



**WONDER WOMAN**  
DIANA PRINCE

**ALLY OF HOUSE EL**

Once per player turn, instead of an attack with a different Unique Hero that is a Champion or Refugee, you may move Wonder Woman and, if that Hero is a Kryptonian, attack with Wonder Woman.

**GOLDEN LASSO SPECIAL ATTACK**  
Range 3. Attack 4.

If an opponent's figure would receive one or more wounds from this special attack, you may choose one of the following:

- Ignore those wounds and return control of that figure to its original owner.
- Move that figure one space for each wound inflicted, during which it will not take any leaving engagement attacks.

After attacking with this special attack, you may use it one additional time.

**AMAZING BRACELET DEFLECTION**

Once per player turn, when Wonder Woman or a friendly figure within 3 clear sight spaces of Wonder Woman is attacked by a non-adjacent enemy figure, before defense dice are rolled, you may move Wonder Woman. If she ends this move closer to the attacking figure, the targeted figure adds 1 die to their defense roll against that attack. If excess shields are rolled, the attacking figure receives one wound.



AMAZON

UNIQUE HERO

CHAMPION

PROTECTIVE

MEDIUM **5**

**6**

LIFE

MOVE **6**

RANGE **1**

ATTACK **5**

DEFENSE **5**

**260**

POINTS

