



SHIMMER
SELINDA FLINDERS

**ELEMENTAL
TRANSMUTATION 3**

Instead of taking a turn with Shimmer, you may roll 3 combat dice. For each shield you roll, place a Wound Marker on the Army Card of a figure adjacent to Shimmer.

DIRECTING THE RAGE

When you roll attack dice for Mammoth's normal attack, if he is in clear sight of Shimmer, for each blank rolled, roll 1 additional attack die. Continue rolling additional attack dice for each additional blank rolled until no blanks are rolled.



METAHUMAN

UNIQUE HERO

MISFIT

FEARSOME

MEDIUM

5



4 LIFE	
MOVE	5
RANGE	3
ATTACK	4
DEFENSE	3

120
POINTS