



Supergirl




	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
					

--	--	--	--	--



SPECIAL



Supergirl

SOLAR ABSORPTION

Play anytime on your turn.
Draw 2 cards.

SPECIAL



Supergirl

A JOB FOR SUPERGIRL

Play anytime on your turn.
You may discard this card to draw 2 cards. If Superman is an allied player, you may instead choose 2 Power Combat or Special Cards from his discard pile and put them into your hand. Supergirl may play these cards as if they were her own.

SPECIAL



Supergirl

A JOB FOR SUPERGIRL

Play anytime on your turn.
You may discard this card to draw 2 cards. If Superman is an allied player, you may instead choose 2 Power Combat or Special Cards from his discard pile and put them into your hand. Supergirl may play these cards as if they were her own.



Attack 2

2
Defend

Supergirl

SOLAR STRIKE

Play when attacking or defending.
Add 1 to the attack and defend values of this card for each card in your hand after this card is played.



Attack 2

2
Defend

Supergirl

SOLAR STRIKE

Play when attacking or defending.
Add 1 to the attack and defend values of this card for each card in your hand after this card is played.



Attack 2

2
Defend

Supergirl

SOLAR STRIKE

Play when attacking or defending.
Add 1 to the attack and defend values of this card for each card in your hand after this card is played.



Attack 5

1
Defend



Attack 5

1
Defend



Attack 4

2
Defend

