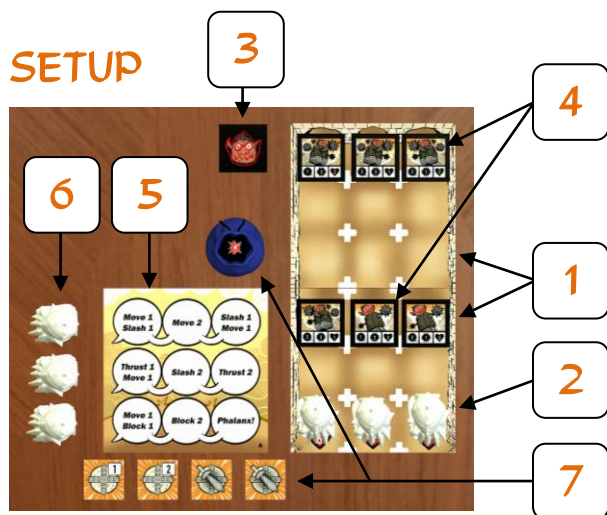# The Gauntlet

Before soldiers are deployed to the front lines, they must first face a grueling test of combat, tactics, and tenacity. Welcome to The Gauntlet…

OBJECTIVE

Fight through unending waves of advancing mechanical goblins (Gobbots). Move as many of your Soldiers as you can to the end of the Gauntlet before a Gobbot make it to the opposite end.

SETUP

1. Place the two Gauntlet boards in front of you. The lower board has heart icons at the bottom – use the 5s side. The upper board has arches at the top – use the side with the empty spaces. This is the Gauntlet!

2. Place one mini on each space of the bottom row. These are your Soldiers.

3. Shuffle the Gobbot tokens and form a face-down stack.

4. Deal one Gobbot token face-up to each of the top row spaces, and each space on the third row up.

5. Place the Command board to left of the Gauntlet with the "A" side face-up.

6. Place the other three minis nearby. These are your Sergeants.

7. Place the other tokens near the Command board.

GAMEPLAY

The game is played in rounds. Each round has three phases:

Player phase: Place Sergeants to use your Soldiers.

Gobbot phase: Move and attack with each Gobbot.

Upkeep phase: Remove Sergeants & tokens. Spawn Gobbots.

PLAYER PHASE

One at a time, place each Sergeant on a command space on the Command board:

- You can place a Sergeant in any row on the Command board, but it must be on the left-most unoccupied space.

- *For example, to place a Sergeant on the "Slash 2" space, you must already have a Sergeant on the space to the left.*

- Choose one of your Soldiers to carry out the command(s):

  - You may issue the command(s) to any Soldier, even one that has already been used this round.

  - For spaces with two commands, you must perform both if able, and in the order listed. Both commands must carried out by the same Soldier.

Once you have placed all three Sergeants, your turn ends and you proceed to the Gobbot phase. For more details, please see the example on the next page.

Commands

Block X: Place the Block token with the number X ⊕/⊕ next to a Soldier. When that Soldier is attacked, you may spend the token to prevent X damage from that attack.

March: Move two Soldiers one space **forward**. You must move two Soldiers if you are able.

Move X: Move one Soldier X spaces **forward**.

Phalanx: Place a Phalanx token ⊠ next to a Soldier. When that Soldier is attacked, you may spend the token to prevent X damage and then immediately deal X damage to the attacker – **X is the number of *other* Soldiers in the defending Soldier's row**.

Slash X: Deal X damage to an adjacent Gobbot (left, right, up, or down).

Thrust X: Deal X damage to a Gobbot up to two spaces away in a straight line (left, right, up, or down).

Note: Soldiers can never move sideways or backwards.

Dealing Damage

Add damage tokens ▣ to the Gobbots as required. If you deal damage equal or greater than their health, remove the Gobbot and damage tokens from the Gauntlet.

Defeated Gobbots are added face-up to the Gobbot discard pile. Form the discard pile next to the Gobbot stack.

Reaching the End

When a Soldier reaches the top space in its lane (column), it remains in play – it can be used as normal but it cannot move.

Example Player Phase

Maisie places her first Sergeant on the "Thrust 1, Move 1" space. She chooses the left Soldier to carry out the commands, dealing 1 damage to the Gobbot in front and then moving 1 space forwards.
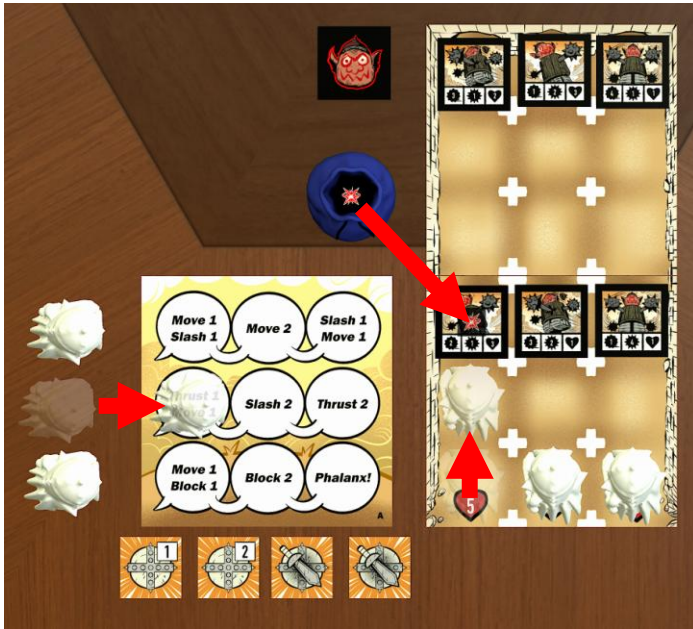
She can now place her second Sergeant on the "Slash 2" space. Maisie applies the command to the same Soldier as before, so it deals another 2 damage to the Gobbot (for a total of 3). This destroys the Gobbot, so it is moved from the board to the discard pile.

