

MON-EL
LAR GAND

DAXAMITE
UNIQUE HERO
LEGIONNAIRE
VALIANT
MEDIUM **5**

HEAT VISION SPECIAL ATTACK
Range 4, Attack 2 + Special.
Choose a figure to attack and roll 2 attack dice, or 3 attack dice if the chosen figure is an Android or destructible object. For each skull rolled, roll one additional attack die. Continue rolling an additional attack die for each additional skull rolled until no skulls are rolled. The defending figure rolls defense normally.

INSPIRATIONAL VALOR
If Mon-El inflicts a wound on an opponent's figure with a normal or special attack, all other Legionnaires you control are considered Inspired for the remainder of the round. Inspired Legionnaires add 1 to their Attack and Defense numbers.

DAXAMITE DEFENSE
When rolling defense dice against a normal attack from a figure that is not a Kryptonian or Daxamite, if at least one shield is rolled, all blanks rolled count as additional shields.

7
LIFE

MOVE 7
RANGE 1
ATTACK 6
DEFENSE 7

390
POINTS