

DC
LIGHTNING LAD
GARTH RANZZ

LEGION ASSAULT

Once per round, after revealing an Order Marker on a Legionnaire card you control, instead of taking a turn with that Legionnaire, you may take a turn with Lightning Lad and up to 2 other Legionnaires you control. You may not take any additional turns with figures you control.

SHOCKING RIPOSTE

If Lightning Lad defends against a normal attack and receives no wounds, you may choose a figure within X clear sight spaces of Lightning Lad. You may then choose one additional figure within X clear sight spaces of the first chosen figure. X is the number of skulls Lightning Lad rolled when defending. Chosen figures without the Electrically Charged special power receive a wound.

ELECTRICALLY CHARGED

Lightning Lad rolls 1 fewer defense die when he is on a water space.



6+
METAHUMAN
UNIQUE HERO
LEGIONNAIRE
BRASH
MEDIUM 5

4 LIFE

MOVE	5
RANGE	6
ATTACK	5
DEFENSE	5

220 POINTS

