

SAINT WALKER

BRO'DEE WALKER



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© Knight Models.

LEVEL

12

AFFILIATE

Justice League

Blue Lanterns

ATTRIBUTES

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

SKILLS

Energy
Fly
Leadership/6
Phase Shift

DEFENSES

15

15

17

14












ENDURANCE



+1 ATTACK / +1 POWER



ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Offensive Construct	3 / 		2	 / 8	Overload: Homing.
Emotional Manipulation*	5 / 		4	8 	Stun/ 5.
Blue 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.
Energy Dependant	0 / 	(P)	6	This model must pay double Power Cost to use the Special Power & Attacks with a * in its name unless they have a Green Lanterns affiliated model within range.
Energy Projection*	0 / 	(P)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .
Power of Hope	0 / 	(A)	6	Friendly models within Range ignores any penalty suffered by the Endurance bar and gains 1 Power Counter.
All Will Be Well	0 / 	(P)	-	When this model uses Power of Hope, friendly models gains 2 Power Counters instead of 1.
Red Lantern Dampening	0 / 	(P)	6	Enemy models within range with Affiliation Red Lanterns must pay double Power Cost to use the Special Power & Attacks.