Kuggköping

The endless city as your battleground,
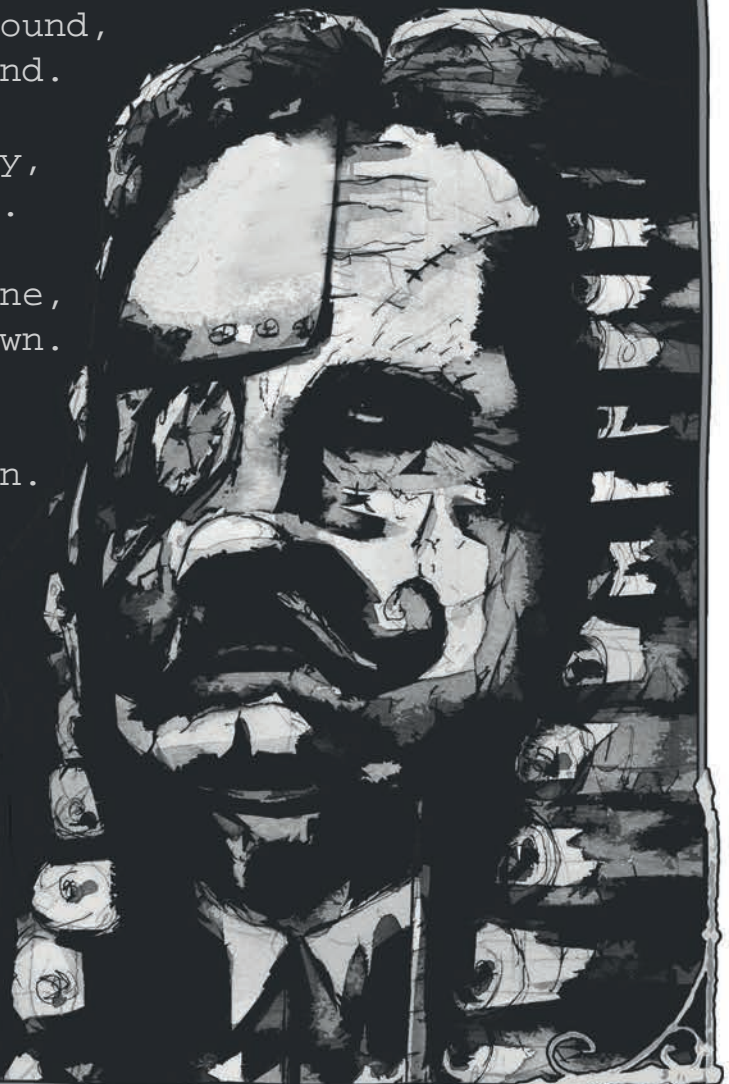the great corrosion keeps you bound.

Towering structures scrape the sky,
and grinding gears catch your eye.

Foggy streets and slick cobblestone,
danger lurks where the dark is sown.

Gizmos fuel the warzone fun,
this adventure has only just begun.

"Confident and strong
They go through the street
What can go wrong?
With boots so polished and neat"

What is Kuggköping ?

Kuggköping is a casual solo skirmish game for 1-2 players set in the mystical city of Kuggköping, which appeared overnight. You assume the role of an explorer from one of the powerful cartographer houses competing for control of the city. After a century of corruption and influence, the landscape and inhabitants are drastically altered from what they once were. A bizarre blend of machines and biology has transformed everything living and warped reality into a twisted parody of its former self. Your objective is to lead a warband into Kuggköping and battle your chosen house's enemies. The game is an agnostic miniature skirmish game, compatible with any miniature models of your choice.

The theme

The game's theme revolves around the sudden appearance of Kuggköping in 1739, bringing with it a new world of technology that altered the course of history and pushed the world into an alternate reality. The game is set both inside and outside the city, featuring vast cityscapes with cobblestone streets and oil-drenched machine forests. Kuggköping aims to answer the age-old question of what happens to a world of brick, stone, and steam when technology grows, warps, and morphs with the living, acting as a disease that infects all who live.

Designers note

Even if the game aims to carry its own identity, there is always room for creativity. Never feel that the content of this rulebook is trying to limit you or your imagination. You are free to follow the beaten path or find your own way. This game's wish is to set the stage but have the ambition to, first and foremost, entertain.

I hope this game finds you well and that it sparks inspiration for what you can create with a little time and a lot of imagination.

Town Square

Kuggköping the endless city

The year 1739, an old forest stands in a winter landscape in the lowlands of Sweden. All is quiet on this clear winter's night, and nothing seems out of place. But before morning breaks, the forest will be gone, and in its place, a vast and strange city will appear.
It is bigger than any other of its time, filled with wonders and mysterious things previously unimagined.

To walk around it from the outside would take you hours. But once inside, you can walk for days without reaching the other side. When the first brave explorers entered Kuggöping, all they found at first was empty streets and abandoned houses. It had all the signs of being inhabited, but there were no others to be found. Once the first people settled and as new district was discovered, the people started to realize that they were far from alone.
The dark and numerous streets were home to others. Some try to make a life within the city, and some try to take lives within the city. Some where like men, and some where nothing like men. Creatures of myth and folktales shared the streets with the people.

Within it's borders, gizmos, strange devices, and other machines were soon discovered. Things that were almost like magic for the new explorers and for the rest of the world.
Humanoid machinery, powerful gadgets, and a million of other technological wonders ignited a "gold rush," promising a better and a more powerful life for anyone brave enough to enter this new world to claim them.

Hundreds of people got lost within its vastness the first few years. Lost among the streets unable to find their way back or killed by the many hostile beings that lurked in the shadows. It was not long until a new actor would come to capitalize on Kuggöpings vastness.
The cartographer houses became an important part of the population. Maps to find your way around and to keep you on safe roads became a highly valued resource. As time went on, more and more explorers aligned themselves with the houses that, as a consequence, grew in power and influence. These houses later became the unofficial authority, wielding most of the forces, districts, and power of all organizations of Kuggköping.

Close to the northern entrance, a big plaza resides. All buildings and parallel streets around this plaza form what would be called "Town square." This is the home for the majority of the human population, and it is ruled by a regional governor…on paper at least.

But there is another form of corruption that influences anyone living in the city. It did not take long before this very eerie aspect made itself known. Something slowly changed its inhabitants, slight at first, but as the years went on, the changes became stranger and more frequent. What first started as an itch could lead to a lump, which could cause a fever. When you woke up from the fever, your arm could have been changed to a twisted biomechanical limb. But this might not be the most bizarre part of the corruption; no one seems to care or notice. It is as if the new modification had always been part of the person all along, and the abnormality was a normal thing. Only newcomers would be shocked and repulsed by the changes inflicted upon their fellow citizens, until they also become part of this world, changed and conformed to their new normal.

One hundred years after its appearance, it is now home to thousands of families. Hundreds of districts have been discovered, but no end to the city has been seen. The buildings stretch up toward a darkened sky, and the streets linger like veins between houses, factories, and districts. And more and more explorers join the ranks of organized houses to claim more of kuggköping for wealth and power.

This is the endless city. Welcome and enjoy your stay.

The World Outside

When the mystical city of Kuggköping appeared in the large forest, it changed its
surroundings and its inhabitants. Not just by its physical presence or its uncanny silhouette
against the northern sky, but it started to change things very literally.

From the very early days of 1739, the city influenced whoever went into its vastness. As more
and more came to make it their home, altered people became a common sight between houses and
streets. But at first, it seemed like the changes and the influence were contained
within the city itself. However, this was not true. From the first hours of its existence, it
started its corruption and influence on the land it now occupied. Deep underground at first,
but gradually, Spreading its corrosion outside the city walls.

A hundred years after it appeared, it had changed parts of Sweden forever. And its
immediate surroundings were a very different place from what they once were. like a
strange sickness had it gripped the land. The great corrosion altered anything organic and
merged it into something machine-like and mechanical. The great corrosion seemed to grow out
of anything living but not fully replacing it.

In the lands outside the city walls, large machine forests stretched out and competed for
space among black-veined birches and razor pine trees. Hydro and cog towns dotted the old
kingdom. Oil rains fell from a steam-grey sky in between bleached sunlight. Despite the
landscape's apocalyptic appearance, life was just as abundant as it had always been. But for
some, the forest fauna probably seemed like a nightmarish and tainted fusion between fur and
alloys, propelled by pistons and hydraulics, dragging cables and wires in the oil-drenched
muck, filling the world with familiar noises and sonic bursts.

The rest of the world watched in horror as the great corrosion slowly spread further and
further from the city, helpless and powerless to stop or contain it. Big armies had, during
the end of the 1790s, marched into the oily marshes with the intention to burn kuggköping
down, only to perish underneath thick sludge or suffocating smog banks. The desperation and
disarray became evermore pressing as each year passed, stagnating any form of progression the
world once had enjoyed, leaving it as a shadow of what it could have been. Even if trade
roads were well established from and to the city in the 1850s, the mechanical wonders that
were spread into the world made little good. Many wars were fought by kingdoms over items
they couldn't understand or were wielded as weapons when they did, leaving a grim
inheritance for the generations to come.

This, however, went unnoticed by the inhabitants of Kuggköpings embrace. Most were too
busy looking for treasure or claiming power, all unaware of what abomination parts of the
world had become. Life for anyone within the city's grasp was nothing strange and the world
outside did not even exist for most living inside the great corrosion.

And so, life carried on. The people of Town Square visited the market as
always. They formed families and had dreams and ambitions for the future. Here and there, you
could see somewhat of a face and hear what reminded you of a sentence. Listening closely
enough, you could make out pleasantries between the customers and metallic laughter from
altered shop owners. Among and between humans are shapes of compression-trolls, data-gnomes,
and many other altered life forms sharing the market With the people.

There were still people ignorant of what future was slowly worming its way closer
underground. Places the corrosion hadn't yet touched, But with time, the city's influence
would surely reach even these faraway places
and change them forever.

The Time Line

1739. The city appears.

1740. The Endless City experiences a massive population boom, as people flock from all over the world to seek their fortunes in the new land.

1742. Reports of a strange mist appearing in the city, hundreds of citizens disapears.

1743. The mist clears only to be seen again over hundred years later.

1760. The first cartographer house establish itself within the city.

1771. The Council of Engineers is formed, a powerful governing body that seeks to maintain knowlage of all machines and gadgets found in the city.

1787. The industry district is going through its glory days.

1789. The first worker union is established in the industry district.

1790. The red army march for the city and is lost in the oil marches outside the city.

1800. The industrial district is going through a revolution with a big number of worker strikes organized by the first unions in the city.

1801. The Town square governor organize the local guards to beatdown the strike in the industry district. This led to what would be called the great massacre of 1801.

1804. The union of the city is official recognized as a hostile organization and is outlawed.

1823. The first Techne-pit is discovered.

1831. The first Cog Brawl is held.

1840. Trade roads start to be established between the city and the outside world.

1850. Trade roads become an important part to the city and the surrounding towns and cities.

1851. The Endless City has become a hub of trade, attracting merchants and inventors from across the world.

1865. The first major clash between the City's various factions and the outside world takes place, setting the stage for the Neo-Pneumatic Wars.

1866. The great army of allied nation is formed against the city.

1867. The Great army is intercepted and confronted by The Clockwork Legion, The Brass Brigade and The Ironclad Coalition.

1871. The Neo-Pneumatic Wars ends as most of the great army of allied nation disapears in a sudden mist that clears over the next days.

1883. The first transatlantic airship voyage is completed, linking the Endless City with the rest of the world and ushering in a new era.

1898. The Council of Engineers enacts a controversial new law requiring all citizens that dont have any mechanical changes to leave the city.

1899. The first report of the great corrotion spreading accross the atlantic is confirmed.

1900. The turn of the century marks a period of great upheaval and change in the Endless City, as old powers fall and new ones rise to take their place. This will quickly be followed by the start of the first world war.

Picture map of Northern
entrance, Kuggköping.
Drawn from city records.
By Begnt Byrolåda.
Feather pens, 1785.

Brassnose Lane

Upper Town

Mappers District

The Sump

Corner Road

Red Town

Coil District

Horses Lane

Stable Hall

City Main

lovers Lane

Commoner Lane

The Proletarian

Traders Hall

Snobb Town

Public House

Beckys Alley

Carl Fredriks street

The Bully Boy

Town Square

Brokers coin

The Broken Nose Turn

Governor Hall

Nursing Hall

Small
Factory Hall

Rat Town

Young Man's Lane

Wrench Street

Engineering Block

Court District

University Hall

Head street

Nothern Entrance

Fiskeàn

Tingsryd South

Each house structure follows the same basic pecking order but has individual differences and sub-branches within each block and between houses. Some houses are very open with their structure, while others are much more secretive.

The first established cartographer house in Kuggköping was Feather Pens, which was formed in 1760. Over the following decade, more houses would appear, and as more of the city was explored, the relevance of the cartographer houses increased. Officially, the houses don't govern or rule any part of Kuggöping, but unofficially, the accumulated wealth and knowledge within each house are unrivaled by any authority. Only the universities, trade companies, and counting houses come close to the might of the cartographer houses.

Lord of the house

High lord

High lord

Chart archivist

Treachery overseer

Chart archivist

Treachery overseer

Cartographer

Cartographer

District head

District administrator

District head

District administrator

Enforcers Explorers Strongmen

Scribe Copyist Transcriber
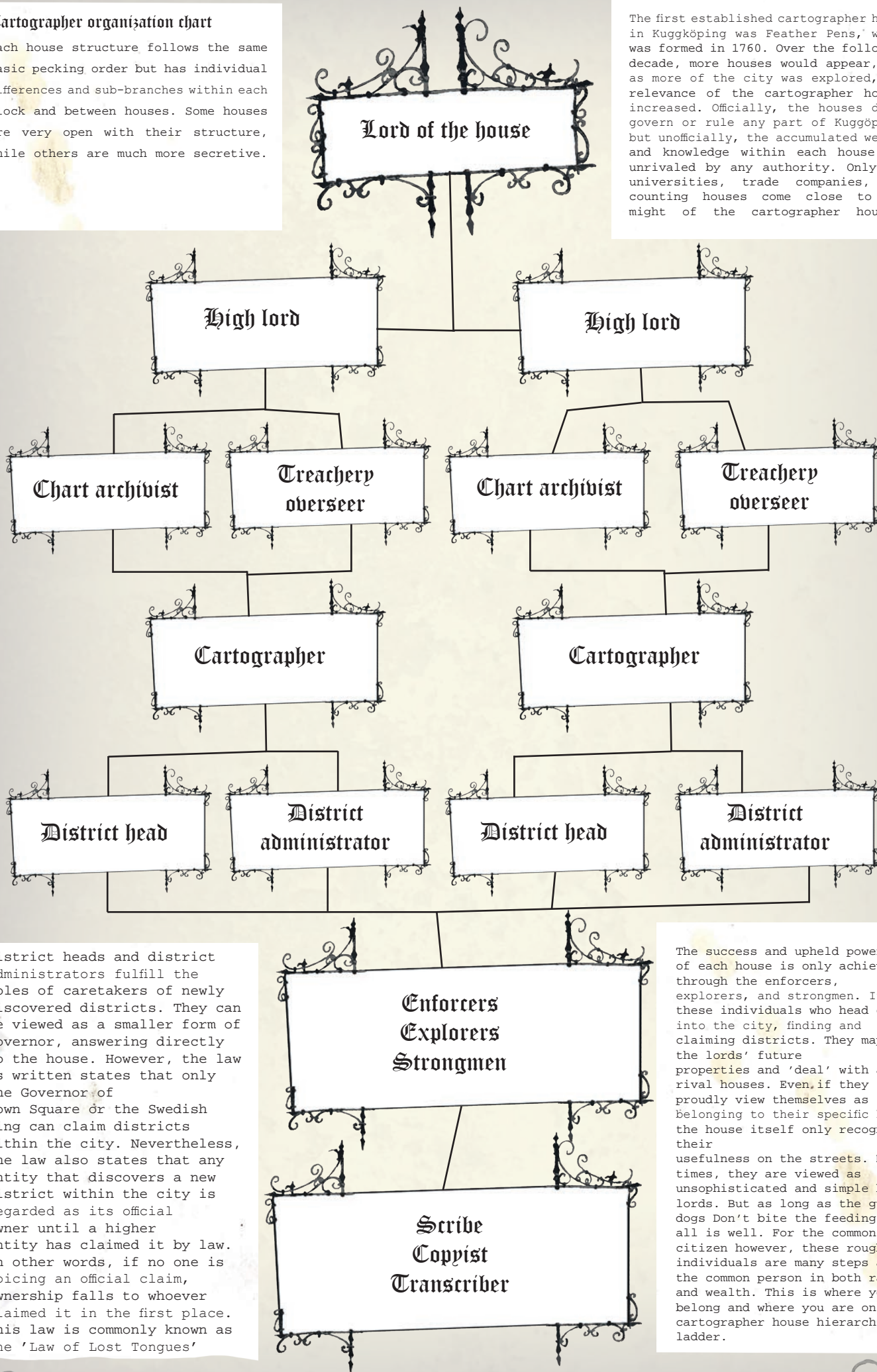
District heads and district administrators fulfill the roles of caretakers of newly discovered districts. They can be viewed as a smaller form of governor, answering directly to the house. However, the law as written states that only the Governor of Town Square or the Swedish king can claim districts within the city. Nevertheless, the law also states that any entity that discovers a new district within the city is regarded as its official owner until a higher entity has claimed it by law. In other words, if no one is voicing an official claim, ownership falls to whoever claimed it in the first place. This law is commonly known as the 'Law of Lost Tongues'

The success and upheld power of each house is only achieved through the enforcers, explorers, and strongmen. It is these individuals who head out into the city, finding and claiming districts. They map out the lords' future properties and 'deal' with any rival houses. Even if they proudly view themselves as belonging to their specific house, the house itself only recognizes their usefulness on the streets. Many times, they are viewed as unsophisticated and simple by the lords. But as long as the guard dogs Don't bite the feeding hand all is well. For the common citizen however, these rough individuals are many steps above the common person in both rank and wealth. This is where you belong and where you are on the cartographer house hierarchical ladder.

