

JOKER

GOTHAM UNDERWORLD



UNIQUE HERO
HUMAN
MASTERMIND
INSANE
MEDIUM 5



JOKER'S WILD

At the start of each turn, you may maneuver Joker up to 2 spaces.

SEND IN THE CLOWNS

Instead of Joker's ordered activation, you may choose up to 3 other units that are Insane or have the Arkham keyword. Activate up to 2 of them, and then you may defeat 1 of the activated figures to activate either Joker or 1 chosen unit that was not previously activated this turn. You may not activate any additional figures this turn.

JOKER TOXIN

After Joker makes a move action, he may choose an adjacent figure and roll 1 Toxic damage die against it. If he inflicts 1+ Toxic wounds on a Unique Hero enemy that is not Insane and does not have the Inorganic keyword and defeats it, revive that enemy at 1 Life, change its Personality to Insane, and take control of it.

