

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 ♣

Copyrights for the Summoner Wars logo and art belong to Plaid Hat Games, used herein with their express permission.



PlaidHatGames.com