

# MANTOLOV



80



# MANTOLOV

Def.

Counter

C4

D3

S3

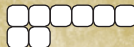
M4

Dodge

4

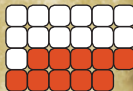
AP

8



HP

23



**Scrontch:** 3 damage / Bleeding.

If the attack succeeds, the opponent loses 1 in Mental as long as he is within less than 3 fathoms from Mantolov (cumulative).



**Grimace:** Collision / range 4 fathoms

/ opposed Morale roll. Repulses the target by 2 fathoms in a straight line in the opposite direction from Mantolov.



**Wrinkled skin:** absorbs 2 damages whatever the source but undergoes the associated effects.



**Mucus / Aquatic creature.**

## ABYSSAL DELUSIONS

*When Mantolov is equipped with his Abyssal Delusions, he is then considered as having 3 hands and wins a +4 bonus when «seeing/detecting».*

*Furthermore, he can spend 1 AP during his activation to force a Briskar into immediately making a free MVT towards him; if he does it, he then loses the possible bonuses of cover until his next activation..*



*Linked to Mantolov.*



# MANTALOVEST

*2 AP / 1 time per activation / opposed  
Morale roll.*

*Mantolov does a trick to cloud the mind  
of his victim.*

*It will activate last during the current  
round and Mantolov wins an additional  
free movement till the end of his  
activation.*



*Linked to Mantolov.*

