

### Set 9, released in 2013.

This set is released at the end of 2013, and features the first items that are specifically made for use with only a single miniature. It follows the mixed set of stat and item cards which were Orc themed.

The items in the set were Goblin and War themed.

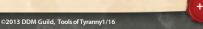


Missile Sigil Token

# BLOOD RITUAL

For use only with Hobgoblin Hand of Bane

☐ Blood Ritual: Use during setup: This creature takes 5 HP damage. Then, until end of battle, this creature and each goblin ally is considered bloodied regardless of its current hp.



# Cruel Master of Goblinkind

For use only with Bolraza, Priestess of Bane

### POWERS

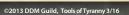
Goblin Affinity: This creature gains the Goblin keyword. ☐ Hand of Bane: (Minor action). Choose an enemy within this creature's line of sight. That enemy takes 5 ongoing damage (save ends). O when no creature is affected by this power.



# VANGUARD'S BOOTS

For Use only with Vanguard of Bane

☐ Swift Striker: Use at start of this creature's turn. Until end of turn, this creature may shift 2 squares as a minor action. 5 as a move action when this creature occupies a victory area.



# War Rod Mastery

For use only with Hobgoblin Warcaster

Doubled Vision: This creature may make → attacks at up to double the range listed in the card text, with a +1 attack bonus.



# Missile Protection Sigil

For use only with Red Hand War Sorcerer

### **POWERS**

☐ Inscribe: Replaces attack action: Put a Missile Sigil token in this creature's space.

Missile Shell: Creatures within 2 of the Missile Sigil token have +10 to AC and Defense vs > attacks.

Erasable: Any creature adjacent to a sigil token may remove it as a move action.

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# **BLADE FLURRY**

For use only with Bladebearer Hobgoblin

### **POWERS**

☐ Deflection Blades: (Immediate action.) Use when an enemy within line of sight of this creature attacks it or an adjacent ally with a > or \( \frac{1}{2} \) attack. That attack misses, and this creature takes 5 hp damage. O as a move action.

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# Dragon Ki Power

For use only with Doom Fist Monk

# **POWERS**

Ki Leap: Use on this creature's turn, the first time that it moves. The creature has flight until the end of that

Singular Focus Strike: This creature may take a +2 attack and +5 damage bonus on its attack. If it does, it becomes dazed until end of round.

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# PRESSED INTO BANEFUL SERVICE For use only with Hobgoblin Impaler

### **POWERS**

**POWERS** 

end of round.

☐ ☐ Compromising Attack: Use when this creature misses an enemy with a ‡ attack. Until end of round, Goblin or Hobgoblin allies of level 4 or higher have +2 \ attack against all enemies adjacent to this creature.

☐ Inspire the Pack: (Minor action) This creature and all

mounted allies have +2 attack and +5 damage until

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HOWLING MOON

For use only with Goblin Wolfrider

# FAVORED DRACOPHILE

For use only with Hobgoblin Talon of Tiamat

# **POWERS**

☐ Call Dragon: Use at the end of round 1. Choose an evil dragon from any faction whose point value, when added to your warband, does not cause it to exceed the match warband limit. Place that dragon in your start area; it is now part of your warband.

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THE FAST KNIFE

For use only with Goblin Cutter

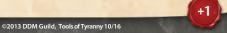
# **POWERS**

**POWERS** 

☐ Unexpected Opportunity: (Immediate action.) Use when it is not this creature's turn. Make an unprovoked opportunity attack against an adjacent enemy.

Executioner's Strike: Hits scored against targets that

grant this creature combat advantage are critical hits.



REAVER MASTER

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For use only with Bugbear Headreaver

# NOT AFRAID OF ANYTHING

For use only with Bugbear Gang Leader

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Awesome Display: (Minor action.) Push all adjacent allies and enemies exactly one square, then take 5 HP damage.

Power Vacuum: When this creatures is destroyed, all Bugbear allies gain +2 attack until end of battle.

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# Ambush Archer

For use only with Graypeak Goblin Archer

# **POWERS**

Hide: This creature is invisible to enemies which grant it ranged cover.

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# **BLOOD GHOST COMMANDO**

For use only with Blood Ghost Berserker

■ Walls Don't Stop Me: Use at the start of this creature's turn. This creature has phasing until end of turn. 🗸 as a move action.

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