



GOBLINS



GOBLIN STRONGHOLD UPGRADES

Upgrades can only be made in the capital city. Only one upgrade can be made per turn.

Wolf Den: The Wolf Den costs six and provides an economic bonus of one. It is required before Wolf Riders or the Chariot can be purchased.

1. +1 Economic Bonus
2. Prerequisite for Wolf Riders
3. Prerequisite for Chariot

Shaman's Hut: The Shaman's Hut costs six and provides an economic bonus of one. This upgrade allows Scurgar and/or Grimheart to gain two to twelve XP (rolling two dice) every turn they stay in their capital city for the full turn. Grimheart may teleport back to the capital city as his

movement during the movement phase or as a retreat in combat. The Shaman's Hut is required to summon the Troll Giant. (See the Troll Giant unit for additional information.) This upgrade is a prerequisite for selecting the level two priest spell resurrection.

1. +1 Economic Bonus
2. 2-12 XP per turn for Scurgar & Grimheart
3. Prerequisite for summoning the Troll Giant
4. Prerequisite for the level 2 priest spell, resurrection
5. Allows Grimheart to teleport back to Darg-Noth Forest
6. Prerequisite for the level 1 wizard spell, Teleport

Ring of Carnage: The Ring of Carnage is a savage training area for the Goblin forces. The Ring costs sixteen and provides an economic bonus of one. The Ring of Carnage gives first row goblin units "Battle Frenzy", which allows row one goblin units to attack at +1 for the first combat round.

1. +1 Economic Bonus
2. Allows 1st row Goblin units a +1 attack bonus on 1st round of combat

GOBLIN UNITS

Unit	Cost	Cost x2	Cost x4	Attack	Defense	Move	Row	Hits	Prerequisite	Qty.
Goblin	5	10	20	3	2	1	1	1		25
Orc	7	14	28	4	3	1	1	1		6
Archer	5	10	20	4	1	1	2	1		8
Ogre *	13	26	52	4(-1)	2	1	1	3		3
Wolf Rider *	14	28	56	4	2(-1)	2	1	1	Wolf Den	8
Ballista *	7	14	28	4(-1)	1	1	2	1	Invention	3
Chariot *	16	32	64	NA	NA	2	NA	NA	Wolf Den	1
Horgle * (Hero)	21	42	84	4	3(-1)	2	1	2		1
Scurgar * (Hero)	21	42	84	2	2	2	3	2		1
Grimheart* (Hero)	29	58	116	3	1	2	3	2		1
Troll Giant *	31	62	124	5(-1)	2	1	1	5	See Rules	1

* indicates that the unit has additional properties beyond what is listed here. See the unit details section for more information.

GOBLIN CITY AND CITY UPGRADES

CITY	Cost	Cost x2	Cost x4	Economic Benefit
Stronghold	12	24	48	4
UPGRADE	Cost	Cost x2	Cost x4	Economic Benefit
Wolf Den *	6	12	24	1
Shaman Hut *	6	12	24	1
Ring of Carnage *	16	32	64	1

* indicates that the upgrade has additional properties beyond what is listed here. See the upgrade details section for more information.