

GUY GARDNER

GUY DARRIN GARDNER



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LEVEL

12

AFFILIATE

Justice League

Green Lanterns

ATTRIBUTES

Power: 7
Speed: 5/8/12
Strength: 2
Attack: 7
Size: 2
Agility: 8
Stamina: 9
Willpower: 11

SKILLS

Fly
Energy
Heroic Action

DEFENSES

16

16

16

14










ENDURANCE



+2 ATTACK / +2 POWER

+1 ATTACK / +1 POWER

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Offensive Construct	3 / 		2	 / 8	Overload: Homing.
Last Effort	5 / 		6		Overload: Push/6.
Green Blast	3 / 		3	8 	Penetrative.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Energy Field	2 / 	(R)	-	This model gains Resistance  -  /2 until the end of the round.
Blunt Instrument	3 / 	(A)	6	This model can use a free grab and throw on target model or scenery piece. Consider the Strength for this throw to be 4.
Arrogant	0 / 	(P)	-	The Special Power of friendly models that wish to affect this model, would cost 1 additional Power Counter.
The Gardner	0 / 	(P)	-	When this model makes an Attack, it may gains +1DMG and +1 Attack, but at the end of its activation, the opponent may move this model up to 6"
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .

ARISIA
ARISIA RRAB



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LEVEL

12

AFFILIATE

Justice League

Green Lanterns

ATTRIBUTES

Power: 7
Speed: 6/8/12
Strength: 2
Attack: 6
Size: 2
Agility: 10
Stamina: 7
Willpower: 11

SKILLS

Fly
Energy
Master Fighter
Regeneration/2
Stealth

DEFENSES

16

16

16

16









ENDURANCE



+1 ATTACK / +1 POWER

+1 ATT / +1 POW

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Offensive Construct	3 / 		2	 / 8	Overload: Homing.
Power Unleashed	5 / 		4	8 	Explosive/5. Awkwardness/2.
Green Blast	3 / 		3	8 	Penetrative.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Energy Field	2 / 	(R)	-	This model gains Resistance  -  /2 until the end of the round.
Blunt Instrument	3 / 	(A)	6	This model can use a free grab and throw on target model or scenery piece. Consider the Strength for this throw to be 4.
Surprise Attack	0 / 	(P)	-	When this model performs an Attack against a model that cannot see this model at the start of its activation, the Attack gains +1 DMG and the target cannot benefit from Defensive Improvements.
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .

SALAAK
SALAAK



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ATTRIBUTES

Power: 7
Speed: 4/7/12
Strength: 4
Attack: 6
Size: 2
Agility: 8
Stamina: 8
Willpower: 11

LEVEL

11

AFFILIATE

Justice League

Green Lanterns

SKILLS

Fly
Energy
Comrade: Ch'p

DEFENSES

16

15

16









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ENDURANCE



+1 ATTACK / +1 POWER

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Offensive Construct	3 / 		2	 / 8	Overload: Homing.
Tactical Hit	5 / 		4		Stun/ 5.
Green Blast	3 / 		3	8 	Penetrative.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Energy Field	3 / 	(R)	-	This model gains Resistance  -  /2 until the end of the round.
Blunt Instrument	3 / 	(A)	6	This model can use a free grab and throw on target model or scenery piece. Consider the Strength for this throw to be 4.
Book of Oa	0 / 	(P)	4	Friendly models with Affiliate Green Lanterns may use Attacks and Special Powers spending 1 less Power Counter (with a minimum of 1).
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .

CH'P
CH'P



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ATTRIBUTES

Power: 7
Speed: 4/7/12
Strength: 1
Attack: 6
Size: 1
Agility: 10
Stamina: 7
Willpower: 11

LEVEL

11

AFFILIATE

Justice League

Green Lanterns

SKILLS

Fly
Energy
Comrade: Salaak

DEFENSES

18

18

16

16









ENDURANCE



+1 ATTACK / +2 POWER

+1 POWER

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Offensive Construct	3 / 		2	 / 8	Overload: Homing.
Small Power	5 / 		3		Overload: Ensnare/4.
Green Blast	3 / 		3	8 	Penetrative.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Energy Field	2 / 	(R)	-	This model gains Resistance  -  /2 until the end of the round.
Blunt Instrument	3 / 	(A)	6	This model can use a free grab and throw on target model or scenery piece. Consider the Strength for this throw to be 4.
Annoying	1 / 	(R)	4	A friendly model with Affiliate Green Lanterns that is being Attacked or targeted by a Special Power, may force the enemy to reroll any dice from it.
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .

KILOWOG

KILOWOG



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LEVEL

12

AFFILIATE

Justice League

Green Lanterns

ATTRIBUTES

Power: 7
Speed: 4/7/10
Strength: 4
Attack: 6
Size: 3
Agility: 8
Stamina: 10
Willpower: 10

SKILLS

Fly
Energy
Resistance/1
Strategist
Toughness/2

DEFENSES

16

15

16

14

ENDURANCE











+1 ATTACK / +1 POWER

+1 DEF

+2 DEF

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Offensive Construct	3 / 		2	 / 8	Overload: Homing.
Tactical Hit	4 / 		4		Stun/5.
Green Blast	3 / 		3	8 	Penetrative.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Energy Field	2 / 	(R)	-	This model gains Resistance  -  /2 until the end of the round.
Blunt Instrument	3 / 	(A)	6	This model can use a free grab and throw on target model or scenery piece. Consider the Strength for this throw to be 4.
Drill Sergeant	1 / 	(R)	8	A friendly model with Affiliate Green Lanterns performing an Attack or/and Special Power may reroll any dice from it.
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .