



HORNED SKULL BRUTES

VALKRILL

EXPENDABLE RABBLE

If a Horned Skull Brute you control is attacked with a normal attack by an opponent's figure and receives 1 or more wounds, you may destroy a small Goblin figure you control that is adjacent to that Horned Skull Brute to ignore any wounds that Horned Skull Brute just received.

BARGE INTO BATTLE

After moving and before attacking, if a Horned Skull Brute you control ends its movement unengaged, you may choose an engaged small or medium friendly Squad figure within 3 clear sight spaces of that Horned Skull Brute whose base is no more than 2 levels higher or lower than the base of that Horned Skull Brute. You may switch that Horned Skull Brute with the chosen Squad figure. Figures moved by Barge into Battle never take any leaving engagement attacks.

GOBLINS

COMMON SQUAD

BRUTES

MERCILESS

MEDIUM 5



1

LIFE

MOVE

5

SPACES

RANGE

1

SPACES

ATTACK

4

DICE

DEFENSE

4

DICE

75

POINTS





HORNED SKULL BRUTES



Eberron
Moltenclaw's Invasion
1, 2, 3/18

MOVE 6
SPACES

RANGE 1
SPACES

ATTACK 4
DICE

DEFENSE 4
DICE

©2010 Wizards