YOUNG TROLL
TROLL

AC	HP
15	2

TACTICS

If the Troll is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with tooth and claw.

Otherwise, the Troll moves 1 tile toward the closest Hero and heals 1 Hit Point.

ATTACK	DAMAGE
+2	2 (Miss 1)

2 EXPERIENCE

X

OGRE STONEMASON
OGRE

AC	HP
15	2

TACTICS

If the Ogre is on a tile with a Hero, it tries to crush all Heroes on its tile.
If the Ogre is within 1 tile of a Hero, it moves adjacent to the closest Hero and bashes that Hero.
Otherwise, the Ogre moves 1 tile toward the closest Hero.

	ATTACK	DAMAGE
CRUSH	+6	1 (Miss Dazed)
BASH	+5	2 (Miss Slowed)

2 EXPERIENCE

X

TROG AMBUSHER
TROGLODYTE

AC	HP
12	1

TACTICS

If the Trog is adajcent to a Hero, it attacks an adjacent Hero.
If a Trap is in play, it moves 1 tile toward the nearest tile with no Heroes.
Otherwise, it moves 1 tile toward the closest Hero and attacks with a spear.
Trap-Minder: *Heroes cannot disarm traps while this Monster is in play.*

ATTACK	DAMAGE
+6	1

1 EXPERIENCE

X

DEEPCLAN ARCHER
GOBLIN

AC	HP
13	1

TACTICS

If this Goblin is within 2 tiles of a Hero, it attacks each Hero within 2 tiles with its short bow.
Otherwise, it moves 1 tile toward the closest Hero.

Clan: *When this Monster spawns, spawn the other 2 Deepclan Goblins.*

ATTACK	DAMAGE
+6	1

1 EXPERIENCE

X

BRUISER
OGRE

AC	HP
13	2

TACTICS

If the Bruiser is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with massive fists.
Otherwise, it moves 1 tile towards the closest Hero.

Blocker: *Heroes that move adjacent to this Monster must stop and cannot move further this turn.*

ATTACK	DAMAGE
+3	1 (Miss Dazed)

1 EXPERIENCE

X

GOBLIN GRUNT
GOBLIN

AC	HP
11	1

TACTICS

If the Goblin is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with a rusty axe.
Otherwise, it moves 1 tile towards the closest Hero.
Minion: *When this Monster enters play, put another Goblin from the Monster deck into play adjacent to it.*

ATTACK	DAMAGE
+7	1

1 EXPERIENCE

X

DEEPCLAN CUTTER
GOBLIN

AC	HP
13	1

TACTICS

If this Goblin is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks twice with its blades.
Otherwise, it moves 1 tile toward the closest Hero.

Clan: *When this Monster spawns, spawn the other 2 Deepclan Goblins.*

ATTACK	DAMAGE
+6	1

1 EXPERIENCE

X

DEEPCLAN HUNTER
GOBLIN

AC	HP
13	1

TACTICS

If this Goblin is adjacent to a Hero, that Hero takes 1 damage.
If not, this Goblin gains Advantage.
Then, this Goblin moves 1 tile away from the farthest Hero and attacks that Hero with a spear.
Clan: *When this Monster spawns, spawn the other 2 Deepclan Goblins.*

ATTACK	DAMAGE
+6	1

1 EXPERIENCE

X