

ENCOUNTER F1

The heroes battle Jagged Edge soldiers in the courtyard of Castle Andreas.

F1 Groups

Group	Creatures
1	One goblin underboss (captain) Six goblin runners (minion squad)
2	One goblin underboss (captain) Six goblin runners (minion squad)
3	Six goblin snipers (minion squad) Six goblin snipers (minion squad)
4	Two goblin warriors
5	Two goblin warriors

ENCOUNTER ADJUSTMENTS

If this encounter has more or fewer than five heroes, make the following adjustments:

- For six heroes, add one group of **six goblin runners** and **one goblin underboss** as their captain.
- For four heroes, remove **six goblin runners** and **one goblin underboss**.
- For three heroes, remove **six goblin runners** and **one goblin underboss** and **two goblin warriors**.

ARCHER'S STAKES

The courtyard is surrounded by **archer's stakes** pointing both inward and outward.

ARCHER'S STAKES	LEVEL 1 FORTIFICATION DEFENDER
EV 2	
<i>A series of sharp stakes have been placed into a palisade to protect defenders against charges and other attacks. The stakes point in one direction, towards the front of the object.</i>	
Stamina: 3/square	
Size: 1 or more squares of difficult terrain, generally 4x1	
Direction: a specific side of the stakes are defined as the front	
Disable: Only through destruction of each square of stakes.	
Trigger: A creature moves into a square of stakes.	
Effect: The triggering creature takes 2 damage per square of stakes they move through and an additional 3 damage the movement is forced movement.	
Allied Awareness	
Allies of this object ignore the difficult terrain, damaging effects unless force moved, and benefit from cover in a square of archer's stakes.	

TILTED TOWERS

The beams holding up the tower were made to fall apart. A creature can use their action to remove a tower's beams and then move out of the way. Alternatively, they can be destroyed after taking 6 or more damage.

When a tower falls, each creature within 10 squares of the tower must make an Agility test. Each affected goblin has an edge on the test.

- **≤11:** The creature is crushed under the rubble. They take 9 damage and are restrained (save ends).
- **12-16:** The creature is battered by debris. They take 6 damage.
- **17+:** The creature manages to get out of the way. They move up to their speed to the closest unoccupied square of their choice outside of the affected area. If they can't move to such a space, treat this as 12-16 result.

The affected area becomes difficult terrain.

TACTICS

When the heroes cross the threshold into the courtyard, the goblins have two approaches. The underbosses command the runners to push them towards the edges of the maps and into the stakes. The snipers start combat hidden in the heaps and open fire when the heroes least expect it. If the heroes are particularly tough, the goblins lure the heroes back towards the towers.

The warriors knock down one tower per round trying to hit as many heroes as possible. Afterwards, they pick on any opponents that are caught in the rubble.

ENDING THE ENCOUNTER

At the end of the third round, any remaining goblins in the courtyard retreat inside the keep while the snipers and stinkers flee, ending the encounter. The heroes earn 2 Victories each.