

MARVEL

FIRE ANT SWARM

SWARM TUNNELING

If you win initiative, you may immediately place each Fire Ant Swarm you control on any unoccupied land space within 5 spaces of its current location. A Fire Ant Swarm cannot be placed on any space that is higher or lower than 5 levels from its original placement. Fire Ant Swarms moved with Swarm Tunneling will not take any leaving engagement attacks.

POISON STING

Instead of attacking, choose an adjacent figure. Roll the 20-sided die, adding 1 to the roll for each other Fire Ant Swarm you control adjacent to the chosen figure. If you roll 16 or higher, the chosen figure receives one wound. Continue rolling for Poison Sting until the chosen figure does not receive a wound. Destructible objects are not affected by Poison Sting.



INSECT

COMMON HERO

SCAVENGER

IRRITATING

TINY 1



1 LIFE

MOVE 4

RANGE 1

ATTACK 1

DEFENSE 1

10 POINTS