



# RED LANTERN RAZER

### RED POWER BATTERY 3

Start the game with 3 red Battery Markers on this card. Add one to Red Lantern's Move and Attack numbers for each Battery Marker on this card.

### CHANNELED FURY

After revealing an Order Marker on this card, instead of taking a turn with Red Lantern, you may roll 3 combat dice. For each skull rolled, place a previously removed red Battery Marker on this card, up to a maximum of 3.

### RIGHTEOUS RAGE 17

After revealing a numbered Order Marker on an Army Card you control, before using any other special powers, if there is at least one red Battery Marker on this card, you must immediately roll the 20-sided die. Add 1 to your roll for each Unique Hero you control with one or more wounds and 1 for each destroyed Unique Hero in your army, to a maximum of +4. If you roll 17 or higher, you must take an immediate turn with Red Lantern. You may not take any additional turns with figures you control. During this turn, Red Lantern may attack 1 additional time for each red Battery Marker on this card. After taking a turn with Righteous Rage, remove a red Battery Marker from this Army Card for each additional time Red Lantern attacked this turn.



VOLKREGIAN

UNIQUE HERO

RAVAGER

REPENTANT

MEDIUM

5



5

LIFE

MOVE 5

RANGE 3

ATTACK 3

DEFENSE 5

260

POINTS

