

# GREEN LANTERN (BRIGHTEST LIGHT)

HAL JORDAN



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© Knight Models.

## ATTRIBUTES

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

## LEVEL

13

## AFFILIATE

Justice League

Green Lanterns

## SKILLS

Fly  
Energy  
Leadership/8

## DEFENSES

15

15

17










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## ENDURANCE



+1 ATTACK / +1 POWER

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Offensive Construct	3 / 		2	 / 8	Overload: Homing.
Green Gatling	5 / 		5	12 	Pierce/ 5. Overload: Irresistible.
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.
Force of Will	3 / 	(A)	4	Until the end of the round all friendly models in range gain +1 to Attack, all Defenses and Speed.
Power of Will	0 / 	(A)	-	This model's next attack uses Willpower instead of Attack.
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .