

Farmageddon

A handbook in Mechanized Agriculture and harvesting
within the great corrosion.

Issued by the printing institution of Kuggköping, 1834.

Written by Fredrik Permo



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. Its vastness clearly seen from the outside change to endless once inside the city itself.

When the first brave explorers entered Kuggöping, all they found 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 had settled and as new districts was discovered, the people started to realize that they were far from alone. The dark and numerous streets were home to others. Some were like men, and some were nothing like men. Creatures of myth and folktales shared the streets with the people.

Within its 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.

It was not long until a new actor would arrive 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 within Kuggköping.

After decades a new aspect of the city reared its foul head. A creeping corruption was slowly spreading, and it started to influence anyone living in the city. The corruption also known as the great corrosion changed and warped all living things into a strange mix of machine and flesh. Slight at first, but as the years went on, the changes became stranger and more frequent. What first started as an itch, could end in a twisted biomechanical limb.

One hundred years after the city appearance, it had become the home to thousands of families. Hundreds of districts had been discovered, but no end to the city had been seen. The buildings stretch up towards a darkened sky, and the streets linger like veins between houses, factories, and districts. And cartographer houses swell in power for each day that passes.

But for the land of Sweden the great corrosion did not just stay within the city, From the first hours of its existence, it influenced the land the city now occupied and changed Sweden and slowly the world forever.

After the King of Sweden had lost himself within the city, Sweden stood without a ruler. For the first hundred years the country was slung into conflict and madness. Mighty men and women tried to rule an ever more maddening landscape and other kingdoms tried and failed to size it.

It became evermore clear that any threat to the city was one way or another meet with a decisive end. The cursed land of Sweden became abandoned by any whom had intentions to govern it. Like a living sickness, the great corrosion guarded its new home and altered the landscape into something machine-like and mechanical.

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 falls 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. 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 the growth.

However, the inhabitants of the city had little concerns for the world outside, but there were others that would thrive in this new and strange land.

Anyone that could adapt and work with the land would eventually stand unrivalled. The Farmers had always struggled in a harsh landscape, the great corrosion did not change that. Things got a little strange and a little weird, but Farming was in principle what it had always been. Working the land and tending to the Farm.

Left without governance these Farms and Dwellings would slowly expand and become more and more dominant to a point where they could claim governance over their own immediate lands. This would spark new conflicts and new strange wars. Still far in the future the Farm-wars would shape the north and become some of the most brutal conflicts ever seen. With war inventions like Pig Hulks, Grazer engines and other mechanized livestock. Destruction would rain and over the decades would devastate parts of the south completely. But this was still in the future.

Despite the Farmers increasing power and dominance the city seemed to leave them alone without hindering their expansion. This was most likely due to the simple fact that the Farmers didn't care for the city other than for trade. This formed a symbiotic relationship where both powers were depended on each other without competing for dominance. On one side was the Farmer States and on the other was the Cartographer Houses.

How these early years and decades would shape the future was yet not realized. But the age of Farmageddon had just begun, Swedens new caretakers had just started to claim their new throne.



Table of directions	
Overview.....	7
The Dwelling	8
Almanac	8
Dice.....	8
The turn.....	9
Victory condition.....	9
Giving up.....	9
Missing a day.....	9
Harvest dicepool.....	9
Resources.....	9
Farmer chest.....	9
Items	10
Young beast	10
Receiving damage (armour).....	10
Wounds	10
Create a new dwelling	11
The Farmer.....	11
Generate beasts	11
Beast type	11
Beast stats.....	12
Generate beast modification.....	12
Turn phases	14
Start of the turn	14
Dominance	14
Check the date,.....	15
Check the weather.....	16
Nice weather	16
Bad weather	16
Roll for event.	17
Feed the beasts	19
Check the beasts	19
Carry out the attack!	19
Collect harvest.....	19
Buy items in Kuggköping market.....	20
Trade in Kuggköping market.....	22
Best in show	23
Enter in best in show,.....	23
Fight Best in show,	23
Winning with the Farmer/beast.	23
Dominating	23

After the fight,.....	23
Use item.....	24
End of the turn	24
The Swelling.....	25
The game	26
Miniatures	26
Turns	26
Setting up	26
Warband.....	26
Setting up the table.....	27
Place enemy models.....	27
Place resources markers	27
Place the player models.....	27
Initiative	28
Alternating activation.....	28
Actions	28
Control test.....	28
Movement and terrain.....	29
Pushed into things.....	30
Line of sight,.....	30
Cover,.....	30
Attack actions.....	31
Attack sequence.....	31
Receive damage, Armor roll.....	31
Wounds.....	31
Killed models	31
Claiming Resources	32
Enemies	32
Enemy models	32
Enemy Faction.....	33
Oilmarsh Dwellers.....	33
Forest Bastards.....	33
Pain Stalkers.....	33
Enemy activation.....	34
Ending the game	35

Overview

The game of Farmageddon consists of two parts, the Dwelling, and the Swelling. During the game the player will try to achieve victory by leveling up its Dominance to level 10.

The Dwelling is a pen and paper game where the player creates a Dwelling, a Farmer, and Beasts. The player collects harvest, evolve the beasts, and try to survive the harsh landscape.

The Swelling is a tabletop skirmish miniature game where the player enters the world outside of the Dwelling with your Farmer and Beasts to collect resources, claim territory and to fight the worlds other dwellers.



The Dwelling

The Dwelling is a pen and paper game. The game takes place over a maximum of 365 turns. Only 1 turn of the Dwelling may be played each day. The goal of the player is to reach Dominance 10.

Almanac

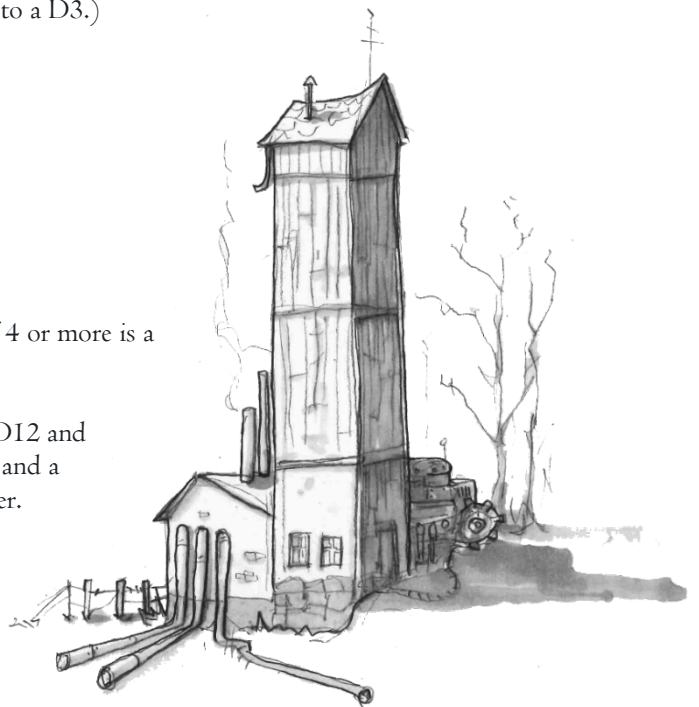
There are many things to keep track of in the Dwelling. The day among other things is an important thing to keep track of. How a player keeps track of the Dwelling and all its “goings on” is up to the player. It is however, recommended to use a proper almanac for convenience.

