



YELLOW LANTERN
MONGUL II

YELLOW RING THIEF

Start the game with one yellow Battery Marker on this card. When an adjacent figure is destroyed, you may move one yellow Battery Marker from that figure's card onto this card. Add one to Yellow Lantern's Move, Range, Attack, and Defense numbers for each yellow Battery Marker on this card, to a maximum of +2 to each number.

SERVE MONGUL OR DIE

Once per round, after revealing an Order Marker on this card, before attacking with Yellow Lantern, you may choose an adjacent figure. The player who controls that figure may let you take temporary control of that figure and take an immediate turn with it. If they do, you may not take additional turns with figures you control. If they do not, roll 1 unblockable attack die against that figure for each yellow Battery Marker on this card.

YELLOW POWER SHIELD

Anytime Yellow Lantern is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one yellow Battery Marker from this card and ignore that attack.



WARWORLDER

UNIQUE HERO

WARLORD

CRUEL

MEDIUM 6

6
LIFE

MOVE 5

RANGE 3

ATTACK 6

DEFENSE 6

410
POINTS

