

FLIP NEDUK

Goblins inc.



Promo Cards Rules



Bookie

Gain 4 points if combat went all four rounds.

Gambler

Gain 4 points if either team's robot ended combat with no Weapon Tiles.



Collector

Gain 3 points for every 3 Decoration Tiles destroyed. Gain 3 points for every 3 Engine Tiles Destroyed. Gain 3 points for every 3 Armor Tiles destroyed.



Custombot

Players take turns choosing which four squares will be excluded during building. When a player chooses a square, each team places a Goblin Figure on that square of their Construction Yard. No one is allowed to choose any of the 4 spaces adjacent to the cockpit.

Players choose in turn. The starting player chooses first, the player opposite chooses second, that player's partner chooses third, and the starting player's partner chooses last. In a three-player game, the solo player chooses second and third. In a two-player game, the player farther behind chooses first and last, the other player chooses second and third (and break a tie by rolling a die).