to trick, Negative Trait:** If the enemy models are from the enemy faction, Trolls or Gnobblins adds +1 to all activation rolls.

The Grid Company

Well-calculated and executed actions are a trademark of the Grid Company. There are patterns in the chaos and an underlying code to the madness. With server stacks and link cables, anything can be deciphered and calibrated.

- **Well-calculated, Positive Trait:** When a Character ends its activation, it may push 1 in any direction.
- **Server stack, Positive Trait:** When a Character activates, and a 6 is rolled when performing an action, the player rolls 1D6; on a 6+, the player adds a Tinker dice to the pool.
- **Dragging cables, Negative Trait:** Characters from this faction may never use Tinker dice to influence die rolls.
- **Distracted, Negative Trait:** To re-roll a 1 with a Tinker dice, the Character must discard 2 Tinker dice instead of 1.

Imprints

If you stand in the Imprints way, you will mostly be "cut from the map", as the expression goes. The morality of any cartographer's house is questionable at best. But The Imprints moral compass is in a constant spin.

- **Cheating, Positive Trait:** A Character may remove 2 Grit to add +1 Tinker dice to the pool.
- **Backstabbers, Positive Trait:** When the warband is first created, the player may replace 1 special rule from a Character with the "Backstabber" special rule from the Gofer Character archetype.
- **Pay the piper, Negative Trait:** If a Character is killed in the warband, all Tinker dice must be discarded directly.
- **Running out of luck, Negative Trait:** When rolling a Tinker dice, if a 1 is rolled, a random friendly Character must remove 1 Grit (no defence save).

Feather Pens

Big egos and big pockets with even bigger mustaches. Murder is a fine activity as long as the splatter doesn't hit the newly polished shoes.

- **Arm's length, Positive Trait:** The player may discard 1 Tinker dice to push a model 1 space after the model has ended its activation.
- **Flattering, Positive Trait:** This faction may move through or away from other models without negative effect.
- **To posh to live, Negative Trait:** If the enemy models are from the enemy faction, Street Pirates, or Gnobblins adds +1 to all activation rolls.
- **Safety first, Negative Trait:** Characters may never assign weapon gadgets unless it also has a defence gadget.

The Chart Glyphs

More cult than a house, and the most secretive group of them all. It is a wonder that they have any maps done at all, for it is hard to draw in the dark.

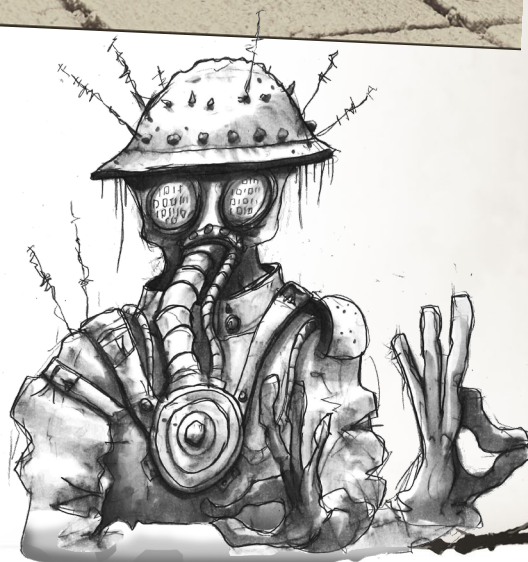
- **Shape shifters, Positive Trait:** Characters may change, equip, and swap Gadgets between each other during their activation, for free.
- **Hive mind, Positive Trait:** If the player discards 1 Tinker dice at the start of a Character's activation, the Character may perform a special action from another Character in the warband as if it were its own.
- **Negative feedback, Negative Trait:** For each Grit a Character removes, roll 1 D6; on a 1, another random friendly Character receives 1 damage.
- **Mind link, Negative Trait:** If a Character is killed, a random friendly Character is knocked down directly.

Ball Pointers

The pen is mightier than the sword," said no one with a bullet in the belly. Disrespectful, loud, and without any manners, the Ball Pointers can just as easily give you directions as they can give you a volley of lead.

- **Burly, Positive Trait:** Characters always generate at least 2 Parry Points when defending.
- **Anything can be a weapon, Positive Trait:** Weapon gadgets may be given defence quirks, and defence gadgets may be given weapon quirks.
- **No help for the weak, Negative Trait:** Characters from this faction may not be given any bonuses to their die roll when trying to recover from a knocked-down condition. A recovery roll may not be re-rolled.
- **Under pressure, Negative Trait:** The player must add at least Hard difficulty to their games.





The Rules

Dice

The game primarily uses D6 (six-sided dice, numbered 1-6). But will also use D12 and D3 as well.

A roll of 4+ on a D6 means 4, 5, or 6 is a success.

If a list has more than 6 options, and the player doesn't have access to a D12, split it into two groups:

Roll a D6: 1-3 selects **Group 1**, 4-6 selects **Group 2**.

Rolling a D3 with a D6:

D6 roll of 1-2 = 1

D6 roll of 3-4 = 2

D6 roll of 5-6 = 3

Scatter Dice/Scatter tool

The game will use a scatter dice or a scatter tool.

Whatever tool is used is not important, as long as it can indicate a random 360-degree direction. When the rules refer to a scatter dice, it includes any random scatter tool at your disposal.

Re-rolls

Sometimes, a character, enemy model, or a warband may re-roll a die. Any one die may only be re-rolled once. The re-roll happens before any other game effects take place.

Tokens

Sometimes tokens are used. A token is used to keep track of game effects in the game. They can be pebbles, plastic discs, written notes, dice, or whatever works for you. Tokens play no physical part in the game and are only used to track things.

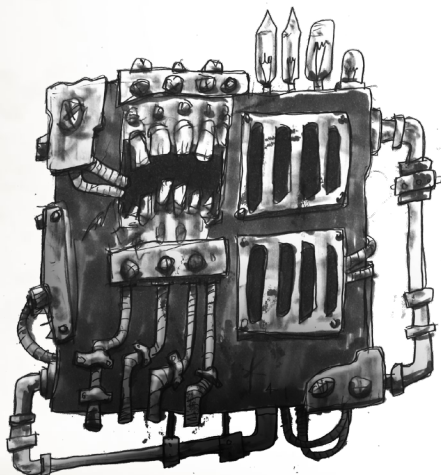
Gameboard spaces

Two models may not occupy the same space unless one model stands underneath terrain, and the other model stands on top of terrain. Gizmos and other markers can share spaces with terrain, models, or other Gizmos and markers.

Range and Distances

Ranges are measured in "spaces." Any combination of straight-line movement is allowed; no range or movement may be measured diagonally except for pushes (that may be measured and moved diagonally).

Range 1 = adjacent spaces. Range 2 = 1-2 spaces away (excluding the occupied space of the activating model).



Activation/Initiative

Each turn, all models must activate once. Player models start each turn by activating 1 model. After a Character has been activated, an enemy model is activated by the player. Players always activate the enemy model that is closest to any Character model first, and that has not yet activated this turn. This goes back and forth until all models have activated. Characters will perform actions during their activation. Enemy models activate using the enemy activation list.