Models and Immersion

Models: Kuggköping is recommended to be used with 28mm scaled models when playing the game. The models is recommended to be mounted on a base, square or round. Base size is recommended to be between 20mm-40mm.

Playing with inches: Kuggöping is mainly intended to be played on grid space gameboard, however there is rules for playing the game on a more open gameboard without a grid, making measurement with a tape measure in inches instead of gameboard spaces. In these types of games horizontal and vertical distances becomes more important for the game.

Markers instead of models: If playing on a grid space gameboard there is an opportunity for a player to use markers instead of gaming models, because height is not a factor in these types of a games. This means that markers can represent different miniature instead of using actual models. This can be a nice alternative when traveling or when the player dont have access to physical models.

Immersion: While the game does not dictate how players should approach it, using gaming models, appropriate terrain, and fitting game boards can significantly enhance the gaming experience. These elements help to create a more immersive world of Kuggköping, making the game come alive. Therefore, it is highly recommended to incorporate these components to fully enjoy and appreciate the game.

Although there are many aspects of Kuggköping to consider, the ultimate goal is to have fun. However, what constitutes as "fun" can vary greatly from person to person. That's why Kuggköping strives to be a game that is accessible to all types of gamers, whether you are a newcomer to board games or a seasoned veteran in the miniature hobby.

Setup the game the way you want to enjoy it and play in a way that makes sense to you.
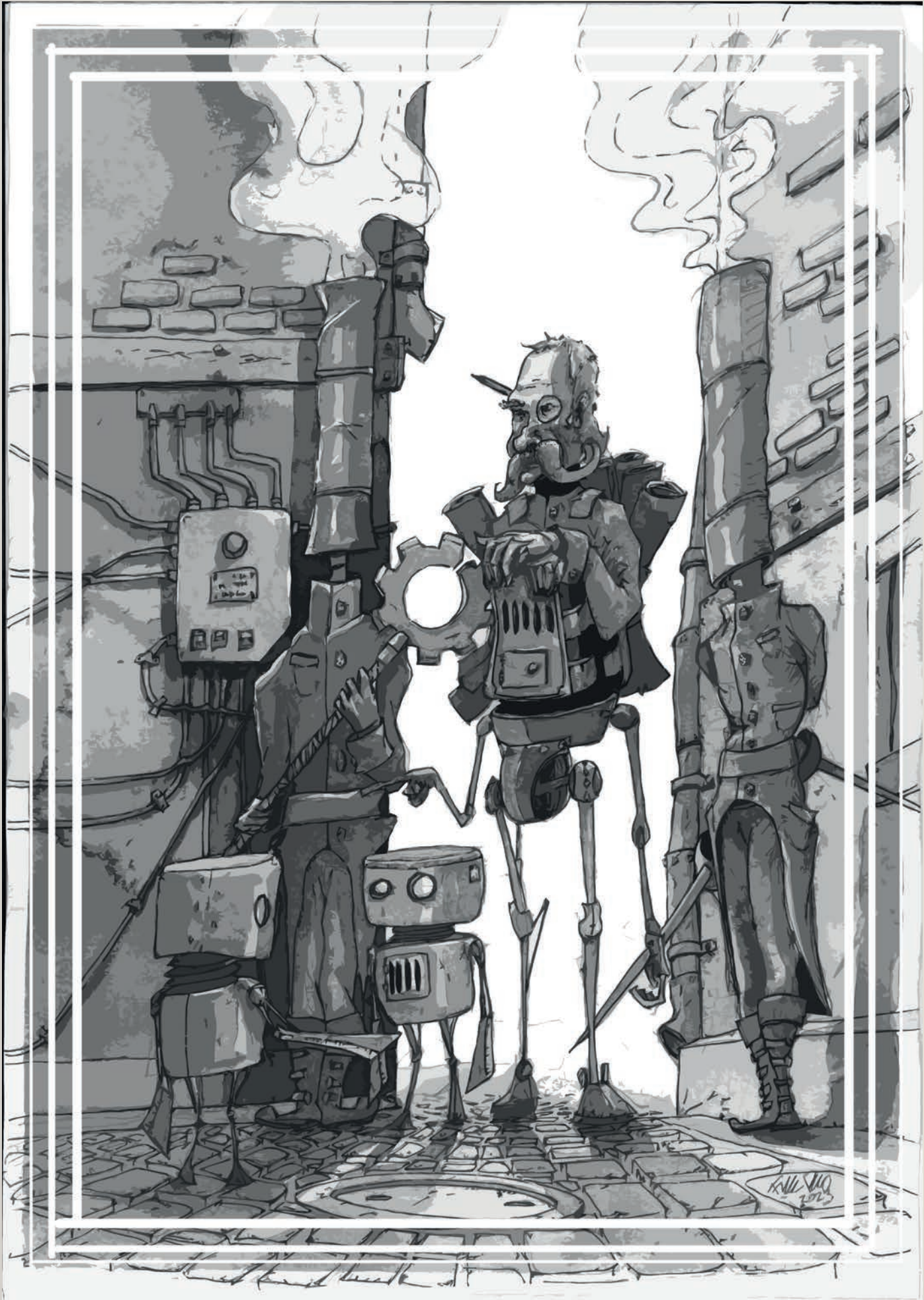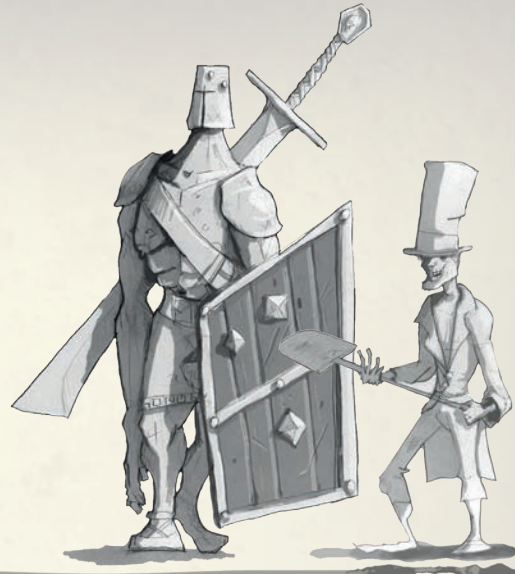
Character creation

A character is a miniature chosen by the player. The character needs to be mounted on a base. This is your representation in the city. The base size for your character is recommended to be between 20mm-40mm.

- The player picks 3 characters from the character archetype list.
- A player may pick a cartographer house for their warband to belong to.
- The player may pick 1 modification for each character.
- A player's characters forms a warband together.

Character sheet

Write down your character's stats, abilities, gizmos, and other important effects that are worth remembering on a character sheet. You can find a character sheet in the back of this book.

Example, Character Stat Card

Marksman

Move 2	Range 5	
Action dice 1 (D6)	Armour 4+	Wounds 3

Character Stats

Special ability
-

Special ability description

Achievement
If this character makes a shooting action, this character gets 1+ in move value.

Character achievement

Got you in my sights	The next shooting attack the character makes gets 1+ in attack dice.	4
Trick shoot	Target a gizmo, the character makes a shooting attack aginst the gizmo marker. If the final attack score is 13 or more the gizmo explodes. All models within 1" of the gizmo takes 3 damage.	4

Character ability description

Character ability description

Name of the ability

The abilitys effect

This is the number you need to roll on 1D6 to successfuly cast the ability.

Character Stats, explanation

Move	This is how far your model can move with a move action in spaces. You may move less then the characters move value.
Range	This is how far away you can be to a target in order to make an attack. 1 means your character needs to be in space adjesent with the enemy model. 2 means you can be between 1-2 spaces from the enemy model.
Action Dice	This is how many dice your character rolls when attacking or defending.
Armour	For every point of damage you have takend after an attack, you roll a D6. For ever successful armor roll you remove 1 point of damages (dice rolles of 1 always fails).
Wounds	This is how many wounds you have. 1 damage taken reduces your wounds by 1. If you have 0 wounds after taking damage your character is killed.

Character Archtypes

Crack Shot

Move 3	Range 6		
Action dice 1 (D6)	Armour 4+	Wounds 3	

Achievement
Each time this character kills an enemy model, increase the characters action dice by 1 . This effect resets when doing the power stack ability and in the end of the game.

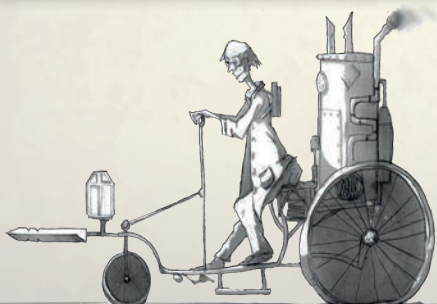| Power stack	The next shooting attack the character makes gets 1+ in attack dice.	4
Trick shoot	Target a gizmo, All models within 1 of the gizmo takes 3 damage. Puch the Gizmo 1 directly away from this character.	4

Grenadier

Move 3	Range 3		
Action dice 2 (D6)	Armour 4+	Wounds 3	

Run and gun	This character makes a move action and after the move is complete the character makes a shoting action for free.	4
A bottle of whiskey and the whole cigare	Place a marker in a space anywhere within 4. Any model within 1 of the marker takes 2 damage.	4

Code smith

Move 2	Range 1		
Action dice 1 (D6)	Armour 4+	Wounds 3	

Special ability
The character may decrease its wounds characteristic by any amount to increase the ability dice pool the same amount until the end of the game.

Code smiths may only keep 1 in-game level between missions if playing campaigns.

Achievement
After start of the game, any time a 1 is rolled, this character rolls a D6, if a 6 is rolled this character may be given an in-game level.

Reset	Target any model anyware on the table. The character and the model swaps places.	4

Rivetbot

Move 4	Range 3		
Action dice 3 (D6)	Armour 5+	Wounds 1	

Special ability
If this model rolls a 6 when attacking it generates 2 additional hits instead of 1.

Swashbuckler

Move 3	Range 1		
Action dice 2 (D6)	Armour 4+	Wounds 3	

Special ability
The character may decide to not attack during its activation. If the character dose this the character may make a move action with +1 in move.

Achievement
When this character makes an attack action with Range of 2 (not more or less), the target may not make armor rolls.

Thrust	Increase the Range for the character by 1+on the characters next attack.	4
Challenge	Puch an enemy model its move towards this model.	4

Footslogger

Move 4	Range 1		
Action dice 1 (D6)	Armour 4+	Wounds 3	

Special ability
The character may decrease its wounds characteristic by any amount to increase its Action Dice the same amount until the end of the game.

Achievement
If this character claims a Gizmo, instead of picking an in-game level, another character within 2 may pick an in-game level.

Tracking	You may push a Gizmo marker within 4, 2 in any direction.	4
Come along	Target another character within 2. The character may push 2 in any direction.	4

Data Mage

Move 2	Range 1		
Action dice 1 (D6)	Armour 4+	Wounds 3	

Special ability
If another character fails in casting an ability within 1, increase the ability dice pool by 1.

Achievement
If the ability dice pool has 6 or more dice, the power jolt character ability will automaticly succeed if it is cast.

Power Jolt	Target an enemy model in line of sight, the model gets 1 damage. The player may discard any number of ability dice to increase the damage by 1 for each ability dice discarded.	4

Copperbot

Move 2	Range 1		
Action dice 1 (D6)	Armour 3+	Wounds 4	

Special ability
For every 6 rolled when rolling its armor save this model deals 1 damage to its attacker.

Modifications

To represent the variety of characters and machine changes in the city, a player may give each character modifications.

Only 1 modification may be given to 1 character. If a modification is given to a character, it also applies a negative effect.

Name	Modification	Negative effect
Reinforced	Add 1+ to the model's armor roll.	-1 in move. This model can never have a bigger move value than 3.
Splicer	The character may pick an ability from the ability list	All other abilitys is removed from the character.
Reforge	Increase a models Move or Range or Action Dice or Wounds by +1 .	Decrease a models Move or Range or Action Dice or Wounds by -1 .
Reroute Power	The character may make 2 move action on an activation.	The character may never use character abilitys.
Corrosive	Successful armour rolls an defending model makes needs to be re-rolled when this model attacks.	The character gets -1 to its own armour rolls.
Over spill	If a defending model has received more damage than it has wounds, from this model, the left-over damage must be a llocated to another model within 1.	Attacks made 2 spaces or more from the character, have to target the closest enemy model in line of sight.
Flesh Change	When this model activated roll a D6, on a 6 the model doubles all character stat values for the rest of the game.	If this model has doubled all character stat values it will only make successful armor saves on a 6+.

Ability list

A character may pick an ability from the ability list if the character has been given the modification "splicer" or claimed a super special Gizmo (see the section "killing an enemy model").

New Design	Discard 2 ability dice. This character may pick 1 in-game level.	4
Throw burning socks	Pick an empety space within 3. Place a marker in the space. The space counts as if it has a terrain feature in it (blocks line of sight and movement).	4
Shift	Place the character anywhere on the table. The character ends its activation immediately.	4
Focus	Until the end of the turn, The target Character hits on 3+ instead of 4+ when making attacks.	4
A nose for treasure	Place 1 new Gizmos 4 from the character in any direction.	4
Research	The character receives 1 research tokens. If the character has 2 research tokens. Pick any ability effect in the game.	4
The Paper plane distraction	Target an enemy model within 5. Puch the enemy model 2 in a random direction.	4
Ghost Walk	The casting character may move 3 in any direction and ignore terrain and other models.	4

Cartographer house

The Cartographer houses are the factions that are struggling for power within the city. In the land of the blind, the one-eyed man is king. In an endless city, the map is a source of power. What long ago started as peaceful parts of Kuggköping's cultural elite has, over time, warped into power-hungry organizations that are conducting open war and bloodshed between the houses. It is from these houses that warbands are formed and sent out into the city. Their purpose is to claim technology, territory, and power.

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 new polished shoes.

In the beginning of each turn starting from turn 2. The warband recives 1 ability dice. The Feather Pens may only use 1 ability dice on each character activation.

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.

Each member of the Chart Glyphs warband may be given a in-game level when this warband is created. Chart Glyphs may only roll 1 D6 when picking a in-game level.

The Grid Company

Well-calculated and executed actions are a trademark for 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.

Pick 1 :
- Any character from the Grid Company may measure ranges and make move actions diagonally if they wish.
- All characters in the warband gets +1 in Move.

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 directionsas they can give you a volley of iron.

When a character picks up a Gizmo the character may deal 2 damage to any 1 enemy model on the game board instead of picking an in-game level or moving the Gizmo.

Did you know that birds can't be eaten in the city? For whatever reason birds is easily corrupted and as a result morphed into a strange mix of feathers and steel. They are however fun to look at.

The rand-o-matic name generater

It is fun to give your characters names…you should give your characters names…you MUST give them names!

One way to generate a name and title for your character is to use a standard card deck. Separate the standard card deck into two new decks of cards with the card numbers 1-6 plus one jocker (representing the zero) in each deck.

Start by generating the first name. Shuffle your two decks of 7 cards each and place them top down in front of you. Draw 1 card from the first deck. This card represents the tens. Draw a card from the second deck. This represents the ones. If you did draw a 2 from deck one and a 5 from the second deck your first name would be the name under the number 25. Repeat this process for the full character name and title.

