

GUNS & GONZO'S

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a skirmish game of EXPLOSIVE RENAISSANCE



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What is GUNS & GONZOS?

GUNS & GONZOS is a skirmish miniature wargame using **28mm** scale figures best converted from existing historical and fantasy kits. **GUNS & GONZOS** takes place in a campy gunpowder renaissance time, with a good sprinkling of fantasy and Da Vinci madness added to the mix.

Players take the role of a **Gunsmith**, a braggadocious individual that heeded **the Queen's** call and left their homeland with haste, packing only their wit and terrific moustache while also bringing along their greedy **Apprentice** and one brawny **Porter**.

*You are a **Gunsmith**, a boisterous and cunning, yet sloppy gunmaker from a strange land. You come to a new realm, land that you were promised is nothing more than a huge testing ground.*

*Turns out **the Queen** that invited you had thought you'd bring culture and music instead of guns, the locals dislike you and bring their own gunsmiths to bear, and the places' fauna have weird ideas about the local gunpowder deposits. And there are more and more gunsmiths coming every day.*

Looks like you're in for it - lock, stock, and barrel!

Avanti!

Marcin & Mirek

I: Basic Concepts

You will notice certain keywords written in **bold**, as well as polish words and fluff written in *italic*. You can reference **Appendix I** (p.36) for explanations and pronunciation help. Anything not yet fully implemented or tested will be *greyed out* - you can try it out if you're feeling adventurous!

*The goal of the game is to become the most famous **Gunsmith** in the realm, amass as much knowledge and trinkets as possible and impress **the Queen** to become her Court Bombardier.*

On your way to that goal stand other gunsmiths, local nobles and their henchmen, dangerous fauna, faulty firearms and your very own shortcomings. Expect explosions, avarice and good fun.

*The game takes place in **Lechistan**, a landlocked country where 30 years ago massive deposits of gunpowder were found. Already rich earlier through their *smalec* (lard) mines, **Lechistan's** economy skyrocketed when dozens of gunpowder mines opened.*

Now everyone and their dog can afford a gun, which transformed the land, architecture and mentality of its inhabitants. If your neighbour can threaten you with a cannon, your house inevitably starts looking like a star-shaped bastion - just in case. And the dog houses look even weirder.

Miniatures & Theme

Players need 3 miniatures on 25-32mm bases per player to play **GUNS & GONZOS**: a **Gunsmith**, an **Apprentice** and a **Porter**. This will be your **Crew**.

There are no official miniatures for **GUNS & GONZOS**, so we encourage players to make their own by converting their historical and fantasy miniatures. We encourage players to heed the following pointers when making their **GUNS & GONZOS** miniatures:

- **This is a fantasy renaissance game:** keep the technology level broadly between **1500** and **1650**; smoke belching monstrosities arquebuses go great with two-handed swords, but armoured knights as well as tricorne hats are better used elsewhere
- **This is a campy game:** go flowery with colours and styles. People in **GUNS & GONZOS** world have just recently discovered cheap pigments and they LOVE it. When in doubt, look for landsknechts' fashion choices
- **This is a gonzo game:** oversized weapons with weird attachments are welcome. Cut, glue, improvise!
- **This is a game with moustaches:** Moustaches on everyone - men, women, androgynous people, trees, monsters, moustaches. Don't worry if your miniatures don't have them, they are easily created with sculpting putties like greenstuff.

GUNS & GONZOS own concepts

G&G introduces several new or rare concepts that embody the chaotic and dynamic character of the game. They will be explained in detail in following chapters, but in a nutshell:

Everyone is fair game: Any model in the game can target any other model, even members of their own crew.

No saves: When hit, models take damage. G&G has no armour save.

Flat damage: All damage dealt is flat, no rolling for damage.

Diving: When a model is targeted by a ranged weapon, models may perform a dive to avoid damage, unless in cover. Dive is a 3" movement in a random direction.

Recoil: All ranged and some melee weapons may push a model back due to recoil.

Free actions: Some game effects allow players to use a free action; models can perform it for free at any time within its activation: at the beginning, after having used 1 action or after having used 2 actions.

Freeform Deployment: there are no deployment zones in G&G; crews land semi-randomly on the battlefield instead.

Templates: some game effects use round or cone templates.

Game Board

GUNS & GONZOS is played on **2x2'** (feet) game boards. About a **quarter** of the board should be raised about **2"-3"** (using hills, platforms, trenches or other risers). You will need at least **1 building** (bastion houses, gunpowder warehouses, arsenals) and at least **6 pieces of cover terrain** (gabions, chevaux de frise, smalec barrels).

Accessories

- **Dice:** You need two **d12** (twelve-sided) dice, best if they're of different colours.
- **Tape Measure:** **GUNS & GONZOS** uses inches to measure distance, so you need a measuring tape with an inch scale. The game can be played using centimetres instead of inches. To do this, players should substitute **1"** for **2cm**, or **2,5cm** if you want to be a bit more exact.
- **Playing Cards:** The battlefield is a chaotic place, with no one sure whose moustache is waxed enough to act first. To represent this, players should use cards of some kind. Old playing cards, that stack of unused TCG commons you keep for whatever reason, or specialised **GUNS & GONZOS** activation cards. Just make sure the backs have a uniform design.
- **Objective markers:** Some scenarios may ask the players to place up to **5 objective markers**; think what could be deemed valuable in **Lechistan** (*smalec*, gunpowder, geese, pigment powder etc.) and make it onto a **25-40mm** base.
- **Templates:** Certain gameplay effects, usually to do with flames and explosions, need **templates** to designate targets and range. Players will need two **round templates** (with a **2"** and **3"** radius) and a **cone template** (quarter of a **6"** radius circle). You can make them yourself or download the PDF or STL files from from **www.gunsandgonzos.com**
- **Tokens:** Sometimes players need to mark a certain spot on the game board e.g. for **explosions** and **deployment**; use any small object (a small die, coin, rhinestone, etc.)

II: Playing the Game

Dice and Dice Throws

This game is played with two **d12** (twelve sided dice), best if they're of different colours.

