

BLEEZ, THE RAGING ANGEL

BLEEZ



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LEVEL

11

AFFILIATE

Justice League

Red Lanterns

ATTRIBUTES

Power: 7
Speed: 5/8/14
Strength: 2
Attack: 6
Size: 2
Agility: 10
Stamina: 8
Willpower: 9

SKILLS

Fly
Fury
Rage/3

DEFENSES

16

16

15

15











ENDURANCE



-1 ATTACK

+1 ATTACK / +1 POWER

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Claws and Wings	3 / 		2	 / 2	Overload: Irresistible.
Napalm Breath	3 / 	 - 	2		Stun/1.
Vicious Attack	2 / 		3	 / 4	Irresistible. Distract/5.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Blood 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.
Rage and Vengeance	0 / 	(P)	-	This model can use Fury skill every Round, but do not receive any additional POW counter by any means.
Fueled by Rage	0 / 	(A)	-	This model doesn't perform KO rolls. Instead, when this model suffers damage from an attack, it gains +1 Attack, to a maximum of its Rage skill value.
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .
Bloody Leadership	0 / 	(P)	-	Friendly models with the affiliation Red Lanterns can spend 1 additional POW counter during an attack to gains +1 DMG while they are within 8" of this model.

ZILIUS ZOX

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LEVEL

9

AFFILIATE

Justice League

Red Lanterns

ATTRIBUTES

Power: 8
Speed: 4/7/13
Strength: 2
Attack: 6
Size: 2
Agility: 7
Stamina: 10
Willpower: 7

SKILLS

Fly
Fury
Rage/2

DEFENSES

15

15

15






14










ENDURANCE



-1 ATTACK

+1 ATTACK / +1 DEFENSE

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Massive Jaws	3 / 		3		Overload: +2 DMG.
Napalm Breath	3 / 	 - 	2		Stun/1.
Anger Bite	4 / 		5		Irresistible.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Blood 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.
Fueled by Rage	0 / 	(A)	-	This model doesn't perform KO rolls. Instead, when this model suffers damage from an attack, it gains +1 Attack, to a maximum of its Rage skill value.
Rage and Vengeance	0 / 	(P)	-	This model can use Fury skill every Round, but do not receive any additional POW counter by any means.
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .

SKALLOX

SKALLOX



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ATTRIBUTES

Power: 7
Speed: 4/7/13
Strength: 2
Attack: 6
Size: 2
Agility: 8
Stamina: 11
Willpower: 6

LEVEL

9

AFFILIATE

Justice League

Red Lanterns

SKILLS

Fly
Fury
Rage/2

DEFENSES

15

15

15




14










ENDURANCE



-1 ATTACK

+1 ATTACK / +1 STRENGTH

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Rage Claws	3 / 		3		Overload: Push/2.
Napalm Breath	3 / 	 - 	2		Stun/ 1.
Rage Charge	4 / 		5		Irresistible. Push/4.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Blood 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.
Fueled by Rage	0 / 	(A)	-	This model doesn't perform KO rolls. Instead, when this model suffers damage from an attack, it gains +1 Attack, to a maximum of its Rage skill value.
Rage and Vengeance	0 / 	(P)	-	This model can use Fury skill every Round, but do not receive any additional POW counter by any means.
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .

DEX-STARR

DEXTER



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ATTRIBUTES

Power: 8
Speed: 4/7/13
Strength: 1
Attack: 6
Size: 1
Agility: 11
Stamina: 7
Willpower: 7

LEVEL

11

AFFILIATE

Justice League

Red Lanterns

SKILLS

Fly
Fury
Rage/3

DEFENSES

18

18

16










14

ENDURANCE

-1 ATTACK

+1 ATTACK / +1 AGILITY

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Rage Paw	3 / 		2	 / 1	Distract/1.
Napalm Breath	3 / 	 - 	2		Stun/1.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Support Field	3 / 	(A)	-	This model or a friendly Red Lanterns model gains Resistance  -  /2 until the end of the round.
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.
Fueled by Rage	0 / 	(A)	-	This model doesn't perform KO rolls. Instead, when this model suffers damage from an attack, it gains +1 Attack, to a maximum of its Rage skill value.
Rage and Vengeance	0 / 	(P)	-	This model can use Fury skill every Round, but do not receive any additional POW counter by any means.
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .