



**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**

