



ZARBAG'S GITZ



FIGHTERS

1. Zarbag
2. Drizgit da Squig Herder
3. Snirk Sourtongue
4. Prog da Netter
5. Bonekrakka
6. Gobbaluk
7. Redkapp
8. Stikkit
9. Dibbz

Zarbag is a grot of great ambition - and a knack for escaping trouble. His lads use all kinds of tricks; Dibbz, Stikkit and Redkapp shoot from afar, Prog da Netter tangles up foes, Drizgit herds the squigs Bonekrakka and Gobbaluk, while Snirk Sourtongue downs fungal brews before spinning a huge iron ball with abandon.



ZARBAG'S GITZ (v1.2)



★ INSPIRE

Immediately after your total Glory points are greater than the number of friendly fighters on the battlefield, Inspire each friendly fighter.

TOO BOUNCY!

Friendly fighters with the Flying (✈️) runemark cannot Delve or hold treasure tokens.

🔗 SQUIG HERDER

Immediately after deploying a friendly Drizgit, you must place a friendly Gobbaluk and Bonekrakka each in an empty hex that is not a starting hex and has no feature tokens in it adjacent to that fighter.

🔗 **Scurry:** Grots have well-honed survival instincts, and know a moving target is harder to hit.

Use this immediately after a friendly fighter Moves, if a different friendly fighter with no Move or Charge tokens was adjacent to the fighter that Moved before it started that Move. That friendly fighter can Move. You can only use this ability once per turn.

🔗 **Spiteful Volley:** Dibbz, Stikkit and Redkapp love nothing more than pin-cushioning prey with their arrows.

Use this immediately after a friendly fighter's successful Attack made with a weapon with Volley (🏹). Pick a different friendly fighter within 3 hexes of that fighter whose ranged weapon has Volley (🏹). That fighter can immediately Attack with that weapon. You can only use this ability once per turn.

🔗 **Spinnin':** Snirk Sourtongue isn't long for the world. Neither is anyone who gets in his way.

You must use this immediately after a fighter is pushed, is placed in or enters a hex adjacent to a friendly Snirk. Inflict 1 damage on that fighter.

Overconfidence: When he truly gets going, Snirk is liable to end up hurting someone. Himself included.

Snirk cannot be given Guard tokens.

[illegible]

DRIZGIT

德里兹吉特 ドリスギット

3 1

3 1

1 1 2 2

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☆ ZARBAG

扎巴格 ザルバグ

3

2

3

1

3

1 3 2

3 4 1

3

GOBBALUK

戈布卢克 ゴバルーク

3

1

2

1



⚔️ ⚡ 1 ⚡ 2 ⚡ 2

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SNIRK

史尼克 スニルク

3

2

3

1



⚔️ ⚡ 1 ⚡ 2 ⚡ 3

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REDKAP

Ротнуп 红帽 レッドカップ

3

1

2

1



⚔️ ⚡ 3 ⚡ 2 ⚡ 1

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STIKKIT

Стікка 斯提吉特 スティキット

3

1

2

1



⚔️ ⚡ 3 ⚡ 2 ⚡ 1

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★ **GOBBALUK**

戈布卢克 ゴバルーク

3

2

2

1



⚔️ ⚡ 1 ⚡ 3 ⚡ 2

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★ **SNIRK**

史尼克 スニルク

3

3

3

1



⚔️ ⚡ 1 ⚡ 3 ⚡ 3

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REDKAP

Ротнуп 红帽 レッドカップ

3

2

2

1



⚔️ ⚡ 3 ⚡ 3 ⚡ 1

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★ **STIKKIT**

Стікка 斯提吉特 スティキット

3

2

2

1



⚔️ ⚡ 3 ⚡ 3 ⚡ 1

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