



**D.VA**  
HANA SONG

**FUSION CANNONS**  
Before moving normally with D.Va, you may subtract 3 from her Move number this turn. If you do, she may attack one additional time.

**MICRO MISSILES 16**  
Once per round, after moving and before attacking with D.Va, you may choose a figure within 4 clear sight spaces of D.Va and roll the 20-sided die. If you roll 16 or higher, the chosen figure receives a wound. After using Micro Missiles, you may use it 3 additional times.

**OVERWATCH: DEFENSE MATRIX**  
Once per round, if D.Va or a friendly figure is attacked by an opponent's non-adjacent figure and at least 1 skull is rolled, you may immediately reveal an "X" Order Marker on this card and move D.Va up to 3 spaces. If you do, choose 2 spaces in a straight line from D.Va. D.Va and all figures on or within 1 space of the chosen spaces that are within clear sight of D.Va take no damage from this attack, and for the rest of this player turn, cannot attack or be attacked by non-adjacent figures.



**4**  
LIFE

**MOVE 5**

**RANGE 4**

**ATTACK 4**

**DEFENSE 6**

**235**  
POINTS

**C-6**  
HUMAN  
UNIQUE HERO  
PROTECTOR  
COMPETITIVE  
LARGE **6**