



## MAX MERCURY

### SUPERSPEED

Max Mercury may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Max Mercury, if he did not use his Quicksilver Strike special power this turn, he may move up to an additional 4 spaces.



HUMAN

UNIQUE HERO

MYSTERY MAN

WISE

MEDIUM

5

### QUICKSILVER STRIKE

When Max Mercury attacks a figure he moved through this turn, you may roll 1 additional die.

### ZEN MASTER OF SPEED

Figures you control that have the Superspeed or Speed Force special power cannot have their Defense numbers reduced by any special power if they are within 6 clear sight spaces of Max Mercury and cannot be prevented from moving by an opponent's special power if they begin their movement within 6 clear sight spaces of Max Mercury. Max Mercury is affected by this special power.



4  
LIFE

MOVE 10

RANGE 1

ATTACK 3

DEFENSE 7

190

POINTS