



WONDER GIRL
CASSANDRA SANDSMARK

YOUNG JUSTICE ATTACK PLAN

As long as none of your other Army Cards have more than one Order Marker on them, the first time each Titan or Sidekick figure you control attacks an adjacent figure on your turn, you may roll one additional attack die.



OLYMPIAN

UNIQUE HERO

TITAN

AMBITIOUS

MEDIUM **5**

HIT ANYTHING THAT'S MOVING!

After each space an enemy figure moves, roll the 20-sided die once for each Sidekick or Titan you control adjacent to that figure that you have not previously rolled for this turn. Add 6 to the roll if there is an Order Marker on this card. If you roll 18 or higher, that enemy figure receives a wound from that Sidekick or Titan.

COUNTER STRIKE

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.



5

LIFE

MOVE **5**

RANGE **1**

ATTACK **5**

DEFENSE **5**

200

POINTS