First name, Gentleman	First name, Lady	Last name	Titel
1. Anders	1. Agneta	1. Anderssonsson	1. The Steamroller
2. Arvid	2. Alexandra	2. Björnsmed	2. The Punctual Tinker
3. Axel	3. Astrid	3. Tusenton	3. The Caffeine Addict
4. Björn	4. Alva	4. Strömfield	4. The Mustache Maven
5. Carl	5. Amanda	5. Eriksson	5. The Pneumatic Pyro
6. David	6. Anette	6. Coilwright	6. The Clockwork Connoisseur
7. Edvin	7. Angelica	7. Gustafsdottir	7. The Dynamite Diva
8. Emil	8. Anna	8. Håkanssonson	8. The Gizmo Guru
9. Edvard	9. Annika	9. Mörkskog	9. The Rusty Saboteur
10. Fabian	10. Bodill	10. Pistonsson	10. The Mechanized Menace
11. Filip	11. Beata	11. Jooltsson	11. The Stalker
12. Frans	12. Bettan	12. Steelberg	12. The Whistling Wrench
13. Gabriel	13. Camilla	13. Karlsson	13. The Steamy Scoundrel
14. Gustav	14. Caroline	14. Lindellsphire	14. The Smiling Saboteur
15. Huggo	15. Charlotta	15. Ångwood	15. The Mechanical Botanist
16. Henrik	16. Christina	16. Copperberg	16. The Fog whisperer
17. Isak	17. Daniella	17. Nilssonssonsson	17. The Brass Bandit
18. Joel	18. Ebba	18. Nordstromfield	18. The Gadgeter
19. Johan	19. Elin	19. Olssonstone	19. The Metal Maestro
20. Jonas	20. Elsa	20. Petersonsson	20. The Clockwork Clown
21. Kalle	21. Emilie	21. Streetlund	21. The Tinker Terror
22. Klas	22. Emma	22. Rundstav	22. The Gilded Gunner
23. Kristian	23. Elvira	23. Cobbelton	23. The Sprocket Slinger
24. Leif	24. Erika	24. Bakomgata	24. The Steam-Savvy
25. Lasse	25. Evelina	25. Smithsson	25. The Witty Widgeteer
26. Ludvig	26. Felicia	26. Ingenhamn	26. The Top-Hat Thinker
27. Markus	27. Filippa	27. Sundtower	27. The Bronze Bombshell
28. Martin	28. Frida	28. Svensson	28. The Steam-Powered
29. Mats	29. Hanna	29. Gatagate	29. The Professor
30. Nils	30. Hedvig	30. Turnerberg	30. The Unstable Engineer
31. Olof	31. Helena	31. Grendsson	31. The Anarchist
32. Oskar	32. Ida	32. Wheelsson	32. The Scrapyard Scavenger
33. Patrik	33. Ingrid	33. Ånga	33. The Explosive Electric
34. Peter	34. Irene	34. Stålfager	34. The Mechtastical
35. Petter	35. Johanna	35. Husström	35. The Gilded Gadgeteer
36. Pontus	36. Julia	36. Weldottir	36. The Whimsical Wrench
37. Ragnar	37. Karin	37. Torntrappa	37. The Showman
38. Rolf	38. Katarina	38. El	38. The Brass fist
39. Sven	39. Kerstin	39. Åmen	39. The Pneumatic Prankster
40. Svante	40. Klara	40. Fredrikhammer	40. The Gearhead Gigolo
41. Tommy	41. Lina	41. Gevär	41. The Cog-Crazy Crusader
42. Tomas	42. Linda	42. Höggata	42. The Wacky Welder
43. Torbjörn	43. Lisa	43. Hultfield	43. The Steamy Siren
44. Ulf	44. Lotta	44. Piston	44. The Iron Inventor
45. Urban	45. Lovisa	45. Järnrör	45. The Sparky Saboteur
46. Viktor	46. Magdalena	46. Jarlsson	46. The Mad Mechanic
47. William	47. Malin	47. Baragata	47. The Clockwork Crusader
48. Albin	48. Madde	48. Byrolåda	48. The Rusty Rebel
49. Anton	49. Matilda	49. Blöm	49. The Steam-Powered deliverer
50. Birger	50. Maja	50. Nilsson	50. The Mechanized Mastermind
51. Karl-Jan	51. Marit	51. Nordroad	51. The Aether Assassin
52. Dan	52. Nina	52. Olafsteel	52. The Whirring Wizard
53. Nils-Erik	53. Olivia	53. Yxnacke	53. The Gadget trixter
54. Elias	54. Paulina	54. Prickfri	54. The Metal head
55. Felix	55. Pernilla	55. Sonberg	55. The Chimney head
56. Fredrik	56. Petra	56. Sonssons	56. The Tactical Tinkerer
57. Georg	57. Penny	57. Smithberg	57. The Brass Beauty
58. Göran	58. Ronja	58. Sterlingsköld	58. The Pneumatic Player
59. Håkan	59. Sara	59. Irondale	59. The Gear-Grinding Gangster
60. Ingemar	60. Selma	60. Svets	60. The Steamy Swindler
61. Jakob	61. Sofia	61. Thrustsson	61. The Iron Innovator
62. Jönns	62. Stina	62. Turntur	62. The Electric
63. Jesper	63. Susanna	63. Vikklaff	63. The Wacky Wrenchman
64. Joakim	64. Therese	64. Slagträ	64. The Sword
65. Åke	65. Victoria	65. Clockström	65. The Marksman
66. Örjan	66. Åsa	66. Bronzlund	66. The Ether mind
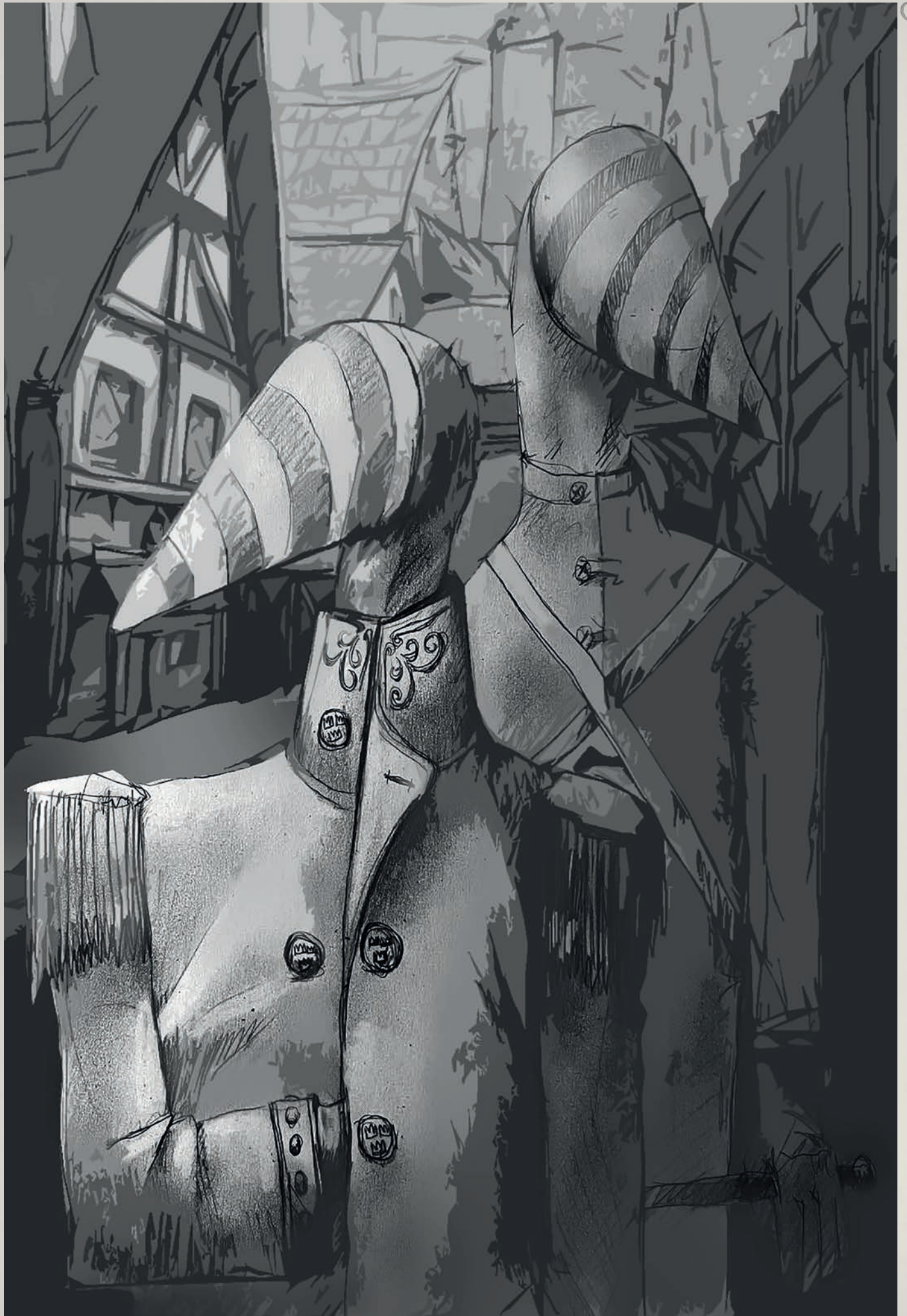
Playing the game

To play a game of Kuggköping, choose your characters and mission. Set up the game and start playing.

One-off missions vs campaign

In Kuggköping, you can either play one-off missions or engage in small mini-campaigns. Both ways of playing follow the rules found in the main rulebook.

To start with it is recommended to pick 3 characters from the archetype list with no modifications or cartographer houses added. Setup 1 One-off mission and start playing. Once you feel comfortable with the rules you can add modifications and cartographer houses and even start a mini campaign…Or do whatever you want and go crazy. As long as you have fun you are doing it right.

How to complete the mission

Each mission specifies how to complete, win, or lose the mission.

Setup the game

- Pick your characters according to the character creation entry.
- Pick your mission.

Setup the mission

- Read the mission.
- Set up your gaming table.
- Roll or pick the enemy faction.
- Place the Gizmo markers.
- Deploy enemy models.
- Deploy characters.
- Place dice in the ability dice pool (turn 1 only).
- Start the first turn.

The turn

- Roll initiative.
- Activate the first model.
- Activate the next model from the opposing warband.
- When all models have activated, end the turn.

Among the variety of trolls within the city, the trunk or leach troll is one of the most bizarre troll types to encounter. A roundish head without any eyes or mouth ending in a trunk like snout. It is entirely possible that the leach troll isn't a troll at all, it simply ended up in the troll category because of its ugliness.

Game master

In Kuggköping, you decide what is right and wrong. If certain rules are unclear or you don't know how to resolve a particular situation, then you decide how it will be resolved. You are the game master. The goal is to have fun and enjoy your adventure.

Number of players

1-2 players.

Gaming surface

Kuggköping is played on a square grid, between 8-12 squares across, with each square (or space) roughly 30mm. A good game board size is 8x10. You can use custom-built boards, lines on paper, a chessboard, or similar. It is recommended to use 3-5 pieces of terrain. The terrain can be roughly the same size as your grid spaces or larger, depending on your own preferences.

Dice

Kuggköping will use dice:
- D6 (six-sided dice).

Some values state that you need to roll 4+, for example. This means that a result of 4 or higher (4, 5, 6) is a successful result rolled on a D6.

Other types of dice (D3, D10, D12, D20 etc.) is recommended to have access to when rolling for specific steps in the game. Alternatively, create a card deck with desired numbers to replace the dice.

Scatter Dice/Scatter tool

Kuggköping 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 dice. Any one dice may only be re-rolled once. The re-roll happens before any other game effects take place.

Markers

Some missions and/or game effects sometimes need markers to be visually present on the gaming table.
Markers are recommended to be flat markers with a diameter of 25-40mm.
Markers don't play a physical part in the game
(unless otherwise specified).

Tokens

Sometimes tokens are used. A token is used to keep track of game effects in the game. They can be pebbles, plastic markers, written notes, dice, or whatever works for you.

Line of sight

To see if a model has a line of sight to another model, draw a line between the center of the active models space and the center of the targets space. If that line crosses a space that has a terrain piece on it, the target is out of line of sight, and you must choose another target if able.

Gameboard spaces

Only one model can occupy a space at a time. A model and a terrain piece cannot occupy the same space. A Gizmo and a terrain piece can occupy the same space if a terrain piece have been moved into the Gizmos space during the game.

Multiple gizmos can occupy the same space.

Range and Distances

Range and distance are measured in "spaces" on the grid. Diagonal range measurements are not allowed. Any combination of straight ranges is fine (staircase): 1 forward, 1 across, 1 forward, etc.

Playing with inches

The following rules are only intended for players who want to play Kuggköping on an open gameboard without a grid, where ranges are measured in inches instead of spaces.

Game board size, between 20 inches x 20 inches and 36 inches x 36 inches, or anything in between. Recommended size is 24 inches x 36 inches.

Measurement, you may measure anything at any time. 1 space equals 2 inch.

Line of sight, if a straight and unbroken line can be drawn between any part of the two models, the model has line of sight (limbs like arms or weapons do not count).

How to measure movement,

Climb, any vertical movement is measured vertically. If the model needs more than one activation to move vertically (You may use abilities to move vertically) and to get to an area where the model can stand freely (without support), the climb may not be performed.

Move over gaps or holes, the model needs to be able to move over the gap or hole in one move. If it requires more than one move, the move cannot be performed. Roll a dice when preforming the move, on a 1 the model falls down. If the hole doesn't have a vertical distance the model receives 1 D6 damage instead.

Falling down, if a model has moved off or been pushed off the edge of an elevated area, the model will fall. Measure the vertical distance between the edge of the elevated area and the bottom. The model will receive one point of damage for every inch the model has fallen (rounding down). If a model has moved halfway up a wall and then failed an ability to move the rest of the way, the model falls.

Cover, if a defending model is within 1 inch of terrain feature and the attacking model's line of sight passes through and is partly blocked by the terrain feature, the defending model gains a +1 bonus to its armor roll (to maximum of 2+).

Deployment, Edge deployment zones is 2 inches in from the board edge.

- Any rule that says "adjacent" is replaced with "within 2 inches.

- Any rule that says "move into a space" is replaced with "ontop of".

Initiative

At the beginning of the turn, the player rolls one dice for the enemy warband and one for the character warband. The warband with the highest dice roll starts the turn.

Alternating activation

The warband that starts the turn activates one model. When the activation has ended, the other warband activates one model. This goes back and forth until all models have activated.

Player Activation:

The player can freely decide in which order their models activate.

Enemy activation:

Before the game begins, the player may choose how to activate the enemy warband during the enemy activation. Pick 1 out of the following ways and apply this method during the whole of the game.

- The enemy model which is closest to the closest character activate first.
- Every time the enemy warband activates roll 1 D6 for each enemy model, highest dice roll activate.
- In the beginning of the turn roll as many dice as there is enemy models. Assign 1 dice to each enemy model in any order without changing the number rolled. The enemy model with the highest assigned dice activates first, then the second highest, so on and so forth.

If one warband has activated all models, the other warband activates the remaining models in sequence until all models have activated.

Place Gizmos

Place 3 Gizmo markers on the game board anywhere except in any spaces along the game board edge or in any deployment zones.

Deployment

After placing terrain and placing Gizmos, randomly select a board edge. The spaces along the board edge is the enemy's deployment zone. Place all enemy models as close to the center of the board edge as you can, in any order.

The player deploys their warband on the opposite board edge.

The stilt society is a strange organization that have members from all levels of the city. Yes, the members are indeed walking around on stilts. The reason is simple, the higher up you are the higher up you can explore. In some cases, the stilts have morphed together with the explorers' bone structure. This is considered to be a great blessing but can at times be a little unpractical. Stairs can become a man's worst nightmare

Actions

A character can perform 2 actions from the following actions each activation, in any order. A character may only do 1 of any action each activation.

- Move.
- Attack.
- Cast a character ability.
- Special action (How to use special actions is explained in missions that use special actions).

Ability dice

At the beginning of turn 1, place a pool of 3 D6 dice beside the game board. These are your ability dice.

- The ability dice can be used to re-roll 1 dice for your characters by taking and rolling 1 dice from the dice pool.
- You may also add dice from the dice pool to add when making attacks or defending. Simply take a preferred number of dice from your dice pool and add those to the rest of your action dice before you roll the attack or defence roll.
- After a player has used a dice from the dice pool, the dice is discarded.
- If an ability gives an effect by discarding dice from the dice pool, the discarded dice counts as being used by that character.

Special ability

A special ability is an ability that is always active or that is triggered by specific circumstances or events. A special ability can allow a character or enemy model to perform specific actions during the game. If a character or an enemy model has access to a special ability, it is printed on the character archetype card or the enemy stat card.

