

Ruggköpning



Designed and created by:
Fredrik Permo



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

Towering structures scrapes the skies,
and grinding gears catches your eyes.

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

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

What is Kuggköping ?	5	Characters killed in the game	24
The theme	5	Enemy faction	25
Kuggköping the endless city	7	Enemy models	25
The World Outside	9	Enemy types	25
The Time Line	10	Enemy activation	26
Models and Immersion	14	Enemy state	26
Character creation	16	Additional movement rules	26
Character sheet	16	Killing an Enemy model	26
Example, Character Stat Card	16	Enemy models and Gizmos	26
Character Archetypes	17	Simple mission	30
Modifications	18	Mini-Campaigns	31
Ability list	18	Campaign rules	31
Cartographer house	18	Linked campaigns	31
The name generater	19	Increase difficulty	31
Playing the game	21	2 player games	31
Simple mission vs campaign	21	Hurt Log	32
How to complete the mission	21	Campaign-Flesh eaters	34
Setup the game	21	Campaign-Hydro Trolls	35
Setup the mission	21	Campaign-The tele-transporter	36
The turn	21	Campaign-Treasure hunt	37
Game master	21	Campaign-Skaldens saga	38
Number of players	21	Campaign-Battle for Oildrench	39
Gaming surface	21	Campaign-Cog Brawl	40
Dice	21	Campaign-The corrupting fog	41
Scatter Dice/Scatter tool	21	The Campaign Machines	42
Re-rolls	21	The Story Weaver	43
Markers	21	New character faction	44
Tokens	21	Reference sheet	46
Line of sight	21	Reference sheet (1/4)	48
Gameboard spaces	22	Reference sheet (2/4)	49
Range and Distances	22	Reference sheet (3/4)	50
Playing with inches	22	Reference sheet (4/4)	51
Initiative	22	The dynamic range system	52
Alternating activation	22	Character sheet	53
Place Gizmos	22	Campaign sheet	54
Deployment	22	Foldable Gaming Table	55
Actions	23	Flat PaperExplorers	56
Ability dice	23	Paper-thin terrain	57
Special ability	23	Print, Cut and Glue	57
Character ability	23		
Cast Character Abilities	23		
Character achievements	23		
Move action	23		
Pushed into things	23		
Gizmos	23		
Claim a Gizmo	23		
In-game level up	23		
Super-special Gizmos	23		
Attack actions	24		
Attack sequence	24		
Recive damage, Armor roll	24		
Range	24		
Attack bonuses	24		

Version: 8b

Updated: 2024-02-06

© 2024, Fredrik Permo , All rights reserved.

No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher, except in the case of brief quotations embodied in critical reviews and certain other noncommercial uses permitted by copyright law.



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

What is Kuggköping ?

On the surface, Kuggköping is a casual solo or co-op skirmish game for 1-2 players. But at its core, it is a world and a narrative, set in a mystical city called Kuggköping, which appeared overnight. Initially you assume the role of an explorer from one of the powerful cartographer houses competing for control over the city. After a century of corruption and influence of the city, 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. Where the game takes you, and what your warband becomes over time, is between you and the city. The game is an agnostic miniature skirmish game, in the sense that you can use any miniatures you like to support your own vision of the city.

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 living things.

Designers note

Even if the game aims to carry its own identity, there is always room for creativity and for your own vision of the city. The rules found in this rulebook is tools to use in order to make the world and the city of Kuggköping come alive. You are free to follow the beaten path or find your own streets to explore. As a game, Kuggköpings main goal is to entertain, through its narrative and hopefully through its rules.

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.



Where to begin?



Create a warband with 3 characters without adding a faction or any modifications.



Play your first simple mission.



Add a faction and modifications to your warband and play a simple mission.



Play a mini campaign.



Link multiple mini campaigns together using the same warband.

Where to go next?



Craft randomly generated missions or mini campaigns using the campaign machine and the story weaver.



Craft custom narratively driven missions or mini campaigns using the campaign machine and the story weaver.



Adjust existing missions or mini campaigns using the campaign machine.





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 Kuggköping, 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 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 try to make a life within the city, and some try to take lives within the city. 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.

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 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 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 sometimes lead to a lump, which in turn 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. This is, until they also become part of this world, forever 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 towards 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 corrupted and influenced the land it now occupied. What started deep in the underground, gradually spread its corrosion to outside the city walls.

A hundred years after it appeared, it had changed parts of Sweden forever. The city's influence had rendered the immediate surroundings a very different place from what it once was. Like a strange sickness, 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 the growth. 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 increasingly pressing with each passing year. This stagnated any form of progression the world had once enjoyed, leaving it a mere 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 were of little use. 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 each other.

There were still people ignorant of the future that was slowly worming its way closer from underground. People living in places the corrosion hadn't yet touched. But in due time, the city's influence would surely reach even the most far away places, changing them forever.



Town Square

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 fortunes in the new land.

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

1743. The mist dissipates and won't be seen again for over a hundred years.

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

1771. The Council of Engineers is formed; a powerful governing body that seeks to maintain knowledge 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 but 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 officially 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 its 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 nations 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 nations disappears in a sudden mist that slowly dissipated over the next few days.

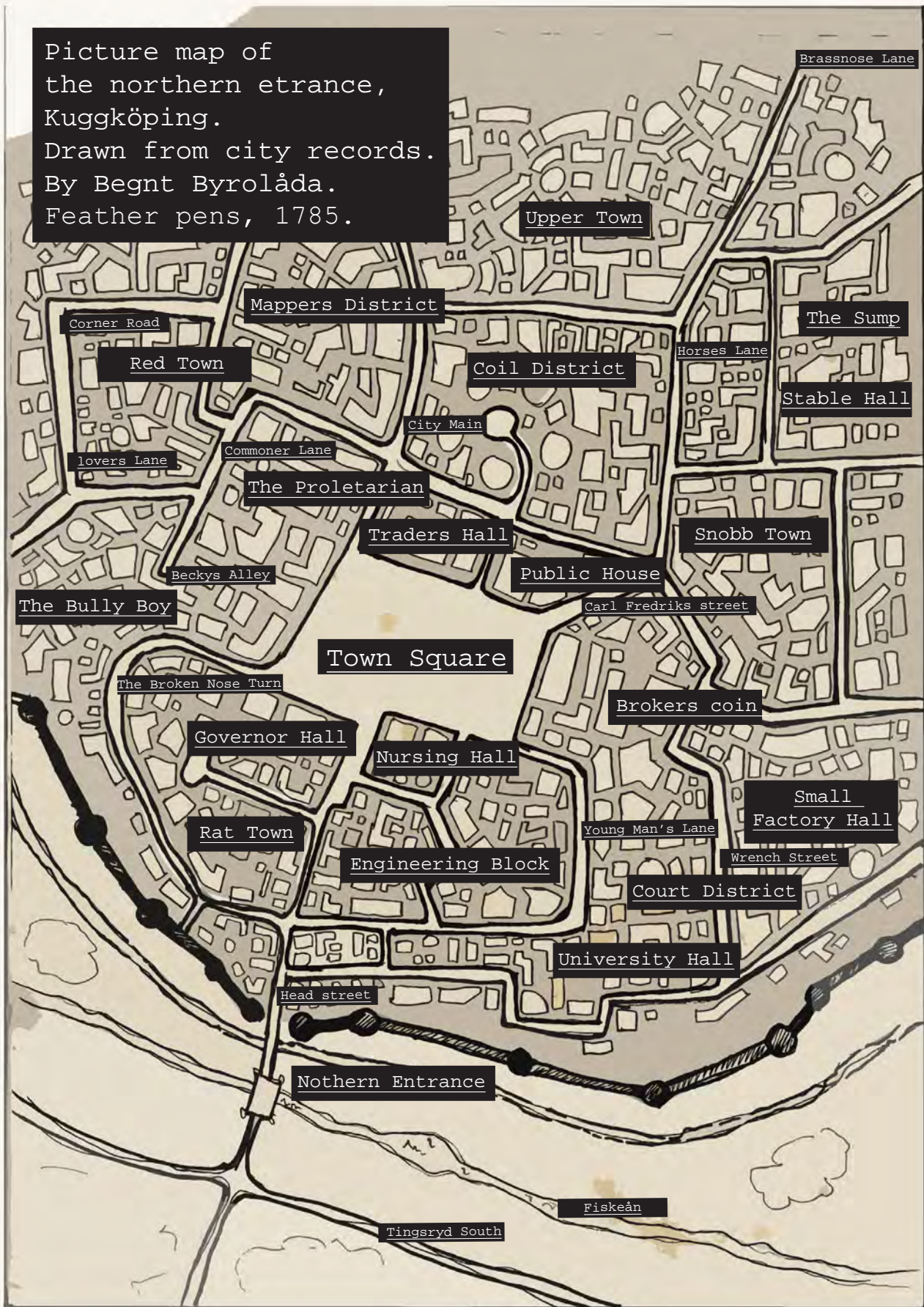
1883. The first transatlantic airship voyage is completed, linking the Endless City with the rest of the world and ushering in a new era.

1898. The Council of Engineers enacts a controversial new law, requiring all citizens that don't possess any mechanical changes, to leave the city.

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

1900. The turn of the century marks a period of great upheaval and change in the Endless City. This is a time that will be known as the "big dust". History, knowledge and lives will be lost and new powers will overthrow the old.

