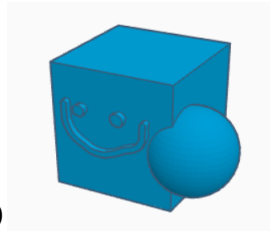


Welcome to Glorp War!

“It’s Glorpin’ Time!” -The Glorp King

I’m not going to lie to you, this is basically a cheaper, less complicated Warhammer 40k.



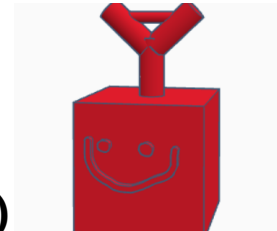
Rock Glorp

“It’s Glorpin’ Time!” Rock Glorp said, Plagiarisingly

Range: 8, Speed: 4

Health: 6, Armor: 3

Damage: 1 Roll, Special: None



Slingshot Glorp (Replaces Paperboy)

”I throw bricks at people” -Slingshot Glorp, 2023

Range: 15, Speed: 5

Health: 4, Armor: 3

Damage: 1 Roll Minus 1, Special: Can Shoot Twice per Turn



Big Rock Glorp

"It's Glorpin' time!" He said, even plagiarisinglier

Range: 5, Speed: 3

Health: 7, Armor: 2

Damage: 1 Roll + (1 Roll Divided By Two, Rounded Up), Special: None



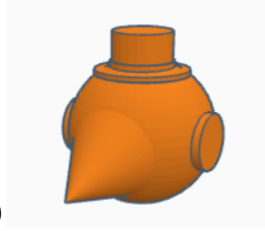
Bird Glorp

Meep

Range: 3, Speed: 5

Health: 4, Armor: 2

Damage: 1 Roll, Special: None



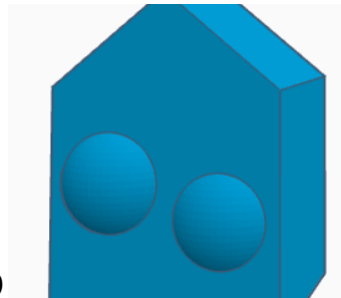
Fancy Bird Glorp

Meep

Range: 3, Speed: 5

Health: 3, Armor: 3

Damage: 1 Roll Minus 1, Special: Can Shoot Through Walls



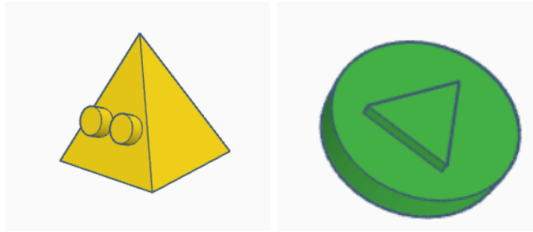
House Glorp

His favorite movie is Angry Birds

Range: 2, Speed: 3

Health: 9, Armor: 4

Damage: $1 \text{ Roll} + ((1 \text{ Roll Divided By Two, Rounded Up}) + (1 \text{ Roll Divided By Two, Rounded Up}))$, Special: Armor Piercing



Pyramid Glorp

He was built by Italian Shadow Monsters. Neither theory was correct.

Range: 5, Speed: 5

Health: 7, Armor: 3

Damage: 1 Roll Plus 2, Special: Armor Piercing; On Game Start, Place Marking Coin by Start Location. On **First Death Only**, Wait 1 Round, Then Respawn at Marking Coin With Altered Stats

Altered Stats

Range: 4, Speed: 4

Health: 5, Armor: 0

Damage: 1 Roll



Paperboy Glorp (Replaces Slingshot)

"I am nothing but a little Glorp!" He shouted, into the alleyway of despair and doom and eternal agony and so forth.

*This Glorp Was Modeled And Balanced By My Friend

Range: Infinite, But Every 6 Ticks, Minus 1 to Damage,
Speed: 4

Health: 4, Armor: 1

Damage: 1 Roll, Special: Every 3 Rounds, This Glorp Can Jump Over Any One Wall

Step Counter and Main Gameplay Elements



How it works

Movement: Line Up Your Glorp on The First Line, and Count Every Jump Past That. (Not Including The Line That Your Glorp is Currently On.) Once Finished Counting, Move Your Glorp to The Line You Ended On. You Don't Have to Move All of Your Glorp's Steps, But You Can.

Fighting: Line Up Your Glorp on The First Line, and Count Every Line Past That. (Not Including The Line That Your Glorp is Currently On.) Once Finished Counting, If Your Target Glorp is Within Range of Your Glorp, Roll For The Higher Number. If You Roll The Lower Number, Nothing Happens. If You Roll The Higher Number, Roll Your Attack Dice, and subtract The Total From Armor First, Then Health. Armor

Is Basically The Same as Health, Except It Will Be Ignored if The Gorp Attacking Has Armor Piercing. Keep Track of Remaining Health and Armor using Spare Dice.

Setup and Winning:

Setup: Place 3 to 5 Objects on Your Table, Then Spread Your Gorp Throughout. You Cannot Put Your Gorp Directly Next To Your Opponents Gorp

Winning: First person to Eliminate The Other Person's Gorp Wins

Gorp Replacement:

When A Gorp Says, "Replaces (Blank)," Then You Can Freely Swap Out Any Amount Of That Gorp For The Other. For Example, Slingshot Gorp Can Be Replaced By Paperboy Gorp, So You Can Have Either 2 Slingshot Gorp, 2 Paperboy Gorp, or 1 of Each.

And That's How You Play Gorp War!

I Recommend Using Normal Dice, But if You don't Have Enough, Then Just Print Some. Thanks For Printing!

Once upon a time, deep in the ocean, rose a bubble. When that bubble popped a small creature popped out of it, he played with many plants and animals, before accidentally building the first spring. It shot him into space, where he mixed with space dust, and is now a rock in Glorpvillagetonsshiretopia City.