Character ability

Character abilities are abilities that are specifically assigned to specific archetypes. These abilities have a cast cost that needs to be rolled for before the ability can be used.

Cast Character Abilities

Characters may only cast their own abilities that are assigned to the character archetype.

To cast an ability, spend 1 action and roll a D6. If the dice rolled is equal to or higher than the ability's cast cost, then the ability is successfully cast, and you can carry out its effect. Anything else is considered to be unsuccessful, and the action is lost.

- Remember that you can use an ability dice to re-roll unsuccessful dice rolls.
- Tip! Some abilities can stack over time. Pay attention to the wording.

Character achievements

Each character has an achievement with a condition to achieve and a reward to be earned. The achievement is tied to each individual character.
If the character is removed from the game, so also is the achievement and any effects that are tied to the character.

A character can achieve the same achievement multiple times, and its reward may be earned multiple times. If a character has achieved the achievement's condition, the character has to apply the reward, unless the reward states that it "may" be given.

Move action

Distances (Movement, Ranges, and/or reach) are measured in "spaces" on the grid. Diagonal moves and range measures are not allowed. Any combination of straight moves is fine (staircase): 1 forward, 1 across, 1 forward, etc. Pushes may be done diagonally.

If a model has any enemy models within 1 space when it starts a move, it takes 2 Damage. This does not apply to pushes and doesn't stack.

Pushes that a model can do do not count as a move or a move action.

Pushed into things

If a model is pushed in a direction and the distance the model is pushed intersects with another model or an object, the pushed model stops in the closest adjacent space with the intersected object. The model will receive 1 point of damage for every space the model has been pushed (from the start point to the end point of the push). If a model would be pushed into a space with another model, both models receive the same amount of damage. If a model is pushed 1 and its path is directly intersected by an obstacle in an adjacent space, the model is regarded to have been pushed 1.

Gizmos

Gizmos are a special type of marker used during the game. By claiming a Gizmo, your character can level up in-game and receive a bonus to its ability dice or character stats. Alternatively, you may move the Gizmo in any direction.

Claim a Gizmo

- The model enters a space containing a Gizmo marker.
- If a character wants to claim the Gizmo, the character must end its move action, and automatically claim the Gizmo.
- Enemy models automatically end their move actions and claim the Gizmo.
- If nothing else is specified, remove the Gizmo from the game.
- A character that claims a Gizmo may level up in-game or push the Gizmo 1 space in any direction.

In-game level up

When a character has claimed a Gizmo, roll 2 D6 and choose one in-game level according to the value of one of the two rolled dice from the following list:

1-2: Add 1 dice to your ability dice.
3-4: Give the character +1 in Move, Range, Action Dice, or Wound.
5-6: Decrease the cast cost by 1 for one of the character's "Character abilities."

In-game levels can stack if the character has claimed multiple Gizmos during the game. A character may only claim one in-game level each turn.
Instead of claiming an in-game level, the character may push the Gizmo one space in any direction.

Super-special Gizmos

When a character kills an enemy there is a chance that the enemy will drop a super-special Gizmo. If a character claims this Gizmo, instead of doing an in-game level the character picks an ability from the ability list (see the character creation entry).

- A super-special Gizmo counts as a normal Gizmo for mission objectives.
- Only 1 super-special Gizmo drops each game.

Attack actions

A model may perform attack actions when it is within range and line of sight of an enemy model on its activation.

Attack sequence

Step1. The attacking model rolls its action dice. For every 4+, the model scores 1 hit.

For every hit, the defending model receives 1 damage (if nothing else is specified).

Step2. The defending model rolls its armor rolls and removes wounds not blocked by the armor (see "receive damage, armor roll" section).

Step3. If the defending **character** model still has wounds left and has range to the attacking enemy model, it may now make an attack roll against the opposing model according to steps 1 and 2.

Or, the defending **character** model may instead of attackin, make a push. The defending model may push 1 space in any direction instead of making an attack roll.

If the defending **enemy** model still has wounds left and has range to the attacking model, it now makes an attack roll against the opposing model according to steps 1 and 2. If the enemy model doesn't have range, the enemy model makes 1 push toward the character.

- If the two models are more than 1 space apart after the defending model has made its push or attack, the attack sequence ends.

- If the two models are adjacent to each other after the models have done its initial attacks or pushes, the attack sequence restarts from step 1 with the model that initiated the attack. The attack sequence only ends when 1 model is killed or if the player pushes the character away from the enemy model in step 3, so that the two models is not adjecant to each other any more.

Recive damage, Armor roll

If a model has an armor value, for every point of damage received, you roll a D6. For every successful armor roll, you remove 1 point of damage. If a 1 is rolled when making an armor roll, the defending model fails and receives 1 additional damage. If a 6 is rolled when making an armor roll, the defending model removes 2 points of damage (instead of 1). If there are any points of damage left after the armor roll, this is the final number of wounds removed from the model.

The defending model recive 2 damage and has an armor of 5+. The defending model rolls 2 dice (2 points of damage) and rolls a 3 and a 5. 1 armor roll is successful and 1 fails. The defending model lose 1 wound.

1 wounds removed

Range

This is how close you need to be to a target in order to make attack actions. 1 means your character needs to be in an adjacent space to the enemy model. 2 means you need to be between 1-2 spaces of the enemy model to make an attack.

Attack bonuses

If multiple members of the same warband are within range of the same model when one model from the warband is making an attack roll, add +1 D6 attack dice to the roll for each additional warband member.

If a model rolls a 6 when making an attack roll, the model generates 1 additional hit.

Characters killed during the game

If your character is reduced to zero wounds during a game, the character is killed.

Remove the character from the game together with everything that is associated with it. When the character is removed, place a Gizmo in the space the character previously occupied.

Did you know that the Swedish army tried to claim the city in the early years? There are stories about explorers running into the remnant of the army deep in the city. Apparently, the generals head turned into something resembling a teapot. With no eyes he is leading his men with pride instead of vision. This strategy doesn't work so well it seems. This is apparently also the reason why the Swedish king never came to visit the city.

Enemy faction

In Kuggköping, you will encounter a variety of enemies. These factions and collections of creatures are just as commonly seen alongside and working with the cartographer houses as they are forming their own agendas within the city. Where alliances lie is not always judged by appearance. What is more common, however, is that these factions prefer to work closely with each other. This doesn't hinder other types of creatures from joining these groups and adopting their way of life and tactics. This means that it is not a surprise if a bandit king is joined by a group of gnomes fighting and looting like bandits or for a collection of trolls embracing their machine changes and adopting the way of the Maskinfolk. There are just as many combinations and exceptions to the rules as there are streets in the city.

When setting up a game, a player picks a faction for all of the enemy models and applies the additional rules that accompany the faction.

Enemy models

Enemy models are represented by miniatures chosen by the player. The enemy models need to be mounted on bases, square or round.

Enemy stats explained

Move	This is how far the model can move with a move action in spaces.
Range	This is how far away the enemy model can be to make a an attack. I means that the model needs to be in a adjesant space to the target.
Action Dice	This describes how many dice the model rolls when attacking or defending.
Armour	For every point of damage the model have recived after an attack, you roll a D6. For ever successful armor roll you remove 1 point of damages.
Wounds	This is how many wounds the enemy model has. I damage taken reduces the wounds by 1. If the model has 0 wounds after taking damage the model is dead.
Special Ability	This describes if the enemy has any special actions or divergent behavior

Enemy types

Puny Enemys

Move 3	Range 1	
Action dice 1 (D6)	Armour 5+	Wounds 4

Special ability
If this model is closer to a Gizmo than a character, this model will automatically roll on the non-aggressive action.

Sly Enemys

Move 3	Range 4	
Action dice 2 (D6)	Armour 4+	Wounds 5

Special ability
Can only be targeted by attacks within 3 spaces.

Gaffer

Move 4	Range 2	
Action dice x (D6)	Armour 4+	Wounds 6

Special ability
The Gaffer have action dice equal to its wounds value.

Maskinfolk
Generally, Maskinfolk is a name for those who have been given machine-like abnormalities, or it can be a category describing a specific group of living robots. Sometimes these groups form bands of like-minded individuals.

Machine biology
Maskinfolk have 1- in Move.
Maskinfolk generate 2 damage for hits when making attacks.

Utlagi
Where there is wealth, there are thieves, bandits, and outlaws. These street pirates are only after two things: your stuff and your life. Rust stalkers, Code Breakers, and Tea Lads are some well-known gangs within the city.

Killers and looters
If an Utlagi claims a Gizmo add 1+ to its action dice.

The Draugar
Most of the time when someone dies in Kuggköping, and anywhere else for that matter, the newly deceased is met with whatever comes next. But sometimes an unlucky few are only met with hunger and jealousy for the living. The Draugar hides in the dark. Forever hungry, forever dead, forever hunting the living.

Unmet hunger
All Draugar have 1+ in Range and 1+ in wounds.

Trolls
Trolls come in a variety of shapes and sizes. Some are hulking monsters, and some are measly and weak. There is a wild debate on whether trolls are one and the same thing or a collection of different creatures and beings. Regardless, these creatures are just as susceptible to machine changes as humans. Even if they don't seem so smart, these creatures can be surprisingly sneaky.

Too ugly to look at
A model that attacks a model from this faction may not claim the "1+ D6 attack dice bonus" for having one or more friendly models within range to the same target.

Gnomes & Goblins
Not every Gnome or Goblin is the same. Grease Gnomes, Cable Goblins, Garden Gnomes, Machine Gobbos, the list of species and sub-factions can be endless. Most Gnomes and Goblins, however, are the worst kind of creatures living in the city. Unpredictable and grumpy. Small but very dangerous and magical beyond comprehension.

Spell slingers
When the first model from this faction activates on a new turn, roll on the following list and apply the result.
1. Push all character 1 in a random direction.
2. Randomly pick 1 character and 1 enemy model, these models may not activate this turn.
3. Randomly pick 1 character and 1 enemy model, the models swap places.
4. No model may make armor rolls this turn.
5. Add 1 Gizmo in an adjacent space to 1 random model (the player places the Gizmo).
6. Randomly pick 1 character, the character receives 2 damage.

Enemy activation

Enemy activations are preformed in 2 steps.

Step 1. Identify enemy state.
Look at the gaming board and the enemy models and compare them to the enemy state list. The situation that best matches an enemy state is the enemy state you should pick when making the enemy activation.

If the enemy model's situation matches multiple states, then pick the state with the highest priority. The higher the priority number is, the higher the priority is for the enemy model.

Step 2. Roll on the corresponding enemy activation list.
When you have identified and picked the enemy state, roll on the corresponding enemy activation list according to the enemy state you have picked.

Enemy state

Priority 3, Within Range
The enemy model has line of sight to a character and is within Range to that character, Roll on the attack action list.

Priority 2, Line of sight to a character.
The enemy model has line of sight to a character, Roll on the aggressive action list.

Add +1 to the activation roll if 1 or more statements is true for the enemy model:
- The enemy model has taken damage.
- The enemy model has been targeted by an ability or attack this turn.

Priority 1, No sign of the character.
If the enemy model doesn't have line of sight to a character, Roll on the non-aggressive action list.

Add +1 to the activation roll if the following statements is true for the enemy model:
- The enemy model is within 3 or less of a Gizmo.

Additional movement rules
- If an enemy model is moved in a direction that is blocked by other models or terrain the enemy model will try to move around the model. The enemy model will take the shortest or most logical way around the object, the player evaluates and decide the way around. If the model is blocked in, it loses its activation, but recives +1 to its armor roll until its next activation.
- An enemy model will never leave the game area by movement or pushes. If an enemy model randomly moves out of the board, redo the random move or pick another direction.
- If an enemy model pass through a space with a Gizmo in it, it stops in the space of the gizmo, the enemy model will pick the gizmo up.
- If an enemy model dose an aggressive action and moves, it will stop directly if it gets within range of a character (if an enemy model have range 2 it will stop 2 spaces from the character).
- If an enemy is doing non-aggressive actions and there is no Gizmos on the game board or if the only Gizmo is blocked (another model stands on it), the enemy model rolls a D6, on 1-3 the enemy moves in a random direction on a 4-6 the enemy model rolls on the aggressive action list instead.
- If an enemy model has equal distance to two different targets, Pick or randomly roll to decide what target to pick.

Non-aggressive action
Roll a D6 and apply the result:

1-2, Move the enemy model its move in a random direction.

3-5, Move the enemy model 1 move toward the closest Gizmo. If the enemy model picks the gizmo up, directly ends its activation.

6, The enemy model rolls on the aggressive action list instead.

Aggressive action
Roll a D6 and apply the result:

1-2, The enemy model rolls on the non-aggressive action list instead.

3-5, Move the enemy model 1 move toward the closest character. If the enemy model can get within its range to the closest character, the enemy makes 1 attack.

6, Move the enemy model 1 move +2 space towards the closest character. If the enemy model can get within its range to the closest character, the enemy makes 1 attack with +1 action dice.

Attack action
Roll a D6 and apply the result:

1, The enemy model fumbles and loses its activation.

2-5, The enemy model makes 1 attack towards the closest character.

6, The enemy model receives 1+ in action dice and makes 1 attack towards the closest character.

Killing an Enemy model
When an enemy model's wounds reach zero it is killed, it's removed from the game and replaced with a Gizmo in its final location. Roll on the "Killed list" and apply the result before removing the enemy model.

Killed list:
1. **A Bland kill,** nothing special happens.
2. **Blow back,** Push the killed model 1 directly away from the model that killed it.
3. **Severed,** Push the killed model 1 in a random direction.
4. **Splatter,** a random model adjacent to the killed model can't
5. activate this turn, excluding the model that killed it.
6. **Covered in gore**, all adjacent models push 1 directly away from the killed model if able too, excluding the model that killed it.
7. **Rare drop,** instead of dropping a normal Gizmo the model drops a super-special Gizmo (once per game).

Enemy models and Gizmos
The enemy models are just as interested of the Gizmos as you and your warband is. If an enemy model picks up a Gizmo the Gizmo is removed from the game.

Additionaly, The enemy model get +1 to its armor roll until its next activation.

If an enemy model stands on a Gizmo when it activates it claims the Gizmo directly and then activates as normal (with +1 to its armor roll).

"You stay right there
Please be still
Hold my shield
I will go in for the kill"

One-off Missions

Hit and Run

Cartographer houses many times use their knowledge around the city to steal and plunder from other city districts and inhabitants. This is best known as hit-and-run operations.

Hit and run - Victory condition

The hit-and-run game ends as soon as the characters or enemy models have achieved the victory condition or after five turns.

- The enemy models will win the game if they have claimed three or more gizmos at the end of the turn or if the players have not achieved the victory condition at the end of turn five.
- Player models will win the game if they have claimed four or more gizmos at the end of the turn.

Hit and run - enemy's

The enemy warband consist of 5 models.

- 2 Punny models
- 2 Sly enemy
- 1 Gaffer

Mission Priority

Explorers and enforcers are not always active in the city on their own accord. Sometimes, district heads or high lords are pulling the strings behind the scenes, giving orders and demanding results.

Mission Priority - Victory condition

Mission Priority games ends after 5 turns or if all characters or enemy models is killed.

- The enemy warband gets one victory point for each character's model that has been killed in the game. Additional enemy models get two victory points for each claimed Gizmo.
- At the beginning of the game, the player warband rolls a dice and consults the mission priority table. The mission priority describes what the warband needs to achieve in order to earn victory points. When a mission priority has been achieved, the player rolls on the mission priority table again and receives a new mission (or the same). A player may discard an ability dice at the start of each turn to roll on the mission priority table and change the current mission.

Mission Priority - Table

I	Kill an enemy model	1VP
2	Claim a Gizmo	1VP
3	Move 1 character into the enemy's deployment zone.	1VP
4	Have 2 characters in the enemy's deployment zone in the end of the turn.	2VP
5	Successfully cast 1 ability with each character that have access to character abilities.	2VP
6	Kill the enemy Gaffer	2VP

Mission Priority - enemy's

The enemy warband consist of 5 models.

- 2 Punny models
- 2 Sly enemy
- 1 Gaffer

Confrontation

Sometimes there is only one way forward: a full frontal assault, confronting the enemy head-on. Give no quarter and take no prisoners.

Confrontation - Victory condition

The confrontation game ends after five turns or if all characters or enemy models have been killed.

- Each enemy warband and player warband gets one victory point for each enemy or character model that has been killed in the game. Additional enemy models and characters get two victory points for each claimed Gizmo.
- The warband that has collected the most Gizmos at the end of the game gets an additional three victory points.

Confrontation - enemy's

The enemy warband consist of 5 models.

