



GREEN CONSTRUCT

HELICOPTER GUNSHIP

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.

HEAVY MACHINE GUN SPECIAL ATTACK

Range 5. Attack 4.

If this Green Construct inflicts one or more wounds with this special attack, it may attack again with this special attack. This Green Construct may continue attacking with this special attack until it does not inflict a wound. It may not attack the same figure more than once.



ENERGY

UNIQUE HERO

CONSTRUCT

UPLIFTING

LARGE 6

2
LIFE

MOVE 4

RANGE 7

ATTACK 4

DEFENSE 5

130
POINTS