

PUKEAPOCALYPSE

It's always too hot, your sweat burns and when you manage to piss, it comes out like maple syrup. This is the pukeapocalypse, and it can fucking do one.

Pukeapocalypse is a nasty, violent, nihilistic, foul mouthed, narrative campaign skirmish game. It's punk, it's horrible, it's full of puke, gore and grue. It knows lots of rude words and it likes to use them. The apocalypse has already happened, all your scumbags will die, and they'll have a thoroughly unpleasant time doing it.

There's no god, there's no hope, there's a shit-ton of vomit, and it's all gushing your way.



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STUFF THIS

The final war finally started over the last bucket of unsullied piss.

We'd fucked up all the water, clouded the skies with pollution and turned all the plants to shit, so it was a long time coming. There was a five-minute warning, which you'd think would set everyone off, but it was the fourth one that week so they all just sort of got on with things. In the end rather than rioting or screwing most people died in a nuclear hell-storm doing laundry.

The bombs killed whatever was left in the way of food and left everyone sterile at best. If that had meant we had a generation to work something out there might be something close to hope, but it didn't, the radiation turned everyone's internal fluids into some sort of caustic acid. The lucky ones burst fighting over hovels and rat meat, the unlucky get the burn one day copping a squat and crap out their own innards. No one's gonna make it more than a month.

The planet's done. Humanity is done. It's all over, we're just the rot on the corpse. Everyone and everything got turned to toxic pus inside and out by radiation and pollution. You can't even stick it to the man anymore, the man is dead, all the bunkers are full of secret service men's families or the chauffeurs and maids of billionaires.

It's anarchy in the U.K. If we're in the U.K. No-one much bothered to remember, but every sod's got a cockney accent, so probably. Doesn't seem to matter anymore. Nothing does. Your best bet is to find a fast way to die. Might as well strap up and find a face to gob in.

WHAT THIS IS

Pukeapocalypse is an extremely brutal, fast moving, narrative skirmish game about bands of desperate rad addled and bile filled mutant punks as they kick the crap out of each other for something to do at the end of the world. All of your scumbags will die, it's not about winning or losing, it's about smashing up what's left to break. It's about the dirty and degraded ends of people so insignificant that no-one will even notice if they die. It's designed to be playable by two or more people. Games should go pretty quickly, up to an hour, so you can play a couple of linked games in a session without too much stress. It's written by Glenn Ford, for which he can only apologise.

A BIT OF GUIDANCE

Pukeapocalypse is far from complex, but it can still be tough to find the right rule exactly when you need it, so there are some signposts to make it easier.

Throughout these rules you'll notice subscript numbers after some phrases like this₅. The numbers indicate the page you can turn to in order to find out more about the rule just mentioned.

Up front you've got the contents page which shows where you can find headings and sub-headings, after the main rules there's an index which will show where specific mentions of certain rules terms occur. After the index there are some pages you might want to copy to make life easier such as Bile Tokens and Band Sheets. Last of all there are copies of any tables you'll need to use during play and a quick reference for the rules.

WHAT YOU'LL NEED

- 💧 Some minis to represent your poor collection of bastards. About an inch or two high, I don't care what minis you use, just don't take the piss. And make sure you bust them up a bit. These disgusting mutants that will do your bidding to a pointless death are known as **Scumbags**.
- 💧 A playing area 2' by 2'.
- 💧 Stuff to make your table look like a radioactive hellscape. Something with levels is good.
- 💧 Up to twelve six-sided dice (D6) per player, at least one each of two colours will help.
- 💧 As many "Bile" tokens as you can find. Anything up to 30mm around, spare mini bases, cardboard tokens or bottle caps are great. Really, you'll need a shit ton of them. See how many you're thinking of, like, double that at least.
- 💧 A few other tokens to note objectives.

- 💧 A measuring tape.
- 💧 A band sheet for each player.



BASICS

DON'T BE A DICK

You know what I meant, don't be a dick. Picking at rules isn't punk. The rules are pretty simple, you should be able to follow them, but if you can't find, remember or be bothered to look up a rule, make something up and carry on. So long as you're consistent whenever anyone tries to do it, that's fine.

If you're wondering, the intent of the game is to be permissive. If you want to climb but aren't sure if you can, you can. Not sure if you can jump a gap, you can. Not sure if you can fall from a height and shatter your knees, you can. Just do it, take a test if it looks tricky, and stick a bile token on them.

Sometimes you'll need to judge if things are under a line or not, if you're not sure, it is. You'll need to know if things are in base to base contact, if you're not sure, they are. Pukeapocalypse wants you to be relaxed with your placements and measurements, "ish" is fine, close to touching is okay to count as touching. Sometimes you'll even be asked to state your fair and honest opinion, when you are, lying is cheating, also, it's being a dick.

If no-one can remember something, assume it didn't happen. You can measure whatever and whenever you like, but don't faff about too much.

THE RULE OF GETTING AWAY WITH IT

If you're still not sure or disagree on the rules, the version where what was being tried, succeeds, was the right one. If you still can't decide who was right, flip a coin.

I WEAR YOU

When the rules say that "a Scumbag" does something or has something happen to them, they mean that the player who controls that Scumbag does it. If a player who does not control a Scumbag does something coming from that Scumbag, moves it around or effects it, they'll state that clearly.

WHAT DICE DO

Everything is based on rolling normal six-sided dice, D6. Sometimes you'll need to roll more than one, that'll be D66 in which case, use different coloured dice and say which is which first or roll them one at a time.

If you get to re-roll dice you may pick them up and roll them again to possibly get a different result if you choose. Each re-roll lets you re-roll the dice once, but if you have multiple re-rolls relating to the same dice, you can re-roll as many times as you have new re-rolls. When you re-roll dice, then they are what they are.

If you're told to "Test", roll a D6, if you get 4 or higher you **passed**, 3 or less and you **failed**. Miserably. You can always choose to fail a Test if you bottle out.

Whenever a Scumbag tests, they can choose to **Strain** for it. To Strain, state a number up to and including 5 before you roll, you add that number to the roll, and your Scumbag gains that many Bile Tokens.

A Scumbag cannot Strain if:

- 💧 They have 13 Bile Tokens in their Guts.
 - They also cannot state a number that would put them over 13 Bile Tokens in their Guts.
- 💧 They have Burst.

Rotten really wants to achieve something, say it's sending a letter to their nan, so they strain 2. They roll a 1 because they're a numpty and fail on a total of 3. They then place 2 Bile Tokens in their Guts.

Sometimes when you Test you get extra effects if you go **over the top** (or **OTT**). Each point your final total is over 6 is a point of going over the top.

Sometimes (mainly during set-up) the rules will say to roll to decide something, **or whatever**. This means you can either roll the dice or choose, if you find random chance and discovery fun, roll them bones, but if you prefer choosing your story and directing your experience feel free to choose the option you prefer.

MOVING

Most movement is **Voluntary**; it is controlled by the player the Scumbag belongs to.

Some movement is **Involuntary**, involuntary movement will either be:

- 💧 Controlled by the opponent, in which case the player to the left of the owning player chooses the direction, distance of movement and final facing of the Scumbag.
- 💧 Automatic, in which case the rules will tell you the direction and distance of movement, facing will not change.

If a move is towards something it ends closer to the thing than it began. If a move is directly towards something it ends as close to the thing as it possibly can.

If a move is away from something it ends further from the thing than it began. If a move is directly away from something it ends as far away from the thing as it possibly can.

Running Away: If a Scumbag contacts the edge of the playing area, they



immediately stop, if they were moved voluntarily their controller may choose to immediately remove them from the game. If they were moved

involuntarily, they Test, if they are successful, they remain where they are, if they fail, they are removed.

CROSSING A LINE

You will need to **draw a line**, to do that, imagine a straight line from one thing to another. If the line is going to or from a Scumbag it goes to the centre of its base, for anything else it can go to any part of it. Unless otherwise specified the line must be always within 1" of a flat surface at all times. If this line passes over or through (not under) something then it is **going through** that thing. If you're not sure if a line passes over or through something, it does, this isn't a world where people thread the needle so much as deluge through it.

BILE

The world is a decaying radioactive bollock at this point, and everyone on it is rad-addled to the core, which has a few nasty effects. The worst is that everyone's stomach acid has turned into some sort of toxic waste that's eating through everyone from the inside out. That's bile.

I'm not going to sugar coat it, a lot of this game revolves around bile, and spraying it in each other's faces. Bile is the main weapon your scumbags have, when one builds up too much of it, they'll Burst. Which is bad. Follow the rules for placing and removing bile tokens closely, otherwise it gets confusing.

You note bile with Bile Tokens, it matters where Bile Tokens are:

- 💧 When you need a Bile Token it'll come from the **supply**. Whenever a Bile Token is Discarded, it goes back into the supply.
- 💧 A lot of the time they'll be piled up on a Scumbag's Band sheet, those Bile Tokens are in the Scumbag's **Guts**, when something goes in their Guts, that means on their Band sheet.
 - Whenever a Scumbag **gains** Bile Tokens, they go in their Guts. A Scumbag's Guts can never contain more than 13 Bile Tokens, Discard any excess.
- 💧 When a scumbag pukes (it happens a lot) you'll need to pick up all their Bile Tokens from their Guts before putting them into play, at which point they're in your **hand**.
- 💧 When a Bile Token is placed in base contact with a Scumbag it is **on** that Scumbag.

