

DC

SUPERMAN
KAL-EL

SUPERMAN FAMILY
After revealing an Order Marker on the card of a Unique Kryptonian Champion and taking a turn with that Champion, if that Champion has no more than one revealed numbered Order Marker on its card, you may then take a turn with any other Unique Champion you control that is a Daxamite, Human, or Kryptonian within 6 clear sight spaces of that Champion. You may not take any additional turns.

HOPE IN ACTION
When rolling defense dice for a figure you control within 6 clear sight spaces of Superman, you may reroll X dice, where X is the number of revealed Order Markers on this card.

MAN OF STEEL
When rolling defense against a normal attack from a figure who is not a Kryptonian, all blanks rolled count as extra shields.

6-6
KRYPTONIAN
UNIQUE HERO
CHAMPION
VALIANT
MEDIUM **5**

8 LIFE

MOVE	8
RANGE	1
ATTACK	7
DEFENSE	7

430
POINTS

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