It is a die commonly used in many Role-Playing games, somewhat rarer in wargaming. It looks like a little grenade; the sides are little pentagons.

- Players make **brawn** and **cunning** rolls to perform feats of gunsmithery
- **Roll of 1** is always a fail, roll of **12** is always a success
- While rolling you must meet or exceed a **target value (TV)**. The default TV is 8.
- Dice rolls are modified by their respective stats

Additionally, to a regular **d12** roll there are some special dice throws you will have to make.

- **A scatter roll** is made to randomly determine a direction. Roll a **d12** and use the **face point** to determine the **scatter direction**
- **A recoil roll** is made with a **d12** to determine if a model gets pushed back by the force of their gun
- **A roll off** is made by both players rolling their **d12**. The higher number wins, on a draw keep rolling until a winner can be determined.
- **A re-roll**. Sometimes a rule asks the player to reroll a die. This means that a player should take that die and roll it again. Dice can be re-rolled again.

Between games you may be asked to use different dice, like a **d3**, **d4** or a **d6** to gain new weapons or *bajers*. Don't hesitate to use a random numbers generator if you lack these dice.

Activations and Movement

You are telling me you all don't enjoy marching up and down the square?! You'd rather blow some poor sod's house up? All right, off you go! Democracy has always been the trademark of the Lechistan Royal Army! I'll go marching by myself!

~ Jurek of Prochówka, King's Hetman

Each model can execute any **2 actions** within its **activation**. The available **actions** are:

Move!

- Move up to **6"**, within this you can leap down from terrain causing **crash**
- use **2"** of your move to climb up/down a **storey** of climbable terrain and prevent **crash** damage

Flee!

- Leave combat, move your model **1" away** from the opponent, so that it's no longer bound in combat. This doesn't cause **crash**

Fire!

- Perform a **shooting attack**

Whack!

- Perform a **melee attack**

Avanti!

- Move up to **6"** and perform a **melee attack**. Requires a melee weapon

Tinker!

- Interact with an **objective** or loot marker

Redeploy!

- **Redeploy** from outside the board

Crashes

Shot with an arquebus, jumped out of the way of the bullet, into a landmine, smacked into a side of someone's outhouse... lost half of my moustache, and no mistake.

Anytime a model falls down or is pushed into an obstacle (e.g. a wall, barrel, fence) it is dealt **damage**. This can happen multiple times in a model's turn.

- Deal **1 damage** per storey fallen or jumped
- Deal **1 damage** when pushed into any obstacle, the model's movement is not impeded by any terrain horizontally.
 - This means, the model pushes through any **cover terrain**, and is placed on top of any **buildings**
 - If two models are pushed into each other deal **1 damage** to each one, but continue moving the model horizontally. This can result in models being **bound in combat**
 - If a model **(re)deploys** on top of another model, deal **1 damage** to each one. Place the model in base to base contact, closest to the deployment point. This results in models being **bound in combat**.

Shooting

Declare your target within the gun's **range** and the model's **line of sight**. This is usually another model, with explosive weapons able to target a point on the map.

Roll two **d12s**, it's best to use dice of different colours. One will be your **shooting die**, the other **recoil die**. Traditionally **recoil dice** are yellow. *They just are.*

You cannot shoot while **bound in combat**.

Involuntary movement resulting from **recoil** can cause crashes, push models in or out of terrain etc.

Shooting roll

- Make a **cunning roll**
- On hit target model may **dive** or suffer weapon's **damage**
- If the controlling player decides to **dive** their model, do a **scatter roll** and move the model **3"** in that direction. Then make an unmodified roll (**TN 8**); if successful, the model takes **no damage**.

Recoil roll

- Make a **d12** roll with no target value
- On a roll of **1-2** or **11-12** **recoil** happens
- Move the active model **directly away** from the target:
- On **1-2** move **2"** (small recoil)
- On **11-12** move **6"** (large recoil)

Recoil can push a miniature out or into **terrain**. You can still **crash** if there's a height change within **terrain**, e.g. you fall down from a roof or crash into a wall.

Dive

Whenever a model is **hit** by a ranged weapon, the controlling player may **dive** their model.

To **dive**, do a **scatter roll** and move the model **3"** in that direction. Then make an unmodified roll (**TN 8**); if successful, the model takes **no damage**. If no **dive** is performed, take **damage** as usual.

This is an **involuntary** move which can cause **crashes**, as well as push models in or out of **terrain**.

You can't choose to **dive** if you are already in **cover**.

Cover

Even the most moustached and gun-toting gunsmiths (and their entourage) won't say no to a comfy, sturdy gabion when bullets start flying. It does take time to grow a moustache back.

Whenever a model in **cover** is hit by a **ranged weapon**, the controlling player may perform a **cover roll**. Make an unmodified roll (**TN 8**); if successful, the model takes **no damage**. **Cover** works against shooting and explosions. **Cover** depends on the type of **terrain**. Models are in **cover** when:

- **Building**: grants cover when the model's base is within it
- **Cover terrain**: Any part of targeted model's base needs to be within 1" of the cover terrain. Cover terrain must be between the shooter/point of explosion and the targeted model.

Shooting into combat

Shooting into a melee is messy. You may as well hit your own assistant, but who cares?

Models may **shoot** into **close combat**. Models **bound in combat** cannot **dive**.

However, on a miss, perform another **shooting roll** (without **recoil**) targeting a different model in the same **close combat**. This model needs to be of a different allegiance than your initial target, e.g. your own character or a **local**.

Keep performing **shooting rolls** until someone is hit or all models in combat have been targeted.

Line of sight (LoS)

A model's **line of sight** determines what it can and cannot see. Draw an imaginary line from its head to the relevant object - terrain, objective or another model.

- If you can see any part of a terrain piece or objective, it is in the **LoS** of the model.
- If you can see the head or torso of another model, it is in the **LoS**. This is the **core** of the model. Ignore any dynamic poses, banners or giant guns peeking from the **cover**. If another model, objective or terrain obstruct the core the target model is not in **LoS**.

Close Combat

Close combat can be performed in **melee range**, that is on the same storey, within **1"** and **LoS** of another model.

Models are **bound in combat** when within **melee range** of an enemy model and can only leave the combat using the **Flee! action**.

