



# MON-EL

LAR GAND

### KINETIC THROW

Instead of moving and attacking with Mon-El, you may use Kinetic Throw. Move Mon-El up to 7 spaces in a straight line. After moving Mon-El, choose an opponent's small or medium figure that was adjacent to Mon-El at any point during this move. Place the chosen figure on an empty space up to X spaces in the same direction that Mon-El moved, where X equals the number of spaces Mon-El moved. Roll the 20-sided die, adding 6 to the roll if the figure is placed adjacent to a destructible object or another figure you control with Super Strength. If you roll a 10 or higher, that figure and any adjacent destructible objects receive one wound. Figures moved with Kinetic Throw do not take leaving engagement attacks.

### CROSS TIME HERO

If at least one Unique figure you control that is a Kryptonian or Legionnaire has been destroyed this round, add 2 to Mon-El's attack.

### DAXAMITE DEFENSE

When rolling defense against a normal attack from a figure who is not a Daxamite or a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.



DAXAMITE

UNIQUE HERO

CHAMPION

VALIANT

MEDIUM 5



6

LIFE

MOVE 7

RANGE 1

ATTACK 6

DEFENSE 6

350

POINTS

