



GREEN CONSTRUCT TACTICAL BOMBER

GREEN CONSTRUCT CREATION

Green Constructs do not start the game on the battlefield. After revealing an Order Marker on Green Lantern's Army Card, you may immediately place one Green Construct in your army that is not on the battlefield on any empty space within 3 clear sight spaces of that Green Lantern. You may not create any additional Green Constructs this turn. If you no longer control any Green Lanterns, destroy all Green Constructs you control.

GREEN CONSTRUCT CONTROL

After revealing an Order Marker on Green Lantern's Army Card, instead of attacking with that Green Lantern, you may take a turn with any Green Construct you control. Green Construct may only attack, move, or take a turn in this manner. You may not take any additional turns with other Green Constructs this turn.

SMART BOMB SPECIAL ATTACK

Range Special. Attack 5.
You may choose a figure to attack that this Green Construct passed over this turn. The chosen figure does not need to be in clear line of sight. Any figures adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. This Green Construct cannot be affected by this special attack.

STEALTH FLYING

When this Green Construct starts to fly, if it is engaged it will not take any leaving engagement attacks.



ENERGY

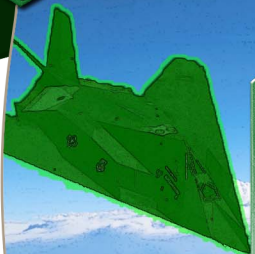
UNIQUE HERO

CONSTRUCT

PRECISE

HUGE

6



MOVE 8

RANGE 1

ATTACK 1

DEFENSE 5

100

POINTS

