



**RED LANTERN**  
BLEEZ

**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.

**TREACHEROUS RAGE**

Once per round before moving Red Lantern, if there are fewer than 3 red Battery Markers on this card, you may move a red Battery Marker from an adjacent figure's Army Card onto this card. For the rest of the round, whenever Red Lantern or a Ravager within 4 clear sight spaces of her inflicts one or more wounds on a Hero with an attack or special power other than Treacherous Rage, and that Hero is not destroyed, you must roll 1 unblockable attack die against that Hero.

**RAGING PLASMA**

After Red Lantern rolls defense dice against an adjacent normal attack and receives one or more wounds from that attack, if you did not use Blood of Ysmault to place a red Battery Marker on this card, you may remove a red Battery Marker from this card to count all unblockable hits on the attacking figure.



HAVANIAN

UNIQUE HERO

RAVAGER

CONNIVING

MEDIUM **5**



**6**

LIFE

MOVE **6**

RANGE **1**

ATTACK **4**

DEFENSE **5**

**350**

POINTS