Actions

A character can perform 2 actions from the following actions each activation, in any order. A character may never do the same action twice during its activation, unless otherwise specified.

- Move.
- Climbing/Jumping between elevated areas.
- Attack.
- Special action (unique action for the Character)
- Claim.

When the enemy models activate, the player rolls on the enemy activation list. Read more about enemy activation under the "Enemy activation" entry.

Tinker dice

When a warband is created, each player receives a Tinker dice pool with 3 Tinker dice. All Tinker dice that are not used during the game are saved in the pool between games. If one or more Tinker dice are used, they are discarded from the dice pool. Tinker dice may be used in three different ways.

Re-roll: At any time, a player may discard 1 Tinker dice to re-roll any 1 die in the game.

Influence rolls: At any time, a player may discard 2 Tinker dice to increase or decrease a rolled dice by 1. This may be done multiple times to increase or decrease the same roll by more than 1.

Momentum: At any time, between actions, a player may discard 3 Tinker dice to allow a Character to perform 1 additional action of the players choice; this may be an action already taken during the turn. A Character may only do one additional action each turn this way.

Did you know that most birds can't be eaten? For whatever reason birds are easily machine-changed into a strange mix of feathers and steel. They are, however, fun to look at.

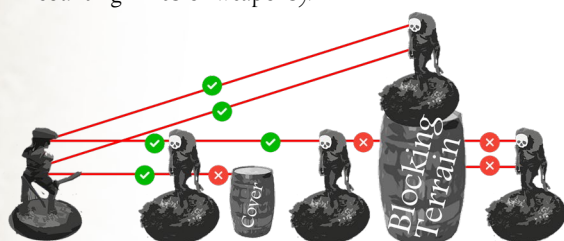


Enemy models and Characters

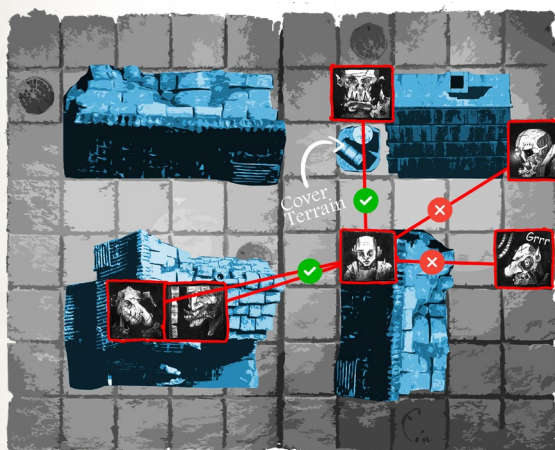
- Player-controlled models are called Characters.
- Game-controlled models are called Enemy Models.
- All enemy models form their own warband.
- Models belonging to the same warband are considered to be friendly models.
- Models from other warbands are considered to be enemy models.

Line of sight

- If playing with **physical models**, first adjust the model so that the model is in the centre of the space it occupies. Do the same with its target. If one or more uninterrupted line can be drawn between the two models, the model has line of sight (not counting limbs or weapons).



- If playing with **Model markers**, if an uninterrupted line can be drawn between the centre of the active "model's" space and the centre of the target space, "the model" has line of sight to the target.



- If no uninterrupted line can be drawn between the centre of the markers or between the physical models, the model has no line of sight.
- Other models do not block line of sight but give cover (See the "Moving and Terrain" rules).
- Elevated areas that a model stands on top of do not block line of sight for the model when targeting another model on the same elevated area or when targeting a model on another elevated area of the same height.

Deployment

Each mission or campaign specifies what deployment type all models will use.

Enemy Deployment types:

On the Board: Place enemies randomly on the board, at least 1 space apart from other enemies.

On the Edge: Select a random board edge; place enemies along it (first spaces along that edge), as close to the centre as possible.

Player Deployment types:

On the edge: Randomly select a board edge as the player's deployment zone (first spaces along that edge). Player models deploy anywhere in their deployment zone.

On the opposite side: Player models deploy anywhere on the opposite board edge (first spaces along that edge) to the enemy warband.

Placing Enemy Models:

If a rule states, "place enemy models," place each model 1D6 spaces from the centre of the board, in a random direction.

Special ability

A special ability is an ability that is always active or triggered during the game.

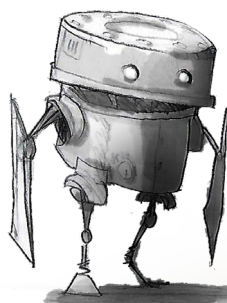


Special action

Each Character has one or more unique special actions that it can perform during the game. To use a special action, the Character spends 1 action and then performs an **action test**. The player rolls D6s equal to the character's unmodified action dice value.

If one or more 4+ is rolled, the action is successful, and its effect is carried out.

If no 4+ has been rolled, the action is ended, and its effect is not carried out.



Moving and Terrain

Move Action: Spend 1 action to move a character up to its move value in any direction (no diagonals). If a character is moving 1 or more spaces away from an adjacent enemy model, the character receives 2 damage after the move is completed. Pushes do not count as movement.

Pushes: A push is similar to a move but may only be done in one direction. A model must be pushed its full number of spaces unless otherwise specified.

Pushed into things: If a model is or would be pushed in a direction, and the path the model is pushed is intersected with another model or an object, the model stops in the closest adjacent space with the intersected object. The model receives 1 damage for each space it was pushed before it was intersected by an object or other model (to a minimum of 1). A model can never be pushed up on elevated areas.

Terrain and Grid: Players are encouraged to use terrain that blocks line of sight and can be climbed. When a model moves on top of elevated terrain, treat it as if the grid extends onto the higher surface, even if no spaces are marked.

Cover Terrain: Small objects like lampposts and fences provide cover but do not block movement or line of sight. Players should agree on what counts as cover terrain that will grant cover in the game. Other models count as cover terrain.

Cover: Physically models, if a model is particularly obscured by a piece of terrain between the attacker and the target, but is still within line of sight, or if the line of sight between the models passes through "cover terrain," the target receives cover.

Model markers, if the line of sight between the two "models" passes through "cover terrain," the target receives cover.

If a model receives cover, reduce an attacker's action dice by -1 for each object or model that provides cover between the attacker and the target, to a minimum of 1.

Climbable Terrain: Climbable terrain is terrain that has an elevated area on top of it, is taller than a model, or is terrain the player has determined to be climbable. It may also provide cover or block movement.

Climbing (up/down): If the Character is in contact with a climbable terrain piece, the model may climb it. Spend 1 action and make a move test. If the test is successful, place the model on the nearest elevated space, up or down (diagonal or otherwise). If the test is a failure, the model loses 1 Grit (no Defence save) and the action is ended. Only 1 level can be climbed per activation if the terrain has multiple elevated areas.