- 2 Punny models
- 2 Sly enemy
- 1 Gaffer

There is an unhealthy number of machine worshipers and data-cults within the city. Most have sermons every Thursday at noon. Apparently the city can be prayed too in a variety of ways. But only on Thursdays ?!?
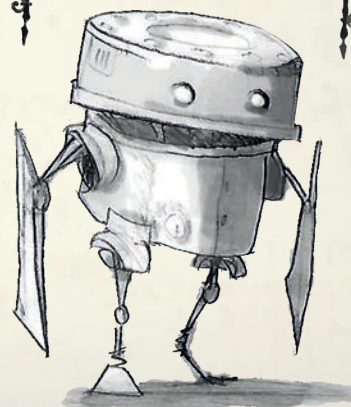
Mini-Campaigns

In Kuggköping, you can take your warband and go on a small adventure. Mini-campaigns use all the rules from the core rulebook but might have some adjustments to the rules depending on the campaign. Any rules that deviate from the core rules will be explained in the campaign or campaign mission. If nothing is mentioned, the rules in the core rulebook are used. However, there are some extra campaign rules that affect all campaign games.

Campaigns are divided into 3 missions. A player always starts with mission 1 and ends with mission 3

Campaign rules
- If a character survives a campaign mission, then the character keeps all in-game levels that the character earned during the game.
- If a character is killed during a campaign mission, the character loses all previously earned in-game levels from this mission.
- If the warband fails the victory condition the player needs to restart the mission. The player may continue the campaign with the next mission but will then lose all in-game levels previously earned.
- If the warband succeeds with the victory condition of a mission the warband may play the next mission in the campaign.
- If a mission ends in a tie between the warbands it counts as a failed mission…unless you feel like a winner.
- Any in-game level that generates an additional ability dice is lost in the end of the game.
- A player may not change the characters within the warband unless all members of the warband have been killed during the mission.
- Character wounds and ability dice is reset between games.

Linked campaigns
A player may link two or more mini-campaigns together, using the same warband throughout their campaign games. When one campaign is finished and before the next takes place, the warband keeps 1 in-game level from each campaign or 1 acquired ability from the ability list (see character creation entry).

A warband member can never lose in-game levels that have been earned in previously played campaigns if it is killed during the current campaign.

2 player games
Kuggköping is originally designed to be a solo game. With that said, any game is best enjoyed with the company of a friend. You can play Kuggköping either as a cooperative game where you and your friend are helping each other to complete one-off missions or campaigns, or as a player vs player games where both players go head to head in one-off missions.

Initiative
At the beginning of the turn, both players roll one dice for their warbands and one dice for the enemy warband. The warband with the highest dice roll is the first player, the second-highest is the second player, and the third-highest is the third player. Ties are re-rolled.

Alternating activations
After the initiative has been rolled, the two players and the enemy warband alternate in activating models.

Cooperatively play
When playing cooperatively, both players will try to solve the mission together. The characters in each warband are all considered to be friendly characters between players. It is always good to agree on what actions will be taken in the game, but each player is fully in control of their own warband. You will win or lose together. Each player picks and controls one warband consisting of two models in each warband. Each player has and controls their own individual ability dice pools.

Player vs player
When playing player vs player, both players are trying to complete the mission's victory condition individually. The player who does this first will be the winner.

A player vs player game may use enemy models or you may agree on not using them. If enemy models are used, all enemy models are deployed on the game board and do not have a deployment zone.

Each mission will state a victory condition for the enemy models and for the characters/player. Both players follow the victory condition for the characters/player. The victory condition, therefore, is the same for both players.

When playing player vs player, both players view each other and the enemies as the opponent or as the enemy model.

Campaigns are not meant to be played using player vs player rules; this is, however, up to each individual. Just remember that campaigns might need to be adjusted for this to work.

Campaign - Flesh eaters and blood drinkers

Prologue: The fog sits heavily on the lamp-lit streets. A couple slowly walks down the street, finding their way home between buildings and crossways. A horse carriage passes by and disappears into the night. Hungry eyes follow the couple. A short scream, a loud crunch, and the hunt are over.

You have been assigned to investigate a couple of mysterious disappearances in one of the districts close to Town Square. It doesn't take long until you stand face to face with the undead. What must have started with a stray walker has slowly turned into a horde. End the terror and put the dead to rest before more citizens join the horde.

Campaign rules, Undying horde.

In the start of each new turn, for every killed model place a punny enemy model in the players deployment zone. If the player warband have deployed anywhere on the table the new model is placed in its own deployment zone. These enemy models is now part of the enemy warband and will activate with the rest of the enemy warband.

Mission 1 - Cut them down

You find yourself in the heart of the horde; the smell of old blood and rotten flesh is almost overwhelming. Cut them down and clear the area.

Mission-rules

The mission is played with 5 punny enemy's . The enemy faction is the Draugar
Deploy all enemy models anywhere on the game board.
Deploy the players warband according to the main rules.

Mission-Victory condition

The Player is victorious if the warband have killed 5 enemy models in the end of the turn.

Mission 2 - Hunted

As you wipe off the gore from your blade and reload your coil revolver, you sense watching eyes in the dark. You came to hunt but find yourself being hunted.

Mission-rules

The mission is played with 3 sly enemy's and 2 punny enemies. The enemy faction is the Draugar
Deploy the enemy warband according to the main rules.
Deploy the player warband anywhere on the table. The player warband is deployed before deploying the enemy models.

Mission-Victory condition

Player is victorious if the warband have killed all sly models in the end of the turn.

Mission 3, Finish this

A dark figure disappears around a street corner, almost like a shadow in the corner of the eye, soundless. The dark puppeteer, the dreaded master, the Lord of the drained, has been observing your warband from afar. You follow it down the alley; either you've got it cornered, or it's got you trapped. As your sight adjusts in the darkness, you find that there are not one pair of eyes staring back at you, but two.

Mission-rules

The mission is played with 2 Gaffers and 3 punny enemy's. The enemy faction is the Draugar
Deploy the enemy warband according to the main rules.
Deploy the player warband anywhere on the table. The player warband is deployed before deploying the enemy models.

Sudden death, If your warband is killed in this mission you have to restart the campaign.

Mission-Victory condition

Player is victorious if the warband have killed all Gaffers in the end of the turn.

Epilogue (winner): The dead are once more dead. The citizens of this district are already coming out from hiding to clean up and carry on. You step out into the morning light. You are the hero; you are the protector. The high lord will be proud.

Epilogue (loser): There is a spasm that goes through your dead body. You know you died; you felt your life slowly leave your body. But now you're back again. But something is different. The outside seems distant and distorted. That's when you hear a crystal clear voice, "Rise!"

Campaign-Hydro Trolls

The Bolt and Bottle" was always crowded in the morning. The buzz of returning explorers was high. Just one pint before heading to bed after a long night of endeavors within the city. Not one, not two, but three flickers, and with a pop, the light in the pub went out. The silence followed the darkness before curses started to circulate around the pub. A short while passed before the pub door was slammed open by a breathless man.

The Coil District had been invaded by Hydro Trolls, and you drew the short straw to drive them away. The Coil District generates most of Town Square's electricity, with big coil towers connected by a mishmash of wires and cables. Hydro Trolls are mostly peaceful but are extremely addicted to copper cables and circuits. They can be very territorial and are considered dangerous because of the electrical overload that burst from them, Be careful.

Campaign rules, Going Hydro.

Enemys that is going hydro have the same rules as normal with the following additions: If a punny enemy claims a Gizmo it grows into a sly enemy model. If a sly enemy model claims a Gizmo it grows into a Gaffer. If a Gaffer claims a Gizmo the Gaffer grows and receives 1+ in wounds. When any hydro troll claims a Gizmo all other characters receives 1 damage. If a hydro troll have been wounded before it grows it heals and any damage is restored.

Mission 1, Hydro Trolls

Three trolls are further up the street, ripping and tearing up cables from relay stations and coil conductors. Either you remove the technical goodies and starve them or engage them directly.

Mission-rules

This mission is played with 3 punny enemies and 7 Gizmos. Enemies will only do non-aggressive actions until individual enemies have taken damage. Enemy faction is Trolls.

Mission-Victory condition

The player warband is victorious if they have collected 6 Gizmos or have killed all enemy models.

Mission2, Overload

The trolls have already consumed too much. Whatever damage you can inflict is only going to stun them before they get charged back up. You see one of the coil relays. Even if the trolls feed on the electricity, increasing the output of the coils might cause them to overload and burst apart.

Mission-rules

Coil Relay, Place a terrain piece somewhere in the center of the game board. This is the coil relay. At any time a character that is within 1 space from the coil relay may make an activate action (special action). If a character activate the coil relay all models receives 10 damage. Decrease the damage the coil relay deals by the turn number.

This mission is played with 3 punny enemies and 7 Gizmos. Enemy faction is Trolls.

Mission-Victory condition

The player warband is victorious if a character activates the coil relay and the final enemy is killed before the end of the same turn.

Mission 3, Hyper Troll

Electricity crawls around you, every surface seems to hold a charge. Out of the sparkling air, a huge Hydro Troll appears. This troll is close to its limit of what force it can hold. Just overload a couple more inductors, and the Troll might be vulnerable enough so you can put it down for good.

Mission-rules

This mission is played with 1 Gaffer and 7 Gizmos. The Gaffer has 20 wounds. Enemy faction is Trolls. Each time a character picks up a Gizmo reduce the Gaffers wounds by 1.

Mission-Victory condition

The player warband is victorious if the Gaffer is killed.

Epilogue (Winner): The troll stumbles backwards as forked lines of pure energy stream from every pore of the creature. The world becomes soundless and filled with light for a few seconds before all explodes in an electric shockwave. With every hair standing up on your body, you return to the pub. You should go to bed, but you have no need to recharge just yet.

Epilogue (Loser): Your entire body convulses as the electricity burns you from the inside out. When the pain is gone, only a burnt sludge pool remains of you and the team.
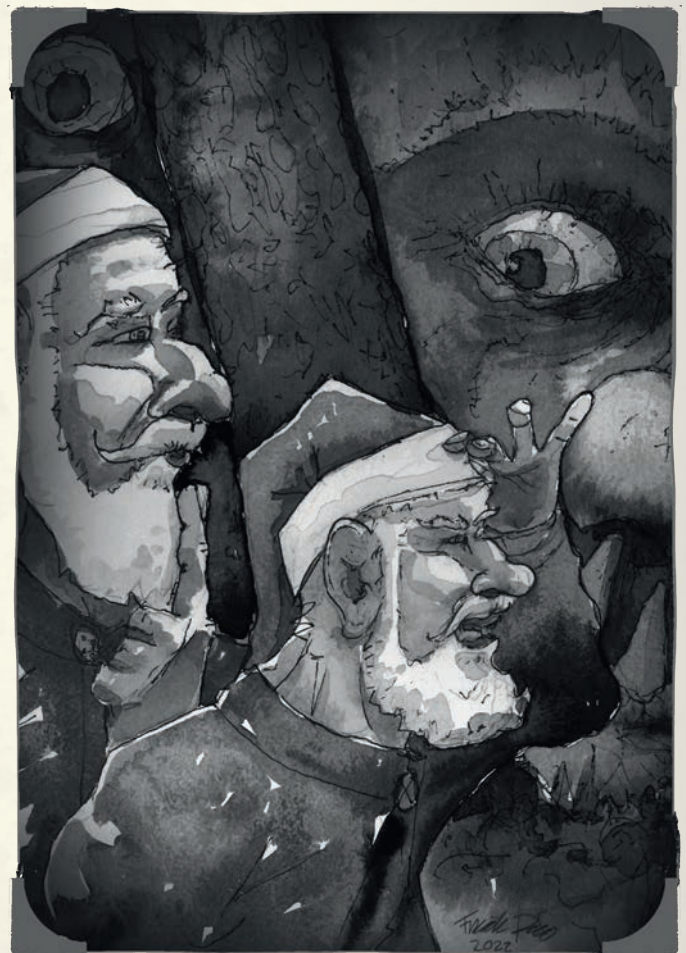
Campaign - The tele-transporter

Prologue: You pass by an alleyway but stop in your tracks before passing it. What on earth is that? Further in, there's a strange device hanging on a brick wall. Cables are twisting in and out of the device and seem to fuse with the wall itself, almost like the thing had grown out of the wall. In the center of the device, there is a big glowing red button. You can't help yourself; you have to push it.

Campaign rules,

Point of no return,

If a character has lost wounds during one mission in this campaign, it will start on the same number of wounds in the next game (characters don't replenish its wounds between games). The same principle applies to any ability dice that have been used.

If a character is killed during this campaign, it will be out of this campaign for the remainder of the campaign.

The walking house,

In the beginning of each turn randomly push 1 randomly selected terrain feature 1 space in a random direction. If a terrain feature is pushed into a space already occupied by another terrain feature or model it push that terrain feature or model 1 space in the same direction. Models receives 1 damage. terrain features automatically stops if it can't be placed in its new location. Models that can't be placed in its new location is killed.

Mission 1, Strange new streets.

Swooshy, swishy, katchunka! It first became very bright and then very dark, then the world is filled with colors and then it all faded back to the familiar grey of the city. Where on earth are you? You find yourself on unfamiliar streets surrounded by unfamiliar buildings. Wait, did that house move? And is that a silhouette of a gnome in the distance? You slowly back away; it's best to find your way out of here. Just pick a direction and run until you recognize your surroundings again.

Mission-rules
The mission is played with 2 punny enemy's, 2 sly enemy's and 1 Gaffer. Enemy faction is Gnomes and Goblins.

Mission-Victory condition
Place 2 or more characters in the enemy's deployment zone.

Mission 2, In the heart of wired.

You stop to catch your breath. In the distance, you can hear the high-pitched screams of tiny bastards with red hats coming your way. You need to find something that can point you in the right direction, a landmark, a clue, anything! Which way is home?!

Mission-rules
The mission is played with 3 punny enemy's, 2 sly enemy's
Punny and sly Enemy faction is Gnomes and Goblins.

The escape route, Each time a player claims a Gizmo, roll a D6. If a 6 is rolled, randomly pick a board edge. This is your escape route.

Mission-Victory condition
Place 2 or more characters on the escape route board edge.

Mission 3, Almost home.

You know where you are now. Just a little further, and you will be safe. Run over the little buggers, just don't stop!

Mission-rules
The mission is played with 2 punny enemy's, 2 sly enemy's and 1 Gaffer. Enemy faction is Gnomes and Goblins.

Mission-Victory condition
Place all still alive characters in the enemy's deployment zone.

Epilogue (winner): You are home; you are safe. You have learned two things from all of this: one, never press a button if you don't know what it does; two, always keep an extra pair of underwear with you...a normal day can become crappy really quick.

Epilogue (loser): The last thing that goes through your head before you bleed out on the cobblestone is that being murdered by someone a foot tall is just silly.
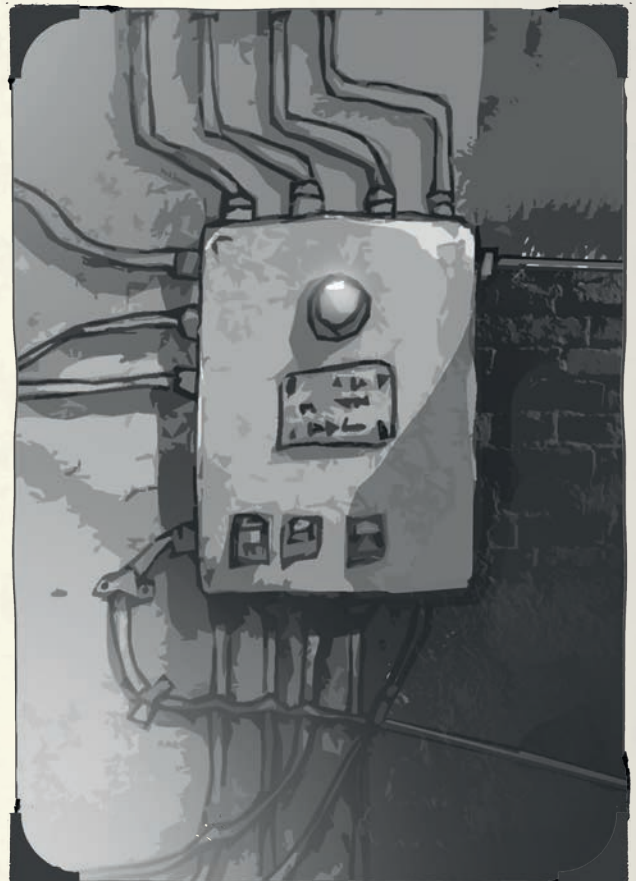
Campaign-Treasure hunt

Prologue: Some of the most common tasks given to explorers and enforcers are to make their way deep into the city to explore and discover new districts. For the cartographers, this means expanding their territory; for the explorers, it means loot. Time for a good old treasure hunt.

