



SUPERBOY

KON-EL

KRYPTONIAN DNA

Superboy has the species of Kryptonian in addition to the species listed on this card. When Superboy rolls defense dice against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.

SOMETHING TO PROVE

Once per player turn, when a friendly Champion or Kryptonian attacks an enemy figure within 6 clear sight spaces of Superboy with a normal attack and two or fewer skulls are rolled, immediately move Superboy adjacent to the defending figure, if possible. After moving adjacent, immediately roll 2 combat dice to add to the attack roll. If the defending figure does not receive any wounds, move one unrevealed Order Marker from an Army Card you control to this card, if possible.

TACTILE TELEKINETIC TOUCH

Before moving on Superboy's turn, you may choose an opponent's figure adjacent to Superboy and move that figure 1 space. Figures moved with Tactile Telekinetic Touch never take leaving engagement attacks.



METAHUMAN

UNIQUE HERO

CHAMPION

COCKY

MEDIUM

5



5 LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

240 POINTS

