

# SINESTRO, LORD OF FEAR

THAAL SINESTRO OF KORUGAR



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© Knight Models.

LEVEL

13

AFFILIATE

Justice League

Yellow Lanterns

## ATTRIBUTES

Power: 9  
Speed: 4/8/13  
Strength: 3  
Attack: 7  
Size: 2  
Agility: 7  
Stamina: 9  
Willpower: 10

## SKILLS

Fly  
Leadership/4  
Master Tactician  
Phase Shift  
Power Thief

## DEFENSES

15

15

15

18

## ENDURANCE












+1 STRENGTH / +2 POWER

-1 POWER

-1 ATTACK /  
-1 SPEED

| ATTACK              | COST/FREQ   | NAT/TYP   | DMG | RANGE  | EFFECTS           |
|---------------------|---|---|-----|--|-------------------|
| Offensive Construct | 3 /  |  | 2   |  8  | Overload: Homing. |
| Fear Overwhelm      | 4 /  |  | 4   | 8   | Dazzle/3.         |
| Yellow Blast        | 3 /  |  | 3   | 10  | Explosive/3.      |

| 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.   |
| Spontaneous Healing      | 2 /  | (A) | -     | This model recovers 3 Endurance points. Until the end of the Round this model gains -1 to all defenses.  |
| Lord of Fear             | 3 /  | (A) | -     | Make a Willpower roll. If passed, you may move any model without the <b>Yellow Lanterns</b> Affiliation and with less Willpower than this model up to 4".  |
| Yellow Energy Projection | 0 /  | (A) | -     | When attacking, before you select the target, you may change the Nature of the attack to  or  . |