

DC

YELLOW LANTERN
HANK HENSHAW

KRYPTONIAN DNA
This Yellow Lantern has the species of Kryptonian in addition to the species listed on this card. When this Yellow Lantern rolls 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 extra shields.

YELLOW POWER BLAST SPECIAL ATTACK
Range 4, Attack 3 + Special.
Start the game with 4 yellow Battery Markers on this card. Before attacking with this special attack, remove a yellow Battery Marker from this card. Roll 1 additional attack die for each yellow Battery Marker on this card.

MANHUNTER GRANDMASTER
When a Manhunter you control moves with the Manhunting special power, it may move one additional space. If the figure chosen for the Manhunting special power is destroyed, you may choose another figure.

CONSCIOUSNESS TRANSMISSION
Instead of moving, you may destroy a Unique Android or Cyborg figure you control within 6 clear sight spaces of this Yellow Lantern.
Place this Yellow Lantern on the space that figure occupied and remove up to 2 Wound Markers from this card. This Yellow Lantern will not take leaving engagement attacks when moved by this special power.

CYBORG
UNIQUE HERO
DESTROYER
NIHILIST
MEDIUM 5

6 LIFE

MOVE	6
RANGE	1
ATTACK	7
DEFENSE	6

430 POINTS

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