

Go! Z'heroes



Ages ago, the eminent Gob'Vinci began his research on Gob'z. No one knows how he collected so much information about Gob'Da himself, or his Gob'z'Heroes...

Gob'Vinci disappeared long ago, leaving behind his unfinished project. He may have been captured and tortured by Gob'Capone, or he may have withdrawn at Gob'Da's side (voluntarily or by force). The version of the story varies depending on the storyteller (who believes a Gob' anyways!?). One thing is for sure... any possible evidence of the existence of grey matter in Gob'z, disappeared with Gob'Vinci...

Legend says that the Gob'z'Heroes could be the sons of Gob'Da, *The Wise Gob** or *The Maker*...

Gob'z'Heroes' powers are present from birth and all quite different. Making each and every Gob' a unique member of the Crew. It seems hard to believe that they could have a biological origin, as Gob'Da never appears to have taken a "wife". It seems more likely that they are the "Island's children", associated with the Gob'Da's powers.

The diversity amongst Gob'z is amazing! Research even shows that there are also some giant-sized Gob'z (Trolls!) that show a frightening level of stupidity. Nevertheless, they harness a physical strength that is beyond comprehension...

Finally, Gob'z'Heroes seem to simply be "happy mistakes" in an unrestrained search for the perfect son... Even so, Gob'Da passes judgement on his "sons" quite unevenly. Their worth likely based on the degree of "creation success". Some Gob'z are rejected at birth... eventually becoming Gob'z'Villains as a way to survive...

The so-called Gob'Da The wise (or Gob'Da the Savior) first appeared on Gob'Tham City Island, followed by several warriors. An island dominated by the dreadful and cruel Darth'Gob for longer than anyone can remember.

The history of Gob'Da is shrouded in mystery. It's believed that he is the last survivor of a peaceful, prosperous and radiant Gob'Tham. No one truly knows the reason for his longevity, but it's rumored that he may be immortal.

**To be treated cautiously...*

Legend tells us that during his childhood Gob'Da discovered the world and its inequalities. He became aware of the balance of life, and that his hometown was an exception. Unlike the magic surrounding Gob'Tham, everywhere else he only found desolation. Little did he know... that same sad fate would soon strike Gob'Tham.

Returning from his long journey, Gob'Da discovered his city on fire! In that moment, a dark anger emerged from the depths of Gob'Da's soul... an evil that has never left him since. He swore to exact revenge on those responsible, and to one day restore innocent, good times to Gob'tham.

He exiled himself not far from Gob'Tham (on the island of Gob'Wood) and from that era, we know nothing. How he spent his time there remains an enigma. As does how he came to be accompanied by the warriors that we all know today as the Gob'z'heroes. Gob'Da has psychic powers that he draws from unknown liquids, contained in vials which he carries around with him. Gob'Da smokes fumes from those mixtures and absorbs an immeasurable psychic profit. Which may even be the source of his immortality! During his extended period on Gob'Wood, Gob'Da learned to take advantage of nature's essences...

...though Gob'Da has at times been known to abuse mixture quantities and concentrations. Some help him meditate, while others have him addicted...



MATERIAL

7 Gob'z'heroes miniatures and their Profile Cards

4 double-sided game Tiles

2 disk gauges

8 Gob'jective Cards

40 Combo Cards

10 Stuff Cards

4 Zombie markers

25 Tickle markers

3 six-sided foam dice

Markers for additional scenarios (to be published at www.gobzheroes.com).



I - SETUP

A - MAIN GOAL

You must be the first player to score the number of *Victory Points* decided at the beginning of the game.

It's as simple as that!!

VICTORY POINTS

Victory Points (VP) are kept track of with a disk gauge.

The number of VP needed to win the game, depends on the game length that you want :

- Quick game (less than 30 min): 6 VP
- Standard game (about 45 min): 9 VP
- Long game (about 60 to 90 min): 12 VP

Victory Points are awarded for some brilliant actions, performed by a player during their turn.



HOW TO SCORE VICTORY POINTS

Dumping: discard 3 combo cards	1 VP
KO (Knock Out) by <i>LOL</i> or <i>Low Blows</i>	1 VP
KO a Gob'	2 VP
KO by <i>LOL</i> or <i>Low Blows</i> on a Troll	2 VP
Fulfill your <i>Gob'jective</i>	2 VP
KO a Troll	3 VP

B - BUILD THE GAME BOARD

Arrange the game tiles any way that you want to. There are no rules for setting up the game board, as long as all players agree on the layout. Your imagination is the only limit!

You will use 4 tiles for a 2-player game, or 6 tiles for a 3 or 4-player game.

