



**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**

<b>MOVE</b>	<b>9</b>
<b>RANGE</b>	<b>5</b>
<b>ATTACK</b>	<b>3</b>
<b>DEFENSE</b>	<b>6</b>

**950  
POINTS**

