The Dwarves and Goblins have had a tenious relationship for years until the Dwarves had discovered that the Goblins had been abusing the ale-brewing secrets the Dwarves had given them by adding all sorts of crazy ingredients - from toads to swamp water to the leather backpacks taken from adventurers. Always the defenders of ale purity laws, the Dwarves have decided to teach the Goblins a lesson by destroying their casks, but the Goblins will defend their local brew with a battle! Read all of the rules before playing, as you need to know how the whole game works before proceeding.

1. Goal
The Dwarve's goal is to destroy the two barrels full of Goblin ale.
The Goblin's goal is to defeat all the Dwarves without losing both barrels.

3. Play
- Dwarf player starts by selecting any Dwarf unit.
- Move it up to the number of squares indicated by its movement rating: the number on its piece on the boot. You may not move diagonally, through lakes, or through enemies. You may also move through friendly units, but you may not end your move on them.
- If the unit you just moved is adjacent to an enemy (diagonals do not count), or a barrel if you are the Dwarves - you may attack (see "Attacking" below).
- After you have attacked if you can check to see the game is over: if both barrels have been knocked out - the Dwarves win. If all the Dwarves have been knocked out the Goblins win.
- Switch to the Goblin player.
- SPECIAL RULE: The Goblins are calling in reinforcements to defend their ale: at the start of the Goblin's turn, if they have had at least 1 Goblin knocked out, they may bring one knocked out unit back onto the board, anywhere on row 1. This unit counts as any of the Goblin units that may be selected to move on the Goblin's turn.
- Play the Goblin's turn using the same rules as above. Note that Goblins cannot choose barrels to move or attack, only Goblins.
- Keep alternating turns until one side has won.

2. Setup
- Cut out all tokens.
- For each piece of terrain (trees, hills, lakes) - alternate one player to randomly pick a terrain piece, roll 1d6 for the column and 1d6 for the row. Reroll if there is already a piece of terrain on there.
- Both players roll 1d6 each, higher player picks if they want to play as Dwarves or Goblins. Reroll until one player has a higher result.
- Starting with the Dwarf player - place a unit on the board on any column and on a row 4-6. Alternate and have the Goblin player place a Goblin on any column, row 1-3. No unit may be placed on a square with a lake or another unit.
- Keep alternating until all three units have been placed, then the Goblin player places the two barrels on any space as long as it is not occupied by a Dwarf, Goblin, barrel, or lake.

4. Attacking
- Roll 1d6
- Add +1 to your roll for every friendly unit that is adjacent to the unit you are attacking (the attacking unit does not count).
- Add +1 to your roll if you are on a hill.
- Subtract 1 from your roll if the enemy you are attacking is on a tree.
- If your roll is equal to the defending unit's armor rating (the number on the enemy unit's shield) you score a hit - the enemy unit is knocked out and removed from the board.
- If your result does not equal the enemy's armor rating, nothing happens. Go back to the section labeled "Play" to proceed.