GAME RULES

Goblin is a two-player fantasy game of raiding and plunder in a feudal countryside.

One player is the Goblin King, in control of the raiding goblins. The other is the Count, ruler of the region shown on the map, and in command of the feudal human forces. The game is played as one or more "raiding cycles." The cycle begins with the Goblin player selecting his raiding forces, while the Feudal player deploys his local troops. Each cycle then has a number of game turns, and ends when the goblin bands are destroyed or return home.

In the "raid" version of the game, each player is the Goblin King for one cycle; the player who accumulates the highest number of victory points wins or loses.

In the "campaign" version of the game, a player remains the Goblin King for an unlimited number of cycles — until the "confidence points" level for his kingship drops to a point where he is deposed. At that instant, the player roles switch, and a new series of cycles begins. The player who has accumulated the greatest number of victory points during his reign as the Goblin King wins the game.

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Game Components

Goblin includes, within the box, a rules booklet, a mapboard approximately 11½x14", a folded sheet of 154 die-cut counters, one six-sided die, and a sheet of charts and tables. If any parts to the game are missing or damaged, please return them to Customer Service -- Goblin, Heritage USA, Box 345125, 14001 Distribution Way, Dallas, Texas 75234. Your damaged or missing part will be replaced free of charge.

Rules Booklet

The best way to learn to play Goblin is to quickly read this rules booklet once through. Then immediately try a game, even if it is solitaire. Refer back to the rules during your first game, re-reading the fine points as necessary. After the first game or two you will know and understand the rules clearly.
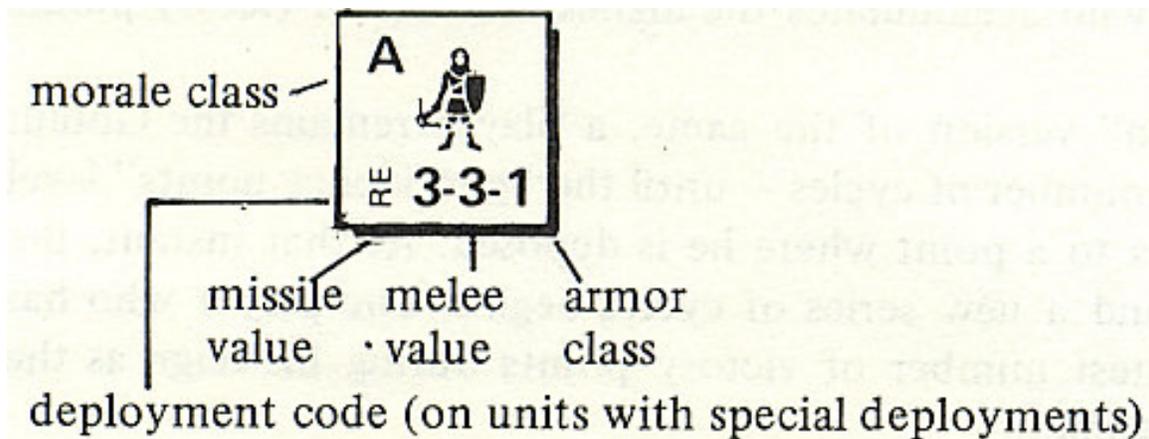
Mapboard

The 11½x14" mapboard represents the area of land within the feudal estate of Count Haakon, a vassal of the Baron. The area is bordered on the west by the cave-riddled Desolate Mountains, and has within if fourteen hamlets, two larger villages, and a large town (Lake Shore). It also has a Keep (fortress) and an Abbey. A swift river, which originates from the mountains as two streams, runs east, forking at the Lake. The countryside is covered with rolling hills, forests, light woods, open country, and plowed fields.

Counters

The 154 counters (playing pieces) included in the game are divided into three types: fighting units, leader units, and markers.

Fighting Units: these represent about 25 goblin or human troopers in each unit. Mounted feudal units are shown by a horse-head illustration on the unit and described as "mtd" when referenced in the rules. No Goblin units are mounted.

Fighting units use the following symbology:

morale class

RE 3-3-1

missile value · melee value · armor class

deployment code (on units with special deployments)

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Fighting units are often described by their game values, starting with morale, referenced as "A 3/3/1" in the unit depicted above.

Morale Class: rating that determines a unit's courage and "staying power" in battle; A morale is the best, C is the worst.
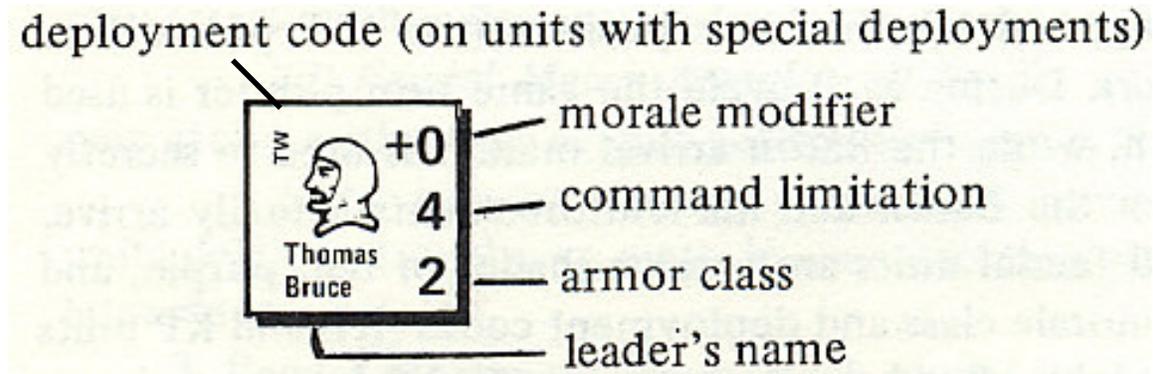
Missile Value: missile "firepower" of the unit in combat, higher values indicate more firepower, "•" indicates no firepower (no missiles).

Melee Value: melee strength, or "fighting power" of the unit in combat. Melee values are used both in attack and defense.

Armor Class: the amount of protection a unit has against missiles, "1" armor is best, representing full mail and plate, while "3" is the worst, and represents leather or quilt at most. Armor does not affect melee combat, because the quality of armor is already figured into the melee values.

Leader Units: these represent an important troop leader with 3-5 men or goblins as escort.

Leader units use the following symbology:

Leader units are described by the character's name, and then his game values, listed as morale modifier/command limit/armor class. For example, the unit above would be referenced as "Count +0/4/2".

