



LEX LUTHOR

RED KRYPTONITE CONTROL

After moving and before attacking, you may choose any Kryptonian Hero figure within 4 clear sight spaces of Lex Luthor. Roll the 20-sided die. If you roll 6 or higher, take temporary control of that hero and immediately take a turn with the chosen Hero. At the end of that turn, control of the chosen Hero returns to the player who controlled the Hero before the Red Kryptonite Control. All Order Markers that were on the chosen Hero's card will stay on the card.

CRIMINAL DECEPTION

If a Criminal figure you control is within clear line of sight of Lex Luthor, Lex Luthor cannot be attacked and he will not take any leaving engagement attacks.

VILLAINOUS ENTRAPMENT

Lex Luthor and all Criminal figures you control within clear line of sight of Lex Luthor each roll one additional die against each figure leaving an engagement with them.



HUMAN

UNIQUE HERO

MASTERMIND

DEVIUS

MEDIUM

5



4
LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 3

100
POINTS