After the game board has been chosen, place the following in squares agreed upon by all players:

- One *Sewer / Hatch* token per tile.
- 2 *Supply Crates*, on the entire game board, regardless of the number of players.
- *Teleporters*, on the entire game board :
 - 3 *Teleporters* for a 2-player game.
 - 5 *Teleporters* for a 3-player game.
 - 4 *Teleporters* for a 4-player game.

C - SET UP THE TABLE

THE BENCH

Unselected Gob'z will be placed aside to form the *Bench*. Gob'z that are KO'd during the game will also be placed here.

GOB'JECTIVES - Hidden Goals

At the beginning of a game (before building your *Crew*), each player draws a *Gob'jective Card*. This card must remain secret to rival players, and will be placed face down next to each player's *Profile Cards*.

As soon as a *Gob'jective* task is fulfilled, that player immediately scores 2 VP and shows their card to the other players as proof! Players only have one *Gob'jective* to fulfill per game.

Note : In order to increase strategy, every Gob'jective is unique. It is possible for a Gob'jective to be unachievable (For example : A Gob'jective to KO a Troll, when no rival Crew contains a Troll). In that case, discard that Gob'jective Card and draw a new one.

STUFF CARDS AND COMBO CARDS

Gather ALL the *Stuff Cards* together to form the *Stuff Deck*. Gather all of the *Combo Cards* together to form the *Combo Deck*.

DICE AND MARKERS

Make sure that the *Tickle* markers, *Zombie* markers and the 3 dice are within reach of all players.

You've likely noticed that the dice are made of foam... Yes, they are indeed "Goblin'ly-untrustworthy". You will find out soon that they may bring you luck... or maybe not!

D - BUILD YOUR CREW

THE GOB'Z CREWS

A Gob'z *Crew* is made up of 3 to 6 Gob'z (and may contain a maximum of 1 Troll). During a player's turn, any Gob'z they wish to activate will need to be fed. Based on its *Rations* value, a Gob' will use 1 or more of your *Crew's Rationing Points*.

Troll are simply like any other Gob'. Well, almost...

Any character with a *Rations* value greater than or equal to 5, is a Troll. All rules regarding Gob'z in this book also apply to Trolls, unless specifically stated otherwise.

Gob'z are scattered and noisy creatures... They always require a certain amount of *Charisma* (and food!) to keep them focused, and to maintain good cohesion within the *Crew*.

When first recruiting your *Crew*, pay attention to the *Recruitment Limit*. The combined *Rations* values of all your Gob'z must not exceed this limit:

- For a **2-player** game, the *Crew Recruitment Limit* is 12
- For a **3 or 4-player** game, the *Crew Recruitment Limit* is 10



WHO CHOOSES FIRST? ... LET'S PLAY SHI-FU-MI (Rock-Paper-Scissors)

The winner first selects a corner of the board to deploy their *Crew* (see section E below).

Starting with the winner (and continuing clockwise), each player *Recruits* a Gob' from the remaining available Gob'z and places it in their deployment zone (also retrieving its corresponding *Profile Card*).

Proceed in this fashion until each *Crew* has finished *Recruitment*.

Calculate properly! Any remaining Ration Point(s) from your reserve that you don't use for Recruitment will be lost!

IN A 3 OR 4-PLAYER GAME

Simply roll a 6-sided die to determine who will be first to select a Gob'. Highest result wins.

EACH GOB' IS UNIQUE !!

If a rival player currently has a specific Gob' included in their *Crew*, you can't *Recruit* the same Gob'.



EQUIPPED GOB'Z

Some Gob'z begin the game with *Stuff*! When building your *Crew*, retrieve required *Stuff Cards* from the *Stuff Deck*.

GOB'Z BASIC CHARACTERISTICS...

Rations show a Gob's appetite. It will require more *Charisma* to lead Gob'z with bigger appetites.

Rations

Charisma is a Gob's ability to lead the *Crew* (and feed fellow Gob'z!). The higher this value is, the easier it will be to lead the others. This *Characteristic* is used to figure out how many Gob'z you will be able to control during your turn.

Charisma

Movement represents a Gob's speed. Usually for Gob'z, smaller means faster and bigger means slower!

Movement

Physical Ability indicates the *Strength* (attack) and *Resistance* (defence) of a Gob'. In other words... its ability to dish out and receive blows! The higher the value, the tougher the Gob'!

Physical Ability



Skills

QUALITIES

ACCURATE : this Gob' succeeds on a *Roll to Hit* result of (3) or higher.

CLUMSY : this Gob' succeeds on a *Roll to Hit* result of (5) or higher.

SWIFT : this Gob' is allowed to continue its *Movement* after a change of level (going up or down).

HEAVY : this Gob' can't use *Ladders* to move between levels (it can only use *Teleporters*). *Heavy* cancels *Fly*.