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

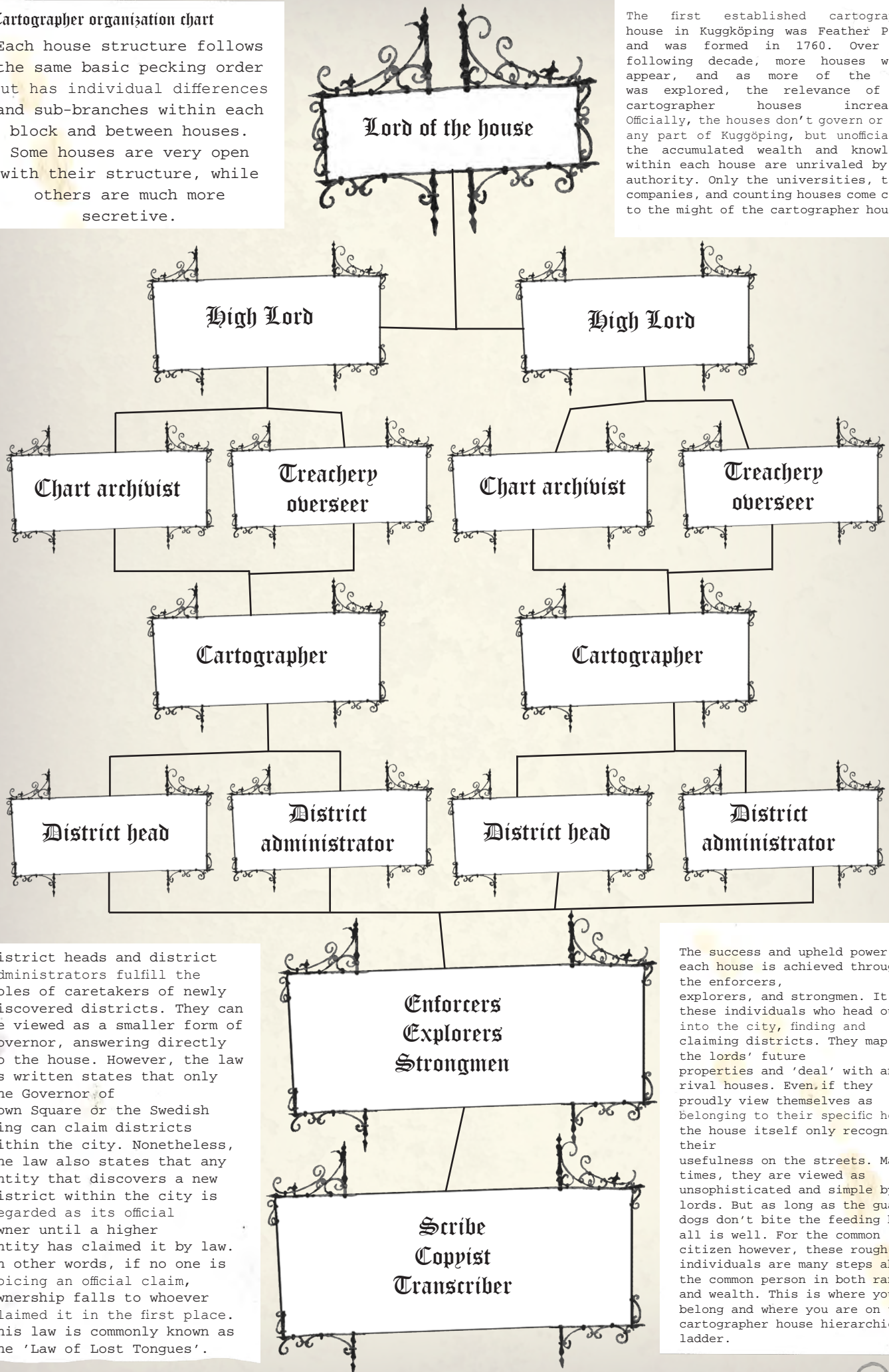


Cartographer organization chart

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, and 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 Kuggköping, 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.



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. Nonetheless, 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 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.



Carl Fredriks Street Crossing

Models and Immersion

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

Alternative ways to play: Kuggköping is mainly intended to be played on a grid space game board, however there are rules for playing the game on a more open game board without a grid, making measurement with a tape measure in inches instead of game board spaces. In these types of games, horizontal and vertical distances becomes more important for the game. There is also a more abstract range system in the back of the book, exploring gameplay without game boards or measuring devices called "The Dynamic Range System". This system allows for a more abstract way of playing and gives room for a more intuitive narrative.

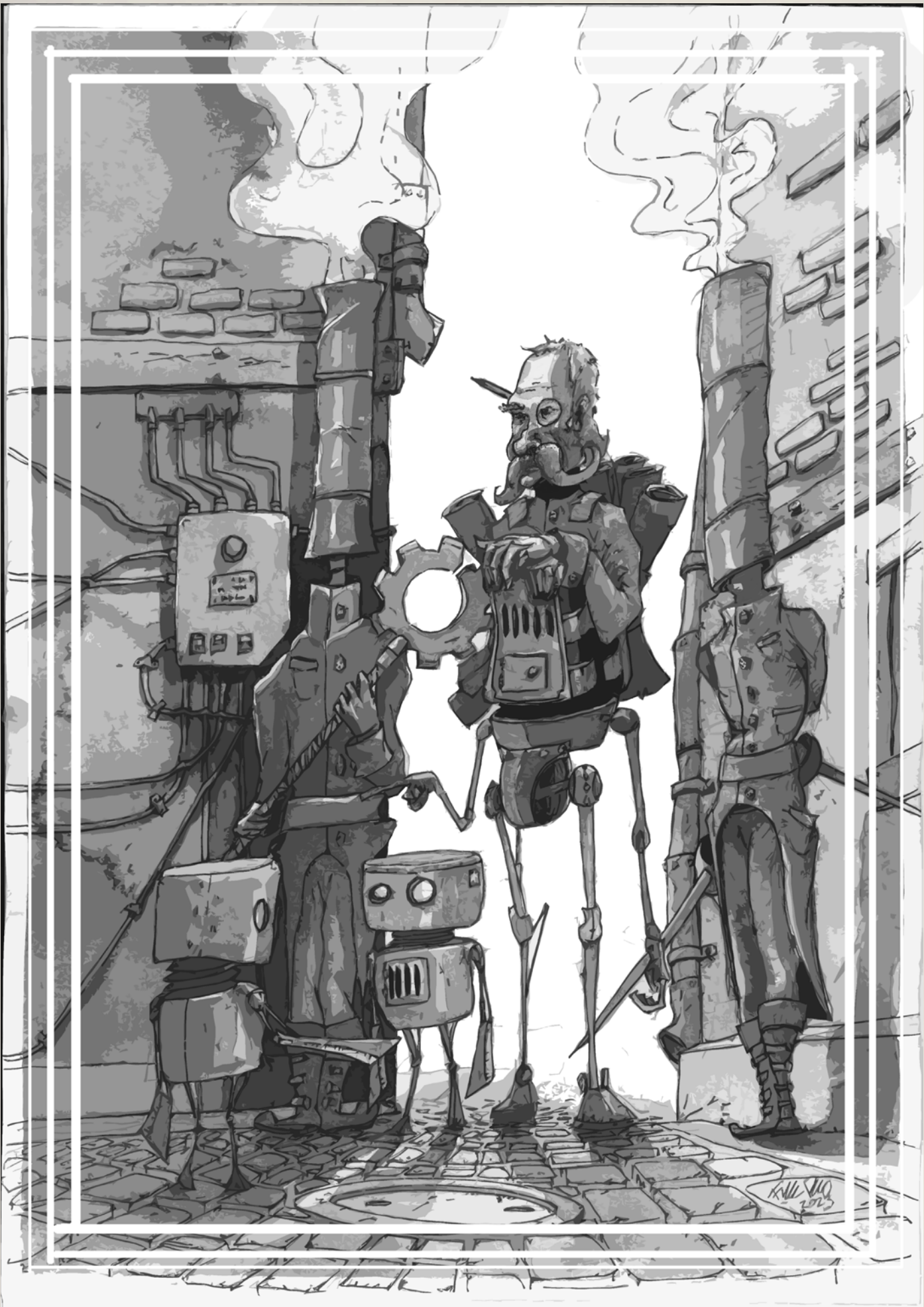
Instead of models: If playing on a grid space game board there is an opportunity for a player to use markers instead of gaming models, or why not use a full chess set? Because height is not a factor in these types of games, markers can easily represent different miniatures and models. This can be a convenient alternative when traveling, or when the player doesn't 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.





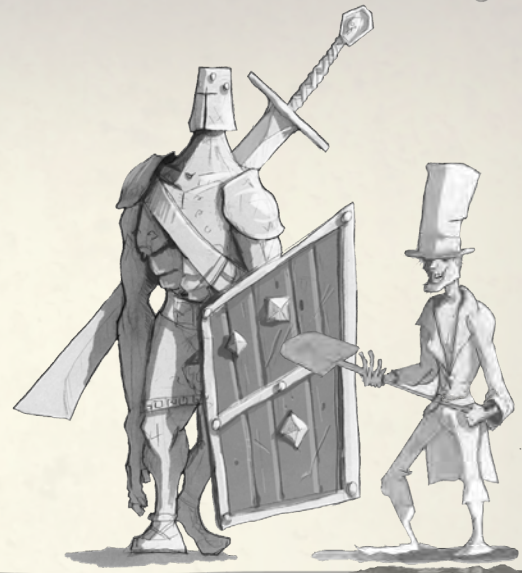
Character creation

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 20–40mm.

