



STEPPENWOLF

APOKOLIPTIAN TROOP MOVEMENT

Instead of moving normally with Steppenwolf, you may move up to 6 Common Parademon figures you control. Then, if Steppenwolf is engaged, for each Parademon you control, you may choose an enemy figure adjacent to that Parademon and roll an unblockable attack die against it.



NEW GOD

UNIQUE HERO

INVADER

DISCIPLINED

MEDIUM

5

BATTLE HARDENED

If there is at least 1 Wound Marker on this card, the most wounds Steppenwolf can receive from an attack is one.

ESCALATING INVASION FORCE

After Steppenwolf receives one or more wounds from an enemy figure, even if he is destroyed, you may immediately roll X combat dice, where X is equal to the number of Wound Markers on this card. For each skull rolled, place a previously destroyed Common Parademon figure in your army on an empty space in your Start Zone.





6

LIFE

MOVE

8

RANGE

3

ATTACK

7

DEFENSE

6

440

POINTS

