

Village Raiders

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GOBLIN WITH SWORD & SHIELD

Level 1 ♦ Goblin • Raider

ATTACKS

Ⓢ **Sword:** +6 vs. AC; 10 damage.

POWERS

Raider Recon: Use at start of round: You may move 1 Raider in your warband up to its speed.

AC 16
 FORT 14
 REF 14
 WILL 14
 SPEED 6
 HP 20
 BLOOD 10

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GOBLIN ARCHER

Level 1 ♦ Goblin • Raider

ATTACKS

Ⓢ **Shortsword:** +5 vs. AC; 5 damage.
 ↗ **Bow:** (nearest) +7 vs. AC; 10 damage.

POWERS

Raider Recon: Use at start of round: You may move 1 Raider in your warband up to its speed.

AC 13
 FORT 14
 REF 16
 WILL 14
 SPEED 6
 HP 15
 BLOOD 5

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GOBLIN AXEMAN

Level 4 ♦ Goblin • Raider

ATTACKS

Ⓢ **Axe:** +10 vs. AC; 10 damage.

POWERS

☐ **Vanguard's Cut:** Use at start of turn: If this is the first creature to activate this round, its next attack is an automatic hit and a critical hit.

Powerful Charge 5: Use with Charge: +5 damage.

AC 14
 FORT 16
 REF 14
 WILL 14
 SPEED 7
 HP 35
 BLOOD 15

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ORC SKULL HOARDER WITH AXE

Level 10 ♦ Orc • Raider

ATTACKS

Ⓢ **Battle Axe:** +13 vs. AC; 25 damage.

POWERS

Bloodthirsty: +10 damage vs. bloodied enemies.
Cleave: Immediate action, when this creature destroys an enemy: Make a Ⓢ attack.

AC 19
 FORT 21
 REF 19
 WILL 19
 SPEED 7
 HP 70
 BLOOD 35

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ORC SUBCHIEF WITH AXE

Level 7 ♦ Orc • Raider

ATTACKS

Ⓢ **War Axe:** +12 vs. AC; 15 damage.

POWERS

Fortified 10: Resist 10 All vs. Critical Hits.

☐ **Zealous Follower:** Use when a Raider champion ally declares the use of a Champion power: Do not expend a checkbox, but use that power normally.

AC 20
 FORT 18
 REF 18
 WILL 18
 SPEED 6
 HP 55
 BLOOD 25

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GNOLL TWIN AXE WARLORD

Level 10 ♦ Gnoll • Raider

ATTACKS

Ⓢ **Axe:** +15 vs. AC; 15 damage.
 † **Axe:** Minor action, once per turn: +13 vs. AC; 10 damage.
 † **Vicious Bite:** Minor action, once per turn +13 vs. AC; 5 damage.

POWERS

Blindsight 6: Ignores Conceal; Ignores Invisible on enemies within 6 squares of it.

CHAMPION POWERS ☐ ☐

❖ Use at start of round: Each Gnoll and Raider ally has +2 attack and +5 damage until end of round.
 ❖ Use when a Raider ally destroys a Martial enemy: Each Raider in your warband heals 10 HP.

CR 2

AC 21
 FORT 21
 REF 21
 WILL 21
 SPEED 7
 HP 65
 BLOOD 30

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GNOLL WITH POLEAXE

Level 8 ♦ Gnoll • Raider

ATTACKS

Ⓢ **Poleaxe:** (reach 2) +12 vs. AC; 20 damage.
 † **Vicious Bite:** Minor action, once per turn: +10 vs. AC; 5 damage.

POWERS

Keen Critical 18: Scores automatic hits and critical hits on natural rolls of 18, 19 or 20.

AC 20
 FORT 19
 REF 19
 WILL 19
 SPEED 7
 HP 55
 BLOOD 25

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TICKET TO RAID

Level Any ♦ Gnoll OR Orc

POWERS

Pillager: This creature gains the Raider keyword.

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SLAVER'S COLLAR - HUMAN

Level 5+ ♦ Raider OR Neogi

POWERS

Arcane Chain: Immediate action, when this creature destroys an adjacent human enemy: That enemy is not destroyed; Instead, it has 5 HP remaining and is Dominated until end of battle. While Dominated, it may not attack. If that enemy occupies your start area during end of round, destroy it, scoring VP as normal. Then, score +1d20 VP.

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