Morale Modifier: the effect a leader has on morale checks among the troops he is leading, "+0" is no effect, "+1" and "+2" improve morale.
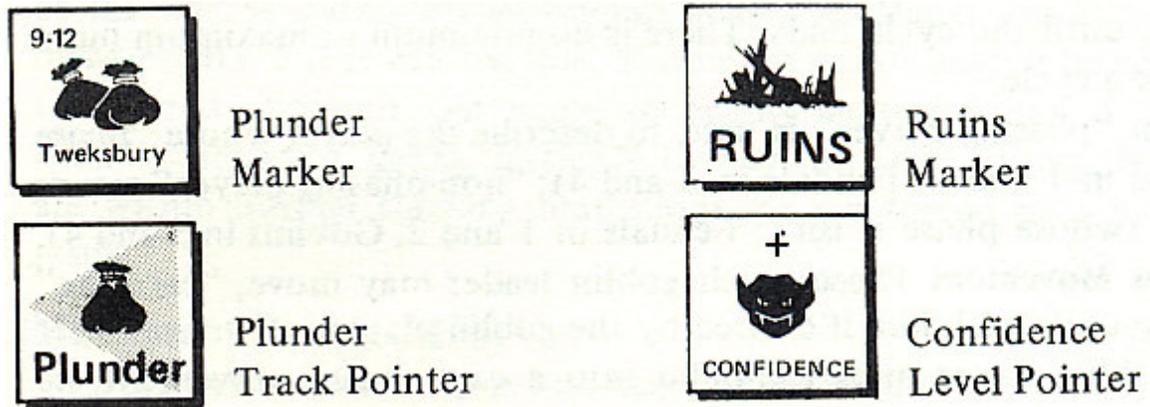
Armor Class: the amount of protection a unit has against missiles. See description above.

Command Limitation: the maximum number of fighting units the character can lead, and therefore, the maximum permitted in a hex.
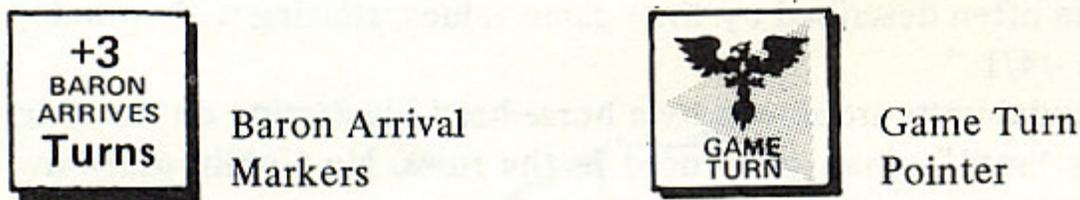
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All feudal leaders are presumed mounted, but can operate dismounted instead as desired. Goblin leaders are never mounted.

Markers: these show various situations or events on the mapboard, or are used as pointers on the tracks (see Charts & Tables sheet) to show the current situation in the game.

Plunder markers are placed on the map at every hamlet, village, town, abbey and keep - this is loot the Goblin can capture and carry off. When the plunder is moved into a cave, its actual value is determined, the plunder track pointers adjusted, and the existence of ruins determined (for the next cycle). Ruins markers show locations in that condition. In the campaign version the confidence level pointers are used to show the current confidence level of the Goblin King, and whether it is positive (use "+" pointer) or negative (use "-" pointer).

9-12 Tweksbury	Plunder Marker	RUINS	Ruins Marker
Plunder	Plunder Track Pointer	+ CONFIDENCE	Confidence Level Pointer

During each cycle the game turn pointer is used to show the current turn, while the Baron arrival marker is used to secretly select and indicate when the Baron and his reinforcements actually arrive.

+3 BARON ARRIVES **Turns**	Baron Arrival Markers	GAME TURN	Game Turn Pointer

Counter Colors: all feudal units are various shades of red, purple, and gold, depending on the morale class and deployment codes (RE and KP units have special colors). Feudal leaders have flesh tones and blued armor helmets and face right or left on the counter.

All goblin fighting units are various shades of green, varying with the morale class. All goblin leaders have green skins and face directly forward.

GAME VERSIONS

Players should decide whether to play the "Raid" version or the "Campaign" version of the game. The Raid version is shorter, and is suggested for the first few games, or those times when only an hour or two is available. The Campaign version is longer and more challenging. Certain rules only apply to the Campaign version.

PLAYING PROCEDURE

Raid Cycles

Goblin is played in "cycles", each representing one raid by the goblins into the feudal domain. The cycle, or raid, ends when the goblins return to their caves, or wiped out.

If the Goblin King leader unit is killed, or (in the campaign only) his Confidence Level reaches -8 or less, the raid cycle immediately ends, as the goblins instantly panic and disappear.

Game Turns

Each raid cycle is played in game turns. Each turn is organized into a strict sequence of five (5) phases, outlined below. Game turns continue, one after another, until the cycle ends. There is no minimum or maximum number of turns in a cycle.

The term "phasing player" is used to describe the player whose "phase it is" (Goblins in 1 and 2, Feudals in 3 and 4); "non-phasing player" means his opponent (whose phase it isn't: Feudals in 1 and 2, Goblins in 3 and 4).

1. Goblin Movement Phase: each goblin leader may move, "carrying" goblin fighting units with him if desired by the goblin player.

If the goblin player moves plunder into a cave during movement, he immediately determines its value (with appropriate changes in confidence level in the campaign game).

2. Goblin Combat Phase: the goblin player determines if any battles will occur. Battles require opposing units to be in neighboring hexes. Each battle is fought separately. The goblin player determines which battle is fought first, second, etc. Each battle has four steps:

> *(a) Feudal Missile Attacks:* all feudal units may attack with missiles against goblins involved in battle.
> *(b) Goblin Missile Attacks:* all goblin units involved in the battle may attack with missiles against feudals involved in the battle.
> *(c) Goblin Melee Attacks:* all goblin units involved in the battle may attack with melee against feudals involved in the battle.
> *(d) Feudal Melee Attacks:* all feudal units involved in the battle may attack with melee against goblins involved in the battle.

> *Note:* because combat steps for a battle are performed in order, units destroyed or driven away in one step may be unable to participate in later steps.

3. Feudal Movement Phase: each feudal unit stacked with a leader may be moved by the Feudal player.

4. Feudal Combat Phase: feudal units adjacent to goblins may now begin battles. Procedure for resolving battles is the same in phase 2, except that the Feudal player is "phasing" and the goblin player "non-phasing".

> *(a) Goblin Missile Attacks:* same as 2a above.
> *(b) Feudal Missile Attacks:* same as 2b above.
> *(c) Feudal Melee Attacks:* same as 2c above.
> *(d) Goblin Melee Attacks:* same as 2d above.

5. Game Turn Phase: the game turn pointer is advanced to the next game turn on the track, and a new game turn begins.

MOVEMENT

Basic Movement Rules

Procedure: only fighting units stacked with a leader can move, and then only during that side's movement phase (exception: combat results can force additional movement, with or without leaders).

A leader unit may move independently, or it can move fighting units with it. In effect, a leader "carries" fighting units, which remain stacked with the leader throughout the move. The leader unit can add or subtract fighting units as it moves, up to its command limitation (see stacking rules, below).

