





GREEN LANTERN

JESSICA CRUZ

GREEN POWER BATTERY 4
Start the game with 4 green Battery Markers on this card. Add one to Green Lantern's Move, Range, Attack, and Defense numbers for each green Battery Marker on this card.

OFFICER PARTNER
After revealing an Order Marker on the Army Card of an Officer you control and taking a turn with that Officer, if Green Lantern is within 6 clear sight spaces of that Officer, you may take an immediate turn with Green Lantern. You may not take any additional turns with other figures you control.

FIGHTING THE FEAR
After moving and before attacking with Green Lantern, you must roll the 20-sided die. Add 4 to your roll if she is within 6 clear sight spaces of a Stubborn figure you control.

- If you roll 10 or lower, you may remove a green Battery Marker from this card. If you do not, Green Lantern's turn ends.
- If you roll 11-18, nothing happens.
- If you roll 19 or higher, when attacking with Green Lantern this turn, all blanks rolled count as skulls.

HUMAN
UNIQUE HERO
OFFICER
SELF-DOUBTING
MEDIUM 5



4 LIFE

MOVE	5
RANGE	1
ATTACK	1
DEFENSE	2

270 POINTS