- The player picks 3 characters from the character archetype list. (It is recommended to only pick 1 character of each archetype in the warband).
- 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
Special ability		
-		
Achievement		
If this character makes a shooting action, this character gets 1+ in move value.		
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 against 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 Stats

Special ability description

Character achievement

Character ability description

Character ability description

Name of the ability

The ability's effect

This is the number you need to roll on 1D6 to successfully 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 than the character's 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 a space that's adjacent to 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 taken after an attack, you roll a D6. For every successful armour roll you remove 1 point of damage (die rolls 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 Archetypes

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 number of ability dice by 1.		
Power stack	The next shooting attack the character makes gets 1+ in attack dice.	4
Trick shoot	Target a gizmo within line of sight, All models within 1 of the gizmo takes 3 damage. Push 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 completed, the character makes a shooting 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 the 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 anywhere 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.		

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



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 push 2 in any direction after a move action have been resolved.		
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	Push an enemy model its move value 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 line of sight may pick an in-game level.		
Tracking	You may push a Gizmo marker within line of sight, 2 in any direction.	4
Come along	Target another character within line of sight. 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 automatically 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.

A modification will grant the character a benefit, but also a negative effect. Only 1 modification may be given to 1 character.

Modification	Benefit	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 abilities is removed from the character.
Reforge	Increase a models Move, Range, Action Dice OR Wounds by +1	Decrease a models Move, Range, Action Dice OR Wounds by -1.
Reroute Power	The character may make 2 Move actions on an activation.	The character may never use character abilities.
Corrosive	All successful armour rolls, a 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 allocated to another model within 1 space.	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 activates, 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 armour 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 empty 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
Ether Litany	If this ability is successfully cast the player receives a blessed dice. This dice works as any other ability dice with the exception that it can re-roll ANY dice in the game even an already re-rolled dice.	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. Push the enemy model 2 in a random direction.	4
Ghost Walk	The casting character may make a move in any direction and ignore terrain and other models.	4

Cartographer house

The Cartographer houses are the most dominating factions 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 newly polished shoes.

In the beginning of each turn, starting from turn 2, the warband receives 1 ability dice.

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.

All characters from the grid company may push 1 in any direction as a special action. This can only be the last action of the characters activation.

Ball Pointers

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

When a character picks up a Gizmo the character may deal 3 damage to any 1 enemy model on the game board instead of picking an in-game level or moving the Gizmo.

Imprints

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

Characters from the Imprints may pay 1 Ability die to make an action twice on an activation.

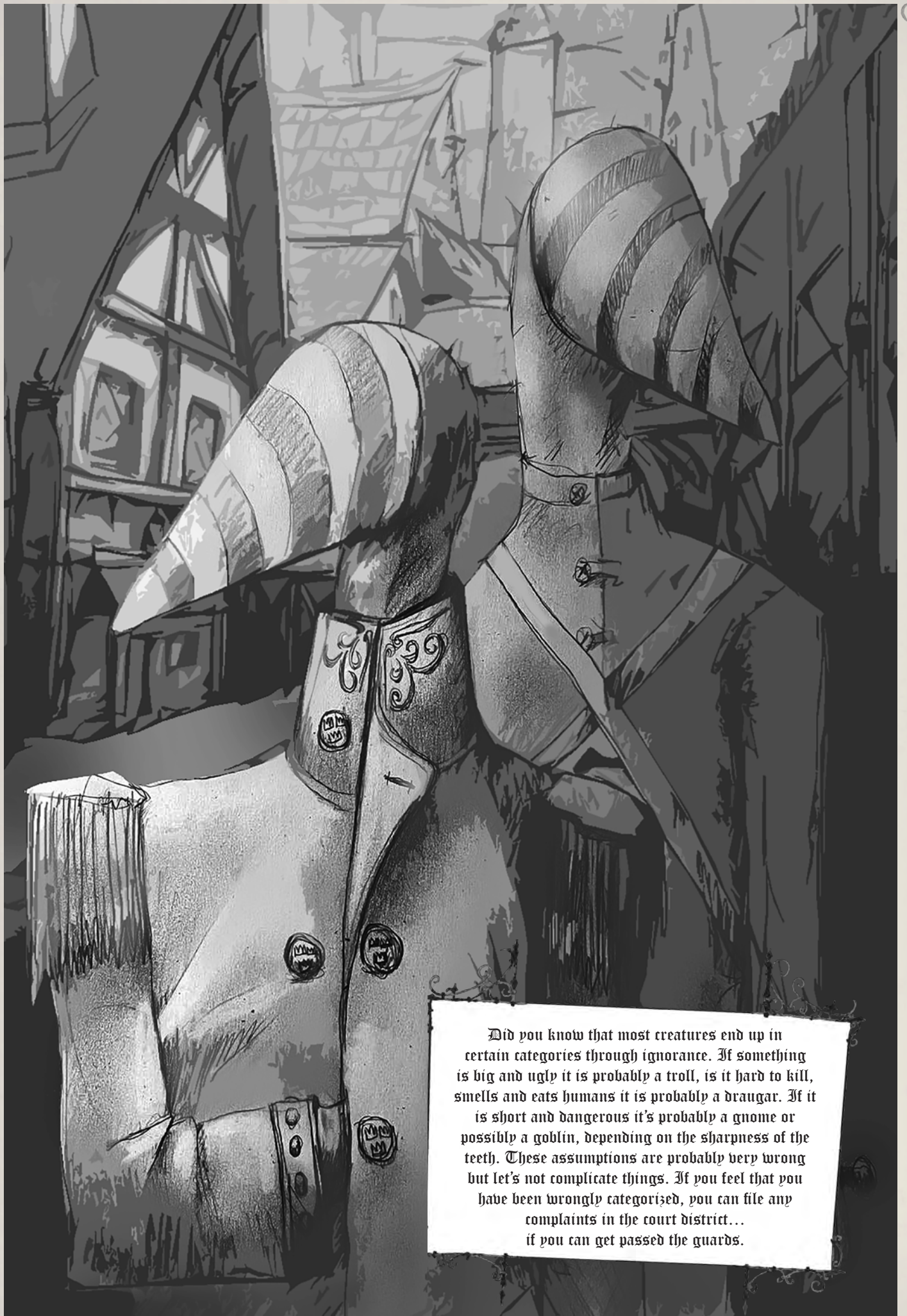
The rand-o-matic name generater

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 joker (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	Title
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. Filipa	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 Frankster
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



Did you know that most creatures end up in certain categories through ignorance. If something is big and ugly it is probably a troll, is it hard to kill, smells and eats humans it is probably a draugar. If it is short and dangerous it's probably a gnome or possibly a goblin, depending on the sharpness of the teeth. These assumptions are probably very wrong but let's not complicate things. If you feel that you have been wrongly categorized, you can file any complaints in the court district... if you can get passed the guards.

Playing the game

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

Simple mission vs campaign

In Kuggköping, you can either play a Simple mission 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 the Simple 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 I 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 leech 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 leech 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 die).

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 die 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 game board.

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 possible.

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): I forward, I across, I 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 x 20 inches and 36 x 36 inches, or anything in between. Recommended size is 24 x 36 inches.

Measurement, you may measure anything at any time. I 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 D6 when performing 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 1 damage for every full inch the model has fallen. 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 that have yet to activate and that is closest to the closest character, activates.
- Every time the enemy warband activates roll 1 D6 for each enemy model. The enemy with the highest die roll activates.
- In the beginning of the turn, roll as many dice as there is enemy models. Assign 1 die to each enemy model in any order without changing the number rolled. The enemy model with the highest assigned die 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 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 die for your characters by taking and rolling 1 die 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 die from the dice pool, the die 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 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 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 die rolls.
- Tip! Some abilities can stack over time. Pay attention to the wording.

Character achievements

Characters can have achievements 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

To make a move action with a character, spend 1 action and move the character equal to or less to the character's move value in spaces. If the character has a move value of 3 the character may be moved 0-3 spaces in any direction.

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 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: **Energy surge.**

Add 1 die to your ability dice.

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

5-6: **Calibrate.** 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

To make an attack action with a character, spend 1 action and pick an enemy target that is within range and line of sight of the character.

Attack sequence

Step 1. 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).

Step 2. The defending model rolls its armor rolls and removes wounds not blocked by the armor (see "receive damage, armor roll" section).

Step 3. 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 attack, 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 adjacent to each other any more.



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.

The defending model receives 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.



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 king tried to claim the city in the early years? There are stories about explorers running into the remnant of the army deep inside the city. Apparently, the king's head turned into something resembling a teapot. With no eyes he is leading his men with pride instead of vision. As you can imagine this left the country in a little bit of a mess, not that anyone in Kuggköping cares.

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 an attack. 1 means that the model needs to be in an adjacent 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 has received after an attack, you roll a D6. For every successful armour roll you remove 1 point of damages.
Wounds	This is how many wounds the enemy model has. 1 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

Dummy Enemies

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 Enemies

Move 3	Range 4	
Action dice 2 (D6)	Armour 4+	Wounds 5
Special ability		
If this model is attacked beyond range 1, roll a D6. On 1-3, the attack fails and the action is lost; on 4-6, attack succeeds.		

Gaffer

Move 4	Range 2	
Action dice x (D6)	Armour 4+	Wounds 6
Special ability		
The Gaffer has 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 characters 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 armour rolls this turn.
5. Add 1 Gizmo to 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 performed 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 armour 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 performs 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). Otherwise it will do a full move.
- If an enemy is performing non-aggressive actions and there are 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 full move in a random direction.
- 3-5, Move the enemy model 1 move action 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 action toward the closest character. If the enemy model can get within its range to the closest character, the enemy makes 1 attack action.
- 6, Move the enemy model 1 move action +2 spaces towards the closest character. If the enemy model can get within its range to the closest character, the enemy makes 1 attack action 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 action towards the closest character.
- 6, The enemy model receives 1+ in action dice and makes 1 attack action towards the closest character.

