



GREEN LANTERN

GUY GARDNER

POWER PLAY

Once per game, after revealing Order Marker 1 on this card and taking a turn with Green Lantern, you may reveal and remove any number of unrevealed Order Markers from cards in your army. If you do, take a turn with an equal number of other Unique Heroes you control as Order Markers removed in this way, during which they add 1 to their Attack number. You may not take any additional turns with other figures.

SWINGING FOR THE FENCES

If Green Lantern is not adjacent to any friendly figures and is engaged with at least one enemy figure, add 1 + X to his Attack number and subtract 1 + X from his Defense number. X equals the number of Wound Markers on this card.

WILL NOT BACK DOWN

While Green Lantern is engaged with a figure that has a Life number greater than his, the most wounds he can receive from a single attack is one. If Green Lantern destroys a figure with a Life number greater than his, remove 2 Wound Markers from this card.



HUMAN

UNIQUE HERO

CHAMPION

BRASH

MEDIUM 5



4

LIFE

MOVE 6

RANGE 4

ATTACK 6

DEFENSE 6

290

POINTS

