



GUARDIAN OF THE UNIVERSE GANTHET

THE CHOSEN LANTERN

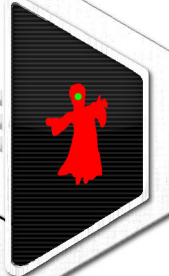
At the start of the game, choose a Blue Lantern or Green Lantern you control. For the entire game, once per turn, the chosen figure may re-roll one combat die or 20-sided die roll.

WISDOM OF GANTHET

If there is at least one Order Marker on this card, you may add or subtract 3 from your initiative roll. Order Markers cannot be removed from this card.

HOPE BURNS BRIGHT

Once per game, if a Blue Lantern or Green Lantern you control within 6 clear sight spaces of this Guardian of the Universe is attacked and would receive enough wounds to be destroyed, you may move this Guardian of the Universe adjacent to that figure. If you do, ignore those wounds and you may place one previously removed blue or green Battery Marker back on that figure's card. When this Guardian of the Universe moves with this special power, he will take any leaving engagement attacks.



OAN

EVENT HERO

GUARDIAN

HOPEFUL

SMALL

3

3
LIFE

MOVE 6

RANGE 4

ATTACK 5

DEFENSE 9

350

POINTS

