

Green Lantern Frequently Asked Questions

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GENERAL MECHANICS

1. Willpower

The *Green Lantern* expansion introduces willpower, a numerical quality that all character cards have. If a card has the new willpower keyword, the number following the keyword is that card's willpower. Character cards without the willpower keyword default to willpower 0. Like ATK or DEF, willpower can be increased, decreased, and so on.

Example: Grayven reads, "Willpower 3." Yellow Impurity reads, "Target character gets -2 willpower this turn." If Grayven is targeted by Yellow Impurity, his willpower will decrease to 1 this turn.

However, a stunned character always has willpower 0.

Example: Later the same turn, Grayven becomes stunned. While Grayven is stunned, he has willpower 0. Korugar reads, "Target Emerald Enemies character you control gets +3 willpower this turn." Grayven has the Emerald Enemies affiliation. If he is targeted by Korugar while stunned, his willpower will remain 0 while he remains stunned. If he recovers later this turn, his willpower will increase to 4 ($3 - 2 + 3$) this turn.

1.1 [Character] gets +X ATK while attacking, where X is its willpower

Five cards (Arisia; Boodikka; Ch'p; Guy Gardner, Strong Arm of the Corps; Power Ring) have this or a similar continuous power. The modifier generated by such a power calculates the ATK bonus continuously while [character] is attacking.

Example: Boodikka has 10 ATK and reads, "Willpower 3. Boodikka gets +X ATK while attacking, where X is her willpower." Boodikka's ATK increases to 13 while she has the attacker characteristic. If she is targeted by Yellow Impurity ("-2 willpower this turn") while attacking, her ATK will decrease to 11.

1.2 Target attacker you control gets +X ATK this attack, where X is its willpower

Two cards (Oa, Uppercut) create this effect. The ATK bonus is calculated once only on resolution of such an effect.

Example: Alan Scott has 13 ATK and reads "Willpower 9." Uppercut reads, "Target attacker you control gets +X ATK this attack, where X is its willpower." While attacking, Alan is targeted by Uppercut, which increases his ATK to 22. If he is targeted by Yellow Impurity ("-2 willpower this turn") after the Uppercut effect has resolved, his ATK will not change.

1.3 Exhaust any number of characters you control with total willpower X or greater

Several cards have this or similar text, where X is a number. You may exhaust any number of characters you control (including characters with willpower 0 or lower) so long as the sum of their willpower is X or greater. Negative willpower is treated as 0 for the purpose of totaling.

Example: Katma Tui reads, “Exhaust any number of characters you control with total willpower 5 or greater >>> Gain 5 endurance.” To use her power, you could, for example, exhaust two characters, each with willpower 3, and any number of other characters you control.

2. Construct cards

A Construct card is a card with the version “Construct.” Two cards (Kyle Rayner, Last Green Lantern; Tomar Re) allow you to search your deck for a Construct card. The *Green Lantern* expansion introduces versions to non-character cards. In addition to Construct character cards, it contains Construct equipment cards and Construct plot twist cards.

Example: Kyle Rayner, Last Green Lantern reads, “When Kyle Rayner comes into play, you may search your deck for a Construct card, reveal it, and put it into your hand.”

2.1 Construct plot twists

Three characters (Brik, Jade, John Stewart) have powers that trigger whenever you play a Construct plot twist.

Example: Jade reads, “Whenever you play a Construct plot twist, gain 2 endurance.”

2.2 Construct characters

Each of the three Construct character cards (Light Brigade, Mouse Trap, Space Bears) has the text “At the start of the recovery phase, KO [this card]” within its payment powers.

Example: Light Brigade reads, “Reveal Light Brigade, exhaust any number of characters you control with total willpower 8 or greater >>> Put Light Brigade into your front row. At the start of the recovery phase, KO Light Brigade. Use this power only during the combat phase and only if Light Brigade is in your hand.” If such a character is put into play via its payment power, it will be KO’d at the start of the recovery phase even if it is stunned (because a continuous modifier from an effect exists independently of its source).

2.3 Construct equipment

The three Construct equipment cards (Catcher’s Mitt, Chopping Block, Light Armor) each cost 1 less to recruit onto a character with willpower 1 or greater.

Example: Catcher’s Mitt reads, “Catcher’s Mitt costs 1 less to recruit onto a character with willpower 1 or greater.” Costs are paid as an effect is played, so the target’s

willpower is checked only on announcement. Reducing the target's willpower below 1 after the recruit effect has been played won't change the cost.

3. Concealed—Optional (You may have this character come into play in the hidden area.)

Fourteen character cards have the new optional keyword following the concealed keyword. You choose whether such characters come into play in your hidden area or visible area. Once in play, you may not move such a character to a different area unless a card says otherwise.

