



WONDER WOMAN

DIANA PRINCE

AMBASSADOR OF JUSTICE

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 Champion, Princess, Queen, Refugee, or Warrior, up to to a maximum of 3. At the start of each round, you may remove 1 Justice League Marker from this card. If you do, figures you control roll 1 additional die when attacking or defending this round.



AMAZON

UNIQUE HERO

CHAMPION

INSPIRING

MEDIUM

5

LASSO OF TRUTH

When an opponent's small or medium figure that is within 2 clear sight spaces of Wonder Woman begins to move, you may roll the 20-sided die. If you roll 12 or higher, that figure's movement immediately ends and you must place that figure adjacent to Wonder Woman. If you roll 18 or higher, you may also view all Order Markers on that figure's card. Figures moved by Lasso of Truth do not take any leaving engagement attacks.

BULLETS AND BRACELETS

If Wonder Woman is attacked with a normal attack from a non-adjacent enemy figure, before rolling defense dice, you may roll the 20-sided die. If you roll 12 or higher, Wonder Woman takes no damage. If you roll 18 or higher, you may also choose a figure within 3 clear sight spaces of Wonder Woman to receive one wound.



6
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

310

POINTS

