

**MARVEL**

**WASP**

JANET VAN DYNE

**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.

**DARING DECOY**

Figures engaged with Wasp can only attack figures that have the Daring Decoy special power.



**MUTATE**

**UNIQUE HERO**

**ADVENTURER**

**TENACIOUS**

**TINY 2**



**1 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>1</b>
<b>DEFENSE</b>	<b>4</b>

**50 POINTS**

