




DC

YELLOW LANTERN
THAAL SINESTRO

YELLOW POWER BATTERY 4
Start the game with 4 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.

YELLOW POWER SHIELD
Anytime this 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.

FORCE OF FEAR SPECIAL ATTACK
Range 1. Attack 5.
All figures except destructible objects and figures with the Fearless or Insane personalities roll 2 fewer defense dice when attacked with this special attack. After attacking with this special attack, you may remove one yellow Battery Marker from this card and attack with this special attack one additional time.

5 LIFE

MOVE	5
RANGE	1
ATTACK	2
DEFENSE	2

330 POINTS

KORUGARAN
UNIQUE HERO
INSURGENT
TERRIFYING
MEDIUM 5

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