You'll need to place Bile Tokens, move them around and all kinds of garbage.

- 💧 Bile Tokens can be stacked when placed and you can stack up any number.
 - If the rules say to **Dump** tokens on one that has just been placed, take a token from the supply and stack it on the placed one as exactly as possible it cannot be used for any further effects such as shoving or flicking.
 - You can only ever Dump tokens if the just placed token is the first one placed on the Scumbag it is on this phase.
- 💧 You can place Bile Tokens under Scumbags, just pick them up and place them on top of the tokens.
- 💧 If something you do while placing Bile Tokens knocks over another player's mini, you screwed up, stop, pick up all the Bile Tokens you placed this activation and stack them in base contact with your Scumbag, they threw up on themselves (moving them around a bit is fine though).
- 💧 Bile tokens are in a **chain** if they are touching. Scumbag's bases can be counted as Bile Tokens for the purpose of checking chains. Everyone's Bile Tokens count the same for chains, rivers of vom shall fill the streets.
 - Something is **in a loop** if a chain of bile tokens surrounds it.
- 💧 You can sometimes **flick** a bile token, if so, choose an already placed bile token that is not in a stack and flick it, once, with your finger. Bile Tokens that leave the playing area due to being flicked are returned to the supply. If a flicked token knocks other tokens around, that's fine.

HIGH PRESSURE VOMIT HOSE

When placing a Bile Token, if it could be placed such that it would entirely overlap with a Scumbag's base, that Scumbag can be **Shoved**.

To **shove** a Scumbag, before placing the Bile Token, Test, if you fail, discard the token. If you succeed, place the token underneath the

Scumbag then place the Scumbag anywhere in contact with the token, facing in the direction of your choice.

If the shoved Scumbag contacts a wall, they gain 2 bile tokens.

If the shoved Scumbag contacts the edge of an elevated surface they Test, if they succeed, nothing happens, if they fail, they fall from the point of contact.

SUDDEN UNPLEASANT IMPACT

Sometimes a Scumbag will die from something that makes them messily Burst. Good. When a rule states that a Scumbag dies due to a Sudden Unpleasant Impact, all Scumbags within 6" of them gain 4 Bile Tokens.

GOB 'OLES AND ARSEHOLES

At various points, particularly when puking, you'll need to know who is aggroing who and in which orifice. Draw a line that goes through the mouth and the buttohole of a Scumbag, or as close as you can to where you can bear to imagine them being. Remain consistent on a given Scumbag, if you're nasty, you can mark points on the base to be sure.

Where the line comes out of a Scumbag's mouth, any Scumbag it crosses is **in their face**. A Scumbag can be in your face or you can be in theirs. Where the line comes out of a Scumbag's backend, any Scumbag it crosses is **up their arse**.

The Game

Decide if you're playing a one off, if you are, go ahead. If not check out the Ongoing Misery section. It won't matter until you finish the game, but better to know.

1. Find your losers.
2. Figure out how you're wasting your time.
 - a. Set it up.
3. Mess each other up.

LOSERS CLUB

Decide how many scumbags you've each got in your Band. 5 is more than anyone really needs, fewer if you're in a rush, more if you really have nothing better to do. Roll a dice or whatever to decide what they all are:

D	They are...
1	Grrrls
2	Puke Monks
3	Queer Cysters
4	Skinless Skins
5	Straight Edgers
6	Psychobillies

Then roll a dice for each scumbag and write the result in the Guts box of their band sheet, this is their Bile Level. Then write down what they are, and name them if you feel like it, not that they'll be around long enough to learn their names. What they are gives them an ability and will give them options if you're playing with Ongoing Misery:

Grrrl: Giving into the beast within has made Grrrls feral and primitive.

Dominance Display: Whenever a Grrrl comes into base contact with a Scumbag, irrespective of which moved, if the Grrrl has more Bile Tokens in its Guts than the other Scumbag they may choose to Discard a Bile Token from either of their Guts.

Puke Monk: A Puke Monk finds meaning in the flow of the spew and can redirect it by the sheer power of their will.

Your Vom-Fu is Weak: If a Puke Monk places a Bile Token on a Scumbag, if the Puke Monk's controlling player has more Bile Tokens in hand than the other Scumbag has in their Guts the Puke Monk may Discard any Bile Tokens they placed this turn.

Queer Cyster: Former rulers, broken by the Pukeapocalypse, Queer Cysters constantly seek control over the many.

Chained Heat: If a Queer Cyster places a Bile Token that chains two enemy Scumbags together, the Queer Cyster may remove any Bile Tokens they placed this turn, the chain must remain.

Skinless skin: Despite the Skins now missing most of their actual skin, they've kept the fundamental ideal of pushing people around.

Bully Boy: If a Skinless Skin shoves a Scumbag the Skinless Skin may move all Bile Tokens that were under the shoved Scumbag before placing them back under the Scumbag after placing them, those Bile Tokens cannot be used to shove again.

Straight Edger: The Edgers are obsessed with what they call "sniping", which mostly consists of a largely abortive plan to spew into a balloon.



n00b: A Straight Edger may flick the first Bile Token they place each phase.

Psychobilly: Rad-pollution causes some scumbag's brains to swell and throb horribly. Psychobillies think it's a good thing.

Bilekenisis: If a Psychobilly places a Bile Token that completes a loop around a single Scumbag, the Psychobilly may remove any number of Bile Tokens they placed this round, the loop must remain.

WATCHA DOIN'?

You'll need to find out what's going on. Roll a dice or whatever to find out your Time Waster₅₁. Then you can add either or both of Wandering Bastards and Rancid Environments for flavour.

Roll	Time Waster
1	This'll do
2	The Fountain of Eternal Piss
3	Mine!
4	King of the hill
5	Hunt the pickle
6	Vom Collectors

If you want, roll a dice or whatever to add in a Wandering Bastard₄₈.

Roll	Wandering Bastard
1	Vendigo
2	Pack of Rotters
3	Vom Grove
4	Rad Flies
5	Lone Scumbag
6	Polluted Boar

If you've not had enough, roll a dice or whatever to add on a Rancid Environment₄₆.

Roll	Rancid Environment
1	Mostly Rotten
2	Thumb pricks
3	Flapping meat
4	Unfeasibly large pink boulders
5	Beer Scooter
6	Unboot

SET IT UP

Put the stuff on the table according to the rules for Place and Time for your Time Waster, along with any additional rules for your chosen flavourings. Put Bile Tokens equal to each Scumbag's current bile level in their Guts. Then start playing.



MESS EACH OTHER UP

Each Round consists of the following phases:

1. Move
2. Bile
3. Sack it off

At the start of the game everyone rolls D66, whoever gets the highest goes first during each move phase, then if there are more than two players, pass clockwise around the table. Whoever went last in the move phase goes first in the Bile phase, then if there are more than two players, pass anti-clockwise around the table.

Players take it in turns to activate one scumbag at a time. To activate a Scumbag, the player selects one that hasn't activated during the current phase of this round to perform a single action of the phase's type (movement in the Move phase, puking in the Bile phase.) and follows the action's instructions, the chosen Scumbag is the active Scumbag. Then the next player does the same thing, keep going until all the Scumbags have activated, then move to the next phase or round and keep doing it. If a player has no Scumbags who have not activated, they pass their turn.

MOVE PHASE

Scumbags have a move of 4". During this phase each Scumbag activates and moves. Whenever anything moves it chooses to Walk, Climb or Jump:

To Walk:

- 💧 Draw a line up to the length of their move.
 - The line cannot go through a wall.
 - The line cannot go through the edge of the playing area.
- 💧 Place them at the end of the line, facing in the direction of your choice.
- 💧 Check what the line went through, and do things to them accordingly:

Wall: A wall is anything that a scumbag clearly couldn't pass through, like bricks, that extends for more than 2" in all directions of the point the line hits it. If a Scumbag ends an involuntary move touching a wall, they gain 2 Bile Tokens.

Lump: A lump is anything that a scumbag clearly couldn't pass through that is within 2" of something that they could, so the scumbag could scramble over or swerve around it. This means the line can go through walls within 2" of a doorway, for example. For each separate lump gone through, roll on the following table:

Roll	Result	TL:DR
1	Blaargh - The lump catches them in just the wrong place. They immediately puke.	Puke
2-3	Doosh - Something dangling cracks a ledge as they jump. They gain 1 Bile Token.	+1 BT
4-6	Just - They manage to land in a not totally ungainly heap, not damaging anything.	

