

DC
GREEN LANTERN
 GUY GARDNER

GREEN POWER BATTERY 4
 Start the game with 4 green Battery Markers on this card. Add one to this Green Lantern's Move, Range, Attack, and Defense numbers for each green Battery Marker on this card.

GREEN POWER SHIELD
 Anytime this Green Lantern or an adjacent, friendly figure is attacked by an opponent's figure and at least 1 skull is rolled, instead of rolling defense dice normally, you may remove one green Battery Marker from this card and ignore that attack.

WILLFUL OVEREXTEND
 After revealing an Order Marker on this card and taking a turn with this Green Lantern, you may place a wound marker on this card or remove one green Battery Marker from this card and take one additional turn with him.

HUMAN
UNIQUE HERO
OFFICER
BRASH
MEDIUM 5

4 LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	2

320
 POINTS