Jumping: A jumping action can be performed to jump between two elevated areas of the same height, and that is

between 1-2 spaces apart. Spend 1 action and make a move test. If the test is successful, the model is placed in the nearest space on the other side of the elevated area. If the test fails, the player removes 1 D3 Grit from the model directly (no Defence save), and the action is ended. If the model is knocked down when standing on top of an elevated area or fails the move test when jumping, places the model in a logical space below the elevated area.

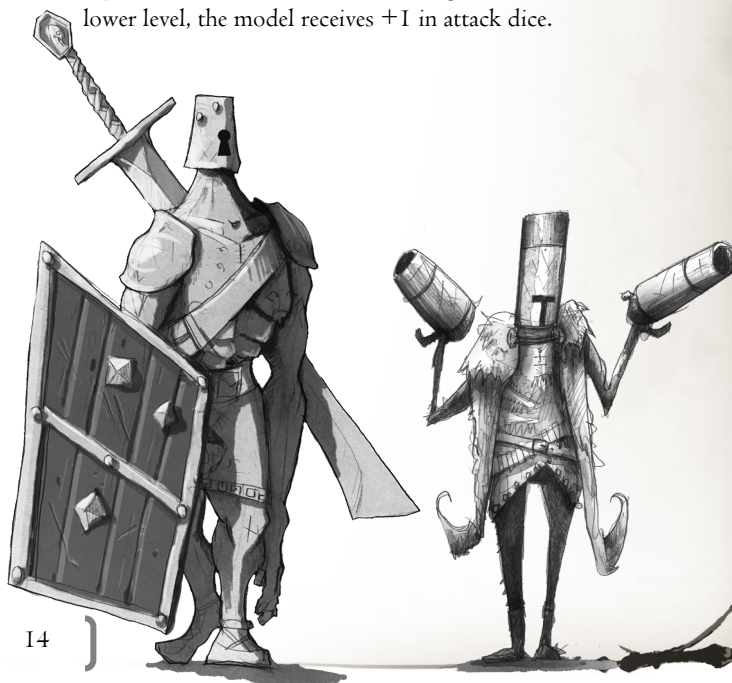
Dangerous terrain: Terrain like oil spills and spaces with mines is considered to be dangerous terrain. The terrain does not block movement or line of sight. As soon as a model starts, ends, or moves (or pushes) through a space with dangerous terrain, the model must make a move test. If the test fails, remove 1 Grit from the model directly (no Defence save). Players should agree on what counts as dangerous terrain.

Move test: A move test is performed by rolling dice equal to the model's unmodified move value. A 4+ on any die means success.

Blocking Terrain: Blocks line of sight and movement, but can be climbed if it has an elevated area.

Elevated Areas: Elevated areas are parts of a terrain piece where models can stand unaided and that are higher than the default game board. When measuring ranges to or from elevated areas, the player only counts horizontal spaces (never vertical). If a model is pushed off an elevated area, they take 1D3 damage. Models on different terrain heights are never considered to be adjacent. If playing on a flat game board, all terrain pieces are considered to be elevated areas and of the same height unless players specifically specify something different.

If a model stands on top of an elevated area and is targeted by an attack from a model on a lower level, the attacker receives -1 in attack dice. If a model stands on top of an elevated area and is attacking a model on a lower level, the model receives +1 in attack dice.



Markers

Some missions and/or game effects sometimes need markers to be visually present on the game board. Markers are recommended to be flat markers with a diameter of 25-40mm. A marker may share the same space as other models and markers. Characters and enemies represented by markers are not considered to be markers from a rules perspective; in the rules, they are referred to as "Model Markers". Markers may not count as terrain and do not grant cover.



Claim action

During the game, there will be situations where the game will allow a Character to do claim actions. If nothing else is specified, it costs 1 action to perform a claim action, and the Character must be in the same space as the object that is being claimed. What effect the claim action has on the game will be determined by the rule that calls for the claim action.

Place Gizmos

If nothing else is specified, place Gizmos randomly on the board (including elevated areas) but not along any board edges or in deployment zones. Keep at least 1 space between Gizmos and enemy models.

Gizmos

Gizmos are a special type of marker used during the game. By claiming a Gizmo, your character will receive a reward.

Claim a Gizmo

When a Character enters a space containing a Gizmo marker, it may claim it for 1 action.

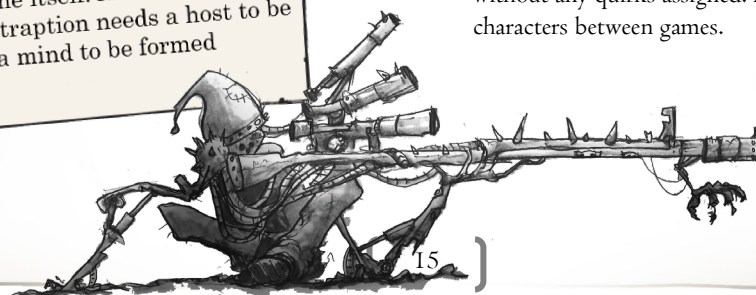
If claimed, the player may either:

- Collect a **Gizmo reward** immediately and assign it to the activating Character, or
- **Save it for later** and receive a reward after the game, assigning it to any warband member.

Enemy models that enter a space with a Gizmo will automatically end their actions and claim the Gizmo. If an enemy starts its activation in a space containing a Gizmo, it will claim it, and then the model activates as normal.

If nothing else is specified, a claimed Gizmo is always removed from the game board.

Did you know? It is commonly believed that innovation and engineering come from the machine itself. A new mechanical contraption needs a host to be born from and a mind to be formed within.



Gizmo reward

When a character has claimed a Gizmo and the player wants to collect the reward, the player picks one category from the list below and receives the reward according to the selected category.

Utility.

The player adds 2 Tinker dice to the dice pool.

Quirk.

The Character receives a random quirk from a selected "quirk list" (weapon or defence). Roll once on the selected quirk list.

Gadget.

The Character receives a random weapon or defence gadget from a selected "gadget list". Roll randomly once on the selected gadget list.

Gadgets

Receiving Gadgets:

Gadgets come in two types: Weapon and Defence. When a character receives a gadget, roll randomly on the gadget list for the specified type. If unspecified, the player chooses the gadget type to roll for.

Receiving Quirks When a Character receives a quirk, the player rolls on the corresponding quirk list (weapon or defence). The quirk may be added to a gadget directly when received or saved with the character until later.

Once assigned to a gadget, the quirk is part of the gadget until the gadget is discarded. A gadget may only receive 1 quirk unless otherwise specified. If a quirk is assigned to a gadget, it may not be removed from the gadget unless otherwise specified.

Using Gadgets and quirks:

All received Gadgets and quirks are kept by the Characters. A Character can only have one Weapon and one Defence gadget equipped at the same time. A character can unequip and equip different Gadgets at any time during its activation and between actions. The same applies to giving a gadget a quirk (that does not already have a quirk). A character may carry multiple Gadgets and quirks, but can only benefit from the effect of equipped Gadgets and quirks assigned to equipped Gadgets.