Stuff: Anything that it looks like a Scumbag should be able to move through it, but that something should happen if they do. Swamps, rad jungle, weird tech corridors. For each section of stuff, roll on the following table:

Roll	Result	TL:DR
1	Envomio - The thing contained a little vom wizard, double the Scumbag's number of Bile Tokens. The wizard considers this a great blessing.	X2 Bile

2	Belagios - Maybe a branch catches them in the duodenum or they just think of that time Rancid puked his own eyes out, but they're past gipping. They immediately puke.	Puke
3	Urrp - The scumbag sees/steps in/trips face down into and drinks a pint of something vile. They gain a Bile Token.	+1 Bile
4	Check it out - The Scumbag sees something amazing in there, something wonderous, like a puddle in the shape of Jesus or some nice pens. Place them in the centre of the thing that caused this roll.	Move to thing
5	Creeped - Something in there weirded them out so much they cheese it. Move the Scumbag 4" directly away from the thing that caused this roll.	Move 4" away
6	Gut Sucking Fly - A rad fly jabs its proboscis into the scumbag's guts and sucks out some vom. So, swings and roundabouts. They discard a Bile Token from their Guts.	-1 BT

Mate: You can squeeze past friendlies, though in the heat of a brawl things can go badly. For each separate friendly base, roll on the following table:

Roll	Result	TL:DR
1	SMIDSY - Your "friend" catches your elbow in the duodenum, they gain 3 Bile Tokens.	+3 Bile
2-3	Swapping sick - You both end up with a bit of each other's sick on you, which is worse than your own, so each gain 1 Bile Token.	+1 Bile each
4-6	'Scuse - You get out of each other's way, nothing happens.	

"Mate": You can ram past enemies, though in the heat of a brawl things are intended to go badly. For each separate friendly base, roll on the following table:

Roll	Result	TL:DR
1-2	Pancaked - They saw you coming and leave you coughing guts, you gain 3 Bile Tokens.	+3 Bile
3-5	Swapping sick - You both end up with a bit of each other's sick on you, which is worse than your own, so each gain 1 Bile Token.	+1 Bile each
6	'Scuse - You get out of each other's way, nothing happens.	

To Climb:

💧 Draw a line up to the length of their move in any direction from their base.

- The line cannot go through a wall.
- The line cannot go through the edge of the playing area.
- Test, reduce the roll by -1 ○ if the line passed over any amount of wall without ladders or similar.
 - If they succeed, place them within 1" of the end of the line, facing in the direction of your choice.
 - If they fail, they immediately puke.

To Jump:

💧 Draw a line up to the length of their move in any direction from their base that does not need to be within 1" of a surface.

- The line cannot go through a wall.
- The line cannot go through the edge of the playing area.

💧 Roll a D6:

- -If it's equal or over the length of the line place them within 1" of the end of the line, facing in the direction of your choice.
- If it's less than the length of the line they fall from the end of the line.

Falling: When a Scumbag falls, place them on the closest point their model can be left on below the point they fell from. Check the distance from the start of the fall to their final position:

💧 3" or less: Fine, no effect.

💧 More than 3" but less than 6": They Puke.

💧 6" or more: They die from a sudden unpleasant impact.

BILE PHASE

Most puking happens during the bile phase. Whenever a Scumbag pukes at other times or activates during this phase:

If they have no Bile Tokens in their guts, they make an Involuntary 2" move, controlled by the opponent as they stagger around with Dry Heaves.

If they have at least one Bile Token in their guts they chose to either hold it in or let it go.

To hold it in:

💧 Roll for each Bile Token in their Guts, if you roll three or more of a kind, they've Burst, you'll remove them later.

💧 Add 1 Bile Token to their Guts.

To let it go:

💧 Roll for each Bile Token in their Guts, if you roll three or more of a kind, they've Burst, you'll remove them later.

💧 Pick up all the Bile Tokens in their Guts, name an enemy Scumbag then place the Bile Tokens:

- In base contact with the puking Scumbag.
- So that they chain to the puking Scumbag.
- So that they chain to a Bile Token the puking Scumbag placed this phase.
 - If they fail to place at least one Bile Token on the named Scumbag, they Burst.
 - If the token is on a Scumbag, Dump 1 token on it if either Scumbag is in the other's face or if the active Scumbag is up the other's arse.

Then if the Scumbag has **Burst**, remove them. They're really very dead indeed.

Once all Scumbags have been, place a Bile Token into each Scumbag's Guts for each Bile Token on them (up to 13). Finally, Discard all Bile Tokens not in Scumbag's Guts.

Remember, we're not being precious about placements, ish is fine so long as no-one is taking the piss. Tokens not quite touching is fine, and if they overlap a little, don't stop to adjust them. Placing quickly and keeping the game moving is way more important than any possible advantage you could get.

I SHALL FALL UPON YOU FROM A GREAT HEIGHT

Scumbags can, and ideally should, gob on people from above. For the purposes of placing Bile Tokens during a puke, Bile Tokens that look as if they're touching if viewed from directly above count as touching, this can allow Scumbags to vomit from an elevated position onto those below (or for that matter up a wall at someone above them).

When a Scumbag places a Bile Token on someone who is at a lower elevation than them, Dump a token on it for each inch they are above them.



SACK IT PHASE

The sack it phase is when Scumbags decide it's time to sack it off and think better of it. The player with the least Scumbags can remove any of their Scumbags from play that they wish, or sack it off entirely, in which case they definitely lose, no matter the conditions of the game.

Once any sacking it off has been done, any Scumbags with no Bile Tokens in their Guts gain 1 Bile Token, then start a new round.



ENDING IT ALL

The game continues in rounds until either:

💧 One side has no Scumbags in play.

💧 One side sacks it off.

💧 A time waster's Done conditions are fulfilled.

The game then ends at the end of the next round. Check the time waster's "Win" conditions to see who isn't the loser. If you're playing a one off, that's it, it's over now. If you're not, my condolences, check the Ongoing Misery section to see what to do next.



ONGOING MISERY

If you play just one game you might think things aren't that bad. You'd be wrong. The proper Pukeapocalypse experience is one of chaining together a whole crap ton of unpleasantness into a campaign.

You can either grab a Milton Keynes Municipal record by copying it from page **XX** or just scribble everything on the back of a fag packet. Generate your Scumbags as usual for a one-off game. If this is your first time with Ongoing Misery, keep them all as the same type but for each campaign you play you may make one of your new band the same type as one of your previous bands. Record the details of your Scumbags.

During each game, you'll need to do a bit of record keeping as detailed in No Growing, No Learning below and after each game you'll visit the Milton Keynes Piss Market and No Growing, No Learning stages to progress your band and Scumbags. Also, at the end of each game you'll need to record the number of Bile Tokens in each of your scumbag's guts as their current bile level, dead Scumbags have a current bile level of 1.

SECOND COUSIN, ONCE REMOVED, ON THEIR

MOTHER'S SIDE

As will be seen, not only do scumbags die quite regularly, they do not progress their abilities until they die. Players may question the effort of converting and painting miniatures for Scumbags that will be lucky to last through a game session.

Scumbags do not actually learn anything, ever. When they die they are immediately replaced by some sort of inbred relation with a more advanced form of their mutation. If the miniature being used to represent the Scumbag has represented on it (painting, sculpting or kitbashing are all good options) any of the mutational growths or stuff they had when they died the newcomer will have those same growths and equipment. They're presumably family of the original Scumbag. A cousin or something. Otherwise, whatever they had going on is lost. Hobby makes you immortal.

Pukeapocalypse plays fast, really fast, and I strongly encourage you to play two or three games in a single session, linking them up with the Ongoing Misery rules. I'm not expecting you to break off in the middle of a fast and furious series of games to whip out the clippers and green stuff to mod up your minis. Rather, if within a multi-game session you have a Scumbag gain a growth or stuff you want to keep on them you absolutely swear, Scouts Honour Pip Pip (I suggest doing the salute and everything) that you will model them on before the next session, they can be considered modelled on for the length of the session. Should you swear Scouts Honour Pip Pip and not have modelled on the bits mentioned before the next session you lose all growths, PP, DP and Stuff on your Band, and have shamed your ancestors.

THE MILTON KEYNES PISS MARKET

So, there's no pure water anymore. The alkaline levels on the sea got enough to kill anything above the hadal zone and the acid rain ended up as actual acid so all the wild water was done for. We had a little while with the sealed recycling systems, until the companies that owned them realised how much money they could make, and how marginally more they could make by not repairing their pipes properly, then that was done for.

The only water left that was even slightly drinkable was that in our own sealed systems, so now, everyone drinks recycled piss. If you've got a decent machine and a couple of working kidneys it isn't too bad for maybe the first three or four cycles, after that, you're drinking more piss than water. And no-one has a decent machine, or two working kidneys.

Whenever someone's pissingtreacle, they go to one of the recycs to get back to something halfway acceptable and start the whole miserable process over again. You need raw materials to cycle though, and every time there's less and less actual liquid there, so everyone is always on the lookout for more piss. Bottles and buckets, in the new world, piss is about the closest thing you get to money.

The biggest recyc is the Milton Keynes Piss Market. No-one knows if it's really Milton Keynes, the sign out front doesn't look too official, being as its painted on an old billboard with faeces, and no-one knows what a Milton Keynes is anyway. Some people have tried to settle around it, some of them are even hallway useful for the week or two until the inevitable happens and they all die.

YOU PISS PINTS

Piss comes in a range of qualities and quantities, but for our purposes, it comes in piss pints (PP). These might be soda cans filled with precious “light straw”, or gallon tubs of dark and sinister viscous goo, it’s all the same.

At the end of each game, depending on the results, each player acquires some piss:

If they definitely lost, they get 1 PP.

If they lost, they get D6 PP.

If they didn’t lose, they get D6+1 PP.

Fill the points in on their band sheet, then everyone can go to the market of useless stuff.

USELESS STUFF

Turning up at a recycling centre to have your molasses bought back to a dark straw-coloured soup means meeting in something close to peace, at which point some people make attempts at trades for whatever useless crap they’ve picked up in return for other useless crap, or precious piss.

