



MIRROR MASTER
SAM SCUDDER

LEG-SWITCHING MIRROR

Start the game with 1 red Leg Marker on this card. Before taking a turn with Mirror Master, you may choose a Unique Hero within 3 clear sight spaces of Mirror Master and place his Leg Marker on that Hero's Army Card. While Mirror Master's Leg Marker is on another Unique Hero's Army Card, Mirror Master and that Hero have their Move numbers switched with each other and that Hero subtracts 1 from their Defense number.

STOLEN SUPERSPEED

If Mirror Master's Leg Marker is on the card of a Hero that has the Superspeed or Speed Force special powers:

- he may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces; and
- after taking a turn with Mirror Master, he may move up to an additional 4 spaces.



3
LIFE

MOVE	5
RANGE	6
ATTACK	3
DEFENSE	5

60
POINTS



HUMAN

UNIQUE HERO

ROGUE

ARROGANT

MEDIUM **5**