



GENERAL ZOD

DRU-ZOD

GENERAL OF NEW KRYPTON

After revealing an Order Marker on this card and instead of taking a turn normally, you may do up to two of the following:

- Take a turn with 1 Unique Kryptonian Hero you control.
- Move up to 2 Kryptonian Heroes you control. Then, you may make an immediate attack with any Kryptonian Soldier that moved.
- One at a time, for each Kryptonian Spy you control, choose a figure engaged with that Kryptonian Spy and roll 1 unblockable attack die against that figure.

Each option may only be chosen once per player turn, and a figure cannot move or take a turn if it has previously moved this turn. General Zod may be the chosen Hero.

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

UNIQUE HERO

GENERAL

EGOMANIACAL

MEDIUM 5



6 LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 6

350 POINTS