TALL : when on the ground, this Gob' is still considered adjacent to a Gob' at the edge of a platform, and may make *Ranged Combat* attacks targeting a Gob' on a platform (as if they were both on it). Gob'z on the same level do not block this Gob's *Line of Sight*.

LUCKY : this Gob' scores 1 VP for every (6) it rolls.

UNLUCKY : this Gob' loses 1 VP for every (1) it rolls.

ROUGH : when attacking, KO conditions apply on a *Roll to Hit* result of (5) or (6).

WEAK SPOT : when being attacked, KO conditions apply on *Roll to Hit* result of (5) or (6).

FLY : this Gob' can move between levels as it wishes, without restrictions.

QUALITIES

In addition to the 4 *Characteristics* found on their *Profile Card*, some Gob'z will possess *Qualities* from the list on the left. Several Gob'z may have the same *Qualities*.

SPECIAL SKILLS

Every Gob' has one (and only one!) unique *Special Skill*, described on their *Profile Card*.

Usually, a powerful *Special Skill*, will be accompanied by low *Characteristics*. On the other hand, a Gob' with a weaker *Special Skill* is generally compensated by having better *Characteristics*.



E - DEPLOYMENT ZONE

- **FOR A 2-PLAYERS GAME** (4-tile game board - 10 x 14 squares), *Crews* are deployed to opposite corners.

- **FOR A 3-PLAYERS GAME** (6-tile game board - 15 x 14 squares), *Crews* are deployed as follows:

- One *Crew* is deployed along (the edge of) the length of the game board, with its first Gob' in the middle square. That *Crew's* other Gob'z are deployed in squares next to the first Gob'.

- The other two *Crews* will be deployed in the two corners that are located the furthest from the first *Crew* (see diagram).

- **FOR A 4-PLAYERS GAME** (6-tile game board - 15 x 14 squares), *Crews* are deployed at each corner.

Once Gob'jectives are selected, *Crews* are chosen and all Gob'z have been deployed, the player whose Gob' has the highest *Charisma* begins the game. In the case of a tie, the player with the two Gob'z that have the highest *Charisma* will begin, and so on...



2 PLAYERS

"In a 2-player game, any corner can be used. However, the two players' *Crews* must be deployed at opposite corners that are as far apart from each other as possible."



3 PLAYERS



4 PLAYERS

II - TURN STRUCTURE

TURN PHASE

The first player begins and performs their entire turn. When finished, the player to the left begins their turn. Play continues clockwise until all players have acted.

[Optional] If only one Gob' remains *able*, a *Backup Gob'* arrives!

- 1 - **RATIONING**: Identify the *able* Gob' with the highest *Charisma* of your *Crew*.
- 2 - **ACTIVATE YOUR GOB'Z**: without exceeding the *Rationing Points*.
- 3 - **CREW REHAB**: Gob'z recover at the end of your turn.

1 - RATIONING

On every turn, a player will be able to activate some (or possibly all) of the Gob'z in their *Crew*. In order to activate your Gob'z, you must feed them in the first place.

Rationing creates a link between the highest *Charisma* in your *Crew* and *Rations* required to manage your *Crew*.

At the beginning of your turn, **identify the highest *Charisma* value among *able* Gob'z in your *Crew***. This "Rationing" value indicates how many *Rationing Points* you may assign to feed friendly Gob'z during your turn.

2 - ACTIVATING GOB'Z

Think of The *Rationing Points* like a *Rationing* pool... Everytime you feed and activate a Gob', subtract the amount of *Rations* used to figure out how many *Rationing Points* you have remaining.

When you activate any fed Gob', you can move it first and **then** make an attack (if possible). If the Gob' begins it's activation with an attack, it will not be allowed to move afterwards. After feeding and activating a Gob', turn its *Profile Card* sideways to remind yourself that it has already been activated this turn (and help keep track of how many available *Rationing Points* you have remaining). Gob'z that are left hungry refuse to participate!

NOTE: Any unused *Rationing Points* are lost. You can't save *Rationing Points* for a future turn.

EXAMPLES

Player X's *Crew* contains 4 Gob'z :

- Gob' 1 - *Rations*: 1 / *Charisma* : 3
- Gob' 2 - *Rations*: 3 / *Charisma* : 2
- Gob' 3 - *Rations*: 2 / *Charisma* : 8
- Gob' 4 - *Rations*: 2 / *Charisma* : 6



EXAMPLE 1: Gob' 3 is *able*, so the player has (8) *Rationing Points* to available to use. He feeds and activates Gob' 2 (who requires 3 *Rations*). Afterwards, the player has 5 remaining *Rationing Points* available.

