



DOOMSDAY

ADAPTIVE RESISTANCE

Doomsday receives one extra defense die for each Wound Marker he has.

EVOLUTIONARY REGENERATION

After revealing an Order Marker on this card you may, instead of moving and attacking, remove 1 Wound Marker from this card. When Doomsday is destroyed, begin your next turn with a total of 6 Wound Markers on this card. Order Markers may still be placed and revealed on this card. If the last Wound Marker is removed from Doomsday's Army Card while he is destroyed, immediately place Doomsday on a space adjacent to any figure you control.

SUPER LEAP

Instead of his normal move, Doomsday may Super Leap. Super Leap has a move of 10. When counting spaces for Doomsday's Super Leap movement, ignore elevations. Doomsday may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Doomsday may not leap more than 50 levels up or down in a single leap. If

Doomsday is engaged when he starts to leap, he will take any leaving engagement attacks. Doomsday rolls 3 less attack dice on any turn that he chooses to Super Leap.



KRYPTONIAN

UNIQUE HERO

DESTROYER

RELENTLESS

MEDIUM 6



6 LIFE

MOVE 5

RANGE 1

ATTACK 7

DEFENSE 5

390

POINTS

