



**RED LANTERN**  
KARA ZOR-EL

**BLOOD OF YSMALT 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.

**RECKLESS RAGE**  
After Red Lantern attacks a figure she was not engaged with at the start of her turn, if there is at least one red Battery Marker on this card, the defending figure receives a wound for each blank rolled by Red Lantern, and Red Lantern receives a wound for each blank rolled by the defending figure, then you must remove all red Battery Markers from this card.

**KRYPTONIAN DEFENSE**  
When rolling defense dice against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as additional shields.



**KRYPTONIAN**

**UNIQUE HERO**

**RAVAGER**

**BITTER**

**MEDIUM 5**



**7**

**LIFE**

**MOVE 7**

**RANGE 1**

**ATTACK 6**

**DEFENSE 5**

**370**

**POINTS**

