

**MARVEL**

**ANT-MAN**  
SCOTT LANG

**INSECT CONTROL 1**

Before taking a turn with Ant-Man, you may first take a turn with a Common Insect Hero you control.

**SMALL BUT MIGHTY**

Figures that are not tiny roll 2 fewer dice when attacking Ant-Man with a normal attack, to a minimum of 1 die, and roll 2 fewer dice when attacked by Ant-Man's normal attack.

**TINY THIEF**

Ant-Man cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight, can move through all figures, and only takes leaving engagement attacks from tiny figures. Ant-Man never takes falling damage and may ignore his height of 2 when climbing. After moving and before attacking, if there is not a glyph on this card, you may choose a figure that Ant-Man moved through this turn with at least one Equipment Glyph on its card and place a glyph from that card on this card.



HUMAN

UNIQUE HERO

THIEF

TRICKY

TINY

2



3

LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 4

80

POINTS