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Game: **SMOG: RISE OF MOLOCH**

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RISE of MOLOCH

SETUP

Players decide which mode they wish to play: **campaign mode** or a **one-shot adventure**.

Campaign mode: Both the gentlemen and the nemesis keep any equipment, upgrades, and powers they gain from one game to the next. Players play the chapters of the campaign in order, usually starting with the first chapter.

One-shot adventure: Any chapter may be selected, using the one-shot rules for starting power level. Players may also use these rules to start the campaign from a later chapter, continuing afterwards using the standard campaign rules.

1. Select chapter

Choose the chapter you are going to play according to the instructions above.

2. Game board setup

Set up the chapter's **stage** (room tiles, tokens, figures) as instructed in the appropriate campaign book.

3. Nemesis setup

One player will be the **nemesis**, and gathers the required agent and minion chapter figures and their dashboards. If a dashboard is double-sided, select which a side to use.

The nemesis always takes the 2 **power cards** marked *Basic Power*. Draw 2 cards from the facedown **chaos cards** at the start of each chapter (keep these hidden from other players).

4. Gentlemen setup


Remaining players choose 4 **gentlemen** to play and take their dashboards, each player controlling at least 1 of the 4 gentlemen. Four gentlemen are always selected, regardless of the number of gentlemen players.

Only 1 gentleman of each **job** (*Arcanist, Dilettante, Knight, Mekamancer, Monster*) may be chosen.

The players select 1 gentleman to be the **leader**, who takes the **leader role card**, and then assigns 1 of the remaining role cards to each of the other gentlemen.

Place any required **ally** reference cards near the gentlemen players.

5. Gather starting ether and equipment

 Each gentleman and agent takes their starting number of **ether tokens** (the number above the ether icon on their dashboard). Gentlemen who start with any **equipment** take these tokens/cards and place them on their dashboard. Gentlemen with starting items only get these items the first time they are used.

6. Gather remaining components

Place the **damage tokens**, remaining **ether tokens**, and the **torment deck** within reach of all players. Gather the activation cards matching the various agents, minions, and gentlemen, as well as the chaos activation card, and give them to their respective controllers.

If the scenario calls for the use of any equipment decks (*Gear, Common Arsenal, Expert Arsenal, Royal Arsenal, or Artefact*) place those facedown decks within reach.

Components for a one-shot adventure: Choose a power level. Additional equipment is randomly drawn, then assigned by the gentlemen players. Gentlemen choose their upgrades from among those in the appropriate job deck.

Light Power

Gentlemen: 1x upgrade each; 2x common arsenal; 2x artefact; 2x gear.

Nemesis: 4 conspiracy points; 1x power card.

Medium Power (Recommended)

Gentlemen: 1x upgrade each; 2x extra upgrades to 2 different gentlemen; 3x common arsenal; 2x expert arsenal; 2x artefact; 4x gear.

Nemesis: 8 conspiracy points; 2x power cards.

Heavy Power

Gentlemen: 2x upgrade each; 5x common arsenal; 3x artefact; 4x gear; 2x expert arsenal; 1x royal arsenal.

Nemesis: 10 conspiracy points; 4x power cards.

Components for campaign mode: Gentlemen start the first chapter with 1 upgrade each. The nemesis starts with the 2 *Basic Power* power cards, then chooses 1 extra power card.

GAME ROUND

1. ORDER PHASE

The gentlemen and the nemesis secretly choose the order in which their figures will activate by placing **activation cards** facedown onto the round board's activation track. The top row is used by the gentlemen, and the bottom row is used by the nemesis. Slots cannot be skipped.

The nemesis lays down all of their activation cards before the gentlemen place all of theirs (the gentlemen may discuss strategy in secret, if desired). The gentlemen's leader has final say on the activation order for gentlemen and their allies.

2. ACTIVATION PHASE

For the first activation, flip the card in slot 1 of the activation track. This figure(s) takes their activation first. Once they have finished, flip the card in slot 2, with that figure(s) taking their activation. Continue in this fashion until all cards on the track have been flipped and all figures have been activated.

