**Troll**

**Critical Hits**
None, and Troll is immune to ▶️. Instead, the Troll uses Lore token “Life points”. Starting with 2 Lore tokens at his side, the Troll loses 1 each time a ▶️ is rolled against him. Once he has no tokens left, another ▶️ kills him.

**Regeneration**
Each time the Troll rolls a 🌿 in Melee, he gains 1 Lore token “Life point” back. However, he can never accumulate more than 2, and they never go in the player’s goblet.

**Orders:**
Ordered as normal. May also be ordered out-of-section at a cost of 3 Lore.

**Movement:**
1 hex and battle or 2 hexes and no battle.

**Retreat:**
2 hexes/flag. Tramples units blocking its retreat path.

**Morale:**
Bold but **must**, rather than may, ignore 1 flag. Provides, but does not receive, Support.

**Weapon:**
Giant Cleaver - Melee only

**Damage:**
6d

**Bonus Strike:**
No