


## Superboy Kon-El




<b>240</b>	<b>Life 5</b>
Metahuman	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Titan	<b>Attack 6</b>
Brash	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**Kryptonian DNA**  
Superboy has the species of Kryptonian in addition to the species listed on this card. When Superboy rolls 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.

**Titan Protector**  
If a figure you control within 3 spaces of Superboy would receive one or more wounds from a normal attack, and Superboy is not engaged, you may instead place one Wound Marker on this card. If the defending figure is a Titan or Sidekick, after placing one Wound Marker on this card, you may place the defending figure adjacent to Superboy. Any figure moved by Titan Protector will not take any leaving engagement attacks.

**Tactile Telekinesis Special Attack**  
**Range 1. Attack 3.**  
Cyborgs, Androids, and destructible objects cannot roll any defense dice against this special attack.

## Steel John Henry Irons



<b>260</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Engineer	<b>Attack 6</b>
Valiant	<b>Defense 6</b>
<b>DC</b>	<b>Medium 5</b>


**Smart Hammer Special Attack**  
**Range 5. Attack 4 + Special.**  
Instead of moving and attacking normally, choose a non-adjacent figure to attack. No clear line of sight is needed. You may either:

- count the minimum number of spaces between Steel and the defending figure and add one die to this special attack for each space counted; or
- choose one additional non-adjacent figure to attack. Roll attack dice separately for each chosen figure. Each figure rolls defense dice separately.

You may only use this special attack once per round. After using this special attack, subtract 2 from Steel's Attack number for the remainder of the round.

**Bolt Gauntlets Special Attack**  
**Range 3. Attack 2.**  
When attacking with this special attack, Steel may attack up to four times.

## Eradicator




<b>280</b>	<b>Life 6</b>
Artificial Intelligence	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Program	<b>Attack 6</b>
Xenophobic	<b>Defense 5</b>
<b>DC</b>	<b>Medium 5</b>

**Kryptonian DNA**  
Eradicator has the species of Kryptonian in addition to the species listed on this card. When Eradicator rolls 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.

**Solar Radiation Special Attack**  
**Range 3. Attack 3+ Special.**  
Before attacking with this special attack, you may place any number of Wound Markers on this card. For each placed Wound Marker, add 1 to the attack number of this special attack for the rest of this turn. After attacking with this special attack, Eradicator may attack one additional time. Each time a Kryptonian figure is attacked with this special attack, the most wounds it can take is one.

**Solar Transference**  
After taking a turn with Eradicator, each Kryptonian figure within 3 clear sight spaces of Eradicator may remove one Wound Marker from its Army Card if Eradicator received any wounds this turn.

## Cyborg Superman Hank Henshaw




<b>380</b>	<b>Life 6</b>
Cyborg	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Destroyer	<b>Attack 7</b>
Nihilist	<b>Defense 6</b>
<b>DC</b>	<b>Medium 5</b>

**Kryptonian DNA**  
Cyborg Superman has the species of Kryptonian in addition to the species listed on this card. When Cyborg Superman rolls 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.

**Eye Beam Special Attack**  
**Range 4. Attack 3 + Special.**  
Choose a figure to attack and roll 3 attack dice. For each skull rolled, roll one additional attack die. The defending figure rolls defense dice normally.

**Cybernetic Repair X**  
At the end of the round, if you reveal an "X" Order Marker on this card, remove one Wound Marker from each Army Card you control with the Cybernetic Repair X special power.

## Superman Kal-El




<b>450</b>	<b>Life 8</b>
Kryptonian	<b>Move 10</b>
Unique Hero	<b>Range 1</b>
Champion	<b>Attack 8</b>
Valiant	<b>Defense 7</b>
<b>DC</b>	<b>Medium 5</b>

**Super Breath**  
Instead of taking a turn with Superman, choose 2 spaces in a straight line from Superman. Any figures on the chosen spaces and any figures adjacent to the chosen spaces may be placed on any empty space within 2 spaces of their original placement. Superman cannot be moved by his own Super Breath special power. Figures moved by Super Breath never take any leaving engagement attacks. A non-flying figure moved lower can receive any falling damage that may apply. Superman can only use Super Breath once per round.