Dice

Farmageddon will use all sorts of dice,

- D3 is a six-sided die with the number 1-3 on it.
(You can use a D6 instead of a D3 if you don't have access to a D3.)
 - 1-2 on a D6 equals a 1.
 - 3-4 on a D6 equals a 2.
 - 5-6 on a D6 equals a 3.
- D6 is a six-sided die with the number 1-6 on it.
- D10 is a ten-sided die with the number 1-10 on it.
- D12 is a twelve-sided die with the number 1-12 on it.
- D20 is a twenty-sided die with the number 1-20 on it.
- When the game says to roll a 4+ it means that a number of 4 or more is a success.

You will need a handful of D6 dice but just 1 of D3, D10, D12 and D20. You can of course use a D20 instead of using a D10 and a D12. Simply reroll the dice if it ends up on a too high number.



The turn

One turn in the game equals one day in the real world. The turn is organized into phases that you follow in order. When you have finished the phase end of the turn. The turn is ended, and you can play a new turn next day. If this is your first time playing you start with the create a dwelling phase, this phase is only done once right before turn I. These are the turn phases:

- Start of the turn,
- Check the date.
- Check the weather.
- Roll for event.
- Feed the beasts (optional).
- Check the beasts.
- Collect harvest (optional).
- Buy items in Kuggköping market (optional).
- Trade in Kuggköping market (optional).
- Enter best in show Kuggköping market (optional).
- Use items (optional).
- End of the turn.

Victory condition

To complete the game of Farmageddon the player needs to achieve Dominance 10 at the end of the turn. How to obtain Dominance and how to win the game is described under the “Dominance” entry in the “start of the turn phase” and the “end of the turn” entry.

Giving up

There might be situations where the player feels that it is impossible to continue. In this case the player is of course allowed to give up. But make sure to entertain all options before giving up. Life is hard out on the countryside but the hardy and resourceful can prosper in any situation.

Missing a day

The Dwelling needs to be taken care of every day. If you miss a day playing you don't play the missed turns, instead you roll 1 extra time on the event list for each day missed. You can't claim the benefit of censorium in this case.

Harvest dicepool

The dice in the Harvest dice pool may be used as currency when going to the market. Any dice taken from the pool is discarded after it has been used. All harvest dice that is not used during the turn is saved in the pool until next turn.

Resources

There are 3 types of resources in Farmageddon; Petroleum seed, Blood root and Circuit cell. These can be bought, earned, or found in the game and is used as currency then buying items.

Farmer chest

All items that a Farmer receives, trades or buys and that is not activated directly is placed in the Farmer chest. A Farmer may use and activate an item's effect in the use item phase. If an item is used its effects is applied and the item is removed from the Farmer chest. If an item is not used during the turn the item is saved in the chest for future turns.

Items

There is a variety of different items.

- *Normal items* are discarded once the effect is applied.
- *Agri Assets* is part of the dwelling once activated and its effect may be used multiple times according to the specific asset.
- *Modification* is part of the beast or Farmer once activated. If the beast dies the modification is also discarded.

Young beast

When a player receives a young beast, the player adds a new beast to the Dwelling. The young beast will have all stats set to 1 and has a movement of slow and no modification.

After 7 turns starting from the turn the animal is generated the player change all stats from 1 and slow to new stats according to the “generate beast” entry. This is to represent that the beast is growing up and is reaching its maturity.

Receiving damage (armour)

Anytime a Beast or the Farmer receives damage the player may roll the Farmer or Beasts armour save. For each damage the farmer or beast receives, rolls 1 D6. For each successful roll the player removes 1 damage, for each failed roll the farmer or beast removes 1 wound. If a 1 is rolled when rolling its armor roll the farmer or beast removes 2 wounds instead. If a 6 is rolled remove an additional damage.

Wounds

If the Farmer or beast is reduced to 0 wounds or less. The Farmer or the beast is considered to be killed and is removed from the game.



Create a new dwelling

To create a new Dwelling the player follows the following steps.

- Generate the Farmer.
- Generate 2 random Beasts for the Dwelling.

The Farmer

Generate the Farmer by rolling the indicated dice. The rolled dice number is the stats final value.

Type of stat	Stat value	Stat explained
Name		
Wounds	1 D6	How many wounds the Farmer has.
Attack	1 D3	This is how many dice the Farmer rolls when attacking and defending.
Temperament	1 D3	This is how aggressive the Farmer is.
Move value	Roll a D6, 1-3 = Slow. 4-6 = Normal.	This is how the Farmer moves when making a move action in the Swelling.
Armor	4+	This indicated what the Farmer needs to roll on 1 D6 to remove 1 damage.

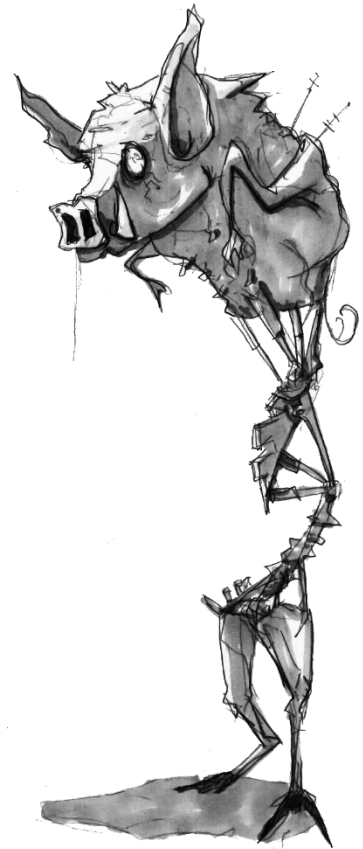
Generate beasts

When generating beasts for your farm you follow the following steps.

- Randomly select the type of the beast according to your farm.
- Generate the stats for your randomly selected beasts.
- Give each beast a random modification.

Beast type

- *Cable hogs*, Hogs trades for 3 resource rather than 2.
- *Phrenetic Mount*, Mounts always has a move value of fast.
- *Diesel grazer*, at the end of the turn phase the player may decrease the grazers wounds by 2. If the player decreases the grazers wounds the player may add 1 Petroleum seed or 1 Blood root or 1 Circuit cell to the Farmers chest.
- *Fibrionic Chickens*, Chickens always have an attack value of 1 when it is first generated and a harvest value of 1D6 + 1 (regardless of any other rules).
- *Gas Goat*, if a goat is killed the Farmer receives the beast's trade value directly.
- *Gearhound*, If an Gearhound takes part a fight (Dwelling/Swelling) add 1D6 hits to its final combat value. A Gearhound has a harvest value of 0 as its starting value. The Gearhound, will only fight other beasts if it has a temperament of 7 or more.



