

DC
GREEN LANTERN
 HAL JORDAN

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.

FEARLESS CHARGE 17
 After you take a turn with this Green Lantern, if he is not adjacent to any friendly figures and is engaged with at least one enemy figure, roll the 20-sided die and add one to the roll for each Wound Marker on this card. If you roll a 17 or higher you may take another turn with this Green Lantern.

HUMAN
UNIQUE HERO
OFFICER
FEARLESS
MEDIUM 5

4 LIFE

| | |
|----------------|----------|
| MOVE | 5 |
| RANGE | 1 |
| ATTACK | 3 |
| DEFENSE | 3 |

350 POINTS