Models are never **bound in combat** with friendly or neutral models.

Melee roll

- The attacker makes a **brawn roll**
- On a hit, apply damage to the defender
- On a miss, nothing happens

1" Rule

Models cannot voluntarily move within **1"** of another enemy model without being **bound in combat**.

Why do we fight?

Some of you may be wondering- why all the shooting? Does the **Queen** allow it on her land? Is Lechistan some sort of postapocalyptic horrorscape, potholed with explosion marks where everyone fends for themselves? Wait, let's drop the last question...

The thing is, shooting and explosions are Lechistanis favourite activities, national sport and a matter of huge pride. The aim isn't to kill, if you kill all your nasty neighbours, who will you be shooting at? Oh no, in Lechistan trick-shots are the name of the game.

Anytime you shoot at someone in guns & gonzos you are aiming for their... moustache. And everyone has a moustache in this world. Yes, everyone. Yes, even them. The moustache is where pride and courage is stored in the body, so should your whiskers be shot, burned or shaven... There is a word in Lechistan for people who lost their facial hair- *gotowqs*. Trust me, you don't want to be labelled a *gotowqs*.

That's why **G&G** uses **Moustache** points to represent a character's will to fight: if the **Moustache** is reduced to **0**, the miniature cowers in shame and immediately **routs** from the battlefield.

So in the end it's all about showing off who has the biggest bristles, and as long as just the moustache gets hurt- the Queen tolerates random street brawls and shootouts. It keeps the common folk exercised.

Just mind one thing. Should you travel beyond the western border of Lechistan, where Hochgoblins live and the Hardenbergs rule- respect the curfew! No shooting between 10 in the afternoon and 6 in the morning!

Hubris

I'm not gonna make it? WATCH ME!

~Piotr Awarski's last words before hurling themselves into a smalec barbers' nest with reckless abandon

Whenever a model is knocked out, the remaining models of its **crew** receive **+1 action** each **activation** until the end of the game.

This means **2** remaining models would have **3 actions** each, and if there's only **1** model standing, that model has **4 actions** to use to go down in the blaze of glory.

Initiative and activating

Take the **activation cards** of all player and locals models and shuffle them to create the **initiative deck**. Put the **initiative deck** on the table face down.

- Draw a card from the **initiative deck** to determine which model **activates**
- Once the model has finished its **activation**, discard its **activation card** to the **discard pile**
- Repeat this process until there are no more **activation cards** in the **initiative deck**

The round ends after the **initiative deck** has been depleted. Shuffle the **discard pile** to assemble a new **initiative deck** and start the next round

Deployment

Characters are shot out from a huge *armata* and land safely due to the strength of their moustaches.

Perform the **deployment** before the first round of the game.

Select a point on the map and mark it with a token or a die. This will be your **crew's deployment token**. For each model:

- Roll a **d12 scatter roll** to determine the **scatter direction**.
- To determine the **scatter distance**, use half the value of the **d12s** face in inches rounding up (so **1"-6"**).
- If a model would land outside of the game board, **reroll**
- Measuring from the **deployment token**, place any one of your models onto the game board.
- Repeat until the active player's whole **crew** is deployed.

If a model **deploys** on top of another model, apply **crash**. Landing within terrain doesn't cause **crash**.

Redeployment

Any time a model leaves the board for whatever reason you can **redeploy** using the **Redeploy! action**. This means a model finds an *armata* outside of the battlefield and clambers into it again to be shot back into action.

Redeploy the model using the standard **deployment** rules.

Action Sequence

The world of **GUNS & GONZOS** is a wacky one and often multiple things - like explosions - will happen at the same time. When this happens, resolve the **initial action's** effect on models first and then resolve **other actions** to obtain maximum zaniness.

For example, when a model shooting an **explosion template** weapon manages to score a hit on multiple models, but also rolls a recoil:

- Shooting model is pushed away by the **recoil**
- Resolve any **zaniness** deriving from this
- Apply **damage** to hit models
- **Push** the models away as per **explosive** rule, starting with the models chosen by the defender (owner of the hit models)

III: The Crew

Crew creation

Your starting crew is made of 3 characters. You always need exactly one **Gunsmith**, one **Apprentice** and one **Porter**. Some special rules may grant you additional models. Put your crew on **25-32mm** bases.

You may choose a **faction** for your **crew**, this will significantly modify your experience. We recommend playing your first game of **GUNS & GONZOS** without factions, just to familiarise yourself with the system.

Gunsmith: *Larger than life maestro of explosions. A genius with a grenade. They have been summoned to this strange land by **the Queen** to help her, but now they mostly just have fun blowing each other up and waxing their immaculate whiskers.*

Apprentice: *A somewhat experienced assistant who had the opportunity to taste the joy of gunpowder-ing. They secretly think they can take over from their masters, but their usually half burned moustaches show their still lacklustre control over their guns.*

Porter: *Every **Gunsmith** had to start somewhere, usually as a **Porter**. At this stage of their education, they are mostly treated as cheap labour, carrying the various inventions and barrels of gunpowder. That makes them exceptionally physically fit which often fuels the bullying by more senior and rounder members of the company*

Each Character is defined by the following statistics.

- **Cunning:** Add this value to your **cunning rolls**. It represents your model's shooting/engineering/thinking skills
- **Brawn:** Add this value to your **brawn rolls**. It represents your model's melee/lifting/strength-based skills
- **Moustache:** Your model's ability to keep their cool under stress. When this goes to 0, your model **routs** and is removed from the game.

Stats:	Gunsmith	Apprentice	Porter
Cunning	+3	+2	+0
Brawn	+1	+0	+2
Moustache	12	12	12

Factions

High Bureaucracy of Apfelgipfel:

These are the goblins who hail from the peaks of Apfelgipfel, looking down at their lowland kin, who they call Niedergoblins (or Middengoblins if they are feeling generous). Hochgoblins sit on the largest gunpowder deposits known to man and they make frequent use of it! Some say gunpowder is traded as currency in the bowels of the mountain.

