



MARVEL

STATURE
CASSANDRA LANG

PYM PARTICLE TRANSFORMATION

Start the game with a red Pym Marker. At the start of the game, and after revealing an Order Marker on this card, you may place or remove the Pym Marker. While the Pym Marker is on this card, Stature's size and height are considered to be tiny 2; she subtracts two from her Move, Attack and Defense numbers; and she cannot use her Gigantic Reach or Super Strength special powers. Stature may only use her Tiny Stealth and Carried special powers while she is tiny.

GIGANTIC REACH

Stature may add 1 to her range when attacking a figure whose base is no more than 6 levels higher than her height or 6 levels lower than her base.

CARRIED

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

TINY STEALTH

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



MUTATE

UNIQUE HERO

ROOKIE

INSECURE

HUGE

8



4
LIFE

MOVE 7

RANGE 1

ATTACK 5

DEFENSE 6

160
POINTS

