



PARALLAX HAL JORDAN

PARALLAX POWER BATTERY 3

Parallax is considered to have the names of Green Lantern and Yellow Lantern in addition to what is listed on this card. Start the game with 3 green Battery Markers and 3 yellow Battery Markers on this card. Add one to Parallax's Attack number for each green or yellow Battery Marker on this card.



HUMAN

EVENT HERO

DESTROYER

TORMENTED

MEDIUM

5

ENERGY MASSACRE SPECIAL ATTACK

Range 3. Attack 6.
After attacking with this special attack, if you inflict one or more wounds on the defending figure, you may remove up to 3 yellow Battery Markers from this card. Choose a figure adjacent to Parallax for each Battery Marker removed this way. Inflict one automatic wound on each chosen figure.

PARALLAX POWER SHIELD

Anytime Parallax is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one green Battery Marker from this card and ignore that attack. When Parallax removes a green Battery Marker to ignore a normal attack from a figure adjacent to Parallax, the attacking figure receives one wound.



5
LIFE

MOVE 9

RANGE 5

ATTACK 3

DEFENSE 6

950

POINTS

