



SUPERMAN

KAL-EL

X-RAY VISION

Before moving, if Superman is not engaged, you may look at the power side of any one Glyph that is Symbol Side up.



KRYPTONIAN

UNIQUE HERO

CHAMPION

VALIANT

MEDIUM

5

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.

HEROIC DUTY

If a friendly figure without this special power that is within 3 spaces of Superman would roll defense dice against a normal, non-adjacent attack, instead you must choose a figure you control with this special power to move adjacent to that friendly figure if it is able to. The chosen figure must roll defense and take any resulting wounds from the attack instead of the friendly figure.

When Superman uses Heroic Duty, he will take all leaving engagement attacks.



7 LIFE

MOVE 8

RANGE 1

ATTACK 7

DEFENSE 7

400 POINTS

