



**GREEN LANTERN**  
HAL JORDAN

**GREEN LANTERN'S LIGHT**

If you win initiative, for the remainder of the round, figures subtract 1 from their Attack and Defense numbers while engaged with Green Lantern.

**GREEN JET BOOST**

While Green Lantern is unengaged, friendly Unique Heroes that begin their movement within 4 clear sight spaces of him may gain the Flying special power and a Move number of 6 for the duration of that movement.

**AIR RAID SPECIAL ATTACK**

Range Special. Attack 4 + Special. This special attack may only be used once per game and affects all enemy figures within X spaces of Green Lantern. Add X automatic skulls to whatever is rolled. X is equal to the number of Wound Markers on this card, to a maximum of 3.

**INDOMITABLE WILL 14**

If Green Lantern would be taken control of or destroyed by an enemy figure's attack or special power, roll the 20-sided die. If you roll 14 or higher, instead he ignores that attack or special power.



HUMAN

UNIQUE HERO

CHAMPION

FEARLESS

MEDIUM

5

4

LIFE

MOVE

6

RANGE

4

ATTACK

6

DEFENSE

6

300

POINTS

