

WHITE CANARY

SARA LANCE

HUMAN

UNIQUE HERO

LEADER

VALIANT

MEDIUM 5

LEGENDS LEADERSHIP

After revealing an Order Marker on this card and before taking a turn with White Canary, if no figures you control share any special powers, you may roll the 20-sided die.

- If you roll 6-15, choose one Hero; or
- If you roll 16 or higher, choose two Heroes.

Heroes chosen must be Unique Heroes you control that are Human or Metahuman within 5 clear sight spaces of White Canary. One at a time, take a turn with each of the chosen Heroes. You may not take any additional turns with other figures you control besides White Canary.

LEAGUE OF ASSASSINS TRAINING

White Canary can move through all figures and is never attacked when leaving an engagement. When White Canary attacks an adjacent figure, each skull rolled counts as an additional hit.

EVASIVE STRIKE 16

If White Canary is attacked by an opponent's figure within 5 clear sight spaces and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-15, roll defense normally. If you roll 16 or higher, White Canary takes no damage and the attacking figure receives one wound.

4

LIFE

MOVE

6

RANGE

5

ATTACK

2

DEFENSE

5

210

POINTS