



BLACK LANTERN
CRISPUS ALLEN

GAZE OF DEATH 2

Start the game with 1 black Battery Marker on this card. Black Lantern may never have more than 2 black Battery Markers on this card. If an opponent's figure without the Fearless personality ends its normal movement within 2 clear sight spaces of Black Lantern, you may remove a black Battery Marker from this card. If you do, inflict a wound on that figure and that figure's turn immediately ends.

HAUNTING

Black Lantern may move through all figures and never takes leaving engagement attacks. At the end of each round, you may place Black Lantern on any empty space on the battlefield, as long as he is placed adjacent to an opponent's figure.

RING CHARGE OF DEATH 16

If an enemy figure that is not an Android, Construct, or Undead would be destroyed by Black Lantern's attack or special power, you may roll the 20-sided die. If you roll 16 or higher, place a black Battery Marker on each Black Lantern card you control, if possible.



UNDEAD

EVENT HERO

REVENANT

VENGEFUL

HUGE

8



12
LIFE

MOVE 4

RANGE 2

ATTACK 5

DEFENSE 6

525

POINTS

