



EMIL HAMILTON

ADVANCED SCIENCE SUPPORT

At the start of the game, place up to two Invention Equipment Glyphs of different types into a Glyph Pool, power-side up, and set them aside. Before moving normally with a Unique Kryptonian Champion Hero, if it is adjacent to Emil Hamilton, you may place a glyph from his Glyph Pool on its card. If it is not adjacent to Hamilton, you may reveal an "X" Order Marker on that card to place a glyph from his Glyph Pool on its card.



HUMAN

UNIQUE HERO

SCIENTIST

CONFLICTED

MEDIUM 5

COUNTERMEASURE DEVELOPMENT

At the start of the game, choose an opponent's figure to be Emil Hamilton's Subject. Once per game at the start of any turn, you may choose for all special powers on his Subject's card to be negated until the end of that player turn or when the figure would receive enough wounds to be destroyed.



3 LIFE

MOVE	5
RANGE	1
ATTACK	1
DEFENSE	2

60 POINTS

