


M
MIMIC
M

Wounds: 4
 Move: 3
 Weapon Skill: 3
 Strength: 4
 Toughness: 4
 Attacks: 1

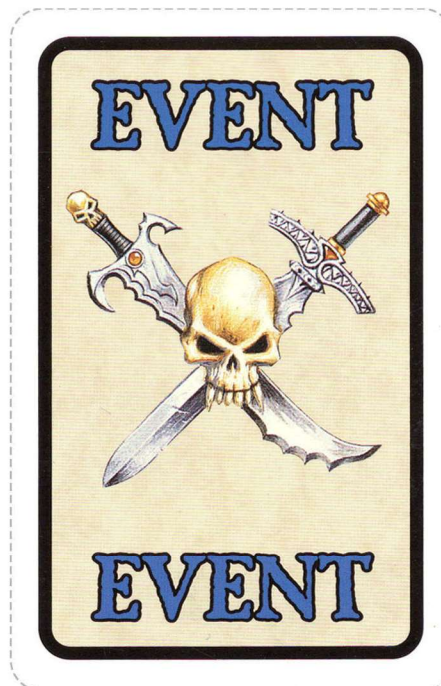
Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Fo	2	3	4	4	4	4	5	5	5	6

Special Rules

Adhesive
 * The mimic adheres to anything that touches it. Whilst in melee combat with a mimic, escape from pinning has a -1 modifier



VALUE
70G
 EACH



E
TREASURE CHEST
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As the warriors search the room they find a treasure chest tucked away in one of the corners....strange how they did not see this before?

One warrior decides to investigate what lies within the treasure chest. Randomly choose a warrior, the warrior searching the chest must roll 1D6 and consult the table below:

1-2	: The treasure chest is really a mimic in it's hidden form, take the mimic monster card, and it attacks immediately.
3	: You find 50 gold coins
4	: You find 100 gold coins
5	: You find 200 gold coins
6	: You find a rare treasure take one card from the treasure deck.

NO TREASURE CARD FOR COMPLETING EVENT

