

# Cave Goblins

## Starting Setup

- 1 x Beast Rider
- 1 x Horde Slinger

**Sneeks**  
 Summoner • Cave Goblins

11

**Sly**  
 Once per turn, during your Attack Phase, this unit may exchange places with a friendly 0 cost unit.

3



## Events (2x)

**Pile On**  
 Standard • Attack Phase

0

**ACTIVE**  
 Friendly units have this ability:  
**Gang Up**  
 When this unit attacks, it has +1 strength for each other friendly unit adjacent to its target.



**Sneak**  
 Standard • Move Phase

0

Target any number of friendly 0 cost units. Force each target 1 space.



**Unrelenting**  
 Standard • Magic Phase

1

**ACTIVE**  
 Each time a friendly common would be destroyed, instead of destroying it, return it to your hand.



**Enrage The Horde**  
 Epic • Magic Phase

1

Target all friendly 0 cost units. Each target may resolve an extra attack.



## Commons (4x)

**Horde Climber**  
 Common • Cave Goblins

0 3

**Climb**  
 When this unit moves, it may move 1 extra space and through structures.

1



**Clinger**  
 Common • Cave Goblins

0 2

**Immobile**  
 This unit cannot move.

**Cling**  
 When a friendly unit starts its move adjacent to this unit, after that move, you may place this unit adjacent to that unit.

2



**Horde Slinger**  
 Common • Cave Goblins

0 1

**Relentless**  
 You may choose this unit as an extra attacking unit during your Attack Phase.

2



**Beast Rider**  
 Common • Cave Goblins

2 3

**Charge**  
 Instead of moving normally, this unit may move 1 to 4 clear straight spaces. If this unit moves 3 or more spaces in one direction, it has +1 strength until the end of your turn.

3



# Champions

**The Eater**  
Champion • Cave Goblins

6 ♦ 9 ♥

**Feed the Eater**  
At the end of your Attack Phase, if this unit did not destroy a unit this turn, either discard a friendly adjacent unit or discard this unit.

5

**Smeg**  
Champion • Cave Goblins

0 ♦ 4 ♥

**Magic Junkie**  
At the end of your turn, either spend 1 magic or discard this unit.

**Relentless**  
You may choose this unit as an extra attacking unit during your Attack Phase.

2

**Blarf**  
Champion • Cave Goblins

0 ♦ 6 ♥

**Blood Runes**  
At the start of your Attack Phase, either spend 1 magic to boost this unit or add 1 damage to this unit.

**Imbued Strength**  
This unit has +1 strength for each boost it has, to a maximum of +5.

0

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