



YELLOW CONSTRUCTS
THE PACK

FATHERS THREE

Before taking a turn with a Yellow Lantern you control, you may take a turn with the Pack. You may not take any additional turns with other figures you control other than that Yellow Lantern. If that Yellow Lantern is Merciless, before taking that turn, you may place each Pack figure you control adjacent to that Yellow Lantern. Pack figures placed this way will not take leaving engagement attacks.

PACK FEROCITY

If a Pack figure attacks a figure engaged with a Yellow Lantern or another Yellow Construct you control, subtract 1 shield from whatever is rolled by the defending figure.



ENERGY

UNIQUE SQUAD

CONSTRUCTS

FEROCIOUS

MEDIUM **5**



1
LIFE

MOVE 7

RANGE 1

ATTACK 4

DEFENSE 4

160

POINTS

