HARLEY QUINN

INSANE DEVOTION
After revealing an Order Marker on the Army Card of any other Insane figure you control and taking a turn with that figure, if Harley Quinn is within clear sight of that figure, you may take an immediate turn with Harley Quinn, and you may not take any additional turns with other figures you control.

SMILEX BOMB SPECIAL ATTACK
Range 5, Lab 6, Attack 6.
Choose a space to bomb. Any figure on the chosen space and all figures within 3 spaces of the chosen space are affected. No clear line of sight is needed. Roll 6 attack dice once for all affected figures. Each figure rolls defense dice separately. After all affected figures have rolled defense dice, roll the 2D6-sided die. If you roll a 11 or higher, remove one unrevealed Order Marker at random from each affected figure’s Army Card. Smiles Bomb Special Attack may only be used once per point.

ACROBATIC MANEUVER
When Harley Quinn rolls defense dice against an opponent’s attack, and succeeds with both, all damage. For each hit healed, you may immediately move Harley Quinn one space up to 6 levels up or down. When Harley Quinn reaches using Acrobatic Maneuver, she will not take any failing damage or leaving engagement attacks.

LIFE 4

MOVE 6
RANGE 1
ATTACK 3
DEFENSE 3

130 POINTS