Killing an Enemy model

When an enemy model's wounds reaches zero it is killed, 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:

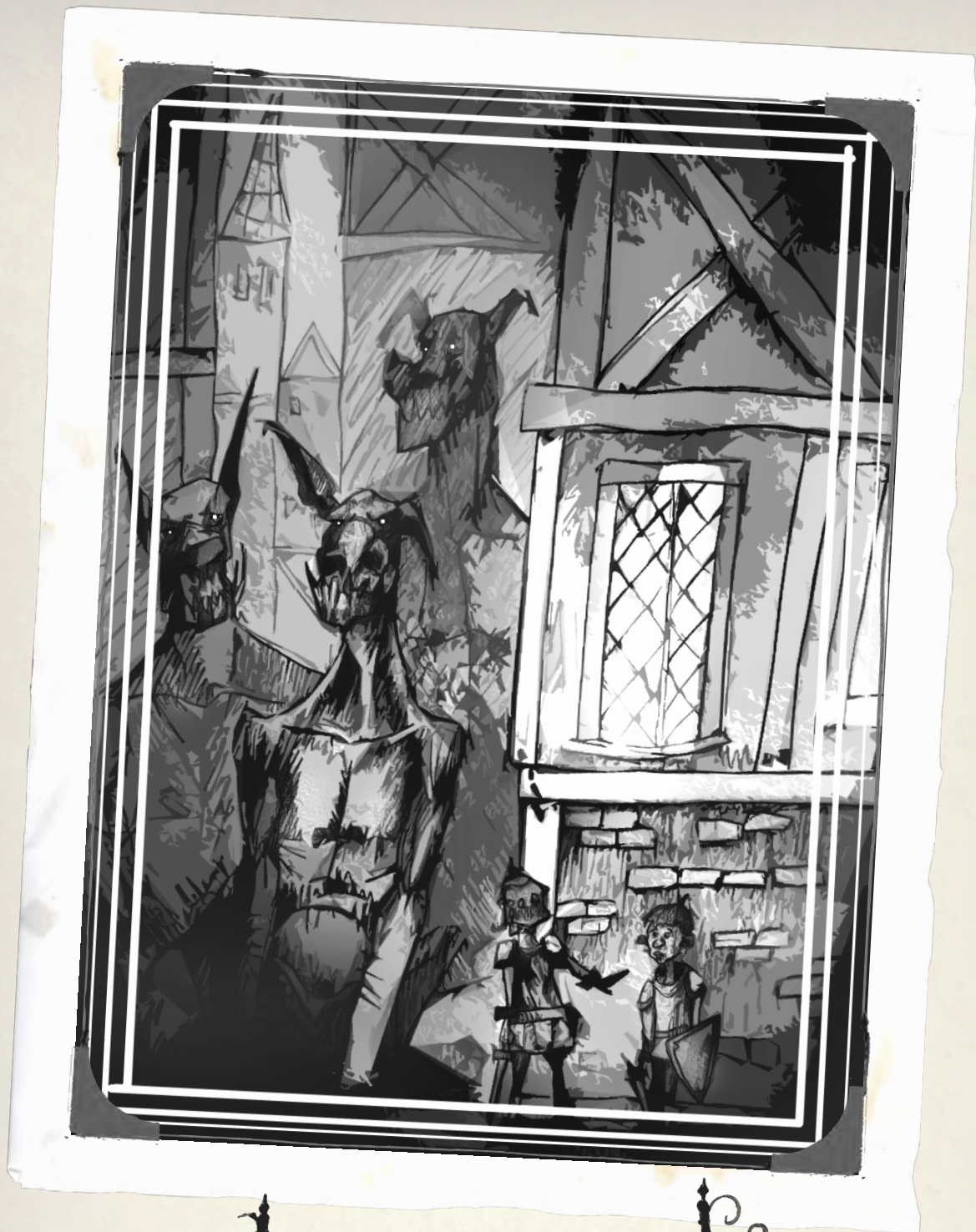
1. **A Bland kill**, nothing special happens.
2. **Blow back**, Push the killed model 1 directly away from the model that killed it.
3. **Severed**, Push the killed model 1 in a random direction.
4. **Splatter**, a random model adjacent to the killed model can't activate this turn, excluding the model that killed it.
5. **Covered in gore**, all adjacent models push 1 directly away from the killed model if able too, excluding the model that killed it.
6. **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.

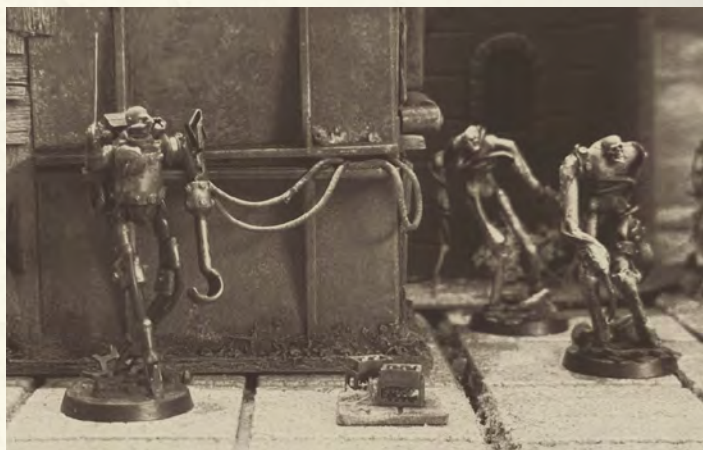
Additionally, The enemy model get +1 to its armor roll until its next activation.

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 armour roll).



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





Simple mission

Street Smarts

When a warband enters the city, anything can happen, and many strange things can be encountered. Explorers need to be quick on their feet and quick to adapt to survive in the deep city. Only the street smart has a chance to make it in the endless city.

Victory condition

This mission ends after 5 turns or if all characters or enemy models are killed. The winning warband is the warband that has collected the most victory points at the end of the game.

- The enemy warband gets 2 victory points for each character model that has been killed in the game and 1 victory point for each claimed Gizmo.
- At the beginning of the game, the player warband rolls a die and consults the priority table. The priority table describes what the warband needs to achieve in order to earn victory points. When a priority has been achieved, the player rolls directly on the priority table again and receives a new mission (or the same). A player may discard 1 ability die to re-roll the first result.

Priority Table

1	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 at 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

Enemy's

The enemy warband consist of 5 enemy models, 2 Puny enemies, 2 Sly enemies and 1 Gaffer. Pick an enemy faction for the enemy warband.

Characters

Whenever a character performs an action that directly scores a victory point, the character receives an in game level. The character receives the in-game level after the player has rolled for its new priority.

Setup and Deployment

- Randomly place 3 terrain pieces on the game board.
- Randomly place 3 Gizmos on the game board.
- Randomly place the enemy models anywhere on the game board.
- Deploy the players character on any board edge, The opposite board edge will be considered to be the enemies deployment zone
- Roll for mission special rule and add 1 mission special rule according to the mission special rule list (this might change some of the deployment).
- Start first turn.

Designers note,

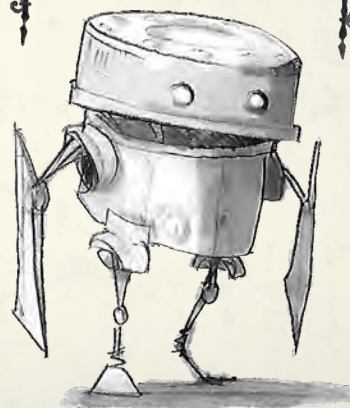
One way to randomly deploy the enemy models and the Gizmos is to simply drop markers and tokens (representing enemy models) onto the game board and then replace the tokens with a random enemy model.

Mission special rules

Randomly pick 1 mission special rule and add it to the game. The description of the special rule can be found in the back of the book in the "reference sheet-campaign special rules" section.

1. Undying Horde
2. Going Hydro
3. The Walking House
4. Exploring
5. Poor Visibility
6. Corrupting Fog
7. Exploding Gizmos
8. Scrambled
9. Demolisher
10. Shootout
11. Flux
12. Clockwork streets
13. Earthquake
14. Brute
15. Lootstriders
16. Vagabond Machina

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 uses 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, the character keeps all in-game levels that the character has 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. The player also rolls on the hurt log list after the game to see what has happened to the character (see the Hurt Log entry).
- 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 die is lost at 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 are 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.

In linked campaigns you may add an overarching victory condition, see the spare part "Warband Directive" in the Reference sheet (4/4)-Campaign special rules.



2 player games

Kuggköping was 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 Simple missions or campaigns, or as a player vs player game where both players go head to head in the Simple mission.

Initiative

At the beginning of the turn, both players roll one die for their warbands and one die for the enemy warband. The warband with the highest die 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.

Cooperative 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.

Increase difficulty

You can increase the difficulty for any mission if you feel that you want more of a challenge. There is 3 different difficulties to choose from.

Normal, the mission is played without any changes.

Hard, pick 1 of the following changes.

- Add 1 Brute from the spare parts section to the game (See the Reference sheet (3/4)-Campaign special rules).
- Add +I action die to all enemy models.
- Add +I in range to all enemy models.

Very hard, pick 1 of the following changes.

- Add +I Gaffer to the enemy warband.
- Enemy models get +I in damage for each hit generated by attacks.
- Add +I to any results to any dice rolls an enemy model rolls during the game.

Hurt Log

If a warband member is reduced to zero wounds during a campaign mission the player rolls on the following list to see what happens to the member. If this is the second time the character has been reduced to zero wounds during the campaign, the player automatically applies the result of killed.

