



**RED LANTERN**  
DEX-STARR

**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.



**CAT**

**UNIQUE HERO**

**RAVAGER**

**FIERCE**

**SMALL**

**2**

**CAT SCRATCH FEVER**

After attacking an adjacent figure, if the defending figure received a wound, it receives one additional wound. After attacking with Red Lantern, you may remove a red Battery Marker from this card to attack again.

**FURBALL UNDERFOOT**

Figures engaged with Red Lantern subtract 1 from their Defense number. After a friendly Ravager moves normally, you may move Red Lantern as long as he ends his movement adjacent to that Ravager. Red Lantern will not take any leaving engagement attacks when moving with Furball Underfoot.



**4**

**LIFE**

**MOVE 6**

**RANGE 2**

**ATTACK 2**

**DEFENSE 6**

**250**

**POINTS**

