



ERADICATOR

KRYPTONIAN DNA

Eradicator has the species of Kryptonian in addition to the species listed on this card. When Eradicator rolls defense dice against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.



ARTIFICIAL INTELLIGENCE

UNIQUE HERO

CONSTRUCT

XENOPHOBIC

MEDIUM

5

SOLAR RADIATION

SPECIAL ATTACK

Range 3. Attack 3 + Special.

Before attacking with this special attack, you may place any number of Wound Markers on this card. For each placed Wound Marker, add 1 to the attack number of this special attack for the rest of this turn. After attacking with this special attack, Eradicator may attack one additional time. Each time a Kryptonian figure is attacked with this special attack, the most wounds it can take is one.

SOLAR TRANSFERENCE

After taking a turn with Eradicator, each Kryptonian figure within 3 clear sight spaces of Eradicator may remove one Wound Marker from its Army Card if Eradicator received any wounds this turn.



6 LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 5

280

POINTS