

MARVEL

GIANT-MAN
HANK PYM

GIGANTIC REACH

Giant-Man may add 1 to his range when attacking a figure whose base is no more than 6 levels higher than his height or 6 levels lower than his base.

GIANT SWAT

If an opponent's small or medium figure moves adjacent to Giant-Man, you may roll the 20-sided die. If you roll 15 or higher, the opponent's figure receives one wound and you may place the figure on any unoccupied space within 2 spaces of Giant-Man. Figures can be affected by Giant Swat only as they move into engagement with Giant-Man. Figures moved by Giant Swat never take any leaving engagement attacks. A non-flying figure will receive any falling damage that may apply.

GIANT DEFENSE

When rolling defense dice against a normal attack from a figure that is not Huge, if you roll at least one shield, the most wounds Giant-Man can take from this attack is one.



MUTATE

UNIQUE HERO

SCIENTIST

SELF-DOUBTING

HUGE

8

4

LIFE

MOVE 7

RANGE 1

ATTACK 5

DEFENSE 7

180

POINTS

