



LOIS LANE

GET THE SCOOP

At the start of the round, after Order Markers are placed, you may move Lois up to 4 spaces. When rolling for initiative, add 1 to your roll for each Order Marker on the Army Card of an enemy figure within 3 clear sight spaces of Lois.



HUMAN

UNIQUE HERO

JOURNALIST

DAUNTLESS

MEDIUM

5

KRYPTONIAN PROTECTION

If an opponent's figure is engaged with a Kryptonian you control, that opponent's figure cannot attack Lois.

SUPERMAN'S GIRLFRIEND

After taking a turn with a Unique Kal-El Hero or Unique Kal-L Hero you control, if Lois is within 3 clear sight spaces of an opponent's figure, you may immediately take an additional turn with that Kal-El or Kal-L, during which he cannot move and may only attack figures within 3 clear sight spaces of Lois. If Lois is destroyed, inflict 2 wounds on a Unique Kal-El Hero or Unique Kal-L Hero you control.



3 LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 3

100 POINTS