Hochgoblins derive delight from dabbling in bureaucracy. Despite being colossally inefficient, they somehow managed to get it in writing that Tabba'cor lend-leases them their most mediocre Powderlings.



When rolling for equipment you can choose either **grenades** or a **hand rocket** as one of your starting weapons instead of rolling for it.

You can choose to take a **ticking bomb** instead of rolling for a random **Bajer**

Instead of your starting **Gonzo** you can equip one of your Hochgoblins with the following one:

- **Tame Powderlings** - 6", 3 damage, **Explosive (RS)**, **GOOSE!** however replace the "Goose" local with a "Powderling" local

The following rules apply to **all** Hochgoblins:

- **Guaranteed EXPLOSIONS:**
 - You may reroll ANY rolls made with an exploding weapon or bajer. You may use this reroll once per activation.
- **Better late than never:**
 - *Your porter managed to fill out the H0CH-G08L1N form, but it took them ages to do it; he managed to find something interesting in the Goblinamt building, though*
 - Your **porter** only deploys at the board **at the end of round 2**. Until then remove their **activation card** from the **initiative deck**. They carry a random melee **gonzo** and **5 ammo**. The missing porter doesn't trigger **hubris** in the preceding rounds.

Most Serene Ossuary of Wollonia:

Most of the skeletons hail from the southern kingdom of Wollonia, where the major calcium deposits are. Contrary to popular belief they are not undead! They emerge fully formed from the calcium pools.. No living beings are harmed in the birth of a skeleton. They tend to be on the flamboyant side, they like to decorate their rather bare bones.



Instead of your starting **Gonzo** you can equip one of your Skeletons with the following one:

- **Espresso machine** - 9", 2 damage, **Kick**, the targeted model gains the effects of a chosen espresso
 1. Decaf Espresso - Sticky
 2. Bowel turning Espresso - Fear
 3. Espresso Espresso - as in bajer description
 4. Calcium rich Espresso - as in bajer description

The following rules apply to **all** Skeletons:

- **No skin, just bones:**
 - *Due to less mass and drag skeletons seem to fly better .*
 - When a model from this crew is exploded, do a **TN 8 roll**, if successful, it can choose in which direction it is pushed away.
- **A little pick-me-up:**
 - Every time a skeleton finishes an **involuntary** movement, add a **coffee bean** to your **coffee pool**. You may spend any number of beans to boost **ANY** of the skeleton's movement at a price of **1 coffee bean** per **1"** of movement.

Inventory

Starting Weapons

For your starting inventory roll a **d12** twice on the starting guns table, once on the starting melee weapons table, and once on the starting *bajer* table.

This is the number of **pieces of equipment** you receive. You may distribute the items as you wish among your characters. Each model can carry one weapon and one *bajer*.

Every character has a default melee attack of **2 damage**, this represents any small hand weapon, a dagger, an axe or a calcified blob of smalec. This doesn't grant the **Avanti!** action.

Starting Guns				
d12	Name	Range	Damage	Special
1-3	Pistol	9"	2	Blasting
4-6	Matchlock	12"	4	Kick
7-9	Hand Rocket	12"	0	Explosive, Template (RL)
10-12	Grenades	6"	2	Explosive, Kick, Template (RS)
Starting Melee Weapons				
1-4	Zweihander	melee	5	Kick, Template (RS)
5-8	Bardiche	melee	4	Pull
9-12	Sword & Shield	melee	3	Ricochet

Bajer

Bajers are gadgets crafted by **Gunsmiths**, stolen from other inventors or just found on the battlefield.

A *bajer* can be used as a **free action** once per game any time in the model's **activation**, even after using up both **actions**.

1. **Parachute** - *it's falling with style!* After **re/deployment**, select a point within **6"** of deployment point instead of making a **scatter roll**.
2. **Jar of bees** - *Not the bees!* Choose a target within **6"**, models within **template (RL)** immediately **dive**.
3. **Ticking bomb** - *What is this mysterious ticking noise? Kinda... catchy...* Place a bomb token in **base contact** with the user. It **explodes** at the end of their activation. If not used, it **explodes** at the end of the model's **2nd activation**. The bomb deals **4 damage**, **Template (RS)**

4. **Lead boots** - *No force is irresistible when you are wearing these!* **Heavy**, **Always active**. Reduce any **involuntary movements** by half.
5. **Calcium rich espresso** - *it makes your bones nice and strong*. Regain **d12 moustache**.
6. **Espresso espresso** - *it makes your feet nice and fleet*. Don't shuffle this model's **activation card** back into the deck after the round ends. Instead put it on top of it after it has been shuffled

Gonzos

Gonzos are weird weapons invented by **Gunsmiths** and their crew.

Each player chooses a **gonzo** in addition to their random starting weapons. This **gonzo** can only be carried by your crew's **Gunsmith**. **Gonzos** are carried in addition to regular weapons. If your **Gunsmith** is knocked out, the **Apprentice** can use their **gonzos**, then the **Porter**.

Using a **gonzo** works just as using a regular weapon, except you need to spend **5 ammo**.

Gain **1 ammo** whenever your crew:

- scores an **objective**;
- forces an enemy model to do an **involuntary** movement;

Gain **2 ammo** whenever your crew:

- routs a **local**

	Name	Range	Dmg	Special
1	Fire breather	-	3	Template (Cone), Fear
2	Blunderbuss	9"	3	Kick, Push
3	Rocket Launcher	12"	4	Explosive (RS), Kick, Backblast
4	Goose Cannon	12"	4	GOOSE!, Kick
5	Sticky Smalec Blaster	6"	2	Sticky, Kick
6	Pitchfork gun	melee	3	Toss, Linked (18", 2 Dmg)
7	Rockethammer	melee	7	Kick
8	Iron Grip	melee	5	Sticky, Backblast

Special item rules

Special rules don't stack. If a model has a **Heavy** weapon and a **Heavy bajer**, the effect doesn't double.

