Troll

Level 1

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

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.