



HARLEY QUINN

HARLEEN QUINZEL

ACROBATIC MOVEMENT

Harley Quinn never takes falling damage and is never attacked when leaving an engagement. After rolling attack dice for a normal attack or after rolling defense dice, for each shield rolled you may immediately move Harley one space up to 6 levels up or down.



METAHUMAN

UNIQUE HERO

OUTLAW

INSANE

MEDIUM

4

OVERSIZED Mallet

When Harley attacks an adjacent figure with her normal attack, if she was not adjacent to that figure at the start of her turn, roll one additional attack die. If the defending figure receives one or more wounds, you may place that figure on an unoccupied space within 1 space of its original placement. A figure moved by Oversized Mallet never takes any leaving engagement attacks, and can receive any falling damage that may apply.

POP! GUN SPECIAL ATTACK

Range 4, Attack 3.

Figures attacked by this special attack roll 1 fewer defense die. If a Unique Hero receives one or more wounds from this special attack, you may remove one unrevealed Order Marker at random from the defending figure's Army Card.



4

LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 6

180

POINTS