

Goblins & Gunslingers Online Rules

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March 27, 2026

This rules reference matches the live website build and deck builder as of March 27, 2026.

1. Setup

- Each player starts with **30 HP**.
- Build a **52-card deck** using up to **2 main races**.
- Beasts can be included alongside any faction mix.
- Gnome decks can also use Golem forms. They count as part of the Gnome lineup for online deck construction.
- **Custom online decks** choose **2 online Deputies** during deck building.
- **Starter decks** use their issued Deputy pair automatically.
- Deputies stay **outside** the main deck and are never drawn normally.
- Shuffle your deck and draw **7 cards**.

2. Win Conditions

You win if:

- Your opponent is reduced to **0 HP**, or
- Your opponent cannot draw during their **Draw Phase**.

3. Turn Structure

Each turn follows the same four phases:

Draw Phase

Draw 1 card. If you cannot draw during this phase, you lose.

Resource Phase

- Mana fully refreshes to the turn number.
- Gold refreshes to **1 base Gold** plus any bonus Gold earned from damage dealt last turn.

Action Phase

Play cards, use abilities, summon Deputies, and attack in any order your resources allow.

End Phase

Your turn ends and play passes to your opponent.

4. Resources

Mana

- Turn 1 = 1 Mana
- Turn 2 = 2 Mana
- Turn 3 = 3 Mana
- Mana keeps ramping with no cap
- Mana fully refreshes each turn

Gold

- Gold has a flat **1 base per turn**
- Gold does **not** ramp like Mana
- You gain **+1 bonus Gold for each instance of damage** dealt to the opponent
- Bonus Gold carries into your next turn
- Gold is used for card costs, abilities, and Deputy plays

5. Battlefield and Combat

The battlefield has **7 lanes**:

- **5 Middle Lanes**
- **2 High-Rise Lanes**

Middle Lanes

- Standard placement area
- Creatures usually fight the lane directly across from them first
- If the opposing lane is empty, they can attack the opponent directly
- Cover Tokens in front of that lane must be dealt with unless an effect like Flying or Overshot bypasses them

High-Rise Lanes

- Only **1 creature** may occupy each High-Rise lane
- Fresh High-Rise creatures cannot be targeted by **single-target attacks or effects** until they have attacked
- **Board wipes still affect High-Rise creatures**
- High-Rise attackers can attack **enemy High-Rise creatures** or **enemy Middle Lane creatures**
- High-Rise attackers can fire over middle-lane Cover
- High-Rise attackers **cannot attack the opponent directly**

6. Deputies

- Deputies stay outside your 52-card deck
- Only **1 Deputy** can be on the field for a player at a time
- Deputies can be summoned by paying their costs or by card effects that call them in
- Deputies also have off-board abilities that use Gold
- Online matches use the **site Deputy roster**
- Spreadsheet Deputy cards still appear in the gallery as references, but they are not used in live website matches

7. Online Match Status

The website labels cards in two ways:

- **Online Legal:** playable in current website matches
- **Tabletop Only:** visible for collection/reference purposes, but not playable online right now

Current online status:

- **Spells** are live
- **Creatures** are live
- **Items** are tabletop-only for now
- Spreadsheet **Deputy cards** are tabletop-only online; use the site Deputy roster instead

8. Core Keywords

- **Ambush:** can attack immediately when summoned
- **Quickdraw:** strikes first in combat
- **Double Barrel:** can attack twice per turn
- **Overshot:** excess damage can spill through
- **Flying:** bypasses Cover Tokens
- **High Noon:** draw 1 card when played from hand
- **Gold Rush:** gain 1 Gold when played
- **Warrant:** enemies must attack this creature first
- **Wanted:** cannot be targeted by single-target effects
- **Cover Tokens:** 0/1 blockers created by card effects
- **Last Stand:** triggers when the creature dies
- **Heal:** restores HP or Defense
- **Venom:** deals an extra point of Defense loss after combat damage
- **Feral:** friendly effects cannot target this creature

- **Burrow**: raises Cover when summoned to the middle lane if possible
- **Pack**: gains power from allied Beasts
- **Stampede**: can shove surviving defenders and disrupt their next attack
- **Flip**: Gnome transformation-tech trigger
- **Flip-Charged**: a separate flip-state keyword and should not be confused with plain Flip
- **Fortify**: enters with a permanent Defense boost
- **Barricade**: soaks part of incoming damage and forces attacks first
- **Tunnel**: bursts into the opposing lane when triggered
- **Blast**: splashes damage across enemy middle-lane creatures
- **Ironclad**: resists finishing blow spell effects
- **Overdrive**: spend extra Gold on play for more stats

9. Online Deckbuilding Summary

- Main deck size: **52**
- Deputies: **2**
- Max factions: **2**, plus any number of Beasts
- Online deck builder enforces **Online Legal** cards only

Keep the gallery and deck builder labels in sync with these rules whenever the live card pool changes.