



INDIGO LANTERN

INDIGO POWER STAVE 2

Start the game with 2 indigo Battery Markers on this card. Add 1 to Indigo Lantern's Range and Defense numbers for each indigo Battery Marker on this card.

EMOTIONAL PURGE

Instead of attacking, you may choose a Unique Hero within 3 clear sight spaces of this Indigo Lantern that does not have the Compassionate personality or any indigo Battery Markers on its card. Place an indigo Battery Marker from this card onto the chosen Hero's card. For the entire game, figures that have an indigo Battery Marker on their card that they did not begin the game with roll one fewer die when attacking and may not take a turn without first revealing an Order Marker on its card. Before a figure that is affected by this special power begins to take a turn, roll the 20-sided die. If you roll 6 or less, remove that Battery Marker from the game.

TRIBAL UNITY

After revealing an Order Marker on a Unique Tribesman's Army Card and either using the Tribal Teleportation special power or taking a turn with that figure, you may take a turn with this Indigo Lantern. You may not take any additional turns with other figures you control.



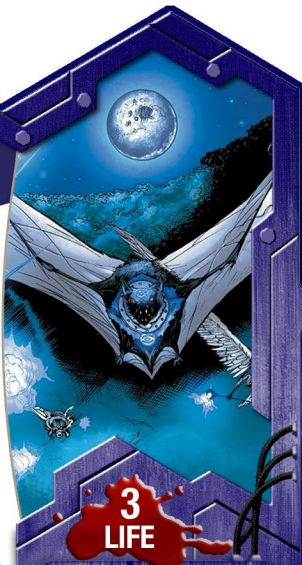
UNKNOWN

UNCOMMON HERO

TRIBESMAN

COMPASSIONATE

MEDIUM 5



3

LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 3

110

POINTS

