

SUPERBOY
KON-EL

YOUNG JUSTICE



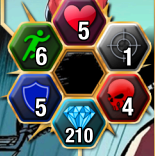
UNIQUE HERO

KRYPTONIAN/METAHUMAN

ROOKIE

RECKLESS

MEDIUM 5



TACTILE TELEKINETIC TOUCH

Before Superboy's move phase, you may choose an adjacent enemy and place that figure within 1 space of its current placement.

SUPER SHOW-OFF

Once per round during Superboy's normal attack, he has +1 Attack for each of your revealed Order Markers on Rookie, Sidekick, or Titans faction cards. If Superboy does not inflict any wounds during this attack, roll a damage die against him.

KRYPTONIAN DEFENSE 2

When Superboy defends against an attack from a figure that is not a Kryptonian and does not have Magical Affinity, he may count up to 2 blanks as blocks.



•Clone

