



# GREEN LANTERN

CH'P

### GREEN POWER BATTERY 3

Start the game with 3 green Battery Markers on this card. Add one to Green Lantern's Move, Range, Attack, and Defense numbers for each green Battery Marker on this card.

### GOING NUTS SPECIAL ATTACK

Range 1. Attack 2 + Special.  
Instead of moving and attacking normally, Green Lantern may move up to 4+X spaces, where X equals the number of green Battery Markers on this card. Green Lantern may attack up to 3 times with this special attack at any point before, during or after moving, adding one to his attack number for each green Battery Marker on this card. Green Lantern will not take any leaving engagement attacks when moving this way. At the end of Green Lantern's turn, remove a green Battery Marker from this card, if possible.

### MOVING TARGET

When rolling defense dice for Green Lantern, add one automatic shield to whatever is rolled. After rolling defense dice, you may move Green Lantern up to 3 spaces. Green Lantern will not take any leaving engagement attacks when moved with this special power.



H'ILVENITE

UNIQUE HERO

OFFICER

ENTHUSIASTIC

SMALL 3



2 LIFE

MOVE 7

RANGE 1

ATTACK 2

DEFENSE 3

200

POINTS

