



SUPERBOY-PRIME

KAL-EL

ANTI-MONITOR ARMOR 3

Start the game with a yellow Armor Marker on this card. While the Armor Marker is on this card, add 3 to Superboy-Prime's Defense number. If there are 3 or more Wound Markers on this card, remove the Armor Marker from the game.

Superboy-Prime's special powers cannot be negated and his Attack and Defense numbers cannot be reduced by any special power on any other Army Card or Glyph.



KRYPTONIAN

EVENT HERO

DESTROYER

PETULANT

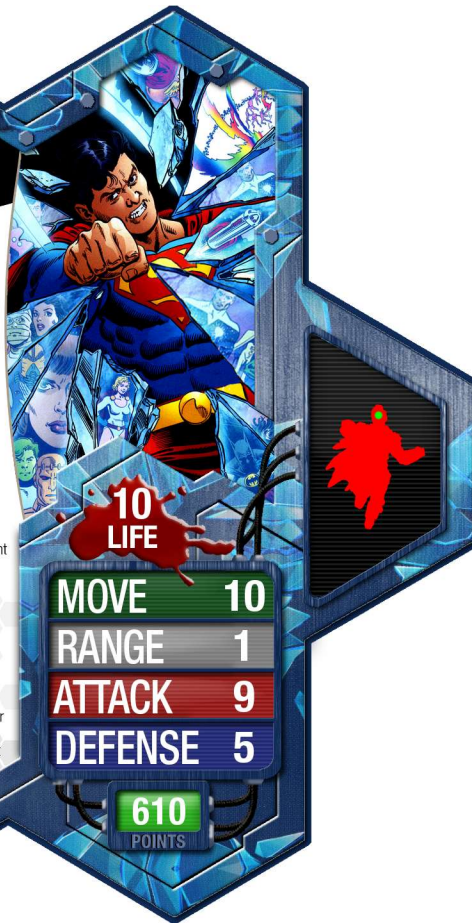
MEDIUM 5

HEROIC ENVY

When another figure you control inflicts one or more wounds with its normal attack on an enemy figure within 10 clear sight spaces of Superboy-Prime, Superboy-Prime must immediately move adjacent to the attacking figure, if possible, and attack all figures adjacent to Superboy-Prime. After attacking, your player turn immediately ends. When Superboy-Prime uses Heroic Envy, he will take all leaving engagement attacks.

RETCON PUNCH

Once per game, if Superboy-Prime would be destroyed, after placing any wounds, roll 10 attack dice. For each skull rolled, remove a Wound Marker from this card, then each player may place a previously destroyed figure in their army onto an empty space in their start zone. Place or remove Wound Markers until each figure placed has up to 2 Life remaining.



10 LIFE

MOVE 10

RANGE 1

ATTACK 9

DEFENSE 5

610

POINTS