Beast stats

Type of stat	Stat value	Stat explained
Name		
Beast type	<i>This is generated in the "generate beast" section.</i>	
Wounds	1 D6	<i>How many wounds the Beast has.</i>
Attack	1 D3	<i>This is how many dice the Beast rolls when attacking and defending.</i>
Armor	5+	<i>This indicated what the Beast needs to roll on 1 D6 to remove 1 damage.</i>
Move value	Roll a D6, 1-3 = Slow. 4-6 = Normal.	<i>This is how the Beast moves when making a move action in the Swelling.</i>
Harvest value	1 D3	<i>This is how many harvests dice the beast produce in the harvest phase.</i>
Temperament	1 D6 -1 (to a minimum of 1).	<i>This is how aggressive the Beast is.</i>
Modification	<i>This is generated when rolling on the modification list.</i>	

Generate beast modification

1. Hydraulic locomotion.

The Dwelling: When this beast is removed from the game the player receives 1 circuit cell.

The Swelling: Increase the beasts move value to fast.

2. Flesh change.

The Dwelling: Rapid techno mutations are constantly changing the beast. The beasts may never be traded. In start of collect harvest phase roll 1D6. The result is how much extra the beast has in harvest value and what Temperament value it has.

The Swelling: When this model is activated roll a D6, on a 6 the model doubles all character stat values + it gets fast for the rest of the game, in this case the beast can't make any armor saves.

3. Embryonic sacks.

The Dwelling / Swelling: This beast can never die. Instead, it is reborn each time it is killed. If the beast is killed or Flesh Harvested turn the beast into a young animal.

4. Hyper metabolic cells.

The Dwelling: When this beast is created or when it goes from a young to mature animal the player rolls for its Harvest value like normal and then double it, this is the final harvest value of the beast. At the start of every turn reduce the beasts' wounds by 1.

The Swelling: The beast loses 1 wound each time it is activated. If this beast receives +1 in attack value each time it loses a wound.

5. Pressurized cable limbs.

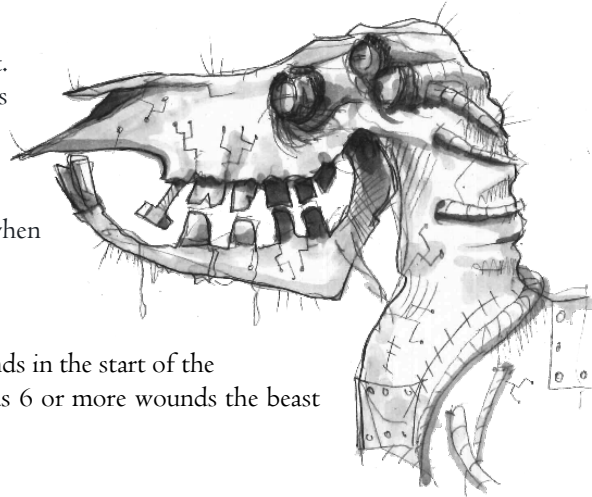
The Dwelling: When this beast fights, instead of adding its Temperament to its combat score, add 1 D10.

The Swelling: A beast with this modification may do range attacks.

6. **Censorium.**

The Dwelling: The player may re-roll the event result. If the player is on Dominance 4-6 it requires 2 bests with censorium to re-roll the event dice. If the player is on Dominance 7-9 it requires 3 bests with censorium to re-roll the event dice.

The Swelling: The control test a player rolls when activating a beast may be re-rolled once each turn.



7. **Dormant Regeneration.**

The Dwelling / Swelling: The beast adds +1 in wounds in the start of the turn if the beast has 3 or less wounds. If the beast has 6 or more wounds the beast will not add any wounds in the start of the turn.

8. **Adrenaline injectors.**

The Dwelling: If the beast is in a fight, the player may add any number of harvest dice to its fight dice.

The Swelling: If the beast is attacking, the player may decrease the model's wounds value by 1. If the player does, attack dice scores hits on a 3+ instead of a 4+ in this.

9. **Schematic download.**

The Dwelling: If this beast is traded, instead of receiving Harvest dice, the player may give another beast a random modification.

The Swelling: If this beast is killed this modification is not discarded, instead it is placed in the Farmers chest.

10. **Bio-cellular links.**

The Dwelling / Swelling: If this beast is killed, roll a D6. The number rolled is the total amount of stat points the player may increase any stat of the Farmer with. Divide in any way the player chooses.

11. **Spore stacks.**

The Dwelling: If this best is traded the player receives 2 additional resources.

The Swelling: If this beast is killed, replace the model with 2 rescors markers.

12. **Instinctual program.**

The Dwelling / Swelling: If another beast is killed the player may kill this beast instead, it receives all the damage the other beast would have gotten and is then removed from the game.

Turn phases

Time to play! After the player has played a phase, the player may move on to the next phase. Remember! Only 1 turn of the Dwelling may be played each day.

Start of the turn

Dominance

What Dominance a Farmer has is determined by the Farmers wealth. Over the course of the game the Dominance of the Farmer will go up or down depending on the state of the Dwelling. Under each Dominance level there is a Dominance criteria. If the Dwelling for fills 1 or more of these criteria, then that indicates the Farmers current Dominance. If no criteria are for filled under any Dominance category, then the Farmer is regarded to be Dominance 1.

In the start of the turn the player verify what Dominance the Farmer currently has; this is the Dominance level the Farmer will have during the remainder of the turn.

Some Dominances levels give a bonus to the Dwelling if it is obtained. A player may claim the bonus multiple times during the game; however, it is only claimed if the Farmer goes up in Dominance from the previous turn. The Farmer only obtain the bonus from the Dominance level the Farmer currently have, regardless of how many Dominance steps the Farmer have done between the previous and this turn.

- **Dominance 2.**
Harvest dice pool has a combined value of 13 or more. The player owns 2 Beasts.
- **Dominance 3.**
Harvest dice pool has a combined value of 32 or more. The player owns 3 Beasts.
Bonus, give 1 Beasts +1 in Harvest value and temperament.
- **Dominance 4.**
Harvest dice pool has a combined value of 36 or more. The player owns 4 Beasts.
Bonus, add 1 resource to the “Farmers chest” of the players choice.
- **Dominance 5.**
Harvest dice pool has a combined value of 55 or more. The player owns 5 Beasts.
Bonus, set all Beasts temperament values to 3.
- **Dominance 6.**
Harvest dice pool has a combined value of 67 or more. The player owns 6 Beasts.
Bonus, give all Beasts +1 in wounds.
- **Dominance 7.**
Harvest dice pool has a combined value of 70 or more. The player owns 7 Beasts.
The Farmer has entered and won 10 times in Best in shows.
Bonus, give all Beasts +1 in Harvest value. Increase all Beasts temperament by +1.
- **Dominance 8.**
Harvest dice pool has a combined value of 81 or more. The player owns 8 Beasts.
Bonus, the player receives 1 “agri asset” of the players choice.
- **Dominance 9.**
Harvest dice pool has a combined value of 100 or more. The player owns 9 Beasts.
- **Dominance 10.**
Harvest dice pool has a combined value of 140 or more. The player owns 10 mature Beasts or more.
The Farmer has entered and won 20 times in Best in shows.

If the Farmer has a Dominance level of 10 in the start of the turn the player may verify its Dominance again in the end of the turn. If the Farmers Dominance still is Dominance level 10 then the player has won the game, read more under the “end of the turn” entry.

Check the date,

Check if today correspond with any of the following dates, apply its effects.

