



Goblin Skwadron

*Many in numbers, few in cares
Meritocracy or Idiocracy, whos to say?*

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Overview

Welcome to the goblin skwadron. A whirling ball cascading across the battlefield, high in numbers and low in self-preservation, goblins excel at one thing: moving forward. Skwadron players will forgo heavy fortifications and defensive artillery for high mobility and low costs.

Inspiration

[Goblins \(Clash of clans\)](#)

- High in numbers low in health
- Quick
- Visuals

[Zerg \(Starcraft II\)](#)

- Zerg rush mechanics
- Swarm
- RTS gameplay

[Orks \(Warhammer 40K\)](#)

- Doesn't take themselves too seriously...
- Lore
- General feel
- "W key" gameplay

General

Note: all numeric values are scaled out of 5 in reference to other armies/units until systems design has done a final pass

Block/generic builds:

Health: 1

Cost: 2

Game Start

Player will start the game with one lvl 1 Chieftain's Gobhut

Town hall: Chieftain's gobhut

Level 1:

Cost: 3

Health: 1

Production: 1

Upgrade cost: 2

Level 2:

Health: 2

Production: 2

Upgrade cost: 3

Special Ability: More gobos

Cost: 2

Time: low

Description: add one goblin to your largest goblin unit

Becomes it's own unit if there are no goblin units

Level 3:

Health: 3

Production: 3

Special Ability: more spear gobos

Cost: 3

Time: low

Description: add one spear goblin to your largest spear goblin unit

Same rules as mor gobos

Units

Goblin

A team of rowdy goblins armed with their trusty stabbing instruments, Goblins are quick, high-damage, and low-health troops who are always the first to spark conflict.

Upgrade 0 (base lvl):

Shank Specialists: 6

Damage: 3

Range: melee

Cost: 2

Health: 2

Speed: 4

Upgrade 1: mamahs cookin

Description: Increase the capacity of your goblins to 7

Upgrade 2: Boogaloo

Description: Double the capacity of your goblins unit (to 10)

Goblin spearchuck

A group of goblins who figured out how to throw their stabbing instruments (brilliant). Fewer in numbers and health but higher in damage than Shank Specialists: Javalineers are Goblin's primary form of air control and ranged combat.

Upgrade 0 (base lvl):

Javalineers: 4

Damage: 4

Range: 2

Cost: 2

Health: 1

Speed: 3

Upgrade 1: Jerry rigged Javelins

Description: Increases the speed of your spear goblins

Upgrade 2: Longer Javelins

Description: Increases the range of your spear goblins

Goblin brute

A freak of nature goblin brutes towering over the rest of their skwadron, these beefy bafoons will absorb all damage and lead the path for the little ones.

Upgrade 0 (base lvl):

Fixer: 1

Damage: 2

Range: Melee

Health: 5

Cost: 4

Speed: 1

Upgrade 1: I am Brute

Description: Increases health and melee range (could go from fists to hammer or pole? The damage will not increase)

Upgrade 2: The Leaduh

Description: Slightly increases speed and damage.

Structures

Gobo-pult

Forget throwing stabbing instruments; it's time to load up some Shank Specialists. This catapult can be loaded with a group of up to 5 goblins from any one unit to be launched into enemy territory at the price of a momentary stun and slight damage on impact.

Upgrade 0 (base lvl)

Gobo-pult: 1

Range: 4

Damage: 5

Range: 2-4

Cost: 3

Health: 2

Speed: 1

Throw one group of Shank Specialists (capped at 8 Shank Specialists)

Upgrade 1 (expensive upgrade)

Cost: 4

Range: 2-5

Health: 3

Speed: 2

Throw one group of Shank Specialists at a faster rate. It can also be transformed into a unit.

Upgrade 2

Cost: 4

Speed: 4

Doubles the fire rate

Swinder's Hut

Small and cheap but resourceful, goblin huts are the home for the creation of the goblin economy.

Upgrade 0 (base lvl)

Cost 1

Health 1

Income 1

Upgrade 1:

Description: Slightly increases cost, health, and income

Cost 2

Health 2

Income 2

Upgrade 2:

Description: Doubles the income.

Health 2

Income 4