Between Games:

Characters may trade and freely equip/unequip Gadgets between games or add unassigned quirks to Gadgets without any quirks assigned. All Gadgets are kept by the characters between games.

Gadget list

Defence gadget list

1 Power Jacket, the model receives a Defence of 3+. If this model is reduced to 0 Grit, this gadget is removed from the character directly.

2 Boiler plate, the model receives a Defence of 5+. When rolling the Character's Defence save, the player rolls 2D6 for each point of damage and picks the highest rolled dice.

3 Rivet west the model receives a Defence of 5+. Add +2 to the model's move value.

4 Railway Frame, the model receives a Defence of 4+. Add +2 to the model's action dice value. If this model is reduced to 0 Grit, this gadget is removed from the character directly.

5 Patchplates, the model receives a Defence of 4+. If this model has lost a Grit, it may remove 2 Tinker dice to regain 1 Grit.

6 Spike Armor, the model receives a Defence of 4+. The model adds +1 action dice when making counter attacks.

Weapons gadget list

1 Hooks, climbing does not cost an action for the character. The character hits on (3+).

2 Machine Carbine. If this gadget is used in an attack roll 2 or more spaces away, this model receives +2 in action dice and range.

3 Handgun. Add +1 to the character's action dice and range.

4 Blade. Add +1 to the character's action dice. When attacking an enemy in an adjacent space.

5 Machine Fist. Add +3 to the character's action dice when attacking an enemy in an adjacent space.

6 Chain blades. Unsuccessful attack rolls made by this character when attacking an enemy in an adjacent space may be re-rolled.

Weapon Quirk list

1 Tele transporter. If the character rolls two 6s in an attack or defence roll, this model may be placed on top of any elevated area.

2 Blast points. Successfully Defence saves made by this gadget must be re-rolled. The character receives -1 action dice to a minimum of 1.

3 Ether impactor. If the character has hit a target with 1 or more attacks, after the Defence rolls have been made, push the target 1 in any direction.

4 Glowly parts. At the start of each game, add +1 to the warbands Tinker dice pool.

5 Overspill. If a defending model has received more damage than it has Grit from this model, the leftover damage may be allocated to another model within 1 space.

6 Mutating machine change. Add +1 to Move, Range, Action Dice OR Grit.

7 Explosive impactor. If the character hits an enemy, the player may pick a space within 1 of the target. A model in the selected space receives 1 damage.

8 Extra blade. If this gadget is used in an attack against a target in an adjacent space, the character receives +2 in action dice.

9 Cheat Code. Unsuccessful Tinker dice rolls may be re-rolled.

10 Kraft, if attacking with this gadget, roll to hit before picking a target. For each hit rolled, pick a target within 2 spaces. All selected targets receive 2 damage. A target may be selected multiple times.

11 Targeter. The character hits on (3+).

12 Catalyst. Add Tinker dice equal to Grit removed from a target after an attack.

Defence Quirk list

1 Transparency deflector. When an enemy targets this model, the player may discard 1 Tinker dice to not count as the closest character when enemy models activate.

2 Damage dynamo. For each Grit, this character removes after an attack, push this model an equal number of spaces in any direction.

3 Hydraulic tendons. The character receives +2 in move.

4 Power loader. The character may add any number of Tinker dice to any attack and/or Defence rolls. This model receives -1 in move value.

5 Reflector. Each time this model makes a successful Defence roll, the attacker receives 1 damage.

6 Strength relay. If this model rolls one or more 6s when making a defence roll, add +1 Parry Points.

7 Chock impactor. If this model removes a Grit, all other models in adjacent spaces receive 1 damage.

8 Opioid smacker. If this character has 1 Grit remaining, double the character's action dice and range value. Until the end of the mission.

9 Skitter field. Attackers only hit with attacks on 6+. This model may not use Tinker dice.

10 Rage infusion. This model can only lose 1 Grit for each attack sequence. This model can only get away from an adjacent enemy model if the enemy is killed or moves away on its own accord.

11 Blink plate. If this model receives 2 or more damage and all damage is saved by the Defence roll, this model may be placed anywhere on the board.

12 Glowly parts. At the start of each game, add +1 to the warbands Tinker dice pool.





Attack actions

Step1. Attack: The attacker spends 1 action to attack an enemy. A model can only target an enemy with an attack if the enemy is within a number of spaces equal to or less than the attacker's Range value and in line of sight. The attacking model rolls the same number of dice as the model has in action dice value. The number in brackets beside the action dice value is the target number when attacking. Each die that rolls equal to or higher than the target number generates 1 Hit.

Example: If a model's action dice value is 4 (4+), it rolls 4 dice and generates hits on 4+.

- **Critical hit:** A hit roll of 6 generates 1 additional hit.
- **Coordination:** For each friendly model that is within range and line of sight of the same target, add +1 attack dice to the attack.

Step2. Defend: The defender receives damage equal to the number of hits the attacker generates. The defender makes a defence roll for each damage received.

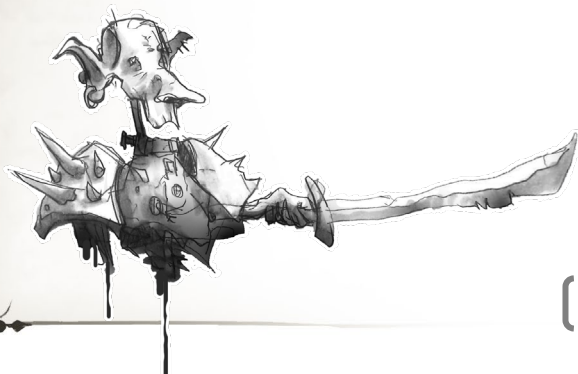
Step3. Counterattack: If the defending Character still has Grit left and has range to the attacking model, it may either make an attack roll against the opposing model according to steps 1 and 2. Or push 1 space in any direction. The counterattack rolls only hit on 5+ unless a Tinker dice is discarded before the counterattack is performed.

Alternatively, a Character may try to perform a special action instead of counterattacking or pushing 1. Instead of using its action dice when performing its action test, the Character uses **parry points**. A character receives 1 Parry point for each successful defence save made when it defended against the attacker. If one or more 5+ are rolled when trying to perform the special action, the action is carried out. Otherwise, the attack continues to step 4.

Enemy models will always choose attack if it is within range or to push 1 space toward the attacker if it is not.

Step4. End action or restart: If the attacking Character and the target are adjacent to each other, the player MAY restart the attack sequence from step 1 as part of the same action. Otherwise, the attack action ends.

Adjacent enemy models will always choose to restart the attack sequence on a roll of 5+ on 1D6. If the enemy model is not adjacent to the Character, the action ends.



Receive damage, Defence roll

Defence Rolls:

- When a model receives damage, it rolls D6s equal to the amount of damage taken.
- Each die that rolls equal to or higher than the model's Defence value is a success.
- Failed rolls result in the model removing grit.