Campaign rules,

Exploring,

When a model claims a Gizmo, roll a D6. On a 1-2 the Gizmo is claimed as usual. On a 3-6 the Gizmo is not claimed, instead place a random enemy model from a random enemy faction 1D6 in a random direction from the character. The enemy model activates as normal next turn.

Mission1, New Territorys.

You follow the map until you reach the edge of what has been explored. You now enter new territory. Tall and empty buildings line the new streets. It is a fascinating thing to enter a new part of the city. Old shops and businesses stand abandoned, with all belongings still inside, as if the old owners just vanished at the same time the city appeared. Strange devices and weird gizmos are left behind. Finders, keepers.

Mission-rules

This mission use 5 Gizmos and starts with no enemy models.

Mission-Victory condition

Claim 3 Gizmos and make 3 in-game levels.

Mission 2, Explore

Like so many times before, what first appeared to be empty streets is home to all sorts of creatures and individuals. Lost stragglers and groups of wandering warbands. The law doesn't stretch this far out. Better be careful. You never know what lurks around the corner.

Mission-rules

This mission use 4 Gizmos and starts with no enemy models.

Mission-Victory condition

Claim 3 Gizmos and make 3 in-game levels.

Mission 3, Clear the area

Part of the mission is to clear the new area for mappers and district heads to be able to access and map it out. Empty streets should remain empty. If asked by officials, the streets were always empty, but the edge of your blade might tell another story.

Mission-rules

This mission use 4 Gizmos and starts with 1 Gaffer with the faction Utlagi + MaskinFolk

Mission-Victory condition

Claim 4 Gizmos and make 4 in-game levels.

Epilogue (Winner): With bags full of loot and a brand new district for your house to claim, this treasure hunt has been a success. It's time to head back, sort out the value of what you have in your bag, and report that the area is clear.

Epilogue (Loser): The sun will soon set in the city. Two more days will pass, and afterwards, a decision will be made. Either a new warband will be sent to your part of the city with the same mission as you, or these streets will be marked as black, indicating a no-go zone. Your final resting place will be a dark street in the shadow of the beast that ended you.

Campaign-Skaldens saga

Prologue: Old folktales, stories, and sagas are cherished by the citizens of Town Square, who hold great tales of magical dragons, mighty giants, and wicked witches in high regard. These stories are a strong tradition that many cartographer houses use as a basis for the initiation rituals for new explorers or warbands. Additionally, they serve as a foundation for strongmen and enforcers to prove themselves and show off. The vast city of Kuggköping holds many fantastical figures in its embrace, so going out to find a dragon to slay or a witch to burn is often an accurate portrayal of the experiences you will encounter on your adventures.

You are now ready to take a warband deep within the city to honor the tale of Neonwulf, a mythical hero who slew the dragon, killed the witch, and defeated the mighty giant. A legendary king whose glory is unrivaled. You will prove your worth and honor these sagas or be forever lost within the city.

Mission1, The saga of the witch

The saga of the witch is about overcoming unnatural enemies and out-of-this-world circumstances. Of course, there are plenty of evil witches within the city, such as Baba Yaga, Grimhildr, and "the bell street witch." However, the saga of witches is not always about fighting witches. Finding a witch when you need one can be a difficult endeavor, so any magical or mythical being within the city will suffice. It is the story that you and your warband can tell about the fight that matters.

Mission-rules
This mission is played with 2 Punny enemys, 2 sly enemys and 1 Witch. The player picks the enemy faction.

Player victory condition,
Kill the witch

Enemies victory condition,
If 2 or more characters have been killed during the game the enemy warband wins the game.

Mission2, The saga of the dragon

The Saga of the dragon is about fighting against overwhelming odds, showing strength and courage when others would run. There are only a few documented encounters with dragons, and most of them are mechanical dragons or something similar. Anything that is hard to kill and incredibly dangerous will suffice to get a good story.

Mission-rules
This mission is played with 2 Punny enemys, 2 sly enemys and 1 Dragon. The enemy faction is MaskinFolk. The mission is played on Hard difficulty (see the increase difficulty section).

Player victory condition,
Kill the Dragon

Enemies victory condition,
If 2 or more characters have been killed during the game the enemy warband wins the game.

Mission3, The saga of the Nightmare

The saga of nightmares is about facing the unknown and winning without knowing how. There are no problems finding evil spirits within the city; some areas seem to draw them closer. Not many great stories can be found about heroes who have faced and won against them, so this is by far the hardest saga to tell or survive.

Mission-rules
This mission is played with 2 Punny enemys, 2 sly enemys and 1 Nightmare. The enemy faction is Gnomes and Goblins. The mission is played on Very Hard difficulty (see the increase difficulty section).

Player victory condition,
Kill the Nightmare.

Enemies victory condition,
If 2 or more characters have been killed during the game the enemy warband wins the game.

Epilogue (winner): A true heroic tale about strength, courage, and wisdom is being told about you in every house and home tonight. You will go on as a living legend, a Neonwulf of your time.

Epilogue (loser): You will forever be known as the fool who got lost in the city, if anyone remembers you at all.

The Witch

Move 6	Range 4	
Action dice 5 (D6)	Armour 4+	Wounds 7

Special ability
If the Witch is attacked and is not adjacent to the character, move the witch 3 away from the character.

If the witch deals damage to a character and the character fails its armor roll, the character first removes ability dice equal to the number of failed armor rolls from the dice pool, if there isn't any more ability dice in the dice pool the character removes wounds from the character instead.

The Dragon

Move 4	Range 2	
Action dice 6 (D6)	Armour -	Wounds 6

Special ability
The Dragon can not be damaged by attacks or abilities.

When a character claims a Gizmo the Dragon removes 1 wound.

The Night Mare

Move 3	Range 1	
Action dice -	Armour 3+	Wounds 6

Special ability
In the beginning of each turn starting from turn1, move the Night Mare 1 D6 in a random direction. If the Night Mare makes an attack adjacent to a character, the character receives 6 damage without it rolling to hit.

The Night Mare can move through other models, if it does the model receives 3 damage.

Campaign - The Battle for Oildrench

Prologue, the place that later would be called Oildrench, was a busy industrial complex back in the day. It housed hundreds of families, factories, and industries. The years from 1787 to 1789 were the district's high point, producing most, if not all, of Town Square's goods and having one of the highest export rates in the city. However, all of this changed in the big strike year of 1800. Underpaid and overworked workers revolted against factory owners and nobles. Led by the unions, their demands for equal rights were met with a hard pushback, which in turn led to the massacre of 1801.

After years of conflict, the industrial district was transformed into a war zone, with the unions on one side and the opposition on the other. This has been called the war that never ends. The unions are nowadays a highly militarized organization that, if left without pressure, would easily take over Town Square and seize power over the city.

This is where the cartographer houses come in. Anything or anyone that threatens the houses' power needs to be stomped down. Each house is expected to contribute a steady amount of recruits to the front. If you survive, you will be rotated out, and the experience will be of great value for your house in the future. And most importantly, the unions is contained. You answer the call and head to the front.

Campaign rules,

Enemy bombard, an enemy bombard is a machinery cannon that the enemies deploy to wreak havoc on the battlefield. It comes in many shapes and sizes. From simple canons to advance mechanical structures.

The bombard have the same stats as an punny enemy model with following special rules:

- The enemy bombard takes up 2 spaces.
- The bombard can not move and will only do attack actions.
- The bombard have an unlimited range and do not require line of sight. It attacks a randomly selected character when attacking.
- The Bombard gets +1 in action dice for each friendly warband member that have line of sight to the targeted character.
- When the bombard attacks you roll the action dice as normal. If an attack dice misses randomly select a space within 1 D6 range. This space and any model occupying it is hit instead.
- If the bombard has a character model adjacent to it, the bombard can't attack.
- If the bombard is destroyed it will not return to the battlefield (see the flow of battle rule).
- A bombard is faction less.

Enemys,
All punny enemy models belong to the faction Utlagi. Sly enemy's belong to the faction Maskinfolk.

Characters,
In this mission all characters belongs to the Ball pointers.
If a character is adjacent to a Gizmo it may do a special action to push the Gizmo 2 spaces.

Flow of battle, To represent the never ending flow of fighters and soldiers punching into the battle zone, when a model (character or enemy model) is killed during the game, the model is placed in its deployment zone in the beginning of the next turn and will activate as normal once deployed. It is still considered to be killed, it is just replaced by another fighter. If a player have a character that have been killed during the game, the player may pick and create a new character to deploy (see the character creation entry), instead of deploying the previously lost character and profile.

Mission 1

Listen up! The enemy has pushed the frontline towards us by several meters. They are hammering the front hard. You are tasked with pushing back. Don't return here until the job is finished. Deserters and cowards will be shot.

Mission-rules
The mission is played with 3 punny enemy's and 1 sly enemy and 1 bombard.
This mission is played with 4 Gizmos.

Player victory condition,
If there is 2 Gizmos in the enemy's deployment zone in the end of the turn the characters win the game.

Enemies victory condition,
If 3 or more characters have been killed during the game or if the enemies have claimed 3 Gizmos (whatever comes first) the enemy warband wins the game.

Mission 2

Mission-rules
The mission is played with 2 punny enemy's and 2 sly enemy and 1 bombard.
The mission is played on Hard difficulty (see the increase difficulty section).
This mission is played with 4 Gizmos.

Player and enemy victory condition,
Same as mission 1.

Mission 3

Mission-rules
The mission is played with 2 punny enemy's and 2 sly enemy's and 2 bombards.
The mission is played on Very Hard difficulty (see the increase difficulty section).
This mission is played with 4 Gizmos.

Player and enemy victory condition,
Same as mission 1.

Epilogue (winner): Excellent work, Private! See company command; they will set up your rotation papers and send you back to whatever place you crawled out from.

Epilogue (loser): The last thing you see before you close your eyes for the last time are volleys of bombard salvos going by against a gray sky. You are now just another casualty of the Oildrench.

Campaign-Cog Brawl

Prologue: The first techne pit was discovered in 1823 in one of the cog towns close to Kuggköping. It was soon discovered that these techne pits were scattered around most of the small towns outside of Kuggköping and occasionally could be found within the city itself. A techne pit is a machine-like labyrinth or a clockwork mine buried deep underground. How these pits are formed or why has been speculated for as long as they have been known about. Many years later, there is still not a compelling theory to explain them.

At first, these pits drew the attention of the scholars of the universities and later the cartographers, but after both bickering and rivalry, these powerful entities abandoned this strange phenomenon. The nature of these pits was much too unstable for any faction to claim them or conduct proper research. The pits appeared and disappeared without any reason or warning. The gizmos and gadgets inside were not worth the risk of being trapped in one of these holes.

However, a new trend started to appear once the bigger factions had lost their interest in the pits. Techno and cog knights started to compete for glory within the beating machine mines. Houses of noble lords formed as a result of what had become a gentleman's sport. When a pit is found, the hole is dug up, and crowds gather around the dugout as teams of knights fight for the precious gizmos in what is now called Cog Brawls.

Campaign rules,

Reset,
When a model claims the final Gizmo, all models reset and deploy in the deployment zones. 3 new Gizmos are added to the board and placed at the center, then randomly moved 1D6. If a model is killed, it respawns in its deployment zone and can activate next turn.

Two to tango,
If playing with 2 players both players share activations, this means that players only roll 1 dice for initiative and agree on who will activate a character during the player activation.

Lineup,
Between each mission a player may replace 1 character ability for a new one. If a player does this, remove the old character ability with all rewards from the game and add a new character ability from the ability list.

No loot for you,
Models does not drop Gizmos when being killed.

Hard earned,
A character have to use 1 action to claim a Gizmo.

Mission 1, Invitation.
You have made some kind of impression on the biggest Cog brawl organizers in town and thereby received an invitation to the next Cog brawl. It is expected that you accept the invitation; nothing goes past the High Lords without their approval. You receiving it means that you are expected to accept.

Mission-rules
This mission uses 5 punny enemy's from a random enemy faction. The mission use 3 Gizmos.

Mission-Victory condition
The warband that have collected the most Gizmos wins the game in the end of turn 5.

Mission 2, Round2.
The cheer of the crowd is deafening. The first round is over, and the team gets a few moments to catch their breath. Excited spectators throw items of affection down at the two teams. In the background noise, you can hear the mechanical clicking and distorted cogs turning within the strange pit. These pits and games are fascinating. At any moment, the clicks either mark the collapse of the pit or the start of round 2.

Mission-rules
This mission uses 3 punny enemy's and 2 Sly enemy's from a random enemy faction.. The mission use 3 Gizmos.

Mission-Victory condition
The warband that have collected the most Gizmos wins the game in the end of turn 5.

Mission 3, Final round.
At the end of the last game, you could feel a slight tremor beneath your feet. And there it was again, but stronger this time. The collapse must be close. You remind yourself and your team: one eye on the game, the other on the escape route.

Mission-rules
This mission uses 3 punny enemy's and 2 Sly enemy's from a random enemy faction. The mission use 3 Gizmos.

Mission-Victory condition
The warband that have collected the most Gizmos wins the game.

Abrupt end,
Whenever a model claims a Gizmo, before any effects takes place, roll 1 D6. On a roll of a 1 the game abruptly ends.

Epilogue (winner): You just made it out before the entire pit collapsed in on itself. Reaching the top of the pit, happy onlookers help you out, cheers, drinks, and applause drowning out the noise of the collapsing pit and the screams of the poor members from the losing team that get swallowed whole by this strange machine pit. Tonight you celebrate with the rest of the city.

Epilogue (loser): With the sound of breaking metal, the first side of the pit comes crashing down, shortly followed by the others. Each player rushes for the ladders and ropes that lead to safety. You fight your way forward through the dust and the gravel showering you from all sides. You won't make it; the floor gives in, and the techno pit swallows you whole.

Campaign-The corrupting fog

Prologue: Foggy streets and fog banks are a common occurrence in Kuggöping. Each fog is different. Most of the time it is harmless but a little hard to see through. And other times it can swallow army's whole. So it is fully reasonable that the folks of Kuggköping gets a little skittish when they fog crawls through the streets.

Campaign rules,

Shifting madness

Randomly add 1-2 additional campaign rules from the campaign machine to each individual mission.

Foggy View

Reduce all models ranges to a maximum of 2. Replace all enemy models with markers. When a enemy marker is within 2 and line of sight, roll randomly on the enemy list and replace the enemy marker with a enemy model. All enemy markers have a move of 4 and always move in a random direction when activating. Enemy models act as normal.

Corrupting fog ,

The characters will not activate as normal when this rule is applied. Instead activate the characters according to the following rules:

In the beginning of the turn before any other actions has taken place, roll 1 dice for each character plus 1 extra for each ability dice your warband has in the ability dice pool. If playing two player games add the ability dice from the player with fewest ability dice in its dice pool. This do not count as if the characters are using the ability dice and it is not the ability dice the player uses, just the same number.

Without changing the number rolled, Assign 1 dice to each character. Any dice left after the dice is assigned is discarded.

When a player activate a character, compare the number on the assigned dice with the following list and apply the effect:

1. Move the character it's move towards the closest board edge.

2. Move the character in a random direction and make an attack against the closest enemy model if able.

3. Move the character it's move + 1 towards the closest enemy model and makes 1 attack.

4. The character makes 1 move in any direction and then applies its ability effect from 1 of its character abilities chosen and controlled by the player (if able to).

5. The character makes 1 attack at the closest enemy model or makes 1 move +1 in any direction.

6. The player makes 2 actions in any order and or combination. Move, attack or cast an ability against any model (the ability needs to be casted for according to the rulebook).

Remove the assigned dice after the character has completed its activation.

Mission 1, Caught off guard

You have been caught off guard in a thick fog on your way back to Town Square. It slowly embrace you. It covers you and wraps you in its haze. You feel a little heavy headed, a little distant. Is it whispers around you? Coercing voices filling your mind with strange thoughts. You shake it off as you see something els moving in the fog. You never know what els the fog brings forth, best to keep moving and head home.

Mission-rules

This mission is played with 5 enemy markers from a random enemy faction. The mission uses 3 Gizmos.

Mission-Victory condition

Place 2 or more characters in the enemy's deployment zone.

Mission 2, What is really here?

You recognize where you are. You are following the main city street just a block away from Town Square. But it doesn't feel like it. Not at all. The world covered in gray with whispering and distorted laughter far away. And the enemy's? There should not be any threat on this road so close to the square. You have to clear the road!

Mission-rules

This mission is played with 5 enemy markers from a random enemy faction. The mission uses 3 Gizmos.

Mission-Victory condition

Kill all enemy models.

Mission 3, Empty city.

You make it to Town Square. You and your warband stands in the middle of the plaza with the fog all around you. It is dead quiet. The feeling of dread mixed with the heaviness makes it hard to think. Soundless dark forms sweep back and forth in the milky space around you. Have all people becomes victims of the fog or are you and your warband the poor souls lost to the grey mist?