EXAMPLE 2: Gob' 3 has a *Charisma* value of (8) for a total of (8) available *Rationing Points*. As long as Gob' 3 is *able*, the player can feed all of their Gob'z! Since (8) is also the combined *Rations* total of all four Gob'z in the *Crew*.

- If Gob' 3 is *Stunned* (or *KO'd*) at the beginning of the turn, it can't be used. The player will instead only have 6 *Rationing Points* available, since Gob' 4 has the next highest *Charisma* with a value of (6).

- If Gob' 3 and Gob' 4 are *Stunned* or *KO'd* at the beginning of the turn, neither of them can be used. The player will only have 3 *Rationing Points* available, since Gob' 1 has the next highest *Charisma* with a value of (3).



"Remember, a Gob' can only be played once each turn! (unless *Special Skills* or *Combo Cards* allow otherwise) "

MOVING A GOB'

MOVING ON THE SAME LEVEL

Each Gob's *Movement* value indicates the number of (same level) squares it may travel during a single turn. *Movement* is performed square by square, in any direction (orthogonally or diagonally). A Gob' does not have to use its full *Movement* value.

Obstacle : you can't move through a Gob', whether it's friendly or rival!



MOVING BETWEEN LEVELS

The game board has two distinct levels: lower (ground) and upper (platform). Both levels are clearly identifiable.

To change between levels, Gob'z must use the *Ladders* pictured on the board.

To move up or down between levels, you must end the Gob's movement immediately after using a *Ladder*.

CAREFUL: If you still have remaining *Movement* left after using a *Ladder*, it is lost. At the beginning of it's next turn, that Gob' will be allowed to move as usual.

Gob'z that are not on the same level are never considered adjacent (except for *Tall* ones).



MOVING ONTO A SPECIAL SQUARE : see page 10

ATTACKING A RIVAL GOB'

Important : A Gob' can only make one attack during its turn. Either *Close Combat*, OR *Ranged Combat*.

If a Gob' has multiple weapons, you'll have to choose which one it will use that turn.

BASIC RULES

- ROLL TO HIT

To determine if an attack hits or not, you must successfully complete a dice roll called a "Roll to Hit". The default result required by a Gob' to pass a *Roll to Hit* is a (4) or higher. This means that to hit a rival Gob', the player must obtain a result of (4), (5), or (6) on a **D6** roll.

- MODIFIERS

Qualities like *Accurate* or *Clumsy* as well as some *Combo Cards* and/or *Stuff Cards* (see page 8), can increase or decrease the default value needed for a successful *Roll to Hit*. These potential modifiers also apply to *Low Blows* (see page 9).

- GENERALITIES

You can only attack one target at a time (unless specifically stated otherwise).

If you have multiple *Roll to Hit* attempts to make simultaneously (like a repeating firearm for example), you must roll all dice at the same time. Each die roll (that succeeds on a *Roll to Hit*) counts as its own attack! Furthermore, the attacking player decides the order in which they want to apply and resolve the results!

CLOSE COMBAT

The attacker must target a Gob' that occupies an adjacent square (including diagonally, except for special cases).

- Succeed on a *Roll to Hit* to successfully attack a rival Gob'.
- Determine the *Degree of Injury* (see page 8).

SPECIAL RULES FOR TROLLS

Trolls always roll 2 dice when making a *Close Combat* attack. Trolls can also attack 2 different targets (one die against each target), but this choice must be announced before rolling the dice.



RANGED COMBAT ATTACK (AKA SHOOTING)

A *Ranged Combat* attack (using a weapon *Stuff Card* or *Special Skill*) proceeds in the same way as a *Close Combat* attack. *Ranged Combat* attacks however, do not have to target a Gob' in an adjacent square.

The range of a weapon (shown on its *Stuff Card*), indicates the distance that it can attack from. Range is measured by counting squares **in a straight line** (never diagonally) from the Gob' that's shooting, to the targeted square. The targeted square is included when determining range.



Range can also be used to attack Gob'z that are adjacent (but never diagonally).

A Gob' can only use one weapon on its turn (unless specifically stated otherwise).

LINE OF SIGHT RULES

- You can't shoot through another Gob' (friendly or rival) or through any *Obstacles* (currently, *Supply Crates* and platform walls).
- You can only target a Gob' (friendly or rival!). You can't target an empty square (unless specifically stated otherwise).
- *Stunned* Gob'z do not block line of sight. When *Shooting*, treat a square occupied by a *Stunned* Gob' as if it was empty.



SHOOTING BETWEEN DIFFERENTS LEVELS

- **On the same level:** from ground to ground, or from one platform to another. Just remember to check your range and make sure that you have a clear *Line of Sight*.
- **From a platform to the ground:** the Gob' that is attacking must occupy a square at the edge of the platform. *Line of Sight* is not blocked by other Gob'z on the ground, but the target must still be within range.
- **From the ground to a platform:** to shoot at a Gob' located on a platform, the target must occupy a square at the edge and be within range. Once again, Gob'z on the ground will not block *Line of Sight* in this situation.