Damage Calculation:

- Each successful Defence roll removes 1 point of damage from the damage pool (and generates parry points).
- If a 1 is rolled, the model adds 1 additional damage to the pool.
- If a 6 is rolled, the model removes 2 points of damage from the pool instead of 1.
- After resolving all rolls, the remaining damage is the final number of Grit lost permanently until the end of the game.
- If a Character's Grit is reduced to 0, it is knocked down. If an enemy model's Grit is reduced to 0, the model is killed and removed from the game.

Example: A Crack Shot takes 3 damage and has a Defence of 4+. It rolls 3 D6: Results: 4, 3, 3. One success (4), two failures (3, 3) → The Crack Shot blocks 1 damage and takes 2 damage (losing 2 Grit)

Knocked Down:

- If a model is knocked down, it is placed on its side in its current space.
- A knocked-down model is not dead, but is not part of the game either.
- Other models may move through their space but cannot stop in the same space.

Recovering from Knockdown:

On its next activation, the model rolls 1 unmodified default Defence roll with 1D6. The model receives +1 to the defence roll for each friendly model in an adjacent space to it:

- Success → The model stands up with 1 Grit remaining and may activate as normal.
- Failure → The model loses a random equipped gadget and then stands up with 1 Grit remaining and may activate as normal. If it has no gadget to lose, it is killed and removed from the game.

Replacing a Killed Character:

- If a Character has been killed during the game, before the next game, the player creates a new Character.
- The new Character must be from a different archetype than the previous one.
- It cannot be the same as any other Character in the warband.

Killed Models & Gizmo Markers:

- Before removing a killed model, place a Gizmo marker in the space it previously occupied.

Enemies

Enemy type: The following are the enemy types that are part of the game. What enemy type a specific game will use is determined by the campaign or mission.

Grunt

Move 3 Range 2
Action dice 2 (5+) Defence 5+
Grit 4

Special ability:

Promotion: If a grunt claims a gizmo, replace this model with a Lurker.

Lurker

Move 4 Range 5
Action dice 3 (5+) Defence 5+
Grit 4

Special ability:

Promotion: If a Lurker claims a gizmo, replace this model with a Bell-Man.

Hide in the shadows: If this model is the target of an attack that is further away than adjacent, the attacker must discard 1 Tinker dice before the attack can be performed.

Bell-Man

Move 4 Range 2
Action dice 6 (4+) Defence 4+
Grit 6

Special ability:

Fragile self-esteem: Decrease the model's action dice by 1 for each wound the model has lost.

Career move: If this model claims a Gizmo, all models with the Foreman title receive 1 damage.

Enemy faction

All enemy models in a mission must belong to the same faction unless otherwise specified. The following are the enemy factions and the added rules that the player adds to the models during the game.

- 1. Slab bots:** Characters may only do special actions when this faction is present if it is the first action of the activation.
- 2. Street pirates:** When attacking models from this faction, the defending enemy model performs its counterattack before the attacker rolls to hit.
- 3. Draugar:** If models from this faction get reduced to 0 grit, it is not killed directly; instead, it is knocked down as a character and roll to stand up during their next activation.
- 4. Trolls:** All models from this faction have +3 to their action dice value. All models only hit on 6+.
- 5. Gnoblines:** When a model from this faction rolls a 7 or more on its activation roll, it is not moved towards its target, instead it is directly placed in an adjacent space with it.

Designers note: Don't hesitate to use any models you own to represent the variety of enemy factions or types in the game. There are many reasons why individuals might align themselves with factions outside their own. Come up with a motive and have fun.

Enemy activation:

The player always activates the closest enemy to a character that has not yet activated this turn. Each enemy activates once per turn. Roll 1D6 (add activation modifiers) and follow the activation table.

Activation modifiers:

- **Add +1** to the activation roll if the enemy has **line of sight to a character**.
- **Add +2** to the activation roll if the **enemy is in an adjacent space** with a character.

No activation modifiers are applied if a 1 is rolled when activating an enemy.

Enemy activation list:

1. Lost in fog: Remove the enemy model from the game board. Directly "place" the model on the board again (see deployment rules).

Smacked in the head: If the enemy model occupied a space adjacent to a Character after being "placed", the Character may only perform 1 action during its next activation.

2. Wandering: The model moves its move value in a random direction. If it gets into an adjacent space with a character, the character receives 1 damage.

3-4. Looting: The model moves its move value towards the closest Gizmo. If it gets into the Gizmos space, it is claimed.

5-6. Fight: The model moves its move value towards the closest Character within line of sight. If there are no characters in line of sight, it will move towards the closest character outside line of sight. It will prioritize getting into an adjacent space, and if this is not possible, it will try to get into range. If neither is possible, it will move as close as it can. If it gets into range/adjacent space, the model will attack the Character.

7 or more. Rage: The player conducts the action according to 5-6, the enemy model receives +1 in attack dice and +1 in move.

Climbing: If a target is on an elevated area, the enemy moves to the terrain piece and makes a **move test**. **Success:** The enemy climbs up and continues its action. **Failure:** The enemy loses 1D3 Grit and ends its activation. If there is no space available on top of the elevated area, the target (character/Gizmo) is pushed 1 space in a random direction, and the enemy takes its place. The same process applies when climbing down.

Jumping: Enemies do not jump between terrain unless the player decides it makes sense. If they do, they follow Character jumping rules.

Enemy activation, troubleshooting:

If an enemy model's target is blocked by a character, it will automatically attack the blocking model if possible. The enemy always takes the shortest and most logical way to its target. Enemies will never leave the game area. Enemies always stop in a space with a gizmo and automatically claim it. If an enemy model has equal distance to two different targets, randomly decide a target. If an enemy model claims a Gizmo and Changes profiles due to "promotion", its Grit value is fully replenished.

If an action can't be performed, the enemy automatically performs the "lost in the fog" action instead.





The Campaign Machine

The Campaign Machine

The wet cobblestone street lay quiet in the gloom. High buildings line the crooked road. Cables, pipes, and high walkways crisscross the street in no particular order or in any apparent pattern. The drip drops of the passing rain mix with the hissing steam vents and the low humming of an old electrical engine.

This is how most expeditions start. But soon the calm evening will be replaced by gunfire and shouting. The drawing of swords, the agonizing screams of the dying. As suddenly as it started, the street once more fall into silence except for the steam, the humming, and the footsteps on wet cobblestone.

Campaign setup

- Pick a District (see district list).
- Pick an enemy faction.

Mission setup

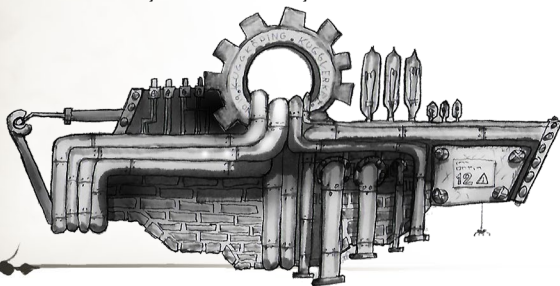
- Select mission (in order, 1 to 3).
- Pick a scenario.
- Setup game board.
- Deploy Enemy models.
- Place Gizmo markers
- Deploy Characters.
- Start the first turn.

