



URSA

KRYPTONIAN ESPIONAGE

Start the game with one combat die on this card showing a blank. When combat dice are rolled for a friendly Kryptonian, you may remove a blank from this card to add a blank to whatever is rolled. After rolling attack dice for a Unique Spy Hero you control, you may subtract one blank rolled to place a combat die showing a blank on this card. You may never have more blanks on this card than you have Unique Spy Heroes in your army.

KRYPTONIAN SPY NETWORK

After rolling for initiative, if there is at least one Order Marker on this card and at least one Kryptonian you control is engaged, you may immediately move up to 4 Kryptonians you control up to 4 spaces each. Figures moved by Kryptonian Spy Network will not take any leaving engagement attacks.

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.



KRYPTONIAN

UNIQUE HERO

SPY

CALCULATING

MEDIUM

4

5 LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

230 POINTS