Example: Scarab has 3 ATK/2 DEF and reads, "Concealed—Optional. Scarab gets -3 ATK and +3 DEF while visible." You may have him come into play in your hidden area. If you choose to have him come into play in your visible area, he has 0 ATK/5 DEF while he remains visible. After he comes into play in either area, you may not move him to a different area unless a card says otherwise.

4. Moving a character

When you move a character, unless a card says otherwise:

- You may move it to the same position.
- You may move it to any empty position within its current area.
- You may not move it to a different area.

4.1 Moving a character an opponent controls to your front or support row

Two cards (In the Hands of Qward, Jericho) allow you to move a character an opponent controls to your front or support row. You gain control of such a character and any equipment attached to it. However, if you move a visible character to a hidden area or a hidden character to a visible area, put all equipment attached to it into its owner's KO'd pile as part of moving it.

Example: In the Hands of Qward reads, "Recover target stunned character an opponent controls. Move that character to your hidden area. (You control that character.)" You may target a visible or hidden character and move it to any empty position in your hidden area. If the target is visible and equipped on resolution, put all equipment attached to it into its owner's KO'd pile as part of moving it.

4.2 Moving a hidden character you control to your hidden area

Five cards (Krona, Nero Unleashed, Orinda, Qwardian Watchdog, St'nlli) allow a player to move a hidden character he controls to his hidden area. Whenever you move a character to the same area, you may move it to the same position or any empty position within that area.

Example: Qwardian Watchdog reads, "Whenever Qwardian Watchdog becomes stunned, move it to your hidden area." If it's hidden when its triggered effect resolves, you may move it to the same position, or any empty position within your hidden area.

SPECIFIC CARDS

Apokoliptian Hospitality

Plot Twist, 2

As an additional cost to play Apokoliptian Hospitality, exhaust a character you control. Target stunned character an opponent controls cannot be recovered or KO'd this turn. If you control a Darkseid's Elite character, that stunned character's controller loses endurance equal to that character's cost.

A stunned character that cannot be recovered or KO'd will remain stunned after the wrap-up. If you don't control a Darkseid's Elite character on resolution, the target's controller won't lose any endurance.

Armies of Qward

Plot Twist, 2

You may return an Army character card from your KO'd pile to your hand.

Ongoing: Army characters you control have the team affiliations of each other Army character you control.

You don't need an Army character card in your KO'd pile to play this card. If you choose to return one to your hand, make that choice on resolution. The ongoing power affects unaffiliated Army characters you control as well as affiliated ones. It affects only characters in play.

Banished to the Anti-Matter Universe

Plot Twist, 1

Play Banished to the Anti-Matter Universe only if you control an Anti-Matter character. Choose an unequipped, unprotected character an opponent controls. If that character is visible, that opponent moves that character to his hidden area.

Ongoing: The chosen character cannot move to the visible area.

You may choose a visible or hidden character on resolution. Note that Daredevil, Guardian Devil from the *Marvel Knights* expansion has received errata and no longer has a state-triggered power. If Daredevil is the chosen character and your endurance drops below 10, Daredevil will remain hidden in the same position

Bat's Belfry

Location, 2

Remove two cards in your hand from the game >>> Whenever target Arkham Inmates character you control attacks a character this turn, exhaust that character. At the start of the next recovery phase, return the cards you removed from the game to your hand.

The modifier will trigger only on future attacks made by the target this turn. If the target is already attacking a defender, that defender will not become exhausted. The two cards you remove are not returned if the effect is negated. They are returned at the start of the next recovery phase whether or not the target attacks a character this turn. The power can be used more than once per turn, but the modifier from each use will return only the two cards that paid the cost for that use.

Battle of Wills

Plot Twist, 1

Target attacker cannot be stunned this attack while it has willpower greater than a defender's willpower.

The target attacker cannot be stunned this attack while a character has the defender characteristic and the target's willpower is greater than that defender's willpower (a stunned character does not have the defender characteristic, nor does a direct attack have a defender). The modifier compares the willpower of the two characters continuously. A character without the willpower keyword defaults to willpower zero.

Book of Oa

Location, 1

At the start of your recruit step, you may look at the top X cards of your deck, where X is the number of characters you control with willpower 2 or greater. If you do, put one of those cards into your hand, put the rest on the bottom of your deck, and discard a card.

X is calculated when the triggered effect resolves. Since it triggers at the start of your recruit step, and you can recruit only on an empty chain, you can't increase the value of X by recruiting a character in response to the triggered effect. You may put cards on the bottom of your deck in any order. You may discard any card, including the one you just retrieved.

Element Man, Qwardian Conglomerate

Character, Anti-Matter, 5

8 ATK/10 DEF

Flight, Range

Concealed—Optional

Willpower 3

Move any number of hidden Anti-Matter characters you control to your visible area >>> Replace that number of resources you control. Use this power only once per turn.

