

**MAMMOTH**
BARAN FLINDERS

**METAHUMAN**

UNIQUE HERO

BRUTE

FEARSOME

MEDIUM 5

UNCONTROLLED RAGE
When attacking with Mammoth, if you do not roll a blank, all skulls rolled count as one additional hit.

BROTHERLY DUTY
If you control Shimmer within 5 spaces of Mammoth and she would defend against a normal attack, instead Mammoth must move adjacent to Shimmer if possible. If he does, Mammoth must defend against the attack and take any resulting wounds instead of Shimmer. When Mammoth uses Brotherly Duty, he will take all leaving engagement attacks.

WEAK-MINDED 4
If any player rolls the 20-sided die to take temporary or permanent control of Mammoth, that player may add 4 to the roll.



6
LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	5

210
POINTS

