





BLACK LANTERN



DEATH SWARM
After revealing an Order Marker on this card and taking a turn with this Black Lantern, you may either move up to 4 other Uncommon Black Lanterns you control up to 4 spaces each, or take a turn with one other Uncommon Black Lantern you control.

UNDEAD
UNCOMMON HERO
REVENANT
RELENTLESS
MEDIUM 5

BLACKEST NIGHT 11
If an enemy figure that is not an Android, Construct, or Undead would be destroyed by this Black Lantern's attack or special power, you may roll the 20-sided die. If you roll 11 or higher, place a black Battery Marker on each Black Lantern card you control, if possible. After rolling, if the destroyed figure was a Unique Hero, you may remove a black Battery Marker from this card. If you do, remove all Order Markers from that card, take control of that Hero and its card, and place or remove Wound Markers until the Hero has up to 2 Life remaining.

BLACK POWER RING 2
If this Black Lantern would be destroyed, you may instead remove a black Battery Marker from this card and remove all but 3 Wound Markers from this card. This Black Lantern may never have more than 2 black Battery Markers on this card.

MOVE	4
RANGE	1
ATTACK	5
DEFENSE	4

175
POINTS