Campaign goal

The campaign machine is the primary way to play Kuggköping. The campaign is designed to allow the player to “pick your own adventure”. The player warband heads out on an expedition to one of the many districts in the city in search of loot and glory. **The player selects a district from the district list and plays missions 1-3 in order.** In the third and final mission, the player will (mostly) face a Big Boss that must be defeated. If the player achieves the victory condition in the third mission, the campaign is over, and the player wins the campaign.

Extending the campaign

If a player has been successful in the first expedition, the player may go on a second expedition into a second district with the same warband, extending the campaign. In this case, all characters keep gadgets and upgrades, and the campaign setup restarts from mission 1. However, the player applied Hard difficulty to all missions. If the player wants to go on a third and final expedition after the second, the player follows the same procedure but adds the Very Hard difficulty to each mission instead.



Failing a mission

If a player fails to achieve the victory condition in mission 1 or 2, the player must play the Run to safety mission. If the player succeeds with the Run to safety mission, the next mission may be played.

For example. If the player fails with mission 1 it must play the Run to Safety mission next. If the Run to Safety mission's victory condition is achieved, the player plays Mission 2 next.

Failing the Campaign

If a player fails to claim victory in mission 3 or the Run to Safety mission, the warband doesn't make it out of the district alive, and the player fails the campaign altogether.

Districts and Enemy Faction

To set up a campaign, the player picks a district from the district list and an enemy faction that lives within the district. Each district and faction provides its own unique rules that are applied to all missions (1 to 3 and the Run to safety mission). Districts can be found in the district list. Enemy factions can be found in the Enemies section.

Scenario

Before starting a mission, the player adds a scenario to the game from the scenario list. All missions can use the same scenario or different scenarios, depending on the player's preference.

Upgrades

Between each game, the player may trade its loot for upgrades and/or Tinker dice, from the upgrade list.

Each upgrade costs between 1-2 gadgets or quirks to receive. Each upgrade will have a cost listed after its name. When paying the cost of an upgrade, the player discards an equal number of gadgets or quirks as the cost indicates. A gadget with an assigned quirk may be discarded to pay for an upgrade at a cost of 2. The gadgets and quirks are discarded from the players' characters and are removed from the model's profile if discarded. Once discarded, the bought upgrade is assigned to a character. An upgrade is not considered to be a gadget and is a permanent part of the Character.

Additionally, a player may discard gadgets and quirks to add Tinker dice to the Tinker dice pool. The player receives 1 Tinker dice for each gadget or quirk that is discarded.

Designers note: *It is encouraged to consider what type of adventure the player wants to experience before picking district, enemy faction, scenario etc. Make selection according to what is preferred rather than picking the easiest path forward. However, in the end, all choices are up to each player. As an example, a player may even add multiple scenarios to a mission to cobble together specific campaigns, or to increase the difficulty for specific adventures. The most important part of Kuggköping is to have fun. The Campaign Machine is meant to be a toolbox, not a prison.*

Even if the campaign is designed to allow the player to pick its own adventure. The option is always there to get a truly random experience by randomly roll for enemy faction, district, scenario and final boss etc.

District list

Industri District

There are plenty of industry districts within the city. Some were cobbled together over the years, and others have always been there. Crude machines and weird gadgets. Old and rusty factories and abandoned warehouses. Directly, when a model would claim a Gizmo, roll a D6. On a 1, the Gizmo is removed, and the model receives 1 damage. If it is a Character that would claim the Gizmo, on a 7+, the Character receives a random upgrade from the upgrade list directly. Anything else, the Gizmo is claimed as normal.

Coils

Conductors and massive electrical coils are spread across the city. Few understand their significance or function, but they are there for a reason. On occasions, these copper spirals burst uncontrollably generating balls of lightning and light beams. At the start of each turn, pick a random space 2D6 from the center of the board. Any model in that space receives 2 damage. Any model in an adjacent space receives 1 damage.

The Bully Boys

Bully Boys districts are poor parts of the city, where the criminal and the corrupt live. Rough faces and sinister eyes follow the warband as it enters these parts of the city. Enemy models receive an activation modifier of +2 when the model has line of sight to a Character. Add +1 Tinker dice each time an enemy model is killed.

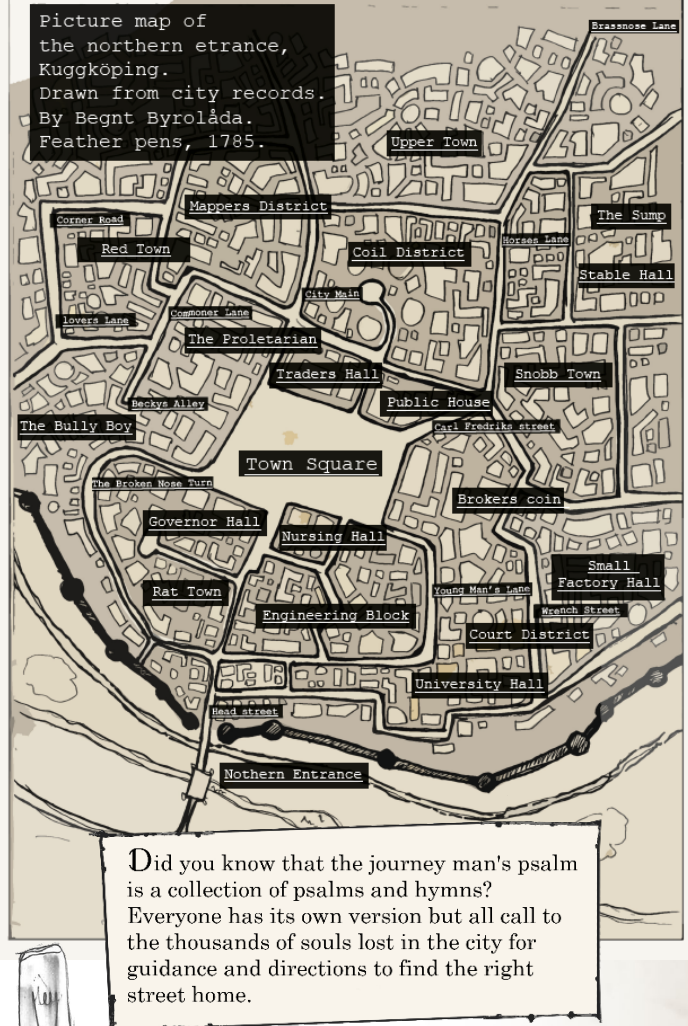
Red Streets

Red Streets are obscure parts of the city, mostly Close to a Bully Boy district. Pleasure houses and adult establishments are mixed with unfortunate individuals offering their services for coins. But just as it is a place of desire, it is also a place of violence. The player warband must keep track of the number of Gizmos Claimed, enemy models killed, and Tinker Dice used during the game. For every 3 Gizmos claimed, 2 enemies killed, or 4 Tinker Dice used, "Place a Bell-Man" to the game board part of the same faction as all other enemy models.

