



MARVEL

WASP

JANET VAN DYNE

AVENGERS COMLINK

At the start of the game, you may choose one other Unique Hero you control and place a white Avenger Marker on its card. After revealing an Order Marker on this card and instead of taking a turn with Wasp, you may take a turn with any Unique Hero you control with an Avenger Marker on its card.



MUTATE

UNIQUE HERO

LEADER

INTUITIVE

TINY

2

WASP STING SPECIAL ATTACK

Range 2. Attack 1.

Instead of moving and attacking normally with Wasp, you may move Wasp up to 4 spaces. Wasp can attack up to 2 times with this special attack at any point before, during, or after this move as long as Wasp is on a space where she could end her movement. When Wasp attacks a figure that is not a destructible object with this special attack, that figure cannot roll defense dice.

TINY STEALTH

Wasp is never in clear sight of non-adjacent enemy figures and she only takes leaving engagement attacks from tiny figures.



3
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

160

POINTS

