



WHITE LANTERN

HAL JORDAN

WHITE LIFE BATTERY 4

Start the game with 4 white Battery Markers on this card. For the entire game, White Lantern, and any Unique Hero you control that is not a White Lantern, adds one to its Life number for each white Battery Marker on its card. Before taking a turn with White Lantern, you may remove a white Battery Marker from this card to remove 2 Wound Markers from this card.



HUMAN

EVENT HERO

SAVIOR

FEARLESS

MEDIUM 5

LIGHT IN THE DARK 17

After taking a turn with White Lantern, if he is engaged, roll the 20-sided die, adding 1 to the roll for each card in your army with at least one white Battery Marker on it. If you roll 17 or higher, take an additional turn with 1 White Lantern or up to 2 other Unique Heroes you control with white Battery Markers on their cards. You may not take any additional turns with other figures you control.

BRIGHTEST DAY

Whenever a Unique Hero you control would be destroyed, if it is within 6 clear sight spaces of White Lantern, is not an Android, Construct, or Undead, and does not have a white Battery Marker on its card, you may instead remove a white Battery Marker from this card and place it on that figure's card. That Hero is not destroyed and takes no damage.



4
LIFE

MOVE 9

RANGE 5

ATTACK 7

DEFENSE 7

580

POINTS