

DC

GREEN LANTERN
ALAN SCOTT

GREEN POWER RING
Start the game with a green Boxing Glove Marker, a green Shield Marker, and a green Cage Marker on this card.

- Before attacking with this Green Lantern, you may remove a Boxing Glove Marker from this card and roll 2 additional attack dice.
- Before defending with this Green Lantern, you may remove a Shield Marker from this card and roll 2 additional defense dice.
- Once per round, before a figure within 4 clear sight spaces begins its movement, you may remove a Cage Marker from this card and prevent that figure from moving this turn.

RING RECHARGE
After taking a turn with this Green Lantern, if he did not move or attack, you may place all previously removed markers from the Green Power Ring special power back on this card.

WOOD WEAKNESS
When this Green Lantern is adjacent to at least one Evergreen Tree or Jungle Piece, he rolls 1 fewer attack and defense die.

HUMAN
UNIQUE HERO
MYSTERY MAN
VALIANT
MEDIUM 5

4 LIFE

| | |
|----------------|----------|
| MOVE | 6 |
| RANGE | 4 |
| ATTACK | 5 |
| DEFENSE | 5 |

280 POINTS