

GUNS & GONZOS

a skirmish game of **EXPLOSIVE RENAISSANCE**

v. 0.0.7



Contents

What is GUNS & GONZOS?.....	3
I: Basic Concepts.....	4
Miniatures & Theme.....	5
Game Board.....	6
Accessories.....	6
II: Playing the Game.....	7
Dice and Dice Throws.....	7
Activations and Movement.....	8
Move!.....	8
Flee!.....	8
Fire!.....	8
Whack!.....	8
Avantil!.....	8
Tinker!.....	8
Redeploy!.....	8
Crashes.....	9
Shooting.....	10
Shooting roll.....	10
Recoil roll.....	10
Dive.....	10
Cover.....	10
Shooting into combat.....	11
Line of sight (LoS).....	11
Close Combat.....	11
Why do we fight?.....	12
Hubris.....	13
Initiative and activating.....	13
Deployment.....	14
Redeployment.....	14
Action Sequence.....	14
III: The Crew.....	15
Crew creation.....	15
Factions.....	16

Inventory.....	21
Starting Guns.....	21
Starting Melee Weapons.....	21
Gonzo guns.....	21
Gonzo Melee Weapons.....	21
Bajer.....	22
Special item rules.....	23
Templates.....	24
IV: Scenario rules.....	25
Objectives.....	25
Locals.....	26
1. Goose.....	26
2. Villager.....	27
3. Grossknecht.....	27
4. Barber.....	27
5. Powderling.....	28
6. Krakonosz.....	28
7. Digga.....	28
8. Gentle Giant.....	29
Terrain.....	30
Default terrain setup.....	30
Terrain rules.....	31
Solid terrain.....	31
Cover terrain.....	31
Dangerous Tokens.....	32
Scenario I: Gunpowder run.....	33
Scenario II: Hellish Poultry.....	34
Scenario III: The Toadstool.....	35
Appendix I: Pronunciation help.....	36

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 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 do not hesitate to employ Nicola Rey's *forceful diplomacy* skills to 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 landsknecht's 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 but the shot misses, model must perform a dive unless in cover. Dive is a 3" movement in a random direction.

Cover: Models in cover don't dive when they were targeted by a ranged weapon but the shot missed.

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' battlefields. You will need at least 2 pieces of large terrain (bastion houses, gunpowder warehouses, arsenals) and at least 5 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
- **1** is always a fail, **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"** **directly away** from the opponent, 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

Deal **1 damage** when pushed into any obstacle

- When pushed into **cover terrain**, deal **damage** but continue moving the model horizontally; a gabion isn't enough to stop a careening **gunsmith**
- When pushed into **large terrain**, deal **damage** but continue moving the model vertically, crew members end up thrown on roofs of 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.*

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 suffers weapon's **damage**
- On miss the target must perform a **dive**
- On a roll of **1-2** or **11-12** **recoil** happens
- Move the active model **directly away** from the target:
- On a **1-2** move **2"**; on a **11-12** move **6"**

Recoil roll

- Make a **d12** roll with no target value

Dive

Whenever a model has to **dive** make a **scatter roll**, move **3"** in the **scatter direction**. This is an **involuntary move** which can cause **crashes**, as well as push models in or out of terrain.

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.

Cover only works against **shooting**. Models in **cover** don't **dive** when a shot has missed. **Cover** is granted by terrain and depends on its type.

- **large terrain:** grants **cover** when the model's base is **within** it
- **Cover terrain:** grants **cover** when any part of the targeted model's base is within **1"** of the cover terrain. Cover terrain must be between the shooter or 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** count as having **cover**.

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 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

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 fend 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 runs 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, at least **6"** from the board edges, 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"**).
- 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 an explosion template weapon hits both a model and a dangerous token:

- The involved model suffers **damage**
- Push the model away as per **explosive** rule
- Assign **damage** to the **dangerous token**
- Explode the **dangerous token**, and repeat for any other models caught in the blast.

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 player model will be defined by the following stats.

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

Stats:	Gunsmith	Apprentice	Porter	Gnome	Cousin
Cunning	+3	+2	+0	+2	+0
Brawn	+1	+0	+2	+2	+0
Moustache	12	12	12	10	10

Special characters

Gnomes:

As the Gnomes are a hivemind, and are essentially all one and the same Gnome, you don't determine your Gunsmith and Assistants. You just get 3 Gnomes.

Cousin:

Your Cousin is a poor old sod who just follows the company around. If you want it or not. All they have is their trusty old Szabla. Szabla is a melee weapon with 2 damage and no special rules.

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.

