



SUPERGIRL

KARA ZOR-EL

KRYPTON'S RESOLVE

Once per game, when a friendly Kryptonian, Champion, or Legionnaire within 6 clear sight spaces of Supergirl would be destroyed, you may use Krypton's Resolve. That figure cannot be destroyed in any way this round. At the start of the next round, destroy that figure.

FREEZE BREATH 9

Before taking a turn with Supergirl, you may choose up to two figures adjacent to Supergirl. Roll the 20-sided die. If you roll 9 or higher, the chosen figures subtract 1 from their Defense number and may not move this player turn.

KRYPTONIAN DEFENSE

When rolling defense against a normal attack from a figure who is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.



KRYPTONIAN

UNIQUE HERO

CHAMPION

CONFIDENT

MEDIUM

5

7
LIFE

MOVE 7

RANGE 1

ATTACK 6

DEFENSE 6

330

POINTS