If an activation card is flipped and that figure is no longer on the board, the activation is skipped (though the nemesis can still activate a power, and appropriate abilities still trigger).

Gentlemen and agents may perform up to 2 actions, and then their activation ends. They may repeat the same action twice.

Minions and allies may only perform 1 action. When their card is flipped, *all* ally/minions on the stage activate.

ACTIONS

Attack: The figure may perform 1 attack action.

Agility: A number of points equal to the figure's blue **agility** attribute may be used to:

Move 1 square: Spend 1 agility point to move 1 square orthogonally or diagonally. You may never end a movement in a square containing another figure, but you may freely move through squares containing non-enemy figures. You may never enter squares containing enemy figures, nor cross impassable lines (red lines), walls, go through closed doors, or go off the edge of the stage.

Open a door: Spend 1 agility point while orthogonally or diagonally adjacent to a door to open it. Remove the door from the stage; once removed, doors are never replaced.

Move through a window: Spend 2 agility points to move through a window.

Escape damage: When any figure moves to leave a space adjacent to an enemy, it suffers 1 damage (regardless of the number of enemies that were adjacent). However, a figure controlled by an enemy doesn't suffer escape damage; nor do knocked down or neutralized figures.

Give 1 equipment: A gentleman may spend 1 agility point to give 1 piece of their equipment to a gentleman in an adjacent square.

Recover [GENTLEMEN ONLY]: Spend 1 action during activation to **remove up to 3 damage** and **gain 2 ether**.

Revive [GENTLEMEN ONLY]: Spend 1 action to revive a neutralized gentleman in an adjacent square (not across an impassable line). Remove all the gentleman's damage tokens and torment cards, and stand their figure up.

Special: Many gifts, upgrades, and powers require the figure to perform an action to use them.

NEMESIS POWERS AND CHAOS CARDS

The nemesis can play any number of chaos cards per activation. Each lists when it can be played and its specific effect. Once used, they are discarded.

Once per nemesis activation, at any time during it, the **nemesis may spend ether from 1 power to activate its effect**. A power card may have any amount of ether on it at any time.

When the chaos activation card is revealed, the nemesis may activate *each* of their powers once (still pay ether costs).

3. WRAP-UP PHASE

Check for the removal and spread of fire tokens.



Advance the round token 1 space on the round track.

If the chapter has any effect or end condition based on the number of rounds, check if it has been fulfilled.

Then, the nemesis and the leader take all the activation cards for any figures still remaining on the stage.


The round then ends and the next round's order phase begins. Play continues until one side's victory conditions are met.


COMBAT

All attacks are either **melee** (using the green **punch** attribute) or **ranged** (using the red **trigger** attribute).

Upgrades, powers, and/or equipment may also boost an attack.

Range

 **Melee attacks have a range of 1** and may only ever target an enemy in an orthogonally or diagonally adjacent square that is not on the other side of an impassable edge from the attacker. You may melee through windows.

 A gentleman *must* have a weapon with the **ranged weapon icon** to use a ranged attack. Ranged weapons may target any enemy in LOS.

Agents *do not* need a ranged weapon to make a ranged attack.




There is no maximum range for normal ranged weapons. However a weapon with the **short range icon** may only target enemies up to 4 squares away.

If the gentleman has any adjacent enemies, they must choose one of those as the target of the ranged attack, if possible. A figure may attack an ally, if for some reason this is necessary.

Line of sight (LOS)

When making a ranged attack, the attacker must have LOS to the defender. Draw a straight line between the centers of the attacker's and defender's squares; if it does not cross any impassable edge (closed doors, walls, red lines), the defender is in LOS.

Cover

When making a ranged attack and checking LOS, if the line crosses a window or another figure, the defender has **cover**. When a target has cover, each  rolled removes 1 success from the attack.

Allies and minions attacking

When multiple allies/minions attack the same target, they *must* pool their dice together to perform 1 attack. Take the ally/minion's trigger or punch attribute, and add +2 dice to the attack for each ally/minion also attacking the same target.

If different types of minions/allies attack the same target, the controlling player should choose 1 attacking model to be the primary attacker and use any boosts/abilities of that model; the other models only contribute additional dice.

