

MASTERMIND
JASON WYNGARDE

BROTHERHOOD OF MUTANTS



UNIQUE HERO
MUTANT
OUTCAST
MANIPULATIVE
MEDIUM 5

5 4 3
3 125 3

MENTAL MANIPULATION

During setup, you may choose another Unique Hero on each team without Mental Shield that is not already a Pawn to be a Pawn. Choose for each of these Pawns to have +1 or -1 Attack or Defense until Mastermind is defeated.

ILLUSIONARY CAMOUFLAGE

Mastermind cannot be targeted by a non-adjacent enemy without the Inorganic keyword.

MANIPULATIVE DEFENSE X

Once per round, if Mastermind or an ally within 4 spaces is attacked by his Pawn, you may reveal Order Marker X on this card. If you do, the defenders avoid the attack and that Pawn's activation ends.

