

The Troll of the Mournful Mines

Win Condition

During setup, the Setup Player nominates one Hero character (including Mobs). If that character is Disabled at the beginning of one of the Hero's turns, and Disabled at the end of the same turn, the Adversary wins.

If the Troll is Disabled at the beginning of one of the Adversary's turn, and Disabled at the end of the same turn, the Adversary loses.

If the Champion and the Lieutenant are Disabled at the beginning of one of the Hero's turns, and Disabled at the end of the same turn, the Adversary wins.

The Troll (Beast)

Beast: The Beast cannot be Disabled except from an attack that is made with Advantage.

Large: [barrel, pushing them in front of you; leaping, over them - or bring back the galumph, which is a leap ending in a barrel?]

Forceful: Any time you can push a character, you can choose to push them in a straight line until they are blocked.

Reel In (!)(!): Choose a character within range. Pull them 4 towards you.

9 x Goblins (Minions)

Minion: Minions cannot be Wounded. If a Minion would be Wounded, it is instead Disabled.

Mortal: Goblins cannot Recover.

Stab: If a character is pushed into a Goblin, the pushed character takes a Wound.

Dribble: Only three Goblins begin in play. At the beginning of each Round, an additional Goblin is placed by the Adversary on any empty space on the edge of the board.

Kick 'em When They're Down: Enemy characters cannot Recover while adjacent to a Goblin.

Mournful Mines (Terrain)

Altars (Sun tiles)

Characters on an Altar have advantage on their attacks.

Altars are blocking terrain for Large creatures.

Rubble (Moon tiles)

Stalagmites are blocking terrain.

Collapsing Ground (!)(!): Swap the Rubble tile with an adjacent tile. Any characters on the tile swap too.

Pillars (Moon coins)

Pillars are blocking and obscuring terrain.

Knockabout (!): Move a Pillar into a free adjacent space.