If all members of the warband have received the killed result, the campaign is over and the player have lost the campaign. The player may restart the campaign with a new warband or start a new campaign altogether.

1.Killed

Remove the killed warband member from the campaign. As the surviving warband members tries to drag their fellow member out of the engagement something strange starts to happen. A biochemical reaction takes place in the deceased member and starts to merge with the remaining members. Randomly pick 1 still alive warband member. This member receives a special ability called data merged possession with the following rules: At the end of the turn, after all enemy models have activated, this model may activate an additional time. The character may make 3 actions on this additional activation but only 1 of each action. If this warband member has already received this ability, the character may make 3 actions of any kind instead of only 1 of each.

2.Broken body

The character survived but is severely injured. After having been rushed to the nearest FleshSmith, it is clear that the character will survive but not without alterations. The player picks and applies an additional modification to the warband member. It can't be a modification already applied to the character.

3.Traumatized

The warband member survives but will be forever marked by its devastating wounds. The player may create a new warband member, but it can't be of the same archetype as any of the current warband members. After the creation, remove the warband member that became traumatized and replace it with the new member.

4.Infected mutation

Whatever damage this character receives, it starts to corrupt the character on a cellular level. Remove all character abilities and special abilities from the character. The character receives the faction special rules from the faction that killed this model in the game in addition to any other faction rules. If the character wasn't killed by an enemy model this model, receives an additional modification instead without the negative effect (it still lose all abilities).

5.Impaired

The character's wounds are severe, but it is not enough to stop this member. When this character activates, it may only do 1 move or 2 other actions. It may never do 1 move and another action. Additionally, the character needs an assistance to function. The player may add a copperbot or a rivetbot to the warband that may take part of any game as part of the warband. The bot may never claim Gizmos or be given a modification.

6.Spectral projection

The character opens its eyes to an altered world. The character is not dead, yet not truly alive either. It is a half form, a holographic mass, a spectral projection. This character may move through terrain and other models freely. It may do any combination of actions during its activation. However it loses all special abilities and achievements. It may never claim Gizmos or be the model that makes the final action that makes the player win a mission.



Professor Elsa Förtal was the first to be convicted of spreading dangerous ideas. She claimed that there were no trolls, gnomes or goblins in the city. "Corrupted eyes see what they want", she said. Despite proclaimed evidence she met her faith by the end of a rope in 1869.

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 is 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 Puny enemy model in the players deployment zone. If the player warband has deployed anywhere on the table, the new model is placed in its own deployment zone. These enemy models are 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 Puny 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 has killed 5 enemy models at 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 Puny 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

The player is victorious if the warband has killed all Sly models at 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 isn't just one pair of eyes staring back at you, but two.

Mission-rules

The mission is played with 2 Gaffers and 3 Puny 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

The player is victorious if the warband has killed all Gaffers at 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!"



Some philosophers entertain the question, *Is the Draugar the walking dead or a living machine? Is death something reversible or can something else inhabit the body once you are gone?*

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.**

Enemies that are going hydro have the same rules as normal, but with the following additions: If a Puny 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 Puny 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 Puny 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 just 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 player do not roll on the hurt log for the killed character.

The walking house,

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

Mission 1, Strange new streets.

Swooshy, swishy, katchunka! It first became very bright and then very dark, then the world was 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 Puny enemies, 2 Sly enemies and I Gaffer. Enemy faction is Gnomes and Goblins.

Mission-Victory condition

Place 2 or more characters in the enemies 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 Puny enemies, 2 Sly enemies
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

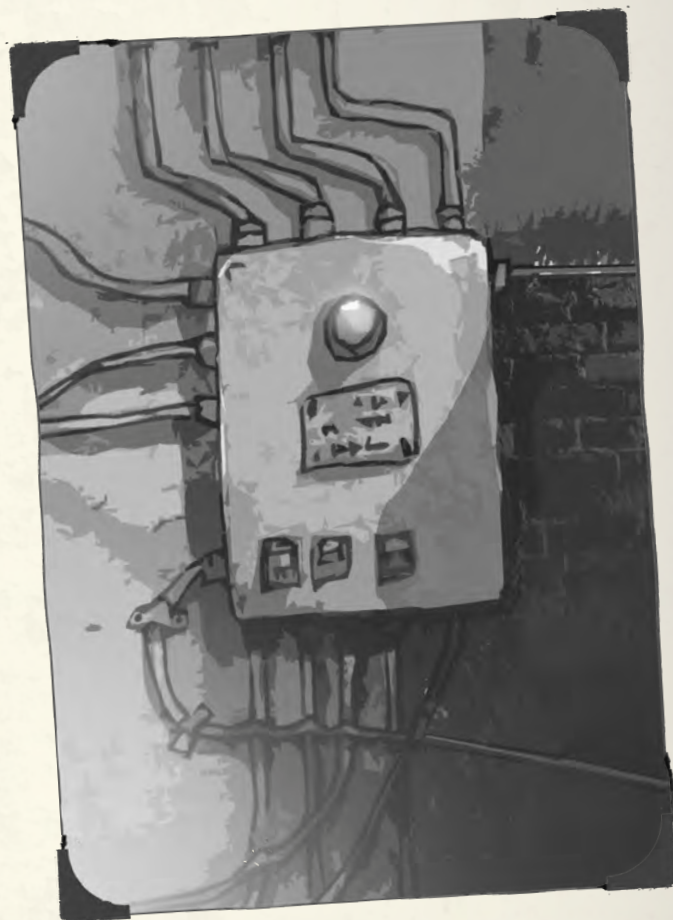
The mission is played with 2 Puny enemy's, 2 Sly enemies and I Gaffer. Enemy faction is Gnomes and Goblins.

Mission-Victory condition

Place all still alive characters in the enemies 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 ID6 in a random direction from the character. The enemy model activates as normal next turn.

Mission 1, 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 uses 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 uses 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 uses 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.

An individual with a chimney for a head should not be confused with the organization "The Chimney Heads". Unless said individual belongs to The Chimney Heads organization of course. Also, the term "Chimys" refers to a member of the "The Chimney Heads" organization and not to an individual with a chimney for a head. Unless the individual with a chimney for a head belongs to "The Chimney Heads" organization.



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.

Mission 1, 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 Puny enemies, 2 Sly enemies 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.

Mission 2, 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 Puny enemies, 2 Sly enemies 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.

Mission 3, 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 Puny enemies, 2 Sly enemies and 1 Night Mare. 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 Night Mare.

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, push 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 turn I, push 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. Moved through models 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 1800, the year of the big strike. 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 has 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 has 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 die 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 factionless.

Enemies

All Puny enemy models belong to the faction Utlagi.

Sly enemies 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 has a character that has 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 Puny enemies and 1 Sly enemy and 1 Bombard.

This mission is played with 4 Gizmos.

Player victory condition,

If there are 2 Gizmos in the enemy's deployment zone at 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 claimed 3 Gizmos (whatever comes first) the enemy warband wins the game.

Mission 2

Mission-rules

The mission is played with 2 Puny enemies and 2 Sly enemies 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 Puny enemies and 2 Sly enemies 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 about since their discovery. Many years later, there is still not a compelling theory to explain them.

At first, these pits drew attention from 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, or to conduct proper research about. 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 those 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 dig 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 ID6. 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 replaces a character ability, 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 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 Puny enemies from a random enemy faction.

The mission uses 3 Gizmos.

Mission-Victory condition

The warband that has collected the most Gizmos wins the game at 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 Puny enemies and 2 Sly enemies from a random enemy faction. The mission uses 3 Gizmos.

Mission-Victory condition

The warband that have collected the most Gizmos wins the game at 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 Puny enemies and 2 Sly enemies from a random enemy faction. The mission uses 3 Gizmos.

Mission-Victory condition

The warband that has 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 drown out the noise of the collapsing pit and the screams of the poor members from the losing team that gets 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 techne 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 armies whole. So it is fully reasonable that the folks of Kuggköping gets a little skittish when the fog crawls through the streets.

Campaign rules, Shifting madness

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

Poor visibility

Replace all enemy models with markers. When an enemy marker is within 2 and in line of sight or is targeted by an attack or ability, roll randomly on the enemy list and replace the enemy marker with an enemy model before continuing the action. 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 have taken place, roll 1 die for each character, plus 1 extra for each ability die your warband has in the ability dice pool. If playing two player games, add the ability dice from the player with the fewest ability dice in its dice pool. This does 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 rolled number, assign 1 die to each character. Any dice left after the dice is assigned is discarded.

When a player activates 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 possible.
3. Move the character it's move + 1 towards the closest enemy model and make 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 to 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 cast 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 embraces 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 else moving in the fog. You never know what else the fog might bring 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 grey, 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 become 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

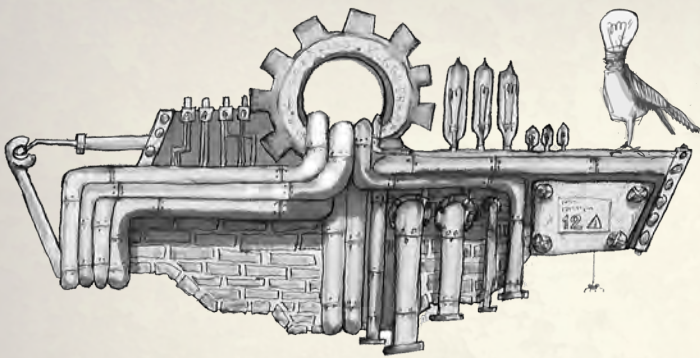
Kill all enemy models.

