This pack adds three new unit types to your Goblinoid armies:

- A Goblin band, complete with a Goblin Band Leader (the Green Bass Drum Banner Bearer) and three Goblin drummers
- Two units of Red Banner Hobgoblin Spear Bearers
- And two units of Green Banner Goblin Slingers

The pack comes with enough banners to field all units for either camp (Pennant or Standard), the Specialist cards required to deploy your newly acquired troops using the BattleLore Call to Arms custom army deployment system, and two new, ready-to-play adventures.

A word about these units

Like all Goblinoid troops, the units introduced in this booklet share the same traits common to all Goblinoid units, as detailed in pp. 38-39 of the BattleLore Player’s Guide; Namely - Goblin Rush (blue and red Goblinoid infantry may move two hexes and battle when rushing to engage an enemy in Melee) and Goblin Run (when forced to retreat, Goblinoid units retreat 2 hexes for each flag they cannot ignore, and check for panic losses for each hex of retreat).

Goblin Band

1 Goblin Bass Drum Banner Bearer figure

Goblin band must have 1 Goblin Bass Drummer Banner Bearer figure and 3 Goblin Drummer figures (see Goblin Drummers below).

In addition to battling at 2d in Melee, the Goblin band provides a Support presence to all friendly units in the same section of the battlefield. Any friendly unit located in the same section as the Goblin band receives support from the Goblin band as if the Goblin band was adjacent to the friendly unit for support purposes, regardless of how far the Goblin band may actually be from the unit it lends a support presence to.

Line of sight is not required for support presence, and the Goblin band can be next to enemy units and still offer a support presence. All that matters is that the Goblin Bass Drum Banner Bearer be in the same section as the friendly unit it is drumming support for. Like all Banner Bearers, the Goblin Bass Drum Banner Bearer is the last figure eliminated from the unit in combat.

If the Goblin band is on a hex shared by two sections, then all friendly units in both sections benefit from the band’s support presence. If two Goblin bands are fielded in the same section, then all friendly units in this section are fully supported (since 2 support presence = 1 Support) and Bold. In Reluctant Allies Epic games, players allied together both benefit from...
the support presence of the Goblin band fielded by either one of them.

The Goblin band itself is **Bold**, and may ignore one flag rolled against it in battle for as long as it still has a Goblin Drummer (see below) within its ranks. If it loses all three drummers and is down to its Bass Drum Banner Bearer, the band receives no support or support presence from itself (i.e. the bass drum does not boost its own morale).

In battle, the player controlling the unit is the one who decides which figure to remove, when losing figures in combat. The Banner Bearer of the unit must always be removed last however. As a result, an embedded Goblin Drummer will usually be the second to last figure to disappear, within a unit. At that point, the unit the Goblin Drummer was in no longer receives any benefit from it.

Unless explicitly specified otherwise by a unit’s description (e.g. Goblin Band) or the adventure’s Special rules, you can embed a maximum of 1 Goblin drummer per Goblinoid foot unit (and always in replacement of, not in addition to, an existing figure from that unit).

Goblin Drummers are unique in that they can either be deployed as part of a Goblin band, as described above, or they can be embedded as a single figure, in replacement of an existing figure, in any other type of Goblinoid foot unit.

The effect of the Goblin Drummer is to make the Goblinoid unit it is embedded in **Bold** and able to ignore one (additional) flag, for as long as the Goblin Drummer figure remains alive within that unit.

Nimbler than their bow-equipped cousins, Goblin Slingers shoot equally well on the run and when taking aim. Combined with their great mobility, this makes them the perfect troops to taunt slow-moving enemy troops as well as for finishing off lone, straggling enemy figures.

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THE SOUNDS OF WATER

**Special Rules**
The entire river is fordable. In addition the shallow fords do not stop movement.

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**BRIEFING**

The sound of running water drowned out the beat of their drums, but it did not seem to matter: These pesky goblins were holding ranks as if magically bound!

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**Setup Order**

- Spider: x9
- River: 1x, x3, 5x, x1, 2x

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**Victory Conditions**

- Joāo I: x3+ Grand Master of Aviz
- Juan I: x3+ King of Castile
The Castilian rear-guard had crossed the river, intent on riding us down. But our Hobgoblin brethren had a nasty surprise for them in the waiting...

**Setup Order**
- 7
- 3x
- 4
- 2x
- 1

**Special Rules**
The entire river is impassable except at the bridge.

**BRIEFING**
Portugal 1384

**Winning Conditions**
6

**War Council**
- João I, Grand Master of Áviz
- Juan I, King of Castile

Spider

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