Instead of rolling for your starting equipment you can choose 2 guns and one bajer from the following items. Roll for your melee weapon as usual:

Grenades	Hand Rocket	Rocket stool	Ticking bomb
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Additionally you can equip one of your Hochgoblins with the following gonzo:

1. Tame Powderlings - 6", 3 Dmg, 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 item. You may use this reroll once per activation.
- Inefficient bureaucracy: *You forgot HCHGBLN-32. Back to the queue you go.* Hochgoblins are pretty inflexible. At the start of every turn, before shuffling the initiative deck, randomly select one of your initiative cards and put it on the bottom of the initiative deck.

The Consciousness of the Gnomes:



Gnomes are mysterious creatures who always seem to be at the right place, at the right time. They always know stuff, it's kinda creepy. They often seem overgrown by strange mushrooms, and now that I think about it- has anyone ever seen a gnome without its hat? Is it even a hat?

All Gnomes have the following stat profile: +1 Cun, +1 Brw, 10 Mou.

Gnomes can carry two weapons instead of just one. When assembling your crew roll for an additional shooting weapon. *Their beards seem to be interdimensional portals.*

The following rules apply to all Gnomes:

- Mycelian Hivemind: When drawing from the initiative deck you may activate any of your Gnomes anytime your crew's activation card is drawn, even ones that have already been activated.

- Toadstool Synapse: *Like a frog tongue's lash over your backside.* Gnome hivemind takes it badly when its members are knocked out. Gnomes do not receive the benefit of Hubris.

The Gnomes Knew About The Competition. The Gnomes Are The Best Gunsmith And Are Here To Win. The Gnomes Knew It Will Be About Guns. That's What The Gnomes Do. The Gnomes Know. ~ The Gnome. The speaker for The Consciousness of Gnomes

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.

You can equip one of your Skeletons with the following gonzo:

Espresso machine- gun, 6", 2 dmg, Kick, the targeted model gains the effects of a chosen espresso

Decaf Espresso - Sticky	Bowel turning Espresso - Fear	Espresso Espresso - as in bajer description	Calcium rich Espresso - as in bajer description
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The following rules apply to all Skeletons:

- No skin, just bones: *Due to less mass and drag skeletons seem to fly better*. You may reroll any deployment roll once. You can also reroll one redeployment roll per activation.
- Show-off: If at the end of an activation there are no non-friendly models or objectives within 12" you may perform a Move! directly towards the nearest non friendly model or objective.
- Featherweight : *Even the most flamboyant outfit weighs less than a Powderling's fart. It's hard to secure a gun when you're only bones.* Double the recoil distances for all your models.

A Lechistani Family:

Some of the locals answered the Queen's call, not quite grasping what the whole thing is about. Lechitis may not be the best at any one particular thing- but they definitely have an opinion on everything! It makes for wonderful discussions with the extended family at the feast. Lechistanites are still fresh to the gunpowder business and not all are on board - instead relying on grandmother's epee and grandpa's zweihander to settle the grudges.

When assembling your crew you may replace up to 2 guns with random melee weapons.

You get a Cousin in addition to your regular characters. *Cousin is terrible at everything, but they don't know about it and let's keep it that way.* They have the following profile: +0 Cun, +0 Brw, 10 Mou.

The Cousin is always armed with a Szabla, a 2 dmg melee weapon with no special rules. They can not use any other weapon. *They just refuse to let it go.*

The cousin's knockout doesn't trigger hubris. *There's enough Cousins to take their place.*

All of your models get an additional type of action:

- Taunt! Target a non friendly model in LoS and within 12", they must move 6" directly towards the taunter. This can bind models in combat but does not cause crashes.

The following rules apply to all Humans:

- Riposte - a model may perform a melee attack after being targeted by a Whack! action; you must target the active model. This can be only performed once per round.

- Restless legs: *Lechistanites* are known to act first, think later. If it comes to thinking at all. One of your models' action during their activation must be movement, unless bound in combat

Tabba'cori Devils

Most call them devils, others demons or fiends. Lechitis name them Licho - the ones who bring bad air. And oooh, bad air do they bring! The devils are creatures of misty origins, but all agree that they are children of Tabbac'or, the god of cigars, cigarettes and snuff. They don't talk much with other peoples and usually stick to themselves. Chain smokers, supplied by their parent tax free, they surround themselves with a cloud of mystique. Their blackened glasses never show their intention.

Instead of rolling for a random bajer all devils come equipped with the following bajer:

Pack of ciggies: use to create a smoke cloud, centred on the using model.

Smoke cloud: Place a smoke token, any effects apply within Template (RI) of the token. Any devil ending their activation wholly within a smoke cloud gains 1 Moustache, any non-devil model doing the same loses 1 Moustache. Any model targeting someone wholly within a smoke cloud cannot apply their cunning bonus to their attacks.

All devils gain the following rules:

Air of Mystique: if wholly within a smoke cloud you may spend an activation to transport yourself into any other smoke cloud on the board. You can't crash this way and have to land wholly within the cloud.

