

A group of colorful, angry-looking garden gnomes with large beards and pointed ears are gathered around a green map. They have various expressions of anger, with clenched fists and furrowed brows. The gnomes are wearing different colored hats and clothing, including blue, yellow, red, green, orange, and white. The map they are looking at shows a landscape with trees and a path.

RULEBOOK

Garden
nomes

Violent
endetta

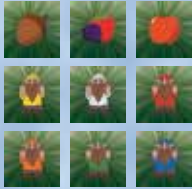
Game content:

16 dice



1 First Player token

120 Tokens



6 clan-cards



1 board



53 Gnomes (wooden cubes)



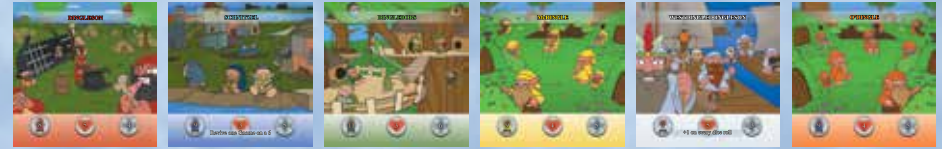
48 objective cards



Introduction

Winter is coming, and your clan needs to be as prepared as possible when it arrives. You need to gather sufficient supplies. As the other clans are doing the same, it will inevitably cause conflicts. In order for your clan to survive, others need to perish. Their quest for world domination is ready to begin.

Garden Gnomes: Violent Vendetta is a game about controlling key locations of the park where the Gnomes live. Each player will play as one of 6 different clans of Gnomes.



The clans differ in several ways:



Total Number of Gnomes in the clan



Die roll needed to kill your Gnomes



Number of reinforcements per turn

Additionally the white clan adds +1 to the result of all dice rolled. The Blue clan has the ability to revive after a battle: for each 6 they rolled, remove **one** Gnome less from the board.

Setup:

Sort the tokens into piles according to type.
Randomly determine who will go first as well as who will play as each of the clans.
Give each player the Objectives and cubes, matching their clan color, as well as 3 random neutral Objectives. Each player now chooses 3 of the 8 Objectives and discards the rest.
You may wish to play with only 2 objectives to keep the game length under an hour.

For this rulebook we imagine a game of 4 players being played. The players are seated as follows. Rachel was chosen at random to have the 1st Player token.

Each game round consists of 4 phases:

1) Reinforcement Phase

Each player puts gnomes (cubes) onto their home territory.

2) Movement Phase

Starting with the first player, and continuing in clockwise order, each player moves his/her gnomes.

3) Combat Phase

In each territory containing gnomes from more than 1 clan, combat will need to be resolved.

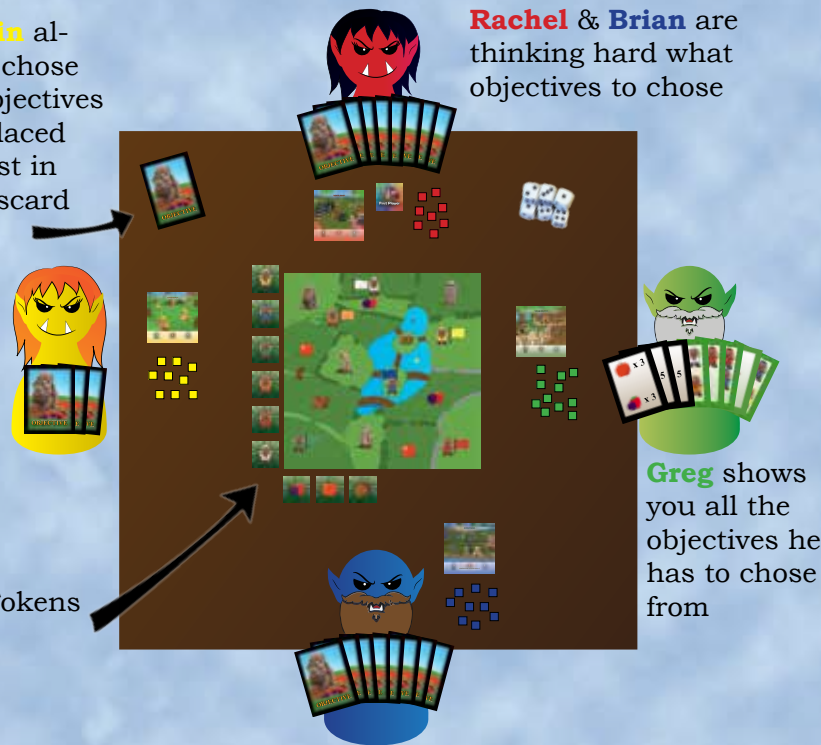
4) Loot Phase

Players collect tokens

Yasmin already chose her objectives and placed the rest in the discard pile

Rachel & Brian are thinking hard what objectives to choose

Tokens



Greg shows you all the objectives he has to choose from

Reinforcements:

At the start of each round, each player may put Gnomes from his/her reserve onto the board. Reinforcements are always put onto your home territory.

Game map:

The Garden Gnome world consists of 16 territories, 6 of which are home to the clans. Gnomes can move into adjacent territories through bridges and open passages.

Movement:

When moving your Gnomes, you can only move through territories in which you already have Gnomes, or territories that are empty. Therefore it is possible to block off other players.



Example:

Here **Rachel**, **Greg** and **Brian** have already moved, and now it is **Yasmin's** turn.

Her movement is limited because the other players are blocking the map, she can move according to the yellow arrows to some of the territories but are unable to reach the rest.

