



SINESTRO CORPS SOLDIER

YELLOW POWER BATTERY 2

Start the game with 2 yellow Battery Markers on this card. Add one to this Sinestro Corps Soldier's Move, Range, Attack, and Defense for each yellow Battery Marker on this card.

YELLOW POWER SHIELD

Anytime this Sinestro Corps Soldier is attacked by an opponent's figure and at least one skull is rolled, instead of rolling defense dice normally, you may remove one yellow Battery Marker from this card and ignore that attack.

TACTICAL FORMATION

After revealing an Order Marker on any Unique Yellow Lantern's Army Card, and after taking a turn with that Yellow Lantern, you may take a turn with any Sinestro Corps Soldier you control. You may not take any additional turns with other Sinestro Corps Soldiers you control.



KORUGARAN

UNCOMMON HERO

INSURGENT

TERRIFYING

MEDIUM

5

3
LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 2

110

POINTS

