



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.



HUMAN

UNIQUE HERO

TITAN

UNSTABLE

MEDIUM

5

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.



6 LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

240

POINTS