

**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**