



# 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