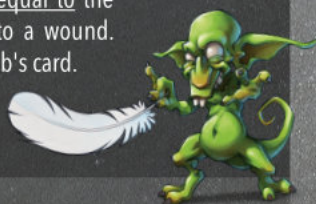


DEGREE OF INJURY

When a Gob' is hit by an attack, you then need to determine what *Degree of Injury* it has suffered. Based on the *Strength* of the attack and the *Resistance* of the defending Gob', the hit Gob' will either be: *Tickled*, *Stunned* or *KO'd*.

A hit Gob's resistance is always equal to its *Physical Ability*, with modifiers applied (*Special Skills*, *Stuff Cards*, *Combo Cards*...)

TICKLED : If the *Strength* of the attack is lower than or equal to the *Resistance* of the target, the attack does not lead to a wound. Nevertheless, you will place a *Tickle* marker on the Gob's card.



STUNNED : If the *Strength* of the attack is greater than the *Resistance* of the target, the hit Gob' is *Stunned*. To represent this, the Gob's miniature is laid down on its side.



You will not be allowed to activate this Gob' until it has been restored (see Crew Rehab on page 9). Until the Gob' is restored, its Special Skill and its Charisma can't be used either!

KNOCKED OUT (KO'd) : When a hit Gob' is *Stunned* by a result of (6) on a *Roll to Hit* **AND** the attack's *Strength* is equal or greater than twice the *Resistance* of the target... the target is not considered *Stunned*, and is *KO'd* instead. **That Gob' is immediately removed from the game board and placed on the Bench.**

Reward : 2 VP if the target was a Gob'. 3 VP if the target was a Troll.

KO'D BY LOL : A Gob' that has 4 *Tickle* markers on its card is laughing out loud so hard and it just can't stop! It is considered to be *KO'd*, but the attacking player scores less VP.

Reward : The player that caused the 4th Tickle marker to be placed scores 1 VP.

Trolls are hardened beasts... it takes up to 6 *Tickles* before they start to laugh out loud!

Reward : The player that caused the 6th Tickle marker to be placed scores 2 VP.



LOW BLOWS

Gob'z are vile and sneaky creatures! They love to hit rivals that are on the ground and vulnerable. When attacking a *Stunned* target, the **Physical Ability of the attacker is irrelevant**. On a succesful *Roll to Hit*, the target is automatically *Tickled* once! If the result of the *Roll to Hit* is a (6) while performing a *Low Blow*, the *Stunned* target is immediately *KO'd*.

Reward : When a target is KO'd by a Low Blow, the attacking player only scores 1 VP if the target was a Gob', or 2 VP if the target was a Troll.

COLLATERAL DAMAGE

Some attacks you make may also harm Gob'z that are friendly to your *Crew*! In that case, the rival player performs the required *Roll(s) to Hit* against your affected Gob'z. If this results in friendly Gob'z being *KO'd* or *KO'd by LOL*, the rival player will not score any *Victory Points*. However, the rival player will still draw a *Combo Card* for each result of (6) on those rolls (see *Combo Cards* on page 9).

You never score VP when you KO a Gob' from your own *Crew*!



BACKUP !

Any time a player only has one remaining *able* Gob' at the beginning of their turn, a *Backup* automatically arrives! The player can choose any Gob' from the *Bench*, even if that Gob' was already used this game!

CAREFUL: A player can't choose a *Backup* with a *Rations* value that would cause its *Crew* to exceed the game's initial *Recruitment Limit*.

Remember, the *Rations* value of your *Stunned* Gob'z still affect your *Crew*'s total. The player places the *Backup* on any available *Sewer/Hatch* square, and can immediately activate that Gob' if desired.



SPECIAL CASES :

- 1 - If all of a player's Gob'z are *Stunned* at the beginning of their turn, that player will also draw a *Combo Card* in addition to receiving a *Backup*.
- 2 - If it is impossible to select a *Backup*, the player draws 2 *Combo Cards* instead.
- 3 - If the *Backup* is a Gob' with special equipment:
 - If the Gob' has already been used this game and KO'd, that Gob' returns **without** its equipment.
 - If the Gob' hasn't been used yet this game, retrieve it's equipment from the *Stuff Deck*.
 - If the equipment has already been used by another Gob', the *Backup* enters the game without it.

HOME ALONE

If for any reason you have only one Gob' remaining in the game, you can still activate it (even if its *Charisma* does not cover its own *Rationing* cost).

