



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.

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.



METAHUMAN

UNIQUE HERO

CHAMPION

DETERMINED

MEDIUM

5

4
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

220

POINTS