

DOUBLE TROUBLE ENCOUNTER

STOP MAMMOTHING ABOUT!

An underfed and overequipped Mammoth trundles it's way on to the map! Yikes. The Mammoth enters the map on the middle of the side of the board determined by a d10 roll. With a roll of 1-3 the Mammoth enters on the North side of the board. On a roll of 4-6 it enters on the South side of the board, 7-8 the East side and 9-10 the West side.

The Mammoth's Movement Phase takes place before all players' movement. The Mammoth will move directly towards the nearest terrain piece which is classed as vegetation, (trees, plants). The Mammoth will move in a straight line to the terrain and any figure caught within the Mammoth's line of movement will be trampled and removed from play. Either player may roll for the distance the Mammoth can travel each turn, by adding the Mammoth's base Clip stat to a d10 roll.

The Mammoth spends one turn after every movement grazing upon the vegetation, or moving towards the nearest terrain piece which acts as such. At the Start of every Movement Phase, if the Mammoth has been in base contact with a vegetation terrain piece for the previous turn, it will proceed to move to the next closest in a straight line. Repeating this formula for the rest of the game unless killed or all adequate terrain pieces have been engaged with. The Mammoth will not return to a terrain piece it has previously been at. If all terrain pieces have been engaged with by the Mammoth, the figure automatically heads off the map in a straight line towards the nearest exit.

Special Circumstances: The Mammoth will not pursue a figure or attack a figure directly unless it drops to 3 Tick. If this happens, the Mammoth lets out a resounding trumpet and stampedes towards the nearest figure, always succeeding on a Rush if it's movement permits it. If the Mammoth defeats the figure, it will then rush towards the next nearest figure that is attacking it. If there are no figures engaged in conflict with the Mammoth, it will instead attack any nearest figure. This formula is then repeated until the Mammoth is slain or the game is over.

HUNGRY MAMMOTH STATS

| Tick | Buff | Clip |
|------|------|------|
| 4 | 8 | 6 |