Basic Movement Restrictions: no fighting unit can be moved by more than one leader in its movement phase. A player can move all, some or none of his leaders during his movement phase. No leader can exceeds its movement

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points, but it can use less. Movement points cannot be accumulated or transferred. No unit can enter an enemy occupied hex. Units can enter friendly occupied hexes, but only if they can leave during the same phase are within normal stacking limitations, or are forced into it by a combat result.

Movement Points (MPs)

MP Allowances: all goblin leaders are unmounted and have 10 movement points (MPs). All feudal leaders can either act as mounted with 15 MP or unmounted infantry with 10 MP, as desired by the feudal player.

Using MPs: as a leader moves to a new hex, a certain number of MP must be expended. Normally this varies with the terrain of the hex being entered. In some case, an additional cost (in MP) to cross a certain type of hexside may also occur. A leader without sufficient MP remaining cannot move into a hex. Unused MPs cannot be "held over" to the next turn.

If a mounted feudal leader unit is moving unmounted feudal infantry either the mounted or infantry MP cost is used, whichever is *greater*. In addition, no more than 10 MPs may be spent by the leader while "moving" the infantry with it. The remaining 5 MP (for the mounted leader) can be used before, after, and/or between infantry moves, and since no infantry is present, mounted MP costs always apply.

Stacking & Command Limitations

Command Limitation Value: this determines the maximum number of fighting units that can stack and move with that leader in a hex. Leader units themselves do not count toward this limit. The limit applies to the number of units currently in the hex with the leader. Units that were with the leader earlier in the phase, but were dropped off, do not affect or reduce the current command limit value. As a result, a leader with a limit of (for example) a 5 command limit leader could move 5 fighting units a few MP then move elsewhere and move another 5 fighting units a few more MP etc., all as part of one move.

Multiple Leaders: if more than one leader is in a hex, the leader with the single highest command limitation is in "overall command" and only his command limit is applied -- all other command limitation values of lesser leaders are ignored. If two leaders of equal command limit value are together, the controlling player decides which is in overall command.

No Leadership: if there is no leader in a hex, up to three fighting units can be left in the hex, stacked together, voluntarily. Additional stacking is allowed only as a result of combat, and only if no other choice exists.

Stack Order & Hidden Forces: if a hex contains a leader, the leader unit "in command" should be placed at the top of the stack. This is because a player cannot examine the contents of an enemy stack unless he has units in a

neighboring hex. If unable to examine the contents of the stack all he can see is the top unit (which will be the leader in command, if any are present).

Zones of Control

Zone of Control Area: the six hexes surrounding a fighting unit or leader are termed its "Zone of Control." Zones of control do not extend into or across terrain the unit is unable to enter. Zones of control do extend into enemy occupied hexes. Zones of control do not cause or affect combat, they simply affect *movement*.

Effects: when a unit enters an enemy zone of control, if must immediately end its movement. It cannot move further that move. A unit that starts in an enemy zone of control may leave for any hex, but must stop again when it enters a new zone-of-control hex. Therefore, a unit can move from one enemy zone of control to another, if that is the *only* move made.

Map Edges

A unit that moves off the mapboard is considered destroyed. The partial hexes along the map edge are considered full hexes and "in play" for game purposes. Units moving onto the map start play by expending an MP to enter the first full or partial hex along the edge of the map.

Goblin Caves: goblin units that enter the caves (in mountain hexes) are returning home. They are removed from the mapboard for the rest of the cycle, and cannot return to the map later that cycle. However, the units are still considered "alive" and safe.

Feudal Withdrawal: the feudal player may deliberately withdraw units from the mapboard by exiting the map (on the road) at hex 2201, 2605, or 2618. Units withdrawing from any *one* of these hexes during the cycle are considered still "alive" at the end of the cycle. The feudal player decides which hex will be used that cycle. Units that withdraw cannot return that same cycle. Withdrawals are allowed only during the feudal player's movement phase, units that retreat or rout off the map are still lost (see Combat).

Movement as a Result of Combat

Units may be required to retreat or rout from battle, if a bad morale result occurs. In this case only, lighting units may be moved without being stacked with a leader. The movement occurs immediately (at that instant).

Morale result movement is given in hexes, not movement points. Thus all terrain costs are ignored. However, units cannot move into terrain where they are normally prohibited.

Units may also advance into an adjacent hex vacated as a result of combat. Again, normal MP costs are ignored, but units cannot enter prohibited terrain.

IMPORTANT: Initial Feudal Movement Restrictions

At the start of each *cycle* no Feudal units on the map may be moved until the Goblins are "spotted." Spotting occurs whenever a goblin unit moves within two hexes of any feudal unit (i.e., the goblin is two hexes away, counting the goblin's hex, but not counting the feudal's hex). Once any goblin is spotted by any feudal unit, the alarm is raised, and all feudal units may move normally on the next feudal movement phase, and for the rest of that cycle.

Terrain Effects on Movement

Movement costs, in MP, vary depending on whether infantry or mounted rates are used. Only feudal leaders moving alone (as mounted) or with mounted fighting units only used the mounted rates.

> **Bridge:** this hexside costs infantry 1 MP extra to cross, mounted ½MP.

> **Cave Entrance:** only goblin leaders may enter these hexes, it costs 1 MP to do so. Goblins enter and exit their mountain homes (off map) through the cave entrance hexsides. Feudals can never enter or attack into caves.

> **Fields:** 1 MP per hex for all units; this represents either plowed or fallow fields.

> **Ford:** this hexside costs 2 MP extra for anyone to cross.

> **Forest:** only infantry (or unmounted feudal leaders) can enter this terrain, mounted is prohibited. Each hex costs 3 MP to enter.

> **Hamlets, Villages, Towns, Abbey and Keep:** hex costs 1 MP to enter, regardless of other terrain (excepting roads, see below).

> **Lake:** hex 2008 is a lake, and impassable to all units.

> **Mountains:** impassable terrain to all units. The only exception is that goblins may enter and exit caves in mountains, to enter and exit the map.

> **Open Terrain:** costs 1 MP for anyone to enter; represents clear, open countryside.

> **Open Woods:** costs 1 MP for anyone to enter this hex; represents an area with sparse trees and brush.

> **River:** river hexsides are impassable to all units. However, where a ford or bridge crosses the hexside, it does become passable. The river starts in the hexside between 0710 and 0711, and flows eastward, branching at the lake.

Roads: a unit that travels along a road, from one hex to another, may use the special road movement rate. Roads interconnect at any hamlet, village, town, abbey or keep not in ruins. Ruins negate roads in that hex. A unit can transfer from one road to another only if the roads intersect in the hex. Mounted units spend ½MP per hex moving along a road, all other spend 1 MP per hex on a road. Other terrain is ignored if on a road.

Rolling Hills: costs 2 MP for anyone to enter this hex; represents gently rolling hills and countryside, downs, vales, etc.

Rolling Hills & Open Woods: costs 2 MP for anyone to enter this hex; represents rolling hills and downs with a sparse covering of trees and brush.