Mission-rules

This mission is played with 5 enemy markers from a random enemy faction. The mission uses 3 Gizmos. All enemy models gets +2 in wounds.
Deploy the player warband anywhere on the table.

Mission-Victory condition

Kill all enemy models.

Epilogue (winner), slowly the fog clears and as your eyes adjusts and your thoughts become lighter you realize that you are many blocks from Town Square. In front of you is a poor road sign, smashed to pieces by your hands. Around you is broken barrels and crushed crates…seems like you did a Don Quixote. Best to do as the fog, and dissipate before anyone sees.

Epilogue (loser), The fog never lets you go. You are forever lost on empty streets, fighting shadows in the mist.

The Campaign Machines
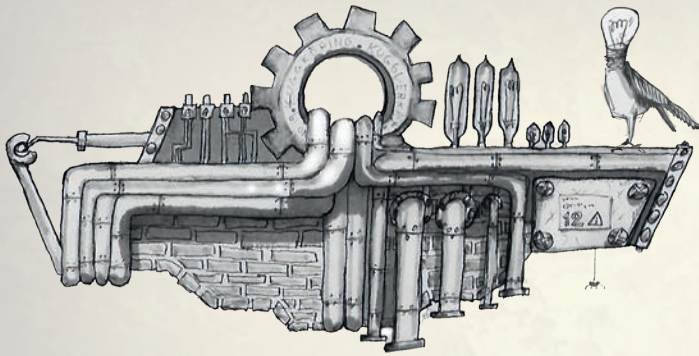
The campaign machine lets players create or randomly generate campaigns, modify existing mini-campaigns, and set up custom missions by selecting and adding mission blocks to their missions. Each mission should be set up separately, It is recommended to have at least 3 missions in a custom mini-campaign.

Below you see the basic structure of a campaign mission. A player may randomly roll or pick from the mission blocks to the right to setup a custom mission. There is more mission rules under the spare parts option (See the reference sheet (2/2)-Campaign special rules).

Ah! And don't forget the story! A good game needs a good story. In Kuggköping you can go on many different adventures and encounter many different and strange things. Either come up with a narrative that you want to experience or get inspiration from the Story Weaver (see the Story Weaver section).

Good luck and have fun in the city!

Campaign Story

Mission Story
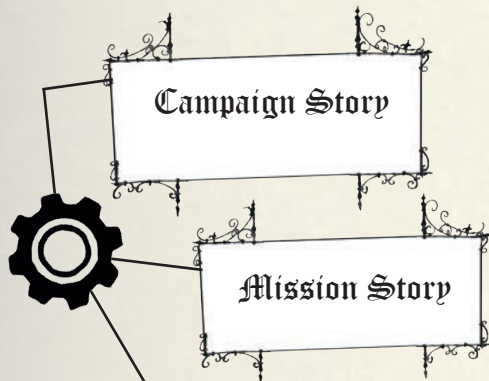
Mission setup

Mission setup
Mission Rules, Pick 1-3.
Mission Difficulty,
Enemy faction,
Number of enemy models
Deployment
Number of Gizmos
Player Victory condition
Enemy Victory condition

Mission blocks

The rules for each campaign block can be found within the mini-campaign section and the
"Reference sheet-Campaign special rules"

Mission Rules, Pick or roll randomly to add 1-3 rules to the game.

1. Undying horde
2. Going Hydro
3. Enemy Bombard
   (1-2 bombards for the mission)
4. Flow of Battle
5. Coil Relay
6. Replace the Gaffer with a Witch, Dragon, Nightmare or give the Gaffer 20 wounds.
7. Point of no return
8. The walking house
9. Exploring
10. Sudden death
11. Add a rule from the spare parts section (see Reference sheet (2/2)-Campaign special rule
12. Reset
13. Two to tango
14. Lineup
15. Abrupt end
16. No loot for you
17. Hard earned
18. Shifting madness
19. Foggy View
20. Currupting fog

Difficulty

Pick or roll randomly for mission difficulty.

Enemy Faction

Pick or roll randomly for enemy faction.

Number of enemy models, Pick or roll randomly

- Add 2 puny, 2 Sly and 1 Gaffer enemy models.
- Pick 5 random enemy models.

Deployment, Pick or roll randomly

- Deploy enemy models anywhere and characters according to the rulebook.
- Deploy characters anywhere and enemy models according to the rulebook.
- Deploy characters and enemy models according to the rulebook.

Number of Gizmos, Pick or roll randomly

- Roll a D6 and add the number of Gizmos to the mission.
- Add between 1-6 Gizmos to the mission (3 is recommended).

Player Victory condition, Pick 1 or roll randomly.

1. Kill the enemy warband.
2. Kill the Gaffer.
3. Collect 1D6 Gizmos.
4. On the same turn, Activates the coil relay, kill the last enemy.
5. Place 2 Gizmos in the opposite deployment zone.
6. Pick the victory condition from the one-off missions, "mission priority" (both player and enemy models).
7. The Escape route.
8. Place 2 or more characters in the opposing deployment zone.
9. Place 3 characters in the opposing deployment zone.

Enemy Victory condition, Pick 1 or roll randomly.

1. Kill 2 or more characters.
2. Kill 3 characters or collect 3 Gizmos.
3. Kill all characters.
4. The enemy warband automaticly win in the end of turn 5.
5. Collect 3-5 Gizmos (the player decides or pick randomly.

The Story Weaver

In the endless city there is endless streets to explore, endless places you can go and an endless scenarios that can happen.

Together with the campaign machine and the story weaver you can create and craft your own adventures or find ideas for adventures to come. Pick or roll randomly between the different story threads and start building a mission or a new campaign with the campaign machine.

Story thread, the earthquake

A massive quake strikes deep within Kuggköping, the vibrations is felt far and wide. What caused it and whom els is on its way to the quake's epicenter. What will you discover? Rubble and broken buildings? A strange machine or the birthplace of a ancient and powerful enemy?

Story thread, Rogue machines

There is trouble in the Engineering block. A group of rogue machines has gone haywire and are attacking the citizens of Kuggköping. Is this just a coincidence or is this a deliberate act by one of the engineers. Might it even be an attempt to overthrow the current government?

Story thread, Life virus

A district in upper town is experiencing something very strange and bizarre. Anyone who dies comes back to life. This have resulted in anarchy, death and disobedience from the people of the district. It is believed it all stems from a source that must be contained.

Story thread, Wrench Trolls

It is not always the case, but sometimes wrench trolls is on the move and when that happens you either move out of the way or prepare for the hammers to come down. Once Wrench trolls find a new territory where they can tinker around and constructing insanely stupid machines, they don't leave easily.

Story thread, Väckelcog

Väckelcog is a cog town just outside of the city. You have been called their to aid one of your Lords. It's not far but it is far from a safe journey there. Machine forests and oil marshes is between you and the town. And once there it is the aiding part to attend to. What can be so important for a Lord to travel this far from the safety of the Lords pompous house and pillows.

Story thread, The Goblin Clocktower

Goblins can be afoul creatures. Goblins in a clocktower can be real troublesome. So much so that after the third polite warning someone needs to do something. But what is strange is what they want from the clocktower. They have been walking in and out with all sorts of things. Building something, probably bad.

Story thread, The sewers

Beneath Kuggköping there is miles and miles of sewers spread out. Small tunnels and vast caverns. Whole society's can be found down there. Not many travel down there on their own accord but sometimes children goes missing or things comes crawling from the dark depths. What horrors hide in the dark.

What gadgets is buried beneath the streets?

Story thread, The deep city

What will you find if you journey deep within the city. Who lives where the last districts of man ends. Can you survive for days within the city with no aid but yourself. It isn't uncommon for people to start the journey to far away places no one els have gone before. But few returns to tell the tale.

Story thread, open war

High Lord against High Lord. For every year that passes, the cartographer houses become more and more hostile against each other and towards anyone voicing disagreement with the house. Some times ending in open conflict and even war. Rebellion, mutiny and gang wars is part of the streets for anyone serving the houses.

Story thread, Spirits

Where these dark souled things come from have yet to be revealed but spirits and beings from myth and legends corrupt and Distort life and people. Influencing weak minded individuals and turning them into slaves.

Story thread, The hidden laboratory

In a forgotten corner of the city lies a hidden laboratory, where mad scientists conduct unspeakable experiments on unwilling subjects. Those who have stumbled upon it have either been recruited into the experiments or have become the experiments.

Story thread, The cult

There is many machine cults within the city. Strange rituals and weird sermons take place on nights and in dark alleyways…and sometimes on Thursdays at noon. Psalms mixed with mechanical schematics can be found hidden away. Drawings for impossible machines with dark hexes.

Story thread, The clockwork carnival

The yearly carnival comes to town, but something is always a little off about it. The rides and attractions are all powered by intricate clockwork mechanisms, and some say that the performers themselves are automatons. It always starts with joy and excitement but mostly ends in horror.

Story thread, abandoned

There is many abandoned buildings, industry's and factories within the city. Some contain treasures others terror…and some have a little bit of both.

Story thread, The ghost ships

You might think that there isn't any boats or ships in Kuggköping and that would be a logical conclusion. But it would also be wrong. There is plenty of ships in the city. Abandon and deserted, stuck on dry land wedged between buildings and left dry in open squares. Some even move about in the city. You would never see one move. But wait long enough and one ship will be found somewhere else eventually.

Story thread, The witch coven

All the witches in Kuggköping are never seen together except for one day each year. If you are unlucky enough you will run into them on their communion. The coven of witches is regarded as a great gathering of evil, magic and trickery. What goals or agendas these ladies have cocked up is anyone's guess.

Story thread, The black market

An underground black market operates in the city, dealing in illegal goods and services. Those who enter the market never return unchanged, if returning at all.

Story thread, Finding the rat

Infiltration, backstabbing and spying. The greatest threat for the cartographer houses is almost always the threat from within. Disloyal vermin that needs to be found and…dealt with.

Story thread, hunted

There is a great many things to run away from. Maybe you went too deep within the city. Maybe you have to find your way back home in a big hurry. I would say that as an explorer you are preforming the act of fleeing just as much as you are exploring. Monstrous machines, factions of the unknown, mythical creatures and just bad people are plenty of reasons to run back to safety.

Story thread, spaceship

There is actually one story that is so bizarre that it is persisting even though it only happens once and even though it can't be confirmed. Twenty years ago an exploring warband found a big metal hull deep within the city. Pistons, pipes and cables ran all over a stubby and massive steel hulk. With huge engines attached to its rear. The warband enter and the ship and they where never seen again. Based on descriptions the engineers believe this was a spaceship… possibly belonging to the man on the moon?

Creating a new character faction

In Kuggköping there is many different factions for your characters to belong to. A player may craft and create a new faction for games in Kuggköping. Will you form a new cartographer house? Will you belong to the council of engineers? Will your warband belong to one of the enemy factions? Or do you have inspiration to create something els?

If a player wants to use a new character faction: when creating the warband, instead of picking a cartographer house to belong to in the character creation entry, pick your new crafted faction instead. Come up with a name for you new faction and apply the rules to your warband.

Crafting a new character faction
Pick 1 of the following options:

1. Pick an enemy faction rule and apply it to your warband. Pick 1 negative effect from the modification list and apply it to your warband.

2. Pick 2 rules from 2 different cartographer houses and apply them to your warband. Pick 1 negative effect from the modification list and apply them to your warband.

3. Pick 1 modification from the modification list and the negative effect. Apply it to all members of the warband. This dose not count as if the characters have been given a modification.

4. Pick 1 rule from the enemy factions and 1 rule from a cartographer houses and apply them to your warband. Pick 2 negative effects from the modification list and apply them to your warband.

A cogwheel of examples
The following is but a handful of examples of factions within the city.
Do your warband belong to any of the following organizations or are your adventurers

from a different branch of explorers?

Trolls
Compression-trolls
Leech Trolls
Hydro Trolls
Wrench Trolls
City Trolls
Steam Trolls

Gnomes
Data-gnomes
Grease Gnomes
Garden Gnomes
Black Gnomes

Goblins
Cable Goblins
Machine Gobbos
Gear Goblins
Raiders

Human
The Union
Concil of Engineers
The Scholars of the universeties
Keepers of Coin
Holder of Coins
ClockWork legion
The Brass Brigade
The Ironclad Coalition
The Stilt Society
Imprints
The Inkers
The Iron Compass
Navigators
Steel Pens

Cults
Cult of the Machine city
Cult of the IronClad
Copper Cult
Kugg Cult
The Fleshers

Maskin Folk
The Machine Men
The Steamsmiths
Bolters

Outlaws
CobbleStreet Pirates
Northern Bastards
The Roaming Bastards

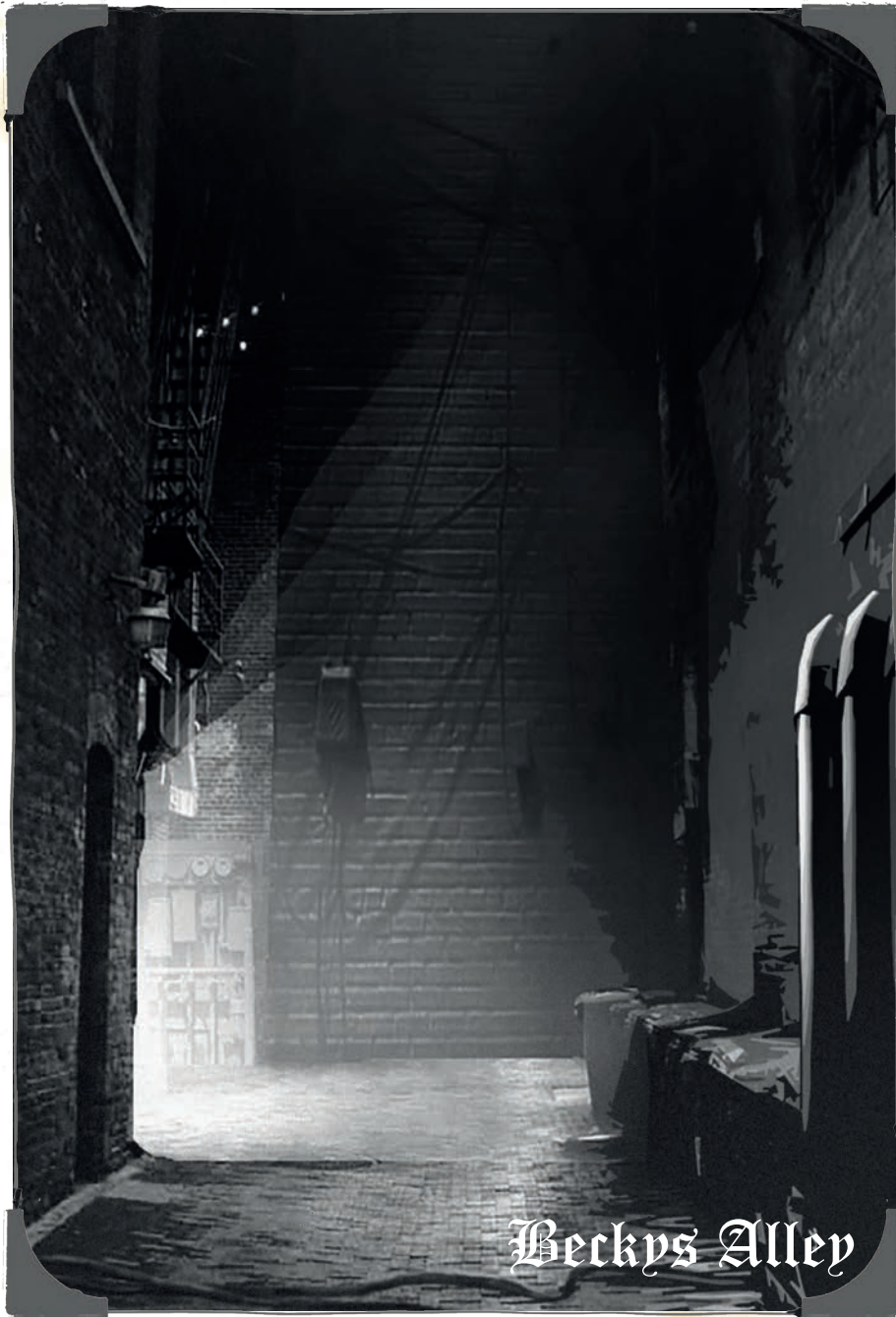**Blood Drinkers**
Iron Fangs
Steam Hounds
The Brass Claws
The ether Wolfs

Undead
Necro-maticers
Hydraulic Revenants
Liches of Corrosion
Bio-Morphs
Twistdead

Others
Scavengers
Children of Bauk
The Undeterred
Chimney Heads

Beckys Alley

"No trace of the girl could be found
The family searched the high and low
No screams or calls not a single sound
Lost in the alley, where did she go?"

