



BLUE LANTERN WARTH

BLUE POWER BATTERY 2

Start the game with 2 blue Battery Markers on this card. Add 1 to 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 Blue Lantern, you may also add the same number to Blue Lantern's Range and Attack numbers.



PACHYDERM

UNIQUE HERO

MONK

HOPEFUL

MEDIUM

5

CALMING ENERGY

Instead of attacking with Blue Lantern, you may remove a blue Battery Marker from this card and choose Blue Lantern and up to 2 other figures within 2 spaces of Blue Lantern. For each chosen figure, you may:

- remove 1 Wound Marker from its Army Card; or
- remove 1 orange, red, or yellow Battery Marker from its Army Card; or
- replace 1 previously removed green Battery Marker from its Army Card back onto its card, if possible.

LIGHT THE WAY

If there is at least one Order Marker on this card, Blue Lantern and all friendly figures within 4 clear sight spaces of Blue Lantern never take any leaving engagement attacks.



5
LIFE

MOVE 4

RANGE 4

ATTACK 4

DEFENSE 5

260

POINTS