3 - TURN ENDING - CREW REHAB

Once you've finished activating Gob'z, you have to restore your *Crew*. This is called the *Crew Rehab* phase. To do so, all of your *Stunned* Gob'z are put back on their feet and are no longer considered *Stunned*. *Profile Cards* of Gob'z that were activated this turn are returned to an upright position.

During **Crew Rehab**, other specific events may also occur.



COMBOS, DUMPING & STUFF CARDS

COMBO CARDS

Combo Cards can be used at ANYTIME. **Yes, really! Anytime!!!**

That means you can play a *Combo Card* even after dice have been rolled! A *Combo Card* effect only applies to a specific action, and is immediately discarded after being played (unless specifically stated otherwise).



How do I get *Combo Cards*?

Anytime a player rolls a (6), they draw a card from the *Combo Deck*. The player does not have to play this card right away and can choose to keep it to play at a later time. However, you can never possess more than 3 *Combo Cards* at any time.

CAREFUL: If a player ever has 3 *Combo Cards* and would draw a 4th one, **they must discard or play** a card before drawing (or choose not to draw a new card).

DUMPING

Whenever a player possesses 3 *Combo Cards*, they can choose to perform a *Dumping* action. Discard all 3 *Combo Cards* to score 1 VP.

STUFF CARDS



Stuff Cards can be collected when ending a Gob's movement on a *Supply Crate*. (See page 10 "Supply Crate squares")

CAREFUL : Trolls can never receive stuff. They are really just too dumb!!

If a Gob' collects a *Stuff Card*, it will not be allowed to attack during the same turn ... too complicated!!

Some Gob'z start the game with equipment (1 or 2 *Stuff Cards*). Retrieve all applicable *Stuff Cards* from the *Stuff Deck* any time you *Recruit* a Gob' to your *Crew*. With the exception of when special cases apply to an arriving *Backup* (as previously explained).



HOW TO USE STUFF CARDS



Repeat : is the number of dice to roll when attacking. Remember each die roll counts as its own attack! Furthermore, you are allowed to choose the order in which these attacks are resolved!



Range : is the distance (in squares) available to select a target (impact point)..



Strength : used to determine the *Degree of Injury*.



Fallout : Specifies the weapon's ability to spread its damage:

- Red : *Impact Point* = maximum weapon *Strength*.
- Grey : *Fallout Area* = weapon *Strength* is reduced by half (*rounded up*) in those adjacent squares..

GENERALITIES

A *Stuff Card* can only be used by the Gob' that possesses it. To be used, the *Stuff Card* must be placed next to that Gob's *Profile Card*. Gob'z can never willingly discard the *Stuff Card(s)* they possess.

A Gob' can never possess more than 2 *Stuff Cards*. If a Gob' already has 2 *Stuff Cards*, it can't draw any more or rob them from another Gob' it KO's.

If a Gob' would be affected by *Fallout* damage, a successful *Roll to Hit* must still be performed against them at that time.

"Who is the smartest? Who!?" When a Gob' KO's another Gob' with a *Close Combat* attack, it steals all of it's stuff! Any *Stuff Card(s)* will be placed next to the new owner's *Profile Card*, within the 2 *Stuff Card* limit. Any *Stuff Card* from the KO'd Gob' that surpasses this limit will be discarded. If a Gob' is KO'd by a *Ranged Attack*, all *Stuff Cards* that it possesses are discarded. If that Gob' later returns to the game as a *Backup* or as a *Substitute*, it will return without its equipment.

REMEMBER: Gob'z that are not on the same level are never considered adjacent (except for *Tall* ones).

SPECIAL SQUARES

Some special squares on the game board can be interacted with when occupied by a Gob'.

SEWER/HATCH SQUARES

Sewer/Hatch squares are used to withdraw or summon Gob'z to/from the *Bench*.



When one of your Gob'z occupies a *Sewer/Hatch* square, you can choose to sacrifice a *Combo Card*. If you do, you may replace this Gob' with a Gob' from the *Bench* that has a lower or equal *Charisma* value. This action is called *Substitution*.

The *Substitute* can be activated upon arrival. A **Substitute** that has already been used this game and KO'd, will arrive without its equipment.

Restriction : A Gob' can never end its *Movement* on a *Sewer/Hatch* square in order to block that square.

SUPPLY CRATE SQUARES



If a Gob' ends its *Movement* on a *Supply Crate* square, it draws a *Stuff Card* and **must** keep it. If that Gob' already has two *Stuff Cards*, it may draw a new one but it will have to discard one after. (This differs from stealing a *Stuff Card* from a KO'd rival Gob' during *Close Combat*).

Drawing a *Stuff Card* while occupying a *Supply Crate* square replaces that Gob's attack.



