

Goblin Brawlers, Tier I · *Goblin Wartribes · Eldfall Chronicles*

| Size  | Classes | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M |
|-------|---------|-----|-----|-----|-----|-----|-----|----|----|-----|----|---|
| Small | Soldier | 2   | 5   | 10  | 10  | 8   | 6   | 10 | 12 | 3   | 1  | 8 |



Classes

**Soldier.** Soldiers receive +1 OFF, +1 DEF, +1 ACC, +1 INT and +1 M for each other Soldier in their Awareness from the same Party, not in the Incapacitated or Dead State, up to a maximum of +3.

Traits

**Survival (Difficult Environment).** This model is not affected by the Difficult Environment.

Skills

**Infiltration.** You may deploy this model up to the middle line of the field (on your half of the field).

**Climbing.** This model can perform the Climb Special Movement as if it were a Normal Movement, ignoring "A model cannot perform any other Action while on a vertical surface". While performing Climb, its SPD is not halved.

Inventory

Inventory space: 3

| Item           | Qty | Cat.   | PW | RCH | STK | WGT | Effect |
|----------------|-----|--------|----|-----|-----|-----|--------|
| Looted Weapons | 1   | Weapon | T  | 0   | STA | 1   | —      |
| Bite           | 1   | Weapon | T  | 0   | 1   | —   | —      |

Cost: 8 Limit: 10