

Goblin Slayer

Hero vs. Horde within a Mystery Maze of Doom!

Game Description

Goblin Slayer is a quick and easy to play fantasy boardgame of underground combat for two players.

One player controls the evil denizens of Snarlsbad Cavern, a numberless horde of goblins who jealously guard a fabulous stolen object called the *Shimmering Widget*.

The other player controls Stormbeard the dwarf, armed with his legendary battleaxe, who must enter Snarlsbad Cavern, reclaim the Widget and escape.

Background

Of the Shimmering Widget, countless songs have been sung and legends told. The most amazing object in the world! Delightful to behold with its scintillating enchantments! Gifted to the dwarves in ancient times by the gods of stone and fire... Once stolen by a covetous king of men; later returned to the dwarves as a gesture of peace... Its supposed history is well known by men and dwarves alike.

However, some dwarves claim that it was lost during the Mountainheart War when the *Hero Stones* were scattered. Some men believe that it was buried with the corpse of Mensius the Sorcerer (since he claimed to have studied it) in a secret tomb where it remains to this day. Others insist that the Widget never existed at all except in the imaginations of bards and storytellers.

Truth be told, the Shimmering Widget had remained hidden within its subterranean shrine since the Elder Days, protected from the depredations of men and dragons by dwarven cunning and potent earth

magic. No man knew its location. Even among the dwarves only the venerable Dwarven King and his royal treasurer (sworn to secrecy upon the death of his family line) knew the dark place of its keeping and how to reach it safely.

But goblins thrive in such darkness and know well, perhaps even more so than dwarves, the caverns and deep crevices of the earth. They are not overly concerned with safety underground nor do they fear the stone trickery of dwarven evokers. Goblins are tenacious and relentless in their pursuit of any prize. Thus, their search for the Shimmering Widget, a quest spanning three generations of their kind, had at long last come to fruition. The eldritch wards laid upon the Widget shrine were finally broken and the Widget itself was seized.

Upon hearing the news, the Dwarven King, livid with rage, demanded revenge. "*This is unheard of. It is an outrage! By the Flaming Fist of Gorgax, I demand revenge,*" he proclaimed and then whispered "*and while you're at it, find someone to get that blasted Widget back!*"

Scouts were dispatched and soon enough the location of the Shimmering Widget was divined. Snarlsbad Cavern, known in ancient times as the *Cave of Woe*, was the makeshift vault in which it was guarded. No easy place to plunder, Snarlsbad was a confounding tangle of goblin-infested warrens. The quest to retrieve the Shimmering Widget would prove to be most difficult indeed.

And so it was that the Dwarven King selected for the task the one veteran fighter most renowned for his savage fury in battle -and this is how *Death's Whisper*, Stormbeard's mighty axe, came to cleave goblins once again!

Components

Geomorphic Game Board – 9 hexagonal tiles representing Snarlsbad Cavern. You'll need to carefully cut them out.

Entrance Tile
Center Tile

Edge Tiles (5)
Open Center Tile
Blocked Edge Tile

The Characters

Stormbeard the Dwarf	Blue pawn
Snarlsbad Goblins (12)	Orange pawns
Hrotgar the Cave Troll (optional)	Large green pawn

The Treasures

Hero Stones (3)	Gray tokens
The Shimmering Widget	Gold token

Six Sided Dice (1 blue and 1 green)

The Object of the Game

HERO VICTORY: Stormbeard must enter Snarlsbad Cavern, capture the Shimmering Widget and make his way back to the dungeon doorway. The hero player wins the game when Stormbeard leaves the board with the Widget. (The two half hexes behind the door hex on the edge of the Entrance Tile are considered to be off the board.)

GOBLIN VICTORY: The monsters of Snarlsbad Cavern must guard the Widget and prevent Stormbeard's escape. The goblin player wins the game when Stormbeard is "killed to death," as the goblins say.

Setup

1. Place Center Tile face down. Spin it. Flip it over.

NOTE: The Open Center Tile can be used instead, in which case the normal Center Tile is omitted from the game AND the Blocked Edge Tile is added to the Edge Tile mix.

2. Place the Entrance Tile so the entrance hex (doorway) is closest to the hero player and the opposite edge abuts the closest edge of the Center Tile.

3. Shuffle the Edge Tiles face down. Then, starting to the left of the Entrance Tile, deal them face up around the Center Tile clockwise. Obviously, the Entrance Tile and five Edge Tiles will encircle the Center Tile.

When placed, each Edge Tile is to be adjusted in such a way that passable hexes lead to the center tile and the two adjacent Edge Tiles. If the game board is set up correctly, bounding walls surround the entire gameplay area (save for the doorway hex on the Entrance Tile).

