



JIMMY OLSEN

SUPERMAN'S PAL

Once per round, when an enemy figure ends its move within 3 clear sight spaces of Jimmy Olsen, you may place a Unique Kal-El figure you control on an unoccupied space adjacent to Jimmy. Immediately switch that Unique Kal-El and Jimmy Olsen. Switched figures will not take leaving engagement attacks.



HUMAN

UNIQUE HERO

JOURNALIST

EAGER

MEDIUM

4

TAG-ALONG REPORTER

At the start of each round, you may choose another Journalist Hero you control. After moving the chosen figure, if the chosen figure is not adjacent to Jimmy, you may move Jimmy, as long as he ends his move adjacent to that Journalist.

ACTION SHOT

After rolling attack dice for a Unique Hero that is a Kryptonian or Champion you control within 3 clear sight spaces of Jimmy, you may reveal an "X" Order Marker on that figure's card. If you do, you may count 1 blank rolled as an additional skull.



3
LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 3

50
POINTS

