



GREEN LANTERN

JOHN STEWART

HONOR, COURAGE, AND COMMITMENT

If Green Lantern or a friendly Unique Hero within 3 clear sight spaces of Green Lantern would receive enough wounds to be destroyed, you may instead remove an unrevealed "X" Order Marker from this card. If you do, place or remove Wound Markers until the Hero has 1 Life remaining.



HUMAN

UNIQUE HERO

CHAMPION

DISCIPLINED

MEDIUM

5

SNIPER TARGETING

If Green Lantern does not move this turn, you may add 3 to his Range number and 1 automatic skull to whatever is rolled when he attacks a non-adjacent figure.

GREEN BULLET BARRAGE 9

Instead of attacking, you may choose up to 3 figures within 3 clear sight spaces of Green Lantern. Roll the 20-sided die once for each chosen figure. If you roll 9 or higher, the chosen figure receives a wound.



4

LIFE

MOVE

6

RANGE

5

ATTACK

5

DEFENSE

6

280

POINTS

