



TAN KAPP




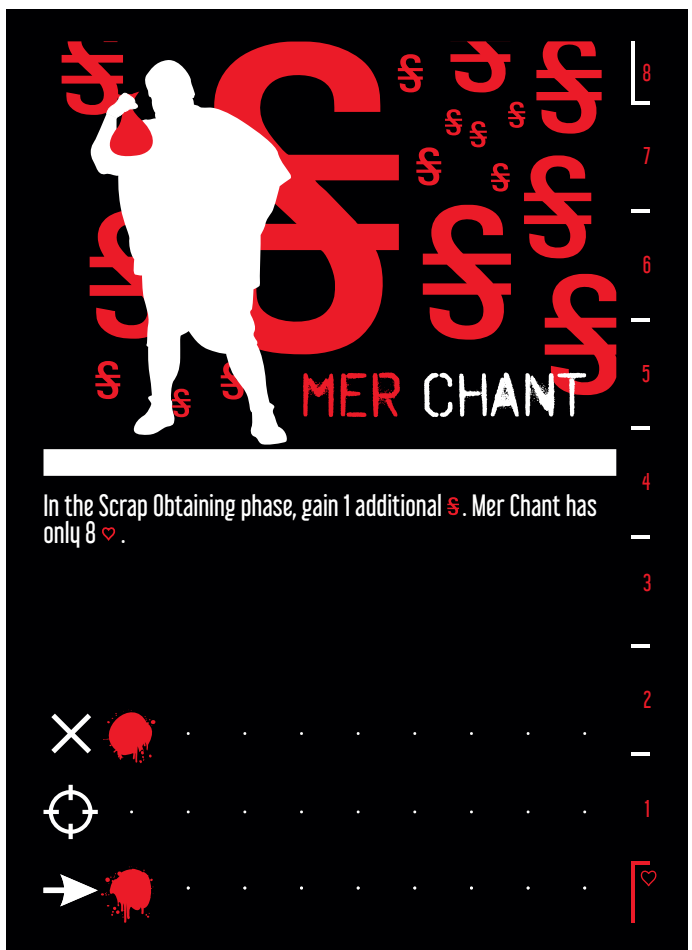
Tan Kapp may attack twice per turn. Using Time points and his Speed, he can only move a distance of 3 per turn.



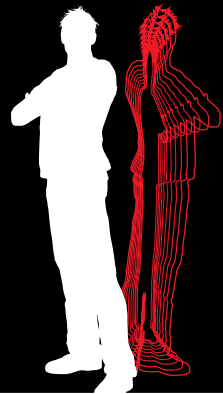

MER CHANT




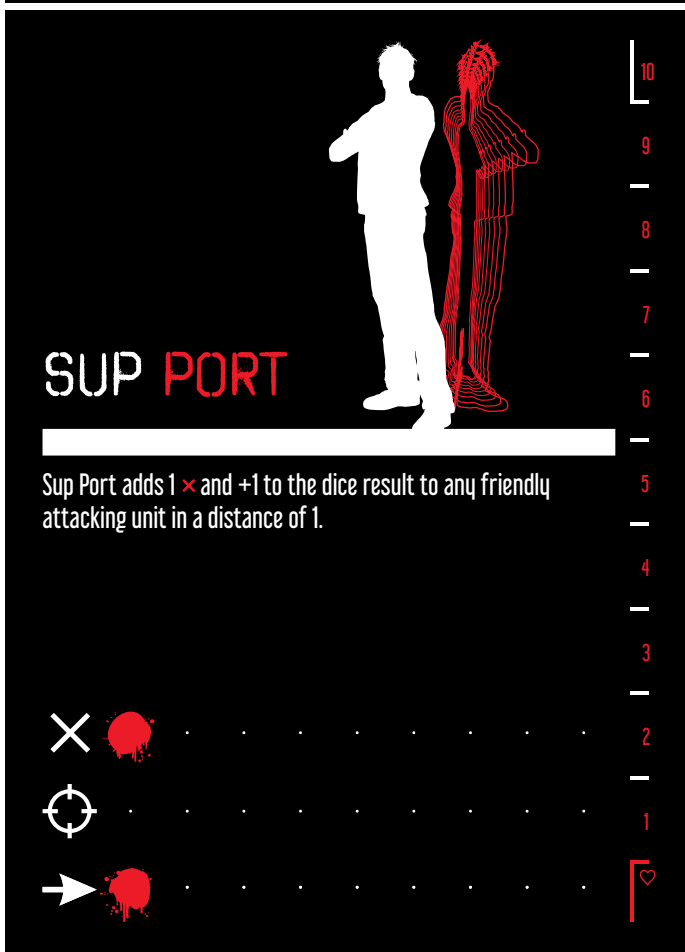
In the Scrap Obtaining phase, gain 1 additional \$. Mer Chant has only 8 ♥.


