



OSIRIS

AMON TOMAZ

POWER OF BLACK ADAM

At the start of the game, choose a figure named Black Adam you control. While you control Osiris and that Black Adam, add 1 to Osiris's Move, Attack, and Defense numbers. After revealing an Order Marker on that Black Adam's Army Card and before taking a turn with him, you may take an immediate turn with Osiris, and you may not take any additional turns with other figures you control.

HERU AND AMON

After attacking with Osiris's normal attack, you may either:

- move Osiris up to 3 spaces, or up to 5 spaces if he destroyed the defending figure. He will not take any leaving engagement attacks; or
- choose the defending figure, or all figures within 4 clear sight spaces of Osiris if he destroyed the defending figure. The chosen figures subtract 1 from their Defense number for this player turn.

TROUBLED YOUTH

If Osiris has destroyed a Unique Hero this game, he cannot take a turn unless you revealed an Order Marker on his card or took temporary control of him this player turn.



HUMAN

UNIQUE HERO

TITAN

UNSTABLE

MEDIUM

5



6
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

240

POINTS

