



D.VA
HANA SONG

OVERWATCH: MEKA PILOT

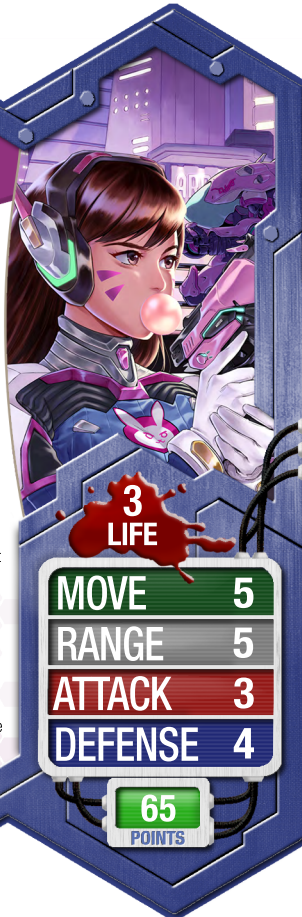
You may draft one other Hana Song that is Large. For the remainder of the game, that figure is considered to be D.Va's Mech. If you do, D.Va starts the game on this card. Add 1 to her Mech's Life number. When her Mech is destroyed, immediately place D.Va on any unoccupied space within 3 spaces of her Mech's original placement, and move all markers other than Wound Markers on her Mech's card to this card.

NERF THIS!

After D.Va's Mech is destroyed, instead of removing it from the battlefield, you may activate Nerf This!. If you do, D.Va's Mech cannot move, roll any dice, take turns, use any special powers or glyphs, and is considered an obstacle instead of a figure. At the end of this round, you may immediately move D.Va up to 3 spaces then roll 3 unblockable attack dice against each figure within 3 clear sight spaces of her Mech, one at a time. After rolling for Nerf This!, remove D.Va's Mech from the battlefield.

PLAY TO WIN

After D.Va or a friendly Unique Hero takes a turn, you may choose an opponent's figure within 5 clear sight spaces of D.Va that was attacked by that Hero this turn and roll the 20-sided die. If you roll 12 or higher, the defending figure receives 1 wound.



3
LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 4

65

POINTS



HUMAN

UNIQUE HERO

PILOT

COMPETITIVE

MEDIUM 4