If this is the first visit to the market, roll a D66 five times to see what’s on sale.

Starting with the player with most PP and progressing in descending PP order, players take turns choosing something from what’s available that they want to buy. Once a player states what they want, other players, in descending PP order, may offer to pay the last offered value plus one to buy it instead. This carries on until no-one is willing to raise, then the last bid is taken for the stuff.

Once some Stuff is bought it must be assigned to a scumbag that will use it from then on, then roll a D66 and find its replacement. This goes on until a player doesn’t want to buy anything, at which point the market visit ends immediately for everyone. Yes, this means that the poorest player might not get a chance to shop. When will people learn not to be poor?

Write down what was available when the visit ends in your Milton Keynes Municipal record on the market spaces. Use something you can rub out.

D66	Stuff	PP
11-13	Buckety	1
14-16	They've got a shoota!	3
21-23	Nice Boots	4
24-26	Pushin' Cushi'n	1
31-33	Rope	2
34-36	Skid Lid	3
41-43	Splat Hammer	5
44-46	Vom trumpet	3
51-53	Puddles	1
54-56	Moon Boots	2
61-63	Crash Pads	2
64-66	Loudhailer	2

Buckety: *A bucket! Which means you can maintain bile levels by catching some in the bucket and then hopefully throwing it at someone. Please don't let it be by drinking it. You're drinking it aren't you?*

Whenever this Scumbag pukes, they can leave a single Bile Token in their Guts instead of picking it up.

They've got a shoota!: *Someone found a rusted shotgun that looks like it was sawed off using a tin opener and some shells in a cess pool and you think it's a good idea to fire it at someone? Moron.*

Twice per game this Scumbag can Test to fire the shotgun, draw a line from them to a target in 6", the line cannot go through anything, if they fail, the target dies, if they succeed, they die.

Nice Boots: *You found some decent boots, proper DMs with just a little dogshit on the heels. Someone'll probably shiv you for them, so, win-win.*

This Scumbag can re-roll a dice affecting them during a move.

Pushin' Cushi'n: *You found a load of padding, some cushions, a load of bubble wrap, something.*

This Scumbag treats all falling distances as halved.

Rope: *You found some rope. What? It's rope.*

This Scumbag treats all vertical surfaces as having ladders on them.

Skid Lid: *You found a nearly new crash helmet, one previous owner. At least he will be previous if you can scoop him out of it.*

This Scumbag treats obstacles of up to 3" height and width as Lumps rather than Walls instead of 2".

Splat Hammer: *If you catch a big ol' swollen rotter just right with a good swinging sledge you can pop em' everywhere.*

If this Scumbag ends its move in base contact with an enemy Scumbag with at least 7 Bile Tokens in their Guts the enemy must immediately roll one dice for each Bile Token in their Guts, if they roll three or more of a kind they die from a sudden unpleasant impact.

Vom trumpet: *A simple construction, the vom trumpet allows puke to be projected to a greater distance than gut muscles alone. Apart from when it gets gunked up and you drown in your own splash back.*

This Scumbag may Test to flick the first Bile Token they place each phase that is not in base contact with any Scumbags.

Puddles: *Vom puddles tend to eat into the dirt pretty quickly, unless you drink enough PVA glue to make them stick around. Here's a good supply of PVA.*

Before Bile Tokens are discarded at the end of the Bile Phase, you may select one Bile Token to remain in place.

Moon Boots: *Does having little trampolines in your shoes help? Really depends how far you fall.*

Whenever this Scumbag falls, they move half the distance they fell in the direction of their choice immediately after landing.

Crash Pads: *Bits of old sofa, phone books, really anything that can absorb an impact, nail it on and job's a good 'un. True, the nails are probably worse than what it's protecting you from, but that's loser talk.*

Whenever this Scumbag gains one or more Bile Tokens due to contacting a wall, they gain one fewer.

Loudhailer: *An old loudhailer, or failing that, a bin with the bottom kicked out can amplify the voice significantly. Which is a waste of time when no-one who has a choice listens to you.*

Whenever a Wandering Bastard would do something including the term "Directly Away" the closest Scumbag to them with a Loudhailer may test to choose the direction instead.

BUILT ON PISSY ROLLS

Whenever 5 or more PP are spent in a single visit, roll on the following table and add the result to the Milton Keynes Municipal Record as a development. Each can only be added only once.

Roll	Development
1	Market Growth
2	Seventeenth Hand Store
3	Pawnshop
4	Warehousing
5	Suppliers
6	Piss Bank

Market Growth: *Every time you visit there's a new scumbag trying to rip you off.*

Generate a new marketplace Stuff, this Stuff, and its replacements, cost 1PP more than the standard list price. Generate replacements as usual when this Stuff is bought.

Seventeenth Hand Store: *Everyone has had a go on this stuff. They almost called it the "your mum store".*

Generate a new marketplace Stuff, this Stuff costs half its listed price, rounding up, after using it once, remove it. Do not replace this Stuff if it is bought.

Pawnshop: *They'll buy any old garbage. Which is lucky considering that's everything we own.*

Before paying for Stuff, players may remove Stuff they already have in return for half its listed PP value, rounding up. If they do, add it as an option in the Seventeenth Hand Store if there is one.

Warehousing: *They stack this crap high.*

Whenever Stuff is sold in the marketplace rather than rolling to generate a replacement, the buyer can choose to have it replaced by one of the same.

Suppliers: *They stack this crap wide.*

Whenever Stuff is sold in the marketplace, when rolling for its replacement its buyer may re-roll the dice.

Piss Bank: *Buy low, sell high, negotiate hard. Sure, when it's for buckets of stale piss it's hard to feel like a shark, but still, it is what it is.*

The player with the least PP may re-roll when they generate PP.

NO GROWING, NO LEARNING

Scumbags are all too thick and ignorant to really learn anything, but their mutations come in more and less advanced forms. If they live and die in a sufficiently unpleasant way, then their replacement may be in a more interestingly advanced state of decay.

Each Scumbag type has a list of achievements, during a game if they perform the achievement's requirements then tick it off. After the game, if they survived and have more ticks than Dead Points (DP) they gain a DP. Either way, then erase all ticks. If a Scumbag didn't survive, check their miniature, and erase any stuff or growths not represented on it from their permanent record, then they may spend one more DP than the number of growths they currently have to roll on either the General Growths table or the table specific to their type. They may spend additional DP to re-roll. Once they choose or are forced to accept a result, record it on their permanent record and delete the spent DP. If they have enough DP they may then roll again.

This means that the most a Scumbag can have of the available twelve mutations is five, if one isn't working for you and you'd rather bin it off for another one, don't model it on, they'll die soon enough and then you can get something different.

GENERALGROWTHS

D6	Growth
1	Capacious guts
2	Out both ends
3	Right up in your face
4	Dead head
5	R'n'R
6	Actual growth

Capacious Guts: *Your guts are unusually deep and resilient.*

Once per game, if this Scumbag rolls three of a kind, they may re-roll one dice from the roll.

Out both ends: *Only the unimaginative spray from a single end. Actually, this might be a bad sign.*

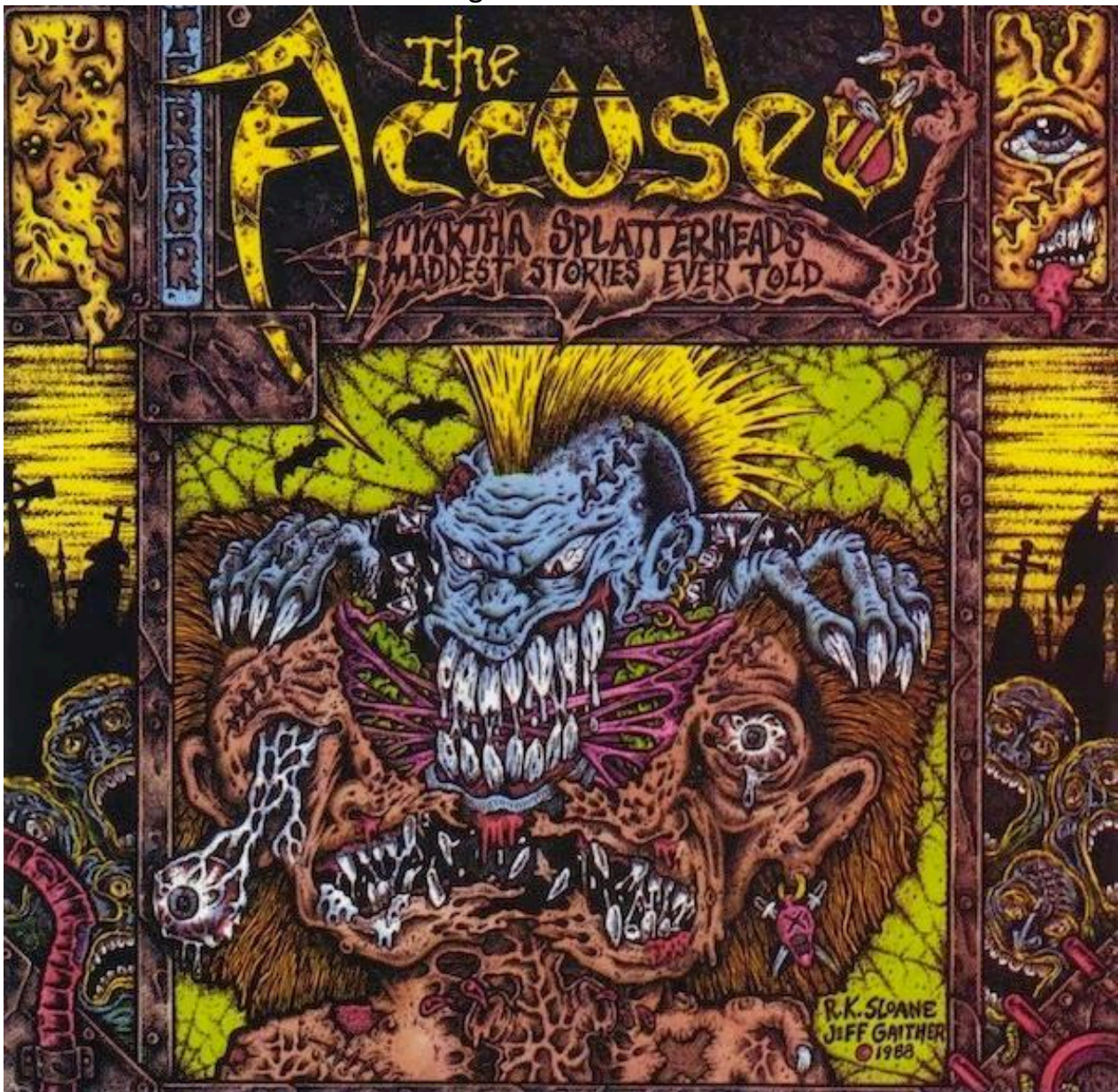
This Scumbag may treat Scumbags that are up their arse as being in their face when puking.

