



BLACK CANARY
DINAH LANCE

LEAGUE CHAIRWOMAN

At the start of the game, place 1 blue Justice League Marker on this card for each Unique Hero you control with the class of Archer, Champion, or Warrior, to a maximum of 4. At the beginning of your turn, if there is a Justice League Marker on this card, you may move any unrevealed Order Markers from this card to any other cards you control.



METAHUMAN

UNIQUE HERO

CHAMPION

DETERMINED

MEDIUM 5

INTO THE FRAY

Once per player turn, before taking a turn with a friendly figure, you may remove a Justice League Marker from this card to move Black Canary up to 4 spaces and attack. If you do, you cannot move that friendly figure during its turn.

CANARY CRY FOR JUSTICE

If Black Canary or a friendly Unique Hero within clear sight of Black Canary receives at least 2 wounds or is destroyed, roll the 20-sided die. If you roll 14 or higher, choose 4 spaces in a straight line from Black Canary. All enemy figures on or within 1 space of the chosen spaces receive 1 wound, and you may remove 1 unrevealed Order Marker at random from each of their Army Cards.



4
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

220

POINTS