



PIED PIPER HARTLEY RATHAWAY

SONIC FLUTE SPECIAL ATTACK

Range Special. Attack 3.
Choose 2 spaces in a straight line from Pied Piper. All figures on or within 1 space of the chosen spaces are affected by this special attack. Figures you control are not affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.

SONIC MIND CONTROL

After taking a turn with Pied Piper, you may choose any Unique Hero that received at least one wound from Sonic Flute Special Attack this turn or any two Common Rodent Heroes. Take temporary control of each chosen Hero and immediately take a turn with it. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before the Sonic Mind Control.



HUMAN

UNIQUE HERO

ROGUE

TRICKY

MEDIUM

5



4
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 3

80
POINTS