

DC
BLUE LANTERN
HAL JORDAN

DUAL POWER RINGS 2
Blue Lantern is considered to have the name of Green Lantern in addition to what is listed on this card. Start the game with 2 blue Battery Markers and 2 green Battery Markers on this card. Add one to Blue Lantern's Move, Range, Attack, and Defense numbers for each blue or green Battery Marker on this card.

GREEN LIGHT OFFENSIVE
Blue Lantern may attack any or all figures adjacent to him. Roll each attack separately. At the end of Blue Lantern's turn, if he attacked more than once and there are no blue Battery Markers on this card, remove a green Battery Marker from this card.

BLUE POWER SHIELD
Anytime Blue Lantern or an adjacent, friendly figure is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one blue Battery Marker from this card. If you do, ignore that attack and remove one Wound Marker from this card.

HUMAN
UNIQUE HERO
MAVERICK
FEARLESS
MEDIUM 5

4 LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	3

370 POINTS