LADDERS

Ladders are used to change levels. To move up or down, a Gob' must travel through both squares that include the *Ladders* (no diagonal movement allowed) and end its *Movement* immediately afterwards. Just a reminder... *Heavy* Gob'z can't use *Ladders*!



TELEPORTERS SQUARES

Teleporters have several utilities. They are essential for *Heavy* Gob'z (and *Trolls*) to change levels. They're also useful for travelling long distances in a very short amount of time. *Teleporter* squares can be located on the ground or on a platform.

During *Crew Rehab*, an *able* Gob' occupying a *Teleporter* square can transport itself to another *Teleporter*!

NOTES : If a Gob' wants to be transported to a *Teleporter* square that's already currently occupied by another Gob' (or *Troll*), they swap places with each other.

A *Stunned* Gob' on a *Teleporter* square can't transport itself, but it can be swapped by another Gob' using a *Teleporter*!



FOOTBRIDGES SQUARES

Footbridge squares can be used to move from one platform to another. Gob'z on the ground can also move through these squares (walking under the bridge).

CAREFUL : You can never end a Gob's *Movement* on a *Footbridge* square, below or on the bridge. Don't forget, it was built by Gob'z... They're very aware that it's a dangerous place to stay!



QUICK REFERENCE SHEET

SET UP

- 1 - Build the game board
- 2 - Draw *Gob'jectives*
- 3 - Shi-Fu-Mi (Rock-Paper-Scissors)
- 4 - *Recruit/Deploy Crews*

BUILD YOUR CREW

For a 2-player game, up to 12 *Rations* per *Crew*
 For a 3-player game, up to 10 *Rations* per *Crew*
 For a 4-player game, up to 10 *Rations* per *Crew*

GAME LENGTH

Quick game (less than 30 min) : 6 VP
 Standard game (about 45 min) : 9 VP
 Long game (about 60 to 90 min) : 12 VP

HOW TO SCORE VICTORY POINTS?

- | | |
|---|------|
| - KO (Knock Out) by <i>LOL</i> or <i>Low Blow</i> | 1 VP |
| - KO a <i>Gob'</i> | 1 VP |
| - KO by <i>LOL</i> or <i>Low Blow</i> on a <i>Troll</i> | 2 VP |
| - fulfill your <i>Gob'jective</i> | 2 VP |
| - KO a <i>Troll</i> | 3 VP |
| - Dumping: discard 3 <i>Combo Cards</i> | 1 VP |



TURN STRUCTURE

1 -Backup

- If only one *able Gob'* remains.
 You can't exceed the game's initial *Recruitment Limit* (based on all of your *Gob'z* that remain on the board, including *Stunned Gob'z*).
- *Trolls* can't be brought in as a *Backup*.

2 - The highest *Charisma* value among *able Gob'z* in your *Crew* = *Rationing Points*

3 - Activate your *Gob'z* by using your available *Rationing Points*.

- Activate your *Gob'z* one after another.
- All actions of a *Gob'* must be performed before feeding and activating another *Gob'* (*Movement* and/or attacking).

4 - *Crew Rehab*. Some special rules may also happen at this time (like *Zombie* markers).

MAKING AN ATTACK

ROLL TO HIT: Successful on a result of (4) or higher (modifiers may apply).

COMPARE PHYSICAL ABILITY VALUES

- *Strength* of the attack is lower than or equal to the target's *Resistance* = 1 *Tickle*
- *Strength* of the attack is greater than the target's *Resistance* = *Stunned*
- *Strength* of the attack is twice the target's *Resistance* (or more) and you roll (6) = KO'd

KO'D BY LOL: 4 *Tickles* (6 if the target is a *Troll*)

TICKLING BY LOW BLOW: 1 *Tickle* (*Physical Ability* is irrelevant)

KO'D BY LOW BLOW: Roll (6) to hit (*Physical Ability* is irrelevant)

RANGED COMBAT SPECIAL FEATURES

LINE OF SIGHT : Always in straight lines (orthogonally).

SHOOTING FROM DIFFERENT LEVELS

Platform to the ground : attacker must occupy a square at the edge of the platform.

Ground to the platform : target must occupy a square at the edge of the platform.

SAME LEVEL : Only *Gob'z*, *Supply Crates* and platform walls will block *Line of Sight*.

COMMON QUALITIES

ACCURATE : this *Gob'* succeeds on a *Roll to Hit* result of (3) or higher.

CLUMSY : this *Gob'* succeeds on a *Roll to Hit* result of (5) or higher.

SWIFT : this *Gob'* is allowed to continue its *Movement* after a change of level (going up or down).

HEAVY : this *Gob'* can't use *Ladders* to move between levels (it can only use *Teleporters*). *Heavy* cancels *Fly*.

