



# MISTER TERRIFIC

MICHAEL HOLT

### T-SPHERE CREATION

Start the game with 4 T-Sphere destructible objects on this card. Each time you reveal a numbered Order Marker, you may choose a T-Sphere from this card or a previously destroyed T-Sphere. Remove all Wound Markers from its card and place it on any empty space within 4 spaces of Mister Terrific.

### T-SPHERE TACTICS

When rolling for initiative, you may

- choose an enemy figure that is within 4 spaces of a T-Sphere and add 1 to your roll for each Order Marker on the chosen figure's card; or
- place each T-Sphere on any empty space within 4 spaces of its current location; or
- destroy any number of T-Spheres.

### T-MASK CLOAKING

If a T-Sphere is within 4 spaces of Mister Terrific, Androids and Cyborgs cannot target Mister Terrific for a non-adjacent special power or attack.



HUMAN

UNIQUE HERO

PROTÉGÉ

VALIANT

MEDIUM 5



4

LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

160

POINTS