Black lung: 40 cigarettes a day have left a mark. Within an activation each Move! action after the first one deals 1 damage

Inventory

For your starting inventory roll a **d4** twice on the starting guns table, a **d3** once on the starting melee weapons table, a **d12** 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.

Starting Guns					Starting Melee Weapons			
d4	Name	Range	Dmg	Special	d3	Name	Dmg	Special
1	Pistol	12"	2	-	1	Zweihander	5	Kick, Template (Rs)
2	Matchlock	18"	4	Kick	2	Bardiche	4	Pull
3	Hand Rocket	18"	0	Explosive, Template (RI)	3	Sword & Shield	3	Shielded
4	Grenades	6"	2	Explosive, Kick, Template (Rs)				

Gonzos are weird weapons invented by **Gunsmiths**, melee **gonzos** are usually hacked together by **Apprentices**. **Gonzos** are earned over the duration of a campaign.

Gonzo guns				
d6	Name	Range	Dmg	Special
1	Fire breather	-	3	Template (Cone), Fear
2	Blunderbuss	12"	3	Kick, Push
3	Rocket Launcher	18"	4	Explosive, Template (Rs), Kick, Backblast
4	Pavise Gun	12"	4	Defensive, Heavy
5	Goose Cannon	18"	4	GOOSE!, Kick
6	Sticky Smalec Blaster	6"	2	Sticky, Kick

Gonzo Melee Weapons			
d4	Name	Dmg	Special
1	Pitchfork gun	3	Toss, Linked (18", 2 Dmg)
2	Rockethammer	6	Kick
3	Sword and Smalec	3	Ricochet
4	Iron Grip	5	Sticky, Backblast

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. **Top quality smalec** - *wax your moustache* to reroll any roll.
3. **Jar of bees** - *Not the bees!*
Choose a target within 6", models within **template (RI)** immediately **dive**.
4. **Pocket sand** - *...Pocket sand!*
usable in **close combat**; the target model cannot use its **melee save roll**, immediately **damage** on a successful **melee roll**.
5. **Grappling hook** - *Beloved by the Bat-people*. Usable within a large terrain piece. Use to immediately move anywhere within that terrain piece.
6. **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)**
7. **Disposable Armata** - *Emergency exit from any situation*. Immediately **redeploy**. This does not count as leaving the board.
8. **Lead boots** - *No force is irresistible when you are wearing these!* **Heavy, Always active**. Reduce any **involuntary movements** by half.
9. **Calcium rich espresso** - *it makes your bones nice and strong*. Regain **d12 moustache**.
10. **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.
11. **Rocket stool** - *Important part of a popular Hochgoblin game "Exploding Chairs"*. Move anywhere within **LoS**. Take **3 damage**.
12. **Moustache razor** - *Actually forbidden by the 3rd Glagarian Synod. Not many cared*. Usable in **close combat**. Force the enemy model to **Fle**

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.
- **Defensive** - treat the model as cover terrain, granting **cover** to itself as well. **Recoil** doesn't apply to the user of an item with the **defensive** rule.
- **Explosive** - Uses **template (Rs)**. 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. Put the **goose's activation card** on top of 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** - As **shielded**. Additionally on a successful **save roll** against a **shooting attack** you must reflect it. Make a **shooting attack** with identical weapon stats using the shielded model's **cunning** against the shooting model. You can't ricochet an **explosive** weapon
- **Shielded** - You may make a **brawn roll** to prevent **damage** from being shot at, or hit with a melee 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 centre the **template** on the active model
- **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**.

- **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**! If **bound in combat**, **locals** always **Whack!**, unless they have a ranged weapon.

Unlike player models, **locals** can only perform **one action** during their **activation**.

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
<u>Fluff:</u> crash never applies to geese, they never trigger Dangerous Tokens	

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. Grossknecht

Eef u just need to get thangs don - HIRE US! Mercerenry companee GRONG N HIS GITS! ~ poster adorned with a woodcut print of a fancy dressed ogre holding a giant arquebus (or possibly a small cannon)

Cunning	+1	Brawn	+2	Moustache	8
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Special rules and inventory:

Base: 32-40mm

Loadout: Grossknecht start with either a random ranged or melee gonzo, depending on the scenario

4. Barber

When I was a wee lad my mom used to tell me: "Behave! Or the Barber will come and cut your moustache at night!" Imagine how terrified I was when I found out that these monsters actually exist...

Cunning	+2	Brawn	-1	Moustache	6
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Special rules and inventory:

Base: 25-32mm

Tentacles: ranged attack, Range 12", damage 0, Kick, instead of dealing damage pull or push the target model 6" dierctly towards or away from the

Barber

Barber's finest razors: melee attack, damage 6,

5. 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

Volatile: Melee weapon- 2 damage, explosive

Ghost of misfires past: No explosive damage applies to powderlings.

