



# LEX LUTHOR

## LEGION OF DOOM

At the start of the game, place 1 black Injustice Marker on this card for each Unique Hero you control with the class of Antagonist, Criminal, Mercenary, or Psychopath, to a maximum of 4. At the start of each round, you may remove an Injustice Marker from this card. If you do, for the rest of the round, all opponents' figures subtract 1 from their Defense when attacked by a Unique Hero you control and subtract 1 from any 20-sided die rolls.



HUMAN

UNIQUE HERO

ANTAGONIST

AMBITIOUS

MEDIUM 5

## UNJUST TACTICS

Whenever Lex Luthor would receive one or more wounds from an attack, you may instead either:

- choose an adjacent figure you permanently control to receive any wounds from the attack; or
- remove an Injustice Marker from this card and, if possible, choose an adjacent opponent's figure to receive a wound.

## INJUSTICE CONTINGENCY

When an Army Card you control has all of its figures destroyed, you may immediately remove any unrevealed Order Markers from that card and place them on any other card you control. Then, once per game, you may place a Glyph of Green Kryptonite power-side up on the card of any Unique Hero you control.



4 LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

185

POINTS