- **Always active** - whatever special or passive rules this item possesses are active from the beginning of the game, starting at **deployment**.
- **Backblast** - Use **template (C)** on the shooting model to simulate a backblast from the weapon. The **template (C)** should be aimed **directly away** from the target model. All models caught in the backblast must do a **recoil roll** with **kick** as if they were shooting the backblasting model.
- **Blasting** - after performing a **shooting roll** you may continue shooting at **the same target** within the same action. Each time you do this get a **+2** to **recoil** roll. **1-2** still counts as small recoil.
- **Explosive** - Target a model or mark a point on the board with a **target token**. Any model hit with an explosion, suffers the weapon's **damage**, then is pushed **6"** **directly away** from the point of explosion. If an explosion is centred on a model, use **scatter roll** to determine the push direction. If a model hits an obstacle or another model apply **crash**.
- **GOOSE!** - on a miss a **Goose local** spawns where the targeted model stood before it made its **dive**. If the target can't **dive** the **goose** doesn't spawn. **Shuffle** the goose's activation card into the **initiative deck**. It follows regular **local's** rules. It doesn't influence any goose-related objectives or scenario rules.
- **Heavy** - The model carrying this item can only do one **Move!** per turn.
- **Fear** - Target model immediately **dives**, even if in **cover**.
- **Kick** - Attacks **recoil** on a **1-3** and **10-12**. Can also apply to a melee weapon.
- **Linked (X, X)** - This weapon has another weapon attached to it. Its stats are in the brackets
- **Push** - push a model **3"** **directly away**

- **Pull** - as a free action pull a model that is 3" away into base contact with itself.
- **Ricochet** - When targeted by a **shooting attack** that misses, you may reflect it. Make a shooting attack with identical weapon stats using the model's **cunning** against the shooting model. You can't ricochet an **explosive** weapon.
- **Sticky** - if the target hasn't been **activated** yet find its **activation card**. Reshuffle the rest of the **initiative deck** and put the target's **activation card** at the bottom of the **initiative deck**. If the target model has already been **activated**, put its **activation card** to the side before reshuffling the **initiative deck**, then put its **activation card** at the bottom.
- **Template (X)** - This weapon deals its **damage** to all within the **template** in brackets. If used with melee weapons, center the **template** on the active model. Template effects only affect models on the same **storey**.
- **Toss** - as a free action, target a model up 3" away. Then place them 3" directly away from the active model.

Templates

For some weapons and special rules you will need **templates** to determine who gets affected by the effects of that item. The kind of **template** required is always given in brackets, i.e. **template (RS)**

Always roll one **hit roll** for all targets within the **template**. Template effects only affect models on the same **storey**.

- **Cone (C)** - quarter of a 6" radius circle
- **Round small (RS)** - 2" radius circle
- **Round large (RL)** - 3" radius circle

When using a **cone template** put the point of the **template** at the edge of the model's base

IV: Scenario rules

Before you set up the scenario, so before placing terrain, deploying, etc. players must perform a **roll off**.

The winner of the roll off will always start placing the terrain, objectives, deploying models etc.

All scenarios end after 4 rounds, unless stated otherwise.

Objectives

An **objective** is a token on a **25-40mm** base, representing a valuable trinket or treasure. Mostly gunpowder and smalec. The following rules apply to all **objectives**, unless stated otherwise in the specific scenario.

There are two types of **objectives**.

Stationary objectives (Flag)

A **stationary objective** can be **targeted**, but can not be **damaged**, it doesn't have a moustache. It doesn't obstruct **LoS**. It cannot be moved by any means. They can be interacted with, captured, using **Tinker!**, if a model is within **1"** of the **stationary objective** and there are no enemy models within **1"**. A point is scored for the controlling crew at the end of each round.

Mobile objectives (Treasure)

As above with the following exceptions. it can be moved using **explosions**, **pushes** and **pulls**, but will never **dive**. **Mobile objectives** pushed out of the board edge are lost and cannot be scored.

Models can pick up **mobile objectives** using **Tinker!** and leave the board to **secure** the **mobile objective** and score points. Models can drop **mobile objectives** within **1"** as a free action.

Mobile objectives held by models at the end of the last round count as **secured**. Only one **mobile objective** can be carried by a model at a time.

When a model carrying a **mobile objective** is **hit** and **damaged** they drop it in **base contact** with itself, **directly away** from the attacker. This happens at the

moment the **damage** is applied (e.g. when **crashing** into **terrain** drop the **treasure** when the model's base touches the **terrain**)

Locals

Locals are models on the board which are controlled by neither player. They possess the same stats as player models, **cunning**, **brawn** and **moustache**, with values depending on their type. If no specific weapons are mentioned in the **local's** profile they are armed with the default **2 damage** melee attack.

Just as player models, **locals activate** once their **activation card** is drawn. If the local starts on the board in the beginning of the scenario, shuffle their **activation card** into the **initiative deck** as usual. If they arrive or are summoned onto the board during the scenario, put their **activation card** at the bottom of the **initiative deck**.

Once **activated** the **local** is controlled by the last inactive player. They have freedom in deciding their **actions**- even attacking other **locals**! **Locals** can perform an **Avanti!** action, and if moving into combat they always will. If **bound in combat**, **locals** always **Whack!**, unless they have a ranged weapon. If equipped with a ranged weapon a **local** will always try to use it, if possible.

Unlike player models, **locals** can only perform **one action** during their **activation**, and cannot **dive**.

1. Goose

*Dangerous beasts of feathers, beaks, smalec, honks and moustaches. Sometimes kept for their smalec, which if **Lechistan** people are to be believed, is of much inferior quality to properly mined smalec.*

Cunning	+0	Brawn	+0	Moustache	1
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Special rules and inventory:

Base: 20-25mm

Fluff: Crash never applies to geese. They never trigger dangerous terrain

2. Villager

*These are the people of the land, the common clay of **Lechistan**, you know.. morons. ~ **Hetman Jurek of Prochówka** lecturing **the Queen** shortly after her arrival to **Lechistan***

Cunning	+0	Brawn	+1	Moustache	6
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Special rules and inventory:

Base: 25-32mm

Gifts from grandpa: Villagers start with either a random gun or melee weapon, depending on the scenario.

3. Powderling

Anytime a misfire happens anywhere in the world, one of these urchins is born. Holding the unspent energy of leftover gunpowder, they're happy to explode again. And again. And again...

