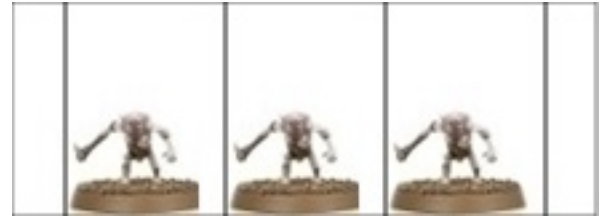
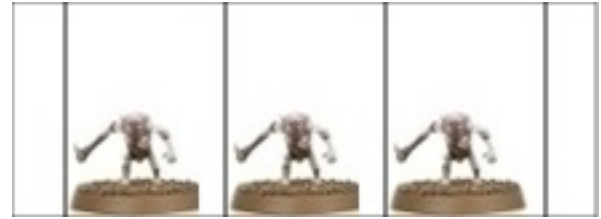


Great Goblin



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



4 Goblins



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



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

<p>SPECIAL</p>  <p>Great Goblin</p> <p>BATTER AND BEAT</p> <p>Play anytime on your turn. All opposing characters adjacent to a Goblin minor or the Great Goblin take 2 damage and all players with a character who takes damage chooses and discards a card.</p>	<p>SPECIAL</p>  <p>Great Goblin</p> <p>BATTER AND BEAT</p> <p>Play anytime on your turn. All opposing characters adjacent to a Goblin minor or the Great Goblin take 2 damage and all players with a character who takes damage chooses and discards a card.</p>	<p>SPECIAL</p>  <p>Great Goblin</p> <p>BATTER AND BEAT</p> <p>Play anytime on your turn. All opposing characters adjacent to a Goblin minor or the Great Goblin take 2 damage and all players with a character who takes damage chooses and discards a card.</p>
<p>SPECIAL</p>  <p>Great Goblin</p> <p>CRUSH AND SMISH</p> <p>Play anytime on your turn. Move each Goblin minor to an empty space. Then each Goblin does 1 damage to one major character and one minor character he can attack.</p>	<p>SPECIAL</p>  <p>Great Goblin</p> <p>CRUSH AND SMISH</p> <p>Play anytime on your turn. Move each Goblin minor to an empty space. Then each Goblin does 1 damage to one major character and one minor character he can attack.</p>	<p>SPECIAL</p>  <p>Great Goblin</p> <p>CRUSH AND SMISH</p> <p>Play anytime on your turn. Move each Goblin minor to an empty space. Then each Goblin does 1 damage to one major character and one minor character he can attack.</p>
<p>SPECIAL</p>  <p>Great Goblin</p> <p>PINCH AND NAB</p> <p>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.</p>	<p>SPECIAL</p>  <p>Great Goblin</p> <p>PINCH AND NAB</p> <p>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.</p>	<p>SPECIAL</p>  <p>Great Goblin</p> <p>PINCH AND NAB</p> <p>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.</p>

SPECIAL



Great Goblin

GOBLIN TOWN

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

SPECIAL



Great Goblin

GOBLIN TOWN

Play anytime on your turn.
Restore a destroyed 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. You must have at least 2 cards in your discard pile to play this card.

Attack
5

1
Defend



Attack
5

1
Defend



Attack
4

1
Defend



Attack
4

2
Defend



Attack
4

2
Defend



Attack
3

3
Defend





