

# Sand Goblins

## Starting Setup

- 1 x Rust Rider
- 1 x Wrench Rat

**Krusk**  
 Summoner • Structure • Sand Goblins

10

**Mobile Structure**  
 This card may move.

**Carry**  
 Before this unit moves, it may target any number of friendly adjacent units. After it moves, place each target adjacent to this unit.



## Events (2x)

**Detonate**  
 Epic • Magic Phase

0

Target a friendly structure. Destroy the target, but instead of discarding it, add it and any cards under it to your hand.



**Turret Upgrade**  
 Standard • Build Phase

0

Place this card under a friendly structure. It has this ability:

**Gunner**  
 Once per turn, during your Attack Phase, you may target a card within 3 clear straight spaces of this card. Roll 2 dice and add 1 damage to the target for each rolled.



**Mortar Upgrade**  
 Standard • Build Phase

0

Place this card under a friendly structure. It has this ability:

**Explosive Shell**  
 Once per turn, during your Attack Phase, you may target a card exactly 2 spaces away from this card. Discard the top card of your draw pile to add 1 damage to the target and to each card adjacent to it.




**Thruster Upgrade**  
 Standard • Build Phase

0

Place this card under a friendly structure. It has this ability:

**Thrust**  
 Once per turn, during your Move, Build, or Attack Phase, you may force this card 1 space.



## Commons (4x)

**Rust Rider**  
 Common • Structure • Sand Goblins

2 5

**Mobile Structure**  
 This card may move.

**Burn Hot**  
 After this unit moves, you may discard the top card of your draw pile. If you do, you may force it 1 or 2 spaces and it has +1 strength until the end of your turn.



**Wrench Rat**  
 Common • Sand Goblins

0 2

**Rig Explosives**  
 During your turn, you may place this unit under an adjacent card. After that card is destroyed, add 1 damage to each card that was adjacent to it.



**Bug Biter**  
 Common • Structure • Sand Goblins

0 2

**Mobile Structure**  
 This card may move.

**Flight**  
 When this unit moves, it may move 1 extra space and through cards.

**Crash**  
 After this unit moves, add 1 damage to it and add 1 damage to an adjacent card, if able.



**Sand Seavenger**  
 Common • Sand Goblins

1 2

**Scrap**  
 After this unit destroys an enemy card on your turn, you may retrieve a structure from your discard pile, reveal it, and place it on top of your draw pile.



# Champions

**Uncle Sparks**  
Champion • Structure • Sand Goblins

5 ♦ 8 ♥

**Mobile Structure**  
This card may move.

**Top Wrench**  
Once per turn, during your Build Phase, you may discard the top card of your draw pile to retrieve an Upgrade event or a Wrench unit from your discard pile, reveal it, and add it to your hand.



3 ♣

**Silts**  
Champion • Sand Goblins

5 ♦ 7 ♥

**Cunning**  
Once per turn, during your Move or Attack Phase, this unit may exchange places with an adjacent unit.



3 ♣

**Clink**  
Champion • Sand Goblins

4 ♦ 6 ♥

**Repair**  
After this unit destroys an enemy card, remove 1 damage from each friendly structure within 3 spaces of this unit.



3 ♣

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