

Goblin Warlord

Box Contents:

- 36 Order Cards
- 32 Double sided Hideout tokens
- 1 Blue Banner Die
- 1 Black Hoozit Die
- 3 Red Attack Dice
- 60 Goblin counters

(Assembling the pieces before the very first game: Place the square blue stickers, one on each side of the blue die, and the same with the black die and stickers. On each of the red dice, place three of the shield icon red stickers, one of the crossed axes, one broken skull, and one of the blast stickers. Place a Hideout sticker on one side of each of the large green tokens, and a Fort sticker on the other side.)

Setup

Each player takes one Hideout token and two Goblin counters. The remainder of the Hideout tokens and Goblin counters are placed where everybody can reach them. The Order deck is shuffled and placed where everybody can reach it.

Each player places their Hideout token, Hideout side up, in front of them and places the two Goblin counters close to it.

Objective

The first player to build four Forts is declared the Goblin Warlord and wins the game.

Starting the Game

Each player, in turn, flips over the top card of the Order deck. The first player to flip over a Crown card will go first. Shuffle all the cards again, and each player takes a hand of three cards.

Turn Order

Goblin Warlord is played in a series of turns. Each player will do the following, in order.

1. Take Recruitments
2. Make Actions (Invasions, Build etc)
3. End of Turn (Give orders, draw cards)

Special Note about the first turn!

*Players, on their first turn, take recruitment, may make Invasions, and Build and Upgrade, exactly as if they were on **Crown** orders.*

Recruitment

Each turn, a player takes one Goblin counter from the central pool and places it at any Hideout or Fort they control.

Each Hideout or Fort a player controls can have a maximum of four Goblin counters at it. If a player cannot place a Goblin counter at any Hideout or Fort, that counter is replaced in the central pool.

A player may take an extra Goblin counter for each Fort they control.

Players under **Hide** or **Charge** orders may not take Goblin counters during recruitment.

Players under **Banner** orders must roll the blue Banner Die, after they take their normal recruitment, and immediately apply the result.

Banner Die

Banner: The player takes one Goblin counter from the central pool and places it at any Hideout or Fort they control. The player may take an extra Goblin counter for each Fort they control.

Evil Eye: The player must remove a single Goblin counter from each Hideout or Fort they control.

No Effect: Nothing happens, the player neither gains nor loses Goblin counters.

Actions

After recruitment, players may perform any of the following actions not prohibited by their orders. They may be executed in any order.

- **Invasions**

The player selects a Hideout or Fort they control, and a Hideout or Fort that an opponent not on **Hide** orders controls. Compare the number of Goblin counters at each one. If there are the same number of Goblin counters at each one, the attacking player rolls a single red Attack Die and applies the result. If one side or the other has more Goblin counters, the attacking player rolls two red Attack Dice, and the side with more Goblin counters chooses which result to use. If one side or the other has more than double the number of Goblin counters, the attacking player rolls all three red Attack dice, and the side with more Goblin counters chooses which result to use.

Each Hideout or Fort can only make a single Invasion each turn.

Players under **Hide**, **Hoozits** or **Banner** orders cannot make any Invasions.

Attack Die

Push: Neither side loses any Goblin counters.

Overrun: The Defender loses one Goblin counter from the attacked Hideout or Fort. If the Attacker was under **Charge** orders, the Defender loses a total of two Goblin counters.

Victory: The Defender loses one Goblin counter from the invaded Hideout or Fort.

Loss: The Attacker loses one Goblin counter from the Hideout or Fort making the invasion.

- **Hoozits**

Only players under **Hoozits** orders may take this action.

A Player under **Hoozits** orders selects an opposing player, then rolls the black Hoozits die. If the result is a ZAAP result, it is applied to the selected player, otherwise the result is applied to the player rolling the die.

A player under **Hide** orders cannot be targeted by a Hoozits attack.

Hoozits Die

Banner: Take one Goblin counter and place it at any Hideout or Fort the player controls. Take an additional Goblin counter for each Fort the player controls and place them at any Hideout or Fort the player controls.

Evil Eye: Remove one Goblin counter from each Hideout or Fort the player controls.

No Effect: Nothing happens.

ZAAP: The targeted player removes one Goblin counter from each Hideout or Fort they control.

- **Know-wots Invasion**

Only a player under **Know-wots** orders may take this action.

A player under **Know-wots** orders may perform a single **Know-wots** Invasion. This Invasion works exactly as a normal Invasion except that if the Invader wins, the Defender does not lose any Goblin counters. Instead, if the target of the Invasion was a Fort, it is flipped back over to a Hideout. If the target was a Hideout, it is removed from play.

A player that is under **Hide** orders, or a player that only has a single Hideout, and no Forts cannot be the target of a **Know-wots** Invasion.

If a Hideout with Goblin counters at it is removed from play, those Goblin counters are immediately moved to another Hideout or Fort the player controls.

- **Build/Upgrade**

Players under **Banner, Charge** or **Hide** orders cannot take this action.

Players may return any three Goblin counters from any combination of Hideouts or Forts they control to the pool to place a new Hideout token, Hideout side up, in front of them.

Players may return any three Goblin counters from any combination of Hideouts or Forts they control to the pool to upgrade a Hideout they control to a Fort. Flip the token over to the Fort side.

End of Turn

At the end of a player's turn, they must issue Orders for the following turn. The player chooses a card from their hand and plays it face up in front of them. The Order from the current turn is placed in the discard pile. The player then draws one card. If the draw deck is empty, shuffle the discard and begin a new draw deck.

Victory

The game proceeds until one player has built four Forts. Once one player has built their fourth Fort, the game ends immediately.

The player that has built a fourth Fort has amassed enough support and is suitably impressive to be crowned the Goblin Warlord.

While not strictly enforced, this lofty title empowers the victor to demand tribute the others in the form of cheesy cracker treats, green citrus soda, and hastily stacked dice towers erected in their name.

This right to tribute lasts as long as the victor can defend their title in future games....

Legal Mumbo Jumbo

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