




























GOBLIN WRETCH						
	OFF	DEF	TYPE	GOBLIN	COST	6
	1	1	<i>Skulking through the deep caves of the dark kingdom, these pitiful creatures are the eyes and ears of goblin-kind</i>			
	0	1				
	0	1				
CRAVEN					TERRAIN ADVANTAGE	
Whenever a Goblin Wretch would initiate an assault roll a die and, on a result of 1 or 2, the assault is canceled and the activation ends						

GOBLIN MAGE						
	OFF	DEF	TYPE	GOBLIN	COST	11
	0	1	<i>Weaving dark spells gifted by their Unseelie fey heritage, these tricksters twist the very fabric of the Night Realm itself</i>			
	0	2				
	2	1				
GOBLIN MISCHIEF					TERRAIN ADVANTAGE	
In place of moving a Goblin Mage, you may swap the position of two terrain tiles currently adjacent to him, along with any units currently occupying them						

GOBLIN WARRIOR						
	OFF	DEF	TYPE	GOBLIN	COST	8
	2	1	<i>Conscripted from the meanest, most despicable goblins in the warrens, these brutes stalk the deep forests at night</i>			
	0	2				
	0	1				
AMBUSH					TERRAIN ADVANTAGE	
Whenever a Goblin Warrior makes an assault against a unit without adjacent allies, the unit reduces their OFF and DEF dice pools by 1						

GOBLIN DOOR						
	OFF	DEF	TYPE	STRUCTURE	COST	25
	1	3(6)	<i>Opened by ancient goblin magic, these doors provide passage for goblin raiders to slink into other worlds</i>			
	1	3(6)				
	1	3(6)				
WAY TO GOBLINLAND					TERRAIN ADVANTAGE	
See the <i>Goblin Door</i> special rules included with the <i>Goblins of the Night Realm</i> rules sheet						

GOBLIN HUNTER						
	OFF	DEF	TYPE	GOBLIN	COST	9
	0	1	<i>At home in the deadly swamps, these goblins know the land well, luring their prey into dangerous mires before going in for the kill</i>			
	2	2				
	0	1				
MISLEAD					TERRAIN ADVANTAGE	
Whenever an enemy unit adjacent to a Goblin Hunter passes a hazard test, you may choose to force them to re-roll it once						

GOBLIN QUEEN						
	OFF	DEF	TYPE	HUMAN	COST	26
	3	3	<i>Opened by ancient goblin magic, these doors provide passage for goblin raiders to slink into other worlds</i>			
	3	3				
	3(3)	3				
MOTHER OF GOBLINKIND					TERRAIN ADVANTAGE	
As long as the Goblin Queen is on the map and adjacent to the Dark Castle, whenever a Goblin would be defeated in an assault or by a hazard effect roll a die and, on a 3+ they are returned to reserves						

POCKET-TACTICS

GOBLINS OF THE NIGHT REALM

Included in this set are:

- 3 Goblin Wretches
- 2 Goblin Warriors
- 2 Goblin Hunters
- 2 Goblin Mages
- 1 Goblin Door
- 1 Goblin Queen
- 1 Dark Castle Base Tile
- 4 Forest Tiles
- 3 Cave Tile
- 3 Swamp Tiles

~NEW RULES~

Swamps: Any unit wishing to move or close assault out of a Swamp tile must roll a die and achieve a 4+, otherwise the activation is canceled. This is a *Hazard* effect.

Goblin Door: The Goblin Door must be summoned from reserves into an unoccupied tile adjacent to an allied unit with at least one Magic OFF dice.

Once summoned, a Goblin Door is immobile, and may never be activated to move or initiate a close assault.

If, at the beginning of your turn, the Goblin Door is on the map, roll two dice, combine the total, and check the following chart with the result. If an event occurs, it is resolved (if applicable) before your turn is taken.

GOBLIN DOOR	
2d6	EVENT
2	The Goblin Door is immediately destroyed and makes a ranged Magic assault against each unit adjacent to it (starting with the closest to you and moving clockwise) before going to an enemy captures of your choice
3	No event
4	No event
5	No event
6	No event
7	No event
8	You may bring a goblin from your reserves into an adjacent, unoccupied tile
9	You may place a single goblin currently on the map into an adjacent, unoccupied tile
10	You may bring a single goblin from enemy captures into an adjacent, unoccupied tile
11	Capture a single adjacent unit and replace it with a goblin chosen from either reserves or enemy captures
12	Fill each unoccupied, adjacent tile with a goblin chosen from either reserves or captures