



SUPERBOY
KAL-EL

FOCUSED HEAT VISION

After moving and before attacking, you may choose a figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 15 or higher, either:

- inflict 1 wound on the chosen figure; or
- destroy 1 glyph on the chosen figure's card; or
- inflict 3 wounds on the chosen figure if it is a destructible object.

PULLED PUNCHES

When attacking, subtract 1 skull from whatever is rolled unless a friendly figure within 4 clear sight spaces of Superboy has two or more Wound Markers on its card.

KRYPTONIAN DEFENSE

When rolling defense 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.



KRYPTONIAN

UNIQUE HERO

LEGIONNAIRE

INNOCENT

MEDIUM

5

6

LIFE

MOVE

7

RANGE

1

ATTACK

7

DEFENSE

6

330

POINTS

