



**KRYPTONIAN  
INFILTRATOR**

**INFILTRATE**

Before initiative is rolled each round, if this figure is not engaged, you may roll a single combat die. If you roll a blank, place this figure adjacent to any enemy figure.

**DOUBLE ATTACK**

When this Kryptonian Infiltrator attacks, she may attack one additional time.

**KRYPTONIAN DEFENSE**

When rolling defense 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.

**4  
LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 4**

**DEFENSE 4**

**160  
POINTS**