



STREAKY

FELINE FRIEND

At the start of the game, you may choose another Kryptonian in your army to be Streaky's Friend. Opponent's figures engaged with her Friend may not attack Streaky. Once during your turn, after taking a turn with her Friend, you may move Streaky as long as she ends her movement within 2 spaces of her Friend. Streaky will not take any leaving engagement attacks when using this special power.

SUPER POUNCE 12

Immediately after moving Streaky on your turn with the Flying special power, you may choose an adjacent figure that she did not begin the turn adjacent to. Roll the 20-sided die. If you roll 12 or higher, the chosen figure receives one wound.

PURRFECT PARTNERS

Whenever you roll the 20-sided die for Streaky's Friend, you may add 1 to the roll if they are adjacent to Streaky.



KRYPTONIAN

UNIQUE HERO

COMPANION

LOYAL

SMALL

2



3 LIFE

MOVE 8

RANGE 1

ATTACK 2

DEFENSE 3

70 POINTS

