



# JOKER

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## LAUGH IT OFF

When Joker would receive two or more wounds from a normal adjacent attack, you may instead place one Wound Marker on this card and the attacking figure's turn immediately ends.

## JOKER TOXIN

After moving and before attacking, you may choose an adjacent figure that does not have the Insane personality. Roll the 20-sided die. If you roll 15 or higher and the chosen figure is:

- a Common figure, it receives one wound and you may inflict one wound on a figure adjacent to the chosen figure; or
- a Unique Squad figure, the squad now has the Insane personality instead of what is on its card, and you may take control of the Unique Squad and its Army Card. Remove any Order Markers on the Unique Squad's Army Card; or
- a Unique Hero, you may take temporary control of the chosen figure and immediately take a turn with it. At the end of the turn, control of the chosen Hero returns to the player who controlled the Hero before Joker Toxin was used and it receives one wound; or
- an Event Hero, it receives one wound.



HUMAN

UNIQUE HERO

PSYCHOPATH

INSANE

MEDIUM

5

6

LIFE

MOVE

5

RANGE

1

ATTACK

4

DEFENSE

3

140

POINTS