

DOOMSDAY

EVOLUTIONARY REGENERATION
After revealing an Order Marker on this card you may remove one Wound Marker from this card if Doomsday does not move or attack this turn. When Doomsday is destroyed, begin your next turn with a total of 6 Wound Markers on this card. Order Markers may still be placed and revealed on this card. If the last Wound Marker is removed from this card while Doomsday is destroyed, immediately place Doomsday on a space adjacent to any figure you control.

KRYPTONIAN

UNIQUE HERO

DESTROYER

RELENTLESS

MEDIUM 6

SUPER LEAP 50
Instead of his normal move, Doomsday may move up to 10 spaces with Super Leap. When moving with Super Leap, Doomsday has the Flying special power, but may not move up or down more than 50 levels in a single leap. Doomsday rolls 3 fewer attack dice on any turn that he chooses to Super Leap.

6 LIFE

MOVE 5

RANGE 1

ATTACK 7

DEFENSE 5

390 POINTS