





ORANGE LANTERN

LEX LUTHOR

ORANGE POWER BATTERY 3
Start the game with 3 orange Battery Markers on this card. Add 1 to this Orange Lantern's Move, Range, Attack, and Defense numbers for each Battery Marker on this card.



HUMAN
UNIQUE HERO
ANTAGONIST
GREEDY
MEDIUM 5

AVARICE AGGRESSION
After attacking a figure, if that figure is either on a glyph or is equipped with a glyph, this Orange Lantern may attack that figure one additional time. If this Orange Lantern does not have a glyph equipped and causes a figure to lose an Equipment Glyph, instead of placing the glyph on the battlefield, you may place it on this card.

ORANGE SHIELD DEFLECTION
Anytime this Orange Lantern is attacked by an opponent's figure and at least one skull is rolled, instead of rolling defense dice normally, you may remove one orange Battery Marker from this card to ignore that attack and choose a figure within X clear sight spaces of this Orange Lantern, where X is the minimum number of spaces to the attacking figure. The chosen figure receives one wound.



4 LIFE

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|----------------|----------|
| MOVE | 5 |
| RANGE | 1 |
| ATTACK | 3 |
| DEFENSE | 3 |

350 POINTS