ATTACKING

Regardless if it is a melee or ranged attack, or whether it is performed by an agent, gentleman, minion, or ally, all attacks follow these steps in order:

1. Select weapon [GENTLEMEN ONLY]: Gentlemen may select 1 equipped weapon to use.

2. Activate weapon ether effects: If the selected weapon has an ether effect, the attacker may pay 1 ether to activate it.

3. Activate attack boosts/gifts: If the attacker has any gifts/powers/upgrades/equipment that grant an attack boost, they may activate them (by paying the required cost).

4. Attacker rolls dice: The attacker takes dice equal to their **physical attribute** total (green punch icon for melee attacks, red trigger icon for ranged attacks), adds any bonus dice from their weapon, gifts, upgrades, etc, then rolls them.



Hit: When attacking, this generates 1 success.



Hit+: When attacking, this generates 1 success. In addition, many weapons and powers trigger additional effects when this is rolled.



Crown [GENTLEMEN ONLY]: When attacking, this may be used as either 1 success or spent to gain 2 ether. The attacker must choose which effect they will use before the defender rolls their dice.



Crown [NEMESIS]: When attacking, this counts as 1 success.



Dodge, Cover: When attacking, these are both treated as misses.

Once the dice have been rolled, the attacker tallies the total number of successes rolled.

5. Defender rolls dice: After the total number of successes has been determined, the defender rolls a number of dice equal to their blue **agility physical attribute**.



Dodge: Each dodge result subtracts 1 success from the attacker's total.



Cover: If the defender has cover, each cover result subtracts 1 success from the attacker's total.

All other results on the dice have no effect when defending (unless modified by special abilities).

6. Tally results: Subtract all the defender's dodge and cover results (if applicable) from the attacker's successes. **For each success that remains, the defender suffers 1 damage** (place 1 damage token on them to represent this).

SPECIAL EFFECTS

Some weapons have special effects. If the player spends 1 **ether** before attacking with such a weapon, the attack gains all benefits shown in the ether effect box.

If multiple boosts trigger off of the same result, those effects stack if they grant additional effects, but not if the effect would replace the result.



Bonus: Add this number of dice to the total attack roll.



Re-roll: After rolling, you may reroll any number of your dice (a die may only ever be rerolled once per action).



Spread: The attack may target up to 1 additional enemy in a square adjacent to the target (not on the other side of an impassable edge). Only 1 attack roll is made, but each target makes a separate defense roll. **Spread additional targets never get cover.**



Knockdown: If the attack deals at least 1 damage to the target, they are knocked down. Place the figure on its side. Before it can take any other action, the target must spend 1 action to stand up. While a figure is knocked down it does not provide cover or cause escape damage, and cannot do anything that would require an action. It may still be targeted.



Daze: If the attack deals at least 1 damage to the target, they lose 1 ether per daze icon. For each ether they must lose and don't have, they suffer 1 damage.



Fire: If the attack rolls any successes (regardless of defender's results), place 1 fire token in the target's square.

SPECIAL SKILLS



Charge: You may spend 1 ether to make a **charge** special action. Target a figure in LOS that you can reach using agility points, then move adjacent to that figure and make a free melee attack against them. You may not charge a figure that you began your activation adjacent to.



Evasion: When you are attacked, but before the defense roll, you may spend 1 ether to roll +3 additional defense dice. This may only be done once per attack and does not require an action.



Counterattack: When you are attacked, and after that attack is complete, you may spend 1 ether to immediately make 1 attack (that must target the attacker). Counterattacks may not trigger counterattacks.

TORMENTS AND NEUTRALIZATION

When a gentleman gains damage tokens equal to the total in their leftmost health box, they draw 1 **torment card**. Torments may have an immediate effect and are then discarded, or stay on the gentleman until certain conditions are met.

If the gentleman heals, and then takes damage to once again fill their leftmost health box, they draw another torment card.

If a gentleman has additional bonus health boxes, damage is always applied to these bonus health boxes before being applied to their normal health boxes.

Whenever a figure gains damage tokens equal to its total health points, it is **neutralized**. If the figure was an agent, ally, or minion, it is removed from the stage and cannot be used again unless a card or power allows it.