Ruins: costs 1 MP for anyone to enter this hex; ruins occur where indicated by cycle set-up rules. Ruins negate all other terrain in the hex, including roads.

Stream: this hexside costs 1 MP extra to cross, in addition to the normal cost to enter a hex. The stream starts in two places in the mountains, and after merging has its last stream hexside between 0710 and 0610;it then becomes a river starting with the hexside between 0710 and 0711.

COMBAT

General Rules

Battles: the phasing player begins combat by defining the battle locations. A battle is composed of neighboring hexes where units of opposing sides are next to each other. A hex is "is battle" only if an opposing unit is in any one of the six adjacent hexes. Additional units in neighboring hexes are also included if they are also next to an enemy (the same enemy, or a different one).

Battle involvement is purely voluntary, and at the discretion of the phasing player. Units can be adjacent (beside each other) and not be involved in battle, perhaps not involved in any battle. In effect, the phasing player is free to select where to "throw his weight".

The importance of separating one battle from other is simply because one battle is completely resolved before another is begun. The phasing player decides the order in which battles are resolved.

Attacker & Defender: the attacker is the player whose step it is during that battle in that phase, see the Playing Procedure for details. Note that during each battle, both the phasing and non-phasing player will have an opportunity to make missile attacks and melee attacks or counterattacks. However, results of each step's attacks are resolved immediately, so the enemy might actually be unable to make attacks with some units.

Units & Hexes: when attacking, individual units may attack any neigh-boring hexes. Some units can even withhold their attack, and not participate at all, if desired. However, defending units within a hex can *never* be attacked as individuals. Instead, the entire defending hex must be attacked as one group, regardless of the type of attack.

Missile Attacks

First the non-phasing player fires missiles from all his units able to fire. Then the phasing player fires missiles from all units able to fire.

Firing Ability: missiles may be fired only at neighboring enemy-occupied hexes that were originally involved in a battle (sometimes an earlier one). Units of the phasing player may fire only if initially declared as involved in the battle. Units of the non-phasing player may fire whether involved or not, but they can fire only at involved units.

A unit may split its missile value, firing some at one hex, some at another. Remember, a unit cannot fire at specific units, only at enemy occupied hexes.

Firing Procedure: the firing player adds up the total missile value fired into a hex from all his units, and compares it to a single die roll on the Missile Combat Table. The die roll may be modified, depending on the terrain in the *target* hex.

If the result is "—" the missiles have no effect. If the result is "1", "2" or "3" each unit of that armor type or higher must check morale. Thus a "1" result means all must check, while "2" means just armor 2 and 3 must check, and "3" means just armor 3 must check.

Melee Combat

First the phasing player makes melee attacks, then the non-phasing player makes melee attacks.

Melee Ability: a unit involved in the battle may make a melee attack against any one neighboring hex. Only enemy hexes originally indicated as involved in battle may be attacked. However, due to retreats, etc., the hex may be different from the one originally intended!

A melee attack could occur in an entirely different battle, due to a retreat. If that battle was already resolved, the attack is made at the appropriate time during the current battle. If that battle has not yet been resolved, the attack is postponed until the appropriate time in that battle.

A unit may make only one melee attack during a combat phase. The unit cannot split its melee value - the entire unit must direct its attack at a single neighboring hex.

Melee Procedure: to resolve a melee combat, the attacker adds up his total melee combat values of all units attacking the target hex, and compares this with the total melee value of all enemy units within the target hex. The two totals are cross-referenced on the Melee Combat Table. Note that no die rolls are used for this cross-reference, just one total vs. another total.

A result of "--" means no effect. A result of "1" through "8" indicates the attacker rolls a single die. If the roll is *less than or equal to* the result number on the table, all enemy units in the target hex must check morale. If the roll is higher than the number, there is no effect.

The die roll for melee results may be affected by terrain in the target hex. Note that the numbered results in melee combat have an entirely different meaning from the results in missile combat.

Terrain Effects on Combat
    Terrain Prohibitions: no attacks of any sort are allowed into mountains or the goblin caves. No melee attacks are allowed across a river hexside unless a bridge or ford is used. Melee attacks over stream hexsides, and missile attacks over river hexsides *are* allowed.

    Terrain Modifications: terrain in the target hex of a missile or melee attack can affect the die roll used to resolve combat. If a melee combat result indicates no roll ("--") then terrain will not play a role in that combat.

All terrain die roll additions and subtractions are cumulative - use every one that applies. Note that only the *target hex* terrain is used.

Missile Fire terrain modifiers (to die roll)
+1   target hex is open woods
+1   *target hex is rolling hills with open woods
+1   target hex is ruins
+2   *target hex is forest
+2   target hex is hamlet, village, town, or abbey
+3   target hex is keep

Melee terrain modifiers (to die roll)
+1   target hex is ruins
+1   *target hex is rolling hills and/or open woods
+1   target hex behind stream, ford, and/or bridge hexside; applies only if all attackers
         are on the opposite side(s) of this terrain
+2   *target hex is forest
+2   target hex is hamlet, village, town, or abbey
+3   target hex is keep
 -1   target hex is fields or open terrain (*only* if attack includes at least one feudal
         mounted unit).

* modifier is *not* used if target hex just contains feudal mounted units.

MORALE

Morale Checks

Morale Check Causes: missile or melee combat results may cause a morale check among units in a hex. Sometimes missile combat results only in certain units (depending on armor) checking morale. In melee combat all units in the affected hex must check morale.

How to Check Morale

Procedure: check morale once for each *class* of units in the hex. Check class C first, then B, and finally A. In missile combat morale checks, some units of a class may not check (their armor class made them immune to morale results). A separately morale check procedure is needed in each hex, two or more hexes cannot combine for one single morale check.

To actually check morale for a class of units, compare the class with a single die roll on the Morale Table. A result of "--" means no effect, the unit retains good morale; "Re-1", "Re-2" or "Re-3" means a retreat of that many hexes, while "RT" is a total rout. See below a complete explanation of these results and how they are applied. Results are executed immediately.

Leader units *never* check morale. They always have good morale, but can voluntarily accompany a retreat or rout.

Leadership Modifiers: leaders with a "+1" or "+2" morale modifier will affect all morale checks in their hex. All units in the hex add one or add two (depending on the modifier) to the morale die roll when checking morale. If two or more leaders are in a hex, the leader "in command" (with the largest command limitation) is the one used - all other leaders are subordinate and ignored. If two or more leaders are "tied" for command, the player controlling them may select which is in command.

Morale Results

All morale results cause the units of that class to move one or more hexes. Retreat (Re) results indicate the number of hexes (1, 2 or 3). Rout results are automatically 10 hexes unless feudal mounted fighting units rout, in which case, they rout 15 hexes.

Executing Morale Moves: a retreat or rout move is made by the player who owns the units. These moves do not use movement points, but simply move hex by hex.

