



# GREEN LANTERN

AYA

## INTERCEPTOR NAV COMPUTER

At the start of the game, choose Green Lantern and up to 3 Unique Heroes in your army with Battery Markers on their cards to be Interceptor Crew Members. You may place any Crew Members on this card. After revealing an Order Marker on the card of a Crew Member that has not yet been placed on the battlefield, you may place that Crew Member on an empty space within 5 spaces of another figure you control and take a turn with it, during which it may not move.

## LOGICAL COMPUTATION

After rolling the 20-sided die for a Crew Member's special power, you may reveal an "X" Order Marker on this card to add or subtract X from your roll, where X is the number of Battery Markers on that figure's card.

## INTERCEPTOR STRIKE

If Green Lantern is on this card, after placing a Crew Member on the battlefield with the Interceptor Nav Computer special power, you may roll an unblockable attack die against any figure within 5 spaces of that Crew Member. After using this special power, you may use it one additional time.



ARTIFICIAL INTELLIGENCE

UNIQUE HERO

OFFICER

ANALYTICAL

MEDIUM 5

5 LIFE

MOVE 7

RANGE 4

ATTACK 4

DEFENSE 5

280 POINTS