When a gentleman is neutralized, place the figure on its side. On their next activation, they will automatically **revive**: remove all damage tokens and stand up. Their activation then immediately ends. **Whenever a gentleman is neutralized, the nemesis immediately adds 2 ether to their ether reserve.**

A neutralized gentleman cannot perform any actions and cannot be targeted or affected by attacks or abilities. Figures (both friendly and enemy) may freely move through (but not end on) their square and do not suffer escape damage.



The **death token** tracks the number of gentlemen neutralizations on the nemesis board, if necessary.

ETHER

When the gentlemen use ether, for any reason, hand that ether to the nemesis, who can then distribute it among their power cards and agents.

Cards, effects, or abilities that tell the Nemesis to gain 'X Reserve Ether' mean the ether is placed on the **ether reserve** space on the nemesis board. The nemesis can draw from this reserve to power any nemesis power or agent gift/skill.

EQUIPMENT

When a gentleman gains a piece of **arsenal**, it is placed in 1 of the 3 arsenal slots at the bottom of their dashboard. Each gentleman may only carry as much arsenal equipment as they have slots available. If you gain an extra piece of equipment, select 1 piece to discard before gaining the new one.

Gear, artefact, and Moloch stone fragment cards do not take up arsenal slots on a gentleman's dashboard. Gentlemen can only use gear and artefacts they possess during their activation, unless stated otherwise on the card.

BONUS, ACTIONS, AND UPKEEP

Role cards, upgrade cards, gifts, and powers can be activated/used at different times during a round:

Bonus effects are always active for the gentleman to use.

Upkeep effects have a ether cost. To activate them, the gentleman must put that many ether tokens on top of the effect. While the ether is there, the effect is active. At the start of the gentleman's activation, give all ether allocated on upkeep effects to the nemesis. The effect can be activated again by once more placing the ether cost on the effect.

When gentlemen spend ether on upkeep abilities, the nemesis only gains that ether at the start of that gentleman's

next activation or if that gentleman is neutralized before their next activation.

Actions are extra action options for gentlemen.

Bonus actions are actions that need to be activated and that may be used only once per character activation. They don't use actions.

Attack/defense boosts are effects that may be used to modify attacks or defenses. They are permanent as long as the card remains in play, and some require ether to be used.

TERRAIN



Outdoor Square: Outdoor squares are any squares not located inside a building on the stage.



Indoor Square: Indoor squares are any squares located inside a building on the stage.



Door: The icon marks a door spot; check the map to know where to place the doors at the start of the chapter. Once a door is opened, remove the token. Doors are treated as impassable until they are opened.



Window: Windows are used to determine LOS for ranged attacks, as well as potentially granting cover to figures next to them.



Impassable: The red line represents a side of a square that completely blocks movement for figures and LOS. This usually means walls, and the external edges of the stage (unless stated otherwise).



Boxes: The chapter will list their effects; usually they act as impassable squares.



Rubble: Rubble tokens represent destroyed walls (unless stated otherwise). Figures may move freely through them and they do not block LOS.



FIRE

Any figure that begins their activation in a square with a fire token automatically suffers 1 damage.

Any figure that enters a square containing a fire token automatically suffers 1 damage.

There may only be 1 fire token in a square at any time. During the Wrap-Up phase, remove any fire tokens in an outdoor square. Fire tokens inside a building begin to **spread**: the nemesis places 1 additional fire token in a square adjacent to an existing fire token for each fire token in that building.

The nemesis must place these adjacent to fires that were there at the start of the phase; they may not string new fire tokens together during the same phase. Fire can spread through doors and break them (remove from the stage), and through windows; but it cannot spread through walls or red lines.

SPAWNING MINIONS

The nemesis may only spawn minion types listed for that chapter. The number of these is only limited by the number of those particular models in the game.