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 are 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 Machine

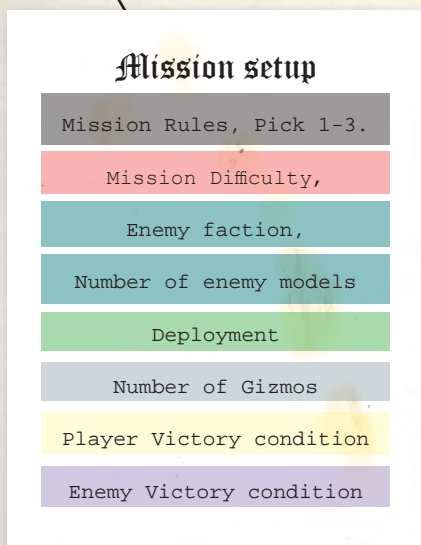
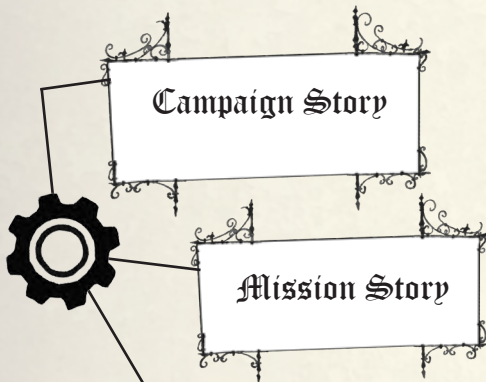


The campaign machine lets players create or randomly generate campaigns, modify existing mini-campaigns, and set up custom missions by selecting and adding mission blocks to their missions. Each mission should be set up separately, It is recommended to have at least 3 missions in a custom mini-campaign.

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 are more mission rules under the spare parts option (See the reference sheet (3 and 4)-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!



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, Night Mare 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 (3 and 4)-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. Corrupting 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, activate the coil relay and kill the last enemy.
5. Place 2 Gizmos in the opposite deployment zone.
6. Pick the victory condition from the Simple mission (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 automatically wins at the end of turn 5.
5. Collect 3-5 Gizmos (the player decides or pick randomly).

The Story Weaver

In the endless city there are endless streets to explore, endless places you can go and 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 are felt far and wide. What caused it and what else is on its way to the quake's epicenter? What will you discover? Rubble and broken buildings? A strange machine or the birthplace of an ancient and powerful enemy?

Story thread, Rogue machines

There is trouble in the Engineering block. A group of rogue machines have 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 has 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 are 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 there 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 foul 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 something bad.

Story thread, The sewers

Beneath Kuggköping there are miles and miles of sewers spread out. Small tunnels and vast caverns. Whole societies 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 are 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 else 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. Sometimes ending in open conflict, and even war. Rebellion, mutiny and gang wars are 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 are 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 are many abandoned buildings, industries 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 aren't any boats or ships in Kuggköping, and that would be a logical conclusion. But it would also be wrong. There are plenty of ships in the city. Abandoned 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 cooked up is anyone's guess.

Story thread, The black market

An underground black market, dealing in illegal goods and services, operates in the city. Those who enter the market never return unchanged, if they 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 are 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 performing 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 happened 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 entered the ship and they were 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 are 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 else?

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 your 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 does 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.

Does 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
Steam Trolls

Gnomes

Data-gnomes
Grease Gnomes
Garden Gnomes
Black Gnomes
Data-Miners

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
Street Pirates

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
Tech Witches





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 the turn.

In-game level up

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

1-2: **Energy surge.** Add 1 die to your ability dice pool.

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

5-6: **Calibrate.** Decrease the cast cost by 1 for one of the character's "Character abilities."

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

Step 1. 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).

Step 2. The defending model rolls its armour rolls and remove wounds not blocked by the armor.

Step 3. 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 are more than 1 space apart after the defending model have made its push or attack, the attack ends.
- If the two models are adjacent to each other, the attack sequence restarts from step 1 and only ends when 1 model is killed.

Receive damage, Armour roll

For every unsuccessful armour 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 are any points of damage left after the armour 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 die 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 are 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 die 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 characters 1 space 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 armour rolls this turn.
5. Add 1 Gizmo to an adjacent space to 1 random model (the player places the Gizmo).
6. Randomly pick 1 character, the character receives 2 damage.

Duny

M3, R1, AD1, Ar5+, W4

Special ability:

If a Gizmo is the closest, make non-aggressive action.

Sly

M3, R4, AD2, Ar4+, W5

Special ability:

If attacked beyond range 1. On 1-3, attack fails, the action is lost.

Gaffer

M4, R2, ADx, Ar4+, W6

Special ability:

Action dice equal to wounds.



Snobb Town

Reference sheet (1/4) - Campaign special rules

Undying Horde. In the start of each new turn, for every killed model, place a puny enemy model in the players deployment zone. If the player warband has deployed anywhere on the table, the new model is placed in its own deployment zone. These enemy models are 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. Enemies that are going hydro have the same rules as normal, with the following additions: If a Puny 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 has 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 activates 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 with 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 player do not roll on the hurt log for the killed character.

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 pushes 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 are 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 has a character that has 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 advanced 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 has an unlimited range and does 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 has 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 factionless.

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, and are 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 do not drop Gizmos when being killed.

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

The Witch

M6, R4, AD5, Ar4+, W7

Special ability:

- If attacked and not adjacent push 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 a Gizmo.

The Night Mare

M3, R1, AD-, Ar3+, W6

Special ability:

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

Reference sheet (2/4) - Campaign special rules

Shifting madness

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

Poor visibility

Replace all enemy models with markers. When an enemy marker is within 2 and line of sight, or is targeted by an attack or ability, roll randomly on the enemy list, and replace the enemy marker with an enemy model before continuing the action. 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 die 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 does 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 die to each character. Any dice left after the dice is assigned is discarded.

When a player activates, 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 possible.
3. Move the character it's move + 1 towards the closest enemy model and make 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 cast according to the rulebook).

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

Exploding Gizmos

Each time a model claims a gizmo, deal 3 damage to a random model.

Scrambled

The player selects one random character model, this model is not deployed with the others. Instead deploy this character anywhere on the table in the beginning of turn 4.

Demolisher

Terrain is destructible. Terrain pieces can be targeted just as any other models by attacks and abilities that deals damage. Terrain has wounds but they don't have armor saves and will not attack back. Light terrain, barrels, trees and fences have 4 wounds. Medium terrain sheds, metallic objects have 6 wounds. Heavy terrain, houses, buildings has 8 wounds. Optional rule, Enemy models counts terrain pieces as characters and will attack them as if they were characters.

Shootout

All attacks that are made during the game are considered to be attacks done on an adjacent model. This means the attack sequence only stops if both models are out of range or one is killed. Optional rule, all enemies receives +2 in range.

Flux

At the start of each turn, add the effect of a random special rule according to the following list:

- I. Undying Hord
2. Going Hydro
3. The Walking House
4. Exploring
5. Abrupt End
6. No Loot For You
7. Hard Earned
8. Poor Visibility
9. Corrupting Fog
10. Exploding Gizmos
11. Scrambled
12. Demolisher
13. Shootout
14. Clockwork streets
15. Earthquake

The rule has effect immediately and ends at the end of the turn.

Clockwork streets

At the start of turn 2, randomly select a terrain piece and remove the selected terrain piece from the game.

Earthquake

At the start of the turn, push each model ID3 spaces in a random direction.



Reference sheet (3/4) - Campaign special rules

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 mini-campaign and are 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 spare part replaces any other victory condition

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

Replace 1 Sly enemy model with a Brute enemy model.

Brute

M4, R2, AD2, Ar4+, W5

Special ability:

Increase this model's action dice by 1 for each wound lost.

Escort

This spare part replaces any other victory condition

Add a special character that your warband will escort to safety. The special character has the same stats as a Punny enemy model but does 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 loses the game.

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.

Unsuspected

- The enemy models will only do non-aggressive actions on the enemy activation regardless of any other rules.
- Whenever an enemy model receives damage, the enemy model will from that point onward do aggressive actions on its activation, regardless of 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 of 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.

Lootstriders

Replace all Gizmos in the mission with lootstriders. A lootstrider has the same rules as a normal Gizmo with the following additional rules, at the start of each turn, push each Gizmo 1 D3 spaces in a random direction. The Gizmo can push over terrain and other models but will always end its push in the closest non occupied space. A lootstrider may only be claimed if an enemy model moves through the same space or if a character performs a claim action when it is in an adjacent space to the Gizmo.

Vagabond Machina

Pick or randomly select 1 of the following options,

Option1.

Whenever a model claims a Gizmo, roll 1 D6. On a 4+ the Gizmo is not Loot but instead a roaming uncontrolled steambot. Randomly place a sly enemy model 1 D3 spaces from the space the Gizmo was. The steambot consider all other models as enemies except for other steambots. The steambot is part of the Maskin Folk faction and will activate last every turn, including this turn. Enemies consider Steam-bots to be characters and will attack them.

Option2.

Replace all Gizmos, except for the Gizmos that are dropped by killed models with roaming steambots. When a player would place Gizmo markers when setting up the gaming table, instead of placing 1 Gizmo, place 1 punny enemy model from the Maskin Folk faction. The steambot considers all other models as enemies except for other steambots. The steambot will activate last every turn. Enemies will consider the steambot to be a character.

Delayed effect

When this spare part is part of a mission players may decide to not receive in-game levels until after the game. This needs to be decided before the game begins.

The player mark down how many Gizmos (including super special gizmo) the player has claimed during the game.

After the game the player rolls on the in-game level up list to claim in-game levels. The player may assign any reward to any character regardless if it has claimed a gizmo or not. A character may be gifted more than 1 reward. This includes super special gizmos. Any reward not assigned to a character is lost when beginning a new game.

