

**ATOM**
AL PRATT

**METAHUMAN**

UNIQUE HERO

MYSTERY MAN

FEARLESS

MEDIUM

4

ATOMIC PUNCH SPECIAL ATTACK
Range 1. Attack 4 + Special.
If Atom did not move this turn, before rolling dice for this special attack you may remove any number of unrevealed Order Markers from this card and add that number of skulls to your roll.

FEARLESS ADVANTAGE
Atom rolls an additional die when defending against large or huge figures or attacking them with a normal attack.

SOCIETY RESOLVE
Opponents cannot move or remove unrevealed Order Markers on the Army Cards of Atom or Unique Mystery Man Heroes you control within clear sight of Atom.



5
LIFE

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	5

170
POINTS

