

FILIP NEDUK Goblins inc.

Bzzt. *Crackle!* Attention, goblin workers. This is a mess— Is this thing on? How do I—? Okay, good. Attention, goblin workers. This is a message from the Boss:

As you know, I plan to retire at the end of the year. But I want to announce that I have decided I will not hand the factory over to my sniveling nephew. Because making giant-mechanical-robots-of-doom is not about the things they teach you in business school. Making giant-mechanical-robots-of-doom is about the things you can only learn on the factory floor. I'm talking about gears and grease and backstabbing the goblin who looks like he might get promoted ahead of you.

So that's why I'm announcing the giant-mechanical-robot-of-doom design competition, open to all workers. The goblin who wins gets to be the new Boss. That's right. You heard me. The winner gets my job.

Good luck to all of you, and may the worst scoundrel win. *Crackle!* Bzzzzzzzzzzzzzzt.

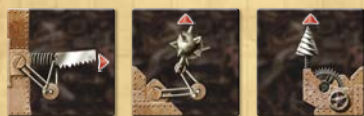


Components

2 CONSTRUCTION YARD BOARDS



60 CONSTRUCTION TILES



33 Weapon Tiles



9 Armor Tiles



9 Engine Tiles



9 Decoration Tiles

15 DEFENSE TOKENS



1 SCOREBOARD



8 BLUEPRINT CARDS



3 TEAM CARDS



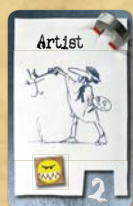
84 HIDDEN AGENDA CARDS



4 sets of 21 Hidden Agenda cards



Destructive Agendas



Defensive Agendas



Betting Agendas

24 TACTICS CARDS



4 PROMOTION CARDS



2 PILOT'S CONTROLLERS



2 Targetting arrows

2 Steering dials



2 Controller bases

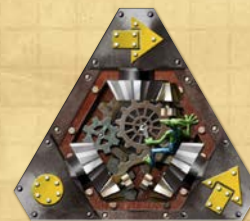


How to assemble



Assembled Pilot's Controller

2 TACTICIAN'S CONTROLLERS



10 SPECIAL DICE



12 GOBLIN FIGURES IN 4 COLORS



Setup & Round Overview

Hi, my name is Norbert! I'm here to give you a tour of your new workplace, the GOBLINS inc. factory.

Start by opening the box. (Duh.) Set up the game according to the picture on this page.

Each player should choose a color. Keep 2 of the Goblin Figures in your color. Put your third Goblin Figure on the 0 space of the Scoreboard. Take the

Promotion Card in your color and set it in front of you with the 0 side up. (Hey, you gotta start somewhere.) Take the Hidden Agenda Cards in your color and shuffle the deck.

Someone needs to shuffle all the other stuff, too: the Team Cards, the Blueprint Cards, the Tactics Cards, and the Construction Tiles. Basically, if something starts the game face down, you should shuffle it. No peeking.

SETUP

SUMMARY OF ONE ROUND



Overview

You and your fellow players are goblins working in a factory that makes giant-mechanical-robots-of-doom. The Boss has organized a competition in which you will pair up with another worker to design, build, and test a robot by entering into combat against another team. In each round, you will be paired with a different partner. Yes, you are trying to cooperate with your partner to win the round, but you also have hidden agendas that will allow you to get ahead.

Your partner might not like your hidden agendas. But so what? You're playing for big stakes: The winner of the competition gets to be the new Boss! And the Boss says there is no G in "teamwork".

The Round

The competition lasts 2 rounds. Each round you have to do stuff in order. But don't worry; there's plenty of chaos, too.

TEAM UP!

You start by meeting your new partner. Remember to be helpful and friendly. If your partner trusts you, it will be easier to trick him into doing what you want.

There are three types of Hidden Agendas:

1. Destructive Agendas – You score points for tiles knocked off your opponents' robot.

Team Card



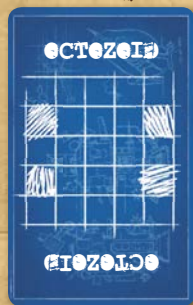
The game has 3 Team Cards which you should have shuffled at the start of the game. Turn up the top card. It shows where you will sit for this round. Go sit there. (Yeah, you might have to move to a different chair.

Nobody said factory work would be easy.)

The goblin sitting beside you is your partner for this round. Those on the other side of the table are your opponents.

At the start of the next round, you will turn up a new Team Card. So be polite when you destroy your opponents this round because one of them will soon be your new partner.