SUP PORT




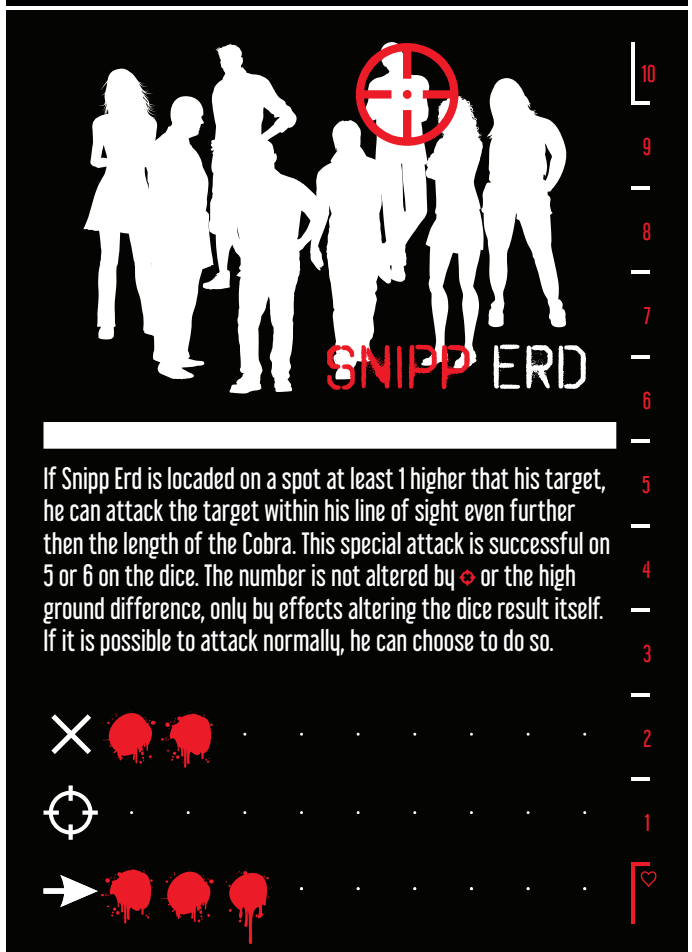
Sup Port adds 1 × and +1 to the dice result to any friendly attacking unit in a distance of 1.

