Brage Ironshield

Shield-bearer · Support

H01



LIFE	8
MOVE	3"
MELEE	3
RANGED	-
MAGIC	-
SAVE	3+

number = dice to roll · hit on 4+

Battle axe · Melee · Range 1" · Damage 2

Shield wall: Other heroes within 2" of Brage get +1 to their save (5+ becomes 4+).

1 2 3 4 5 6 7 8

Ylva Stormarrow

Archer · Ranged

H02



LIFE	5
MOVE	5"
MELEE	1
RANGED	4
MAGIC	-
SAVE	5+

number = dice to roll · hit on 4+

Longbow · Ranged · Range 18" · Damage 1

Steady hand: If Ylva has not moved this turn, she rolls 1 extra die with her bow.

1 2 3 4 5

Master Fenrik

Wizard · Magic

H03



LIFE	4
MOVE	4"
MELEE	1
RANGED	-
MAGIC	4
SAVE	6+

number = dice to roll · hit on 4+

Fireball · Magic · Range 12" · Damage 1

All other enemies within 1" of the target are also attacked with 1 die.

Rune reader: Fenrik and heroes in contact with him ignore the room's traps and hazards.

1 2 3 4

Sister Liva Lightbringer

Priestess · Healer

H04



LIFE	6
MOVE	4"
MELEE	2
RANGED	-
MAGIC	2
SAVE	4+

number = dice to roll · hit on 4+

Healing light · Magic · Range 6" · Damage –

Heals: each 4+ gives a hero within range 1 life back (up to max).

Miracle: Once per game: a knocked-out hero within 6" gets back up with full life.

1 2 3 4 5 6

Pilpas

Goblin slinger · Rank I · Minion

I



LIFE	1
MOVE	4"
MELEE	-
RANGED	2
MAGIC	-
SAVE	6+

number = dice to roll · hit on 4+

Sling · Ranged · Range 8" · Damage 1

Tactics: Moves so it stands 6" from the nearest hero, and shoots the nearest one.

1

Grimetooth

Goblin mushroom-muncher · Rank I · Minion

I



LIFE	2
MOVE	3"
MELEE	1
RANGED	-
MAGIC	-
SAVE	5+

number = dice to roll · hit on 4+

Mushroom club · Melee · Range 1" · Damage 1

Mushroom feast: At the start of its activation, Grimetooth gets 1 life back.

Tactics: Moves towards the nearest hero and attacks.

1 2

Nettle

Goblin firebug · Rank I · Minion

I



LIFE	1
MOVE	4"
MELEE	-
RANGED	2
MAGIC	-
SAVE	6+

number = dice to roll · hit on 4+

Fire bomb · Ranged · Range 6" · Damage 1

Also hits all other heroes within 1" of the target.

Tactics: Throws at the hero with the most other heroes within 2".

1

Snarl

Goblin rat handler · Rank I · Minion

I



LIFE	2
MOVE	5"
MELEE	2
RANGED	-
MAGIC	-
SAVE	6+

number = dice to roll · hit on 4+

Whip and giant rat · Melee · Range 1" · Damage 1

Pair: roll 1 extra die (the rat bites).

Tactics: Moves towards the nearest hero and attacks.

1 2

Snotty

Bog troll whelp · Rank I · Minion

I



LIFE	3
MOVE	3"
MELEE	2
RANGED	-
MAGIC	-
SAVE	5+

number = dice to roll · hit on 4+

Slimy fists · Melee · Range 1" · Damage 1

Slippery: Heroes in contact with Snotty roll 1 die less in melee.

Tactics: Moves towards the nearest hero and attacks.

1 2 3

TROLLDEEP

Snotty

Bog troll whelp · Rank I · Minion

Snotty has lived in the bog since he was born and has never had a bath. He smells – a lot.

MONSTER · RANK I — M16

TROLLDEEP

Grimetooth

Goblin mushroom-muncher · Rank I · Minion

Grimetooth eats nothing but mushrooms. It has made him fat, green in the face and surprisingly hard to knock down.

MONSTER · RANK I — M05

TROLLDEEP

Master Fenrik

Wizard

Fenrik has read every book in the Tower by Silver Lake – twice. Now he wants to find the one book that only exists in the Trolldeep: the Troll King's stolen spellbook.

HERO · MAGIC — H03

TROLLDEEP

Snarl

Goblin rat handler · Rank I · Minion

Snarl has tamed a rat the size of a pig. The rat is called Sweetie, and it is not sweet.

