



YELLOW LANTERN
ARKILLO

YELLOW POWER BATTERY 2

Start the game with 2 yellow Battery Markers on this card. Add one to this Yellow Lantern's Move, Range, Attack and Defense numbers for each yellow Battery Marker on this card.



VORN

UNIQUE HERO

DEVOURER

FEROCIOUS

MEDIUM 6

INSURGENT MOTIVATION

Before moving, you may destroy any Insurgent figure you control adjacent to this Yellow Lantern. All other Insurgents you control add 2 extra attack dice to their normal attack until this Yellow Lantern is destroyed. Insurgent Motivation may only be used once per game.

EVISцерATE

After moving and before attacking, you may remove one yellow Battery Marker from this card and choose a figure adjacent to this Yellow Lantern. Roll the 20-sided die:

- If you roll 1-7, that figure takes one wound.
- If you roll 8-16, that figure takes two wounds.
- If you roll 17-19, that figure takes three wounds.
- If you roll 20 or higher, destroy the figure.



5
LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 4

310
POINTS