

Attack from afar.

This card must be played just before a Goblin's turn.

When played, this card allows a Goblin to attack the ball or an enemy Goblin that is not next to him. He still needs to be able see the ball (there must be no walls between him and his target), but the ball can be any distance away from him.

Shove

This card may be played at anytime during a Goblin's turn.

When played, this card, grants a Goblin the ability to shove an opponent (he is next to) in any direction (usually out of the way of his movement or shot). The player rolls his two power dice and may shove the opponent Goblin the distance showing on the LOWER of the two dice. This movement does NOT grant enemy Goblins free attacks against the shoved Goblin.

Tumble

This card must be played just before a Goblin starts his movement.

When played, this card grants a Goblin the ability to move through the defended squares of his enemies without granting them free attacks against him.

Shake it off.

This card must be played just after one of the player's Goblins has received a blow that would normally knock him out cold.

When played, this card allows the defending Goblin to shrug off a blow and retain consciousness as if he was never hit in the first place.

Double Power Hit.

This card must be played just after a player has rolled his two power dice for an attack.

When played, this card allows the play to add together both power dice to determine the strength of a hit. If the attack was against another Goblin and the total of the two dice is 6 or more, then the attack is powerful enough to knock out the Goblin (as if a normal roll of 6 on one die was made).

Burst of Speed.

This card must be played just before a Goblin takes his move.

When played, this card allows a Goblin to move up to 9 squares, but still attack as if he has moved only 6.

Soft Shot.

This card must be played just after a player has rolled his two power dice for an attack.

When played, this card allows a Goblin to hit the ball 1 less than is displayed on the Power die the player has chosen to use. For example if a player has rolled a 6 and a 4, after playing this card the ball may be hit 5 or 3 squares instead.

Super Soft Shot.

This card must be played just after a player has rolled his two power dice for an attack.

When played, this card allows a Goblin to hit the ball 1 or 2 less than is displayed on the Power die the player has chosen to use. For example if a player has rolled a 6 and a 3, after playing this card, the ball may be hit 5, 4, 2 or 1 squares instead.

Lucky Fumble.

This card must be played straight after the player has rolled a 1 that would normally cause a fumble.

When played, this card allows a Goblin to ignore a 1 roll on his Battle die that would normally cause a fumble. Instead of fumbling, the roll is treated as a normal miss.

Free turn.

This card may be played at any time during the player's turn.

When played, this card allows one of the Goblins to take a whole extra turn (as if the player rolled a 20 on his Battle die).

Ice Cube.

This card may be played at any time during the player's turn.

When played, this card will freeze one of the enemy Goblins for one turn. Only the unfrozen Goblin may act on the opposing player's turn. The frozen Goblin may take no free attacks while he is frozen.

Through the legs.

This card must be played after the power dice have been rolled for an attack on the ball.

When played, this card allows a Goblin to hit the ball through an enemy Goblin's square without this Goblin being able to take a free attack at the ball. The ball passes directly through the enemy Goblin's square as if he were not there. The ball must be going to pass through the enemy Goblin's occupied square, not just through his defended squares for this card to take effect.

King hit.

This card must be played in place of a normal attack against an enemy Goblin.

When played, this card allows a Goblin to automatically succeed in knocking out an enemy Goblin he is next to. Playing this card replaces the need to roll any dice. The enemy Goblin is knocked out, just as if a normal successful attack were made against him. The enemy Goblin may be revived in the normal manner by his team mate. The "Shake it off" Magic Card is effective as normal against this special attack

Power Hit.

This card must be played just after a player has rolled his two power dice for an attack.

When played, this card allows a Goblin to hit the ball 1 more than is displayed on the Power die the player has chosen to use. For example if a player has rolled a 6 and a 4, after playing this card the ball may be hit 7 or 5 squares instead.

Super Power Hit.

This card must be played just after a player has rolled his two power dice for an attack.

When played, this card allows a Goblin to hit the ball 1 or 2 more than is displayed on the Power die the player has chosen to use. For example if a player has rolled a 3 and a 6, after playing this card the ball may be hit 4, 5, 7 or 8 squares instead.

Push Spell.

This card may be played at any time during a Goblin's turn.

When played, this card grants a Goblin the ability to throw any opponent or ally across the field in any direction. The player rolls his two power dice and may lift and throw the any Goblin the distance showing on either of the two dice. The Goblin does not need to be next to the Goblin he wants to throw. The thrown Goblin may move over occupied squares. This movement does NOT grant enemy Goblins free attacks against the thrown Goblin.

Teleport.

This card may be played at any time during the Goblin's turn.

When played, this card allows one Goblin to disappear and reappear anywhere on the field. This movement happens instantly, and does NOT grant enemy Goblins free attacks.

Tricky footwork.

This card may be played just before a Goblin makes his movement.

When played, this card allows a Goblin to move through an enemy's defended squares without granting any free attacks.

Chilly ball.

This card may be played at the end of a player's turn.

When played, this card will freeze the ball for the whole of the other player's turn. The enemy Goblins may move around as normal, and even attack their opponents, but any attempts to attack the ball, will prove futile, no matter what the opposition player rolls. This effect last only for the opponent's turn, and the ball returns to normal thereafter.

Turn the tables.

This card may be played at any time when the ball is within the light shaded squares on the game board.

When played, this card will teleport the ball from any of the squares that are shaded light on the game board to an equivalent square near the opponent's goal. The ball appears the same distance from the enemy's goal as it was originally distant from the casting player's goal.

Try again.

This card may be played straight after any dice roll.

When played, this card allows the player to take one die from the table and re-roll it. The play must accept the new result even if it is less favorable than the original roll.

Rallying Cry.

This card may be played on a Goblin's turn, when a teammate has been knocked out.

When played, this card allows a Goblin to awaken his team mate **without having to be next to him**. As is normally the case, this action is in place of the Goblin's normal attack, so he may only move 6 squares during this turn. The revived Goblin spends his turn struggling to his feet and may rejoin the fun at his next turn.

Ball thru Wall.

This card must be played just after a player has rolled his two power dice for an attack on the ball.

When played, this card allows a Goblin to hit the ball through the walls on the field. The ball may move through these wall squares as if they were normal grass, but the ball must finish its movement in a actual normal grass square.

Wall man.

This card may be played just before a Goblin's movement.

When played, this card allows a Goblin to move through the walls on the field. The Goblin may move through these wall squares as if they were normal grass, but he must finish his movement in a actual normal grass square.

Double Power Hit.

This card must be played just after a player has rolled his two power dice for an attack.

When played, this card allows the play to add together both power dice to determine the strength of a hit. If the attack was against another Goblin and the total of the two dice is 6 or more, then the attack is powerful enough to knock out the Goblin (as if a normal roll of 6 on one die was made).

Free turn.

This card may be played at any time during the player's turn.

When played, this card allows one of the Goblins to take a whole extra turn (as if the player rolled a 20 on his Battle die).

Teleport the enemy.

This card may be played at any time during a Goblin's turn.

When played, this card allows a Goblin to teleport one of his opponents from anywhere to anywhere on the field. This movement happens instantly, and does NOT grant the teleported Goblin's enemies free attacks against him.