



AMAZO

GREEN LANTERN RING 3

Start the game with 3 green Power Markers on this card. Before attacking with Amazo, you may remove 1 Power Marker from this card to add 2 to Amazo's Range and Attack numbers for this turn.



- ANDROID
- EVENT HERO
- ANTAGONIST
- RELENTLESS
- MEDIUM 5

INTANGIBILITY

Amazo can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Amazo cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

AMAZING LASSO

Instead of moving with Amazo, you may choose a non-adjacent small or medium figure within 4 clear sight spaces of Amazo. Place the chosen figure adjacent to Amazo. The chosen figure rolls 2 fewer defense dice if attacked by Amazo this turn. Figures moved by Amazing Lasso will not take any leaving engagement attacks.

SUPER SPEED SPECIAL ATTACK

Range 1. Attack 4.
When Amazo attacks with this special attack, he may attack 2 additional times. After each attack with this special attack, you may immediately move Amazo up to 2 spaces.

WATER MIGHT 1

Add 1 die to Amazo's attack and defense while he is on a water space.



10 LIFE

MOVE	10
RANGE	1
ATTACK	7
DEFENSE	7

700 POINTS