



## LEX LUTHOR

### KRYPTONITE BLAST SPECIAL ATTACK

Range 4. Attack 3.

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by Kryptonite Blast Special Attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. Kryptonian figures roll 3 fewer defense dice against Kryptonite Blast Special Attack. Lex Luthor cannot be affected by his own Kryptonite Blast Special Attack.

### KRYPTONIAN ARMOR

When rolling defense against a normal attack, you may count one blank rolled as an extra shield.

### TREACHEROUS TACTICS

Anytime Lex Luthor would receive one or more wounds, you may instead destroy any figure adjacent to Lex Luthor that you permanently control.



HUMAN

UNIQUE HERO

CRIMINAL

TREACHEROUS

MEDIUM 5

4

LIFE

MOVE 7

RANGE 5

ATTACK 4

DEFENSE 7

280

POINTS