Reference sheet (4/4) - Campaign special rules

Spare parts

Hireling

This spare part can only be chosen if this is the start of a new campaign. If this spare part is chosen, its rules will be part of every mission until the end of the campaign.

- When the player creates its warband, before the start of the campaign, the player only selects 3 characters without special abilities, achievements, character abilities, faction or modifications.
- Wounds and ability dice do not replenish between missions.
- When a character claims a Gizmo, the character will not be given an in-game level, instead the player receives 1D6 ability dice. If a character for whatever reason would receive an in-game level the player receives 1 ability dice instead. If a character claims a super special Gizmo, the player receives 2 D6 ability dice instead of just 1.
- If a character gets reduced to zero wounds during a campaign mission, after rolling on the hurt log and if the character still is part of the warband, the characters wounds value is set to 3.

Ability dice can be used as normal in game but between missions the player may use the ability dice to purchase upgrades for the characters and the warband. The items available to purchase is described in the item list, with its associated effect. The cost indicates how many ability dice the player needs to discard from the ability dice pool to purchase the item. The item is directly applied to a chosen character or the warband. The warband starts with 10 ability dice in the dice pool and may be used before the first mission.

Cost	Item	Effect
3	Health Tonic	Increase one characters wound value by 1.
5	Enhancement	Increase one characters move, action dice or range value by 1.
10	Skill Synapse	One character may be given a special ability, achievement or character ability belonging to that character's archetype.
20	Skill Dynamo	One character may be given 1 of ANY special abilities, achievements or character abilities.
10	Augmentation	The character may be given 1 modification from the modification list. A character may be given multiple modifications but only 1 of each.
15	Modifier	The player may remove 1 negative effect from 1 modification.
10	Alignment	The warband may pick a cartographer house to belong to. A warband may only belong to one character faction at the time, a player may change factions by purchasing and picking a new faction.
15	Rogue	The warband may create a new character faction A warband may only belong to one character faction at the time, a player may change factions by purchasing and picking a new faction.
30	Hire	The warband may hire an additional character from the character archetypes to its warband. The player may still only enter a mission with 3 characters but may freely decide which characters to use.

Warband directive

This spare part can only be chosen if this is the start of a new campaign. If this spare part is chosen, its rules will be part of every mission until the end of the campaign.

In linked campaigns, you may add an overarching victory condition to achieve after 8 or more mini campaigns.

At the start of the campaign, the player rolls 1 D6 to receive a warband directive. When this directive is completed, the player receives 1 victory point. If the player has received 5 victory point before the end of the final campaign mission or being the player that collected 5 victory point first (if playing 2 player game), the player wins the game.

After receiving a victory point, the player rolls for a new warband directive. The directive stays in play until the warband has completed it.

The following is the warband directives:

1. Claim a super special Gizmo.
2. Kill 1 Gaffer.
3. Use any character ability 5 times.
4. Have 6 ability dice in the dice pool.
5. Successfully completed the victory condition for the final mission in a mini-campaign.
6. Have the same number of warband members in the beginning and the end of a mission.

Decked out

If this spare part is used the player will use playing cards when playing Kuggköping instead of dice.

The player creates a deck of playing cards with 4 sets of 6 cards ranging between the numbers 1-6 (in total 24 cards) in the deck. The deck is placed face down beside the game area.

Each time a player is called to roll a die the player instead draws a card from the deck. The drawn number is considered to be the rolled number. Drawn cards is placed in a discard pile. When the deck runs out of cards the player reshuffles the deck.

If a player needs to re-roll a die in the game the player instead draws a new card replacing the old card with the new. If a player is called to roll multiple dice the player draws multiple cards from the deck. If the player is called to roll additional dice the player simply draws extra cards from the deck.

If more than one player plays the game each player will use its own deck.

When an enemy model is rolling a die, the player draws cards from its own deck.

For the observant player this means that the player can keep track of used cards and make more informed decisions.

Push the wagon

This spare part replaces any other victory condition. Achieve the victory condition by pushing the wagon marker off the board. Place the wagon marker in the center of the board in the beginning of turn 1. The characters has a special action, if the character is adjacent to a wagon marker it can push the marker 1 once each activation. If enemy models passes or enters a space with a wagon marker the marker moves 1D3 spaces towards the center of the game board.

The Dynamic Range System

The dynamic range system offers an alternative way to playing Kuggköping, without using a grid space game boards or measuring devices. As a result, the player needs to use more of its own judgment and imagination at times, instead of relying on a strict ruleset. The benefit is having a freer and more abstract way to play. Most of the core rules is compatible with this type of a system, however there will be parts that the player needs to adjust to make work. See it as another tool to use when you are crafting your own experience and narrative in the city.

Terrain and table size

Size of the gaming table is not so important for the simple reason that most ranges is dynamic. However, the more terrain you add the better the dynamic game mechanics will work. As a guide it is recommended to use 3-4 pieces of terrain for each 1x1 foot of your gaming table.

Move attributes

First the player converts the Move values of its characters to move attributes according to the following list:

- Move value 1-3 = Slow. Maneuver limit = 1.
- Move value 4-5 = Normal. Maneuver limit = 2.
- Move value 6 or more = Fast. Maneuver limit = 3.

Each movement attribute has a maneuver limit. The maneuver limit is the maximum number of maneuvers a model can make during a move action.

Model movement

All models (characters and enemy models) can move any distance but only in a straight line. Any time a model would like to change direction, up, down, left or right, the model will perform a maneuver, in which case the player rolls a D6. On a 4+, the model succeeds with the maneuver and the model change direction and continues its movement in a straight line until it reaches its destination, makes a new maneuver or reach its maneuver limit. On a 1-3 the model fails the maneuver and ends its movement action just before the change in direction happens. The first easy maneuver a model makes is always free and dose not need to be rolled for. The player always roll for hard maneuvers.

An easy maneuver is a maneuver that is made in a straight horizontal line without the model intersecting with other models or objects. The exception to this is objects that is smaller than the model, in which case the model can move over it as if it wasn't there.

All other maneuvers are considered to be hard. Hard maneuvers costs 2 maneuvers from the maneuver limit. If the character fails the maneuver it takes 1 D3 damage and ends its movment action. This means that Slow models may not preform hard maneuvers at all.

Enemy models will take the most logical path to its destination, but will prefer easy maneuvers rather than hard. The player will use its own judgment to decide what the most logical path is depending on the enemy and situation. 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.

Range attacks

All models can do close combat attacks, and models with a range of 2 or more can make range attacks. A close combat attack is only done when the model is in base-to-base contact with its target. All other attacks are considered to be range attacks. A range attack has an unlimited range but needs to have the target in line of sight. An attack follows the same rules as described in the main rulebook. However, the number of attack dice rolled when doing a range attack is determined by the model's range value instead of the action dice value.

Push range

All push ranges are measured in base size. If a model or marker is pushed 2 in a direction, move the model/marker in that direction equal to its base sizes times 2.

Abilities, achievements, and special abilities ranges

All abilities, achievements, and special abilities have an unlimited range, the exception to this is range indications of 1 which means base-to base contact and pushes which is covered in the "push range" section.

Mission special rules

There will be mission special rules that will use ranges. In these situations, the player will use its own judgment in order to resolve the rule. Apply the solution that makes the most sense to you or do measurements in these rare instances or simply exclude them from your game.

Cover

If the defending model is close to a 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 armour roll (to maximum of 2+).

Character sheet

Character name:
Character archetype:

Move ()	Range ()
Action dice ()	Armour () Wounds ()
Special ability	
Achievement	
Modification	Positive effect:
	Negative effect:

Ability name:	Ability effect:	Cost:

Character name:
Character archetype:

Move ()	Range ()
Action dice ()	Armour () Wounds ()
Special ability	
Achievement	
Modification	Positive effect:
	Negative effect:

Ability name:	Ability effect:	Cost:

Character name:
Character archetype:

Move ()	Range ()
Action dice ()	Armour () Wounds ()
Special ability	
Achievement	
Modification	Positive effect:
	Negative effect:

Ability name:	Ability effect:	Cost:

Cartographer house (Character faction):

Mission rewards:

Mission1: M,	R,	AD,	W,	Dead	<input type="checkbox"/>
Mission2: M,	R,	AD,	W,	Dead	<input type="checkbox"/>
Mission3: M,	R,	AD,	W,	Dead	<input type="checkbox"/>

Character rewards (from abilities and achievements):

Character notes:

Mission rewards:

Mission1: M,	R,	AD,	W,	Dead	<input type="checkbox"/>
Mission2: M,	R,	AD,	W,	Dead	<input type="checkbox"/>
Mission3: M,	R,	AD,	W,	Dead	<input type="checkbox"/>

Character rewards (from abilities and achievements):

Character notes:

Mission rewards:

Mission1: M,	R,	AD,	W,	Dead	<input type="checkbox"/>
Mission2: M,	R,	AD,	W,	Dead	<input type="checkbox"/>
Mission3: M,	R,	AD,	W,	Dead	<input type="checkbox"/>

