



### ATOM RAY PALMER

#### LEAGUE COMMUNICATIONS

At the start of the game, place 1 blue Justice League Marker on this card for each Unique Hero you control with the class of Champion or Warrior, up to a maximum of 4. At the start of each round, you may move a Justice League Marker from a card you control to any other card you control that does not have a Justice League Marker on it.



HUMAN

UNIQUE HERO

CHAMPION

BRILLIANT

TINY

2

#### RIDING RADIO WAVES

Once per player turn, after an enemy figure defends against an attack from a friendly figure with a Justice League Marker on its card, you may place Atom on any empty space adjacent to either that friendly figure or the defending figure. If you do, you may remove a Justice League Marker from this card to choose a figure Atom is engaged with. Roll the 20-sided die. If you roll 12 or higher, the chosen figure receives a wound.

#### 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 4

DEFENSE 4

100

POINTS