You move characters as a cost, so you must control at least one hidden Anti-Matter character in order to replace any resources with this power. If you move X characters, you must replace X resources on resolution, not X or less. If X is greater than the number of resources you control, replace every resource you control. You may replace only the resources you control on resolution (you may not replace the replacements).

Emerald City, Construct

Plot Twist, 3

Play Emerald City only if you control four or fewer resources.

Ongoing: At the start of the recovery phase, discard three cards. If you do, recover each stunned Green Lantern character you control. Otherwise, KO each stunned character you control.

Discarding three cards is not optional. If you have fewer than three cards in hand when the triggered effect resolves, discard your hand and KO each stunned character you control.

Fifth Dimension

Location, 4

Activate >>> Remove target non-stunned character you control from the game. At the start of the next draw phase, if that character card has the Revenge Squad team affiliation, put it into your front row. (A card in the removed-from-game zone has only its printed affiliation.)

If the target's printed affiliation is not Revenge Squad, it stays removed from the game. Otherwise, the triggered effect goes on the chain after the "draw two cards" effect, so the target returns to play before you draw. The target comes into play ready, unless a card says otherwise.

Hush, Mystery Man

Character, Arkham Inmates, 4

7 ATK/6 DEF

Concealed (*This character comes into play in the hidden area.*)

Pay 1 endurance >>> If target defender is ready, exhaust it. Otherwise, that defender cannot ready this turn. Use this power only while Hush is attacking and only once per turn.

You may target a ready or exhausted defender. If the target is ready on resolution, exhaust it. If the target was already exhausted on resolution, it cannot ready this turn by any means.

In Evil Star's Evil Clutches

Plot Twist, 2

Ongoing: Return a face-down resource you control to its owner's hand >>> Choose a character an opponent controls. That character loses flight this turn. You may put a card from your hand face down into your resource row. Use this power only once per turn.

You may choose any character controlled by any opponent, whether or not it has flight. You return a face-down resource as a cost, before opponents get priority to respond, then "close the gap" in your resource row. You may put any card from your hand into your resource row on resolution. If you do, put it to the right of your rightmost resource.

Korugar

Location, 2

As an additional cost to flip Korugar, KO a resource you control.

Activate >>> Target Emerald Enemies character you control gets +3 willpower this turn.

You KO a resource as a cost, before opponents get priority to respond. If you try to KO Korugar to pay its own additional cost, you can't complete the actions required to flip it. Specifically, you can't turn it face up because it's no longer in play. As a result, the game winds back to the point just before you tried to KO Korugar, as per rule 510.2.

Krona, Creator of the Anti-Matter Universe

Character, Emerald Enemies, 7

12 ATK/18 DEF

Flight, Range

Willpower 5

At the start of the combat phase, you may have the controller of target unprotected character move it to his hidden area.

You may target any unprotected character in any area controlled by any player. If the target is visible on resolution, you may have its controller move it to his hidden area. If the target is hidden on resolution, and you choose to have it moved, its controller may simply move it to the same position, or any empty position within his hidden area.

Malvolio, Lord of the Green Flame

Character, Emerald Enemies, 4

4 ATK/10 DEF

Flight, Range

Willpower 3

At the start of the draw phase, look at the top X cards of your deck, where X is the greatest willpower among characters you control. Put those cards on the top of your deck in any order.

The triggered effect is not optional. It goes on the chain after the regular “draw two cards” effect, so you look at and put back X cards before you draw. X is calculated when the triggered effect resolves. Effects can be played to change the willpower of your characters before it resolves.

Manhunter Guardsman, Army

Character, Manhunter, 3

3 ATK/6 DEF

Pay 2 resource points >>> You may put an Army Manhunter character card with cost 3 or less from your hand into your front row.

Manhunter Soldier, Army

Character, Manhunter, 3

5 ATK/3 DEF

Flight, Range

Pay 2 resource points >>> You may put an Army Manhunter character card with cost 3 or less from your hand into your front row.

Both cards have the same power. The power functions only in play, not in your hand. You can pay resource points only during your recruit step. However, the effect is not a recruit effect, so it can be played whether or not the chain is empty.

Manhunter Sniper, Army
Character, Manhunter, 1
0 ATK/1 DEF

Range

Activate, pay 1 endurance >>> If target opponent has more endurance than you, that opponent loses 3 endurance.

You compare endurance totals on resolution, after the cost has been paid.

Mosaic World

Location, 2

Characters you control can team attack as though they had all team affiliations.
Characters you control can reinforce and be reinforced as though they had all team affiliations.

