



## SINESTRO

THAAL SINESTRO

### VENGEFUL STRIKE

After moving and before attacking, if there is at least one Wound Marker on this card, you may choose a figure adjacent to Sinestro and roll the 20-sided die. Add 1 to your roll for each Wound Marker on this card. If you roll 12-18, the chosen figure receives 1 wound. If you roll 19 or higher, the chosen figure receives 2 wounds.

### YELLOW LIGHT OF QWARD

Figures subtract 1 from their defense dice when defending against an attack from Sinestro, or 2 if the defending figure is a Green Lantern.

### FEAR MY POWER

Once per round, if an opponent's figure that does not have the Fearless personality attacks Sinestro and does not inflict a wound, you may remove any Order Marker from the attacking figure's card.



KORUGARAN

UNIQUE HERO

ANTAGONIST

ARROGANT

MEDIUM

5



5

LIFE

MOVE

7

RANGE

5

ATTACK

5

DEFENSE

5

250

POINTS