Black Streets

Black streets are undiscovered places in the city. Here live the unknown and uncategorized. Those who have not been discovered or those who hide from searching eyes. Replace all enemy faction rules with the following:

- 1. Slab bots:** Models from this faction receive a defense value of 3+.
- 2. Street pirates:** Models from this faction receive a +1 in Move and Range value.
- 3. Draugar:** Models from this faction receive +1 in Grit value.
- 4. Trolls:** Models from this faction receive a +1 in Action Dice value.
- 5. Gnoblines:** Models from this faction always add +1 Grunt models to the game when deploying enemy models.



Missions

1. Mission-Looting

Victory condition: If the player claims 5 Gizmos before the end of turn 5, the player achieves the mission's victory condition. Otherwise, the player fails the mission.

Enemy models: This mission will use 5 Grunt enemy models.

Enemy deployment: On the board.

Player deployment: On the edge.

2. Mission- Stay the night

Victory condition: After deploying all models, the player either picks or rolls randomly for the Campfire or Patrol victory condition. The victory condition must be achieved before the end of turn 5.

Campfire: Place a campfire marker in the center of the board. At the end of each turn, there must be at least 1 character adjacent to the marker that is not knocked down in order to claim victory, otherwise the player fails the mission. If an enemy model is killed, add a new enemy Grunt in the center of a random board edge at the start of the next turn.

Patrol: Any character may make a claim action in a corner space to place a patrol marker. If there is 1 patrol marker in each corner, the player wins the mission. Enemy models consider the patrol markers to be Gizmos.

Enemy models: This mission will use 3 Grunt and 2 Lurking enemy models.

Enemy deployment: On the board.

Player deployment: On the edge.

3. Mission-Boss Fight

Victory condition: If the player kills the Big Boss model before the end of turn 5, the player achieves the mission's victory condition. Otherwise, the player fails the mission.

Mission special rules: Big Boss. Replace 1 random enemy model (after deployment) with a Big Boss model from the Boss list; either pick the Boss model or roll randomly.

Enemy models: This mission will use 2 Grunt, 2 Lurking, and 1 Bell-Man enemy models.

Enemy deployment: On the edge.

Player deployment: On the opposite side.

Mission-Run to safety

Victory condition: If the player places 2 or more characters in the enemy's deployment zone before the end of turn 5, the player achieves the mission's victory condition. Otherwise, the player fails the mission.

Mission special rules: Traps. At the start of the mission after all models have been deployed, place 2 trap markers on the game board 2D6 from the center of the board in a random direction. If a Character is in the same space or in an adjacent space as the marker, the character receives 1 damage. At the end of each turn, push each trap marker 3 spaces in a random direction.

Enemy models: This mission will use 4 Grunt and 1 Lurking enemy models.

Enemy deployment: On the edge.

Player deployment: On the

Boss List

Skrot Nikke

A heavily armored bot covered in rust makes Skrot Nikke a tricky target to bring down unless you find its weak spots.

Move 4 Range 4
Action dice 6 (4+) Defence 3+
Grit 10

Special ability:

This model can only be damaged by effects from special actions and if the attacker has any of the following quirks assigned to its equipped gadget: *Blast Points*, *explosive impactor*, *power loader*, or *strength relay*. At the start of each turn, push all characters 1 space towards this model.

The Grey Gubbe

This old grey man sits in forgotten street corners, cursing anyone who meets his gaze.

Move x Range x
Action dice 6 (4+) Defence 3+
Grit 10

Special ability:

When placing this model Instead of replacing an enemy model, place this model in a corner of the game board that is furthest away from any player model. This model may never move or be pushed. If a 1 is rolled when activating, place this model in a new random corner. This model has an unlimited range value.

Death Hulter

The Death Hulter feeds on pain, agony, and death.

Move 4 Range 4
Action dice 6 (4+) Defence 3+
Grit 10

Special ability:

If a player model gets knocked down, increase this model's Grit value by 1. If a model is killed (enemy or character), increase this model's Grit value by 2.

Hulder

The mountain king of the Trolls.

Move 4 Range 4
Action dice 6 (4+) Defence 2+
Grit 10

Special ability:

Decrease the model's Grit by 1 for each gizmo claimed by the player warband during the game.

Abaia

She is a slippery fish with thick skin.

Move 4 Range 4
Action dice 6 (4+) Defence 4+
Grit 10

Special ability:

This model can only be damaged by effects from special actions, and if the attacker has the Gadget "Hooks" equipped.





Scenario list

1. **The magical cauldron.** *Rumor has it that an old witch transformed into a strange cauldron after one-to-many mechno spells. The cauldron magically appears on empty streets, brewing with magic and weirdness.*
Place a cauldron model in the center of the board or as close as possible. It counts as a piece of cover terrain. At the start of each turn, the player rolls on the following "weird brew" list below and applies the result to the game directly.
 1. Push all characters 1 space in a random direction.
 2. Randomly pick 1 character and 1 enemy model; these models may not activate this turn.
 3. Pick 1 character and 1 enemy model; the models swap places.
 4. No models may make defense rolls this turn.
 5. Add 1 Gizmo in an adjacent space to 1 random model (the player places the Gizmo).
 6. 1 Random Character receives 2 Damage. For each Grit removed, add +2 Tinker dice to the pool.
2. **Heavy Rain.** *Heavy Rain falls from a grey sky.* Before a model makes a move, action or makes a move part of another action, the model must first make a move test. If the test is successful, the model moves as normal. If the test is unsuccessful, the model ends its current action and is pushed 2 spaces in a random direction.
3. **Locked gate.** *Many are the gates that block the path for warbands. But where there are locks, there are keys.* This scenario replaces the current victory condition. Player models may make a claim action when adjacent to an enemy model to search for the key. If a Character searches for the key, the player rolls a D6; on a 9+, the key is found. Increase the die roll by +1 for each time the player's warband has searched for the key during the game. The player wins the game if the key is found before the end of turn 5.
4. **Thickening fog.** *It is not uncommon for the streets of Kuggöping to be blanketed with thick and pressing fog.* All models receive -1 in Range value. Models on top of elevated areas receive an additional -1 in range value. No range value can be decreased below 1.
5. **Living Gizmos.** *Gizmos and gadgets left for too long have a tendency evolve legs and limbs.* At the start of each turn, push each Gizmo 1D3 spaces in a random direction. If a model occupies the same space as a Gizmo, the model receives 1 damage. When claiming gizmo rewards, the player receives +1 Tinker dice.
6. **Warband Clash.** *The streets of an endless city can feel surprisingly crowded.* Place 3 Bell-Man models from an enemy faction of the player's choice along any board edge after all other models have been deployed. The 3 Bell-Man models form their own warband and activate at the end of the turn after all other models have activated.
7. **The king of Sweden.** *As the story goes, the king of Sweden got lost within the city with a head resembling a teapot, and he wanders blindly through the city mumbling and grunting as he goes.* At the start of the game, "place" a king model on the game board. The king model has no profile and can't be killed. At the start of each turn, move the King 3 spaces in a random direction. Each time a model kills another model or claims a Gizmo, the King receives a boiling token. At the end of the turn, the player rolls 1D6 and adds the number of boiling tokens to the roll. On a 6+, the head of the King boils over. All models within line of sight to the King receive damage equal to the number of boiling tokens. After all defense rolls have been carried out, discard all Boiling tokens from the King.
8. **Corpse virus.** *A strange machine virus has been running rampant in this part of the city.* This scenario replaces any other victory condition or game setup currently in play. When setting up the mission, replace all enemy models with Grunt models from the Draugar faction. Add +1 enemy model to the game. The player achieves the victory condition if all enemy models are killed or knocked down at the end of the 5th turn.
9. **Teletransporter.** When a character is knocked down, the player may discard 1 Tinker dice. The Character recovers directly and is placed in a random space along a random table edge.
10. **Tall buildings and narrow streets.** Remove the rules for climbing and jumping from the game during this mission. No model, marker, or gizmo may be placed on top of elevated areas during the game. When a character has entered a corner space on the game board, place a token in the space. If all four corners have a token in them, the player receives 3 Gizmos at the end of the game.



