



# GREEN LANTERN

### GREEN LANTERN INSPIRATION

Start the game with one green Battery Marker on this card. Add 1 to this Green Lantern's Move, Range, Attack, and Defense numbers for each green Battery Marker on this card. If an adjacent Green Lantern you control destroys an opponent's Unique or Event Hero with a normal attack, place a green Battery Marker on this card, to a maximum of two green Battery Markers on this card.

### GREEN LANTERN FORMATION

After revealing an Order Marker on the Army Card of another Unique Green Lantern you control and taking a turn with this Green Lantern. During this turn, if you did not reveal an Order Marker on the Army Card of a Resolute Green Lantern, you must remove a green Battery Marker from this card to attack with this Green Lantern. You may not take any additional turns.

### STRENGTH OF WILL

After this figure or an adjacent figure rolls attack or defense dice, you may remove a green Battery Marker from this card to add an automatic skull or shield to the result.



**BANYAM**

**UNCOMMON HERO**

**OFFICER**

**RESOLUTE**

**MEDIUM**

**5**



**3 LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 3**

**DEFENSE 3**

**120**

**POINTS**