Blueprint Card



Turn up the top Blueprint Card. It shows the shape of the robot you have to build. The scribbled squares are the 4 squares you cannot build on. You and your partner should mark these squares in your Construction Yard by putting your Goblin Figures on them. (Yes, this adds up. You each have 2 Goblins working on the robot. The third is keeping score for you. Good accounting is good business.)

Hidden Agendas

Hee, hee! Now we get to the fun stuff. Draw 7 cards off the top of your Hidden Agenda deck. You can look at them, but keep them hidden! (Hence the name.) Don't even show them to your partner ... especially not to your partner.

These cards will score you points. Each card is explained in the back of this rulebook. Before combat, you will have to pick 4 to keep, but right now you should consider all 7.

2. Defensive Agendas – You score points for tiles still attached to your robot at the end of combat.



3. Betting Agendas – You score points if you correctly guess the outcome of the battle.



Try to build a robot with lots of the things you are trying to protect. Encourage your opponents to build a robot with lots of the things you are trying to destroy!

BUILD!

Welcome to the Construction Yard. This is where you and your partner will build your giant-mechanical-robot-of-doom!

But you can't talk. The Boss is sick of hearing us argue. So here's what you do: One of you builds while the other one looks at tiles and makes plans; then you swap jobs. But first things first:

Starting Player

The person who opened the box is the starting player for the first round.

In the second round (and third, if you play that many) the starting player will be the player with the lowest score. To break a tie, roll a die. (Heh. It rhymes.)

Swapping Jobs

The starting player and the player sitting opposite will start by drawing tiles and planning. When they are done planning, they build and the other two players start planning. When the builders are done building and the planners are done planning, they switch jobs.

Keep switching jobs this way. **WITHOUT TALKING TO EACH OTHER.** Each partner adds tiles to the robot, 5 at a time. Once you and your partner have each added 10 tiles, your Construction Yard is full and your robot is complete.

Now let's look at the Jobs of planner and builder:

Planner

When you are the planner, draw 5 tiles. Choose 3 to keep. Give the other 2 to the opponent sitting opposite you. (That opponent will always be planning when you are planning and building when you are building.)

You will get 2 tiles from your opponent, so you will end up with 5 tiles – 3 that you kept, and 2 that your opponent wanted you to have. Tell your partner you are ready to switch jobs. If your partner is still building, wait for your partner to finish.

Builder

When you are the builder, you must find places on your robot for all 5 tiles.

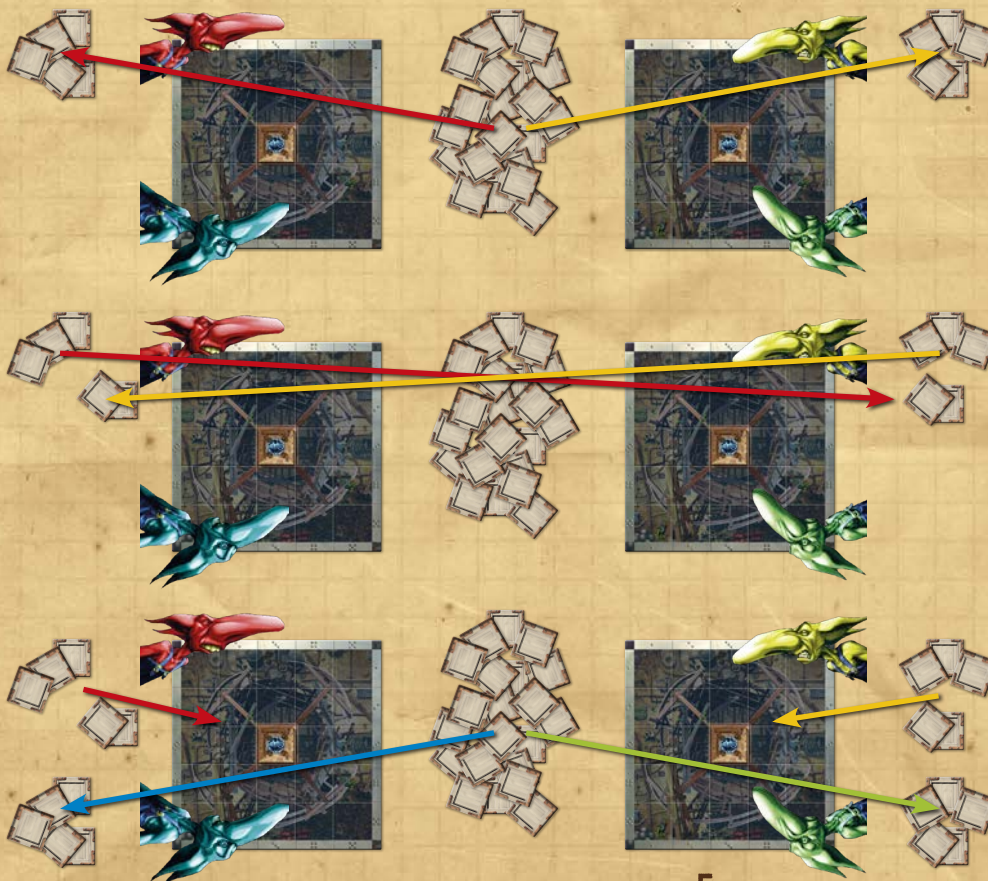
Your tiles have to go on empty squares in your Construction Yard. You cannot put a tile on any of the 4 squares marked by Goblin Figures (the 4 squares scribbled out on the Blueprint Card). You cannot put a tile on the center square. That is your cockpit.