- ❖ **January 1:** New Year. You have been given a blessing or a curse. Roll on the event list. The results are added to the Farmers chest as an item. Any time the player rolls on the event list, the player may replace the result with this blessing or curse. If this item is used to replace a rolled event, the item is discarded from the Farmers chest.
- ❖ **February 2:** The Festival of Lights. This festival marked the beginning of spring and the reawakening of nature. When a player checks the weather, this turns the player may pick the weather regardless of the actual weather and its rolled result.
- ❖ **March 31:** Easter. The Ether Bunny has come to the dwelling. Roll a dice on a 4+ it stays on the dwelling as a new beast. If it stays on the dwelling, create a new beast. The Ether Bunny loves all kind of weather and will never be counted for any negative effects when the player checks the weather.
- ❖ **April 30:** Walpurgis Night (Valborgsmässoafton). To ward off evil spirits the player either burns a fire or presents the gods with an offering. Either discard 7 resources or 1 beast. Player may disregard any results rolled on the event list for the following 7 turns.
- ❖ **May 29:** Mother's Day (Mors dag), if you Farmer is female, the player may pick any Normal item from the market and add it to the Farmer chest.
- ❖ **June 21:** Midsummer, A celebration of the summer solstice, considered a significant time of the year. The player doubles the amount of harvest dice in the harvest pool.
- ❖ **July 17:** This date marks the holiday season for all industries. The market is closed today and 7 turns forward. All beasts get +2 in harvest value for the rest of the game.
- ❖ **September 27:** the great harvest celebrations. Double the total harvest value today. All beasts that get traded today has doubled the value.
- ❖ **November 2:** The day of the dead. This festival marked the end of the harvest season and the beginning of winter. The player may kill 1 beast, add all stats and modifications to another beast of the players choice.
- ❖ **November 12:** Father's Day. If you Farmer is male, the player may pick any Normal item from the market and add it to the Farmer chest.
- ❖ **December 13:** The day of the city. On December 13 the towns around Kuggköping celebrate the city's appearance and independence. All items in the market cost 2 harvest dice less to buy.
- ❖ **December 24:** Yule (Julafton). The player receives 1 item from the market of the players choice.

Check the weather

Look out of the window what weather is it? Roll on the corresponding list and apply the results from the list you feel corresponds with the correct weather.

Nice weather.

1: The ground fumes diesel making it hard to breathe. The player only collects half harvest value this turn.

2-5: Nice weather and high spirits, lower your beasts Temperament by 1.

6: The land bloom, add 1 Petroleum seed or 1 Blood root or 1 Circuit cell to the Farmers chest.

Bad weather.

1: One of your beasts gets stuck in the thick oil muck, it doesn't seem to enjoy it. Randomly select one beast from your Dwelling, set its temperament to 8.

2-5: Increase the temperament by +1 for 1 random beast.

6: The Farmer keeps the animals inside, waiting for better weather. Add 1 young beast to the Dwelling.

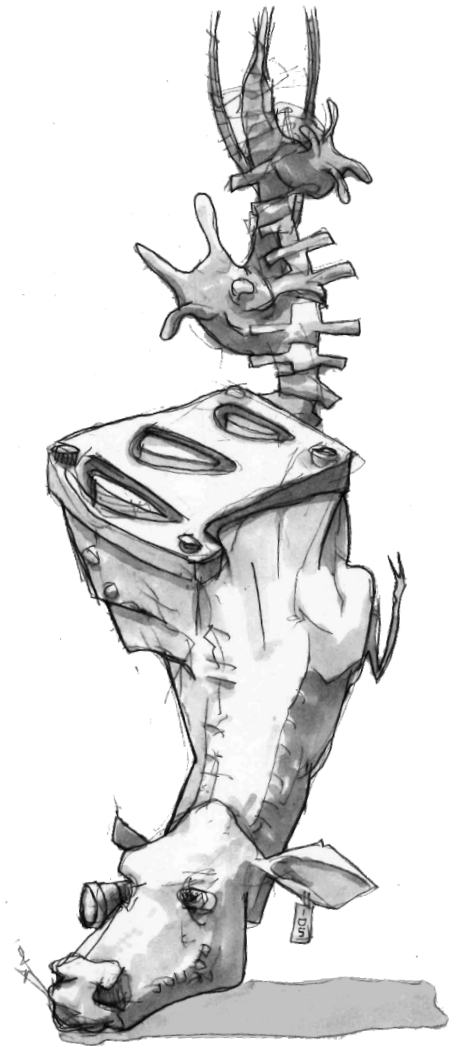


Roll for event.

The player rolls a D20 and applies the result. The result will vary depending on the player's Dominance.

1. At night a Piston Badger entered the dwelling. It randomly attacked one of the beasts. Removed wounds from one random beast. Dominance 1-3, 1 damage, Dominance 4-6, 1D6, Dominance 7-9, 1D10.
2. Overnight one of the beasts gave birth to a baby. Create a young beast to your Dwelling. Congratulations!
3. Pay tax. Remove harvest dice for each beast you have depending on the player's Dominance. If the player can't pay, the player removes 1 beast from the Dwelling!
Dominance 1-3, 1 harvest die per beast.
Dominance 4-6, 2 harvest dice per beast.
Dominance 7-9, 5 harvest dice per beast.
4. Domestic fusion. Combine two beasts into one. Randomly select 2 beasts. Add all their stats and modifications together, keep the combined beast and remove the two old ones. The player chose which move and armor value to keep. It will count as 1 beast but counts as both beast types for game purposes.
5. One of them fancy map lords from Kuggköping have come to buy a beast. You can't refuse. Randomly remove one beast and add harvest dice to your harvest dice pool according to your Dominance. Dominance 1-3, 1D3 Harvest dice,
Dominance 4-6, 1D6 Harvest dice, Dominance 7-9, 1D10 Harvest dice.
6. The Market is closed.
Dominance 1-3, the player may not buy items in the Kuggköping market today.
Dominance 4-6, the player may not buy items or trade in the Kuggköping market today.
Dominance 7-9, the player may not buy items or trade in the Kuggköping market today or tomorrow.
7. Harvest malfunction.
Dominance 1-3, the player receives -1 in total harvest value in the Harvest phase to a minimum of 1.
Dominance 4-6, the player receives -5 in total harvest value in the Harvest phase to a minimum of 1.
Dominance 7-9, the player receives -20 in total harvest value in the Harvest phase to a minimum of 1.
8. You must have come down with something. Cog-flue? The Farmer removes wound depending on its Dominance.
Dominance 1-3, 1 Wound. Dominance 4-6, 1D6 Wounds. Dominance 7-9, 1D10 Wounds.
9. Fumes from a hydro tree must have leaked in from the south.
Dominance 1-3, the players beast receives +1 in attack value.
Dominance 4-6, the players beast receives +2 in attack value.
Dominance 7-9, the players beast receives +3 in attack value.
10. You feel lucky today. You must enter a beast in the best in show this turn.
11. Tax return, add harvest dice to your pool for each beast you own depending on your Dominance.
Dominance 1-3, 1 harvest die per beast.
Dominance 4-6, 2 harvest dice per beast.
Dominance 7-9, 3 harvest dice per beast.
12. Bad reputation. Buying items in the market will be changed depending on your Dominance.
Dominance 1-3, The player may only buy 2 items from the market today.
Dominance 4-6, The player may only buy 1 item from the market today.
Dominance 7-9, The player may only buy 1 item from the market to double the price today.

