



RED LANTERN
JACK MOORE

RED POWER BATTERY 1
Start the game with 1 red Battery Marker on this card. Add one to Red Lantern's Move and Attack numbers for each red Battery Marker on this card.



HUMAN

UNIQUE HERO

RAVAGER

REPRESSED

MEDIUM **5**

BURNING TOUCH
After taking a turn with Red Lantern, you may choose an adjacent figure and remove one red Battery Marker from this card to inflict a wound on that figure.

RAGE OF RANKORR
Whenever Red Lantern receives one or more wounds, if there is no more than 1 red Battery Marker on this card, you may immediately place 3 red Battery Markers on this card. At the end of each round, if there is more than 1 red Battery Marker on this card, remove 1 red Battery Marker from this card.



5

LIFE

MOVE 5

RANGE 4

ATTACK 3

DEFENSE 5

280

POINTS

