



GREEN CONSTRUCT
MECH WARRIOR

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 you control 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.

DOUBLE ATTACK

When this Green Construct attacks, it may attack one additional time.



ENERGY

UNIQUE HERO

CONSTRUCT

RESOLUTE

HUGE **13**

2
LIFE

MOVE 4

RANGE 4

ATTACK 4

DEFENSE 6

120
POINTS

