





AMANDA WALLER

SUICIDE SQUAD
At the start of the game, choose up to 6 Unique Heroes you control with the class of Criminal, Outlaw, Rogue, or Thief and place a black Micro-Bomb Marker on each of their cards. After taking a turn with a figure that has one of your Micro-Bomb Markers on its card, you must roll the 20-sided die. If you roll 2 or lower, remove any Order Markers on that figure's Army Card and choose an opponent to take control of that figure and its card. If an opponent would take temporary or permanent control of a figure you control with a Micro-Bomb Marker on its card, you may immediately reveal an "X" Order Marker on this card to destroy that figure.

SPECIAL ASSIGNMENT
Before rolling for initiative each round, you may choose an opponent's Unique Hero on the battlefield. For the duration of the round, any figure you control taking a turn with Director of A.R.G.U.S. rolls 1 additional die when attacking the chosen figure.

DIRECTOR OF A.R.G.U.S.
After revealing a numbered Order Marker on this card, instead of taking a turn with Amanda Waller, you may take a turn with up to two Heroes you control with Micro-Bomb Markers on their cards or one Agent Hero or Squad you control.



4 LIFE

MOVE	4
RANGE	5
ATTACK	3
DEFENSE	3

195 POINTS

C&G

HUMAN

UNIQUE HERO

DIRECTOR

DEFIANT

MEDIUM 5