

DC

CLARK KENT
KAL-EL

UP, UP, AND AWAY!
You may draft one other Unique Hero with an identity of Kal-El that is not a Journalist. That Kal-El does not start the game on the battlefield. If Clark or a figure you control within clear sight of Clark would be destroyed, you may instead ignore any wounds that figure would have received, remove Clark from the battlefield, and place your other Kal-El on any empty space within 3 clear sight spaces of another figure. You may then move any number of Order Markers from cards you control to that Kal-El's card.

SUBTLE SUPER FEATS
At the start of each player's turn, you may choose a special power on the Army Card of the Kal-El drafted with Clark's Up, Up, and Away! special power. For this turn, Clark gains that special power. Once per round, at the start of your turn, you may take an immediate turn with Clark.

2 LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	5

120
POINTS

KRYPTONIAN
UNIQUE HERO
JOURNALIST
MILD-MANNERED
MEDIUM 5