

**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.

**4 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>3</b>
<b>DEFENSE</b>	<b>2</b>

**320**  
 POINTS

**HUMAN**  
**UNIQUE HERO**  
**OFFICER**  
**BRASH**  
**MEDIUM 5**

**C3G**

**S F**