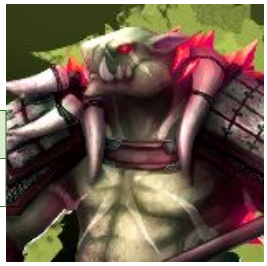
Goblin Warchief, Tier II *· Goblin Wartribes · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Large	2	5	14	10	8	8	8	14	3	5	12

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

Advantage (Medium). Once per Activation Sequence, the model with this Trait may reroll any number of dice (once) during an Attack Action against a target with (Medium) characteristic (Size, Class, Trait, etc.).

Fearless. This model cannot become Panicked (State).

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).

Finishing Strike. When this model causes at least one Wound to a target, it may immediately make an unmodified STK 1 Attack against the same target. It must use the same Item or Skill. If there are more targets, choose only one.

Inventory

Inventory space: 3

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Great Axe	1	Weapon	T+3	1	STA-1	3	Cleave, Sweep I, Two Handed
Bite	1	Weapon	T	0	1	—	—

Stratagems

Aetherkin (Tribe) — Models have Resistance I (Spell). Their attacks have Spell type and also deal magical damage.

Emberkin (Tribe) — Models have Resistance I Fire and Survival Scorching. If Incapacitated, they explode instead, dealing damage with Fire type and PW 10 to all models within 2".

Stonekin (Tribe) — All Tier I have ARM +2. Tier II and above have ARM +3 and Survival Mountainous.

Swampkin (Tribe) — Models have Resistance II Poison and Survival Swamp, Toxic. Tier I models have Poison I. Tier II and above have Poison II.

Special

Goblin Wartribes party members within this model's Awareness have Fearless.

This model's Stratagems are called Tribes and are not regular Stratagems. After Deployment, select one Tribe ability—it applies to all Goblin Wartribes models in your party for the rest of the game. This can be used even if this model is not the Leader.

Glossary

Cleave. If a model suffers at least one Wound with this Trait, it automatically suffers another Wound.

Poison. WEAK POISON; If a model suffers a Wound with this Trait, it becomes Weakened (State) until its next Strategic phase.

Resistance I Fire. Power of a Hit dealt to this model by an Attack with the (Fire) Type or Trait is halved.

Resistance II Poison. Hits and related Effects dealt to this model by an Attack with the (Poison) Type or Trait are negated.

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.

Two-Handed. A weapon with this Trait cannot be used in combination with an equipped Shield or another equipped Weapon.