



GREEN LANTERN
KYLE RAYNER

THE TORCHBEARER

When a friendly figure is destroyed by an enemy figure, you may move any Order Markers from cards in your army to this card. For the remainder of the round, after revealing an Order Marker on this card and taking a turn with Green Lantern, you may take one additional turn with any Unique Hero you control. If you do, you may not take any additional turns with other figures.



HUMAN

UNIQUE HERO

CHAMPION

DRIVEN

MEDIUM 5

WILLFUL FURY 14

After attacking with Green Lantern or a friendly figure named Green Construct, roll the 20-sided die. Add 1 to the roll for each Unique Hero in your army that has one or more wounds. If you roll 14 or higher, increase that figure's Attack number by 1 for the remainder of this player turn and it must attack again, to a maximum of 3 attacks in a single turn.

QUICK DRAW ARTIST

After an enemy figure ends its movement, you may place one undestroyed figure named Green Construct in your army that is not on the battlefield on any empty space within 3 clear sight spaces of Green Lantern. When Green Lantern rolls at least one blank when defending against an attack, he takes no damage.



4

LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 4

260

POINTS