



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.

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.



HUMAN

UNIQUE HERO

MYSTERY MAN

WISE

MEDIUM 5



4 LIFE

MOVE 10

RANGE 1

ATTACK 3

DEFENSE 7

190

POINTS