



ATOM
RAY PALMER

CARRIED

Before moving a friendly adjacent figure that is not Tiny, if Atom is not engaged with any Tiny figure, you may choose that figure for Atom's Carried special power. After moving the chosen figure, you may place Atom on any unoccupied space adjacent to the chosen figure.



HUMAN

UNIQUE HERO

SCIENTIST

DARING

TINY 2

MOLECULAR IRRITANT

After attacking with Atom, you may choose an opponent's adjacent Unique Hero that is not Tiny, remove all unrevealed Order Markers from this card, and place Atom on the chosen Hero's Army Card. Atom cannot take any turns while he is on the chosen Hero's card. A Unique Hero with Atom on its Army Card rolls 1 fewer attack die and 1 fewer defense die. If the chosen Hero receives a wound, place Atom on an empty space adjacent to the chosen Hero. If no empty spaces are available or if the chosen Hero is destroyed while Atom is on its Army Card, Atom is destroyed.

TINY STEALTH

Atom is never in clear sight of non-adjacent enemy figures and he only takes leaving engagement attacks from tiny figures.



2
LIFE

MOVE 4

RANGE 1

ATTACK 3

DEFENSE 6

50
POINTS