



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.

AOFR - GOBLINS v250

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Goblin Leader [1]	5+	5+	Hand Weapon (A3)	Hero, Tough(3)	A	25pts
Troll Boss [1]	4+	4+	Hand Weapon (A4, AP(2))	Hero, Regeneration, Tough(6)	B	105pts
Warriors [10]	5+	6+	Hand Weapons (A1)	-	C, D	60pts
Cave-Beast Herd [5]	5+	5+	Vicious Jaws (A2, Rending)	Boing	E	70pts
Shroom-Sniffers [5]	5+	6+	Hand Weapons (A1, Poison)	Furious, Power Shrooms	-	70pts
Pester Swarms [3]	6+	6+	Swarm Attacks (A3)	Scout, Strider, Tough(3)	-	50pts
Nasty Assassins [3]	5+	6+	Dual Hand Weapons (A2)	Strider, Surprise, Takedown	-	145pts
Fanatics [3]	5+	6+	Balls & Chains (A3, AP(1))	Boing, Destructive, Tough(3)	-	155pts
Trolls [3]	4+	4+	Hand Weapons (A3, AP(1))	Regeneration, Tough(3)	F	165pts
Shooters [5]	5+	6+	Shortbows (18", A1), Hand Weapons (A1)	-	C, G	45pts
Beast Riders [5]	5+	5+	Hand Weapons (A1)	Fast, Impact(1)	C, H	65pts
Giant Cave-Beast [1]	4+	3+	Giant Jaws (A8, Rending), Stomp (A4, AP(1))	Boing, Fear, Tough(12)	-	240pts
Giant Spider [1]	4+	3+	Shortbow Crew (18", A6), Stomp (A4, AP(1)), Toxic Fangs (A6, Poison)	Fear, Strider, Tough(12)	I	245pts
Troll Giant [1]	4+	3+	Giant Club (A6, AP(2)), Stomp (A4, AP(1))	Fear, Regeneration, Tough(12)	J	260pts
Wolf Chariot [1]	5+	3+	Bites (A2, AP(1)), Spear Crew (A4, Impact(2))	Fast, Fearless, Impact(6), Tough(6)	K	115pts
Pump Wagon [1]	5+	3+	Mischief Crew (A6), Roller (A2, AP(1))	Boing, Fear, Impact(6), Tough(6)	L	130pts
Pump Plane [1]	5+	3+	Crew Attacks (A3)	Bombard, Fast, Flying, Tough(6)	-	140pts
Goblin Artillery [1]	5+	5+	Scrap-Shooter (18", A6, AP(1)), Crew (A3)	Artillery, Immobile, Tough(3)	M	50pts

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
Big Boss (Instigator)	+65pts

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
Great Cave-Beast (Boing, Fast, Tough(+3), Vicious Bites (A3, Rending))	+50pts
Great Spider (Fast, Tough(+3), Strider, Toxic Fangs (A4, Poison))	+50pts

B | Replace Hand Weapon:

Great Weapon (A4, AP(4))	+5pts
Throw Stones (12", A6, AP(1)), Bash (A4)	+15pts

Upgrade with one:

Stone Breed (Defense +1, Fearless)	+20pts
Cave Breed (Furious, Poison in melee)	+20pts
Forest Breed (Scout, Strider)	+30pts

C | Upgrade with:

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

D | Replace all Hand Weapons:

Halberds (A1, Rending)	+10pts
Spears (A1, Phalanx)	+30pts

Upgrade all models with one:

Wolf-Clan (Fearless)	+10pts
Cave-Clan (Furious)	+10pts
Forest-Clan (Strider)	+10pts

E | Upgrade with:

Goblin Herder (Fearless, Furious)	+15pts
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F | Replace any Hand Weapon:

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

Upgrade all models with one:

Stone Breed (Defense +1, Fearless)	+25pts
Cave Breed (Furious, Poison in melee)	+35pts
Forest Breed (Scout, Strider)	+40pts

G | Replace all Shortbows:

Crossbows (24", A1, Rending)	+15pts
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Upgrade all models with one:

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

H | Replace all Hand Weapons:

Lances (A1, Impact(1))	+15pts
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Upgrade all models with:

Shortbows (18", A1)	+15pts
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Upgrade all models with one:

Wolf Riders (Fearless, Heavy Bites (A1, AP(1)))	+20pts
Spider Riders (Strider, Toxic Fangs (A1, Poison))	+25pts
Cave-Beast Riders (Boing, Furious, Vicious Jaws (A1, Rending))	+35pts

I | Replace Shortbow Crew:

Spider Shrine (Wizard(1))	-5pts
Web Catapult (24", A2, Blast(3), Indirect)	+15pts

Replace Toxic Fangs:

Giant Stinger (A1, AP(2), Deadly(3)), Fangs (A4, Poison)	+5pts
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J | Replace Giant Club:

Giant Hammer (A2, AP(4), Deadly(3))	+5pts
Throw Boulders (18", A2, Blast(3), AP(1)), Bash (A4)	+10pts

Upgrade with one:

Cave Breed (Furious, Poison in melee)	+40pts
Forest Breed (Scout, Strider)	+55pts
Stone Breed (Defense +1, Fearless)	+60pts

K | Replace Spear Crew:

Shortbow Crew (18", A6), Crew Attacks (A2)	+10pts
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L | Replace Mischief Crew:

Throwing Weapons Crew (12", A6), Crew Attacks (A4)	+5pts
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M | Replace Scrap-Shooter:

Bolt Thrower (30", A1, AP(3), Deadly(6))	+25pts
Stone Thrower (30", A1, Blast(6), AP(2), Indirect)	+40pts
Goblin Slingshot (24", A1, AP(1), Deadly(3), Indirect, Sniper)	+65pts

Special Rules

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

Bombard: Whenever this model moves over enemy units, pick one of them and roll 2 dice. For each 2+ it takes 3 hits with AP(1).

Camouflage: The hero and its unit 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).

Instigator: Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".

Magic Potions: The hero and its unit get AP(+1) in melee.

Power Shrooms: Once per activation, pick one friendly unit within 6", which 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.