



**ORANGE CONSTRUCT**  
CONTROLLER

**ORANGE CONSTRUCT AMBUSH**

Orange Construct Controllers do not start the game on the battlefield. After revealing an Order Marker on Orange Lantern's Army Card, you may immediately place up to 3 Orange Constructs with this special power in your army that are not on the battlefield and not destroyed on any empty spaces within 3 clear sight spaces of that Orange Lantern. For the rest of your turn, when attacking with a figure placed with this special power, add 1 automatic skull to whatever is rolled. If you no longer control any Orange Lanterns, destroy all Orange Construct Controllers you control.



ENERGY

COMMON HERO

CONSTRUCT

INSATABLE

MEDIUM **5**

**ATTENTION HOG**

If a figure adjacent to one or more figures you control with the Attention Hog special power attacks a friendly figure without it, the attacking figure subtracts 1 from its Attack number.



**1**  
LIFE

MOVE 4

RANGE 1

ATTACK 3

DEFENSE 3

50

POINTS

