



GENERAL ZOD

DRU-ZOD

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 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

380

POINTS