THE INTERMISSION

At the end of a chapter, prepare the **intermission board**:

1. Draw and place 2 random **gear** cards faceup on each of the 3 slots on *Hardy's Bazaar*.

2. Draw and place 3 random **common arsenal** cards faceup on *Wilkinson's General Store*.

3. Draw and place 3 random **artefact** cards faceup on *The Shadow Market*.

4. Draw and place 3 random **location** cards faceup in the slots in the middle of the board.

5. Place each job's **upgrade** deck in its slot on *Club Unicorn*.

Starting with the leader and going clockwise, each gentleman *must* place their figure on one of the empty spaces of the intermission board and perform the following:

Hardy's Bazaar: Select 1 of the sets of 2 gear cards and gain that equipment.

Wilkinson's General Store/Shadow Market: Select and acquire 1 piece of equipment available at that location.

Club Unicorn: Choose 1 upgrade card from your job deck. A gentleman may only have 3 upgrade cards at any time; if they would gain a fourth, it replaces an existing one.

Random locations: Each other location card lists the specific benefits of visiting that location.

Once the gentlemen have finished these steps, the nemesis chooses 1 additional nemesis **power**, gaining that power for the remainder of the campaign. If the nemesis already has 6 powers, they may exchange any current power for a new one.

CONSPIRACY POINTS



Each location on the intermission board lists a number of **conspiracy points** which the nemesis receives when a gentleman visits that location. During set-up for the next chapter, the nemesis may use these points to purchase the benefits listed on their nemesis board.

These points must be used before the start of the next chapter: they cannot be saved for later chapters. Purchased benefits only last until the end of the next chapter.

Each benefit may be selected 2 times, except for the *Gain 2 Reserve Ether* benefit, which may be selected multiple times. However, **an agent may only be granted a given benefit once**.

Some agents have more than 1 figure. A benefit must be assigned to a specific figure starting the game on the map, and only that figure may use it.

PREPARE FOR THE NEXT MISSION

Players may change characters before a new chapter. Whenever a job is used for the first time in the campaign, the figure with that job gets 1 upgrade. Keep track of the upgrades of the job not being used in the current chapter, since it can be used in future chapters.

Remove all damage tokens and any torment cards and replenish each gentleman's ether to max.

All equipment the gentlemen have acquired thus far in the campaign is collectively known as the **gentlemen's army**. Before the next chapter, the gentlemen may distribute any equipment they have collected among themselves.

Assign a leader, then the remaining roles (1 each).

The intermission then ends and the next chapter begins.

Continue playing the chapters and intermissions, one after the other, in order, until you reach the final chapter. Whoever wins the final chapter is the winner of the campaign.

1. ORDER

The nemesis places their activation cards first, followed by the gentlemen.

2. ACTIVATION

Flip cards in order, activating figures.
Gentlemen & agents: 2 actions (you may repeat the same action twice).

Minions & allies: 1 action.

ACTIONS

Attack

Agility: Spend **Agility** points to:

Move 1 square (1 pt)

Open a door (1 pt)

Move through a window (2 pts)

Give 1 equipment (1 pt)

Note escape damage when leaving a space adjacent to an enemy.

Recover [GENTLEMEN ONLY]: Heal up to 3 damage and gain 2 ether.

Revive [GENTLEMEN ONLY]: Revive a neutralized gentleman in an adjacent square.

Special: Gifts, upgrades, and powers.

The nemesis can play any number of chaos cards per activation.

Once per nemesis activation, the nemesis may spend ether from 1 power to activate its effect.

When the chaos activation card is revealed, the nemesis may activate each of their powers once

3. WRAP-UP

Removal and spread of fire tokens.

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When the chaos activation card is revealed, the nemesis may activate each of their powers once

3. WRAP-UP

Removal and spread of fire tokens.

Advance the round token 1 space.

Retrieve the activation cards for any figures still remaining on the stage.

COMBAT

Melee attacks are range 1.
May melee through windows.

A gentleman *must* have a **range weapon** to use a ranged attack and must choose an adjacent target if there is one. May target any enemy in LOS, no maximum range.

Agents *do not* need a ranged weapon.

A **short range** weapon has a range of up to 4 squares.

Multiple allies/minions attacking the same target *must* attack as a group. +2 dice per additional ally/minion.

ATTACKING

1. Select 1 equipped weapon [GENTLEMEN ONLY]

2. Activate weapon ether effects

3. Activate attack boosts/gifts

4. **Attacker rolls dice:** Roll dice equal to appropriate **physical attribute** plus any bonuses.