Right up in your face: *When you're in someone's face, you're really in their face.*

Double the number of additional Bile Tokens this Scumbag Dumps for being in someone's face.

Dead head: *You've been hit in the face by acidic vomit so many times that most of it has melted off, you really don't feel much anymore. On the upside, everything's a nice shade of yellow now, so silver linings.*

Other Scumbags never place additional Bile Tokens on this Scumbag due to being in their face.



R'n'R: *You have unusual rates of recovery. You regularly come both first and third in the traditional post scuffle game of soggy biscuit.*

This Scumbag may increase or decrease its bile level by 1 at the start of each game.

Actual growth: *Shit, you actually grew a few inches. That's weird.*

This Scumbag has a Move of 5.

FERALITY

As a Grrrl's mutation grows they increasingly lose contact with their humanity, ultimately becoming a mindless bestial killer.

#	What Did You Do?
1	End a move in base contact with two or more opponents
2	Have double the Bile Tokens in Guts as those of an opponent in base contact
3	Contact three or more opponents in a single move phase
4	End every move of the game in contact with an opponent
5	An opponent in base contact Bursts
6	Use Dominance Display on an opponent

D6	Growth
1	Mopping Up
2	Twin sticks
3	Meeting of minds
4	Clawed grasp
5	Going Deep
6	Total Dominance

Mopping Up: *One of the advantages to being a psychopathically aggressive semi bestial type in a world of free-flowing acidic vomit is that it turns everyone around you into a free and absorbent puke mop.*

This Grrrl may ignore any Bile Tokens in base contact with a Scumbag the Grrrl is in base contact with.

Twin sticks: *If they're gonna gang up on you, they really need to get the co-ordination down.*

If at the start of the Sack It phase two Scumbags in base contact with this Grrrl are not in base contact with each other, the Grrrl may move all the Bile Tokens from one of the Scumbag's Guts to the other's.

Meeting of minds: *Grab their ass, their mind will follow.*

If this Grrrl starts a move in contact with a Scumbag the Grrrl may move the Scumbag into contact with the Grrrl at the end of their move, the Scumbag makes no movement rolls and must be placed safely.

Clawed grasp: *A good way of knowing that you have a firm enough grip is when your fingernails come out with bone chips under them.*
Opponents in base contact with this Grrrl cannot move.

Going Deep: *Sometimes to effect change you must go elbow deep on someone. Metaphorically. Also, not metaphorically.*

Treat Dominance Display as reading “two Bile Tokens” instead of “a Bile Token”.

Dominant: *Everything’s more effective when you’re eight feet tall.*
Treat Dominance Display as reading “both” instead of “either” for this Grrrl.



REPRESENTING FERILITY

Most Grrrls start off human looking, the odd mono-brow or gnarly thatch, sure, but nothing too freaky. As they sink deeper into their own savagery though they grow and twist, displaying teeth grown to fangs, manes of hair and increased height.

When updating your Grrrls, if you can’t think of an appropriate way to represent a new growth, you could lengthen their hair or add additional fangs or tusks to underline their growing animal nature.

WAY OF THE VOM

For some the truth of the nihilistic end of all life has resulted in freedom from a life of rage against unfairness. All is fair now. Puke Monks know eventually they will be nothing but vom, and flow on into the sea of spew.

#	What Did You Do?
1	Have five or more Bile Tokens on
2	Have thirteen Bile Tokens in hand without having Burst
3	Chain to an opponent by a Chain at least 6" long
4	End every bile phase of the game with at least two Bile Tokens in Guts
5	An opponent Bursts while chained to you by a Bile Tokens only, no Scumbags
6	Use Your Vom-Fu is Weak on an opponent

D6	Growth
1	Backwash
2	One with all things
3	Puke powered pogo
4	The Zen of Spew
5	Chi-under
6	Pressure point puke

Backwash: *By the way of the vom, vom violence has a way of flowing back on the user, like little bits of flob in a shared bottle of piss.*

If when this Puke Monk chooses to let it go there are more Bile Tokens in its Guts than on it, pick up as many Bile Tokens as are on it from the supply before, and as well as, those in its Guts.

One with all things: *The vom flow connects all living things.*

If this Puke Monk places at least five Bile Tokens in their face without stacking they may Dump three Bile Tokens on any Bile Tokens they then place.

Puke powered pogo: *Puke monks often employ a hopping method of movement to dodge attacks, or just to avoid all the puddles of sick.*

The first time a Bile Token is placed on this Puke Monk in a phase it may move up to 1".

The Zen of Spew: *There is no right or wrong to the spew, there is simply spew.*

At the start of the Sack It phase, this Puke Monk gains a Bile Token.

Chi-under: *Puke Monks practise the ancient Welsh art of Llap-goch, by which they can generate vom by sheer chi pressure.*

At the start of the Bile Phase this Puke Monk may gain D6 Bile Tokens, decide before rolling.

Pressure point puke: *By manipulating pressure points, a puke monk can cause their internal vom levels to rise to extreme levels.*

After picking up the Bile Tokens from this Puke Monk's Guts during a puke you may have them gain as many Bile Tokens as are in your hand in return for doubling the Bile Tokens in your hand.

REPRESENTING THE WAY OF THE VOM

Puke Monk novices begin their service in robes of pristine white. Okay, well, not pristine, but recognisably white adjacent. Over time as they encounter more and more vom their robes will deepen in colour, from a pale yellow, to a rich saffron and finally a deep mahogany brown. As their robes acquire stains so their minds acquire wisdom.

When updating your Puke Monks, if you can't think of an appropriate way to represent a new growth, you could deepen the stains on their robes to show their growing maturity in the way.



JUDGEMENTS OF THE CYSTERHOOD

The Queer Cysterhood takes former authority figures, those who have held in all that would make them free and strange. The Cysters break down their walls to let their freak flags fly.

#	What Did You Do?
1	Place a Bile Token on the third Scumbag in a single bile phase
2	Be in the face of all enemies
3	Place a Bile Token on all enemies
4	Place Bile Tokens on at least two Scumbags each round
5	Place at least four Bile Tokens from the supply on a Scumbag
6	Shove two or more Scumbags in a single bile phase

D6	Growth
1	Bona to vada
2	Alamo
3	Omies and palones
4	Orderly daughters
5	Get down on your lallies
6	Tootsie traders

Bona to vada: *Remember, a stranger is just a friend you haven't met. A psychopathic killer driven into a murderous rage by the end of the world you haven't met is a blessing.*

When the Queer Cyster places a Bile Token on a Scumbag, Dump one Bile Token on the Bile Token for each other Scumbag the Queer Cyster has placed Bile Tokens on this phase so far.

Alamo: *If they're nice, it's good to be attached. And if they're nasty, even better.*

If this Queer Cyster is ever chained to at least five Scumbags, place two Bile Tokens in the Guts of all Scumbags chained to this Queer Cyster.

Omies and palones: *The only thing worse than being looked at is not being looked at. Which can be solved by getting your bottom out.*

If at the end of a move this Queer Cyster is in three or more Scumbag's faces, each Scumbag whose face they are in gains a Bile Token.

Orderly daughters: *There are advantages to all those cuffs and chains.*

If this Queer Cyster places a Bile Token on a second Scumbag during a phase the Queer Cyster cannot be shoved for the rest of this phase.

Get down on your lallies: *When the flow is fast and high it can carry all with it.*

If this Queer Cyster successfully shoves a Scumbag, the Queer Cyster may shove all other Scumbags the Queer Cyster is chained to once each using Bile Tokens from the supply.