TALL : when on the ground, this *Gob'* is still considered adjacent to a *Gob'* at the edge of a platform, and may make *Ranged Combat* attacks targeting a *Gob'* on a platform (as if they were both on it). *Gob'z* on the same level do not block this *Gob's* *Line of Sight*.

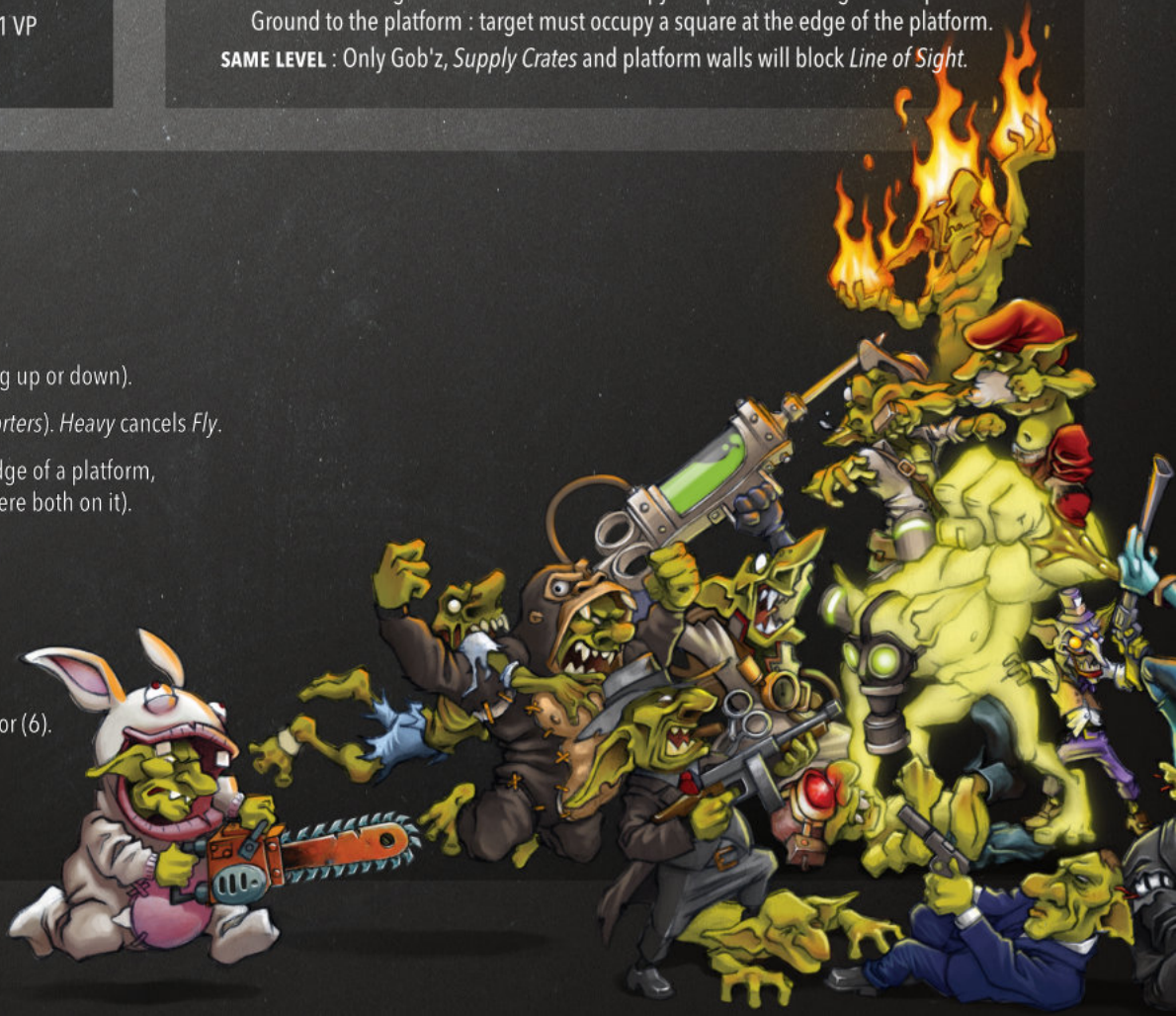
LUCKY : this *Gob'* scores 1 VP for every (6) it rolls.

UNLUCKY : this *Gob'* loses 1 VP for every (1) it rolls.

ROUGH : when attacking, KO conditions apply on a *Roll to Hit* result of (5) or (6).

WEAK SPOT : when being attacked, KO conditions apply on *Roll to Hit* result of (5) or (6).

FLY : this *Gob'* can move between levels as it wishes, without restrictions.





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CREDITS

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We would also like to thank the Gob'z, who've come from a land far, far away! They've agreed to be fiddled with by the fingers (dirty, greasy, wet, sensitive or even rough) of many players! Thank them...