



SUPERMAN

KAL-EL

FREEZE BREATH 11

Before taking a turn with Superman, you may choose up to two figures adjacent to Superman. Roll the 20-sided die. If you roll 11 or higher, the chosen figures subtract 1 from their Defense number and may not move this player turn.



KRYPTONIAN

UNIQUE HERO

CHAMPION

INSPIRING

MEDIUM 5

THIS LOOKS LIKE A JOB FOR SUPERMAN

When Superman attacks an adjacent figure with his normal attack, add 3 + X to his Attack number. X equals the number of Wound Markers on the cards of friendly figures engaged with the defending figure, up to a maximum of 3.

HEROIC INSPIRATION

If Superman is destroyed by an enemy figure, for the remainder of the game, all Unique Heroes you control add 1 to their Attack number and any 20-sided die rolls.



7

LIFE

MOVE 7

RANGE 4

ATTACK 4

DEFENSE 7

380

POINTS