





GREEN LANTERN

KYLE RAYNER





HUMAN

UNIQUE HERO

OFFICER

CREATIVE

MEDIUM 5

GREEN POWER BATTERY 4

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

GREEN POWER SHIELD

Anytime this Green Lantern or an adjacent, friendly figure is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one green Battery Marker from this card and ignore that attack.

SUSTAINED WILLPOWER

If a Green Construct you control is adjacent to this Green Lantern, an opponent's figure cannot attack this Green Lantern with a normal or special attack. If an adjacent Green Construct you control is attacked with a normal or special attack and receives enough wounds to be destroyed, you may roll the 20-sided die and add 1 to the roll for each green Battery Marker on this card. If you roll 17 or higher, the Green Construct takes no damage.





4 LIFE

MOVE	5
RANGE	1
ATTACK	2
DEFENSE	2



300

POINTS