Cunning	+0	Brawn	+0	Moustache	3
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Special rules and inventory:	Base: 20-25mm
<u>Volatile</u> : Melee weapon- 2 damage, Explosive (RS)	
<u>Ghost of misfires past</u> : No explosive damage applies to powderlings.	

4. Krakonosz

Legend has it, souls of people lost in smalec mines get fused with the fatty deposits to come back and haunt others. A Krakonosz is a vile and filthy monster, lurking in the shadows, setting traps for unsuspecting explorers

Cunning	+1	Brawn	+1	Moustache	10
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Special rules and inventory:	Base: 32-40mm
<u>Slippery residue</u> : Whenever a Krakonosz moves voluntarily mark its previous location with a slippery token . Any model ending their move within 1" of a slippery token must move an additional 6" in the same direction. This can cause crashes.	
<u>Smalec Fists</u> : Melee weapon- 4 damage, Sticky	

Terrain

*"I don't know anything about it, but here's my opinion..." - that's **Lechistan's** unofficial motto for centuries. Yes, we were a quarrelsome bunch of moustached idiots alright. But it was the discovery of gunpowder at Prochówka 30 years ago that changed everything. Now everyone and their dog return fire when you so much as frown upon them. You'll see when you visit.
~**Piotr Awarski** welcoming **Gunsmiths** arriving to **Lechistan** from distant lands*

GUNS & GONZOS is played on a **2x2'** board. That way no time is wasted getting into position and more time is spent gleefully blasting each other to smithereens.

Lechistan is a country of grizzled gunpowder enthusiasts. Fortified houses, barns, and kennels abound. It is a functioning state, so no post-apocalypse, but *gabions*, *cheval de frise* and any field fortifications - not necessarily used by the military - should be deployed *en masse*.

We recommend that buildings can be entered or scaled by miniatures with **25-32mm** bases; think fortified bastion-houses with shooting balconies or trenches. Try to make objectives placeable in buildings as well.

This is just a recommendation so feel free to modify it depending on your terrain, miniatures and general preferences. Building a table should be a collaborative effort, so please don't try to optimise the fun out of it.

Terrain rules

Verticality

At least a **quarter** of your board should be at least **1 storey** high. This can be achieved by using large flat hills or foam risers, wooden platforms, etc. This doesn't grant any additional benefits, like special cover etc.

- The players should define what constitutes a storey in their particular terrain pieces. It's usually **2"-3"** high.

Building

Any type of large building, ruin, encampment, court or similar thing that takes a significant amount of space. As well as bastion houses, small forts, big boulders or small hills etc.

- Recommended to have a footprint somewhere between **4"** and **8"** in each direction. At least one **storey** high
- Any walls or other vertical features it has are considered **impassable**; They must be entered, climbed or gone around, depending on the exact type of your terrain
- Provides **cover** to any miniature **within** its footprint

Cover terrain

Any type of scatter terrain like fences, *gabions*, small crumbling walls, barrels, crates, etc.

- Anywhere from **1"** to **4"** in size, usually more rectangular than square. Always less than one **storey** high.
- All cover terrain is considered **passable**, miniatures can go through it using their **Move!** They are, however, still considered an obstacle for the purpose of **crashes** and **LoS**.
- Provides **cover** to any miniature **1"** from its footprint. This **cover** only applies directionally, when the model is shot through the cover terrain.

Nature Terrain

Fields and seemingly abandoned forests can be extremely dangerous. It started with early inventors trying to get rid of moles and ladybugs, the mines were pretty small and went off with a pop. It escalated when local walrus-moustached individuals found out it's also pretty good, if, ultimate, cow repellent - if you increase the size by several notches. - Hetman Prochowski

Any type of outdoor terrain like fields, forests or ponds

- Rectangular piece of terrain around **6"x 4"** big
- Any model ending its movement in nature terrain must do a **TN 8** test; if failed, trigger an **explosion (RL), 2 damage**, centred on the model. This can happen only once per a model's activation within the same piece of nature terrain

*It started with early inventors trying to get rid of moles and ladybugs, the mines were pretty small and went off with a pop. It escalated when local walrus-moustached individuals found out it's also pretty good, if, ultimate, cow repellent - if you increase the size by several notches. - **Hetman Jurek of Prochówka***

