

MARVEL

YELLOWJACKET

HANK PYM

UNHEALTHY OBSESSION

At the start of the game, you must choose another Unique Hero you control. Yellowjacket adds 2 to his Attack number when the chosen Hero is within 2 clear sight spaces. If the chosen Hero receives one or more wounds from an opponent's attack, Yellowjacket is considered Obsessed for the remainder of the round. While Yellowjacket is Obsessed, after moving on his turn, he must attack each figure within 2 spaces, if possible.

GIGANTIC REACH

Yellowjacket may add 1 to his range when attacking a figure whose base is no more than 6 levels higher than his height or 6 levels lower than his base.

GIANT DEFENSE

When rolling defense dice against a normal attack from a figure that is not huge, if you roll at least one shield, the most wounds Yellowjacket can take from this attack is one.



MUTATE

UNIQUE HERO

SCIENTIST

CONFLICTED

HUGE 8

4 LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 6

190

POINTS