Maisie places her third and final Sergeant on the "Move 1, Slash 1" space. This time she applies the commands to the right

Soldier: it moves forward 1 space and then deals 1 damage to the Gobbot in front of it, destroying the Gobbot.

With all of her Sergeants placed, Maisie now proceeds to the Gobbot Phase.

GOBBOT PHASE

Gobbots have three combat stats: move, attack, and health.

Going from bottom to top, left to right, each Gobbot takes a turn. On a Gobbot's turn it will move and attack as follows:

1. Move the token down the Gauntlet a number of spaces equal to its move value:

- **Gobbots cannot move onto or through spaces that are occupied by other Gobbots or Soldiers.**

- If the Gobbot would land on a space occupied by a Soldier, it stops.

- If the Gobbot would land on a space occupied by another Gobbot, it uses one of its movement points to first move sideways if able – you choose the direction if applicable.

- If the Gobbot moves on to the bottom row, the game immediately ends.

2. Attack one adjacent Soldier if able (left, right, up, or down):

- The Gobbot only makes one attack. If there are multiple targets, you choose which of your Soldiers it attacks.

- The Gobbot deals damage equal to its attack value. Place that many damage tokens below the lane (column) of the defending Soldier.

- Your Soldiers' health is the value on the heart icon ♥ at the bottom of their lane. If they suffer damage equal to or greater than this amount, remove the solider from the Gauntlet.

Example Gobbot Phase

Each Gobbot takes a turn in order as show below. Gobbots 1 and 4 do not complete their full movement as they are stopped by the middle and right Soldiers respectively.

Gobbots 1, 2, and 4 each attack a Soldier, with the damage tokens added below the Soldier's lane. Gobbot 1 is adjacent to all the Soldiers, so Maisie chooses the middle Soldier as the target of that attack.
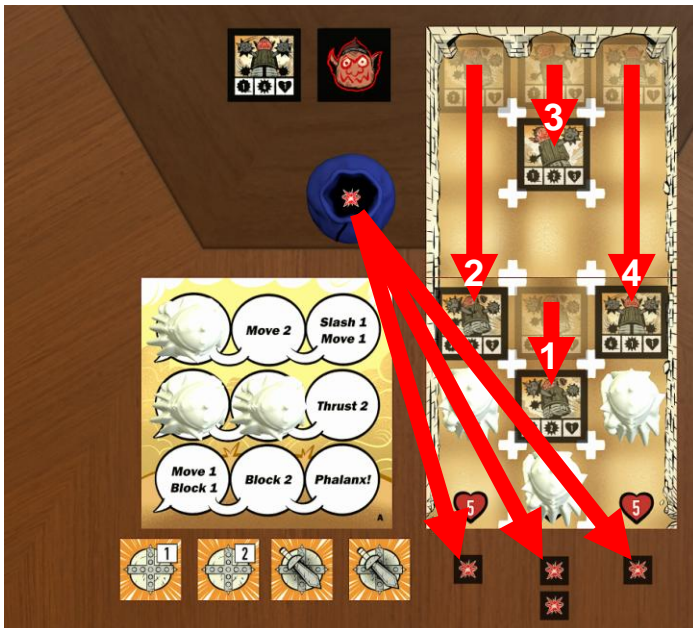
UPKEEP PHASE

- Remove all Sergeants from the Command board.

- Remove all Block and Phalanx tokens from the Gauntlet.

- For each lane on the Gauntlet that has no Gobbots, spawn a new face-up Gobbot in the top row of that lane. If the space is occupied by a Soldier, spawn in the row below instead.

- When spawning, if the Gobbot stack is empty, shuffle the discarded tokens to form a new stack. **Every time you do this you must also deal 1 damage to one of your Soldiers.**

END GAME

If all of your Soldiers have reached the end and/or have been removed from the Gauntlet, or one Gobbot reaches the bottom of the Gauntlet, the game immediately ends.

Your score is the number of Soldiers that made it to the end:

0. Defeated: Back to basic training for you.

1. Minor victory: You won, but at a great cost.

2. Standard Victory: You are ready for real thing.

3. Major Victory: Perfect, a hero in the making!

DIFFICULTY MODIFIERS

Boards: The Command and Gauntlet boards are double-sided. You can use the reverse sides to make the game more challenging and add variety. You can use these in any combination.

- **Command board**: Has an alternative set of commands. The "B" side is slightly harder to use than the "A" side and allows for different strategies.

- **Lower Gauntlet**: Has lower health values for your Soldiers (4/4/4 instead of 5/5/5).

- **Upper Gauntlet**: Has one space with a spawn icon 🏰. When a Gobbot moves onto this space, spawn another Gobbot in the top row of that lane (normal spawn rules apply).

Easy Mode: You do not suffer damage when resetting the Gobbot token stack.

Hard Mode: When a Soldier reaches the end of the Gauntlet:

- The Soldier cannot perform commands or be attacked/damaged for the rest of the game.

- Place one of your Sergeants from the Command board above that Soldier. That Sergeant is no longer available to use for the rest of the game.

CREDITS

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