

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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