Retreats and routs must be toward "safety" (defined below). The path chosen must be such that the distance (in hexes) to safety grows less as quickly as possible. The path can avoid impassable terrain and enemy occupied hexes, but does not avoid enemy zones of control, friendly occupied hexes, or any sort of passable terrain. The need to move ever closer to safety will prevent a retreating

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or routing unit from entering the same hex more than once. If a retreating or routing unit is unable to reach safety, and is prohibited from making its full move in hexes (due to impassable terrain and/or enemy-occupied hexes) it is automatically and instantly destroyed.

No leader units are needed to make morale movement; retreats or routs occur automatically regardless of leaders.

Safety for goblin units is the nearest cave. Safety for feudal units is the nearest hamlet, village, town, abbey, keep or feudal leader which has no goblins in or next to it. Ruins do not count as safety for feudal units.

When a retreating or routing unit reaches safety, it immediately halts. It cannot retreat or rout further. Goblins that reach the safety of caves remain there for the rest of the cycle - they cannot return to play until the next cycle.

Stacking: retreating or routing units normally move individually. They may retreat or rout as a group if accompanied by a leader whose command limitation equals or exceeds that of the group (see Leaders & Morale, below). Except in that special case, retreating and routing units normally avoid finishing the move in a friendly occupied hex. However, if a friendly occupied hex is the only one closest to safety, the unit(s) will finish the move stacked with friends, and this stack can exceed the normal limits. However, such an "overstacked" hex cannot be entered by any friendly fighting units. Friendly leaders can enter an overstacked hex to "carry" out one or more units using normal movement procedure, but can only end the phase in the overstacked hex if normal stacking and command limitation rules allow. A leader that is retreated or routed to an overstacked hex may remain there.

Multiple Morale Results: a unit that retreats or routs can finish its move next to enemy units involved in battle. The unit could attack that enemy if desired, and be attacked as a result. It could be attacked regardless of choice only if the enemy had not already attacked during the phase. This could lead to a second retreat or rout, and possibly yet another situation, etc.

Casualties in Routs

A unit that retreats need never check for casualties.

A unit that routs must check for casualties at the end of the rout. Roll one die, if the result is *less than or equal to* the router's *armor value* it is lost. Each routing unit checks separately. Furthermore, for each enemy zone-of-control hex entered during a rout, subtract one (-1) from the die roll.

Note that aside from being destroyed for a lack of sufficient room for a retreat or rout, this is the only way units can be destroyed in this game!

Leaders in Retreats and Routs

A leader unit need not check morale. If fighting units in its hex retreat or rout, the leader may accompany them. If all fighting units in its hex rout and/or retreat, the leader must accompany the group of his choice.
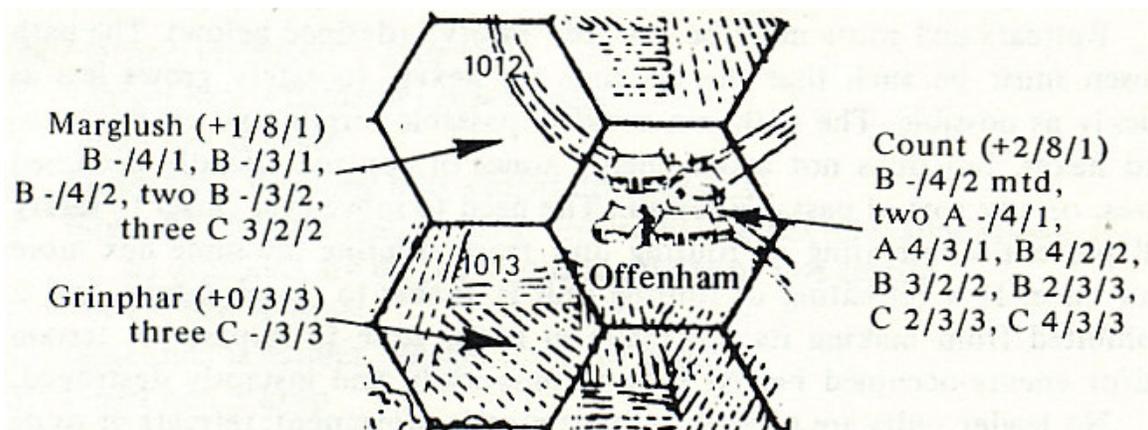
When a leader accompanies a retreat or rout, the entire class of units can retreat together, in one group up to the leader's command limit in size.

If a leader accompanies a rout, he becomes vulnerable to casualties and being lost, just like a fighting unit. This is the sole purpose of the armor values listed on the leader counters.

Advance after Enemy Retreats/Routs

If all enemy units in a hex retreat or rout from it, the victorious friendly units may advance into the hex. Only friendly units initially involved in battle may advance. Friendly units that retreated or routed them-selves earlier in the phase may not advance. Advances must be taken immediately, or not used at all. Advances are in addition to normal movement, but cannot be into terrain normally prohibited for that type of unit.

Friendly units may advance without a leader, but the limit of three fighting units stacked leaderless will apply in the vacated hex. If a leader advances with the friendly units, fighting units up to the leader's command limitation may be advanced into the hex.

Marglush (+1/8/1)
B -/4/1, B -/3/1,
B -/4/2, two B -/3/2,
three C 3/2/2

Grinphar (+0/3/3)
three C -/3/3

Count (+2/8/1)
B -/4/2 mtd,
two A -/4/1,
A 4/3/1, B 4/2/2,
B 3/2/2, B 2/3/3,
C 2/3/3, C 4/3/3

COMBAT EXAMPLE

After an unsuccessful goblin attack on Offenham, by Marglush and Grinphar, the feudal player moves up the Count to reinforce the hamlet. The illustration shows the situation at the start of the combat phase, when the feudal player decides to involve all three in a battle.

The first step is goblin missile attacks. Only Marglush has missiles (9 value), rolls a 3, must add two for firing at a hamlet, and misses. Next the feudal player fires everything (total of 17) at Marglush, rolls a "5" and thus 2 and 3 armor units with Marglush must check morale. First he checks C units and rolls a 2, adds one for Marglush's morale modifier, gets a 3, a rout. These goblins head back to

the caves, checking for casualties. He then checks the B units, and gets a retreat of 2 hexes. He decides to have Marglush accompany this retreat, leaving behind the two 1-armor B morale goblins.

The third step is feudal melee attacks. The feudal player uses 12 value, including the mounted cavalry unit, to attack Grinphar (with 9), needs a "2-" roll, but subtracts one for cavalry present attacking into fields, and forces Grinphar to check morale. These rout, and Grinphar must accompany his goblins, and check for casualties, including to himself. The remaining 13 feudal value attacks the 7 value of goblins in 1012 (survivors of Marglush's force), cause another morale check, and another rout, where more casualty checks occur. The goblins have no units left to make melee attacks, the battle is over.

LEADERS

Leader units have a variety of special roles in the game, summarized here.

Movement: leaders are the only units that move. They "carry" along with them fighting units up to the command limitation of the leader. Goblin leaders are infantry with 10 MP, feudal leaders may act either as mounted units with 15 MP, or infantry with 10 MP, and may select a new option each turn.

Combat: if alone in a hex, a leader has no missile combat value, and a melee combat value of "1" (representing the ability of the man and his small group of bodyguards). If fighting alone, they are considered "A" morale and are vulnerable to normal retreat and rout results. If stacked with other fighting units, a leader is never vulnerable to retreat or rout results, but may elect to accompany a retreat or rout if desired.

Multiple Leaders: if there is more than one leader in a hex, the leader with the highest command limitation value is "in command" in that hex, all other leaders are ignored. If two or more leaders have the highest command limitation, the player controlling them decides which is in command.

PLUNDER

The object of the game is to accumulate the most plunder while acting as the goblin king. Plunder is obtained by occupying any hamlet, village, town, abbey, or keep as yet unlimbered and not in ruins.

At the start of each cycle, a plunder marker is placed in each hamlet, village, town, abbey and keep not in ruins. Whenever the goblin player moves a fighting unit with a leader into such a hex, he may "plunder it." Plundering is instantaneous, and requires no special action, time, or cost.

Carrying Plunder: once a goblin player has plundered a hex, one of the fighting units in the hex must be assigned to "carry" the plunder. To show this, the plunder marker is placed directly beneath that unit.

When the fighting unit carrying plunder enters any goblin cave, the plunder is safely "home" and is now "counted" by the greedy goblins. See plunder counting rules below for this procedure.

If a fighting unit carrying plunder is forced to retreat or rout, it will *always* abandon its plunder. The plunder marker is removed from the game for the rest of that cycle. The goblins can never recapture the plunder later in the cycle.

Plunder Counting
When goblins return a plunder marker to the caves, the value of the plunder is immediately determined.

Raid Version: the goblin player has the option of either counting a plunder marker as worth 3½ victory points per bag, or rolling one die per bag and receiving that many victory points. The goblin player may mix his choices, rolling the die for some "bags" and taking 3½ for others. Note that some markers have two to four bags on them.

Campaign Version: the goblin player must roll one die for each bag on the plunder marker, and receives the die roll in plunder points.

Plunder Chart: this chart has two tracks, one for "tens" of plunder points, and one for "ones" of points. A pointer is used on each track to show the current plunder total. Thus a pointer at "20" and "7" indicates 27 plunder points, while at "00" and "0" indicates no plunder points.

The plunder chart is started at no plunder points whenever a new goblin king ascends to the throne. Plunders points then add up, and are carried over to subsequent cycles in the campaign game, as long as the player remains king. When the kingship is lost, the player notes the final plunder points received. In the Raid version, the kingship changes after the first cycle, while in the Campaign version the kingship can last for many cycles.

THE RAIDING CYCLE

Given in order below are the various steps used to set up and play each cycle. Rules apply to *both* Raid and Campaign versions unless listed as "raid only" or "campaign only" at the start of each section, or each bold-face group of paragraphs.

Initial Mapboard Set-Up

Raid Version Only: in this version of the game, the feudal player first makes three die rolls, once on Table A below, once on Table B, and once on table C. A "Ruins" marker is placed in each hamlet indicated by these tables, so that overall three hamlets will begin the cycle in ruins.

Table A — Raid Version Only
1, 2   Ashdown ruined
3, 4   Tuttledown ruined
 5   Muckledown ruined
 6   Spite's End ruined

Table B - Raid Version Only
1, 2   Driffield ruined
3, 4   Offenham ruined
 5   Riverfield ruined
 6   Griffield ruined

Table C - Raid Version Only
1, 2   Southdown ruined
3, 4   Dunsworth ruined
 5   Swillgate ruined
 6   Chipping Down ruined

Campaign Version Only: if there is a new goblin king (new goblin player) no locations are in ruins, the entire map is "intact" without ruins. If the same player is goblin king, take all the plunder markers that the goblins removed from their starting hexes in the last cycle (these are the markers for those places the goblin plundered -- even if he failed to get the loot back to the caves). Roll a number of dice equal to the bags on the marker. If the dice result for that marker falls within the range listed in the upper left corner of the marker, that location is in ruins. The plunder marker is not used, instead a ruins marker is placed there on the map. If the dice result is not within the range listed, the plunder marker is placed back on the map (the location was not looted badly enough to ruin it).

When determining possible ruins in the town of Lake Shore, decide which marker corresponds to which town hex before rolling the dice.

Plunder Setup (both versions): a plunder marker is placed in each ham-let, village, town, abbey and keep hex not in ruins. The name of the appropriate location is printed on each marker, for convenience. If the location is in ruins, the plunder marker is not used during this cycle.

Permanence of Ruins (Campaign Version Only): once a location is in ruins, it remains that way until there is a new goblin king. If insufficient ruins markers exist, pennies make a good substitute.

Feudal Initial Deployment

At the start of each cycle, the entire group of feudal units is redeployed on the mapboard in new starting positions. At the start of either the Raid or Campaign version, the "Initial Cycle" procedure is used, as described below. In the Campaign version *only* the "Subsequent Cycles" procedure is used if the goblin king *did not change.* If goblins kings change, at the start of the tenure of the new king, a new "initial cycle" begins. This represents the long and chaotic interregnum that accompanies a shift in goblin kingship.

A variety of different deployment groups are set up, in the order given below. All units not initially deployed on the map are sorted into one of three groups: Baron's Reinforcements (RE code units), the "militia pile" of unused C morale fighting units, and the "bonus pile" of all others. Sometimes the Baron's Reinforcements start on the map in a subsequent cycle of the campaign game.

Militia Deployment (Initial or Subsequent Cycle): all C morale feudal fighting units are mixed together and one unit is randomly selected for each unruined hamlet and village hex on the map. These units are initially placed face down so the goblin player cannot see the values on them. The feudal player may examine them. The units are flipped face up whenever a goblin units moves next to the inverted feudal unit, or when the feudal unit first moves. Note that no militia is placed in the abbey, town, or keep. All militia (C morale) fighting units not deployed are placed in the "militia pile."

Keep Garrison (Initial Cycle): units marked "KP" and with a yellow band are placed at the keep (2009). This includes the leaders Sir Godfrey and The Count, as well as B -/4/2 mtd, two A -/4/1, and one A 4/3/1.

Keep Garrison (Subsequent Cycles): all KP code units that survived the previous cycle are placed at the keep (2009).

Local Leaders (Initial Cycle): John Gordon +1/5/2 is placed in any hex of Lake Shore (LS), Robert Keith +0/4/2 is placed in Braxton (BR), Thomas Bruce +0/4/2 is placed in Tweksbury (TW), and Friar Simon +1/5/2 is placed in the Abbey (AB). The two-letter codes on the counter and noted here are reminders of these locations.

