





BLUE LANTERN

BRO'DEE WALKER

BLUE POWER BATTERY 4
Start 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.



ASTONIAN

UNIQUE HERO

SAINT

HOPEFUL

MEDIUM 5

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.



4 LIFE

MOVE	3
RANGE	3
ATTACK	3
DEFENSE	3

280 POINTS



