



BLACK LANTERN

RONNIE RAYMOND

BLACK RING RAMPAGE 3

Black Lantern may never have more than 3 black Battery Markers on this card. After revealing an Order Marker on this card and taking a turn with Black Lantern, you may remove a black Battery Marker from this card to take one additional turn with Black Lantern.

DEATHSTORM MATRIX 3

Instead of moving and attacking with Black Lantern, you may roll 3 combat dice. For each skull rolled, choose a figure or destructible object within 4 clear sight spaces of Black Lantern to receive a wound.

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

UNIQUE HERO

REVENANT

SADISTIC

MEDIUM

5



5
LIFE

MOVE 7

RANGE 5

ATTACK 5

DEFENSE 5

350

POINTS