(we made the unaccessible territories grey in this example)

Gathering or spreading:

When deciding how to move, you are restricted by Gnomish lack of tactics. Therefore you must pick 1 territory to focus your movement around. You may either move onto the chosen territory or move away from the chosen territory. You need either a single point of origin, or a single point of destination.




Here, **Brian** may move from 3 territories onto the same territory



Here **Brian** may move from the same territory onto 2 different territories. (Because he has 2 Gnomes). He has many moving-options to chose from.

Combat:

If Gnomes from more than 1 clan ends the movement phase in the same territory, there will be a battle. When battling each player rolls as many dice as he/she has gnomes in the territory.

For each die with at least their opponents  one Gnome is killed. Remove any casualties from the board.

Keep rolling until there is a maximum of 1 clan left in the Territory.

If more than 2 players have gnomes in the same territory, the player with the first player marker decide how his/her Gnomes attack, then the next player in clockwise order, and so on.

Players may split their Gnomes attack amongst the other players.




When all players have selected how their gnomes attack this round of combat, each player rolls dice simultaneously.






Players may choose new targets for their gnomes before each roll. Combat continues until there is a maximum of 1 player per territory.

Example:

Rachel starts off, by attacking **Brian** with 2 and **Greg** with 1 dice.

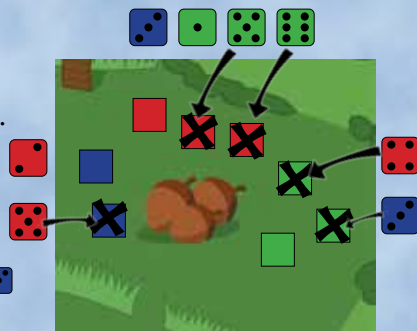
Greg then attacks **Rachel** with 3 dice.

Brian attacks both **Rachel** and **Greg** with 1 dice each. **Rachel** rolls a  and a  against **Brian** and a  against **Greg**.






Greg rolls   and . **Brian** rolls  

Resulting in **Brian** losing 1 Gnome,

Greg losing 2 and **Rachel** losing 2.

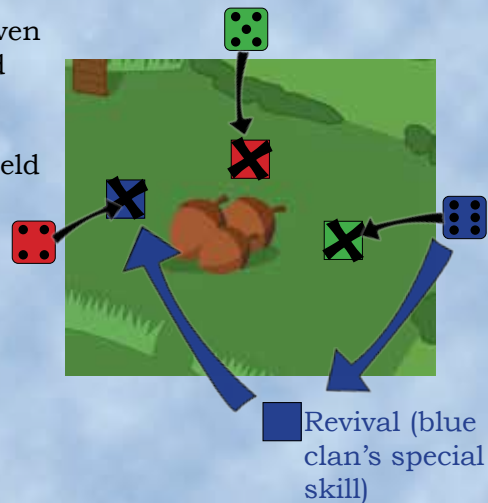


Rachel now attacks **Brian**, **Greg** attacks **Rachel** and **Brian** attacks **Greg**.

Rachel rolls a , **Greg** rolls a  and **Brian** rolls a . Because **Brian** rolls a , his Gnome survives even though **Rachel's** roll of  would normally have killed it.

After the battle the territory is held by one blue Gnome.

Remember that rolling the number in the heart or higher will kill the Gnome



Loot:

After all combat has been resolved, each player collects 1 token matching each Territory they occupy. It does not matter how many Gnomes you have in the Territory, you will always gain exactly 1 token for each Territory. Check to see if any player has completed all Objectives, if not, pass the first player token to the next player in clockwise order and begin the next round.

Completing Objectives:

To complete an objective you need to accumulate the needed number of tokens represented on the Objective card. If you have picked more than one Objective that require the same kind of tokens, you need to gather tokens for each Objective separately, you cannot reuse the same tokens. The statue Objectives require you to have a Gnome present at 2 specific statues, when the game ends.

Finishing the game:

When at least one player have completed all of his/her Objectives the game ends.

For a **basic** game, the first player(s) to complete their Objectives are the winner(s).

For an **advanced** game, each player counts his/her score as follows.

20 Points for each completed Objective

3 Points for each Gnome Token (including your own that was not captured)

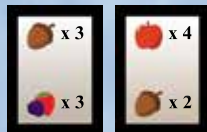
2 Points for each food token

You are using tokens to complete Objectives, so you will not gain points for tokens used to complete any objectives. You need to complete all Objectives simultaneously, so you cannot complete the statue Objective beforehand.

Food Gathering Objectives

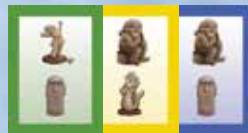
To complete your objectives you need to collect enough resources to complete all objectives separately.

Example: If you have these two objectives, you need a total of 5 acorns, 4 apples and 3 berries.



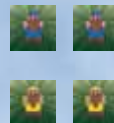
Statue Objectives

If you have chosen a statue objective, it only gives you credit if you occupy the statues at the end of the game.



Gnome Objectives

When collecting Gnomes, it doesn't matter if the clans are being played or not, you can always collect Gnomes of all colors, except your own.



2 Player Variant:

It is possible for 2 players to play the game, but then each player will need to play 2 (or 3) Clans separately, and the combined point-total for your clans will determine the winner.

Long game variant:

Depending on how long you wish your games to last you can pick a higher number of Objectives, but the standard is: 3 Objectives for 3-4 Player games, and 2 Objectives for 5-6 Player games.



Credits

Publisher: Borzag Games ApS

Game development: Borzag Games

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Rikke Nybo Nørgaard



**BORZAG
GAMES**

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