11. **Pressure pot.** *Standing in front of the depths of the city and all its unknowns is enough to break the spirit of the most well-oiled machine.*

When a Character has been reduced to 0 Grit, it is not knocked down. Instead, the player immediately rolls and carried out the rolled result according to the following list. After the result has been carried out the Character receives 1 Grit, and the game continues as normal without any other effect.

1-2. Bleed out: The Character is killed and removed from the game.

3. Broken gear: The Character must discard all gadgets and quirks assigned to it. If the Character doesn't have any gadgets or quirks to discard it is killed directly.

4. Heroic reassessment: The Character makes a full move towards the closest board edge. If it moves off the board edge the Character is considered to be killed.

5. Inconsiderate planning: The Character makes a move action towards the closest enemy model and makes 1 attack against it. If it is already in an adjacent space with an enemy model it moves towards the closest enemy model that it is not adjacent to.

6. Run amok: The Character makes a move action towards the closest model (character or enemy model) and makes 1 attack against it. If it is already in an adjacent space with a model (character or enemy model) it moves towards the closest model that it is not adjacent to.

12. **The holy manual.** *It is said that pages from a holy manual are spread across the city. Parts and pieces of it can be found in unsuspected places. The one who holds the complete edition will know all mechanical secrets.*

This scenario replaces the victory conditions for the current mission. Player models deploy on the edge, and the enemy models deploy on the board. Once all models are deployed, the player places a holy manual marker in one random space along the opposite edge of the player model's deployment zone. If a Character is in the same space as the marker, it may make a claim action to pick the marker up. The marker is part of the model until the victory condition is achieved or until the model is knocked down. If the model is knocked down, the marker is dropped and is pushed 1D3 spaces from the model in a random direction. Due to the manual's incredible power, the character can't help but read some of the pages as it is carried. A character that has claimed the marker receives -1 to its move value; it may not perform special actions and may not climb or jump during its activation. The player achieves the victory condition if the marker enters any space of the players' deployment zone before the end of turn 5. At the end of any turn, the player may discard 2 Tinker dice to increase the game length by 1 turn. If the victory condition is achieved, 1 character receives 1 upgrade for free.

Did you know "Professor Elsa Förtal" was the first to be accused of spreading dangerous ideas within the city? She claimed that there were no trolls, gnomes or goblins in the city. "Corrupted eyes see what they want", she said. Despite proclaimed evidence she met her faith by the end of a rope in 1791.

13. **Walking houses.** *In strange places, strange buildings sleep. Woken by the warbands shouting and screaming, the houses tiredly move about trying to find some peace and quiet. At the beginning of each turn, randomly push 1 randomly selected piece of terrain (preferably a house or a building) 1 space in a random direction. If a terrain piece is pushed into a space already occupied by another terrain piece or model, it pushes that terrain piece or model 1 space in the same direction. Models receive 2 damage. Terrain pieces automatically stop if they can't be placed in their new location. Models that can't be placed in their new location are killed directly.*



Upgrade list

Skill enhancement. Cost 2. This upgrade is assigned to a character. For each skill enhancement assigned, the model rolls +1 D6 when performing action tests.

Mortis device. Cost 2. This upgrade is assigned to a Character. Directly, when this character is knocked down, discard this upgrade. The Character stands back up directly with 1 Grit remaining.

Stability enforcements. Cost 1. This upgrade is assigned to a character. For each stability enforcement upgrade, this model has assigned the model rolls +1 D6 when making move tests.

Health gizmo. Cost 1. This upgrade is assigned to a character. Discard this upgrade any time during the character's activation to increase the character's grit value by +2 up to its default value.

Power pack. Cost 1. This upgrade is assigned to a character. Discard these upgrades when this character is making an attack before rolling to hit. The character receives +2 action dice value during the attack and scores critical hits on 5+ rather than on 6+ (even if the model theoretically would miss the attack).

A piece of the holy manual. Cost 2. This upgrade is assigned to a character. In the end of each turn, the player may discard 2 Tinker dice to increase the game length by 1 turn.

Blink dynamos. Cost 2. This upgrade is assigned to a character. This character receives a special action called Blink. Regardless of whether the action test is successful or not, the character may be placed anywhere on the game board, and the character must end its activation directly after the action is performed. If the test was unsuccessful, the character must push 1D3 spaces in a random direction directly after this action has been completed.

Add on. Cost 2. This upgrade is assigned to a character. This character may be given an additional special action. Pick a special action from any other character and apply it to this character. However, this character must discard 1 Tinker dice each time this action is performed.

Spectral projectors. Cost 2. This upgrade is assigned to a character. This model may move through other models and terrain pieces. It may not end its activation in the same space as another model or terrain piece. If it does, it is killed directly. It may, however, end an action in the same space. Once this upgrade is given the character may not perform the claim action.

Advance Locomotions. Cost 1. This upgrade is assigned to a character. If this character discards 1 Tinker dice at the start of its activation, it may make 2 move actions during the activation.

Fairy circuits. Cost 2. This upgrade is assigned to a character. Only one of this upgrade may be given to a character. At the start of each turn. Add +1 Tinker dice to the Tinker dice pool.

Shatter bomb. Cost 2. This upgrade is assigned to a character. Discard this upgrade any time during the character's activation to receive the upgrade effect. Pick a space within 4 spaces and line of sight. Any model within that space receives 4 damage. All models in adjacent spaces receive 2 damage.

Scrambler. Cost 1. This upgrade is assigned to a character. Discard this upgrade any time during the character's activation to receive the upgrade effect. The player may swap places between characters and enemy models. The player decides which characters and enemy models will swap places.

Magnetic reassemble. Cost 1. This upgrade is assigned to a character. If this character has lost a gadget, directly after the gadget is lost, roll 1 D6. On a 5+, the gadget is not lost.

Promotion. Cost 2. This upgrade is assigned to a Character. The Character receives the Foreman title and the special action "Point and shout".

