

General Zod Dru-Zod



380	Life 6
Kryptonian	Move 6
Unique Hero	Range 5
General	Attack 4
Egomaniacal	Defense 6
DC	Medium 5

General of New Krypton

After revealing an Order Marker on this card and instead of taking a turn with General Zod, you may:

- take a turn with 1 Unique Kryptonian Hero you control; or
- move up to 2 Kryptonian Soldier Heroes you control; or
- roll 1 unblockable attack die against any figure adjacent to a Kryptonian Spy you control.

Kneel Before Zod

When Zod attacks an adjacent figure, roll two additional attack dice and if Zod has height advantage, the adjacent defending figure rolls two fewer defense dice.

Kryptonian Defense

When rolling defense dice 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 Soldier



200	Life 4
Kryptonian	Move 6
Uncommon Hero	Range 1
Soldier	Attack 5
Disciplined	Defense 5
DC	Medium 5

Horo-Kanu Combat

When this Kryptonian Soldier attacks a squad or hero figure with a normal attack and two or more blanks are rolled, you may have the squad or hero figure ignore this attack and receive one wound.

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 Infiltrator



160	Life 4
Kryptonian	Move 6
Uncommon Hero	Range 1
Spy	Attack 4
Tricky	Defense 4
DC	Medium 4

Infiltrate

Before initiative is rolled each round, if this figure is not engaged, you may roll a single combat die. If you roll a blank, place this figure adjacent to any enemy figure.

Double Attack

When this Kryptonian Infiltrator attacks, she may attack one additional time.

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.



Intergang Agents



120	Life 1
Human	Move 5
Common Squad	Range 5
Criminals	Attack 3
Greedy	Defense 3
DC	Medium 5

In It For The Money

At the start of the game, choose a Crime Lord you control to be the Boss for all Intergang Agents you control. When taking a turn with Intergang Agents, you may move and attack with an additional Intergang Agent for each revealed Order Marker on their Boss' Army Card.

Apokoliptian Weaponry

When rolling attack dice, if an Intergang Agent rolls a skull on every die, the defending figure immediately receives one unblockable hit before rolling defense dice.

Energizer Katie Power



50	Life 3
Mutate	Move 5
Unique Hero	Range 4
Adventurer	Attack 3
Enthusiastic	Defense 3
Marvel	Small 3

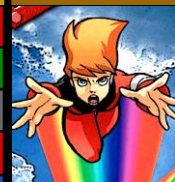
Energy Blast Special Attack

Range 4. Attack 3.
Destructible objects do not roll any defense dice against this special attack. If Energizer inflicts one or more wounds with this special attack, before placing Wound Markers, roll the 20-sided die. If you roll 12 or higher, all figures adjacent to the defending figure receive one wound.

Kymellian Healing Factor

After taking a turn with Energizer, if she is adjacent to at least one other small Enthusiastic Hero you control, remove one Wound Marker from this Army Card.

Lightspeed Julie Power



40	Life 3
Mutate	Move 7
Unique Hero	Range 1
Adventurer	Attack 3
Enthusiastic	Defense 3
Marvel	Small 3

Small Carry

While Lightspeed is flying, you may choose one friendly unengaged tiny or small figure that she passes over this turn. Place the chosen figure on an empty space adjacent to Lightspeed at the end of her move.

Kymellian Healing Factor

After taking a turn with Lightspeed, if she is adjacent to at least one other small Enthusiastic Hero you control, remove one Wound Marker from this Army Card.



Mass Master Jack Power



80	Life 3
Mutate	Move 5
Unique Hero	Range 1
Adventurer	Attack 3
Enthusiastic	Defense 3
Marvel	Small 3

Cloud Cover

Start the game with one white Cloud Marker. Before rolling for initiative each round, you may place the Cloud Marker on this card. While the Cloud Marker is on this card, Mass Master can move through all figures, is never attacked when leaving an engagement, and cannot be targeted by opponents' figures for any attacks or special powers that require clear sight. Mass Master cannot attack while the Cloud Marker is on this card. When the Cloud Marker is not on this card, Mass Master cannot use the Flying special power.

Jack Hammer

After moving and before attacking, you may remove the Cloud Marker from this card and add 2 dice to Mass Master's attack against any adjacent figure that he passed over with his Flying special power this turn.

Kymellian Healing Factor

After taking a turn with Mass Master, if he is adjacent to at least one other small Enthusiastic Hero you control, remove one Wound Marker from this Army Card.



Zero-G Alex Power



80	Life 3
Mutate	Move 5
Unique Hero	Range 1
Adventurer	Attack 3
Enthusiastic	Defense 4
Marvel	Small 3

Pack Attack

After revealing an Order Marker on this card and instead of taking a turn with Zero-G, you may take a turn with one other small Enthusiastic Hero you control within 6 clear sight spaces of Zero-G.

Gravity Explosion Special Attack

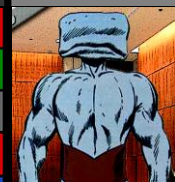
Range 1. Attack 3.
All figures adjacent to Zero-G are affected by this special attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense separately. After rolling defense dice, you may place each figure up to X spaces away from Zero-G. X equals the numbers of skulls rolled for this attack. Figures may not be placed on a space more than 6 levels above Zero-G's base. A figure moved by this special attack will not take any leaving engagement attacks but will take any falling damage that may apply.

Kymellian Healing Factor

After taking a turn with Zero-G, if he is adjacent to at least one other small Enthusiastic Hero you control, remove one Wound Marker from this Army Card.



Awesome Android



250	Life 5
Android	Move 6
Unique Hero	Range 1
Minion	Attack 6
Subservient	Defense 6
Marvel	Large 8

Gale Force Exhale

Instead of taking a turn with Awesome Android, choose 3 spaces in a straight line from Awesome Android. Any tiny, small, or medium figures on or adjacent to the chosen spaces may be placed on any empty space within 2 spaces of their original placement. Placed figures will not take any leaving engagement attacks but will take any falling damage that may apply. This special power can only be used once per round.

Epidermal Mimicry

If Awesome Android is targeted for an adjacent or non-adjacent attack or special power from an enemy figure, you may choose one special power from the Army Card of an adjacent Unique Hero to use for the remainder of the turn. If the special power refers to the chosen figure or its card, it refers to Awesome Android or this card instead.

Weak-Minded 4

If any player rolls the 20-sided die to take temporary or permanent control of Awesome Android, that player may add 4 to the roll.