Characters you control gain no additional affiliations. Those that can attack legally can team attack legally, regardless of affiliation. In addition, you may reinforce any defender you control by exhausting any adjacent support row character. If you play such a reinforcement effect, but Mosaic World is KO'd in response, the reinforcement modifier will do nothing if the two characters don't share an affiliation on resolution.

Myrwhydden, Mightiest of Mages

Character, Emerald Enemies, 4

6 ATK/8 DEF

Range

Willpower 2

KO a resource you control >>> Target attacker you control gets +1 ATK and +1 DEF this attack for each face-up resource you control. Use this power only once per turn.

Resources are counted and the ATK/DEF bonus is calculated once only on resolution, after the cost has been paid.

Nero, Qwardian Puppet

Character, Anti-Matter, 7

16 ATK/14 DEF

Flight, Range

Willpower 5

KO a non-stunned Anti-Matter character you control >>> Target player loses endurance equal to that character's willpower.

Target player loses endurance equal to the last known willpower of the Anti-Matter character. You may KO Nero to pay the cost of his own power.

Nero Unleashed

Plot Twist, 1

Target defender you control gets +2 ATK this attack. If that defender has the Anti-Matter affiliation, you may move it to your hidden area.

If you target a hidden Anti-Matter defender, you may move it within your hidden area. Moving a visible defender you control to your hidden area does not make the attack illegal.

Power Surge

Plot Twist, 3

Discard up to three cards. Target character gets +1 willpower this turn and an additional +1 willpower *this turn* for each card you discarded.

The italicized text above updates the printed card text. If you don't discard any cards, the target gets +1 willpower this turn. If you discard X cards, the target gets +X+1 willpower this turn.

Recharging the Ring

Plot Twist, 3

Exhaust any number of characters you control each with willpower 1 or greater. Replace up to X resources you control and gain X endurance, where X is the number of characters you exhausted this way.

You choose which characters to exhaust on resolution. All chosen characters must have willpower 1 or greater. You gain X endurance even if you replace fewer than X resources. You may replace only the resources you control on resolution (you may not replace the replacements).

Remoni-Notra, Star Sapphire

Willpower 4 <p> Whenever an attacker you control stuns a defender and that attacker's willpower is greater than that defender's cost, KO that defender.

Remoni-Notra, Star Sapphire has received errata. The original text of the card checked the willpower of the attacking character when the ability triggered and resolved. If the attacker was stunned during the attack, its willpower would be 0, and the defender would no longer be KO'd. The new wording no longer checks the willpower on resolution.

Sensei, Martial Arts Master

Character, League of Assassins, 6

13 ATK/11 DEF

At the start of the combat phase, if you control another League of Assassins character, you may put the top card of your deck face down into your resource row. If you do, at the start of the recovery phase this turn, KO a resource you control.

If the triggered effect resolves, put the top card of your deck to the adjacent right of your rightmost resource. If you gain a resource this way, KO a resource you control at the start of the recovery phase, then "close the gap" in your resource row. You must do so even if Sensei is stunned, because a continuous modifier exists independently of its source.

Starlings, Army

Character, Emerald Enemies, 1

1 ATK/1 DEF

Flight

Starlings comes into play exhausted.

Whenever Starlings becomes stunned, KO it.

Activate, pay 1 resource point >>> You may discard a card. If you do, search your deck for up to two character cards named Starlings and put them into your front row. *Shuffle your deck.*

The italicized text above updates the printed card text. You can pay resource points only during your recruit step. Starlings comes into play exhausted, regardless of how it comes into play.

St'nlli, Super-Qwardian

Character, Anti-Matter, 6

12 ATK/11 DEF

Flight, Range

Willpower 1

When St'nlli comes into play, move each Anti-Matter character you control to your hidden area, then move any number of Anti-Matter characters you control to your visible area.

The triggered effect is not optional. When St'nlli comes into play, move all visible Anti-Matter characters you control (including St'nlli) to your hidden area and all hidden Anti-Matter characters you control within your hidden area. Then move any number of Anti-Matter characters you control to empty positions in your visible area. "Any number" can be zero.

The Ring Has Chosen

Plot Twist, 2

Search your deck for an affiliated character card with cost less than or equal to the total willpower of characters you controlled as you played The Ring Has Chosen. Reveal that card, put it into your hand, and shuffle your deck. Discard a card.

You calculate the total willpower of characters you control as you play this effect. If the willpower of your characters changes before resolution, it won't change the cost of the card for which you can search. You must discard a card whether or not you retrieve a card.

Underground Complex

Location, 2

Remove two Army Manhunter character cards in your KO'd pile from the game >>> Return an Army Manhunter character card from your KO'd pile to your hand.

You remove two Army Manhunter character cards as a cost, before opponents get priority to respond. You choose the one to return on resolution, so it can't be either of the two you removed.