13. Tragedy strikes. Randomly remove 1 Beast.
 Dominance 1-3, Randomly remove 1 Young Beast.
 Dominance 4-9, Randomly remove 1 Beast.
14. Growth explosion! Turn 1 young beast into a mature beast directly (chosen by the player).
15. Cursed by the city. Dominance 1-6, the player removes 1 random “agri asset”. Dominance 7-9, the player removes 2 random “agri assets”.
16. Corrupting fog drives in from the north. Discard Harvest dice depending on your Dominance.
 Dominance 1-6, The player removes half of its Harvest dice rounding down.
 Dominance 7-9, The player removes all items in the Farmers Chest.
17. Machine meta-morph. Something changes you. Roll a die according to your Dominance and pick a random numbered stat for your Farmer. Add the rolled number to your stat.
 Dominance 1-3, +ID3.
 Dominance 4-6, +ID6.
 Dominance 7-9, +ID10.
18. Pestilence. Discard all Harvest dice.
19. A merchant is coming knocking on the door.
 Dominance 1-3, +3 resources (Petroleum seeds, Blood roots or Circuit cells) of the players choice.
 Dominance 4-6, +5 resources (Petroleum seeds, Blood roots or Circuit cells) of the players choice.
 Dominance 7-9, +7 resources (Petroleum seeds, Blood roots or Circuit cells) of the players choice.
20. Hybrid fusion.
 Dominance 1-6, The magnetic bio-flesh receptors in one of your beasts is going through a rapid cellular transformation. It fuses with the Farmer. Combine the stats of the Farmer with a random beast. The Farmer and the beast are the same. If an effect is applied either to the Farmer or the beast this hybrid fusion receives both effects (positive and negative). Discard the old Farmer and the beast that it was combined with. The combined version still counts as a Farmer but from now on the farmer also have a harvest value and can attack other beasts if it gets a Temperament of 6 or more. If the farmer already has been fused, it can't be fused again. The player chose which move and armor value to keep.
 Dominance 7-9, If the Farmer already has Hybrid fusion the Farmer is killed and removed from the game.



Feed the beasts

Your beasts require sustenance, it is important to have enough resources for your animals, so they don't starve. Starting from turn 2, the player needs to "feed the beasts" you discard 1 harvest dice for each beast you own.

If the player doesn't have enough harvest dice for all beasts the beast that can't be feed, the beast that can't be feed receive +1 in Temperament.

The player decides what beasts to feed and whom not to feed. A player may decide not to feed the beast despite having the right amount of sustenance.

Check the beasts

If a beast has a Temperament of 6 or more there is a chance that the beast will attack someone at the dwelling. For each beast with temperament 6 or more, Roll 1D6, on a 4+ the beast fights a random beast at the dwelling or the Farmer.

If a beast or Farmer has a Temperament value of 8 or more, it will attack another.

If multiple beasts have Temperament 6 or more, go through each beast and check if they will attack, and if so carry out attacks one by one.

Carry out the attack!

If a Beast is attacking another Beast or the Farmer, follow the following steps.

- The player adds the attack value + the temperament value together for each participant in the fight in two separate pools. This is the number of fight dice the player rolls in the fight.
- The player rolls each pool separately and count how many hits each participant scores. For every 4+ the participants score 1 hit. If a 6 is rolled the participant scores 2 hits.
- The participant that scores the most hits is the winner of the fight. Calculate the difference in hits between the two fighters. The difference in hits is the number of damages the loser receives.
- The loser receives damage, rolls armour saves and removes wounds according to the "Receive damage" section.

Collect harvest.

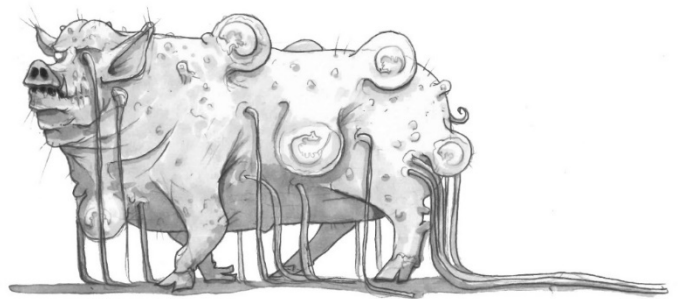
In the Collect Harvest phase, the player collect harvest from its beasts. A player can collect harvest in two different ways, Flesh Harvest or Secretion Harvest. Only 1 way of collecting harvest may be picked on each turn.

Flesh Harvest

The player Collects and receives 3 times the beasts harvest value from 1 beast, after the player has collected the harvest value from the beast the beast is removed from the game.

Secretion Harvest

The player receives the harvest value from 2 beasts of the players choice. After the player has collected the harvest value from its beasts increase the Temperament value of each beast by +1.



Buy items in Huggköping market

To buy something from the market you need to pay the cost of the item. On each item to buy there is an associated cost attached to it. Remove the same amount of resources as the cost indicates and then place the item in the Farmer chest or activate them directly.

Steroids	
Cost	6 Harvest dice
Type	Normal item
Effect	Increase or decrease any stat value of 1 beast or the Farmer by 1.
Bio-mechanical separation	
Cost	12 Harvest dice
Type	Normal item
Effect	If a Farmer or a beast is combined, or two beasts is combined you may separate them with this item. Generate a new Farmer and 2 new young beasts and discard the combined version. Or generate 3 new young beasts and discard the combined beast version.
Young Beast	
Cost	7 Harvest dice
Type	Beast
Effect	Create a new young beast and add it to your dwelling.
Mature Beast	
Cost	25 Harvest dice
Type	Beast
Effect	Create a new Mature Beast and add it to your dwelling.
Mitosis collecting hatcheries	
Cost	12 Harvest dice, 2 Petroleum seeds, 2 Blood roots, 2 Circuit cells
Type	Agri Asset
Effect	It will take -1 turn to change the young beast from young to mature, for each Mitosis collecting hatcheries your Dwelling have, to a minimum of 1 turn.
Biomechanical chopshop	
Cost	10 Harvest dice, 2 Petroleum seeds
Type	Agri Asset
Effect	The player may discard 10 harvest dice and 5 circuit cells, once in the "use item" phase. If you do, add 1 additional modification to 1 beast.
Flesh grinding silo	
Cost	15 Harvest dice, 4 Petroleum seeds, 2 Circuit cells
Type	Agri Asset
Effect	If the player collects Flesh Harvest from a young beast instead of harvest dice the player may increase the wounds of 3 Beasts by +1.
Stable	
Cost	15 Harvest dice, 4 Petroleum seeds, 2 Circuit cells
Type	Agri Asset
Effect	When the player collects Secretion Harvest the player may harvest from +1 Beasts for each Stable the player owns.
Growth facility	
Cost	8 Harvest dice, 3 Blood roots
Type	Agri Asset
Effect	The player may discard 2 blood roots and 2 circuit cells, in the "use item" phase. If you do, add a young animal to the Dwelling.

