



YELLOW LANTERN

KARU-SIL

YELLOW POWER BATTERY 3

Start the game with 3 yellow Battery Markers on this card. Add one to Yellow Lantern's Move, Range, Attack, and Defense numbers for each yellow Battery Marker on this card.



GRAXAN

UNIQUE HERO

INSURGENT

MERCILESS

MEDIUM 5

ENRAGED

Add one to Yellow Lantern's Attack number for each destroyed Ferocious Yellow Construct in your army. If Yellow Lantern adds three or more dice to her Attack number with this special power, she may attack one additional time.

MERCILESS ASSAULT

Instead of attacking with Yellow Lantern, you may remove a yellow Battery Marker from this card to make an immediate attack with X other Insurgents you control within 6 spaces of Yellow Lantern, where X equals the number of Wound Markers on this card.



6

LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 3

340

POINTS