You may place a new tile on any empty square. The tile can have any of the 4 orientations. It does not have to be adjacent to another tile. You do not have to place it so that metal edges match up.

However, it is a good idea to keep everything connected (or at least connectable) while you are building. When your robot is complete, any chunks not connected to the cockpit will fall off.

The type of tile (see tile description on the next page) does not limit your options. Even a Weapon Tile can be placed on any empty square in any orientation.

When you are done building, let your partner know you are ready to go back to planning. When everyone is ready, everyone switches jobs. Once you have built twice, you are ready for combat.



Red and Yellow are **PLANNERS** – they both draw 5 tiles.

Blue and Green are **BUILDERS** – they go and put the kettle on to make a coffee.


Red and Yellow are still **PLANNERS** – they exchange 2 tiles with each other.

Blue and Green are still **BUILDERS** – they go and get the biscuits.

Red and Yellow are **BUILDERS** – they build with the 5 tiles they have.

Blue and Green are **PLANNERS** – they both draw 5 tiles ...

Types of Construction Tiles

There are 4 types of tiles. Each type has premium tiles denoted by this symbol . Premium tiles are twice as good. (Well, except that they usually have less metal, which makes them half as good.)

WEAPON TILES

Weapon Tiles damage the enemy! The arrow on the edge points to the side of your robot that uses the weapon. Each arrow is one damage die you get to roll in combat. You want to have lots of arrows in every direction. Premium weapons are twice as good because they have two arrows!



ENGINE TILES

Engine Tiles keep you moving. You always have an engine in the cockpit, but you want to have lots more – or at least lots more than your opponents do. Premium Engine Tiles are twice as good because they have two engines.



ARMOR TILES

Armor tiles protect your robot. You get a Defense Token that protects the armor tile. If the armored part meets an adjacent tile metal-to-metal, the Defense Token protects that tile, too. (Well, except for the cockpit.) Premium Armor Tiles are twice as good because they have 2 Defense Tokens.



DECORATION TILES

Decoration Tiles look cool. And they have metal edges all the way around. Premium Decoration Tiles are even cooler! (Don't ask why. They just are.)



FIGHT!

I love the sounds of combat. Gears clack as the two robots charge at each other. Metal crashes into metal. Rockets explode. And from deep inside the opposing robot, your enemy cries out in anguish: "Left? You turned left? Let me drive!"

Combat Setup

But before we can start smashing each other, we've got a few things to do:

CHECK FOR LOOSE TILES

You want all your pieces connected so that you can walk from your cockpit to any tile without stepping off the metal. (Yes, I know you're a good jumper. That's not the point.) Tiles or groups of tiles that are not connected to the cockpit fall off now, before you even start fighting. Put them in your scrapyard. (Your scrapyard is just a place on the table where you can put all the tiles, Defense Tokens, and Goblin Figures that fall off your robot during combat.)



COUNT TACTICS CARDS

Count out the top 12 cards from the Tactics deck. Don't look at them yet, just count them. Set the other 12 aside for the second round. (If you play a third round, you will have to shuffle them all together and count out a new set of 12.)

CHOOSE HIDDEN AGENDAS

You've had a long time to look at your 7 Hidden Agendas. Now take a final look and choose 4 to keep.

Discard the other 3. You can return them to the box. None of this round's Hidden Agenda Cards will be used in later rounds.

Put your chosen Agendas face down on the table in front of you. If you chose a Betting Agenda (one with 2 names) then you have to decide which way you are betting. When you set the card face down, be sure the side you bet on is the half of the card closer to your opponents. (Look at the example.)