Petroleum fields	
Cost	20 Harvest dice, 3 Petroleum seeds
Type	Agri Asset
Effect	On every 7-turn starting from this turn the player will receive 1 petroleum seed in the harvest phase. Reduce the number of turns for each Petroleum field your Dwelling owns to a minimum of 1 turn.
Flesh Meadows	
Cost	20 Harvest dice, 3 Blood roots
Type	Agri Asset
Effect	On every 7-turn starting from this turn the player will receive 1 Blood Root in the harvest phase. Reduce the number of turns for each Flesh Meadows your Dwelling owns to a minimum of 1 turn.
Circuit plantation	
Cost	20 Harvest dice, 3 Circuit cells
Type	Agri Asset
Effect	On every 7-turn starting from this turn the player will receive 1 Circuit Cell in the harvest phase. Reduce the number of turns for each Circuit Plantation your Dwelling owns to a minimum of 1 turn.
Will Enhancement Harnes	
Cost	7 Harvest dice.
Type	Modification
Effect	This item is a modification and can be assigned to both the Farmer or a Beasts. The model may reduce damage from any source. To remove 1 damage the player, discard 2 Harvest dice from the Harvest dice pool before rolling its armour save.
Temperamental Gyros	
Cost	7 Harvest dice.
Type	Modification
Effect	This item is a modification and can be assigned to both the Farmer or a Beasts. The Farmer or Beast may use Harvest dice when it is fighting. Before rolling its attack dice the player may remove any number of Harvest dice from the Harvest dice pool to increase the number of dice rolled in the attack. Increase the number of dice used in the attack by 1 for every 2 Harvest dice removed. The effect only last for 1 attack roll.

Expanded Territory	
Cost	50 Harvest dice.
Type	Agri Asset
Effect	This item is assigned to a Petroleum field or Flesh Meadow or Circuit plantation. An assigned item increases the number of resources the player receives from the Petroleum fields or Flesh Meadows or Circuit plantation by 1, for every Expanded Territory the player has assigned to it.
Gun rig	
Cost	12 Harvest dice.
Type	Modification
Effect	This item is a modification that is assigned to a beast. This modification can only be used in the Swelling. The beast may do range attacks. If the Farmer lose control over the beast when making the control test the beast will first, make a range attack against the closest model and then it may activate as normal.
Lock Loader	
Cost	12 Harvest dice.
Type	Modification
Effect	This item is a modification that is assigned to the farmer. This modification can only be used in the Swelling. The Farmer may do range attacks. Any time a 1 is rolled when the farmer is making a range attack, decrease the number of attacks dice the farmer rolls by 1 for the next range attack the farmer makes.
Bio-mechanical dynamo accelerator	
Cost	20 Harvest dice, 1 Blood Root.
Type	Modification
Effect	This item is a modification that is assigned to the farmer or a beast. This modification can only be used in the Swelling. If the beast has a move value of Slow it is increased too Normal. If the beast has a move value of Normal it is increased too Fast.

Trade in Ruggköping market

In the market you can trade beasts or resources, the player may only make 1 trade on each turn.

Trading beasts,

Remove the beast from the dwelling and add 1 resource if it is a young beast and 2 resources if it is a Mature Beast. Add the chosen resources to the Farmers chest.

Trading resources,

Remove any number of Petroleum seeds, Blood roots or Circuit cells from the farmers chest. The player receives 1 harvest dice for each resource removed times the current player Dominance.

If you have a friend that also is playing the game, you may now reach out and trade with them. When trading with a real person you may trade anything for anything. If both players agree on the trade just spit in your palms and shake hands.

Best in show

A Farmer may take part in a best in show while in Kuggköping. This is a competition where beast is judged by its looks and performance in the show. The winner goes home with a prize. Or... That is how it was traditionally anyway. Over the years bitter feuds evolved, usually ending up with a proper fight. Century's later most competitions skip the show part and just go straight to the action. If you enter in a best in show the Farmer or a beast will fight in the competition. Winner still goes home with a prize.

Enter in best in show,

To enter in a best in show the player picks 1 beast or the Farmer to fight in best in show". A player may only do 1 fight each turn.

Fight Best in show,

A fight takes place between the players best in show entry and an opponent. The fight follows the following steps.

- The player adds the attack value + the temperament value together for the players best in show entry in a separate dice pool. This is the number of fight dice the player rolls in the fight.
- Determine the opponent's (the game) fight dice by, rolling 1 D10 for the attack value and 1 D6 for the temperament. Add the two numbers together in a separate dice pool. This is the number of fight dice the player rolls for the opponent.
- The player rolls each pool separately and count how many hits each participant scores. For every 4+ the participants score 1 hit. If a 6 is rolled the participant scores 2 hits.
- The opponent will score 1 automatic hit for each Dominance level the player has. This means that after the player has rolled the fight dice for the "opponent" the player adds x number of additional hits to the final combat score equal to the players Dominance level.
- The participant that scores the most hits is the winner of the fight.
- If the player wins against the opponent the player continues with the "Winning with the Farmer/Best" entry.
- If the Opponent wins against the player, the damage the Farmer or Beast receives is equal to the player dominance level.
- If the Farmer or Beast receives damage, rolls armour saves and removes wounds according to the "Receive damage" section.

Winning with the Farmer/beast.

The player receives Harvest dice equal to the players Dominance level and 1 resource of the players choice.

Dominating

If the player wins the best in show and has twice as many hits than the "best in show opponent" the player receives an additional price, the player adds 1 Petroleum fields or 1 Flesh Meadows or 1 Circuit plantation or 1 Expanded Territory to the dwelling chosen by the player.

After the fight,

After the fight set the beasts or the Farmers (whoever was entered in the best in show) temperament to 0.

Use item

Use and activate items and apply its effect from the Farmer chest.

End of the turn

Carry out any effects that happens in the end of the turn.

If the Farmer had Dominance level of 10 at the start of the turn the player may now verify the Farmers Dominance level again in the “end of the turn”, see “Dominance” entry in the “start of the turn phase” on more information about Dominance. If the Farmer still obtain a Dominance level of 10 in the “end of the turn” phase, then the player has won the game!

However, if the Farmer has any other Dominance level the player has not won the game and the turn is ended. The Farmer dose not obtain its new Dominance level instead it will verify its Dominance again in the start of the next turn.

The Swelling

In the twisted landscape of the Swelling, The Dwelling is but a speck amidst vast, undulating oilmarshes. Beyond lies a landscape of unnatural wonders, where machine forests and flesh growths collide in a surreal competition for pale sunlight. Here, the air is thick with the stench of machine corruption and decaying meat changes, where the line between man and machine since long blurs into obscurity.

In other words, it is the perfect place to find the resources you need for your dwelling. If it is not laying around somewhere you can always harvest it from the other dwellers of this world.



The game

The Swelling is a miniature skirmish game where the player takes its farmer and beasts and head out into the world outside of the Dwelling in search for resources.

A game of the Swelling does not have a victory condition attach to it, instead it is simply another way to gather resources. A game is started and ended by the player. There is no limit to how many games a player may play each day.

Miniatures

It is highly recommended to use appropriate miniatures to represent the different beasts and the farmer, preferably with a lot of conversions and added creativity. It is recommended to play with 28mm, but any scale models will do. The models need to be mounted on bases in a preferred base size, but shape is not important.

Turns

A game of the Swelling does not have a set number of turns; however, a player cannot end a game of the Swelling before turn 3.