SNIPP ERD

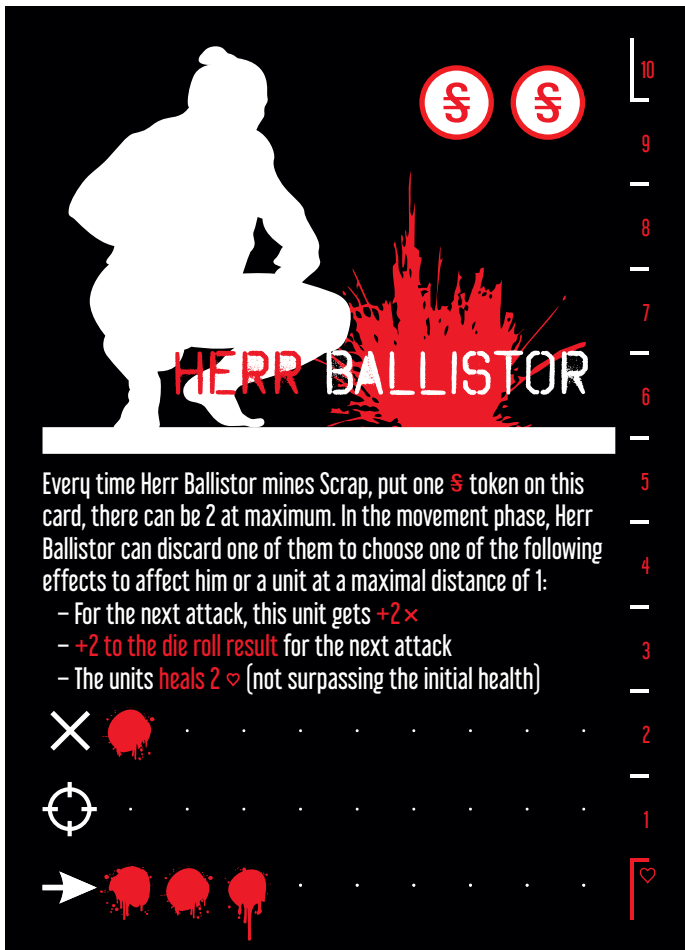


If Snipp Erd is located on a spot at least 1 higher than his target, he can attack the target within his line of sight even further than the length of the Cobra. This special attack is successful on 5 or 6 on the dice. The number is not altered by ♦ or the high ground difference, only by effects altering the dice result itself. If it is possible to attack normally, he can choose to do so.

24 cm / 9.5 inch (either cut this out and use as Cobra or cut a piece of string and paint it according to this with a marker).






HERR BALLISTOR

Every time Herr Ballistor mines Scrap, put one **§** token on this card, there can be 2 at maximum. In the movement phase, Herr Ballistor can discard one of them to choose one of the following effects to affect him or a unit at a maximal distance of 1:

- For the next attack, this unit gets **+2×**
- **+2 to the die roll result** for the next attack
- The units **heals 2 ♥** (not surpassing the initial health)

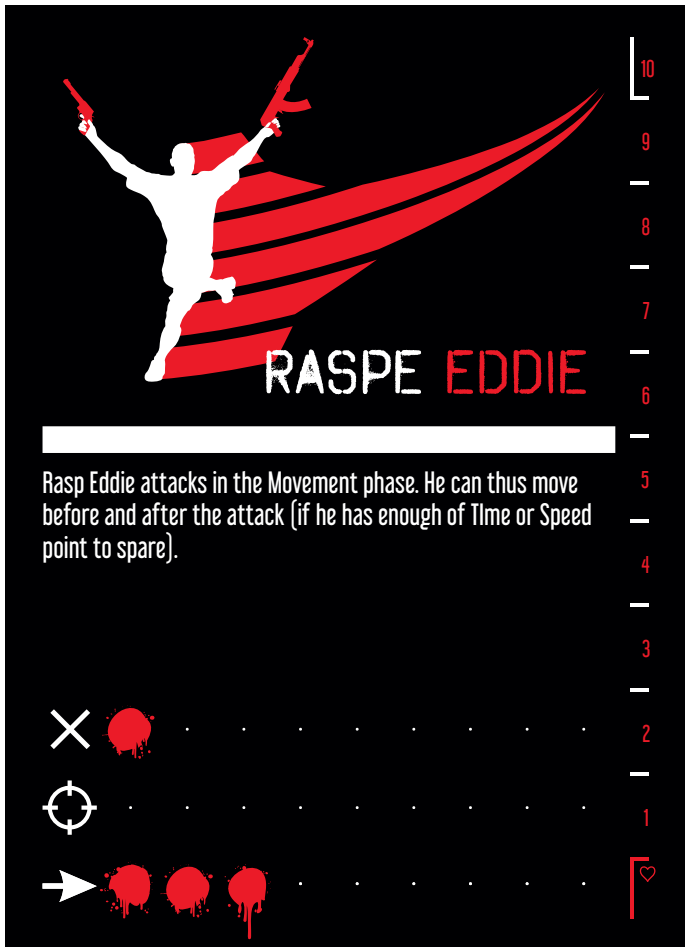
Visual elements: Silhouette of Herr Ballistor, two **§** tokens, a 10x10 grid with a red splatter at the bottom, and a red heart icon at the bottom right.



