

GOBLIN RUNNER		LEVEL 1 MINION HARRIER		
Goblin, Humanoid	EV 3 for four minions			
<b>Stamina</b> 4				
<b>Speed</b> 6 (climb)	<b>Size</b> 1S / <b>Stability</b> 0			
<b>With Captain</b> Edge on strikes		<b>Free Strike</b> 1		
<b>Might</b> -2 <b>Agility</b> +2 <b>Reason</b> +0 <b>Intuition</b> +0 <b>Presence</b> -1				
<b>Club Charge</b> (Action) ♦ 2d10 + 2 ♦ Signature				
<b>Keywords</b> Charge, Melee, Strike, Weapon				
<b>Distance</b> Melee 1	<b>Target</b> One creature or object per minion			
♦ ≤11	1 damage			
★ 12–16	2 damage			
* 17+	3 damage			
<b>Crafty</b>				
The runner doesn't provoke opportunity attacks by moving.				
GOBLIN STINKER		LEVEL 1 HORDE CONTROLLER		
Goblin, Humanoid	EV 3			
<b>Stamina</b> 10				
<b>Speed</b> 5 (climb)	<b>Size</b> 1S / <b>Stability</b> 0			
	<b>Free Strike</b> 1			
<b>Might</b> -2 <b>Agility</b> +1 <b>Reason</b> +0 <b>Intuition</b> +0 <b>Presence</b> +2				
<b>Toxic Winds</b> (Action) ♦ 2d10 + 2 ♦ Signature				
<b>Keywords</b> Area, Magic, Ranged				
<b>Distance</b> 3 cube within 15	<b>Target</b> 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.			
<b>Swamp Gas</b> (Maneuver)				
<b>Keywords</b> Area, Magic, Ranged				
<b>Distance</b> 3 cube within 10	<b>Target</b> Special			
<b>Effect</b>	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.			
<b>Crafty</b>				
The stinker doesn't provoke opportunity attacks by moving.				

GOBLIN WARRIOR		LEVEL 1 HORDE HARRIER
Goblin, Humanoid	EV 3	
<b>Stamina</b> 15		
<b>Speed</b> 6 (climb)	<b>Size</b> 1S / <b>Stability</b> 0	
	<b>Free Strike</b> 1	
<b>Might</b> -2 <b>Agility</b> +2 <b>Reason</b> +0 <b>Intuition</b> +0 <b>Presence</b> -1		
<b>Spear Charge</b> (Action) ♦ 2d10 + 2 ♦ Signature		
<b>Keywords</b> Charge, Melee, Strike, Weapon		
<b>Distance</b> Melee 1	<b>Target</b> One creature or object	
♦ ≤11	3 damage	
★ 12–16	4 damage	
* 17+	5 damage	
<b>Bury the Point</b> (Action) ♦ 2d10 + 2 ♦ 2 Malice		
<b>Keywords</b> Melee, Strike, Weapon		
<b>Distance</b> Melee 1	<b>Target</b> 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)	
<b>Crafty</b>		
The warrior doesn't provoke opportunity attacks by moving.		