



INDIGO LANTERN

RAY PALMER

INDIGO POWER STAVE 1

Start the game with 1 Indigo Battery Marker on this card. Add 1 to Indigo Lantern's Range and Defense numbers for each Indigo Battery Marker on this card.

A LITTLE COMPASSION...

Before an adjacent Unique Hero that is not tiny takes a turn, if Indigo Lantern did not start this turn on an Army Card, you may place him on that Hero's card. After a Hero that has Indigo Lantern on its card is moved or would be destroyed, you may place Indigo Lantern on the Army Card of any Unique Hero adjacent to that Hero. While Indigo Lantern is on the Army Card of a Hero and not destroyed, before that Hero takes a turn, you may roll the 20-sided die. If you roll 4 or lower, place Indigo Lantern on an empty space adjacent to that Hero. If you roll 14 or higher, that Hero may not inflict wounds with an attack or special power during its turn.

GROWING COMPASSION

While there is an Indigo Battery Marker on this card, if a Hero with Indigo Lantern on its card would be destroyed by receiving one or more wounds, instead of placing those Wound Markers, you may remove all Indigo Battery Markers from this card and place Indigo Lantern on an empty space adjacent to that Hero.



2
LIFE

MOVE 4

RANGE 1

ATTACK 3

DEFENSE 6

170

POINTS



HUMAN

UNIQUE HERO

TRIBESMAN

COMPASSIONATE

TINY 3