Setting up

- Pick the player warband.
- Setup the table.
- Play first turn.

Warband

The player picks its farmer and up to 3 beasts when playing the Swelling.

If playing 2 players, each player picks its farmer and up to 2 beasts each, instead. If the farmer is part of a Hybrid Fusion, the player picks 1 less beast when playing the Swelling.

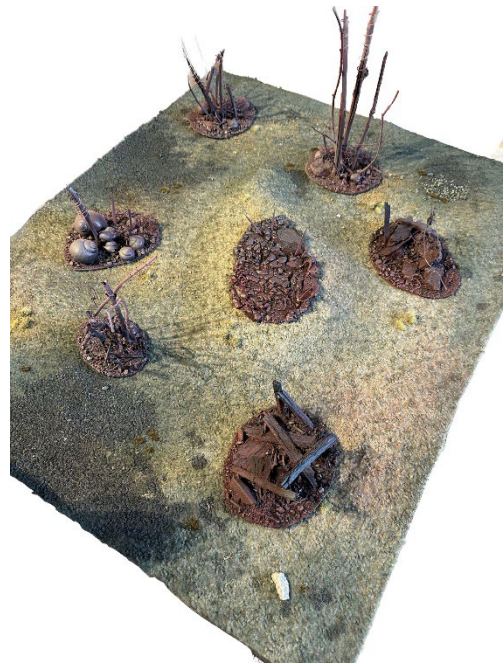


Setting up the table

It is recommended to use a lot of terrain for the game. The more terrain that is added will give a good immersion of the game as well as making the movement action be more interesting. How much terrain that is enough is up to each individual player but at least 3-12 pieces of terrain depending on size of terrain. Preferably there should not be too much open spaces and there should be a good variety of terrain pieces like houses and forests.

Table size is recommended to be 2x2 feet, but anything will work. Just remember to add more terrain if you play on a larger game table.

All terrain is randomly placed onto the board before the game begins.



Place enemy models

Randomly place 6 D6 dice on the table with randomly rolled numbers. Once all dice is placed, replaced the dice representing enemy models, the number the dice has indicates what type of enemy model the dice will be replaced by. Randomly select the enemy faction.

1: Simpleton

2-3: Middelton

4-5: Brute

6: Swellington

Place resources markers

In the beginning of turn I. Randomly select 2 different terrain pieces. If playing 2 player games agree on whom will place the first.

Place a resource marker in base contact with each terrain pieces (the player decides where). Once placed roll a D6 for each resource marker, on a 4+, place the resource marker on the opposite side instead.

During the game, if a resource marker is removed from the gaming table, place I new resource marker into base contact with any terrain piece in the same manner as in the beginning of the game.

At the start of turn 4, no new resource markers are placed on the gaming table.



Place the player models

Place the Farmer and its beasts anywhere on the table.

Initiative

At the beginning of the turn, the player rolls one dice for the enemy warband and one for the player 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 and a new turn begins.

Enemy activation:

Every time the enemy warband activates roll 1 D6 for each enemy model, highest dice roll activate. An enemy model only activates once each turn. When an enemy model activates the player rolls on the enemy activation list (see the enemy activation list entry)

Player model activation:

A player freely decides what model to activate during the activation. A player model may only activate once each turn. When the player model activates it performs a number of actions according to the “actions” section.

Actions

A Farmer can perform 3 actions and a beast can perform 2 actions from the following actions each activation, in any order. A beast may only do 1 of any action each activation. A Farmer may do any action multiple times.

- ❖ Move.
- ❖ Attack.
- ❖ Claim resources.

Control test

The temperament value on each beast is also representing how easy it is to control. When activating a beast, the player rolls 1 D10 to test to see if the beast is under control.

If the number rolled is equal to or higher than the beasts temperament value, the beast is controlled, and the player may activate it as normal.

If the number is less than the beast’s temperament value it will activate as if it was an enemy model, in this case it will treat all other models as player models when it is activating. This means that the farmer has lost control over the beast until next turn when a new test may be rolled.

If the Farmer has an unbroken line of sight to the beast that have failed its control test, the control test may be re-rolled.

A beast out of control will not claim resource markers that the beast intersects with, instead it is trampled and removed from the game.



Movement and terrain

When a model makes a move action the player does this in maneuvers.

- A slow-moving model can make 1 maneuver on a move action.
- A normal-moving model can make 2 maneuvers on a move action.
- A fast-moving model can make 3 maneuvers on a move action.

A maneuver is carried out by moving the model in a straight line from one position to another. There is no restriction in how far or short a model may be moved along the straight line, the exception to this is if the rules explicitly states that the model needs to move into a certain position.

If the model's maneuver intersects with another model or a terrain piece the model stops its maneuver in base contact with the intersected object. The exception to this is terrain that is smaller than the model. In which case the player may move over the terrain piece freely. If the model can make multiple maneuvers, it may begin a new maneuver after it finishes the first until it has used all its maneuvers or until the player decides to end the movement action.

Climbing

When a model starts a new maneuver and is in base contact with a terrain piece the model may use the maneuver to try to climb on top of it or over it instead of moving around it. Place the model anywhere on top of the terrain piece if the model is able to do so without support. Or place it on the other side of the terrain piece.

Some terrain pieces are easier to climb over than others, the player roll a die before the model carries out the climbing maneuver. If it rolls under the target number, it fails or falls. Target number and eventual damage is according to the following list.

- Small houses, rocks, and sharp hills.
A model succeeds on a 4+. If it fails, it receives 1 damage. It costs 1 maneuver to climb this type of terrain. A model with fast movement may re-roll failed success rolls once.
- Large houses, Cliff sides and large walls.
A model succeeds on a 5+. If it fails, it receives 1D6 damage. It costs 2 maneuvers to climb this type of terrain. A model with fast movement may re-roll failed success rolls once.

Moving into, out of or through terrain

Some terrain pieces like forests and ruins might allow the model to move into it.

If a model's maneuver intersects with a terrain piece that the model can move into or through, it can either end its maneuver before entering the terrain piece or end its maneuver when it is inside of the terrain piece.

If a model starts a move in base, contact with a terrain piece and wants to go through it. The player simply moves the model to the other side of the terrain piece. It costs 2 maneuvers to go through this type of terrain.

If a model starts a move in base, contact with a terrain piece and wants to enter the terrain piece without going through it. The player simply moves the model to position within the terrain piece. It costs 1 maneuver to enter this type of terrain.

If a model starts a move inside of a terrain piece and wants to go through it. The player simply moves the model to the outside of the terrain piece. It costs 1 maneuver to move out of this type of terrain.

Enemy models movement

When an enemy model moves and makes maneuvers the player controls the model's movement according to the result of the enemy activation list. The enemy always takes the closest and most logical path towards the target destination. For example, if an enemy model can reach its destination with the maneuvers, it has available the player will perform the move so that the model does so.

The enemy model will only climb or go through a terrain piece if it is the only way for the model to get to its destination within its available maneuvers. Otherwise, it will simply go around terrain pieces. This is unless a rule specifically states to move the model to a specific location.

In all other regards the enemy model moves just like a player model.

If the enemy model moves into base, contact with a player model it stops in base contact even if the model is not the intended target.

