

(C3C)

SAINT

W.

BLUE LANTERN BRO'DEE WALKER

BLUE POWER BATTERY 4Start the game with 4 blue Battery Markers on this card. Add 1 to this Blue Lantern's Move and Defense numbers for each blue Battery Marker on this card. If one or more Green Lantern figures are within 4 spaces of this Blue Lantern, you may also add the same number to this Blue Lantern's Range and Attack numbers.

BLUE LIGHT OF HOPE

After moving and before attacking, you may remove one blue Battery Marker from this card to remove up to 1 Wound Marker from the Army Cards of this Blue Lantern and of all figures adjacent to this Blue Lantern.

INSTILL HOPE

Before a friendly figure within 3 clear sight spaces of this Blue Lantern attacks, you may remove one blue Battery Marker from this card. If you do, the attacking figure adds 1 to its Attack number for each figure it is engaged with until you reveal an Order Marker.





DEFENSE

280

3





