



HAWKWOMAN

SHAYERA HOL

RALLY FOR JUSTICE

If Hawkwoman inflicts one or more wounds on an opponent's figure with her normal attack, you may choose a figure you control within clear sight of Hawkwoman. You may either move the chosen figure up to 4 spaces, or place a previously removed green Battery Marker, Justice League Marker, or Order Marker, unrevealed, back onto the chosen figure's Army Card. A figure may only be chosen for Rally for Justice once per round.

5TH METAL DEFENSE

When rolling defense dice, you may count one blank as an extra shield. If the attacking figure is Undead or has the Magical Defense special power, you may instead count all blanks as extra shields.

AERIAL ASSAULT

After rolling defense dice against a normal attack, you may immediately move Hawkwoman one space for each shield she has. If she ends this movement engaged with the attacking figure, all excess shields count as unblockable hits on that figure.



THANAGARIAN

UNIQUE HERO

CHAMPION

FERCE

MEDIUM 5

5 LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 5

260

POINTS