TO CHOOSE THE SNITCH AGENDA, SET THE CARD ON THE TABLE SO THAT WHEN YOU FLIP IT OVER LIKE THIS, THE "SNITCH" IS ON TOP.

ENTER THE COCKPIT



You and your partner pick up your Goblin Figures from the empty squares and put them in the cockpit. Yeah, the workers that built the robot have to drive it. The Boss calls this a "quality assurance program".

PLACE DEFENSE TOKENS

Each Armor Tile gets 1 or 2 Defense Tokens: A normal tile shows 1 armor plate and gets 1 token; a premium tile shows 2 armor plates and gets 2. If the armor plate connects metal-to-metal with an adjacent tile, then place the Defense Token over both tiles. During combat, it protects both tiles by absorbing the first hit to one of them.

No Defense Token can ever go on the cockpit.

EXAMPLES:



THIS DEFENSE TOKEN GOES ON BOTH TILES.



THIS DEFENSE TOKEN GOES ONLY ON THE ARMOR TILE BECAUSE DEFENSE TOKENS AREN'T ALLOWED ON THE COCKPIT.



THESE 2 DEFENSE TOKENS GO ONLY ON THE ARMOR TILE.



THESE 3 DEFENSE TOKENS GO ON BOTH TILES.



THESE 2 DEFENSE TOKENS ARE PLACED LIKE THIS.

Combat Jobs

Each team has a pilot and a tactician. Driving and shooting are so much fun that everybody wants to do both at once. But that wouldn't work so good, so we take turns.

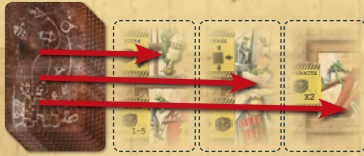
The players who started the Building phase will start as pilots for their teams. The other players will be tacticians. Switch jobs with your partner at the end of each round.

The Combat Round

Now we can start smashing each other to bits.

1. Turn up 3 Tactics Cards.
2. Choose actions.
3. Reveal actions.
4. Do Damage!
5. Check robots.

TURN UP 3 TACTICS CARDS



Turn up the top 3 cards from the Tactics deck and place them so both tacticians can see them. The effect of each card is explained in the Appendix.

CHOOSE ACTIONS

All 4 players choose their actions at the same time. Your actions are secret! Don't tell anyone what you are doing. Don't talk to your partner.

When you have set your controller, put it face down on the table to let everyone know you are ready. The player who is ready first should smile smugly.

Pilot



When you are the pilot, you use the Pilot's Controller. (Duh.)

Point the **STEERING DIAL** to the side you want to attack with. That will make your robot turn to put that side in front.



... TO PUT THIS SIDE IN FRONT

WHEN YOUR DIAL POINTS HERE ... YOU USE 1 ENGINE YOUR ROBOT TURNS THIS WAY ...

Turn the **TARGETING MECHANISM** to show which side you want to attack. Remember, they can turn, too, so you should take that into account.



... YOU WILL TARGET THIS SIDE

WHEN YOU SELECT THIS SIDE ... YOU USE 1 ENGINE. AFTER THEIR ROBOT TURNS ...

But you need **ENGINES**. The number of engines required is shown on the controller. (Turning 90 degrees costs 1 engine. A U-turn costs 2. Targeting the side costs 1 engine. Targeting the rear costs 2. Your total cost will be 0 to 4.)

You can't choose actions that require more engines than your robot has. If you goof (like if you have 3 engines, but you tried to use 4) then all your engines are used, but you do not turn and you attack their front side. (You also overheat.)

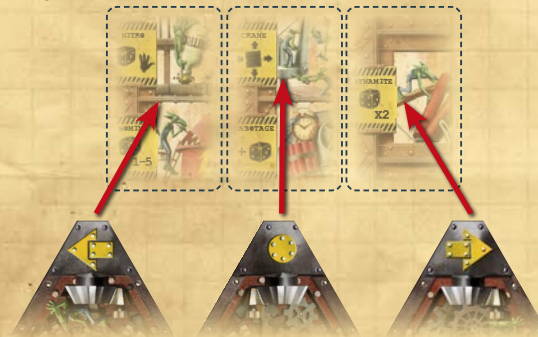
You **OVERHEAT** any time you don't turn. (Usually because you chose to attack with your front side, but sometimes because you tried to use more engines than you have.) This means your tactician will have 1 less die to roll. The icon on your steering dial reminds you of this rule.

