

MARVEL

CHAMPIONS

THE CARD GAME

WASP HERO PACK

The daughter of Hank Pym, Nadia was kidnapped and raised in the Red Room. But by reverse-engineering her father's Pym Particles, she escaped, traveling to America and starting her life as the brand-new Wasp!

Foldable Cards

Nadia Van Dyne/Wasp's identity card is a foldable, "three-sided" card. One side is her alter-ego form, one side is her **TINY** hero form, and the inside of the card is her **GIANT** hero form. Changing form with a three-sided card follows the standard rules for changing form found in the Rules Reference.

New Keyword: Team-Up

The team-up keyword names two characters. To include a card with the team-up keyword in your deck, your chosen identity must match one of the named characters. Additionally, a card with the team-up keyword cannot be played unless both of the named characters (hero or ally) are in play.

New Keyword: Piercing

An attack with the piercing keyword discards any tough status cards from the target of the attack before dealing damage.

Rules Clarifications

Q: How does changing between three forms work?

A: Nadia Van Dyne/Wasp can change from alter-ego form to either hero form, from either hero form to alter-ego form, or from one hero form to the other hero form.

Q: What happens when a basic thwart power or thwart action divides threat removal among schemes?

A: Each scheme is considered to have been thwarted. In these instances, follow the standard rules for thwarting schemes.

Q: What happens when a basic attack power or attack action divides damage among enemies?

A: Each enemy is considered to have been attacked. In these instances, follow the standard rules for attacking enemies.

WASP / AGGRESSION

Wasp has the exciting ability to shrink to **TINY** hero form or grow to **GIANT** hero form, with each form providing different tools for different jobs. In **TINY** hero form, Wasp excels at taking down single targets, using Pinpoint Strike to demolish foes or Red Room Training to shatter enemy defenses. In **GIANT** hero form, Wasp shines when facing multiple problems, using her innate hero abilities, Giant Help, and Wasp Sting to clear out groups of enemies and schemes in an instant.

With the Aggression aspect, rush Into the Fray to make quick work of minions or Lie in Wait for the minions to come to you. And when the enemies think they're alone, change form and take them out with a Surprise Attack!

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To the Marvel Comics artists whose amazing work is featured in this game: Thank you, thank you, thank you.

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