



WHITE LANTERN
KYLE RAYNER

WHITE LANTERN BATTERY 4

Start the game with 4 white Battery Markers on this card. For the entire game, White Lantern adds one to his Life number for each white Battery Marker on this card. Before taking a turn with White Lantern, you may remove a white Battery Marker from this card to remove 2 Wound Markers from this card or the card of an adjacent figure.

COMBINED SPECTRUM

White Lantern is additionally considered to have the names Red Lantern, Orange Lantern, Yellow Lantern, Green Lantern, Blue Lantern, Indigo Lantern, and Star Sapphire.

NEW GUARDIANS

If no figures in your army started the game with the same color of Battery Marker on their cards, after revealing an Order Marker on this card and before taking a turn with White Lantern, you may take a turn with any Common or Unique Hero you control that started the game with a Battery Marker on its card or is an Energy Construct. If you do, you may not take any additional turns with other figures you control and White Lantern cannot move this turn.

SUSTAINED LIFEPOWER 19

If an adjacent figure you control would receive enough wounds to be destroyed, you may roll the 20-sided die. Add 1 to the roll for each white Battery Marker on this card. If you roll 19 or higher, that figure takes no damage.



4 LIFE

MOVE	9
RANGE	5
ATTACK	6
DEFENSE	6

450 POINTS

C26
HUMAN
EVENT HERO
SAVIOR
CREATIVE
MEDIUM 5