GREEN LANTERN
KILOWOG
GREEN POWER BATTERY 2
Start the game with 2 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.
GREEN LANTERN LEADERSHIP
Before taking a turn with Green Lantern, you may remove one green Battery Marker from this card and add one to the Move, Range, Attack and Defense numbers of each other Officer Hero you control for as long as Green Lantern remains in play. You may not add more than two to any Officer's Move, Range, Attack or Defense numbers with this special power.
CHEW ON THIS, POOZER!
When Green Lantern attacks an adjacent figure with a normal attack, add two dice to his attack.
BOLOVAXIAN
UNIQUE HERO
OFFICER
RESOLUTE
MEDIUM 5
5 LIFE
MOVE 5
RANGE 1
ATTACK 4
DEFENSE 5
310 POINTS