Again, do not include the Blocked Edge Tile unless you have already chosen to use the Open Center Tile (the alternate center tile).

NOTE: Refer to the layout example below if these instructions are unclear.

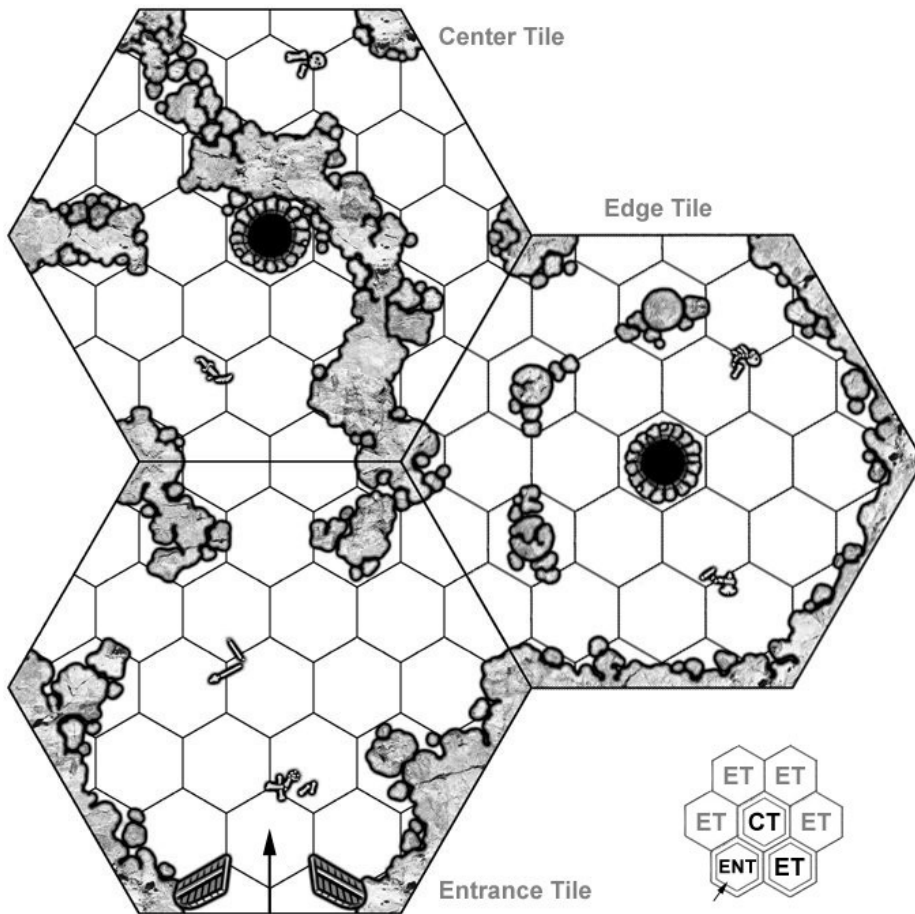
4. The goblin player places the Shimmering Widget and 2 Hero Stones on any game board hex or hexes (treasures may be "stacked" a hex).
5. The hero player places Stormbeard on the doorway hex and is given 1 Hero Stone.
6. The goblin player places one goblin on each Tunnel Opening Hex.

Tunnel Opening Hexes represent entrances/exits to and from a confusing maze of tunnels that only native goblins and trolls can use. They look like holes and one can be found on each Edge Tile.

Optional Monster: If desired, you may purchase 'Hrotgar the Cave Troll' by "paying" two goblins. If this option is chosen, you must permanently remove two goblins from this game session.

Optional Monster Placement: You can either place the troll and five goblins on the Tunnel Opening Hexes at this time OR place six goblins on Tunnel Opening Hexes while holding the troll in reserve. The troll

may enter the game later during any "Monsters Appear" phase.



Turn Sequence

Stormbeard Moves
Monsters Move
Monsters Appear
Stormbeard Attacks
Monsters Attack
Repeat

1. Stormbeard Moves

Stormbeard can move one or two spaces (hexes), or stay in place. If Stormbeard moves more than one space, he may not attack during this turn.

Stormbeard cannot walk through cave walls. (His half uncle Niftgrin can but that's another story.)

NOTE: If Stormbeard moves into a space that contains a Hero Stone or the Shimmering Widget, he may instantly pick up the item. If more than one item is stacked there, Stormbeard may instantly pick up all items in the hex. When an item is taken, its token is removed from the board and placed on the table near the hero player.

HERO STONE SPELL OPPORTUNITY: "Quickening" (AKA Happy Feet). The hero player may activate one Hero Stone to move Stormbeard one additional space. This action may only be taken during this phase (Stormbeard Moves) of the turn sequence. (See "Hero Stones" below for a summary of Hero Stone rules and powers.)