Scenario I: Gunpowder run

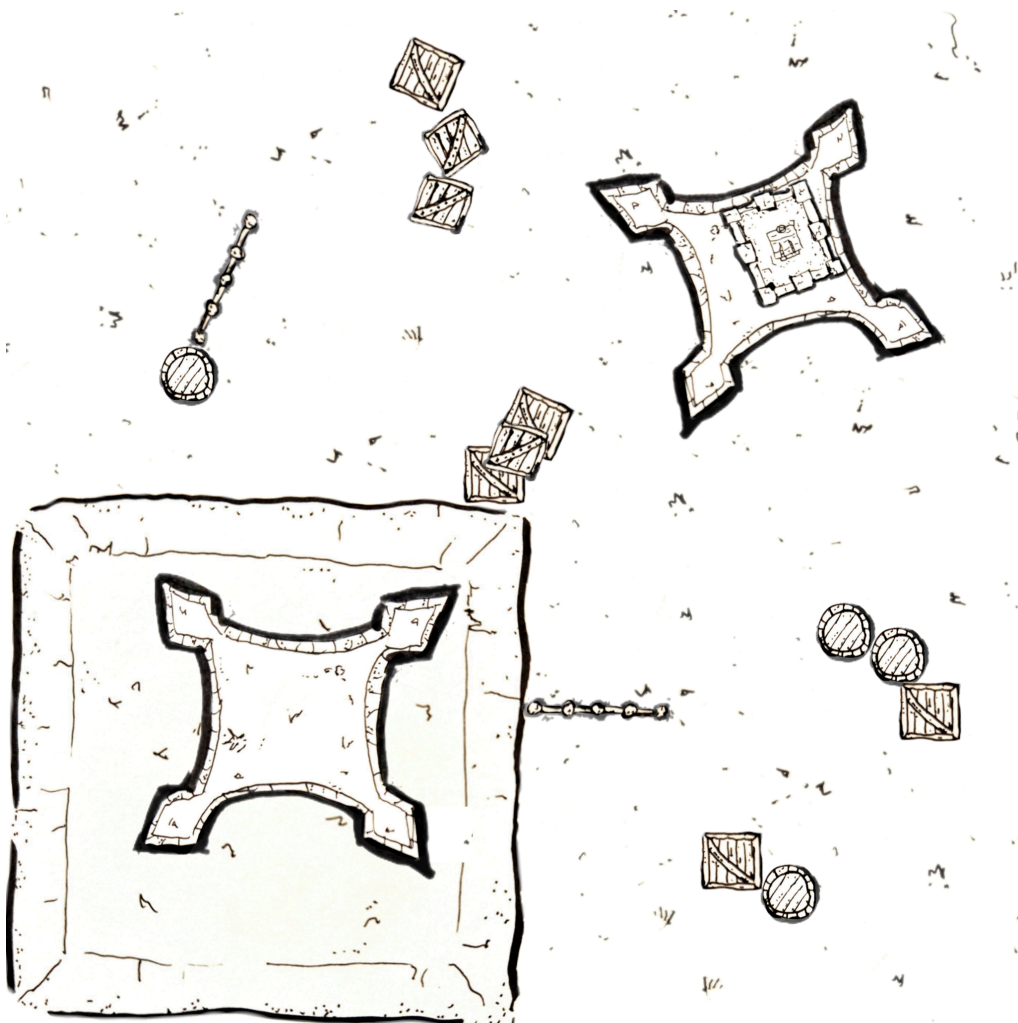
The muppet assistant that was supposed to secure ample powder supply spent the florins on moustache wax. Wax which turned out to be dyed lard, no less. Fortunately, some local oafs hit a powder bonanza nearby. Twirling your moustache (superbly waxed with definitely not dyed lard) and cackling somewhat over-confidently, you set off to relieve them from the black gold. Surely, they won't put up much resistance.

Summary

Collect gunpowder barrels. Return home in style.

Setup & Objectives

Place your vertical terrain in one corner of the board; one building on top of it and a second one in the opposing corner; scatter cover terrain liberally, at least 5-7 pieces; place some nature terrain if there is some space left and you are in a mood for more chaos.



Place **1 gunpowder barrel** in the centre of the board. Alternate placing **4** more **tokens 6"** away from the centre. These **barrels** need to be at least **6"** away from one another. At least **2** must be placed at least **1 storey** high.

Alternate placing **2** villagers with random guns anywhere **within 2** different buildings

Scenario details

Models can pick up barrels using **Tinker!** action when within **1"** of a **barrel** that has no enemies or locals within **1"** of it, they can only carry **1 barrel** at a time. The **barrels** have the **heavy** rule. Models can leave the board to **secure the barrel** and **redeploy** as usual.

When a model **carrying a barrel** is **hit and damaged** they drop the **barrel** in base contact with itself, directly away from the attacker.

Ending the game

The game ends after **4** rounds. For each barrel your models secure or carry at the end of **the last round** you earn **1** point. The player with the most points wins.

Scenario II: Hellish Poultry

Where does one find a good assistant? Are they all this lazy and incompetent? Does a **Gunsmith** have to do everything on their own? Your **crew** took some livestock for the journey to **the Queen's** court, geese to be precise. But one of your dimwitted followers left the cages open.

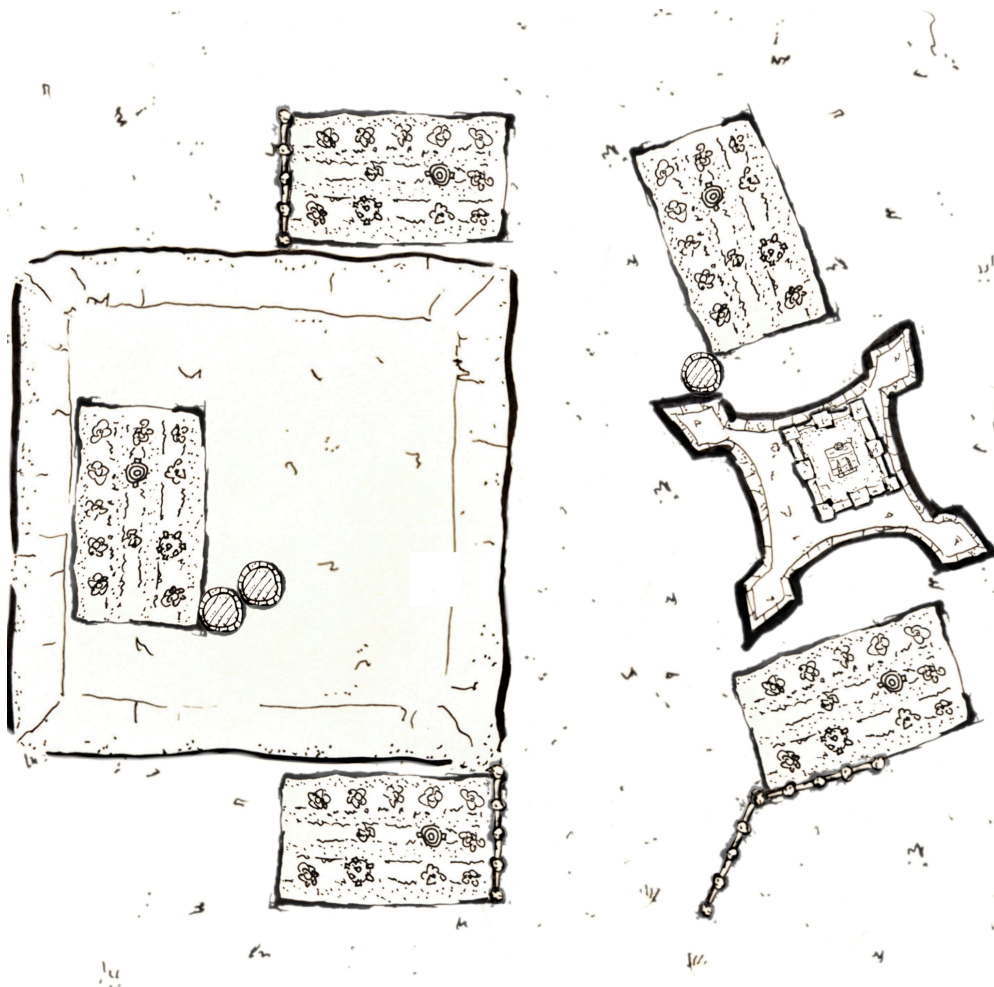
Now all hell broke loose- white birds with bloodied beaks, flapping their wings, honking and terrorising the neighbours. Someone must put an end to it. As you scramble to get the birds your rivals arrive Damn it!