Local Leaders (Subsequent Cycles): all surviving local leaders, as listed above, are placed in their respective hexes.

Others (Initial Cycle): separate all feudal B infantry fighting units from the remaining units, mix them, and randomly select the appropriate number for the following locations. These are placed face-down, like the Militia, and are turned face-up when they are moved, or goblins move adjacent to them: two (2) units at Braxton, two (2) units at Tweksbury, one (1) unit in each of the three Lake Shore hexes.

Others (Subsequent Cycles): take all remaining survivors from the previous cycle, and separate out all surviving RE code units (Baron's Reinforcements). All the remaining units may be set up in any unruined location on the map (any hamlet, village, town, abbey or keep hex, or any combination thereof, as desired).

In addition, the feudal player rolls one die. If the result is 1-3 he takes one additional unit from the "bonus pile", if the result is 4-6 he takes two additional units from the "bonus pile." These are set up in any hamlet, village, town, abbey, and/or keep also.

Reinforcements (Subsequent Cycle Only): if the Baron's Reinforcements (RE code) actually appeared on the mapboard during the previous cycle, the survivors may be deployed on the map at the start of this cycle. The surviving RE code units deploy at the keep and/or in any hex(es) of Lake Shore. However, the feudal player has the option to not retain these units, and instead take all destroyed and all surviving RE code units and put them together off map in the "Baron's Reinforcements Pile" for possible arrival during the cycle. The main advantage of this tactic is that it allows RE code units lost in the previous cycle to reappear, but of course, it also means the feudal player has less forces available at the start of the battle.

Note that RE code units will *not* redeploy on the mapboard if they were deployed on the mapboard in the last cycle. Instead, they must start off map in the "Baron's Reinforcements Pile." Thus no RE units can start two cycles in a row deployed on the map. This is because the Baron has better things to do with his troops than loaf about the Count's domain!

Important Note: *NO* feudal units may be deployed in ruins.

Initial Goblin Deployment

Raid Version, Initial Cycle: all goblin leader units are used (King, Marglush, Argbarg, Grinphar, Uglop, and Phinloc). All remaining goblin units are fighting units (B and C morale). These are mixed together and eight (8) are randomly drawn out. These eight are not used in the cycle.

Campaign Version, Initial Cycle: when a new goblin king ascends to the throne, *all* goblin leaders and fighting units are available.

Campaign Version, Subsequent Cycles: all surviving goblin leaders and fighting units, plus all goblins who stayed "at home" during the previous cycle are available. Fighting and leader units lost in previous cycles of the kingship are not available.

Organization of Available Units (all versions): each goblin leader is placed in a different mountain hex with a cave mouth. A number of fighting units equal to that leader's command limitation are placed with him (stacked with him). Which leaders are placed in which cave, and the particular fighting units with each leader, are decided by the goblin player.

This starting placement does not mean the goblin leaders can "carry" only those goblins. Later in the game leaders may combine, shift units, etc.

Any goblin fighting units not placed with a leader at a cave are "staying home" that cycle, and do not participate during the cycle (remain off the map).

Playing the Cycle

Play of the cycle now begins with the first Game Turn. All goblin stacks can move out of their mountain positions, moving across the cave hexsides to non-mountain terrain. Note that the feudal units are only able to move when a goblin unit is "spotted" (comes within two hexes of a feudal unit). Therefore in the first few game turns of each cycle, it is common for all feudal movement to be prohibited.

Goblin leaders are not obliged to leave their caves on the first game turn. Leaders may delay their departure to later game turns, or not at all.

When the goblins are spotted, feudal reinforcements may be activated (see Baron's Reinforcements, below).

Record-Keeping during the Cycle

Plunder: as the goblin player plunders locations and brings the loot back to his caves for counting, the pointers on the plunder track should be adjusted to show the current total of goblin plunder points. See Plunder rules for details. Locations not plundered are shown by the plunder marker remaining on that hex, the marker is removed when the hex is plundered. If playing the campaign game, it is important to keep track of which locations were plundered, since this determines what locations might be in ruins in the next cycle.

Casualties: all goblin leader and fighting units lost go into a special "dead" pile. In the campaign game, the goblin player must distinguish between the "stay at home" pile (fighting units not in use, but available for use in the next cycle) and the "dead" pile (who are revitalized only when goblin kingship changes).

Feudal casualties are important only in the campaign version. In the raid version redeployment for the next cycle is automatic and occurs regard-less of casualties in the previous cycle.

In the campaign version, all C morale fighting units lost by the feudal player go into the "militia pile." All RE code (Baron's Reinforcements) units go into the

"Baron's Reinforcements Pile" off map. All other feudal casual-ties automatically go into the "bonus pile" for possible reappearance next cycle as "others" (see Feudal Initial Deployment, above).

Confidence Level of the Goblin King: in the campaign version only, the goblin player must adjust the confidence level for himself, as king, as events occur that affect it. Confidence changes occur instantly.

Baron's Reinforcements
If the RE code (Baron's Reinforcements) units did *not* deploy on the map at the start of the cycle, they may appear during the cycle instead. The RE units can never start on the map in a Raid version of the game, nor in an initial cycle of the Campaign version, see Initial Feudal Deployment above.

Procedure: when the first goblin unit is "spotted" (comes within two hexes of a feudal unit), on the following feudal movement phase, the feudal player mixes up the four red "Baron Arrives" markers and randomly selects one. The feudal player is free to examine what he drew, but not the goblin player. The feudal player then places the marker face down on the time record track, on the current game turn.

The marker indicates how many game turns will pass before the RE units appear. The fastest is "+1 Turn", which means they arrive on the next game turn (during the feudal player's move). The slowest is "+4 Turns", which means four turns after it is drawn (game turn number plus four is the game turn of arrival). When arrival turn occurs, as the feudal player moves the RE units onto the map he flips over the marker to "prove" that this is the proper arrival time.

Arrival: if the cycle ends before the arrival time of the RE units, they do not appear. The Baron didn't arrive in time, and thus doesn't arrive at all. On the next cycle (in a campaign) the RE units cannot deploy on the map.

If the cycle is still in progress during the feudal player's move phase of the arrival turn, at the instant of arrival he rolls one die for the exact hex where they enter: 1,2 - 2201; 3,4 - 2605; 5,6 - 2618. The units must pay the proper MP cost to enter that hex of the map, and continue from there.

Whenever the RE units arrive, they always arrive at full strength, regardless of previous losses. The RE units include the Baron +2/12/1 leader, A -/5/1 mtd, two A -/4/1, two A 4/3/1, two A 3/3/1, and two B -/4/2 mtd.

Ending the Cycle
Normally, the cycle ends whenever all goblin units are off the map, either because they are all destroyed, and/or they have all returned to the cave hexes. The game is designed and victory conditions arranged so that it is advantageous for the goblin player to collect the maximum plunder and "head for the

mountains" quickly, rather than trying to fight major battles for control of the feudal domain per se.