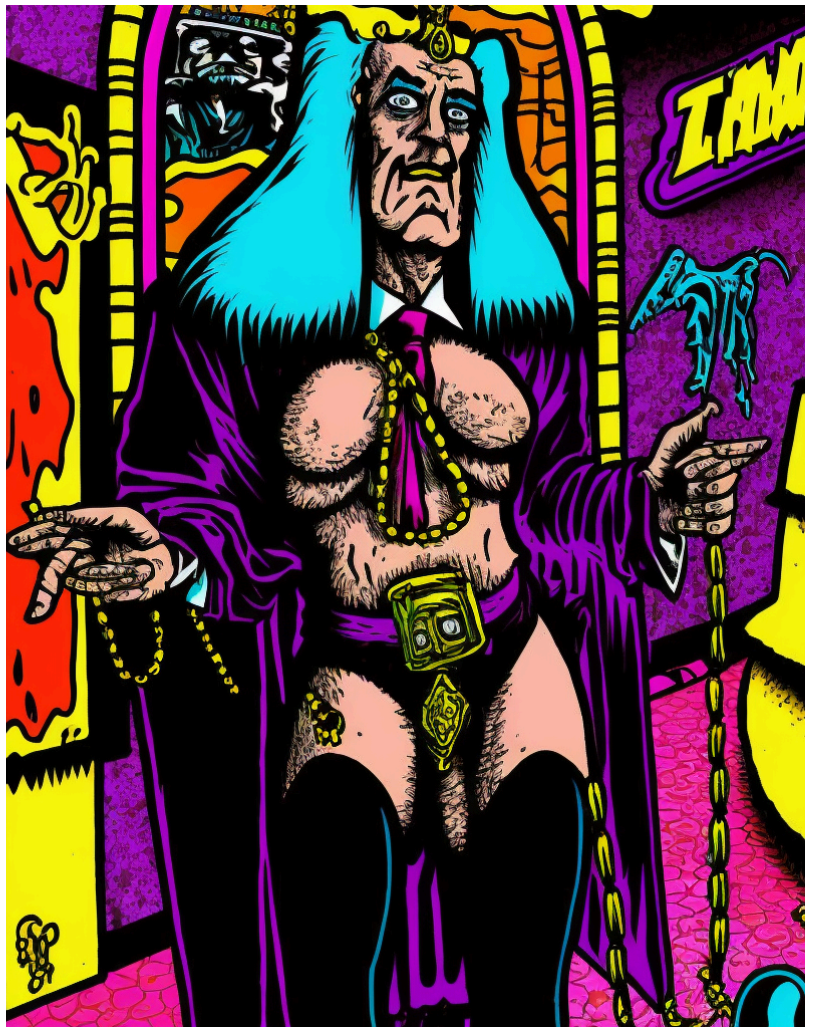
Tootsie traders: *It's good to have a lot to give, when they're there to take it.*

If the Queer Cyster places a Bile Token on a Scumbag who has placed no Bile Tokens this phase, Dump an additional Bile Token on it.

REPRESENTING THE CYSTERHOOD

Those who are brought into the Cysterhood will often be still wearing their previous uniforms or robes of office. Over time as their walls break down, they will tend to show this in their appearance, living their best life, one of studs, chains and piercings.

Your Cysterhood miniatures can often be some of the simplest conversions, most collections contain a few uniformed authority figures who would represent fresh Cysterhood neophytes. As their minds are expanded this can be seen by adding chains and removing uniforms.



BOVVER

For a group of people missing most of their body covering, the skinless skins are pretty aggro. To be honest, for a rutting rhino they're pretty aggro.

#	What Did You Do?
1	Shove the same Scumbag three times in a single bile phase
2	Shove three different Scumbags in a single bile phase
3	Shove a Scumbag off an elevated position
4	Shove a Scumbag during every activation
5	Shove a Scumbag into touching a wall
6	Shove a Scumbag into a position that reduces the Bile Tokens on them

D6	Growth
1	Oi!
2	The Firm
3	You're not singing
4	One Nil
5	Bushwhack
6	Boot boys

Oi!: *Short and sharp, like a Glasgow kiss, a good Oi works wonders.*

When this Skinless Skin activates during the bile phase, they may pivot the closest enemy so the Skinless Skin is in the enemy's face.

The Firm: *When shoving, always remember to follow through. Not the pooping kind.*

This Skinless Skin automatically succeeds in their first Test to shove a Scumbag each phase.

You're not singing: *The subtle psychological warfare of the taunt can be as effective as any direct attack. As can calling their mum a slag.*

If an opponent shoved by this Skinless Skin contacts an elevated edge or table edge, reduce any roll the opponent makes to avoid being shoved off by 1.

One Nil: *If at first you don't succeed, boot them in the happy sacks.*

This Skinless Skin may re-roll a single shove Test each bile phase.

Bushwhack: *There are few insults better added to injury than the elevated gob onto a recumbent opponent.*

If this Skinless Skin shoves a Scumbag off an elevated position, the token that shoved them off may be placed on them.

Boot boys: *A well planted DM is the first and greatest weapon, deep in the knees, the power comes from the hips.*

Replace “that were under” in Bully Boy with “on”.

REPRESENTING BOVVER

Once you sign up to one of the old firms it's for life, and these days, considerably longer. They seem able to fight on despite missing skin, body parts and even limbs.

Skinless Skins often begin with most of their skin attached, over time they will tend to lose more and more epidermis, fingers, hands, arms and even legs. So, as they increase in power, kitbashing is a matter of just chopping something or another off.



OPTICS

The Edgers consider the brutal violence of the apocalypse a source of great amusement. They advocate, often vocally and at length, for what they arcanelly refer to as the more skilled meta of ranged attacks, berating those who assault them with sticks and bludgeons as spamming noobs, screaming with their last breath at them to “git gud”.

#	What Did You Do?
1	Place a Bile Token during a puke such that all lines between the puking Straight Edger and the token go through walls
2	Flick a Bile Token that ends in contact with a Scumbag
3	Flick a Bile Token that bounces off something
4	Flick a Bile Token that travels at least 6”
5	Flick a Bile Token from an elevated location
6	Flick a Bile Token every round

D6	Growth
1	Aggro
2	Rekt
3	FTW
4	Pwned
5	K/D
6	Git gud

Aggro: *One’s first thought when struck by a balloon full of vomit is, strangely, how did they get so many chunky bits in?*

If a Bile Token this Straight Edger flicked contacts a Scumbag, the Scumbag gains a Bile Token.

Rekt: *The only thing worse than being hit by a vom ball is being hit by one that has rolled through several different people’s puke.*

If a Bile Token this Straight Edger flicked contacts a Bile Token, they may return any contacted Bile Tokens not on them to the supply.

FTW: *When the vom bombs really start flying, it can be hard to tell where you are. Or occasionally, who.*

This Straight Edger may Test to flick any Bile Token they place during a puke, once each.

Pwned: *Honestly, you must admire the distance they get on some of those shots.*

This Straight Edger may Test to flick a single Bile Token they place during a puke as many times as they wish, Testing for each flick, until they fail.

K/D: It takes a bit of practice, but Learning to generate spew waves in existing flow is a pro move.

When this Straight Edger activates in the bile phase, they may flick a single Bile Token chained to them.

Git gud: There is no higher good than to git gud.

Replace “the first” in n00b with “a single” for this Straight Edger.

REPRESENTING OPTICS

Edgers are obsessed with advancing their ranged skills by any means necessary, so they will regularly attempt to augment their abilities with goggles and optical advantages. Not a one of them knows anything about the science of optics and most of their inventions are as likely to blind them as enhance their vision.

As Edgers grind their skills their optics will become increasingly complex, usually comically so. You could therefore represent many of their growths with increasingly excessive goggles and eyepieces.



PSYCHOMETRICS

The Psychobillies have incredible psychic powers to control the vom itself. With their hideously swollen noggins they can cause it to leap and dance to their every whim. Either that or they're suffering from a mutation that both swells their heads and causes massive hallucinations. And truthfully, isn't that what psychic really means?

#	What Did You Do?
1	Create a loop around two or more scumbags
2	Move an opponent off an elevated piece of terrain
3	Create two or more loops around scumbags
4	Create a loop around at least five bile tokens
5	Create at least three loops around things
6	Create a loop around at least one scumbag each round

D6	Growth
1	Bilekenisis
2	Vomromancy
3	Remote regurgitation
4	Telebarfy
5	Extra Spewery Perception
6	Gagonics

Bilekenisis: *On the upside, your psychic powers have increased to unnatural levels, on the downside you now need to cart your bonce around in a wheelbarrow.*

If this Psychobilly places a Bile Token that completes a loop around a single Scumbag, they may immediately move that scumbag up to 4".

Vomromancy: *Seeing the future is useful. Being able to convince idiots into thinking you can see the future is priceless.*

This Psychobilly may re-roll one dice each round affecting them directly.

Remote regurgitation: *By astral projection a Billy can return puke to its place of origin. It's as unpleasant as it sounds.*

If this Psychobilly places a Bile Token that completes a loop around any number of Bile Tokens, they may Test to discard them all.

Telebarfy: *The power to psychically control gallons of puke probably doesn't sound very impressive or glamorous. For a very good reason.*

If this Psychobilly places a Bile Token that completes a loop around at least one Bile Token, they may flick a single Bile Token they formed the loop around.

Extra Spewery Perception: *It is an awesome power to sense the presence of other living things. This is not a good use of it.*

When this Psychobilly is named during the bile phase they may Test, if successful the opponent names a new Scumbag instead.

