OGRE MARKSMAN

OGRE

AC	HP
13	2

TACTICS

If the Ogre is adjacent to a Hero, it Dazes each adajcent Hero and knocks them 1 tile away.
If the Ogre is within 2 tiles of a Hero, it shoots the closest Hero with its heavy crossbow.
Otherwise, it moves 1 tile towards the closest Hero.

ATTACK	DAMAGE
+5	2 (Miss 1)

2 EXPERIENCE

X

SLICER

ORC

AC	HP
15	2

TACTICS

If the Orc is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with two wicked swords.
Otherwise, it moves 1 tile toward the closest Hero.
Blocker: *Heroes that move adjacent to this Monster must stop and cannot move further this turn.*

ATTACK	DAMAGE
+9	2 (Miss 1)

2 EXPERIENCE

X

HOBGOBLIN

GOBLIN

AC	HP
14	1

TACTICS

If the Hobgoblin is within 2 tiles of a Hero who is on a tile with a Trap, it throws a javelin at that Hero.
Otherwise, it moves 1 tile towards the closest Hero and attacks the closest Hero on its tile.
Trapper: *When this Monster enters play, the active Hero must draw and play a Trap Encounter card.*

ATTACK	DAMAGE
+8	1

2 EXPERIENCE

X

BERSERKER ORC

ORC

AC	HP
15	2

TACTICS

If this Orc is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with a curved blade.
Otherwise, it moves 1 tile toward the closest Hero.
Battle Cry: *When this Orc damages a Hero, place a new Monster on the nearest unexplored edge.*

ATTACK	DAMAGE
+9	1*

2 EXPERIENCE

X

GNOLL SNIPER

ANIMAL

AC	HP
13	1

TACTICS

If it is adjacent to a Hero, it moves 2 tiles toward the nearest empty tile.
If it is within 2 tiles of a Hero, it shoots the closest Hero with a bolt.
Otherwise, it moves 1 tile towards the closest Hero.
Sniper: *This Monster does +1 damage if the target Hero is adjacent to another Monster.*

ATTACK	DAMAGE
+8	1

1 EXPERIENCE

X

WILD OGRE

OGRE

AC	HP
15	2

TACTICS

If the Wild Ogre is on a tile with a Hero, all Heroes on its tile take 1 damage and are moved 1 tile away.
If the Ogre is within 1 tile of a Hero, it moves adjacent to the closest Hero and stomps that Hero.
Otherwise, the Ogre moves 1 tile toward the closest Hero.

ATTACK	DAMAGE
+6	2 (Miss Dazed)

3 EXPERIENCE

X

OGRE BRUTE

OGRE

AC	HP
15	2

TACTICS

If this Brute is within 1 tile of a Hero it has not yet attacked this turn, it moves adjacent to the closest Hero it has not yet attacked and attacks with a spiked club. If the Brute damages that Hero, activate the Brute again.
Otherwise, it moves 1 tile toward the closest Hero.

ATTACK	DAMAGE
+9	1

2 EXPERIENCE

X

HALF-TROLL

OGRE, TROLL

AC	HP
13	2

TACTICS

If the Troll is within 1 tile of a Hero, it moves adjacent to the nearest Hero and attacks with its bare hands.
Otherwise, it moves 1 tile toward the nearest Hero.
Minion: *When this Monster enters play put another Troll or Orge from the Monster deck into play adjacent to it.*

ATTACK	DAMAGE
+5	1

1 EXPERIENCE

X