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

Mission Special rules

Mission Difficulty

Number of Gizmos

Enemy Faction

Deployment

Enemy Models

Player Victory Condition

Enemy Victory Condition

Mission Notes

Mission Story

Mission Special rules

Mission Difficulty

Number of Gizmos

Enemy Faction

Deployment

Enemy Models

Player Victory Condition

Enemy Victory Condition

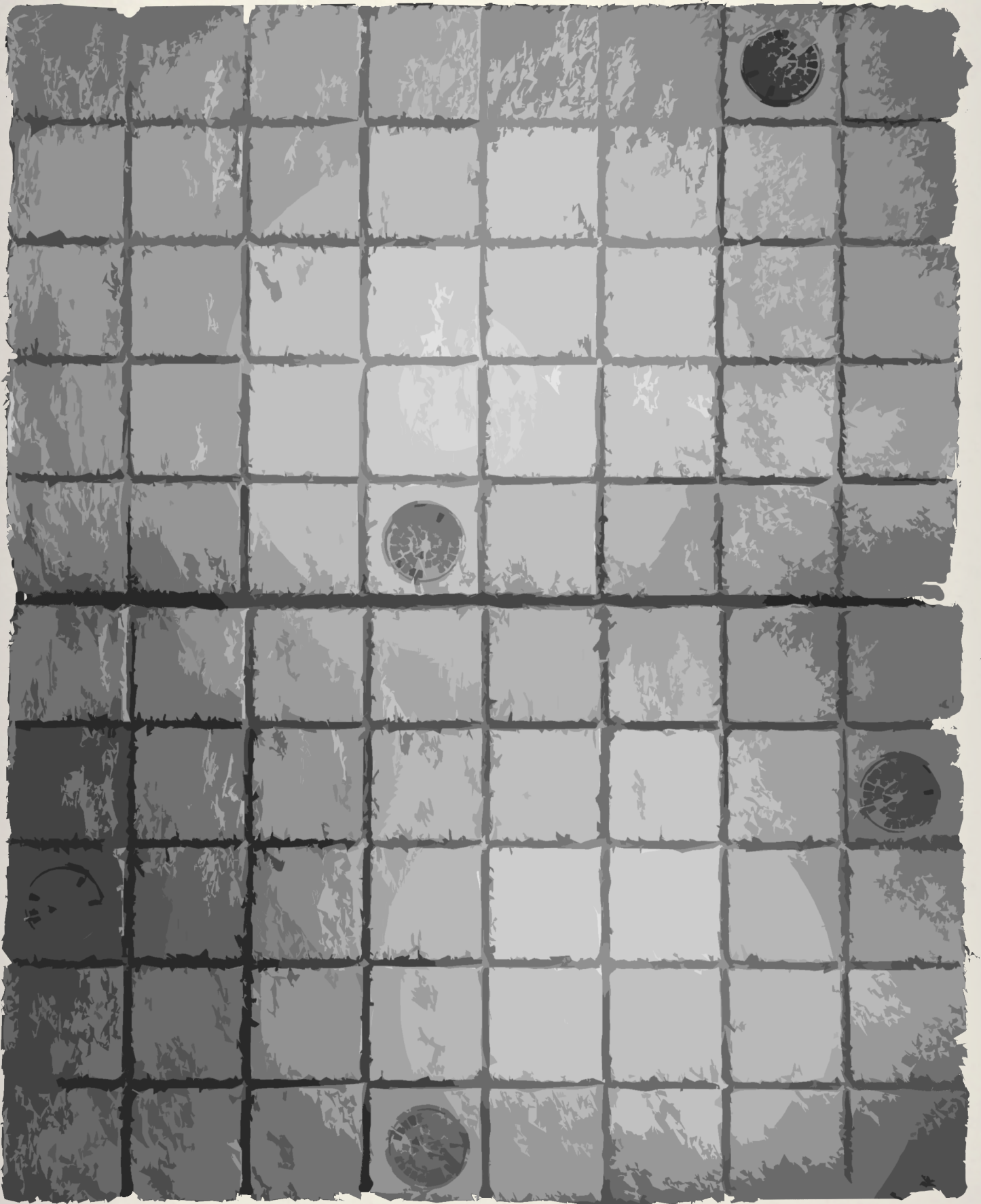
Mission Notes

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

Print 'em, cut '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.



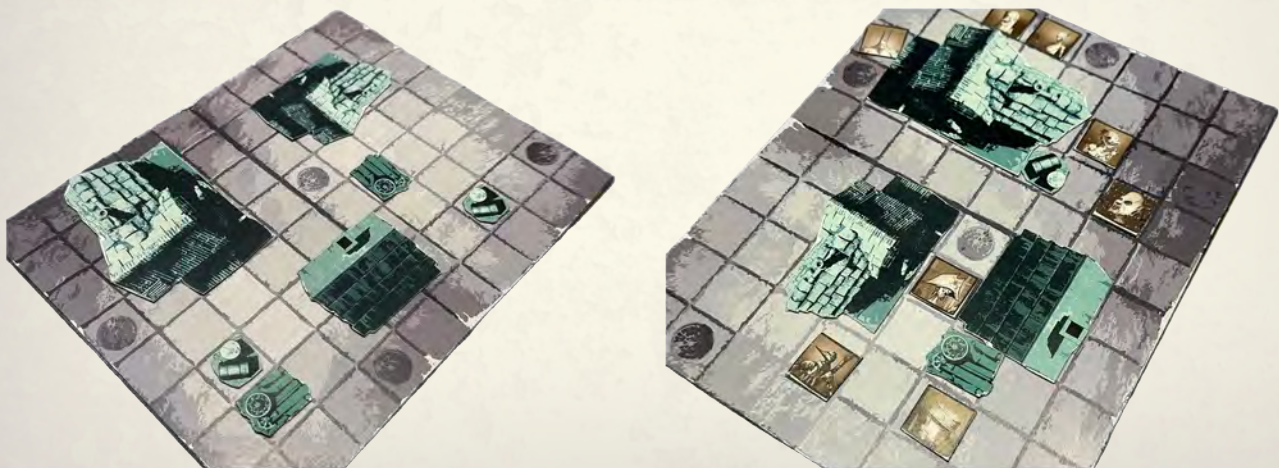
Paper-thin terrain

Of course, you need to have terrain to go with your "Foldable gaming table in a pinch" and your "Flat paper-Explorers". Introducing the "Paper-thin terrain"! Simply Print and cut them out and slap them to your board.



Print, Cut and Glue

Print the pages "Foldable gaming table in a pinch", "Flat paperExplorers" and "Paper-thin terrain". Cut them out and glue them to cardboard or magnetic sheets and enjoy a simple, accessible game board to play your first games on. Building miniature terrain and finding proper models can take time. Let this simple game board be a substitute until you have a proper setup. Works great if you want to play a couple of games in bed as well. Just add some dice and Gizmos (coins or pebbles) and start your adventure!



Many are the number of holy acts a traveler can perform at street shrines and sacred allies to bring fortune and luck within the city.

The ritual of not tying the boots

Once upon a time there was an explorer called Bo. He wasn't known for any great discoveries, but he was extremely lucky. Bo never tied his boots and this was believed to be the source of his great luck. Because the day he for a change, did tie them he was lost in the city and was never seen again. So a tradition formed around not tying boots or shoes when entering the city for good luck. Some even leave their boots in holy places and wander around bare foot. It is not sure if this actually brings any good luck but you don't gamble with these kinds of things.

The plea to the upside down man

It is believed that there exists a spirit in the city, an upside down man. An anti dead, a not man, but still a man, whose very presence can reverse anything true and real. Like, what is up and down, and life or death. The upside down man is similar to lady fortune but slightly less positive. The saying goes, if you have had a bad day where things have gone wrong, all day, you probably have had the upside down man on a visit. Very unlucky people is said to be siblings to the upside down man.

The Hymn for Innovation

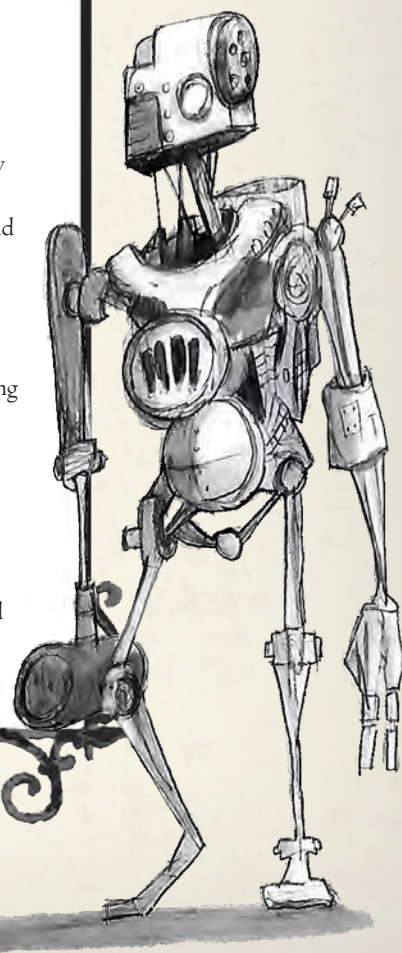
Also known as the prayers for the great mechanism. It is commonly believed that innovation and inspiration comes from the machine itself. A new mechanical invention needs a host to be born from and a mind to be formed within. It is believed that this connection can be reached by calling for it.

The prayer to the city

For some people, the city is its own entity. A living thing. Something between a god and a force of nature. It changes anyone who are worthy and directs the people with a role.

The journey man's psalm

The journey man's psalm is a collection of psalms and hymns that are widely spread across the city. Everyone has its own version but all plead to the thousands of souls lost in the city for guidance and directions for the right street home.





Honorable mentions

Thank you, Emilie Stein, you mean the world to me! I am very thankful for all your help in playtesting Kuggköping with me.

Thank you, Johannes Bergman for helping me proofread the rulebook. Your help means a lot and your suggestions were excellent. I am looking forward to play it with you!

Thank you to the Kuggköping community. All your feedback have been great, keep it coming. I hope you will enjoy the world of Kuggköping!

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.