Instant End of Cycle: if the goblin king leader unit is lost (due to casualties in a rout, or forced to retreat or rout without ability to make the move), the cycle immediately ends. In the campaign version only, if the goblin king's confidence level reaches -8 the cycle also instant ends, and the goblin king is deposed (see Victory - Campaign Version).

Time Limit on Cycle: if the goblin player fails to plunder any new location for a period of 20 consecutive game turns, the cycle ends. In the campaign version *only* any locations still occupied by goblins at the end of those 20 turns are considered automatically in ruins for the next cycle if the kingship remains the same.

CONFIDENCE LEVEL
Campaign Version Only

In the Campaign version, the goblin player retains his role only as long as his "kingship" holds the confidence of his gibbering minions. Life as the goblin king can be short, since the goblin horde normally extracts the extreme penalty from a leader who can't provide them with resounding victories and piles of plunder.

During the course of each cycle, the goblin player must adjust the confidence pointer on the confidence track, to show the current confidence level. Two different pointers are provided, one for use when the confidence level is 0 or above ("+ confidence" in yellow) and one for use when it is below 0 ("- confidence" in orange). A variety of situations can increase or decrease the confidence level, listed below.

Whenever the confidence level reaches negative eight (-8) the current cycle ends. The goblin king is presumed shortened by a head, and the reign of that player as king must end. Setup for the next cycle is begun, with the old king now the feudal player, and the feudal player now the goblin king.

Confidence Level is increased by:
    +3 for each feudal leader unit eliminated.
    +3 for each feudal A morale fighting unit destroyed.
    +2 for each feudal B morale fighting unit destroyed.
    +1 for each feudal C morale fighting unit destroyed.
    +1 for every five (5) plunder points counted in the caves; fractions of five points can be accumulated, so when another total five is gained another +1 in confidence is received.

Note: confidence increases received for destroying feudal units are permanent, even if the feudal unit reappears in a later cycle.

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Confidence Level is decreased by:

   -1   each "battle" where one or more goblin units retreated during the combat phase (but none routed).

   -2   goblin player decides to skip this raiding cycle (feudal player does not "spot" any goblins during the cycle).

   -2   additional penalty to above (retreat from battle) if the goblin king leader unit was involved in the battle.

   -2   each "battle" where one or more goblin units routed during the combat phase (retreats in the same battle impose no extra loss).

   -3   additional penalty to above (rout from battle) if goblin king leader unit was involved in the battle.

"Battle" is one battle, as defined in the combat procedure, during either the goblin or the feudal combat phase. It is possible to have a number of battles in each combat phase of the turn. The number of units that retreat or rout from the battle is immaterial. The goblin player might even "win" the battle by driving away all feudal units, perhaps destroying some, and yet suffer a loss in confidence as well, due to retreats or routs by his own units.

   Exception: if no goblin leader unit is involved in the "battle", its results have *no effect* on confidence levels. At least one goblin leader must be involved for confidence levels to fall.

PLAYER ROLES & VICTORY

Victory - Raid Version

   In the raid version, each player is the goblin king for one cycle. The player who accumulates the most victory points while king is the winner.

   Player Roles: at the start of the game, each player rolls a die. The higher roller starts as the goblin player, the lower as feudal player (if a tie, roll again). After the first cycle, the goblin player counts his victory points, and roles then reverse, so the former goblin is now the feudal, and vice versa. After the second cycle the game ends, and the goblin player again counts victory points.

   The winner is the player with the higher victory points total as goblin.

   Victory Points: at the end of a cycle, victory points for the goblin player are determined.

   First add up the total victory points scored for plunder returned to the caves (see Plunder). Note that each "bag" on a plunder marker can either be counted as 3½ victory points, or a die roll can be used to establish its value. Fractions are retained, so a player could have a final victory points score with a fractional amount.

Then, add and subtract all the bonus victory points listed below:

+3 (each) . . . . for destroying feudal Count or Baron leader units
+1 (each) per other feudal leader unit, A, or B morale fighting unit destroyed
 -1 (each) . . . . per goblin fighting unit destroyed (B or C morale)
 -2 (each) . . . . per goblin leader unit destroyed (other than the king)
-10 . . . . if the goblin king leader unit destroyed

Note that destruction of feudal militia (C morale fighting units) has no effect on victory points.

Victory - Campaign Version
    In the campaign version, each player is goblin king until he *is* deposed or killed. Kingship can last many cycles. The game is played until both players have had one complete kingship. The player with the most plunder points at the end of his kingship wins.

    Player Roles: as in the raid version, each player rolls a die, the higher starts as goblin king (roll ties again). The player as goblin king continues in his role, cycle after cycle, until either the goblin king unit is killed, or he is disposed because his confidence level reached negative eight (-8). When this occurs, the cycle instantly ends, along with his kingship.

    Victory: while goblin king, each player accumulates plunder points, cycle after cycle. When a player's kingship ends, note the accumulated total plunder to that instant. The player who had the higher total (when both kingships end) is the winner. Note that "victory points" do not apply in the campaign version, plunder is the sole measure of success. The trick, of course, is remaining king long enough to accumulate a high plunder score!

PLAYER HINTS

The Goblin Player, if faced with a competent opponent, will quickly discover that it is a very risky proposition to seek out massive battles with his adversary. Even though there are fewer feudal troops on the board most of the time, their average unit has a higher morale and will tend not to rout from battle. Therefore, the goblin player's best tactic is quick hit and run attacks. *Goblin* is, after all, a game of raiding and plunder.

The goblins should attack as many villages and towns as possible, making sure the location has enough stacks of units attacking it to insure that if the defender routs, he will be forced to exit through goblin zones of control. If the opposition is getting too tough to handle, or reinforcements seem imminent, don't be afraid to withdraw to the caves and regroup for another raid cycle. Remember, you are out to maximize your victory points, and that is most easily done through plunder – plunder which is available at minimal risk in the opening turns of each cycle.

The Feudal Player has a difficult task. He must defend his key locations, the town, abbey, keep and villages. But he must be willing to take some risks and use bluffing as a tool.

The feudal player's advantages lie in his troops' morale, and his archery and cavalry. He cannot stop the goblins from attacking the outlying hamlets but may be able to draw his forces further from the caves. The temptation for the goblins to attack the abbey, town and keep is always great. With some good defense and a mobile strike force, carefully planned concentrated attacks can upset the goblin plans. When possible, an attack against the goblin king is always desirable if there is a chance of success.

The feudal player must concentrate on lowering the goblin player's confidence standing while denying him as much plunder as possible.

CREDITS

Goblin was designed by Howard Barasch, developed by Howard Barasch and Arnold Hendrick. Playtesting by Bill Armintrout, Cameron Owen, Max Carr David Helber, and Albert Pare.- Graphic design and box cover painting by David Helber, counter and mapboard artwork by Tom Maxwell. Trademark and Copyright ©1982 by Heritage USA.