6. 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

Slippery residue: whenever Krakonosz moves 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.

Smalec Fists: melee attack, 2 damage, Sticky

7. Digga

Lechistan's soils are constantly being loosened and broken up by various underground dwelling creatures, mostly of monstrous nature. Worms, giant moles, land sharks... They are all collectively known as "diggas". This makes Lechistans farms exceptionally fertile and productive, yet ever since gunpowder

became prevalent there are some disadvantages- old bombs and mines keep resurfacing.

Cunning	+0	Brawn	+2	Moustache	8
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Special rules and inventory:	Base: 32-40mm
<p><u>Dangerous appendages:</u> melee attack, 4 damage</p> <p><u>Underground movement:</u> regular movement rules don't apply to diggas. If a Move! action is taken the digga can be placed anywhere on the game board, except on top of terrain</p> <p><u>Hopefully a dud:</u> After using a Move! action roll a d12. On a 1-6 place a Dangerous Token where your move started. On a 7-12 place a Dangerous Token anywhere in base contact with the digga.</p>	

8. Gentle Giant

There are exactly 83 known giants roaming the world. They are rather slow and docile, unless provoked. Currently 7 of them reside in Lechistan. One of them took a liking to the Queen. She's not very amused by that fact

Cunning	-1	Brawn	+3	Moustache	16
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Special rules and inventory:	Base: 40mm+
<p><u>Big guy:</u> The giant gets 2 activation cards mixed into the initiative deck</p> <p><u>Big club:</u> melee attack, 6 damage</p> <p><u>Big rock:</u> ranged attack, 12" range, 4 damage</p> <p><u>Big heart:</u> The friendly giant will never attack unprovoked. It can't perform the Whack!, Fire! or Avant! actions, unless its moustache is at or under 8.</p> <p><u>Big temper:</u> the giant will strike back at the attacker anytime it's targeted or dealt damage, this applies to both melee and ranged attacks. If the attacking model isn't in range, or the damage wasn't dealt by a player model, the giant will perform a ranged attack or an Avanti! action at the nearest model.</p>	

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 large terrain 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 large terrain as well.

Default terrain setup

If the scenario doesn't specify any special terrain we recommend the following setup:

- 2 pieces of large terrain
- 6 pieces of cover terrain
- 4 dangerous tokens

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

Solid terrain

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

Dangerous Tokens

*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***

Certain scenarios will require players to deploy dangerous tokens on the board. These are remnants of the **Lechistan** populace's eager experiment with pest control via gunpowder.

Use **25-40mm** bases to depict dangerous gunpowder phenomena: land and sea mines burrowed in the ground, carried by overgrown hedgehogs, stacks of dynamite or sleeping powderlings.

If any model ends its move within **1"** of a dangerous token, or the token is damaged, trigger a **template (R1) explosion** that causes **2 damage**. Target the **explosion** on the dangerous token's centre.

Dangerous tokens can be targeted by attacks and are subject to involuntary movement except dives.

Dangerous tokens must be placed at least **6"** away from each other, alternating by the players.

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

Terrain	Default	Deployment	Standard	Locals	2 villagers
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Place the terrain first, as in default terrain setup rules.

Place **1 mobile objective token** in the centre of the board. Alternate placing **4** more **tokens 6"** away from the centre. These **tokens** need to be at least **6"** away from one another. At least **2** must be placed within large terrain.

Alternate placing **2** villagers with random guns anywhere **within 2** different large terrain pieces

Scenario details

Regular mobile objective rules apply. The **treasure** has the **heavy** rule.

No, barrels don't dive, you grognards! ~Nicola Rey

Ending the game

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

Terrain: Default	Deployment: Standard	Objective: Mobile	Locals: 3 geese
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Place the terrain first, as in default terrain setup rules.

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.

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.

Due to their isolation from the surrounding area, you can almost always find useful and valuable items left behind by fleeing people on top of toadstools. And at the very least it's a perfect source of moustache ointments. The perfect target for a cunning Gunsmith and their armata.

Summary:

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

Setup & Objectives:

Terrain: Default	Deployment: Standard	Objective: Stationary	Locals: 1 Krakonosz
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Place 1 Krakonosz anywhere within 6" of the centre of the board.

Scenario details

Any crew model at least 6" away from any other objective token may perform a Tinker! action to dig for a new smalec reservoir and cause a blowout. Place a new stationary objective anywhere in base contact with that model; this objective is then immediately captured.

At the end of the round, earn 1 point per held blowout. After earning the points, roll a d12 per objective token, on a 7+, the blowout fizzles out and is removed from play.

Each time a new objective token is placed the toadstool will shake. All models, apart from the Krakonosz, must dive.

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