Your cockpit comes with an engine, so you always have at least 1. Tacticians need unused engines for tie breakers, so be sure to leave some for your partner. (Or not. Sometimes you want your partner to lose.)

Tactician

When you are the Tactician you use (bet you can't guess) the **TACTICIAN'S CONTROLLER**. The Tactician's Controller lets you choose one of the three Tactics Cards.

Hold it so that the corner with the steel disk is pointing at the Tactics Cards. To pick the card on the left, turn the dial to point to the left arrow. To pick the card on the right, point to the right arrow. To pick the card in the middle, point to the disk.



Pretty simple. Except your opponent is doing the same. And if you both want the same card, then the robot with more unused engines gets it. And you don't know how many engines your pilot will use.

REVEAL ACTIONS

Now that everyone has decided what to do (without talking about it) we get to find out what you did! **EVERYONE REVEALS THEIR CONTROLLERS.**

PILOTS COUNT ENGINES. Say how many engines you used and how many are left unused. (If you used more engines than you have, you goofed: Turn your steering dial and your targeting mechanism to the front.)

PILOTS TURN ROBOTS. Your steering dial points to one of four sides. Turn your robot so that this side is in front.

TACTICIANS SQUABBLE OVER CARDS. If the tacticians chose different cards, then no problem. Each uses the card selected.

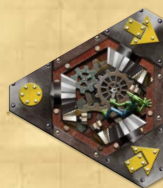
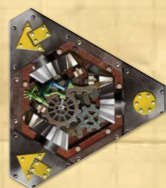
IF TACTICIANS CHOSE THE SAME CARD THEN ONLY THE TEAM WITH THE MOST UNUSED ENGINES GETS TO USE IT. The other team gets no Tactics Card this round. **BUT IF THEY HAVE THE SAME NUMBER OF UNUSED ENGINES, BOTH GET TO USE IT.**

Note: Some Tactics Cards have 2 abilities. If you get to use the card, you can use either ability or both.

Hey, let's look at an example:

The Team A pilot reveals her controller. She rotates the robot anticlockwise to put the right side in front. The targeting mechanism shows that robot A will be attacking robot B's backside.

Robot A uses 3 engines, leaving 0 unused.

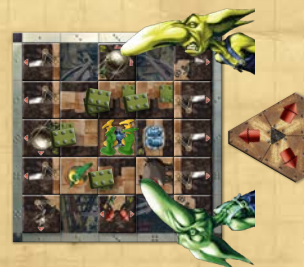


The Team B pilot has chosen not to turn the robot. Which means the robot will overheat and would have one less die to roll with. His targeting mechanism shows the side that robot B will be attacking.

Robot B uses 1 engine, leaving 2 unused.



Both tacticians have chosen the middle Tactics Card. The teams need to compare engines. Because Team B has more unused engines, only the Team B tactician may use the Tactics Card. Team A gets no Tactics Card this round. (Ha!)



DO DAMAGE!

Now it's time for the two robots to smash each other.

YOU ATTACK ONLY WITH THE WEAPONS THAT POINT FORWARD. Note that premium weapons point in 2 directions, and one of these might be forward. Sometimes both directions are forward. The tactician should **COUNT THE NUMBER OF ARROWS** pointing forward and **TAKE THAT MANY DICE.**

But there's a limit. **YOU CAN'T TAKE MORE THAN 5 DICE.**

Oh, and don't forget about overheating. **IF YOUR ROBOT DIDN'T TURN, YOU HAVE A 1 DIE PENALTY.** Give 1 die back. (So to put it all together, let's say you count 7 arrows pointing forward. You get only 5 dice. And then, if your robot is overheated, you have to put 1 back, leaving you with 4.)

SOME TACTICS CARDS HAVE ABILITIES THAT MUST BE USED BEFORE YOU ROLL THE DICE. Sabotage, for example, gives you an extra die to roll. This works even if you have no forward-pointing weapons. Duct Tape and Crane are also used before you roll the dice. Look in the Appendix to see what your Tactics Cards can do.

If both teams have tactics they can use before the die roll, **THE TACTICIAN WITH THE MOST UNUSED ENGINES CAN WAIT TO SEE WHAT THE OTHER TACTICIAN DOES** before deciding how to use his or her own Tactics Card. To break a tie, roll a die. But if neither tactician cares what the other does, they should just use their cards and be done with it.

BOTH TACTICIANS ROLL THEIR DICE AT THE SAME TIME. If your Tactics Card lets you change die rolls, go ahead and use that ability now. (If you want to wait to see what the other tactician does before adjusting your own die roll, then maybe you are taking this too seriously.)

