



**SUPERMAN**  
KAL-EL

**JLA TRINITY**

At the start of the game, place 1 blue Justice League marker on this card for each Unique Champion, Warrior, or Vigilante Hero you control, to a maximum of 3. When Superman rolls defense against a normal attack, for each Justice League marker on this card you may count one blank rolled as an extra shield.

**HEROIC RESCUE**

After moving and before attacking with Superman, you may place one engaged friendly figure Superman passed over this turn on any empty space adjacent to Superman. Figures moved by Heroic Rescue will not take any leaving engagement attacks.

**SYMBOL OF HOPE**

After any other figure you control is targeted for an attack, you may remove 1 Justice League marker from this card. If you do, choose Superman or any other figure you control within clear sight of Superman. Move the chosen figure normally, if it ends that move adjacent to the targeted figure, then switch the chosen and targeted figures, if possible. After the figures are switched, the attacking figure must target and attack the chosen figure, if possible, and the chosen figure rolls 2 additional defense dice. Figures moved with this special power will not take any leaving engagement attacks.



**7**  
LIFE

**MOVE 8**

**RANGE 1**

**ATTACK 7**

**DEFENSE 7**

**440**  
POINTS

**KRYPTONIAN**

**UNIQUE HERO**

**CHAMPION**

**VALIANT**

**MEDIUM 5**

