

WS
APOLLO
ANDREW PULASKI

SOLAR POWERED 4
Start the game with 4 yellow Solar Markers on this card. At the end of the round, if there are two or fewer revealed Order Markers on this card, you may replace one previously removed Solar Marker on this card or remove a Wound Marker from this card.

SOLAR BURST SPECIAL ATTACK
Range 6. Attack 6.
You must remove one Solar Marker from this card to use this special attack. After attacking with this special attack, if you revealed a numbered Order Marker on this card at the start of your turn, you may either take a turn with a Lucas Trent figure you control or you may move up to three figures you control within clear sight of Apollo up to four spaces. Figures moved with this special power do not take leaving engagement attacks. Each time a Kryptonian figure is attacked with this special attack, the most wounds it can take is one.

RADIANT LIGHT
After Apollo or any friendly figure within 4 clear sight spaces rolls defense dice against a normal attack, you may remove a Solar Marker from this card to count all blanks rolled as additional blocks.

6+6
METAHUMAN
UNIQUE HERO
OPERATIVE
VALIANT
MEDIUM 5

7 LIFE

MOVE	8
RANGE	1
ATTACK	7
DEFENSE	7

420
POINTS

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