



RED LANTERN MERA

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.



ATLANTEAN

UNIQUE HERO

RAVAGER

FERVID

MEDIUM

4

DEPTHS OF RAGE

Add 1 to Red Lantern's Attack number while she is on a water space. When Red Lantern attacks with a normal attack, she must attack all adjacent figures. Roll each attack separately. At the end of Red Lantern's turn, if she attacked more than one time, you must remove one red Battery Marker from this card or place one Wound Marker on this card.

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 blanks rolled on defense as unblockable hits on the attacking figure.



6

LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

300

POINTS

