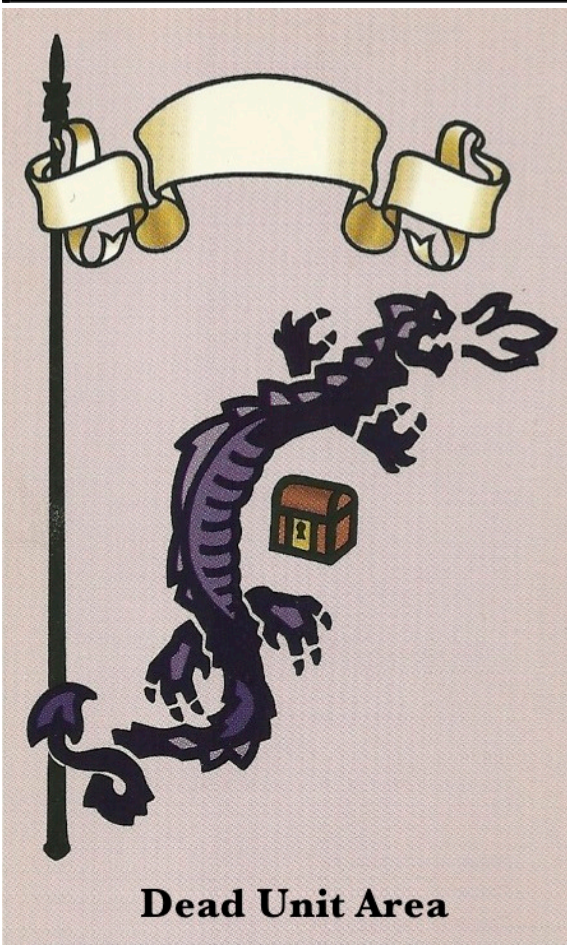


# GOBLIN ARMY

## NORMAL ACTION ICONS



## SPECIAL ACTION ICONS



**Bullseye:** Special (missile action); Normal (dragon attack or missile avoidance) During a missile action, each Bullseye result immediately inflicts one point of damage. The total damage may individually target one or more units in the defending army as the acting player chooses. Each target unit must immediately generate saves against the damage assigned to it. During a dragon attack or missile avoidance roll, Bullseye generates missile results.



**Cantrip:** Normal (magic action or magic negation); Unique (non-magic action, save roll, or non-maneuver avoidance) During a magic action or magic negation roll, Cantrip generates magic results. During any non-magic action, save roll or non-maneuver avoidance roll, Cantrip can be used to purchase spells that are immediately resolved.



**Counter:** Normal (melee, save, and dragon attack); Special and Normal (save against melee attack) During a melee attack or melee avoidance roll, Counter generates melee results. During a save roll, Counter generates save results. During a save roll in a melee attack, Counter immediately generates both save results and melee results upon the attacking army or unit. Only magical saves protect against this damage. During a dragon attack, Counter generates save and melee results.



**Fly:** Normal (any) During any roll, each Fly result generates one maneuver or one save result.



**Net:** Special (melee and missile attack), Normal (individual save) During a melee or missile attack, choose up to 4 health-worth of units in the defending army to be immobilized unless each targeted unit immediately rolls a maneuver result. Target units that fail their avoidance roll cannot be rolled until the beginning of your next turn. When saving against an individual targeting effect, generates 4 saves.



**Poison:** Special (melee attack) During a melee attack, choose one health-worth of units in the defending army per Poison result Each target unit must immediately generate a save or be killed. Any units that are killed must roll a save or be buried.



**Regenerate:** Normal or Special (any non-maneuver) During any non-maneuver roll, this icon generates four save results or you may immediately bring back up to four health-worth of units from your DUA to the army containing this unit.



**Rend:** Normal (maneuver); Instant Normal (melee) During a maneuver roll, each Rend result generates one maneuver result. During a melee attack or melee avoidance roll, each Rend result generates one melee result; roll this unit again and apply the new result as well.



**Screch:** Delayed Special (melee attack) During a melee attack, after the defending army rolls for saves but before they finalize any results, subtract four from the save results.



**Sleep:** Special (melee attack); choose one unit in an opposing army to be immediately put to sleep, with no save possible. The target unit cannot be rolled until the end of your next turn.



**Smite:** Special (melee attack); Normal (dragon attack or melee avoidance) During a melee attack, each Smite result immediately inflicts one point of damage on the defending army or unit; no saves (including those provided by spells) can stop this damage. During a dragon attack or melee avoidance roll, Smite generates melee results.



**Smother:** Special (melee attack) During a melee attack, choose up to four health-worth of units in the defending army to immediately roll a maneuver result individually or be killed.



**Stun:** Instant Special (melee attack) During a melee attack, choose up to four health-worth of units in the defending army to be stunned unless each targeted unit immediately rolls a maneuver. Target units that fail their avoidance roll cannot be rolled until the end of your turn. Roll this unit again and apply the new result as well.



**Surprise:** Late Special (melee action) During a melee action, the defending army cannot make its counter-attack roll; however, it may make its save roll.



**Swallow:** Special (melee attack) During a melee attack, choose one unit in the defending army to immediately roll its ID icon or be killed and buried.

## ID ICONS

**ID's count for whatever result is being rolled for, generating 1 result per health point.**

ID Icons	Common	Uncommon	Rare	Monster
Heavy Melee	Thug	Cutthroat	Marauder	Cannibal
Light Melee	Mugger	Ambusher	Filcher	Death Naga
Cavalry	Wardog Rider	Wolf Rider	Leopard Rider	Harpies
Missile	Pelter	Slingman	Deadeye	Shambler
Magic	Trickster	Hedge Wizard	Death Mage	Troll

**Note: Harpies are a Group Monster, count their ID icon results as whatever results you are rolling for; reroll the monster and apply the new result as well (at the time when "Instant" SAIs are rerolled).**

## RACIAL ABILITIES

### Terrain Advantage

Goblins may, when at a Swampland Terrain (Gold & Green), double maneuver results.

### Magic Doubling

When rolling for Magic, ID results which match the terrain color are doubled.

During a Magic action, you may double as many ID's as there are health in a single DUA for Black Magic (but not doubled casting from Reserves).

## RACIAL SPELLS

**Spirit Furnace** Casting Cost: 4 Black Target your DUA. All dead units are immediately buried and are counted as a number of points of black (death) magic equal to double their total health value buried. The points of magic acquired by this spell may be used to cast racial spells for any race that is in the casting army. This spell can be cast only once per magic action.

**Soiled Ground** Casting Cost: 6 Black Target any Swampland terrain. Until the beginning of your next turn, any unit killed at the target terrain that goes into the DUA must roll a save or be buried. Multiple castings target multiple terrains.

**Reform Land** Casting Cost: 6 Gold Target a Minor Terrain in your summoning pool that contains the Green (water) element. The target Minor Terrain becomes a Swampland minor terrain for the duration of the game. Multiple castings target multiple Minor Terrains.