Pushed into things

Terrain

If a model is pushed and its path is intersected by a terrain feature, regardless of the distance pushed the model will receive damage. A model receives 1D3 damage if it is pushed into terrain. If the terrain is a terrain piece a model can move into, place the pushed model inside of the terrain piece after the model has done its armour roll.

Other models

If a model is pushed in a direction and the model's push is intersected by another model regardless of the distance pushed, the pushed model stops in base contact with the other model. Both models receive damage equal to half wounds (rounding up) of the pushed model.

Line of sight, The Swelling uses "true" line of sight. This means that in order to see what the model can see the player needs to get down to the miniatures Dominance and observe what the miniature actually sees.

Cover, if a model is being attacked but has terrain between it and the attacker that partially obscures the defending model then the defending model receives cover. An attacking model that attacks a model that claims cover only hits on 5+ (instead of 4+).



Attack actions

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

An attack action can either be a close attack or a range attack. A close attack is an attack that is made in base-to-base contact. A range attack is an attack that is made further away than base-to-base contact.

Only models that has a range special rule can make a range attack. All models may do close attacks.

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.

Player model,

If the defending character model still has wounds left, it may now make an attack roll against the opposing model according to steps 1 and 2 if it is able to (*a model without the range special rule cannot attack a model that is not in base-to-base contact*).

Instead of attacking back the defending model may instead, make a push. The defending model may push its base size times 2 in any direction instead of making an attack roll.

Enemy model,

If the defending enemy model still has wounds left and is able to make attacks (*a model without the range special rule cannot attack a model that is not in base-to-base contact*), it now makes an attack roll against the opposing model according to steps 1 and 2. If the enemy model is not able to make an attack, the enemy model makes a push of its base size times 2 toward the attacking model.

Step4.

- If the attack was range attack and the two models still are further away than base-to-base after the defending model has made its push or attack, the attack sequence ends.
- If the two models are in base-to-base 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 its model away from the enemy model in step 3, so that the two models is not in base-to-base anymore.

Receive 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.

Wounds

Wounds lost in the Dwelling is not restored after the game. Increase the beasts temperament by 1 for each wound lost in the game.

Killed models

If a model is reduced to zero wounds the model is considered to be killed, the player removes the model from the game.

Claiming Resources

When a player model is in base contact with a resource marker the model may claim the resource and collect it.

If a Beast has claimed a resource marker the player receives 1 resource of the players choice (Petroleum seed, Blood root or Circuit cell).

If the Farmer claims a resource marker the player can choose to receive 1 resource of the players choice (Petroleum seed, Blood root or Circuit cell) or 1 D10 Harvest dice.

If an enemy model comes in to contact with a resource marker the resource marker is removed from the game and a new resource marker can be placed on the game board according to the “placing resource markers” entry

Enemies

Enemy models

Simpelton			
Move	Attack	Wounds	Armour
Slow	2	5	5+
Special			
-			

Middelton			
Move	Attack	Wounds	Armour
Slow	3	6	5+
Special			
This model may only be targeted if it is the closest model. This model has the range special rule.			

Brute			
Move	Attack	Wounds	Armour
Normal	3	6	4+
Special			
Increase this model attack by 1 for each wound lost			

Swellton			
Move	Attack	Wounds	Armour
Fast	X	7	4+
Special			
This model attacks value is equal to its wounds value. This model has the range special rule.			

Enemy Faction

Oilmarsh Dwellers

Faction special rule:

Oily death, if a model from this faction is killed roll on the following killed list:

1-2. Oil blood spill, before removing this model push all other models their base size times 2 that is in base-to-base with this model directly away from this model.

3-4. Petroleum ejection, randomly select a model in line of sight with this model. If it is a beast or the farmer, the model receives 2 damage. If it is a Oilmarsh dweller it receives +1 in attack.

5-6. Spontaneous refinery, before removing this model, place 1 extra resource marker in base to base with this model. If this resource marker is claimed a new marker is not placed in its stead.

Forest Bastards

Faction special rule:

At the start of every turn roll randomly on the following list and apply its effect to the game turn:

1-2. Skittle into the forest. Place all enemy model in the center of the closest terrain pieces, if able to.

3-4. Living roots. Whenever a model moves into or out of a terrain piece. The model receives 1 damage.

5-6. Crawling undergrowth. Move all terrain pieces so that they are in base contact with the closest model from the Forest Bastards. Any models or markers that ends up underneath the terrain pieces is placed in the center of the terrain pieces, if able to otherwise place the model in base contact with the terrain piece and deal 1D3 damage to the model.

Pain Stalkers

Faction special rule:

All Pain Stalkers has -1 in attack dice. Each time a beast claims a resource marker, Push all Pain Stalkers their base size times 2 towards the beast, if this push is intersected by a beast or the farmer the Pain Stalker makes 1 attack with +2 in attack dice.



Enemy activation

Roll on the enemy activation list when an enemy model activates, increase the number rolled depending on the situation. An enemy model may claim multiple situation bonuses but only one of each.

Situation bonus

- ❖ I+ if the model has been targeted by a player this turn.
- ❖ I+ If the model has line of sight to a player model.
- ❖ I+ If the model is in base-to-base contact with a player model.

1. Move the model in its maneuver's random direction toward the closest terrain pieces. The model ends its move in base contact with the terrain pieces.

2. The model moves its maneuvers towards the closest resource marker. If the model gets into base-to-base contact with the marker, end the models move and remove the marker from the game.

3. The model intimates all intruders. Push all player models within line of sight of this model their base size times I, directly away from this model. Increase all pushed model's temperament values by I.

4. The model calls and lures the 2 closest player models towards this model. Push the 2 player models their base size times 2 towards this model.

5. The model moves its maneuvers towards the closest player model within line of sight. If the model gets into base-to-base, contact (or already is) the model makes I attack.

6. The model makes a range attack against the closest player model within line of sight.

When rolling on the activation list for the activating model and the result of the activation roll can't be applied on the model. Decrease the dice roll by I until the result is a result that can be applied to the activating model.



Ending the game

There is two ways a game of the Swelling ends.

1. If the Farmer has moved or been pushed off the table.
 2. If the Farmer has been killed.
- ❖ Any beast left on the table after the farmer has left the table is left behind. Discard any beast left behind.
 - ❖ Beasts may move off the table at any time. Beasts that have walked off the table is returned to the Dwelling.
 - ❖ Any beast that has killed an enemy model receives +1 to a stat of the players choice when it has walked off the table.
 - ❖ Wounds on the farmer and the beasts is not replenished at the end of the game. However, Beasts and the Farmer that have returned to the Dwelling sets its temperament value to 0.

Claim territory!

Sometimes the Farmer is looking for new territory to claim and cultivate. The most common way is to buy land but sometimes it is just easier to take it with force. This however means that the poor souls living on the land must give way for the new prospector. A takeover in this manner must however be done quickly before the rest of the current landowner's family can contest the Farmers intention.

If all enemy models have been killed before the end of turn 6 the player may claim 1 out of the following items:

- Petroleum fields
- Flesh Meadows
- Circuit plantation
- Expanded Territory

If the player claims a territory the temperament values for the Farmer and the Beast is not set to 0 after the game. Nothing can keep the hydraulic fluids boiling like bloodlust.