PAMELLE EERIE

Pamelle Eerie can attack only when at the distance of 1. She automatically succeeds. The attack does not cost any **§**. She attacks during the Movement phase – if she has enough Time and Speed points, she can move before and after her attack. She can only be given 2 Skill points to **×** at the beginning.

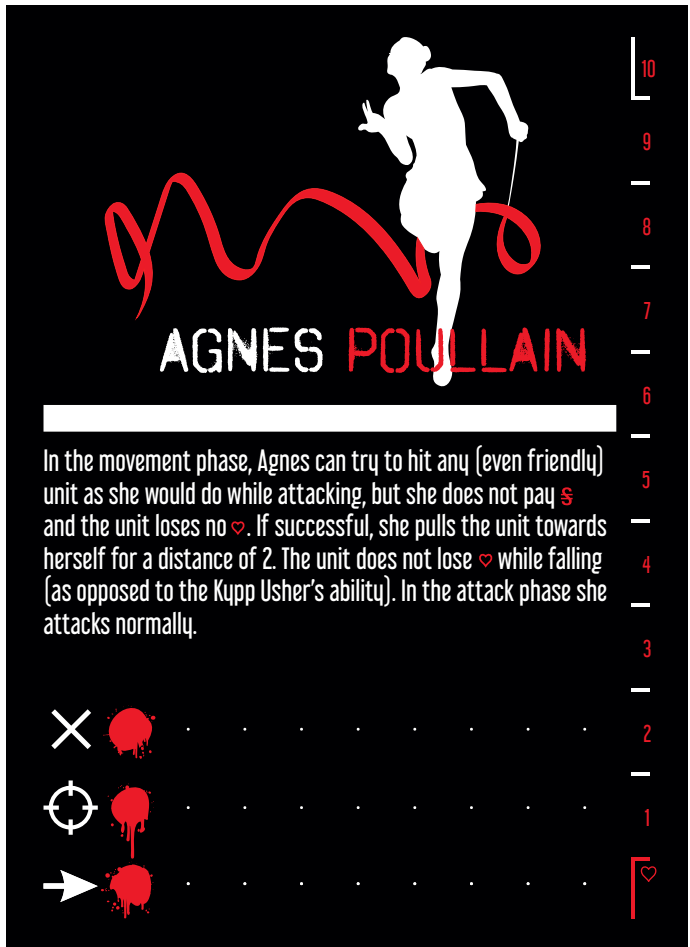
Visual elements: Silhouette of Pamelle Eerie with two red axes, a 10x10 grid with a red splatter at the bottom, and a red heart icon at the bottom right.



RASPE EDDIE

Rasp Eddie attacks in the Movement phase. He can thus move before and after the attack (if he has enough of Time or Speed point to spare).

Visual elements: Silhouette of Raspe Eddie with a red cape and two red axes, a 10x10 grid with a red splatter at the bottom, and a red heart icon at the bottom right.



