

GOBLIN ASSASSIN		LEVEL 1 HORDE AMBusher		
Goblin, Humanoid		EV 3		
Stamina 15				
Speed 6 (climb)	Size 1S / Stability 0	Free Strike 2		
Might -2 Agility +2 Reason +0 Intuition +0 Presence -2				
Sword Stab (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 1	Target One creature or object			
♦ ≤11 4 damage				
★ 12–16 6 damage				
* 17+ 7 damage				
Effect This ability deals an additional 2 damage if the assassin has an edge on the power roll.				
Shadow Chains (Action) ♦ 2d10 + 2 ♦ 3 Malice				
Keywords Magic, Ranged				
Distance Ranged 10	Target Three creatures			
♦ ≤11 2 corruption damage; A<0 restrained (save ends)				
★ 12–16 4 corruption damage; A<1 restrained (save ends)				
* 17+ 5 corruption damage; A<2 restrained (save ends)				
Crafty				
The assassin doesn't provoke opportunity attacks by moving.				
Slip Away				
The assassin can take the Hide maneuver even while observed.				
GOBLIN STINKER		LEVEL 1 HORDE CONTROLLER		
Goblin, Humanoid		EV 3		
Stamina 10				
Speed 5 (climb)	Size 1S / Stability 0	Free Strike 1		
Might -2 Agility +1 Reason +0 Intuition +0 Presence +2				
Toxic Winds (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Area, Magic, Ranged				
Distance 3 cube within 15	Target Each enemy in the cube			
♦ ≤11 1 poison damage; slide 1				
★ 12–16 2 poison damage; slide 2				
* 17+ 3 poison damage; slide 3				
1+ Malice Increase the slide for one target by 1 square for each malice spent.				
Swamp Gas (Maneuver)				
Keywords Area, Magic, Ranged				
Distance 3 cube within 10	Target Special			
Effect The area is filled with a green haze until the start of the stinker's next turn or until the stinker is reduced to Stamina 0. The area is difficult terrain for non-goblin creatures, and each such creature who moves within the area takes 2 poison damage for each square moved. The haze can't be dispersed by wind.				
Crafty				
The stinker doesn't provoke opportunity attacks by moving.				

GOBLIN WARRIOR		LEVEL 1 HORDE HARRIER		
Goblin, Humanoid		EV 3		
Stamina 15				
Speed 6 (climb)	Size 1S / Stability 0	Free Strike 1		
Might -2 Agility +2 Reason +0 Intuition +0 Presence -1				
Spear Charge (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Charge, Melee, Strike, Weapon				
Distance Melee 1	Target One creature or object			
♦ ≤11 3 damage				
★ 12–16 4 damage				
* 17+ 5 damage				
Bury the Point (Action) ♦ 2d10 + 2 ♦ 2 Malice				
Keywords Melee, Strike, Weapon				
Distance Melee 1	Target One creature			
♦ ≤11 5 damage; M<0 bleeding (save ends)				
★ 12–16 6 damage; M<1 bleeding (save ends)				
* 17+ 7 damage; M<2 bleeding (save ends)				
Crafty				
The warrior doesn't provoke opportunity attacks by moving.				
WORG		LEVEL 1 HORDE MOUNT		
Animal, Goblin		EV 3		
Stamina 15				
Speed 5	Size 1L / Stability 1	Free Strike 1		
Might +1 Agility +2 Reason -1 Intuition +0 Presence -1				
Bite (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Charge, Melee, Strike, Weapon				
Distance Melee 1	Target One creature or object			
♦ ≤11 3 damage				
★ 12–16 4 damage				
* 17+ 5 damage				
Sprint (Maneuver) ♦ 1 Malice				
Keywords —				
Distance Self	Target Self			
Effect The worg moves up to their speed.				
Mounted Charger				
If a worg used as a mount charges, their rider gains an edge on melee strikes until the end of their turn.				
Shared Crafty				
If the worg's rider has the Crafty trait, the worg also has the Crafty trait.				