

# LARFLEEZE, GREED LORD

## LARFLEEZE



© & ™ DC Comics. © & ™ WBEL (s21)  
© Knight Models.

### ATTRIBUTES

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

### LEVEL

16

### AFFILIATE

Justice League

Orange Lanterns

### SKILLS

Energy  
Fly  
Phase Shift  
Power Master  
Power Thief

### DEFENSES

15

15

15

16

### ENDURANCE












+1 ATTACK / +2 POWER

-1 POWER

-1 ATTACK /  
-1 SPEED

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Offensive Construct	3 / 		2	 / 8	Overload: Homing.
Unlimited Hunger	4 / 		4	8 	Dazzle/3. Overload: Irresistible.
Orange Blast	3 / 		3	10 	Explosive/3. Overload: Stunned 2.

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.
Greed Lord	0 / 	(P)	-	When making an attack against or receiving an attack from a model with any Lantern corps affiliation other than <b>Blue Lanterns</b> or <b>Star Sapphire Lanterns</b> , this model removes 1 Power point from them, and it gains that point.
Energy Avatars	3 / 	(A/R)	-	Place a 40mm Energy Avatar marker within 6" of this model. This model may make attacks trough these markers if they are within 8". An enemy can make an attack against these markers, then they are removed from play.
Energy Projection	0 / 	(A)	-	When attacking, before you select the target, you may change the Nature of the attack to  or  .