



## 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