FOREST TROLL

Living, Monster, Troll, Warrior

91 POINTS

+1/+3

6

+2 +2

RANGE	RANGE	RANGE	RANGE
2	0	2	0

REGENERATION: You may make a special save (3) when defeated in a Melee or Ballistic assault or by a hazard without the Fire type.

STEALTH 3: If you are benefiting from cover when you are targeted for an assault you may roll a d6 and if the result is 3 or under the assault is negated and you may move the enemy unit.

VENOMWOOD CLUB: During Melee assaults with Living units, you may re-roll a single enemy DEF die at the end of the re-roll phase and, whenever a Melee assault with a unit that has a base the same size or smaller than your own ends in a draw you may adjust the enemy unit's position by one increment.