Reference sheet

The turn sequence
- Roll initiative.
- Activate the first model.
- Activate the next model from the opposing warband.
- When all models have activated, End turn

In-game level up
When a character have claimed a Gizmo roll 2 D6 and pick 1 in-game level.

1-2, Add 1 dice to your ability dice.

3-4, Give the character +1 in Move or Range or Action Dice or Wound.

5-6, Decrease the cast cost by 1 for one of the characters "Character abilitys".

Move action
If a model has any enemy models within 1 space when it starts a Move, it takes 2 Damage. This does not apply to pushes and doesn't stack.

Attack sequence
Step1. The attacking model rolls its action dice.

For every 4+ the model scores 1 hit.

For every hit the defending model receives 1 damage (if nothing else is specified).

Step2. The defending model rolls its armor rolls and remove wounds not blocked by the armor.

Step3. The defending model may make an attack roll against the opposing model according to step 1 and 2 or move 1 in any directions.

Enemy models always attack back if within range or moves 1 space closer.

- If the two models is more than 1 space appart after the defending model have made its push or attack, the attack ends.
- If the two models is adjesant to each other the attack sequence restarts from step1 and only ends when 1 model is killed.

Recive damage, Armor roll
For ever unsuccessful armor roll you remove 1 point of damages. A roll of 1 the model recives 1 additional damage. A roll of 6 the defending model remove 2 points of damage . If there is any points of damage left after the armor roll, this is the final number of wounds removed from the model.

Attack bonuses
If multiple friendly members are within Range of the same enemy model when one model f is making an attack roll, add +1 D6 attack dice to the roll for each additional warband member.

If a model rolls a 6 when making an attack roll the model generats an additional hit.

Killed list:
1. **A Bland kill,** nothing special happens.
2. **Blow back,** Push the killed model 1 directly away from the character.
3. **Severed,** Push the killed model 1 in a random direction.
4. **Splatter,** a random model adjacent to the killed model can't activate this turn.
5. **Covered in gore**, all adjacent models push 1 directly away from the killed model if able too.
6. **Rare drop,** instead of dropping a normal Gizmo the model drops a super-special Gizmo (once per game).

Enemy activation - Non-aggressive action
- 1-2, Move the enemy model its move in a random direction.
- 3-5, Move the enemy model 1 move toward the closest Gizmo. If the enemy model picks the gizmo up, directly ends its activation.
- 6, The enemy model rolls on the aggressive action list instead.

Enemy activation - Aggressive action
- 1-2, The enemy model rolls on the non-aggressive action list instead.
- 3-5, Move the enemy model 1 move toward the closest character. If the enemy model can get within its range to the closest character, the enemy makes 1 attack.
- 6, Move the enemy model 1 move +2 space towards the closest character. If the enemy model can get within its range to the closest character, the enemy makes 1 attack with +1 action dice.

Enemy activation - Attack action
- 1, The enemy model fumbles and loses its activation.
- 2-5, The enemy model makes 1 attack towards the closest character.
- 6, The enemy model receives 1+ in action dice and makes 1 attack towards the closest character.

Maskinfolk-Machine biology
Maskinfolk have 1- in Move.
Maskinfolk generate 2 damage for hits when making attacks.

Utlagi-Killers and looters
If an Utlagi claims a Gizmo add 1+ to its action dice.

The Draugar-Unmet hunger
All Draugar have 1+ in Range and 1+ in wounds.

Trolls-Too ugly to look at
A character that attacks an enemy model from this faction may not claim the "1+ D6 attack dice bonus" for having one or more friendly models within range to the same target.

Gnomes & Goblins-Spell slingers
When the first enemy model activates on a new turn, roll on the following list and apply the result.
1. Push all character 1 in a random direction.
2. Randomly pick 1 character and 1 enemy model, these models may not activate this turn.
3. Randomly pick 1 character and 1 enemy model, the models swap places.
4. No model may make armor rolls this turn.
5. Add 1 Gizmo in an adjacent space to 1 random model (the player places the Gizmo).
6. Randomly pick 1 character, the character receives 2 damage.

Punny
M3, R1, AD1, Ar5+, W4
Special ability:
If Gizmo is closest, make non-agressive action.

Sly
M3, R4, AD2, Ar4+, W5
Special ability:
Can only be target of attacks within 3 spaces.

Gaffer
M4, R2, ADx, Ar4+, W6
Special ability:
Action dice equal to wounds.

Snobb Town

Reference sheet (1/2) - Campaign special rules

Undying horde. In the start of each new turn, for every killed model place a punny enemy model in the players deployment zone. If the player warband have deployed anywhere on the table the new model is placed in its own deployment zone. These enemy models is now part of the enemy warband and will activate with the rest of the enemy warband.

Sudden death, If your warband is killed in this mission you have to restart the campaign.

Going Hydro. Enemys that is going hydro have the same rules as normal with the following additions: If a punny enemy claims a Gizmo it grows into a sly enemy model. If a sly enemy model claims a Gizmo it grows into a Gaffer. If a Gaffer claims a Gizmo the Gaffer grows and receives 1+ in wounds. When any hydro troll claims a Gizmo all other characters receives 1 damage. If a hydro troll have been wounded before it grows it heals and any damage is restored.

Coil Relay, Place a terrain piece somewhere in the center of the game board. This is the coil relay. At any time a character that is within 1 space from the coil relay may make an activate action (special action). If a character activate the coil relay all models receives 10 damage. Decrease the damage the coil relay deals by the turn number.

Point of no return, If a character has lost wounds during one mission in this campaign, it will start on the same number of wounds in the next game (characters don't replenish its wounds between games). The same principle applies to any ability dice that have been used.

If a character is killed during this campaign, it will be out of this campaign for the remainder of the campaign.

The walking house, In the beginning of each turn randomly push 1 randomly selected terrain feature 1 space in a random direction. If a terrain feature is pushed into a space already occupied by another terrain feature or model it push that terrain feature or model 1 space in the same direction. Models receives 1 damage. terrain features automatically stops if it can't be placed in its new location. Models that can't be placed in its new location is killed.

The escape route, Each time a player claims a Gizmo, roll a D6. If a 6 is rolled, randomly pick a board edge. This is your escape route.

Victory condition, place 2 or more characters on the escape route board edge.

Flow of battle, To represent the never ending flow of fighters and soldiers punching into the battle zone, when a model (character or enemy model) is killed during the game, the model is placed in its deployment zone in the beginning of the next turn and will activate as normal once deployed. It is still considered to be killed, it is just replaced by another fighter. If a player have a character that have been killed during the game, the player may pick and create a new character to deploy (see the character creation entry), instead of deploying the previously lost character and profile.

Exploring, When a model claims a Gizmo, roll a D6. On a 1-2 the Gizmo is claimed as usual. On a 3-6 the Gizmo is not claimed, instead place a random enemy model from a random enemy faction 1D6 in a random direction from the character. The enemy model activates as normal next turn.

Enemy bombard, an enemy bombard is a machinery cannon that the enemies deploy to wreak havoc on the battlefield. It comes in many shapes and sizes. From simple canons to advance mechanical structures.

The bombard have the same stats as an punny enemy model with following special rules:
- The enemy bombard takes up 2 spaces.
- The bombard can not move and will only do attack actions.
- The bombard have an unlimited range and do not require line of sight. It attacks a randomly selected character when attacking.
- The Bombard gets +1 in action dice for each friendly warband member that have line of sight to the targeted character.
- When the bombard attacks you roll the action dice as normal. If an attack dice misses randomly select a space within 1 D6 range. This space and any model occupying it is hit instead.
- If the bombard has a character model adjacent to it, the bombard can't attack.
- If the bombard is destroyed it will not return to the battlefield (see the flow of battle rule).
- A bombard is faction less.

Reset, When a model claims the final Gizmo, all models reset and deploy in the deployment zones. 3 new Gizmos are added to the board and placed at the center, then randomly moved 1D6. If a model is killed, it respawns in its deployment zone and can activate next turn.

Two to tango, If playing with 2 players both players share activations, this means that players only roll 1 dice for initiative and agree on who will activate a character during the player activation.

Lineup, Between each mission a player may replace 1 character ability for a new one. If a player does this, remove the old character ability with all rewards from the game and add a new character ability from the ability list.

Abrupt end, Whenever a model claims a Gizmo, before any effects takes place, roll 1 D6. On a roll of a 1 the game abruptly ends.

No loot for you, Models does not drop Gizmos when being killed.

Hard earned, A character have to use 1 action to claim a Gizmo.

The Witch
M6, R4, AD5, Ar4+, W7

Special ability:
- If attacked and not adjacent move 3 away from the character.
- If inflicts wounds removes ability dice then wounds.

The Dragon
M4, R2, AD6, Ar-, W6

Special ability:
- Can not take damage.
- Remove 1 wound if player claim Gizmo.

The Night Mare
M3, R1, AD-, Ar3+, W6

Special ability:
- Start of turn, move 1D6 in a random direction.
- Attacks made adjacent deals 6 damage without rolling to hit.
- Can move through other model, models receive 3 damage.

Shifting madness
Randomly add 1-2 additional campaign rules from the campaign machine to each individual mission.

Foggy View
Reduce all models ranges to a maximum of 2. Replace all enemy models with markers. When a enemy marker is within 2 and line of sight, roll randomly on the enemy list and replace the enemy marker with a enemy model. All enemy markers have a move of 4 and always move in a random direction when activating. Enemy models act as normal.

Corrupting fog ,
The characters will not activate as normal when this rule is applied. Instead activate the characters according to the following rules:

In the beginning of the turn before any other actions has taken place, roll 1 dice for each character plus 1 extra for each ability dice your warband has in the ability dice pool. If playing two player games add the ability dice from the player with fewest ability dice in its dice pool. This do not count as if the characters are using the ability dice and it is not the ability dice the player uses, just the same number.

Without changing the number rolled, Assign 1 dice to each character. Any dice left after the dice is assigned is discarded.

When a player activate a character, compare the number on the assigned dice with the following list and apply the effect:

1. Move the character it's move towards the closest board edge.

2. Move the character in a random direction and make an attack against the closest enemy model if able.

3. Move the character it's move + 1 towards the closest enemy model and makes 1 attack.

4. The character makes 1 move in any direction and then applies its ability effect from 1 of its character abilities chosen and controlled by the player (if able to).

5. The character makes 1 attack at the closest enemy model or makes 1 move +1 in any direction.

6. The player makes 2 actions in any order and or combination. Move, attack or cast an ability against any model (the ability needs to be casted for according to the rulebook).

Remove the assigned dice after the character has completed its activation.

Spare parts
The campaign machine has a component called spare parts. This is a separate section of mission rules that is not part of any previous min-campaign and is mission rules that a player may pick or add from, in any way they see fit. The spare parts might be needed if a player wants to craft specific adventures or just want to try something new.

Brutality
Both characters and enemy models rolls on the Killed list when reduced to 0 wounds (see the "killing an enemy model" section).

Retrieve
This special rule is also attached to a specific victory condition and will change any other victory condition already in play.

Randomly select a board edge, place a retrieve objective marker on the selected board edge. A character or enemy model can pick up the objective in the same way as a Gizmo (enemies consider the retrieve objective to be a Gizmo). If a model picks the objective up it will be part of the model until the model is killed. If the model is killed the objective is placed in the space the model previously occupied, the model does not drop a Gizmo. A model that has picked up the objective receives a -1 to its movement and can't use character abilities.

Victory condition characters: Move a character with the objective to the opposite board edge from where the retrieve objective is first deployed.

Brute
Whenever a Sly enemy model is part of the mission setup, roll 1 D6 for each sly enemy model, on 4+ replace the Sly model with a Brute instead.

Brute
M4, R2, AD2, Ar4+, W5
Special ability: Increase this model's action dice by 1 for each wound lost.

Escort
This special rule is also attached to a special condition. The special condition will take president over the game if it is meet.

Add a special character that your warband will escort to safety. The special character has the same stats as a Punny enemy model but do not have any special abilities. The special character will activate according to the Corrupting fog special rules. The special character is setup as any other character in the warband and is controlled by the player.

Special condition: If the special character is killed, the controlling player lose the game.

Unsuspected
- The enemy models will only do non-aggressive actions on the enemy activation regardless any other rules.
- Whenever an enemy model receives damage, the enemy model will from that point onward do aggressive actions on its activation, regardless any other rules.
- If an enemy model has successfully been targeted by an ability roll a D6 on a 4+ the enemy model will from that point onward do aggressive actions on its activation, regardless any other rules.
- If another enemy model is within line of sight to another enemy model that have received damage it will do an aggressive action in its next activation.

New enemy faction. Option1
Replace or add a modification from the modification list (see the character creation entry) to the enemy model's faction rules. This is the new or modified enemy faction's rules. The modification is added without the negative effect. The modification Reroute power and Splicer can not be added to enemy models.

New enemy faction. Option2
All enemy models use the faction rules from 2 different enemy factions. Either pick the enemy factions or roll randomly.

Character sheet

Character name:

Character archtype:

Move ( )		Range ( )	
Action dice ( )		Armour ( )	Wounds ( )
Special ability			
Achievement			

Modification	Positive effect:	Negative effect:

Ability name:	Ability effect:	Cost:

Mission rewards:

Mission1: M,	R,	AD,	W,	Dead ☐
Mission2: M,	R,	AD,	W,	Dead ☐
Mission3: M,	R,	AD,	W,	Dead ☐

Character rewards (from abilities and achievements):

Character notes:

Character name:

Character archtype:

Move ( )		Range ( )	
Action dice ( )		Armour ( )	Wounds ( )
Special ability			
Achievement			

Modification	Positive effect:	Negative effect:

Ability name:	Ability effect:	Cost:

Mission rewards:

Mission1: M,	R,	AD,	W,	Dead ☐
Mission2: M,	R,	AD,	W,	Dead ☐
Mission3: M,	R,	AD,	W,	Dead ☐

Character rewards (from abilities and achievements):

Character notes:

Character name:

Character archtype:

Move ( )		Range ( )	
Action dice ( )		Armour ( )	Wounds ( )
Special ability			
Achievement			

Modification	Positive effect:	Negative effect:

Ability name:	Ability effect:	Cost:

Mission rewards:

Mission1: M,	R,	AD,	W,	Dead ☐
Mission2: M,	R,	AD,	W,	Dead ☐
Mission3: M,	R,	AD,	W,	Dead ☐

Character rewards (from abilities and achievements):

Character notes:

Campaign sheet

Campaign Story

Mission Story

Mission Special rules

Mission Difficulty

Number of Gizmos

Enemy Faction

Deployment

Enemy Models

Player Victory Condition

Enemy Victory Condition

Mission Notes

Mission Story

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Mission Difficulty

Number of Gizmos

Enemy Faction

Deployment

Enemy Models

Player Victory Condition

Enemy Victory Condition

Mission Notes

Foldable Gaming Table in a pinch

This is the foldable gaming table in a pinch. It might not be amazing…or an actual table…but it will do in a pinch…and it is foldable.

Great for traveling or if you are fresh out of a square grid to play on.

Just add some terrain and you are good to go.

Flat PaperExplorers

Cut 'em, clue 'em, put 'em in a stew…eh no I mean put them on a board.

You Don't have any miniatures? Don't worry, with the Flat PaperExplorers you have what you need to start your adventures. Maybe not as fancy as the real ones but much easier to store and they come pre-assembled and painted…sort of.

They are even perfect to bring on vacation. Just add some dice and Gizmos and start your adventure.

Kuggköping

Once upon a time in the land far from the sea.
A city appeared where a forest used to be.

The city was big and quite a sight.
Stranger still it appeared overnight.

In Sweden it stood mighty to see.
But the city seems empty, how could that be?

Streets and houses, machines, and things.
With wealth and power corruption it brings.

Soon it was clear that treasures could be found.
With gadgets and gizmos, the new citizens were bound.

More and more came to settle and stay.
To make this city their home, day by day.

But it was not all as merry as the explorers foretold,
For secrets and dangers were waiting to unfold.

It turns out that the people were not alone after all.
Others lived between dark streets and houses so tall.

Some friendly and nice and some with murderous intent.
Robots, gnomes, and beasts, longer still the list went.

You might think that this is the last of the city you hear.
The big city abandoned again, by the people in fear.

But the truth is cold, it might give you the chill.
For the people will not leave against their own will.

The city will have your flesh and turn it to steel.
Forever you are part of the machines turning wheel.

You will not think or wish for things far far away.
In the end it is in this city your soul will stay.

Kuggköping is the only thing in your sight.
Come to visit and it will be your home overnight.