



BLUE LANTERN
BARRY ALLEN

BLUE POWER BATTERY 3

Start the game with 3 blue Battery Markers on this card. Add 1 to Blue Lantern's Move and Defense numbers for each blue Battery Marker on this card. If one or more Green Lantern figures are within 4 spaces of Blue Lantern, you may also add the same number to Blue Lantern's Range and Attack numbers.

SUPERSPEED

Blue Lantern may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Blue Lantern, if he did not use his Flying or Flash of Hope special power this turn, he may move up to an additional 4 spaces.

FLASH OF HOPE

After Blue Lantern or a friendly figure within 3 clear sight spaces of Blue Lantern defends against an attack, you may immediately move Blue Lantern up to 4 spaces. After moving Blue Lantern normally or with this special power, you may remove 1 blue Battery Marker from this card to remove 1 Wound Marker from this card and from the card of each friendly figure Blue Lantern moved through this turn.



METAHUMAN

UNIQUE HERO

CHAMPION

HOPEFUL

MEDIUM **5**



4
LIFE

MOVE	12
RANGE	1
ATTACK	4
DEFENSE	5

300
POINTS

