

SUPERGIRL, RED LANTERN

KARA ZOR-EL



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LEVEL

11

AFFILIATE




Justice League

Red Lanterns

ATTRIBUTES

Power: 8
Speed: 4/8/15
Strength: 5
Attack: 7
Size: 2
Agility: 8
Stamina: 10
Willpower: 7

SKILLS

Fly
Fury
Rage/4
Resistance/1  
Thermal Vision
Weakness to 

DEFENSES

 15

 15

 13


 15

ENDURANCE









-2 ATT /
-1 ALL DEF

-1 ATTACK

+1 ATTACK / +1  DEFENSE

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Super Punch	3 / 	 - 	2		Critical +2 DMG. Overload: Push/2.
Napalm Breath	3 / 	 - 	2		Stun/1.
Solar Bomb	4 / 		4	 / 4	Push/3.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Blood Field	3 / 	(A)	-	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.

GUY GARDNER, RED LANTERN

GUY DARRIN GARDNER



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ATTRIBUTES

Power: 7
Speed: 5/8/12
Strength: 2
Attack: 7
Size: 2
Agility: 8
Stamina: 9
Willpower: 11

LEVEL

12

AFFILIATE

Justice League

Red Lanterns

SKILLS

Fly
Fury
Rage/3

DEFENSES

16

16

16



14








ENDURANCE



-1 ATTACK

+1 ATTACK / +1 POWER

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
Offensive Construct	3 / 		2	 / 8	Overload: Homing.
Napalm Breath	3 / 	 - 	2		Stun/ 1.
Last Effort	4 / 		6		Overload: Push/6.

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.
The Gardner	0 / 	(P)	-	When this model makes an Attack, it may gains +1DMG and +1 Attack, but at the end of its activation, the opponent may move this model up to 6".
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.