

**MARVEL**

**ANT-MAN**  
ERIC O'GRADY

**INSECT CONTROL 1**

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

**VANISH 6**

If Ant-Man is attacked and at least 1 skull is rolled, roll the 20-sided die to vanish. If you roll 1–5, roll defense dice normally. If you roll 6 or higher, Ant-Man takes no damage and may immediately move up to 4 spaces. Ant-Man can vanish only if he ends his vanishing move not adjacent to any enemy figures.

**TINY STEALTH**

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



HUMAN

UNIQUE HERO

AGENT

SELF-CENTERED

TINY

2

1  
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 2

60

POINTS

