

Storm Goblins

Starting Setup

- 1 x Storm Witch
- 1 x Voltswapper

Thrak
 Summoner • Storm Goblins

11

Circuit
 Adjacent units have Circuit.

Chain Lightning
 Once per turn, during your Attack Phase, you may add 1 damage to every other unit that has Circuit.



Events (2x)

Overcharge
 Standard • Move Phase

1

ACTIVE
 Add 1 to each numeral in the text of friendly Lightning abilities.



Discharge
 Standard • Magic Phase

1


Target a damaged common within 3 spaces of your summoner. Destroy the target.



Grounded
 Standard • Magic Phase

0

Place your summoner in your back row.



Recharge
 Epic • Summon Phase

0

Retrieve up to 2 Voltswappers from your discard pile and place them adjacent to your summoner.

ACTIVE
 Friendly commons have this ability:

Shock Recovery
 After this unit is destroyed by a friendly Lightning ability, place it on top of your draw pile.



Commons (4x)

Voltswapper
 Common • Storm Goblins

0 1

Lightning Step
 Once per turn, during your Move Phase, if this unit has Circuit, you may place this unit adjacent to your summoner or any common or champion that has Circuit.



Storm Witch
 Common • Storm Goblins

1 4

Lightning Wrath
 This unit has +2 strength while it is damaged.



Gust Strider
 Common • Storm Goblins

2 5

Tireless
 You may choose this unit as an extra moving unit during your Move Phase.

Lightning Ward
 Ignore damage that would be added to this unit from Lightning abilities.



Kite Rider
 Common • Storm Goblins

1 4

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

Lightning Strike
 When this unit attacks, ⚡ = add 1 damage to each common and champion adjacent to its target.



Champions

Brakka
Champion • Storm Goblins

4 ⚡ 6 ❤️

Lightning Speed
When this unit moves, it may move up to 2 extra spaces.

Lightning Ward
Ignore damage that would be added to this unit from Lightning abilities.

3 ⚡



Skizz
Champion • Storm Goblins

4 ⚡ 6 ❤️

Bottled Lightning
Once per turn, during your Attack Phase, this unit may target a friendly unit with a Lightning ability that is up to 4 straight spaces away. Add 1 damage to each unit between this unit and the target.

3 ⚡



Ezzik
Champion • Storm Goblins

4 ⚡ 6 ❤️

Lightning Pull
After this unit moves, it may target a friendly unit within 3 spaces. Place the target adjacent to this unit.

3 ⚡



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