



**RED LANTERN**  
ATROCITUS

**BLOOD OF YSMAULT 2**

Start the game with 2 red Battery Markers on this card. Add one to Red Lantern's Move and Attack numbers for each red Battery Marker on this card. Whenever Red Lantern receives one or more wounds from an attack or the Blood and Rage special power, if there are fewer than 2 red Battery Markers on this card, you may choose any red Battery Marker that is not on an Army Card and place it on this card.



**RYUTAN**

**UNIQUE HERO**

**RAVAGER**

**VENGEFUL**

**MEDIUM 6**

**RAVAGER MOTIVATOR**

After revealing an Order Marker on this card and taking a turn with Red Lantern, if an enemy figure received one or more wounds this turn, you may take an immediate turn with any Ravager Hero you control within clear sight of Red Lantern. If an opponent's Unique or Event Hero was destroyed this turn, you may instead remove a red Battery Marker from this card to take an immediate turn with up to 2 Ravager Heroes you control within clear sight of Red Lantern.

**BLOOD AND RAGE**

If Red Lantern would receive one or more wounds from an attack, you may instead choose to place any number of those wounds on the cards of any Ravagers you control adjacent to Red Lantern.



**7**

**LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 6**

**DEFENSE 6**

**400**

**POINTS**