



Goblin Valley

A scenario for "Kingsburg" the boardgame

On the northern edge of the Realm lies a valley inhabited by several belligerent goblin tribes. While they spend most of their time fighting against each other, they are also always ready to assault any settlers trying to establish a foothold in this land.

Setup:

After creating the deck of invaders, create a second deck with the remaining cards (following the same rules; ie. one card per year, face down) and put it on this sheet. This is the Valley Deck.

Goblin Tribes

During each Winter, reveal the top card of the Valley Deck. If it is not a "Goblin" card, ignore it and proceed as usual. If it is a "Goblin" card, a goblin tribe has joined the invaders, hoping to pillage the newly established human colonies! The King immediately sends a number of reinforcements equal to the current year (ie. Year three would add 3 more soldiers to the number rolled on the die.) The strength of the Goblins is added to that of the invaders. Defeated players suffer the ill effects of both cards. Victorious players get the rewards listed on both cards. In any case, the card is discarded at the end of Winter, as per usual.

During the fifth year, the card is always considered to be a "Goblin" instead of its real type.

Note: a Barricade gives its bonus if Goblins are added to the invaders, but if those are also Goblins, the bonus is not doubled.

Note: when a player may peek at the upcoming enemies, he may choose which deck to look at.