Gagonics: *It's existentially icky to be transported by your essence passing through a river of other people's puke.*

If this Psychobilly places a Bile Token that completes a loop around a single Scumbag, they may Test to swap the Scumbag with another Scumbag within a loop.

REPRESENTING PSYCHOMETRICS

Psychobillies believe the swelling growth of their increasingly oversized noggins represent an increase in what they consider to be their psychic powers, and will not only encourage any swelling, but show it off with pride and confidence.

Psychobillies begin with relatively normal bonces, over time they will swell and grow, which can be modelled relatively easily with layers of typically available modelling clays.



RANCID ENVIRONMENTS

Rancid environments add rules that create a special setting for your ruck. Select as many as you want then follow the set-up requirements before beginning play and the added rules during.

Mostly Rotten: *Nah, that fence's totally rotten, bet I can run through it, watch.*

Set-up: None.

Added rules: Scumbags can trace a line through a wall when they move. If they do, roll a dice, on a 2-6, treat it as a lump. On a 1, they Burst.

Thumb pricks: *There's something not right going on here. That's true everywhere now, but this one is a creepy kind of not right.*

Set-up: None.

Added rules: Scumbags must Test if they end a move not in the face of a friendly Scumbag or with a friendly Scumbag in their face, if they fail, they must move 4" directly towards the nearest friendly Scumbag:

Flapping meat: *No-one know how the meat trees came about, but sure enough here they are, sweaty beef curtains hanging like weeping willows and mighty oaks twitching wetly.*

Set-up: Place at least three plants, trees, or wooded areas. Agree which things should be "planty".

Added rules: Whenever a Scumbag moves through anything "planty", roll here instead of the Stuff table.

Roll	Result	TL:DR
1	Woolly underfoot: Roll as if you crossed a Lump.	Lump
2	Fishy bog: Treat your next move as crossing this.	Repeat
3	Slapping curtains: You may not name a Scumbag who is in your face during the next bile phase.	No in face
4	Wet meat: Gain a Bile Token.	+1 BT
5	Alluring musks: Move directly towards the planty thing 2".	2" towards
6	Sucking gulf: Remove 2 Bile Tokens.	-2 BT

Unfeasibly large pink boulders: *A set of huge, slightly hairy, pink boulders. They're soft, but they're still heavy enough to hurt when they get swinging.*

Set-up: Place at least three boulders or rocky areas. They don't need to be pink. Agree what things are boulders.

Added rules: If a Scumbag ends in base contact with a pink boulder, they may Test to make the boulder move 4" directly away from the Scumbag, +1" for each point they go OTT. Any Scumbag that a moving boulder touches immediately moves 4" directly away from it.

Beer Scooter: *Sometimes it feels like the first thing destroyed in the apocalypse was road signs.*

Set-up: During set-up, roll a D6 for each Scumbag, on a 4+ your opponent chooses their set-up position.

Added rules: None.

Unboot: *I'm fine, I'm fine, I'm fine.
I'm not fine.*

Set-up: After set-up, roll a D6 for each Scumbag, if the result is more than the number of Puke Tokens in the Scumbag's Guts, they gain as many Puke Tokens as the result of the roll.

Added rules: None.

WANDERING BASTARDS

Wandering bastards are creatures that the game controls. They activate in the movement phase after all Scumbags, they never place bile in their Guts and never **strain**. When moving they never roll for crossing things, climbing or crossing nothing. Place them as close as possible to the middle of the playing surface during set-up, unless specified otherwise.

Each bastard will have a set of movement conditions. If there is ever a split decision (such as when two Scumbags are equidistant) when moving a bastard, assign options randomly and roll for it, the direction they're facing never matters.

VENDIGO

It turns out that curds and whey form a protective barrier around your brain that keeps out the worst of a radioactive apocalypse. Sadly, this means that all vegans were turned into ravening, murderous, cannibalistic beasts, known as Vendigos. Happily, the effect is entirely reversed by the ingestion of any suitable curd eater.

Move: 6"

Movement conditions:

💧 Always end base to base with the nearest Scumbag.

- If they cannot, end as close as possible to as many Scumbags as possible.

Special rules: When the Vendigo ends in base contact with a Scumbag, they will attempt to eat them, the Scumbag must Test to avoid having their head bitten off, if they fail the Vendigo eats their head with a happy, lip smacking, crunchy noise. The scumbag is removed, and is dead. Handily, the Vendigo is now no longer cursed with veganism and should be immediately replaced by a Lone Scumbag. If the scumbag succeeds, the Vendigo only catches them a glancing blow, flinging them through the air, move them 6" directly away from the Vendigo.

PACK OF ROTTERS

It's a sad state of affairs when a scumbag hits the bile death bloat. Wobbling and gurgling, they're terribly fragile, the slightest nudge will often set them off. Abhorred by all right-thinking psychopaths they tend to congregate in their own bands.

Move: 3"

Movement conditions:

- 💧 Always move as far away from other Rotters as possible.
- 💧 Always end as close as possible to as many Scumbags as possible.

Special rules: During set-up place D6 Rotters as close to the middle of the play area as possible. Rotters always count as having 13 bile tokens on them. They will puke during the first bile phase that at least four Scumbags, or all remaining Scumbags, are within 6" of them, when they puke place their bile tokens on Scumbags within 6", spread as evenly as possible.

VOM GROVE

Any plants that seem to be doing well since the end of the world should be viewed with utmost suspicion. Vom Groves always seem to be doing superbly.

Move: 0"

Special rules: Rather than placing one in the middle of the table, give each player one Vom Grove. Players take turns placing them wherever they want not closer than 4" to another Vom Grove. Instead of moving, each Vom Grove places a Bile Token on each Scumbag within 6".

RAD FLIES

Each rad fly is around the size of a plum. You'd think that would make their swarms less numerous than normal flies, you'd be horribly, horribly wrong.

Move: 8"

Movement conditions:

- 💧 Always end base to base with the nearest Scumbag who the Rad Flies have not contacted this round.

- If they cannot, end as close as possible to as many Scumbags as possible.

Special rules: Rad flies ignore walls when moving. If the rad flies move less than 8" before entering base to base contact with a Scumbag the Scumbag gains a Bile Token, then the Rad Flies continue to move any remaining distance, until they have moved at least 8".

LONE SCUMBAG

Walking the rad lands alone is a death sentence, its only attempted by the insane, the suicidal, or the so congenitally incompetent that people don't even want to keep you around as a meat shield.

Move: 4"

Movement conditions:

- 💧 Always move as much as possible.
- 💧 Always move away from the closest Scumbag as directly as possible.

Special rules: At the end of the game, the Lone Scumbag joins whichever band has a Scumbag closest to them. Generate their bile level as normal, they never have a type, cannot carry stuff and are lost when they die. You may have as many on your team as you like.

POLLUTED BOAR

Most creatures are hideously changed by the permeating radiation of the apocalypse, for some reason Boars just get bigger and angrier.

Move: 6"

Movement conditions:

- 💧 Always end base to base with the furthest away Scumbag that they can.
 - If they cannot, end as close as possible to as many Scumbags as possible.

Special rules: If the Polluted Bore ends a move in base contact with a scumbag it Tests, adding 1 to the roll for each inch it move this round, to move them directly away from it 1", plus 1" for each point it goes OTT.

TIME WASTERS

THIS'LL DO

You've just managed to find a doss that you're pretty sure will mean the rad rats won't eat your feet when you pass out and some other bunch of tosspots want it. Time to gob in their faces and boot them in the nuts.

Place

Make sure there's an area in the middle of the table at least 12" square that looks like it might be enclosed enough to be a not totally shit shelter, make sure it has at least one structure with at least one floor, the 12" area is the Doss. Make everywhere else look like a real shithole.

Time

Take turns putting Scumbags wherever you like on the table, but not in the Doss or within 3" of an enemy.

Doing

Try to be the only ones in the Doss. A side with one or more Scumbags in or on the structure counts as having one extra Scumbag in the Doss.

Done

This ends if one side has no Scumbags in the Doss at the end of a round, or one side has double the Scumbags in the Doss of all others.

"Win"

Whoever has no one in the Doss when the game ends definitely loses.

Whoever has the least Scumbags in the Doss also loses.

THE FOUNTAIN OF ETERNAL PISS

A hidden piss spring is fountaining sweet flowing yellow piss! Faintly asparagus smelling yellow gold.

Place

Make things look like a proper shithole. Place a Piss Fountain Marker in the centre of the table.

Time

Take turns putting Scumbags wherever you like on the table. No Scumbag can be within 3" of an enemy or 5" of the Piss Fountain Marker.

Doing

At the start of each round place D6 Piss Tokens (use whatever you've got as Bile Tokens face down) as close as possible to the Piss Fountain Marker without overlapping the marker or any other tokens.

At the end of each round Scumbags in base contact with one or more Piss Tokens place a single Piss Token in their Guts, then remove all Piss Tokens in base contact with Scumbags. If a Scumbag is removed their piss goes with them.

Done

This has no additional end conditions.

"Win"

Whoever has the fewest Piss Tokens in the Guts of living Scumbags definitely loses. Whoever doesn't have the most Piss Tokens in the Guts of living Scumbags also loses. If playing Ongoing Misery Bands gain 1PP for each Piss Token in the Guts of their living Scumbags at the end of the game.