2. Monsters Move

A goblin can move one space. A troll can move two spaces.

Obviously, goblins and trolls can't pass through cave walls either.

TUNNEL MOVEMENT: A goblin or troll may ENTER a tunnel opening only if it starts its turn on a Tunnel Opening Hex.

Any monster which enters a tunnel is removed from play until the monster player decides to "respawn" it during a subsequent "Monsters Appear" phase.

3. Monsters Appear

If there are any monster units not on the board (excluding the two goblins removed from the game if the troll has been purchased) the goblin player may place one on any unoccupied Tunnel Opening Hex,

one for one.

This is how monsters that enter Tunnel Opening Hexes and monsters held in reserve (waiting in the tunnels) appear in the game.

Any monsters appearing in this fashion may not move until the NEXT turn.

NOTE: A Tunnel Opening Hex can be blocked by Stormbeard, a goblin or a troll.

4. Stormbeard Attacks

Stormbeard may only attack adjacent monsters and must either SWEEP (hit multiple goblins with one mighty swing of his battleaxe) or LUNGE (to instantly kill one goblin and advance into its hex).

Reminder: If Stormbeard has moved more than one space this turn he may not attack.

Sweep Attack

Roll one die, divide by two (round up). This determines how many goblins adjacent to Stormbeard are killed.

The goblin player decides which goblins are actually killed and then removes them from the board.

NOTE: The troll counts as two goblins and if it is adjacent to Stormbeard as well, it may be used to take a "hit" without being killed to save a goblin. Single hits upon the troll heal at the end of the turn.

HERO STONE SPELL OPPORTUNITY: "Vorpal Axe" (AKA Snicker Snax). The hero player may activate one or more Hero Stones at this time to add one to three to Stormbeard's Sweep Attack die roll. Roll the Sweep Attack die, divide by two, round up, determine the number of hits then add one to that number for each Hero Stone that is activated.

In other words, if one Hero Stone is activated, add one. If two Hero

Stones are activated simultaneously, add two. If three are activated, add three.

This is done to score extra hits -to kill extra goblins or to help kill the troll.

The only time that the hero player may activate multiple Hero Stones simultaneously is during a Sweep Attack.

Lunge Attack

The hero player selects one goblin adjacent to Stormbeard. The goblin is automatically killed and removed from the board, and Stormbeard is immediately moved into its hex.

Hrotgar the Cave Troll is not affected by lunge attacks.

NOTE: When a monster is killed it is not permanently removed from the game. It becomes available to the goblin player during subsequent Monsters Appear phases, as described above. The twisty warrens of the Cave of Woe boil with goblins and apparently Hrotgar has relatives!

5. Monsters Attack

The goblin player rolls one die. If the number rolled is equal to or less than the number of goblins adjacent to Stormbeard, he is killed and the game ends with a goblin player victory.

NOTE: The troll counts as two goblins when determining this attack number.

HERO STONE SPELL OPPORTUNITY: "Invulnerable Shield" (AKA Not this time, Hrotgar!). The hero player may activate one Hero Stone to block the monster attack and prevent Stormbeard's untimely demise.

6. Repeat

Go back to number 1, "Stormbeard Moves," and continue through this turn sequence until the game concludes with a hero or goblin player

victory.

Hero Stones

Hero Stones are magical gems that appear as mere rocks to any but the most valiant and true. Only heroes may evoke the enchantments they contain.

The hero player begins the game with one Hero Stone. Two additional Hero Stones may be acquired on the game board during the course of the game.

Hero Stone Usage

The power of the Hero Stones is such that, under certain conditions, any one of three spells may be evoked from any one Hero Stone. This requires that a Hero Stone must be "activated" by the hero player, whereupon the chosen spell effect occurs (the special action is performed) and the Hero Stone token is immediately discarded for the duration of the game.

Obviously, Stormbeard must possess a Hero Stone to make use of its spell powers.

Hero Stone Spells

Quickening: The hero player may activate (pay) one Hero Stone to move Stormbeard an extra space during the "Stormbeard Moves" phase of the turn sequence.

Vorpal Axe: If Stormbeard uses a Sweep Attack, the hero player may activate a Hero Stone, or multiple Hero Stones simultaneously, to add one, two or three to the Sweep Attack die roll outcome.

Invulnerable Shield: The hero player may activate one Hero Stone to block a successful monster attack and prevent Stormbeard's death.

NOTE: Other than placing two Hero Stones on the board during setup,

the goblin player may not interact with Hero Stones in any way.

Credits

Design: Iikka Keranen & Rich Carlson
Board Art: Orlando Ramirez
Playtesting: James Ernest

Legal Doodad

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