CHOOSE THE ORDER in which your dice will hit the enemy. Line up your dice in that order. The one you want to hit the enemy first should be closest to the enemy.

A BLANK ROLL IS A MISS. It hits nothing. (We goblins could design weapons that don't misfire so often, but unreliable weapons are funnier.)

The pilot for the opposing team takes the dice one-by-one in order. Each die corresponds to a row of the robot. (Or a column, but it's simpler to call them all "rows".) **THE ATTACK COMES FROM THE CHOSEN SIDE AND STRIKES THE FIRST TILE IN THE ROW INDICATED BY THE DIE.** (If you can't remember which side was chosen, look at the attacker's targeting mechanism.)

TIP: Once you have decided who gets which Tactics Card, your Tactician's Controller can be flipped over and set on the table so that it points to the side of your robot that the other team is attacking.

When a tile is hit, remove one Defense Token from it. If it has more than 1, the pilot chooses which one to remove. But usually, it will have no Defense Tokens at all. Hee hee! When a tile with no Defense Tokens is hit, it is destroyed!

Destroyed tiles and Defense Tokens go to that team's scrapyard. But that's not the best part. The best part is: **ANY TILES THAT ARE NO LONGER CONNECTED TO THE COCKPIT ARE ALSO DESTROYED!** The pilot has to remove them all before dealing with the next die in line.

IF THE TARGETED ROW IS EMPTY, THEN NOTHING GETS DESTROYED. This is kinda sad.

The cockpit is special. It cannot be destroyed, but it's still a good idea to hit it. **WHEN THE COCKPIT IS HIT, REMOVE ONE GOBLIN FIGURE FROM IT.** Usually, you remove the pilot's Goblin Figure. (It's his fault for driving bad.) If both of the pilot's Goblin Figures are already gone, remove one of the tactician's Goblin Figures instead. Removed Goblin Figures also go to the scrapyard. (We say they are "destroyed", but really they are just knocked out. They wake up at the start of the next round.)

If all of your opponents' Goblin Figures are gone, that is great! You've just disabled their robot. That means you win ... unless they disable your robot. **BOTH TEAMS HAVE TO FINISH DEALING WITH ALL DICE ROLLED BEFORE MOVING ON TO THE NEXT STEP, "CHECK ROBOTS".** Extra hits on an empty cockpit have no effect.

Team A



Team A's tactician counts 4 arrows pointing towards the other robot. She rolls 4 dice and gets 1, 2, 3, 4. She gets to choose the order and decides that 1, 2, 3, 4 is a good order. The first 1 breaks the robot apart, the next 2 will hit the cockpit (remove the Pilot's goblin). The 3 will miss as there are no more tiles in that row. Note that the result would be the same if she decided to first hit with 4.

CHECK ROBOTS

Now it is time to check if either robot is disabled. A robot is disabled if:

- It has no Goblin Figures left in the cockpit;
- It has no Weapon Tiles.

IF EITHER ROBOT IS DISABLED, COMBAT ENDS.

SCORE!

Finally we get to see who has impressed the Boss the most.

SEE WHO WON

Your team won if your opponents' robot is disabled and yours is not. (And their team won if yours is disabled and theirs is not.)

If neither robot is disabled after 4 rounds, or if both robots are disabled in the same round, then you use this tiebreaker: Count up all the tiles, Defense Tokens, and Goblin Figures that you knocked off your opponents' robot. The team that destroyed the most stuff is the winner.

If it's still a tie even after the tiebreaker, then nobody wins and nobody gets points for winning. (Skip ahead to "Reveal Agendas".)

If your team won, you get 2 points for each of your Goblin Figures in the cockpit and 1 point for each of your partner's Goblin Figures. (So 6 is the most points you can get for winning.)

REVEAL AGENDAS

Now comes the funnest part! ... Actually, smashing robots is the funnest part. But this is pretty fun, too.

Turn your Agendas face up where everyone can see them. Figure out how many points you scored for each card, and move your Goblin Figure ahead that many places on the Scoreboard. (The scoring of each card is explained in the Appendix.)

Team B



Team B's tactician counts 5 arrows, but since her Pilot didn't rotate the robot, it's overheating, so she rolls 4 dice - 1, 1, 1, 1. She has the Homing ability, which lets her change one number. She changes the 1 to 2, resulting in hits to rows 2, 1, 1, 1. First 2 will destroy the defense token from the weapon, the next 1 will destroy the weapon itself along with other 3 tiles connected through it. The last 1 will destroy the armor tile. Finally the 1 will destroy the engine and the weapon tile attached to it. Note here the order matters, if he'd chosen to attack first with the 2, it would cause 2 less tiles to be destroyed.

COMBAT NEVER LASTS MORE THAN 4 ROUNDS. If this is round 4, combat ends, even if neither robot was disabled. If you counted out 12 Tactics Cards like I asked you to do (and if you are good at counting) then you will turn up the last 3 cards at the beginning of round 4.

If combat ends, go on to scoring. Otherwise, the tacticians and pilots swap jobs and you start the next combat round.



Players should take turns so that each player has a chance to show off to the others. When you are done, put all the revealed Agendas in the box. You won't use them again in this game.



If you get to 50 points, put your Goblin Figure back on the 0 space. Don't worry, you haven't gone back to zero. In fact, you get a promotion! Flip your Promotion Card over to the 50 side. Yeah! Looking goood.

(And if you are in last place, don't feel too bad. Remember, you'll get to be the starting player in the next round.)

The End

You play 2 rounds.

If you have the most points at the end of the game, then you get to be the Boss and you can promote me to Vice President of Public Relations.

If someone else has more points than you, then you do not win. But maybe

the new Boss will promote you to Vice President of Public Relations and you can give me a raise.

If there is a tie, then you can either play a third round or you can leave it tied.

If the competition ends in a tie, the Boss's nephew gets to be the new Boss.

Variants

FULL VERSION

Play 3 rounds. That way you get more chances to crush your opponents and everyone has to play one round on the same team as that bree-yark who always messes everything up.

PARTY VERSION

Here's a lighter version with less backstabbing and more teamwork. You make 2 changes to the rules:

Play 3 rounds. That way everyone gets a chance to be your partner and build the bonds of friendship that will enable them to get promoted once you are the Boss.

No Hidden Agendas: Just use one player's deck of Agenda Cards. At the beginning of each round, when you turn up the Team Card, also turn up 3 Agendas. At the end of the round, each player will score these 3 cards. If you draw a Betting Agenda (one where you have to choose between 2 sides) discard it and draw a replacement.

2-PLAYER GAME

Two can play the game as a duel. You don't have any backstabbing, but you still get to do a lot of frontstabbing.

Setup

You use only 2 colors. The stuff for the other 2 colors is left in the box.

Building

Build the same way as before, except you get to put all 20 tiles on your robot yourself.

Combat

You play both the pilot and the tactician every round. You have only 2 Goblin Figures in the cockpit.

3-PLAYER GAME

Two team up against one. The teams have slightly different rules.

Setup

You use only 3 colors. The stuff for the other color is left in the box.

Teaming Up

The Team Card works the way you think it does.

Two players are on the same team. The player paired with the non-player color is the solo player for the round.

Team Rules

During building, you won't be able to play simultaneously. One of you will plan and build with the solo player, then the other one will plan and build with the solo player. The starting player is the one of you who is farther behind. To break a tie, roll a die. (Yep, still rhymes.)

Solo Rules

This is mostly like the rules for a 2-player game: You alternate planning and building until you have placed all 20 tiles. During combat, you play both the pilot and the tactician at the same time. You have only 2 Goblin Figures in the cockpit.

Having only 2 Goblin Figures is a disadvantage, but the advantage of building and fighting without backstabbing is bigger. You still need a handicap:

Solo player handicap: You draw only 6 Hidden Agendas. That means you will have fewer to choose from, but you still get to choose 4.

If you play three rounds, then everyone will get a turn to be the solo player and the solo player handicap is not necessary.

A game by Filip Neduk

Illustration: David Cochard

Graphic design: Filip Murmak

Translation: Jason Holt

Main testers: Petr Murmak

Vít Vodička

TESTERS: Rene Bachrach-Krištofić, Marko Dabetić, Margareta Delić, Ivan Flis, Lovro Grgić, Zlatko Grom, Amel Hamzabegović, Igranje.org, Ana Jagić, Ivan Kokić, Tihomir Munda, Sven Nemet, Tea Pećnik, Matko Romić, Marko Salopek, Višen Tadić, Joel Zuppa, Ena Hrelja, Iva Hrelja, Jan Hrelja, Damir Cerčić, Kata Vlahov, Kreten, Vlaada, Vítek, Filip, Paul, dilli, Yuri, Sniper, Mišo, Tomáš, Plema, Flygon, Miloš, Petr, Honza, Radka, Jirka, Rumun, Monča, Vláša, Jirka Bauma, Vytick, Michal, Fanda and many others from various Czech boardgaming events.

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Tactics Cards

Each Tactics Card has one or two abilities, which are explained below. Some abilities apply to the die roll. Others must be used before you roll the dice. If your card has two abilities that may be used at the same time, you may use them in either order.



Nitro – YOU MAY RE-ROLL ONE, OR ALL OF YOUR DICE. You can even re-roll misses. You have to keep the result of the re-roll.



Dynamite – YOUR FIRST HIT COUNTS TWICE. Treat it as though it were two dice in the same row. You cannot use this tactic if you rolled five dice.



Crane – YOU MAY MOVE ONE TILE. You cannot move it to a location or orient it so that it would make it fall off. You cannot move a tile that has any Defense Tokens. You cannot move the



Sabotage – FOR THIS ATTACK, YOU HAVE 1 MORE FORWARD-POINTING ARROW. Even if you have 0 forward-pointing weapons, this card can give you 1 die. If you have 5 or more forward-pointing weapons, this card is wasted.



Homing – YOU MAY CHANGE ONE NUMBER THAT YOU ROLLED. Just pick it up and set it to be a different number. You cannot use this to change a blank die, but you can use it to make a hit from a die that showed an empty row.

cockpit and you cannot move a tile to cover up the cockpit. However, you can move a tile onto one of the 4 spaces forbidden by the Blueprint Card. You can use this ability to change the tile's orientation even if you don't change its location. This card must be used before you roll the dice.



Emergency – RE-ROLL ALL DICE THAT CAME UP BLANK. If any re-rolled dice come up blank, re-roll those blanks, too. Keep re-rolling until all dice show a row number. Dice that show the number of an empty row are not re-rolled.



Duct Tape – YOU MAY ADD ONE DEFENSE TOKEN TO ANY TILE THAT IS NOT AN ARMOR TILE OR THE COCKPIT. The token only protects the one tile. This card must be used before you roll the dice.

Hidden Agendas

DEFENSIVE AGENDAS

These give you points for pieces still attached to your robot at the end of combat.

ARTIST: Gain 2 points for every Decoration Tile on your robot.


CAMOUFLAGER: Gain 2 points for each tile adjacent to your cockpit, as shown.


DECOY: Gain 2 points for every Defense Token on your robot.

GREASEMONKEY: Gain 2 points for every Engine Tile on your robot. (Your cockpit is not an Engine Tile.)

GUARDIAN: Gain 1 point for every 2 tiles on your robot. (Any type of tile counts.)

JELLYBONES: Gain 2 points for every Armor Tile on your robot.

JUNKDEALER: Gain 2 points for every 3 non-premium tiles on your robot. (Tiles without the  symbol are "non-premium".)

METALHEAD: Gain 2 points for every premium tile on your robot. (They have this symbol: ).

SANDBAGGER: Gain 1 point for each tile around your cockpit, as shown.

DESTRUCTIVE AGENDAS

These give you points for pieces in your opponents' scrapyard.

BERSERKER: Gain 1 point for every 3 tiles destroyed. (Any type of tile counts.)


DRILLER: Gain points for each empty space around the enemy's cockpit, as shown.

GUN NUT: Gain 3 points for every 2 Defense Tokens destroyed.


KAMIKAZE: Gain 2 points for every Armor Tile destroyed.

NINJA: Gain 3 points for every Goblin Figure destroyed.

PYROMANIAC: Gain 2 points for every 3 Weapon Tiles destroyed.

ROCKETEER: Gain 2 points for every 3 non-premium tiles destroyed. (Tiles without the  symbol are "non-premium".)

SABOTEUR: Gain 2 points for every Engine Tile destroyed.

SHARPSHOOTER: Gain 3 points for every 2 premium tiles destroyed. (They have this symbol: ).

SHOW OFF: Gain 2 points for every Decoration Tile destroyed.

STOCKPILER: Gain 4 points for every triplet of Engine Tile/Weapon Tile/Decoration Tile destroyed.

BETTING AGENDA

These Agendas have two options. You must choose one side of the bet before combat begins.

SNITCH: Gain 4 points if your team loses.

STAR: Gain 4 points if your team wins.

Note: If a card gives you points for "every 2" (or "every 3") of something, then you count only complete sets of 2 (or 3). For example, Sharpshooter gives you zero points for destroying 0 or 1 premium tile, three points for 2 or 3, six points for 4 or 5, etc. Similarly, with Stockpiler you count only complete sets, each containing 1 Engine Tile, 1 Weapon Tile, and 1 Decoration Tile.