WINE!

It looks like there's some good gooch in one of those trash piles. If not, nothing wrong with rat meat. If others refuse to respect your call of shotgun, rip them a new asshole.

Place

Give each player two Trash Pile markers, they take turns placing them, no Trash Pile marker may be within 8" of another. Make everywhere look like a real shithole.

Time

Take turns putting Scumbags wherever you like on the table. No Scumbag can be within 3" of an enemy or 5" of a Trash Pile marker.

Doing

If at the end of a round a Scumbag from one side is within 1" of a Trash Pile marker and there are no enemies within 1" of it, that side claims it.

Done

This ends if there are no Trash Pile markers at the end of a round.

"Win"

Whoever has no trash piles when the game ends definitely loses.
Whoever has the least trash piles also loses.

KING OF THE HILL

Let's take the high ground. That way we can gob on 'em.

Place

Make sure that there are at least two surfaces at least two levels above the ground that are accessible agree everything that will count as higher ground. Make everywhere else look like a real shithole.

Time

Take turns putting Scumbags wherever you like on the ground level of the table. No Scumbag can be within 3" of an enemy.

Doing

Try to be the only one on the higher ground.

Done

This ends if one side both has at least half their remaining Scumbags on higher ground and double the Scumbags on higher ground of all others at the end of a round.

"Win"

Whoever has no one on the higher ground when the game ends definitely loses. Whoever has the fewest Scumbags on higher ground also loses.

HUNT THE PICKLE

Everyone loves to play hunt the pickle, hide the pickle, sink the pickle and, of course rub the pickle all over your moist naked body. This isn't that. It's less proverbial.

Place

Take six pickle markers, share them equally among players, they take turns placing them, no pickle marker may be within 8" of another. Make everywhere look like a real shithole.

Time

Take turns putting Scumbags wherever you like on the table. No Scumbag can be within 3" of an enemy or 5" of a pickle marker.

Doing

If at the end of a round a Scumbag is within 1" of a pickle marker and there are no enemies within 1" of it, they claim it. When a Scumbag claims a pickle marker their controlling player rolls a D6 adding one for each pickle marker that has already been claimed, if the result is 6 or more, this is the pickle, place the pickle marker in the claiming Scumbag's Guts then discard all the others. If the roll is 5 or less, pop the pickle marker on your band sheet for now. If the Scumbag that claimed the pickle marker dies or sacks it off, place the pickle marker in their place, any Scumbag that touches it may claim it. If a Scumbag carrying the pickle touches the edge of the play area, they have escaped with it.

Done

This ends if a scumbag escapes with the pickle marker.

"Win"

Whoever didn't claim any pickle markers definitely loses. Whoever didn't escape with the pickle marker when the game ends also loses.

VOM COLLECTORS

The vom collectors are in town and they pay a pretty penny for having their puke buckets filled, for some reason.

Place

Give each player two bucket markers, they take turns placing them, no bucket marker may be within 6" of another. Make everywhere look like a real shithole.

Time

Take turns putting Scumbags wherever you like on the table. No Scumbag can be within 3" of an enemy or 5" of a bucket marker.

Doing

Whenever a Bile Token contacts a Bucket Marker increase its fill level by one (place a dice on it to track it's fill level). A Bucket Marker with a fill level of 6 is full. When a Scumbag in contact with a full Bucket Marker moves, place the marker in base contact with them at the end of the move, wherever their controlling player wishes. If a Bucket Marker contacts a table edge each Scumbag touching it scores 1 point, then the Bucket Marker is removed.

Done

This ends if there are no buckets left, or one player has more points than there are buckets remaining.

"Win"

Whoever has no points definitely loses. Whoever doesn't have the most points also loses.

THE POINTLESS CRUSADE

Legend tells of a man who has access to actual water. It's just a legend, but if it were to be true, it would make its holders kings. Or at least save them from drinking their own recycled piss.

If the players wish they may end their ongoing story by going on the pointless crusade. It is a tough challenge and should only be attempted by gangs with some advancements. Whatever happens, gangs that go on the pointless crusade never come back, so be sure when you start that you want an end. Win or lose, gangs that play "The F.U.B." are done with. Or you can just ignore all of that and do it anyway, really, it's up to you.

The crusade is a one-way trip into the wastes, once started, there's no going back to what passes for civilisation. No more growth rolls or visits to Milton Keynes can be made once the crusade is begun. During the crusade, everyone is on the same side, other player's Scumbags do not count as enemies.

SWIFFING GAS

To take the water, first you must find it. Word is there's a map, torn into four pieces. Not to make it harder to get, just clumsiness. You can't read maps, and why would there be one? Still, passes time.

Place

Take four map tokens, place them to form a 6" square centred on the middle of the table. Get twice as many mooks as there are Scumbags in total, place them equally split touching the four map tokens. Make everywhere look like a real shithole.

Time

Take turns putting Scumbags wherever you like on the table. No Scumbag can be within 3" of a mook or a map token.

Doing

If a Scumbag ends a move within 1" of a map token and not within 1" of a mook they may pick up the map token, place it in their Guts. If a Scumbag carrying a map token touches a table edge, they are removed from play and the map token is carried off the table. If a scumbag carrying a map token dies, the map token is placed in base contact with them before they are removed.

Mooks:

Move: 5"

Movement conditions:

- 💧 If this Mook is the only Mook touching a map token, stay still.
- 💧 If a Map token has no Mooks touching it, move towards it.
- 💧 If at least two Mooks (including this one) are touching the nearest Map token, end base to base with the nearest Scumbag.
 - If they cannot, end as close as possible to as many Scumbags as possible.

Special rules: Mooks may have Bile Tokens placed on them and count as enemy Scumbags for naming. If one has at least seven Bile Tokens on them at the end of the bile phase the Mook is removed. If a Mook ends a move in base contact with a Scumbag, the Scumbag gains two Bile Tokens. In the bile phase a Mook activates after each Scumbag, starting with the Mook with the most Bile Tokens on them. They will

shove the closest Scumbag directly away from the closest map token using any Bile Tokens on them, they will not strain. During the sack it phase place three Bile Tokens on any Mooks with no Bile Tokens on them.

Done

This ends if all map tokens are carried off the table or no Scumbags remain.

“Win”

If all the map tokens are carried off the table, the players don't lose. If they don't lose, they play Hiding In next.

HIDING IN

You know where it is, now you just need to get there.

Place

Place at least two at least 3" tall walls running parallel from one table edge to another (the wall may include buildings and other structures so long as it is sheer and continual).

Time

Take turns putting Scumbags touching a table edge on one side of one of the walls, the entry edge. The opposite edge is the exit edge.

Doing

If a Scumbag touches the exit edge, they are removed, and have escaped.

After the first round has ended, place half as many Snatchas as there are Scumbags touching the entry edge, spaced evenly along it.

Snatcha:

Move: 5"

Movement conditions:

💧 Always end base to base with the nearest Scumbag.

- If they cannot, end as close as possible to as many Scumbags as possible.

Special rules: Snatchas ignore walls, if they end a move in base contact with a Scumbag they will move with them 3" towards the entry table edge, during which the Scumbag will ignore walls also, then the Snatcha will move an additional 2" towards the entry edge alone.

Done

This ends if more than half the scumbags have escaped or no Scumbags remain.

"Win"

If more than half the scumbags escape, the players don't lose. If they don't lose, they play The F.U.B. next.

THE F.U.B

Only one thing left to do. Kill this F.U.B.

Place

Place a fat ugly bastard type in the middle of the table, this is the F.U.B.

Time

Take turns putting scumbags wherever you like on the table. No scumbag can be within 5" of any other mini.

Doing

The F.U.B.:

Move: 4"

Movement conditions:

💧 Always end base to base with the nearest Scumbag.

- If they cannot, end as close as possible to as few Scumbags as possible, but at least one.

Special rules: Bile tokens can be placed on the F.U.B. as usual, designate an area for his Guts, treat him as an enemy Scumbag during the bile phase. At the end of the bile phase, if he has four or more Bile Tokens he will roll for the Bile Tokens in his Guts just like a Scumbag, he only Bursts if he rolls four of a kind, not three. Then depending on how many Bile Tokens he has in his Guts he will:

0-3 - Yum yum: Nothing happens, leave the tokens in his Guts.

4-7 - Haaawk: Push the closest Scumbag to the F.U.B. directly away from him 7", leave the tokens in his Guts.

8-12 - Hooowarg: Push all scumbags within 6" of the F.U.B. 10" directly away from him. If any of them are stopped by a wall, share the Bile Tokens in the F.U.B's Guts among any that were stopped. If no Scumbags were stopped, leave the tokens in his Guts.

13 - Kill shot: Place all the F.U.B's Bile Tokens in the Guts of the Scumbag with the least Bile Tokens within 6" of him.

14-18 - No cigar: Share the F.U.B's Bile Tokens equally across the Guts of all Scumbags within 6" of him, then double the Bile Tokens in the guts of all Scumbags within 6" of him.

19 - He Bursts.

@Glenn Ford, 2023

Done

This ends if the F.U.B. is dead.

“Win”

If the F.U.B. is dead, the players don't lose. If they don't lose,
they won.

MILTON KEYNES MUNICIPAL RECORD

BAND SHEET

Band Name:

PP: