

# THE SMOG RIDERS

*Dimensions  
of Madness*



**NOVEMBER 2017  
OUT NOW**

SCALE  
GAMES





# BASIC PRINCIPLES



The Smog Riders - Dimensions of Madness is a game for two to four players, in which each player controls a group of unique characters competing against each other for the control of steam technology and the occult secrets of the Stygian Dimension.

During the game, each player's characters are pitted against the characters of each of the other players and against the dangers lurking in the dark and mysterious Stygian Dimension. Successfully completing each mission, finding powerful artifacts, and eliminating rivals will earn each player points to gain victory over the others. During play, the characters will have to stay in a state of readiness, adapt, and use the changing environ-

ment to overcome their enemies. Only those who put the environment to proper use will become real Smog Riders!

The first step in starting a game is to make up the teams. Up to 4 different teams can be formed. Each game always has two sides, the attackers and the defender. The attackers will always be members of the same faction or side (either the Commonsteam Alliance or the Abyssal Empire), and the defender will be the other side. For two players, one player will be the attacker and the other the defender, but for 3 or 4 players, one player will be the defender and the rest will be the attackers.



Each team of attackers always consists of 3 characters, but all the characters on his side will be available to the defender throughout play.

Each of the characters in The Smog Riders - Dimensions of Madness is unique, with its own different attributes and special abilities. Players should take this into consideration when choosing their characters.

Character cards have two profiles depending on whether the character is played as an Attacker or a Defender. The Smog Riders - Dimensions of Madness is played on a game board consisting of various tiles arranged together according to the scenario map. These tiles represent the factories of each of the sides and also

the dark corridors of the Stygian Dimension. Each tile is divided into various equal squares. A square may be occupied by only one character.

The scenarios represent different missions that will have to be performed by the Smog Riders in their struggle to master the power of steam. Each scenario description contains several sections on setting up the game board.

You can play all missions choosing the board that represents Commonsteam headquarters or the Abyssal Empire's Lair, depending on who will be playing the attacking side and who the defending side.

## THE SMOG RIDERS: MORE THAN A GAME, IT'S A UNIVERSE



The Smog Riders is not just a board game with figures like the hundreds there are in the market.

The Smog Riders is a universe, it is a story, it is a continuity, it is a philosophy.

We pretend that any user who gets a game for the first time becomes an authentic Smog Rider.

The gamer, once turned into a Smog Rider, will be able to walk through time, get expansions of its figures in individual packs in high quality resin, to assemble and paint.

Blisters of three figures to expand their factions. Accessories such as doors, turrets, gameboard elements, minions, etc.

Sets of specific paints for the game, individual paints, brushes, primers, tools, step-by-step paint books, etc.

All this to be able to customize their figures and apply more quality to the game.

Of course, not just the steampunk era is the only one that the Smog Rider will be able to enjoy, there are different expansions planned for different ages of history: Egyptians, WWII, Medieval, Romans, Troglodytes, etc.

Everything under the same game system and through the Stygian dimension, it will be easy to jump from one era to another changing scenarios, figures and missions.

The game's depth and the dimension of madness are infinite.

For all this, we believe that The Smog Riders - Dimensions of Madness is the definitive miniature board game to spend endless hours of fun and entertainment.

## DO NOT FORGET: BE A SMOG RIDER



# INITIAL DEPLOYMENT



Each attacking player chooses 3 characters for their team. Following this, each attacker takes 3 Luck tokens and the dice shown in the upper left-hand corner of each of their character cards. The defending player starts without defenders/minions unless the scenario says otherwise.

Deal 3 luck points to all attackers and their corresponding dice pool.



Shuffle the three types of decks and put them where everyone can reach them.



Group the tokens together by type, and put them where they can be reached by all players.

Start area



Start area





**MAGDA VON SHRAPNEL**

**MAIN ATTACK** 1 ⚡  
5+ 5+ 5+ 5+  
+1 ⚡ for each 5+

**SECONDARY SKILL** 1 ⚡  
9+ → to an enemy in the room  
1 ⚡ → All your enemies in the room

**SPECIAL SKILL**  
Immune to Poison



**FU CAT CHU**

**MAIN ATTACK** 1 ⚡  
7+      
1 ⚡ +1 ⚡ → +1 ⚡

**SECONDARY SKILL** 1 ⚡  
x x+1 x+2  
+1 ⚡ for each ⚡ spent

**SPECIAL SKILL**  
The Secondary Skill targets avoid 1 ⚡ per each ⚡ in their profile.

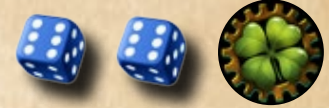


**CLAWFINGER JACK**

**MAIN ATTACK** 1 ⚡  
7+      
2 ⚡ → +1 ⚡

**SECONDARY SKILL** 1 ⚡  
8+ → +1 ⚡ to an enemy in the room  
1 ⚡ → All enemies in the room +1 ⚡

**SPECIAL SKILL**  
His dice are considered ⚡ in Stigia



Assemble the board as shown in the scenario, or make up your own arrangement.

Place the Stygian board next to the main board.

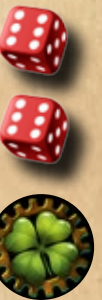


**VIKKA**

**MAIN ATTACK** 1 ⚡  
7+      
2 ⚡ → Stunning

**SECONDARY SKILL**  
 =  =   
Resolve a room

**SPECIAL SKILL**  
Win a ⚡ when in Stigia



**SCYLLA**

**MAIN ATTACK** 1 ⚡  
8+      
1 ⚡ +1 ⚡ → +1 ⚡

**SECONDARY SKILL**  
6+ → +1 ⚡  
1 ⚡ → All his team in the room +1 ⚡

**SPECIAL SKILL**  
Immune to Stygian Tide



**DURANE VAN DER SHARK**

**MAIN ATTACK** 1 ⚡  
7+      
2 ⚡ → Hits all characters in 3 adjacent consecutive squares

**SECONDARY SKILL**  
5+ → +1 ⚡

**SPECIAL SKILL**  
Can receive ⚡ from an adjacent teammate



Each player places their three figures in a start area, a different one for each player.



Start area



# GAME COMPONENTS



**RULEBOOK**



**24 DICE**



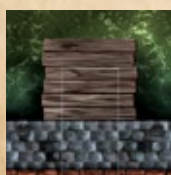
**18 HIGH QUALITY FIGURES  
(35mm)**



**100 CARDS**



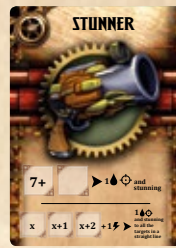
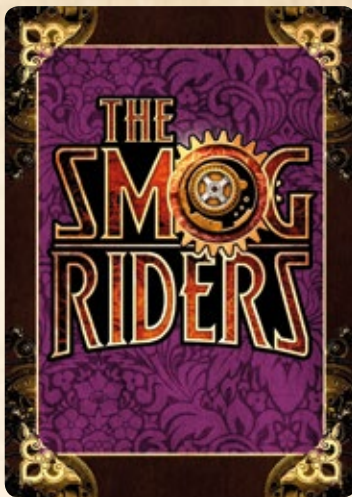
**18 DOUBLE-SIDED CHARACTER CARDS**



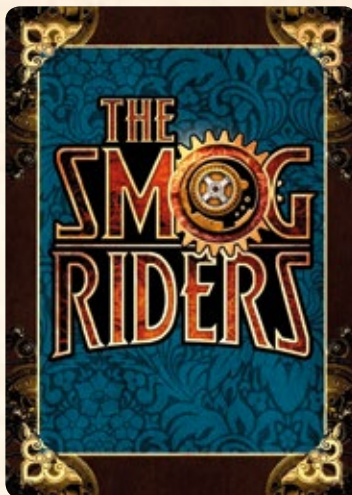
**12 DOUBLE-SIDED BOARDS**

**212 MARKERS**

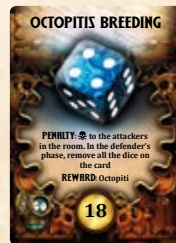
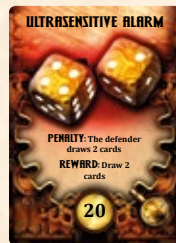
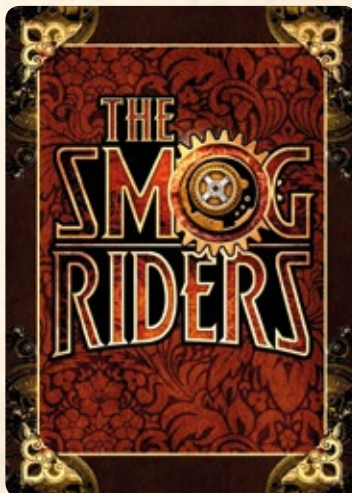




**MAGIC CARDS.** During play the characters will be able to get different types of weapons and paraphernalia that will enhance their abilities from the Magic card deck. Place the team card next to the card of the character you want to equip.



**DEFENSE CARDS** are played only by the defender and enhance the defenses of facilities and the strength of minions.



**ROOM CARDS** specify the anti-intruder defenses of facilities.

All the game dynamics will be adorned with markers and effects, wound points, stun points, madness points, luck points, steampower points, victory points, objects, poisons ... Even doors and defensive turrets that will make the achievement of your objectives more complicated and fun within each mission.

Spectacular miniatures of these characters totally ready to play and a fun and enjoyable game dynamics for all family members.

- 18 miniatures manufactured in injected plastic, highly detailed, second to none.
- Round 32mm plastic base.
- Ready to paint, improve your game with all the complements and paints.



# COMMONSTEAM ALLIANCE





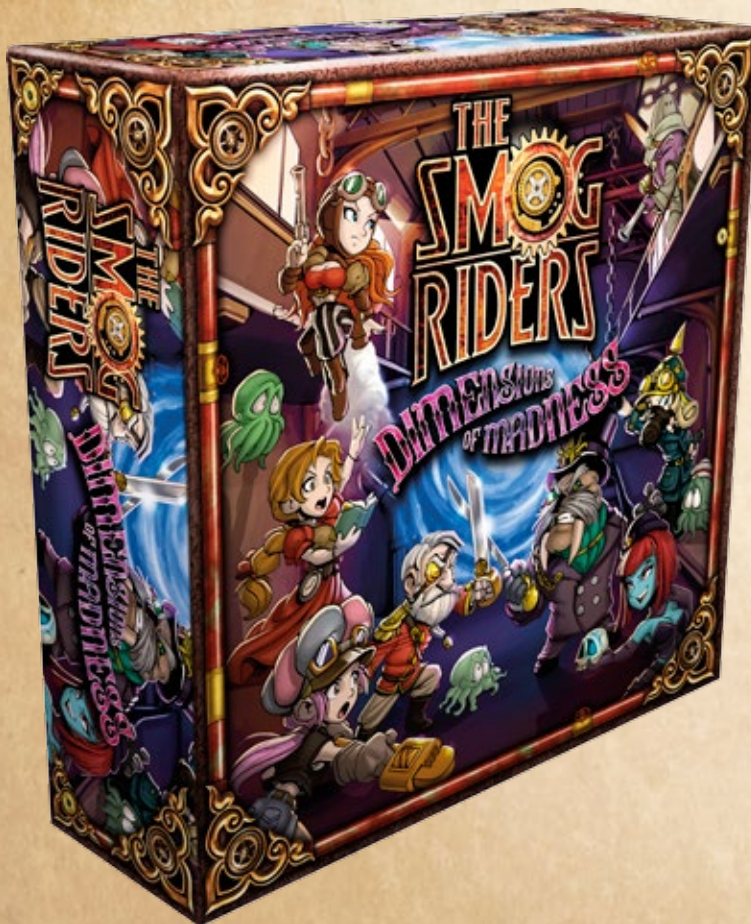
# ABYSSAL EMPIRE





# THE SMOG RIDERS

## DIMENSIONS OF MADNESS



SRG-001  
**THE SMOG RIDERS  
DIMENSIONS OF MADNESS BOX**

- Rulebook (48 pages)
- 18 double-sided character cards
- 40 defense cards
- 40 magic cards
- 20 room cards
- 212 markers
- 9 unique Commonsteam Alliance miniatures (35mm)
- 9 unique Abyssal Empire miniatures (35mm)
- 12 double-sided boards



**57.80€\***

\*price VAT not included