**WONDER WOMAN**
DIANA PRINCE

**AMBASSADOR OF JUSTICE**
At the start of the game, place 1 Justice League Marker on this card for each Unique Hero you control with the class of Champion, Princess, Queen, Refugee, or Warrior, up 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**

**6 LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 5**

**DEFENSE 5**

**310 POINTS**

**LASO 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 move 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.