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Goblin Wartribes

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Goblin Shaman, Tier III ★ 24 1

Goblin Wartribes • MEDIUM MYSTIC RANGER

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	12	10	10	12	12	12	0	2	14

ABI

Skills: Hit and Retreat I • Infiltration I
Traits: Affinity (Any) I • Inspiring I • Survival (Difficult) I
Spellcrafts: Shamanism II
Stratagems: Earthspeaker • Hexcaller • Unwavering Presence

INV(4)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Staff of Chaos:	When performing an Attack with a Spell in the Active Role, the wearer may reroll 1 die. When equipped, an enemy model can become Engaged if within RCH of this Item.		1	-	accesso-ry	1	3



Goblin Brawlers, Tier I ★ 8 2

Goblin Wartribes • SMALL SOLDIER

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	10	10	8	6	10	12	3	1	8

ABI

Skills: Infiltration I • Climbing I
Traits: Survival (Difficult) I

INV(3)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Looted Weapons:	/	T	0	STA	melee, weapon	1	1
Bite:	/	T	0	1	natural and melee, weapon	1	-



Goblin Skirmishers, Tier I ★ 9 2

Goblin Wartribes • SMALL SOLDIER

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	8	8	10	6	10	10	1	1	8

ABI

Skills: Infiltration I • Climbing I
Traits: Survival (Difficult) I

INV(3)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Missile Weapons:	/	T	0-20": 0	STA	ranged, weapon	1	1
Bite:	/	T	0	1	natural and melee, weapon	1	-



Goblin Warchief, Tier II ★ 22 1

Goblin Wartribes • LARGE SOLDIER

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	14	10	8	8	8	14	3	5	12

ABI

Skills: Infiltration I • Finishing Strike I
Traits: Advantage (Medium) I • Fearless I • Survival (Difficult) I
Stratagems: Aetherkin • Emberkin • Stonekin • Swampkin

INV(3)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Great Axe:	Cleave, Sweep I, Two Handed	T+3	1	STA-1	melee, weapon	1	3
Bite:	/	T	0	1	natural and melee, weapon	1	-



Troll Prowler, Tier III ★ 24 1

Goblin Wartribes • HUGE CREATURE

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	16	8	10	6	8	15	3	6	10

ABI

Skills: Infiltration I • Regeneration I

Traits: Survival (Aquatic, Difficult, Toxic) I • Resistance (Poison) II

INV(3)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Rending Claws:	Cleave	T	1	2	natural and melee, weapon	1	-
Acid Vomit:	Unstoppable. On hit, the target must perform a T-3 roll. On failure, it becomes Weakened until the user's next Strategic Phase.	0	AOE: Spray L	1	natural and ranged, weapon	1	-
Venomous Bite:	Poison II	T	0	1	natural and melee, weapon	1	-



Pouch ★ 1 1

Neutral

Model's Inventory is increased by 2. The model may receive another Upgrade.



Additional Protection ★ 2 1

Neutral

The model receives +2 ARM, -2 AG.



Utility Tool ★ 1 1

Neutral

The model receives a Dagger:



Imported Casting Amplifier ★ 4 1

Neutral

The upgraded model's Spells have +4 RCH.



Imported Crossbow ★ 5 1

Neutral

The model receives a Crossbow.



King of the Battlefield ★ 2 2

Neutral

The model receives a Spear:



Raid Leader ★ 4 1

Neutral

This model has the following Stratagems:
• Formation Spearhead (Authority): Target model gains Dash.
• Rallying Command (Authority): All models gain Fearless.

CLASSES

MYSTIC

Mystics must use the M value instead of the INT value when casting Spells.

RANGER

In the End phase of the Active role, Rangers may perform a Normal Movement (note: this does not provoke Reaction from the Reactive Player).

SOLDIER

Soldiers receive +1 OFF, +1 DEF, +1 ACC, +1 INT and +1 M for each other Soldier in their Awareness from the same Party, not in the Incapacitated or Dead State, up to a maximum of +3.

CREATURE

Creatures have no particular abilities connected to their Class. However, some Quests may have rules that add a specific Effect to the Creature Class.

TRAITS

Affinity (Element)

A model with this Trait can cast (Element) Spells.

Inspiring

Other allied models within this model's Awareness and with the same Affiliation gain +6 M.

Survival (X Environment)

This model is not affected by the X Environment.

Advantage (X)

Once per Activation Sequence, the model with this Trait may re-roll any number of dice (once) during an Attack action against a target with (X) characteristic (Size, Class, Trait, etc.).

Fearless

This model cannot become Panicked (State).

Resistance (X)

I: Power of a Hit dealt to this model by an Attack with the (X) Type or Trait is halved.
II: Hits and related Effects dealt to this model by an Attack with the (X) Type or Trait are negated.

SKILLS

Hit and Retreat

During its Movement step, this model may cancel the Engaged state without any roll required.
If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

Infiltration

During the Deployment phase:

I: You may deploy this model up to the middle line of the field (on your half of the field).

Climbing

This model can perform the Climb Special Movement as if it were a Normal Movement, ignoring "A model cannot perform any other Action while on a vertical surface". While performing Climb, its SPD is not halved.

Finishing Strike

When this model causes at least one Wound to a target, it may immediately make an unmodified STK 1 Attack against the same target. It must use the same Item or Skill. If there are more targets, choose only one.

Regeneration

During its Strategic phase, this model may regain 1 HP and cancel the Bleeding, Weakened and Crippled states.

I: During its Strategic phase, this model may regain 1 HP and cancel the Bleeding, Weakened and Crippled States.

SPELLCRAFTS

Shamanism

ELEMENT	LEVEL	NAME	EFFECT	PW	TYPE	RCH	STK
Elder	I	Primal Claw	May choose any Element.	13	sorcery, spell | melee	1	3
Fire	I	Fire Breath	Burn 1	12	sorcery, spell | ranged	AOE: Spray S	2

Earth	II	Fortified Recovery	Choose one: •Remove 1 State except Crouched, Flying, Shrouded, Incapacitated, or Dead. •Regain 1 HP. •Another model may regain 1 AP.	-	healing, spell | ranged	16	1
Divine	II	Misfortune	The enchanted model must reroll any successful roll once.	-	enchantment, spell | ranged	16	1
Fire	III	Searing Blood	The Enchanted model must perform an M roll when activated. On a failure, it loses 1 HP and 1 AP; remove the Enchantment.	-	enchantment, spell | ranged	16	1

STRATAGEMS

Earthspeaker

Type: Authority

Allied models (including self) in Awareness have Light Cover.

Unwavering Presence

Type: Authority

Other party members gain Fearless.

Stonekin

Type: Tribe

All Tier I have ARM +2. Tier II and above have ARM +3 and Survival Mountainous.

Swampkin

Type: Tribe

Models have Resistance II Poison and Survival Swamp, Toxic. Tier I models have Poison I. Tier II and above have Poison II.