**Heat Vision Special Attack**  
**Range 4. Attack 2+ Special.**  
Choose a figure to attack and roll 2 attack dice, or 3 attack dice if the chosen figure is an Android or Destructible Object. For each skull rolled, roll one additional attack die. Continue rolling an additional attack die for each additional skull rolled until no skulls are rolled. The defending figure rolls defense normally.

**Man Of Steel**  
When rolling defense against a normal attack from a figure that is not a Kryptonian, all blanks rolled count as extra shields.

## Lobo He Who Devours Your Entrails And Thoroughly Enjoys It




<b>330</b>	<b>Life 6</b>
Czarnian	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Brawler	<b>Attack 6</b>
Apathetic	<b>Defense 6</b>
<b>DC</b>	<b>Medium 5</b>

**Big Bastich Bounty Hunter**  
At the start of the game, choose an opponent's Unique or Event Hero to be Lobo's Bounty. Lobo rolls two additional attack dice when attacking his Bounty.

**Hook, Line, and Massacre**  
Before attacking, if Lobo is not engaged, you may choose one small or medium figure within 3 clear sight spaces whose base is not higher or lower than 10 levels from Lobo's base. Roll the 20-sided die. If you roll 9 or higher, place the chosen figure on any empty space adjacent to Lobo. The chosen figure will not take any leaving engagement attacks.

**Blah, Blah, Healing Factor, Blah**  
Before taking a turn with Lobo, you may remove 1 Wound Marker from this card.

## Mongul




<b>340</b>	<b>Life 6</b>
Warworlder	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Ruler	<b>Attack 6</b>
Tyrannical	<b>Defense 6</b>
<b>DC</b>	<b>Medium 5</b>

**Mongul's Champion**  
At the start of the game, you may choose a Unique Champion Hero you control to be Mongul's Champion. When Mongul's Champion is within 4 clear sight spaces of Mongul and attacks with a normal attack or a leaving engagement attack, roll one additional attack die. If Mongul's Champion is destroyed, you may choose a new Unique Champion Hero you control to be Mongul's Champion.

**Amulet Energy Blast Special Attack**  
**Range 3 + Special. Attack 3 + Special.**  
Before attacking, you may remove any number of unrevealed Order Markers from this card. Add 1 to the Range number and 1 automatic skull to whatever is rolled for each removed Order Marker.

**Warworld's Orbital Assault**  
After taking a turn with Mongul or Mongul's Champion, you may reveal an "X" Order Marker on this card and choose a space on the battlefield. Roll the 20-sided die once for each figure either on the chosen space or on a space adjacent to the chosen space, one at a time. If you roll 15 or higher, the figure receives 1 wound.

## Non




<b>330</b>	<b>Life 6</b>
Kryptonian	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Brute	<b>Attack 7</b>
Dull	<b>Defense 6</b>
<b>DC</b>	<b>Medium 6</b>

**Kill Crazy**  
When Non destroys an opponent's figure with his normal attack, he may attack again. Roll 1 additional attack die for each figure he destroyed this turn. Non may continue attacking with his normal attack until he does not destroy a figure.

**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.

## Ursa



<b>230</b>	<b>Life 5</b>
Kryptonian	<b>Move 6</b>
Unique Hero	<b>Range 1</b>
Spy	<b>Attack 5</b>
Sadistic	<b>Defense 5</b>
<b>DC</b>	<b>Medium 4</b>

**Kryptonian Dagger Special Attack**  
**Range 1. Attack 5.**  
Kryptonians roll 2 fewer defense dice against this special attack. After using this special attack, you must roll 1 unblockable attack die against Ursa.

**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.