Hit: 1 success.



Hit+: 1 success (possible additional effects).



Crown [GENTLEMEN ONLY]: 1 success or gain 2 ether.



Crown [NEMESIS]: 1 success.



Dodge, Cover: Misses.

Advance the round token 1 space.

Retrieve the activation cards for any figures still remaining on the stage.

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Hit+: 1 success (possible additional effects).



Crown [GENTLEMEN ONLY]: 1 success or gain 2 ether.



Crown [NEMESIS]: 1 success.



Dodge, Cover: Misses.

5. Defender rolls dice: Roll dice equal to blue **agility physical attribute**.



Dodge: Subtracts 1 success from attacker's total.



Cover: If defender has cover (LOS crossed a window or figure), subtracts 1 success from the attacker's total.



Evasion: Before the defense roll, roll +3 defense dice. Does not require an action.



Counterattack: After attack on you is complete, make 1 counterattack.

SPECIAL EFFECTS



+2 Bonus dice



Re-roll: After rolling, reroll any number of dice (a die may only ever be rerolled once per action)



Spread: Target +1 enemy in an adjacent square. Each target makes a defense roll. Additional targets never get cover.



Knockdown: If attack deals damage, target is knocked down. The target's first action must be to stand up.



Daze: If attack deals damage, target loses 1 ether per daze icon. For each ether not lost, deal 1 damage.



Fire: If attack rolls any successes, place 1 fire token in the target's square.

SPECIAL SKILLS

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Charge: Target a figure in LOS you can reach using agility points, move adjacent, and make a free melee attack against them. You may not charge a figure you began adjacent to.



Evasion: Before the defense roll, roll +3 defense dice. Does not require an action.



Counterattack: After attack on you is complete, make 1 counterattack.

DAMAGE

When damage equals leftmost health box, draw 1 **torment card**. When damage equals total health points, become **neutralized**.

A neutralized gentleman is placed on its side. On their next activation, they will automatically **revive**: remove all damage tokens and stand up. Their activation then immediately ends.

When a gentleman is neutralized, the nemesis immediately adds 2 ether to their ether reserve.

FIRE

Start activation in a square with a fire token = suffer 1 damage.

Enter a square containing a fire token = suffer 1 damage.

Wrap-Up phase: remove fire tokens in outdoor squares. Those inside a building **spread**: the nemesis places 1 additional fire token adjacent to an existing one for each fire token.

5. Defender rolls dice: Roll dice equal to blue **agility physical attribute**.



Dodge: Subtracts 1 success from attacker's total.



Cover: If defender has cover (LOS crossed a window or figure), subtracts 1 success from the attacker's total.



All other results on the dice have no effect when defending.

6. Tally results: Subtract defender's results from the attacker's successes.

For each success that remains, the defender suffers 1 damage.

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Wrap-Up phase: remove fire tokens in outdoor squares. Those inside a building **spread**: the nemesis places 1 additional fire token adjacent to an existing one for each fire token.

5. Defender rolls dice: Roll dice equal to blue **agility physical attribute**.



Dodge: Subtracts 1 success from attacker's total.



Cover: If defender has cover (LOS crossed a window or figure), subtracts 1 success from the attacker's total.



Evasion: Before the defense roll, roll +3 defense dice. Does not require an action.



Counterattack: After attack on you is complete, make 1 counterattack.

DAMAGE

When damage equals leftmost health box, draw 1 **torment card**. When damage equals total health points, become **neutralized**.

A neutralized gentleman is placed on its side. On their next activation, they will automatically **revive**: remove all damage tokens and stand up. Their activation then immediately ends.

When a gentleman is neutralized, the nemesis immediately adds 2 ether to their ether reserve.



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SPECIAL SKILLS

Spend 1 ether to:



Charge: Target a figure in LOS you can reach using agility points, move adjacent, and make a free melee attack against them. You may not charge a figure you began adjacent to.



Evasion: Before the defense roll, roll +3 defense dice. Does not require an action.



Counterattack: After attack on you is complete, make 1 counterattack.

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