MONSTER · RANK I — M10

TROLLDEEP

Pilpas

Goblin slinger · Rank I · Minion

Pilpas collects pebbles all day and throws them all night. He rarely hits – but he never gives up.

MONSTER · RANK I — M02

TROLLDEEP

Ylva Stormarrow

Archer

They say Ylva once hit an apple on top of a troll's head – without the troll noticing. She hunts with the wind at her back and arrows fletched with feathers from storm eagles.

HERO · RANGED — H02

TROLLDEEP

Nettle

Goblin firebug · Rank I · Minion

Nettle has no eyebrows left. He tried his fire bombs out on himself first.

MONSTER · RANK I — M09

TROLLDEEP

Sister Liva Lightbringer

Priestess

Liva carries a lantern that never goes out. She believes even the darkest cave has a crack where the light can get in – and she is always the first to help a wounded friend.

HERO · HEALER — H04

TROLLDEEP

Brage Ironshield

Shield-bearer

Brage grew up in the forge at Ironfell, where he learned that a good shield matters more than a sharp sword. When goblins stole the forge's anvil, he went down into the deep alone – and came back up with the anvil and three goblin helmets.

HERO · SUPPORT — H01

Demo cards – sheet 1/2 – BACK (flip on long edge) · print at 100 %

Crackface

Goblin warrior · Rank II · Warrior

II



LIFE	2
MOVE	4"
MELEE	2
RANGED	-
MAGIC	-
SAVE	5+

number = dice to roll · hit on 4+

Scimitar · Melee · Range 1" · Damage 1

Tactics: Moves towards the nearest hero and attacks.

1 2

Sharpeye

Goblin archer · Rank II · Warrior

II



LIFE	2
MOVE	4"
MELEE	1
RANGED	3
MAGIC	-
SAVE	6+

number = dice to roll · hit on 4+

Short bow · Ranged · Range 12" · Damage 1

Tactics: Keeps 8" away and shoots the nearest hero it can see.

1 2

Wolftooth

Goblin wolf rider · Rank II · Warrior

II



LIFE	3
MOVE	7"
MELEE	3
RANGED	-
MAGIC	-
SAVE	5+

number = dice to roll · hit on 4+

Lance · Melee · Range 1" · Damage 1

+1 damage if Wolftooth moved at least 4" before the attack.

Tactics: Attacks the hero standing furthest away from the other heroes.

1 2 3

Shaggy

Fur troll · Rank II · Warrior

II



LIFE	5
MOVE	4"
MELEE	3
RANGED	-
MAGIC	-
SAVE	5+

number = dice to roll · hit on 4+

Icicle club · Melee · Range 1" · Damage 2

Tactics: Moves towards the nearest hero and attacks.

1 2 3 4 5

The game round

HERO PHASE – heroes in any order. Each hero: **Move** up to their Move **+ 1 action** (before or after).

Actions: Attack · Sprint (move again) · Help a knocked-out hero up (2 life) · Use the room · Ability.

ATTACK: roll dice = the value. Every **4+** is a hit. Every **6** is a **power hit**.

SAVE: the target rolls 1 die per hit. Result ≥ Save = blocked. Power hits cannot be blocked.

DAMAGE: every unblocked hit removes the weapon's Damage in life.

MONSTER PHASE – monsters in the order they appeared. Follow the card's **Tactics**.

Door: stop at an open door → place the next tile → draw monsters by **Danger**.

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TROLLDEEP

Quick reference

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Wolftooth

Goblin wolf rider · Rank II · Warrior

Wolftooth rides a cave wolf with yellow eyes. Together they hunt anything that walks alone.

MONSTER · RANK II M21

TROLLDEEP

Sharpeye

Goblin archer · Rank II · Warrior

Sharpeye is the tribe's best shot. He has only one eye, but it is very sharp.

MONSTER · RANK II M18

TROLLDEEP

Shaggy

Fur troll · Rank II · Warrior

Shaggy lives in the cold ice caves and has fur like an old bear. He is never cold – but he is always grumpy.

MONSTER · RANK II M31

TROLLDEEP

Crackface

Goblin warrior · Rank II · Warrior

Crackface is a real goblin warrior with a helmet and everything. The helmet is a bit too big, but he looks dangerous.

MONSTER · RANK II M17

Demo cards – sheet 2/2 – BACK (flip on long edge) · print at 100 %