

**MARVEL**

**HANK PYM**

**PYM PARTICLES**

You may draft this figure into the same army with any other Hank Pym's that are Scientists. None of the additional Hank Pym's may share a size. While there is an Avenger Marker on this card, these Hank Pym's are also considered to have an Avenger Marker on their cards. Start the game with this figure on the battlefield. Only one of your Hank Pym's can be on the battlefield at a time. If another Hank Pym you control would be destroyed or would receive enough wounds to be destroyed, instead place two Wound Markers on this card and immediately replace the Hank Pym you control with another Hank Pym in your army, if possible. If this Hank Pym is destroyed, all Hank Pym's in your army are destroyed.

**SIZE CHANGE**

At the start of each player's turn, you may switch the Hank Pym you control with another Hank Pym in your army. Switched figures will not take any leaving engagement attacks. After revealing a numbered Order Marker on this card, you may take a turn with whichever Hank Pym you control.

**ROBOTICS ENGINEERING**

At the end of a round, you may choose an Android or Cyborg Hero adjacent to this Hank Pym. Remove or place 1 Wound Marker on the chosen figure's card.



**MUTATE**

**UNIQUE HERO**

**SCIENTIST**

**INSECURE**

**MEDIUM 5**

**4**

**LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 2**

**DEFENSE 3**

**90**

**POINTS**