



WONDER TWIN

JAYNA

WONDER TWIN POWERS, ACTIVATE!

After revealing an Order Marker on this card and taking a turn with Jayna, you may take a turn with a Zan figure you control. If Jayna was not adjacent to a Zan figure you control at any point this round, she may not use any other special power on this army card.



EXXORIAN

UNIQUE HERO

CHAMPION

ENTHUSIASTIC

MEDIUM

4

MOVEMENT THERIANTHROPY

Before moving normally, choose one:

- Ostrich: Add 3 to Jayna's Move number.
- Griffin: Jayna gains the Flying special power. Instead of attacking, you may choose a small or medium figure she passed over this turn. Place the chosen figure adjacent to Jayna, ignoring any leaving engagement attacks.
- Sea Serpent: Instead of moving, choose a figure adjacent to Jayna. Roll the 20-sided die. Add 4 to the roll if the chosen figure is on or within one space of a water space. If you roll 14 or higher, that figure receives a wound.

ATTACK THERIANTHROPY

Before attacking normally, choose one:

- Elephant: If Jayna is within one space of a water space, subtract 1 from her Attack number to add 2 to her Range number, and she may attack one additional time.
- Fire-breathing Gorilla: Choose 3 spaces in a straight line from Jayna. One at a time, attack each figure on the chosen spaces with Jayna's normal attack, even if she is engaged.
- Yeti: Roll 1 additional attack die if Jayna is on an ice or snow space, or adjacent to a Glacier Mountain.



5 LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 4

75

POINTS