



MIRROR MASTER
EVAN MCCULLOCH

THROUGH THE LOOKING GLASS

After moving and before attacking, you may choose Mirror Master or any figure adjacent to Mirror Master. Roll the 20-sided die. Place the chosen figure on an empty space exactly X spaces away from its original placement, if possible, where X equals the number rolled on the 20-sided die. Figures moved by this special power will not take any leaving engagement attacks.

MIRROR MIRAGE

When Mirror Master is attacked and at least one skull is rolled, you may immediately place 2 Mirror Markers face down on any empty spaces within 3 spaces of Mirror Master. The opponent that controls the attacking figure must choose one Mirror Marker. If the chosen Mirror Marker has Mirror Master's face on it, roll defense dice normally. If the chosen Mirror Marker does not have Mirror Master's face on it, place Mirror Master on the space occupied by the chosen Mirror Marker and Mirror Master ignores the attack. Mirror Master will not take any leaving engagement attacks when moved by this special power.

After using this special power, remove all Mirror Markers from the battlefield.

- HUMAN
- UNIQUE HERO
- ROGUE
- TRICKY
- MEDIUM 5



4 LIFE

MOVE	5
RANGE	5
ATTACK	3
DEFENSE	3

130 POINTS