



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