



# SUPERMAN

KAL-EL

### SUPER BREATH

Instead of taking a turn with Superman, you may choose 2 spaces in a straight line from Superman. All figures on the chosen spaces, and all figures other than Superman within 1 space of the chosen spaces, may be placed on any empty space within 2 spaces of their original placement. 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.



- KRYPTONIAN
- UNIQUE HERO
- CHAMPION
- VALIANT
- MEDIUM **5**

**8**  
LIFE

MOVE	10
RANGE	1
ATTACK	8
DEFENSE	7

**450**  
POINTS