



BILLY BATSON

SECRET IDENTITY

You may draft one other Billy Batson figure that is not a Citizen. Choose which figure will start the game on the battlefield. You can control only one Billy Batson figure on the battlefield at a time.



HUMAN

UNIQUE HERO

CITIZEN

INNOCENT

SMALL 4

SHAZAM!

Anytime either Billy Batson figure you control receives one or more wounds or is destroyed, you may switch that figure, if possible, with another Billy Batson figure you control. After switching the figures, roll one unblockable attack die against each figure adjacent to the placed figure. Switched figures will not take any leaving engagement attacks.



4
LIFE

MOVE 5

RANGE 1

ATTACK 1

DEFENSE 1

60

POINTS