

# GENERAL ZOD

DRU-ZOD

## GENERAL OF NEW KRYPTON

After revealing an Order Marker on this card and instead of taking a turn normally, you may do up to two of the following:

- Take a turn with 1 Unique Kryptonian Hero you control.
- Move up to 2 Kryptonian Heroes you control. Then, you may make an immediate attack with any Kryptonian Soldier that moved.
- One at a time, for each Kryptonian Spy you control, choose a figure engaged with that Kryptonian Spy and roll 1 unblockable attack die against that figure.

Each option may only be chosen once per player turn, and a figure cannot move or take a turn if it has previously moved this turn. General Zod may be the chosen Hero.

### KNEEL BEFORE ZOD

When Zod attacks an adjacent figure, roll two additional attack dice and if Zod has height advantage, the adjacent defending figure rolls two fewer defense dice.

### KRYPTONIAN DEFENSE

When rolling 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.

KRYPTONIAN  
UNIQUE HERO  
CONQUEROR  
EGOMANIACAL  
MEDIUM 5

6 LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 6

350 POINTS