**Troll**

- **Living Projectile**: Kill 1 peasant in your zone. Then deal 2 damage to an adjacent zone.
- **Flush of Anger**: Peasants in your zone are stunned.
- **Heavy Stomp**: Peasants and Hunters in target zone are stunned.
- **Movement**: 8
- **Defence**: 1

**O-1 Heavy Stomp**

Peasants and Hunters in target zone are stunned.