

DC

GREEN CONSTRUCT

DECOY

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.

DARING DECOY
Figures engaged with this Green Construct can only attack figures that have the Daring Decoy special power.

ENERGY
UNCOMMON HERO
CONSTRUCT
TRICKY
MEDIUM **5**

2 LIFE

MOVE 6
RANGE 5
ATTACK 4
DEFENSE 4

50 POINTS

+ **F**