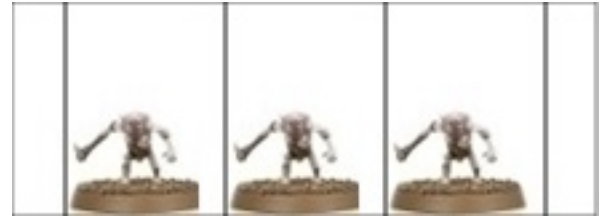
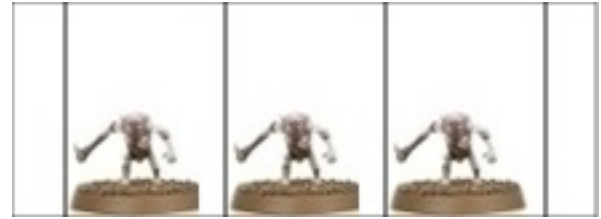


Great Goblin



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	



Goblins



	1	2	
--	---	---	--



	1	2	
--	---	---	--

SPECIAL



Great Goblin

BATTER AND BEAT

Play anytime on your turn.
All opposing characters adjacent to a Goblin minor or the Great Goblin take 2 damage.

SPECIAL



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All opposing characters adjacent to a Goblin minor or the Great Goblin take 2 damage.

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Great Goblin

BATTER AND BEAT

Play anytime on your turn.
All opposing characters adjacent to a Goblin minor or the Great Goblin take 2 damage.

SPECIAL




Great Goblin

CRUSH AND SMISH

Play anytime on your turn.
Move a Goblin minor adjacent to any character. That character takes 2 damage, if a minor character, 2 additional damage.

SPECIAL



Great Goblin

CRUSH AND SMISH

Play anytime on your turn.
Move a Goblin minor adjacent to any character. That character takes 2 damage, if a minor character, 2 additional damage.

SPECIAL



Great Goblin

CRUSH AND SMISH

Play anytime on your turn.
Move a Goblin minor adjacent to any character. That character takes 2 damage, if a minor character, 2 additional damage.

SPECIAL



Great Goblin

PINCH AND NAB

Play anytime on your turn.
Move Great Goblin and all Goblin minors up to 3 spaces each. Opposing players must discard a card for each Goblin minor adjacent to one of their characters.

SPECIAL



Great Goblin

PINCH AND NAB

Play anytime on your turn.
Move Great Goblin and all Goblin minors up to 3 spaces each. Opposing players must discard a card for each Goblin minor adjacent to one of their characters.

SPECIAL



Great Goblin

PINCH AND NAB

Play anytime on your turn.
Move Great Goblin and all Goblin minors up to 3 spaces each. Opposing players must discard a card for each Goblin minor adjacent to one of their characters.

SPECIAL



Great Goblin

GOBLIN TOWN

Play anytime on your turn.
Place a new Goblin minor with full health on the board adjacent to the Great Goblin.

SPECIAL



Great Goblin

GOBLIN TOWN

Play anytime on your turn.
Place a new Goblin minor with full health on the board adjacent to the Great Goblin.

Attack
6*




Great Goblin

RULER OF THE MOUNTAIN

Play when Great Goblin is attacking.
*Add 2 to the attack for each Goblin Minor on the board.

Attack
5

1
Defend



Attack
5

1
Defend



Attack
4

1
Defend



Attack
4

2
Defend



Attack
4

2
Defend



Attack
3

3
Defend





