



# SUPERGIRL

KARA ZOR-EL

### HEAT VISION SPECIAL ATTACK

Range 4. Attack 2 + Special.  
Choose a figure to attack and roll 2 attack dice, or 3 attack dice if the chosen figure is an Android or Destructible Object. For each skull rolled, roll one additional attack die. Continue rolling an additional attack die for each additional skull rolled until no skulls are rolled. The defending figure rolls defense normally.

### 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.

### SUPERSONIC FLYING

When using the Flying special power, Supergirl may add 4 to her move number. If she does, she cannot attack this turn.



KRYPTONIAN

UNIQUE HERO

REFUGEE

RECKLESS

MEDIUM

5

7

LIFE

MOVE 7

RANGE 1

ATTACK 6

DEFENSE 6

320

POINTS