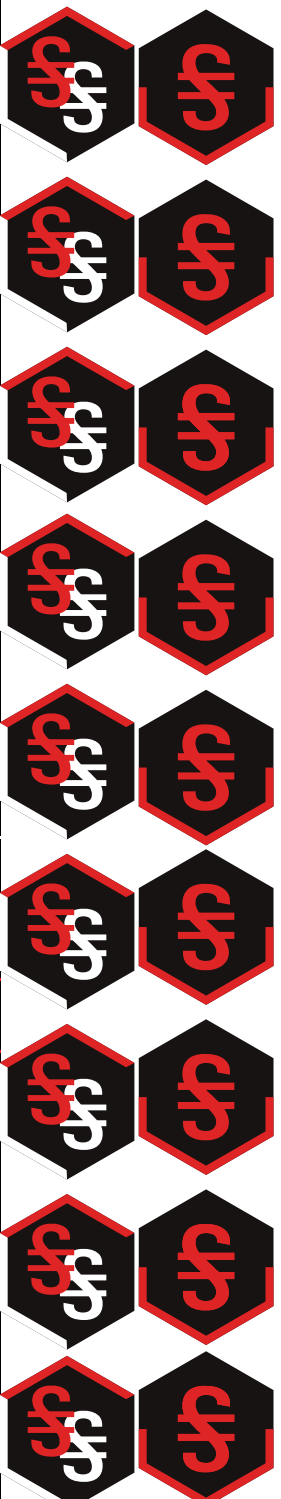
AGNES POUILLAIN

In the movement phase, Agnes can try to hit any (even friendly) unit as she would do while attacking, but she does not pay **§** and the unit loses no ♥. If successful, she pulls the unit towards herself for a distance of 2. The unit does not lose ♥ while falling (as opposed to the Kupp Usher's ability). In the attack phase she attacks normally.

Visual elements: Silhouette of Agnes Poullain with a red ribbon, a 10x10 grid with a red splatter at the bottom, and a red heart icon at the bottom right.



Get standard six-sided die and one other D6 which you change to only have faces with 3, 4 and 5 pips (or use an app or this link: <https://rollthedice.online/en/dice/d3-5>). Download rulebook [here](#).



GAME SET-UP

1. **Build the map.** Measure the object with Cobra – the height of the object is the Cobra value rounded up. A map for two players should be at least 25 Cobras long in the longest axis, add at least half of Cobras length for each additional player.
2. **Place Scrap deposits** and turn them so that all the red corners are facing one certain point of the map. The sum of the deposits' value should be at least 20 for two players, add at least 10 per additional player.
3. **Choose your team** of 4 units and 2 artifacts in following order:
 - Two players: 1-2-1; 2-1-1-2; artifacts 2-1-1-2;
 - Three players: 1-2-3-2-1; 3-1-2-2-1-3; artifacts 2-3-1-1-3-2
 - Four players: 1-2-3-4-4-3-2-1; 3-4-1-2-2-1-4-3; artifacts 4-1-2-3-3-2-1-4
4. **Assign 12 Skill points** so that each unit has at least 2.
5. **Place your units** in distance of 3 from Scrap deposit.

TURN PHASES

1. **Scraps obtaining** – take one \$.
 2. **Die of Time roll** – roll the Die of Time. The result is the Time you can use in the next phase.
 3. **Movement** – You can move any number of units by the amount of their +. Moreover you can divide the points from the Dice of Time at will. Any time during this phase you can transfer unused points from the Die of Time (not units' speed) to W.
 4. **Combat** – You can pay 2\$ to attack enemy units once by each of your units. You need to roll more than is the distance MINUS height difference MINUS 5. The hit unit loses 5 according to the X of the attacker. If any unit is killed, the attacker gains one 5 to any ability.
 5. **Mining phase** – If there is any of your units at the Scraps deposit, turn the deposit token and gain one \$ for each deposit occupied by you.
- AT ANY PHASE** you can activate an Artifact for chosen W value or buy one of 5 random unused ones for 5\$.

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4 **LAPIN LAZURIT**

3 6W: Adds +1 to next die roll result (even the Die of Time).

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4 **HOLTZMAN GENERATOR**

3 Chosen unit is protected from X from all sources until the next turn of a player who used the generator.

2 5W: the unit suffers half of the X from each source rounded down

1 10W: the unit does not suffer any X

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4 **GOLD SPHERE**

3 The unit regains lost 5. The 5 cannot surpass the initial amount this way.

2 5W: 2 5

1 10W: 5 5

16W: to the initial amount

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4 **THUMB OF PRIVATE VAZQUEZ**

3 Use in the movement phase. 8W: Any unit from the owner's team dies and all units in the distance of 2 suffer 7X.

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