



About OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on patreon.com/onepagerules.

Thank you for playing!

Background Story

Goblins are the smaller and meaner version of greenskins, and are known for being cruel, sneaky and cowardly. To be able to compete with larger foes they trick and deceive, or seek help from shamans and wild creatures.

Overall they are weak and unskilled, so they have to use all tricks they have up their sleeves to be able to compete with stronger foes. Luckily most Goblins are easily and cheaply recruited, so their armies usually bring hordes of these little devils to the battlefield.

There are two major Goblin tribes, those that come from the dark forest and those that come from underground caves, each of them having adapted their fighting style to their surroundings. No matter where they come from however they are now a plague for all Tyrian people.

Goblins destroy anything in their way just for the fun of it, so run if your village is on their war path.

AOFS - GOBLINS v250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Goblin Leader [1]	5+	5+	Hand Weapon (A3)	Hero, Tough(3)	A	25pts
Pester Swarm [1]	6+	6+	Swarm Attack (A3)	Scout, Strider, Tough(3)	-	15pts
Warriors [3]	5+	6+	Hand Weapons (A1)	-	B, C	20pts
Shooters [3]	5+	6+	Shortbows (18", A1), Hand Weapons (A1)	-	B, D	25pts
Shroom-Sniffer [1]	5+	6+	Hand Weapon (A1, Poison)	Furious, Power Shrooms	-	30pts
Beast Riders [3]	5+	5+	Hand Weapons (A1)	Fast, Impact(1)	B, E	40pts
Cave-Beast Herd [3]	5+	5+	Vicious Jaws (A2, Rending)	Boing	F	45pts
Fanatic [1]	5+	6+	Balls & Chain (A3, AP(1))	Boing, Destructive, Tough(3)	-	50pts
Nasty Assassin [1]	5+	6+	Dual Hand Weapon (A2)	Strider, Surprise, Takedown	-	50pts
Troll [1]	4+	4+	Hand Weapon (A3, AP(1))	Regeneration, Tough(3)	G	55pts

A | *Replace Hand Weapon:*

Lance (A3, Impact(1))	+5pts
Halberd (A3, Rending)	+5pts
Spear (A3, Phalanx)	+5pts
Great Weapon (A3, AP(2))	+5pts
Dual Hand Weapons (A6)	+5pts

Upgrade with:

Cave-Beast Companion (A2, Rending)	+5pts
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Upgrade with one:

Wolf-Clan (Fearless)	+5pts
Cave-Clan (Furious)	+5pts
Forest-Clan (Strider)	+5pts

Upgrade with one:

Army Standard Bearer (Fear)	+20pts
Brewer (Magic Potions)	+20pts
Shaman (Wizard(1))	+25pts
Pathfinder (Camouflage)	+35pts

Mount on:

Wolf (Fast, Impact(1), Heavy Bites (A1, AP(1)))	+10pts
Spider (Fast, Strider, Impact(1), Toxic Fangs (A1, Poison))	+15pts
Cave-Beast (Boing, Fast, Impact(1), Vicious Bites (A1, Rending))	+15pts

B | *Upgrade with:*

Sergeant	+5pts
Musician	+10pts
Battle Standard	+10pts

C | *Replace all Hand Weapons:*

Halberds (A1, Rending)	+5pts
Spears (A1, Phalanx)	+5pts

Upgrade all models with one:

Wolf-Clan (Fearless)	+5pts
Cave-Clan (Furious)	+5pts
Forest-Clan (Strider)	+5pts

D | *Replace all Shortbows:*

Crossbows (24", A1, Rending)	+10pts
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Upgrade all models with one:

Wolf-Clan (Fearless)	+5pts
Cave-Clan (Furious)	+5pts
Forest-Clan (Strider)	+5pts

E | *Replace all Hand Weapons:*

Lances (A1, Impact(1))	+10pts
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Upgrade all models with:

Shortbows (18", A1)	+10pts
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Upgrade all models with one:

Wolf Riders (Fearless, Heavy Bites (A1, AP(1)))	+10pts
Spider Riders (Strider, Toxic Fangs (A1, Poison))	+15pts
Cave-Beast Riders (Boing, Furious, Vicious Jaws (A1, Rending))	+20pts

F | *Upgrade with:*

Goblin Herder (Fearless, Furious)	+5pts
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G | *Replace any Hand Weapon:*

Great Weapon (A3, AP(3))	+5pts
Throw Rocks (12", A3, AP(1)), Bash (A2)	+5pts

Upgrade with one:

Stone Breed (Defense +1, Fearless)	+10pts
Cave Breed (Furious, Poison in melee)	+10pts
Forest Breed (Scout, Strider)	+15pts

Special Rules

Boing: This models moves +D3" on Advance and +2D3" on Rush/ Charge actions.

Camouflage: This model and all friendly units within 12" get the Stealth special rule.

Destructive: This model may move through enemy units. Whenever it does, pick one of them and roll 1 die. On a 2+ it takes 3 hits with AP(1).

Magic Potions: This model and all friendly units within 12" get AP(+1) in melee.

Power Shrooms: Once per activation, pick one friendly unit within 6". That unit, and all friendly unit within 6" gets +1 to hit rolls next time it fights in melee.

Surprise: This model counts as having the Ambush rule, and may be deployed up to 1" away from enemy units. Once deployed roll one die, on 2+ it deals 2 hits with AP(1) to one enemy unit within 3".

Takedown: When this model is in melee, may pick one model from the target and roll one die. On a 2+ it takes 1 hit with AP(1) and Deadly(3).

Wizard Spells

Glare (4+): Target enemy unit within 6" takes 1 hit with AP(2) and Deadly(3).

Spider's Might (4+): Target 2 friendly units within 6" get Poison next time they fight in melee.

Death Shroud (5+): Target enemy unit within 6" takes 4 hits with AP(2).

Nuisance (5+): Target 2 friendly units within 12" get +1 to defense next time they take hits.

Curse (6+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 2+ rolled.

Sneaky (6+): Target 2 friendly units within 6" get +3" next time they Advance, or +6" next time they Charge/ Rush.