Summary

Gather runaway geese (or at least make some *smalec* out of them), try not to lose any fingers.

Setup & Objectives

Place your vertical in the middle of one board edge; place a building anywhere else than on the vertical; scatter at least 4-5 natures, best if they are crop fields; Add some cover terrain, touching the fields, fences and such.



Place **1** goose in the centre of the map. Alternate placing **2** more geese **6"** away from the centre. These geese need to be at least **6"** away from one another.

Scenario details

Models can pick up geese as if they were **treasure**, instead of attacking when **bound in combat** with them. Skip a carried goose's activation.

The geese are treated as regular **locals** in addition to being **mobile objectives**. There always must be **3** geese on the board. Any missing geese are **redeployed** at the beginning of each round. This is done by the currently inactive player, following the crew **deployment** rules.

Ending the game

For each goose your models secure or carry at the end of **the last round** you earn **3** points. For each goose knocked out you earn **1** point. The player with the most points wins.

Scenario III: The Toadstool

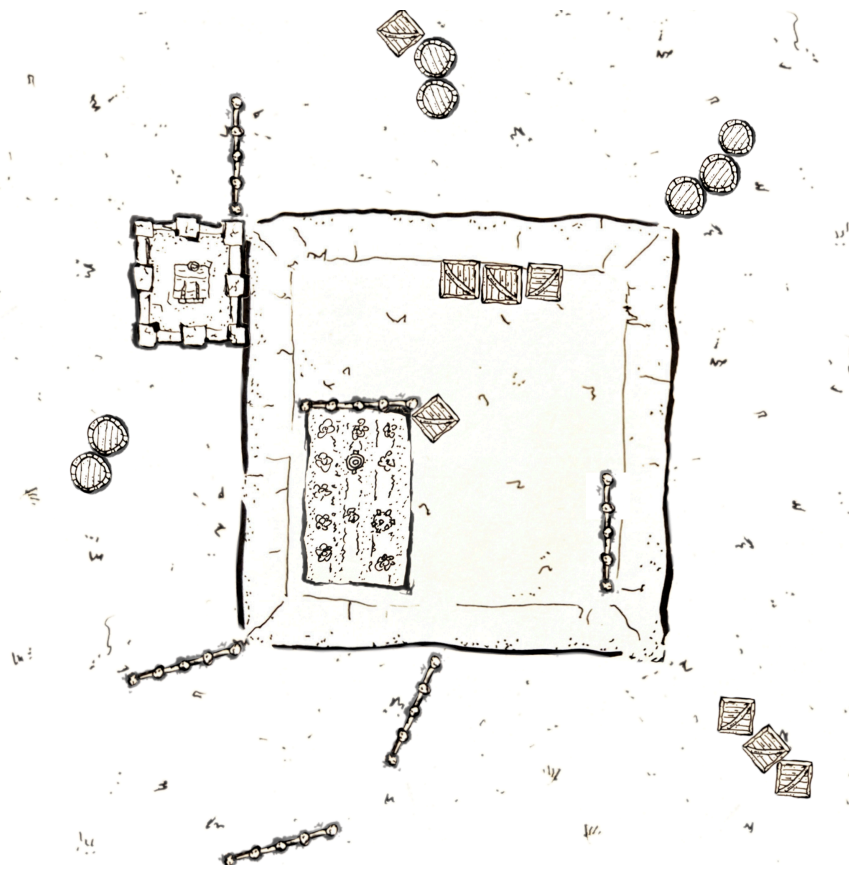
The Toadstool is an oddity in the Lechistan landscape. When miners extracting smalec dig too deeply and greedily, mine collapses often occur. Due to the nature of the smalec deposits, such a collapse results in a sort of... reverse sinkhole- a toadstool. These hills have steep, fatty cliffs and are extremely unstable, often resting on undiscovered and very deep lard deposits. Walking on them feels like treading on jelly; the whole mound shakes in every direction at the slightest disturbance. The combination of vertical walls, greasy rocks, and unstable ground makes climbing them nearly impossible.

Summary:

Dig for smalec on top of a toadstool, avoid getting krakonosz's filth on your clothes.

Setup & Objectives:

Place a vertical in the middle of the board; use plenty of cover terrain, at least 10 pieces; you may use a building and 1-2 natures to represent the collapsed and abandoned mine.



Place a **smalec blowout** in the middle, this counts as a **static objective**.

Place 2 Krakonosz anywhere within 6" of the centre of the board.

Scenario details

Crew models can **Tinker!** with the **smalec blowout** to gain 1 point. After tinkering, the **blowout** subsides and moves 8" away in a random direction. If it were to leave the map, **reroll**.

Ending the game

The game ends after 4 rounds. The player with the most points wins.

Appendix I: Pronunciation help

We use some words from our *mother tongue* in this game. Here is some pronunciation help, as well as a short explanation, especially in the context of the game.

Armata - "Ar-ma-ta", a big cannon, used to propel people into the thick of combat quickly.

Smalec - "Sma-lets", lard, best quality *smalec* comes from **Lechistan's** mines

Bajer - "Bah-yer", a contrived trinket, a stunt or a gimmick, made by **Gunsmiths** in their spare time to help on their missions.

Krakonosz - "Cra-co-nosh", also spelled Karkonosz or Krakonos, a polish and czech mountain spirit. In **Lechistan** it's a shapeshifting monster created when people get lost in *smalec* mines.

sz = sh | cz = ch | u, ó = oo | j = y | i = ee | ch = h | w = v | ł = w